

Floof Planning Document

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Floof Codex

(Mirrored from Kiyoko's doc)

"For everything you take, give back something of equal value. For every prank you play, help in equal measure. For each favour you receive, repay it as soon as you can. This is the Law of Equivalent Exchange, which forms the basics of Reciprocity." - Keros the Trickster.

Name: Kitsune (pl. Kitsune)

Sexes: Male, female, occasional trappy shemales or outright hermaphrodites

Height: Ranges from 4'9" to 6'0" (145 to 182 cm)

Weight: Ranges from 88 lb to 154 lb (40 to 70 kgs)

Hair: Red or orange are most common, but yellow is an option, as is every shade in between. Grey, silver or white are rare, but exist.

Eyes: Kitsune have two eyes in the normal humanoid position; green, blue, brown and gold are the most common colours encountered.

Lifespan: 80 - 150 years. Kitsune with more tails tend to live longer. Those particularly favoured by Keros can have much longer lifespans.

Maturity: As per humans, 18 years.

Description

Most kitsune look much like the average catfolk does, perhaps easily mistaken for one at a distance. Fox ears sit on top of their heads; these are capable of independent movement, and often continually twitch and swivel without any conscious input on their owner's part. Combine that with the fact that all of them have at least two fluffy fox tails, a number that only increases with age and power up to a maximum of nine, and they tend to look not that much different from the races of beast-kin which inhabit Savarra.

Kitsune tend to be diminutive and feminine in appearance - while strapping, manly fox-hunks do exist, they tend to be either rare or direct higher servants of the Trickster God, who appears to want to keep that appearance for himself. Males tend to be androgynous at best, or outright traps on the other end of the scale; outright shemales don't really exist, but the occasional hermaphrodite does crop up. Their women tend to be slender, agile and finely formed rather than short stacks, and while A-cup agony is uncommon, most don't go above a high B, with the exception of den mothers/matrons.

Kitsune tails are long - sometimes as much as their owner is tall - prehensile, and often stronger than their actual limbs. They're not just extremely sensitive, but feel intensely good to pet and fondle on the part of both giver and receiver due to how fluffy they are. Tail number is a shorthand for one's age, experience, power and favour with Keros; the more one has, the higher one's standing in floof society.

History

According to their own tales, kitsune came into the world along with their patron deity, Keros, when he entered Savarra in physical form during the Godswar along with the other members of the Seven. As direct servants of the Trickster God, they were largely involved in strategy, reconnaissance and espionage against the wraiths and their minions, skills that they would ply later on in other conflicts. The homeland they claimed in the aftermath is rather removed from the Frost Marches, but in the same way catfolk have spread all over from Jassira, so have small populations been established here and there around the world, largely due to migrations during the Godswar and the continuous status games the Seven play as they vvy for influence amongst Savarra's peoples.

They have never been a very populous people compared to fast-breeding races like orcs and humans, and despite Keros' attempts to rectify that problem via various means they have eventually settled for a quality over quantity approach.

Society and Culture

Most kitsune still stick to the culture of their homeland in dress, mannerisms and architectural style. Some adaptations do occur to better suit life in foreign lands when they move, but by and large the vast majority of their style remains unchanged. Groups tend to be fairly insular, often consisting of a handful of families who settle on the borders between grassland and forest and keep away from other bastions of civilisation. Where a den mother/matron does happen to exist, she and her small horde of children can claim a good swathe of territory from which settlers spread out into the frontier. Most settlements will know of a handful of other nearby ones, but most foxy floofs aren't usually bothered with events beyond their little sphere in their day-to-day life.

Kitsune social organisation is generally a theocracy centered around their patron deity Keros, with those involved with clerical magic given great reverence; power structures tend to be largely informal, localised and run in family lines, given their way of life. Despite the chaotic overlay with which they live their lives, there's a fairly rigid underlying structure that denotes everything from how one greets another to when offerings should be made to the Trickster God.

Most kitsune enjoy many hobbies and artistic pursuits originating in their homeland ranging from poetry, scroll painting, flower arrangement, music and martial arts. Instruction and education are often the function of the priests and priestesses of Keros when they are not otherwise occupied.

Metaphysical Stuff

Kitsune are the closest and foremost servants of the trickster god, possessing a metaphysical connection with him inasmuch as dryads and treants do with Velun, the avanai do with Sorra, or valkyries with Lumia. As such, they are all considered touched by the Seven, and possess a strange resistance to corruptive influences. Their deity's direct patronage also means that, like other such touched races, they can't hold extreme changes to their physiology, nor are there half-breeds of any sort. The Seven do not stand for their imago dei being tarnished by something as simple as alchemy or corruption.

Kitsune can subsist on normal food like all other races, but their favourite form of sustenance - and easiest way to gain metaphysical power - is to drain life-force from other sapient beings. Copulation is the most common method of doing this for all sexes - travellers will speak of being lost in the woods, coming across strangely attractive foxy men and women, and being dragged into extremely exhilarating orgies from which they emerge considerably drained. Keros' teachings on such are extremely strict: reciprocity - for what you take, always give back something of equal value, and sustainability - never drain someone to death, so they keep coming back for more. Wanton disregard for such is often punished by divine smiting; a trickster has to have a good face, ya know? Where kitsune come from, it's not surprising to find the occasional young hopeful wandering the woods to try and catch the eye of a many-tailed foxy lover, but such isn't too common in the Frost Marches for obvious reasons.

Can you trust cannibals who use a knife and fork, and pay the tab afterwards? More powerful kitsune have the ability to directly rip physical essence from their victims, but it just isn't *fun*, and the poor people often run screaming. Not a good impression.

It's said that kitsune can transform themselves into actual bestial foxes, but no one has yet to give a proven account of such yet. What *is* known is that they're inherently magical creatures, with a particularly affinity for fire magic. As opposed to the staves, wands and totems of the Frost Marches, Kitsune favour specially prepared scrolls for working magic, although the basics of magic do still require the presence of a focusing gem somewhere, which is traditionally set on the handle.

Reproduction

Most kitsune are similar to humans when it comes to breeding - sex followed by nine months of gestation, which in turn is followed by kits. Like with harpies, kitsune women are dominant breeders, their children being full-blooded kitsune instead of half-breeds - this allows for their race to propagate without excessive inbreeding despite comparatively small numbers.

Den mothers/matrons are an exception, though - designed to spread the Trickster God's influence through cranking out more minions for him, such - uh, gifted individuals are practically kit factories, having gestation durations of one and a half months, not to mention a host of other idiosyncrasies. Obvious to say, den mothers are extremely rare, and the capability to become one is usually passed on from mother to firstborn daughter; new bloodlines only arise through direct divine intervention.

Trivia and Shit

//Making note of all the small things I've cooked up about fluffs so I don't accidentally contradict myself.

- There is an entire civilisation of fluffs across the sea. Not very big, but sizable enough.
 - This makes sense as in WW2, there was enough of a Japanese diaspora in the US to warrant them being rounded up in camps.
- Fluffs can feed from other fluffs, however, doing so is quite distasteful. It's like eating someone else's vomit. Fluffs don't regenerate their own life energy very well, to boot.
- Fluffs don't HAVE to feed off the life-force of other people, they can get by on ordinary food. However, it's akin to a human living off nothing but boiled cabbage soup. You might be able to stand it for a while, but ultimately it's bad for your body and mental condition if you do it for too long.
 - Sex isn't necessary either, but it's the most convenient way of repaying the benefactor for the donation.
 - The whole emphasis on reciprocity is so that their appetites are controlled and that people don't get worked up enough to go and burn out those horrible vampires. Quite the opposite, in fact.
 - It's also why gluttony is so vigorously condemned — you're placing everyone else in danger from the normies.
- Fluffs are usually strictly tails and ears only.
 - When they start losing control over themselves, more bestial features manifest: hands, feet and fangs are usually the next to go, followed by the rest of their body until they're pretty much hybrid werefox-esque.
 - Half of their social customs, like the tea ceremony, is to temper their willpower so they don't just snap and go on a metroiding spree.
 - Being autistic about etiquette, down to which napkin you use to mop up the excess water off the pot, focuses the mind and trains both self-awareness and clarity of thought. Fucking impeccable politeness, man.

Kiyoko Xpac

In brief, getting down what she needs to make the transition from summon to companion in the flesh. None of this is going to be relevant for a long time, but I'm going to get it down anyway.

- Kiyoko can be freed after FloofQuest1: Kitsune Haus. If the orb has already been obtained during the quest, Keros will comment on it, but will ask you to check back with him later as he needs to settle some business first. Later, you can go back to kitsune haus and use Den Matron Komari's shrine to contact Keros and ask him to do something about the orb.
 - There is only one requirement to free Kiyoko aside from that: Kinu must have been born and met. This requires fucking and impregnating Kiyoko at least once.
 - If the requirements aren't met, Keros will happily point out that she doesn't have a body to emerge from the astral plane (A.K.A Keros' Dream) and while he can fashion one for her, he'll require a small portion of a mortal's physical essence to work with. In other words, please donate.
 - Why I'm imposing this requirement is because 1) it makes sense given her story and 2) I really don't want to keep track of so many possible states she can be in, and 3) Kinu is the one who's going to be taking care of all the foxy spawn when her parents are away.
 - Kiyoko will give you a thousand-stitch belt as a gift first thing when she's freed. She's been making it all this time in secret... hoping for this day.
- What carries over:
 - Number of kits she's had.
 - How pregnant she is at the moment. Translate - 1 = 0 days, 2 = 7 days, 3 = 14 days, 4 = 21 days.
 - That's it, really, because everything else pretty much changes.
- Combat Mechanics:
 - Once saved, Kiyoko is now a combat companion. The amulet of union is confiscated by Keros.
 - She gains access to her higher level skills and perks.
 - However, she does start at level 1, being in a freshly made body and all.
- Pregnancy mechanics:
 - Kiyoko sheds her old visit-based mechanics for a more standard pregnancy timer. As a den mother, her pregnancy duration is 28 days.
 - These correspond to the old stages as following: 0-6 = 1, 7-13 = 2, 14-20 = 3, and 21-27 = 4. She pops on day 28. Popping shouldn't be too much of a problem, newborn kits are portalled back to Kinu. Work this out with Savin.
 - Fucking her while she's pregnant will immediately accelerate her pregnancy by 7 days. If there are less than 7 days left in the pregnancy, she pops instantly.

- To use the standard mechanics, Kiyoko has a fertility of 300%. Since she's using raw life force to conceive children, she can't *not* get pregnant from being cummed into, even if the PC is technically sterile.
- Kitsune kits don't count for purposes of the nursery. Kinu takes care of her many siblings; her mother is determined to make her go through what she herself had to endure in her youth.
- Kiyoko's Pad
 - The astral plane will no longer be accessible. Keros will shut it down once everyone is evacuated, citing the need to investigate and make repairs.
 - Instead, Kiyoko will move back to the crater where you first found the shrine and her orb, and clean it up into a nice livable place for her and her children. This is where she hangs out when she's not in the active party.
 - Remember to write new roomdescs for the kitsune shrine and crater.
 - Kinu is here, too.
- Kinu
 - Your little girl has all grown up! After Kiyoko's been rescued, Kinu is no longer a little 8-10 year old floof, but a teenager of 18, on the cusp of womanhood.
 - Oh, I'm going to tempt people so horribly. She's still fucking jailbait, and there will be no incest content whatsoever.
 - Kinu keeps the place running when the two of you are away. It's good practice for the day when she becomes a den mother in her own right.
 - More information to be in her own doc.
- Revamping scenes
 - A whole fucking bunch of Kiyoko's scenes need to be revamped. Talk scenes need to be reworked, because a number of them refer to her captivity.
 - Birthing scenes need to be reworked, because the astral plane is no longer open; she needs to pop in the safety of the kitsune shrine or at camp. Kinu can help here.
 - Sex and groping should be on a case by case basis. Most of the existing scenes can be recycled - eg, replacing the hot spring with a private spring so that the play scenes still work. However, things like play tag need to be rewritten a bit.
 - Entering the cabin can be reworked with entering her shrine.
- New Scenes
 - Camping sleep with and sex
 - Frost hound sleep with and sex
 - Popping in camp and Hawkethorne

Floof TF Notes

Floof TF is a level 3 permanent TF. Once this is taken, it can never be undone by any means ever. You cannot sell your soul twice.

The option to do this shows up in two ways:

1. If you have the orb, you can become Keros' champion right after Floof Haus after freeing Kiyoko.
 2. If you never picked up the orb, Keros will give you the option to do so after the Tychris arc.
- Mechanical Stuff
 - Gain +3 to cunning, willpower and agility. +1 to everything else. Effectively a free level.
 - Gain access to the following abilities:
 - Foxfire
 - Leech
 - Trick
 - Gain innate 50% resistance to fire and blight damage.
 - Appearance stuff:
 - The following body parts are locked and cannot be changed to any other. If they differ from the presets at the time of transformation, they will be changed to something that complies.
 - Ears to fox or arctic fox ears.
 - Slitted fox eyes.
 - Hair and fur colour must be red, blonde, white, grey or black.
 - Tails must be kitsune (similar, but mechanically separate from fox).
 - No wings.
 - Human hands, face, torso, arms, legs, feet. Generally, major body parts.
 - Genitalia are generally not locked in size or type, go nuts. Restricting *that* would be a little too much.

Story-Wise:

- You cannot get a corruption bad end by becoming a demon, because you are already empty inside. However, the circumstances can just as easily end you another way. This is really dependent upon support by the writer in throwing in a couple extra lines.
- All kitsune NPCs will act reverently towards the PC.

FloofQuests

Savin Notes

Were I you, I'd design the Floof Haus dungeon so it's main content is pretty much the same no matter what aside from the final confrontation. Just have the intros be different depending on which patron you serve by then, and of course the final confrontation.

If the player doesn't have Kiyoko, either get the intro from Oxanna or from Taoth himself who approaches you after the Winter City is done (since by then the player has a reputation to make them worthwhile). Potentially, the player can be working for both at the same time since their goals don't overlap. Maybe Oxanna actually throws in with Taoth once things get revealed?

If you do have Kiyoko, then she gives you Floof Haus's location. Something's probably funky there to cause it to be a dungeon: in this case, Kasyrra and her mooks have somehow influenced or corrupted the denizens.

At the end of the dungeon, the player meets Keros. Keros confronts either Taoth or Kas's lieutenant in charge. If Taoth isn't there, boss fight vs. demon (maybe a full corrupt Kitsune?), and questline is done as far as conflict goes. If Taoth *is* present, PC then gets to hear both sides of the argument and then makes a choice between Keros or Taoth. Proceed from there.

It would also be really cool if you could convert one or two followers into Taothans during the quest. Like maybe converting Cait to a Priestess of Trickery or something.

Ohh, Taoth could offer to cure Cait's infertility in exchange for her switching sides...

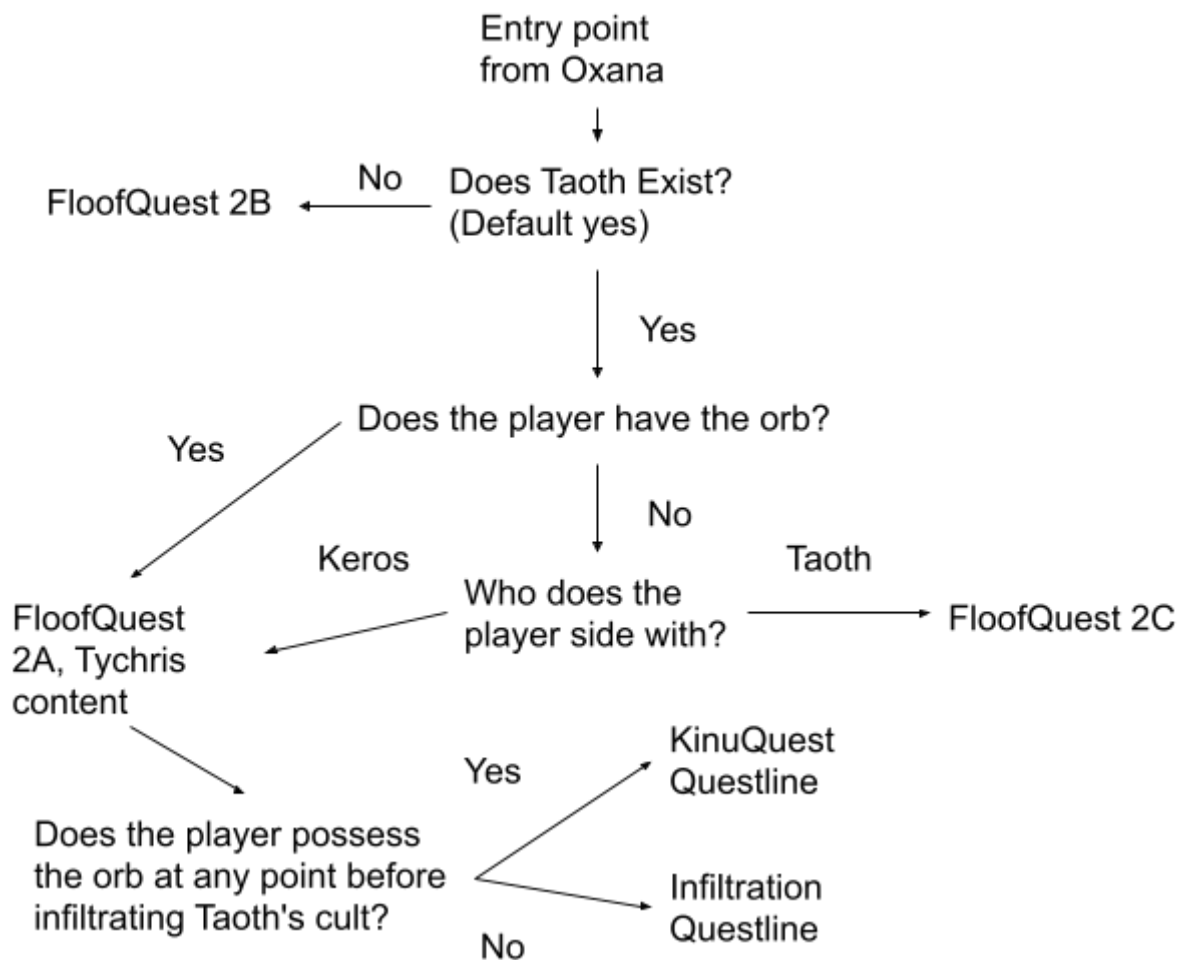
Savin with pregshit?

Impossibru

And yeah, my thought was to have Keros and Taoth confront each other at the end of the dungeon. That way you get to hear them debate each other and make a more informed choice. Plus I'm a sucker for big powerful entities having it out.

And yeah, the Winter City rep is a real useful tool. That's what's gonna unlock the Baroness's content, and the gates to Khor'minos.

FloofQuest Flowchart



General

- There are two entry points into the floof arc: Kiyoko herself and Lady Oxanna Evergreen.
 - It seems a little fitting that a tanuki witch would give you a quest to fuck around with kitsune.
 - Why, though? Maybe they took something of hers and the recompense wasn't of equivalent value? That would be easy, but also a little trite. Fish around a little with the boss-man for his view of what Not-Kiro should be like.
- Taoth vs. Keros
 - After discussion with the boss-man, Ted's original plan of floof genocide was replaced with them being reborn as Taoth's servants if you choose to overthrow Keros. Frankly this is the better solution as no one wants to write or code boner-killing genocide in a porn game anyways, and I'd rather the choice be a meaningful one instead of "I am a perfect angel goody two-shoes" and "raaar I eat babies." If it were up to actual meaningful

genocide (as opposed to say, breaking the stellar tether or nuking Myrellion as Mike Nelson, Destroyer of Worlds), 99% of the players would never side with Taoth save hardcore Urta fans, and we don't want that TBH.

- This doesn't necessarily mean that you can convince any of the floofs to side with you prior to the actual point of usurpation, since their lives and souls alike are being kept in safekeeping by their patron deity (and finding a way to disrupt or break that link would possibly be a key point in Taoth's plan for deicide), but it does open up several possibilities for expansion in the late-game.
- Whoever owns their collective souls owns them, though, so if Taoth managed to get his hands on these they'd have to go over to him regardless of what they think of it.
- The thing is that while it's been some time since I played through CoC and messed around with Urta's storyline, what I do remember doesn't paint Taoth in the best light. I know I'm probably biased here, but while hiding in Urta's body to escape destruction at the hands of Lethice's minions was understandable, was the horsecrack and making Urta's life miserable necessary? Not to mention the whole instead of expressing gratitude at being given a new body, he just says something along the lines of "we're even, if we meet again I'm not going to be as nice as I am now." Correct me if my memory is faulty on this, but that really rubbed me the wrong way with Taoth.
 - This is why I'm recusing myself from writing FloofQuest 2C and all associated peripherals, because I can't be impartial in this regard.
- Even so, the *point* here is that we want a decision that's actually *meaningful*, yet not plainly obvious to a player going for, say, a corruption or pure playstyle. The decision to side with the incumbent or usurper should be just as problematic to the righteous paladin of good and justice as it is to the fiend who wants to use the corruption for their own purposes. Shade vs. Kara (without all the messy complex states) is the minimum level of meaningful choice that we should be aiming for here.
 - So what should they each offer? Their own level 3 perm TF, for one thing. They should be different with different stat allocations, perks and powers, but should be sidegrades to each other.
 - Similarly, any equips that their questlines yield - different but on the same power level.
 - An equally involved storyline on both sides that portrays the side the player chose as the correct one and the other as wrong, even though the only real difference is the player's point of view and their actions + the results thereof.
 - A base of operations, perhaps, and NPCs to interact with.
 - I get that this is going to be a lot to ask of whoever is going to be doing the other side (given the way things are going, it looks like I'm not going to be the only one writing floof NPCs due to sizeable interest), but I think it's necessary to have a meaningful choice here instead of one side being a shoo-in.

- Taoth's argument: The Seven have been lying to you all along. They are not gods, they are wraiths, and they are farming you like cattle for your souls; they only drove off the others so they'd have more for themselves. Keros is particularly bad; he has a reputation for lying, malice and cruelty and is a tyrant. His servants are little more than incubi and succubi; they waylay people and drain them of their life-force. It's time for a change, and if you help me usurp his place I'll make sure no one ever needs to fear the trickery domain again. Plus, I'm familiar with the demons that threaten your world; this knowledge will be helpful in your fight against them.
- Keros' argument: Yes, we are wraiths. Wraiths who developed a conscience, turned against our own, and have guided your civilisations away from the brink of despair ever since. If you cannot overcome your prejudice and judge us for our actions instead of what we are, that is your loss. My servants offer an equitable exchange for what they receive, even if they get overexcited sometimes. I am cruel and malicious, but only to the wicked and unjust, who deserve as much. How can you know that this Taoth is telling the truth and will fulfil his promises, if he can? I am the one with the track record here. Look past my exterior and help me deal with this usurper.

FloofQuest 1: Kitsune Haus

- After conducting story business with Lady Evergreen and dealing with the Winter City, the player is directed to kitsune haus in the Frostwood because reasons to be determined after I pick the boss man's brain for what Evergreen is like.
 - Maybe her bountiful bag (see consumable items doc) was taken by the floofs as a prank. It's a pretty tricky tanuki artifact, a bag that doesn't just serve as a bag of holding, but tends to duplicate anything that was put into it, kinda like a jug of alchemy. Not-Kiro doesn't really care for the bag per se (you can have it after you bring it back), but there's stuff in there that has sentimental value for her, and she wants that returned to her.
 - Either way, mark floof haus on the Frostwood map.
- Upon [entering] the dungeon, Taoth (who is doing a little reconnaissance) will accost the player. Multiple things can happen here:
 - If the player has Kiyoko's orb, Taoth will sense it on them and flee.
 - If the player doesn't have the orb, he'll approach them and make a brief one-paragraph sales pitch, having heard their reputation from events in the winter city. Tells the player if they don't believe him, they can see for themselves since they're going in anyway. Unknownst to the player, he appears to vanish, but hides in the player's body. Hiding inside mortals is something he's known to do.
 - If Taoth doesn't exist, nothing happens.
- Whichever route is taken, go through floofs as per normal, since you're pretty much doing a home invasion. Maybe reuse some of Ted's potential encounters. Mayyybe have a monk so DCL can fulfil his dreams of recreating Zanza later on.

- Showing them the orb will probably do nothing for most of them, since they'll just suspect trickery. Takes one to know one, projection, etc, etc?
- The dungeon is meant to be a straight boss rush of 4 bosses. Ideas?
 - Ask Savin if he'd be willing to reimagine Miko and Mai as an encounter of some sort.
 - A puppet master who is pretty weak as-is, but summons (up to 3 on the field at a time) puppets that do various things like heal and shield him, attack, that kind of stuff. Colour-coded. Kind of like Star Magician from Golden Sun.
 - An extremely fast and hard to hit lightning-themed monk who is not Zanza. Ask DCL about this.
 - Top it off with Den Matron Komari.
- Den Matron Komari won't fight you if you have the orb, though.
- The entrance closes behind you, so you're stuck here until you either bad end or complete the dungeon.
- Make it to the shrine at the back of kitsune haus. Keros pops in to see what the ruckus is all about, he's busy elsewhere (possibly dealing with a usurper's machinations).
 - If the player has the orb, he'll thank the player for returning a lost minion and tell them to check back with him in a little bit about doing something about Kiyoko. Either way, that's more than enough of a favour to justify returning Lady Evergreen her bountiful bag. (Progresses to FloofQuest 2A)
 - If Taoth doesn't exist, he'll hear the player out, then tell the floofs to return the bountiful bag because they didn't repay Lady Evergreen with something of equivalent value (at least, from Not-Kiro's perspective). (Progresses to FloofQuest 2B)
 - If Taoth exists, he's been hiding in the player's body all along, and pops out. The two make their full pitches to the PC at the same time.
 - Maybe channel a little bit of Lord Winter here.
 - This is where the major fork happens.
 - Siding with Keros gets the player a "I knew you weren't a bigot to judge people by what they are" speech. Taoth curses the player, and flees by disincorporating. (Progresses to FloofQuest 2A)
 - Siding with Taoth here means the floofs all swarm the player and Taoth intervenes to save them, snatching up the bag on the way. Taoth meets the player at the entrance, tells them they made the right decision to side against a tyrant, and tells them to lie low for a bit while he works out a plan.
 - This ending is quite open-ended so that whoever who picks up this particular plot thread could conceivably do anything anywhere when it fires back up at a higher level. (Progresses to FloofQuest 2C)
- All options converge at the player returning to Not-Kiro and returning the bountiful bag, where she draws out all her favourite sex toys or w/e and hands the player the empty bag as a reward. End quest.
- So what are the direct ramifications of FloofQuest1?

- If you sided with Keros or Taoth doesn't exist, kitsune haus will be friendly. You can go in anytime and mess around with the NPCs inside, even contact Keros at the shrine for various options like freeing Kiyoko, getting some background info, and agreeing to be his champion and get great power in exchange for your lovely, radiant soul. Floof encounters in the Frostwood will be non-hostile unless you want to "play" with them.
 - If you return the orb of transference to Keros or agree to help him against Taoth, he'll give you the option of becoming his champion to empower you in combating the usurper. If Taoth doesn't exist, he'll do the same, only against the demons.
- If you sided with Taoth, kitsune haus closes up and the map node is no longer enterable. Floofs in the Frostwood will actively try to bad end the player, sucking out your life essence until all that's left of you is a splatter between the legs/sheen on the dick.

FloofQuest 2A: Death to the Usurper

- This version of FloofQuest triggers if a save file states that Taoth exists and the player has sided with Keros. It has two possible variants:
 - With Kiyoko. If Kiyoko has been rescued, Keros will suggest luring Taoth into the astral plane (his section of the dream). He knows the latter has been looking for where he's been keeping the souls of all his servants, and is likely to risk much on such a gamble. Once he's in, spring the trap, and destroy the Usurper. Having lived in the Dream for so long prior to rescue, Kiyoko inadvertently absorbs what remains of Taoth's divine essence, and achieves apotheosis as the new minor deity of augury and motherhood. Level 5-6.
 - Without Kiyoko. Infiltrate the little budding cult following Taoth has been gathering. Discover his metaphysical supply line to Mareth and sever it, then while it's vulnerable, destroy him and return his divine essence to Keros. Level 5-6 for the first part, then 8-10 for actually getting in.
 - The cut-off point for being able to get on the orb path is saving kit maker 5000 before actually embarking on the non-orb path.
- Orb path:
 - One of the things I want to do for this path is to have an event where Taoth pulls a Lucien from Fable 2 and sends goons to murder your floof family since you've now established yourself as a significant threat. Of course, unlike Lucien, he doesn't actually succeed, since you rush back in time with backup from Keros to save wife (assuming she's not with you at the moment), big sis, and all your foxy babbus (or bad end trying, anyway). (Level 5-6)
 - I know, I know, hear me out. Even though it was near the end of the game, Lucien murdering your family and dog was a pretty watershed moment. He couldn't hurt you (and not for lack of trying), so he destroys the people you love and tries to break you that way; the mere act of doing so at that point establishes his desperation and the fact that he's now all in on this hand, and so are you. If it were just between me and him, there might still be the slim chance of mercy, but

after that there was no other option than his utter annihilation for dragging your family into this. I want to try and recreate that gutpunch to the feels as best as I can, in much the same way people were hit really hard (in a good way) back in FoE by Aquilius recounting what happened the night Rigard decided to use siege engines and alchemical warfare on its own citizens, or how Vaughn was press-ganged, deserted and wanted to elope with his fiancée, but found out she had already moved on and the last vestiges of his old life were gone.

- Savin: "Also also: people would LOVE a scenario where you play as floof dottir defending her dream-home from Taoth"
- Do a part AS her, then the PC comes in later, leaving her as a guest for the rest of the event.
- Either way, the goons should be traceable in some way back to their master, provide a couple clues as how to proceed next.
 - Also learn at this point that Taoth has been gaining Savarran followers by promising to protect them from demons and corruption - "I know these guys, they were from my home world, etc, etc".
 - He's been taking his followers' souls, too, in the usual exchange for power.
 - However he hasn't attuned to this world, which means he's still got a metaphysical supply line going in from Mareth.
- Keros needs a moment to gather more information and come up with a plan. In the meantime, he's going to speak to the other deities and mount an organised resistance against the demons. Cue raid on demons as per the difficult way. (Level 5-6)
 - Learn the truth from Kas' underling, but it probably shouldn't matter on this path. Lore dump!
- Once the raid on the demons is over, Keros will contact the PC, asking them to see him back in floof haus. He'll lay out a plan that he's come up with - having learned that Taoth is looking for where he's been keeping the souls of his floofs and followers, he's going to set a trap in the astral plane (aka his Dream) and lure the usurper in by leading Taoth to believe that's where the goods are. (Level 7-8)
 - That's where the PC comes in. While Keros locks down the entire Dream from the outside, it's up to the PC to destroy the usurper.
 - "Hello, my name is [pc.name]. You tried to murder my family. Prepare to die."
 - No, that's not REALLY going into the game verbatim.
 - Only Kiyoko and Kinu can enter along with you, and both of them are mandatory.
 - "He sent his goons to kill me, Papa. Didn't even bother to turn up himself - you think I'm going to let that kind of insult pass?"
- There, in the heart of the astral plane, in the cabin nested in the cherry blossom tree, where you first met Kiyoko...
 - Where you spoke with her...

- Where your shared memories were forged...
 - Where you freely gave of yourself, despite her being a soulless, vampiric fiend...
 - Where she birthed and raised your kits...
 - Where she returned your gifts with her devotion...
 - There, where it all began, the three of you confront the usurper in that cabin and destroy this threat to your family.
- Keros stated that he wanted you to return with the remnants of Taoth's divine essence, but the astral plane has other ideas. Kiyoko inadvertently absorbs Taoth's divine essence, the plane practically forcing it upon her; she achieves apotheosis as the deity of augury and motherhood.
- Doing things the hard way:
 - "Merely killing a god isn't sufficient. Even when dead, the echoes of their presence, the belief of what adherents they may still have, the fragments of their consciousness in the world... no, merely killing this usurper won't do. We must utterly discredit and humiliate him, show him to be a deceptive twister of words, and make his believers feel such shame they'll deny that they ever worshipped him. We will tear this usurper asunder and devour his remnants; it will as if he was never been."
 - The cut-off for this path diverging from the orb path is if you initiate the level 8-10 content (past the demon raid) before saving Kiyoko. Once Keros sends you to infiltrate the Taothians, you can't do the orb path. If you DO obtain the orb at any point before then (just picking it up will do), the game will trigger KinuQuest.
 - (Level 4-5) Keros has some information that someone is preaching the word of a new deity in Tychris, and would like you to investigate.
 - As Savin has set things up, Tychris is a pretty religious place; they probably won't take kindly to blasphemy.
 - Do something with Nareva, who is patron of Tychris. If you've already met her at the shattered pillars, this might be easier.
 - Analmader and her mom might be able to help if you're in good with them.
 - Investigate? Find cult spreading dissent in Tychris? Maybe fight Taoth's agent there. Have analmader and her mom deal with the mop-up.
 - Most importantly, learn what's up with them - Taoth is promising his followers protection from corruption/demons, as outlined above. Join the cult, don't get turned into a ravenous tentacled sex-fiend! Pretty good incentive TBH.
 - Keros is interested to hear of this, and decides to get the other guys together to make a proper show of force. In the meantime, a bunch of demons have been making trouble for {settlement? People? Kingdom? Maybe Tychris again?} Return to Tychris and make a great public showing of beating back the demons, restore peoples' faith in the Seven. Bonus points if you're his champion at this point. (Level 5-6)
 - Raid demons, etc, etc. Flesh this out later. Dungeon.

- More importantly is to note that Kasyrra has been summoning demons from Mareth since the events in the Winter City. This is an important point as it allows us to introduce information only Marethians would know.
- Keros has the demon head honcho (one of Kasyrra's lieutenants) captured and interrogated. With the help of a bit of tricky magic, the demon spills the beans on Mareth's divinities:
 - Note that this doesn't NEED to be 100% factual, remember that it's what the demons would say and their perspective colours the information provided.
 - Oh yeah, we totally killed almost all the gods on Mareth.
 - Oh, Taoth? We know that bugger, yeah.
 - Didn't die fighting like the other gods, ran like a pussy and hid in a mortal's body (Urta).
 - Made her life miserable for a long time, too, until someone came along and helped her accept the horsecock he'd forced on her. What a dick.
 - Then when some person came along and helped him get a new body, he didn't even have the niceness to say thanks, but threatened the helpful idiot instead. That's gods for ya.
 - We'd have hunted him down again, but we were kinda busy with that same useful idiot knocking on our Mistress Lethice's door.
- Keros is super-interested in all of this and asks the PC to stew for a bit while he devises a counter-propaganda campaign.
- Level 8-10 content starts here.

FloofQuest 2B: This is MY Turf

- This version of FloofQuest only triggers if a save file states that Taoth does not exist. I don't know what the default is.
 - (Some shenanigans with Kasyrra's underlings, probably, think about this as plot develops.)

Updates and Shit (22/4/19)

- We have agreed to cut route 2C. Taoth was doomed from the start. There's simply too much content to catch up on.
- Route 2B may be cut. There may simply not be enough people viewing the content to make it stick.

- I may consider cutting 2B as well, given how so few people are actually going to load a completed save from the unmodded game where urtaquest was not completed, but that's still in the air.
- IMO loaded saves should only be for minor blurbs, ME3 got away with worse
- nah but fr fuck the 50 dudes who have their end-game coc1 saves and want their own content paths
- Raphael is more or less Taoth 2.0 Attempted murder on Kinu is going to set him into the same grave in terms of people's views
- Make a route that allows you to talk Raphael down before he attacks Kinu and that will be a believable project to try
- This gives me more design room to make 2A more complicated.
- So now, there're essentially just branches of route 2A.
 - Kiyoko's orb has been taken. Plot cannot progress until she's been freed, allowing for KinuQuests to happen.
 - Kiyoko's orb has not been taken. Plot progresses via alternative path. If Kiyoko's orb is retrieved at any point, alternate path drops in favour of her path.
- Possible Raphael redemption in first KinuQuest? Allow fox-daughter to try and talk him down?

Kinu Teenager Content

Attribute	Elegant Slut	Young Inari
Independence	Follows her mother, subscribes to many of her beliefs and attitudes without question.	Comes to similar conclusions as her mother, but through her own line of reasoning.
Music	Plays koto.	Plays shakuhachi.
Stat Bonuses	Bonuses to cunning, presence and agility.	Bonuses to strength, toughness and willpower.
Magic	Arcane magic emphasising control and mastery.	Agriculture-based magic emphasising reciprocity.
Aesthetics	Follows her mother's dress style, projects the persona of a man-eating vixen. Openly and aggressively flirtatious. Assertive and confident.	Puffy furred jacket and short skirts. Projects a country girl persona. Lies in ambush to ensnare the unwary with her innocent exterior. Deceptively meek, becomes assertive when an opening presents itself.
Consort Choice	Brings home a samurai prettyboy bishie from floof haus (Nakano). Kiyoko approves, Mum-in-Law Komari doesn't.	Brings home a thick-bodied salt-of-the-earth reliable guy from floof haus (Hitoshi). Mum-in-law Komari approves, Kiyoko doesn't.
Recharge Ability	Leech	Bark Skin
Resting State	Phlegmatic and reserved. Unfailingly polite.	Energetic and bubbly. Relaxed.
Personality	Affectionate.	Moralistic.

Attribute	Naginata	Hankyu
Stat Bonuses	Strength and Toughness	Agility and Cunning
Recharge Ability	Flaming Cleave (3x AoE)	Triple Shot (3 hits on 1 target)

As is obvious, how you raise your fox-daughter is vital. It boils down to a choice between:



Versus



Events and Scene Ideas

- As is perfectly natural for a future den mother, Kinu is beginning to develop an interest in dick at the tender age of eighteen. Being a den mother's consort is pretty high-status, and there're probably no shortage of prospective suitors, especially amongst Komari's many children.
 - Kiyoko is a meddling mother and suggests messing with her firstborn daughter's love life for fun and profit. Outright arranging a marriage would be *boring*, it's so much more fun to poke and prod from the shadows like nosy middle-aged ladies do to their daughters.
 - As an alternative to going along with Kiyoko's suggestion, you could suggest a more hands-off approach and let her navigate the stormy seas of young romance all by her lonesome. Because it worked out so well for the two of you.
 - Awkward scenes where your teenaged kitsune daughter starts talking about getting crushes on that black-furred bishonen over at Komari's. Be as big a ham and super-stereotypical as one likes.
 - "I have to study really hard, if I don't occupy my mind it keeps wandering back to him" and that kind of trash. This shouldn't be hard, you grew up with a big sister *and* a little sister.
 - Even more awkward scene where she brings said black-furred bishie floof home to meet the parents.
 - All this, of course, is assuming you decided to make her an elegant slut. Country girl not-Holo floof daughter is going to get a salt-of-the-earth guy.
- Actual scene idea. Komari naturally has noticed that Kinu has been showing interest in one of her sons. Calls her over for tea, and to be formally introduced to her. During the conversation, she asks Kinu if she is fine with spending much of her future having and raising children as a den mother.
 - Of course, this is meant to be a trick question - there is no good answer. If Kinu said yes, she'd have been blasted as boring, ambitionless, wasting her talents, and possibly a suck up for giving the answer that Komari would probably want to hear.
 - On the other hand, if she says no, Komari would have lambasted her for not recognising the important contributions of den mothers to kitsune society, many of which other races don't recognise and even look down upon, and that's one of the reasons why den mothers have such high status as mandated by Keros. Also scold her for trying to evade the responsibilities to other people placed on her by virtue of her birth while enjoying the benefits.
 - The "correct answer", then, is for your foxy daughter to utterly reject the false dichotomy that's been set up and call out her prospective mother-in-law on it like a good trickster would. She doesn't need to conform to someone else's preconceptions of what it means to be interesting or ambitious, and her talents are her own, so buzz off.
 - Komari is actually pretty pleased with this, not quite having expected such, and doesn't mind her son being Kinu's consort.

- "You know, Dad... what was it like when you met Mom? There's a guy over at grandma Komari's who I can't keep thinking of, it hurts my chest to look at his face... but then quickly I find myself staring at him again... what should I do?"
 - Be more forward
 - That's just a bad hunch
 - Focus on your studies
- "Say, Dad, say you know, what should I do...did you ever confess your love? Gods...there, I've said it! You know, you know, recently I've been having a good feeling about [hitoshi/nakano]...what if he comes to confess HIS love for me first? [I know it's most unlike Hitoshi, but love can work wonders, right?/Nakano's going to do it any day now, I can feel it! He's such a romantic!] What should I do if that happens?"
 - [Good luck!]
 - [It must be just a hunch]
 - [Just focus on your studies]
- I really want a scene where the PC notices that their daughter's a shortstack. Massive tits and huge ass... while Kinu drinks her weekly high-fat milk in front of the PC. "Mom says it's rich in nutrition and it'll help me grow. I've been having one weekly since I was pretty young..." She's growing all right, just not upwards but outwards.
- Kinu asks the PC is they want her to be a princess. "Yes", "Do not want to say", and "Do not know". Different reactions based on her adult personality.

"...Mom, I've come to a decision."

"You're always out all the time."

"And even when you're home, you never talk to me any more."

"No matter how hard I've tried over the last two seasons, you always find some excuse to brush me off."

"It's like you don't even want me around to begin with."

"Or as if I'm some kind of mistake who should never have existed in the first place."

"So I've decided to get out of your hair. I'm old enough to be wedded off, I'm going to marry Hitoshi and live with him."

"Asagiri can take over my duties, she's the daughter you wanted anyway. Not me. That became clear after I couldn't become the person you wanted me to be."

"You won't have to look at my disappointing face any more, I bet you'll be happier after I'm gone."

"I'm leaving tomorrow."

"Goodbye."

Kinu Side Story



<https://pbs.twimg.com/media/Dli5TVBXcAlfZZd.jpg>

Something something wrong hole. Plz don't stop.
Something something didn't expect it to be that big/feel so good

something something so this is what mom feels when she gets pregnant
something something I want more of this
something something I don't care if this is my first time, turn me into a breeding slut

That face
the sudden realisation of innocence broken
Replaced with pleasure

those wide eyes
that shocked mouth
is this how mom felt when I was conceived?
I want more!
spiralling from innocence into breed slutttery

KinuQuest

Overview

The KinuQuest questline essentially is a branch of FloofQuest 2A that triggers if you pick up the orb at any point before infiltrating Taoth's cult. If this happens, Keros will not ask you to do that, and will instead wait for you to return Kiyoko to him; he'll even mention the orb a couple of times and how things would be so much easier if he had it. Probably figure a way to prompt to the player how to proceed.

During KinuQuest 1 and 2, the player will be playing Kinu for half the duration of the first quest and all of the second. She comes with her own pre-equipped equipment, and if possible, the champion's inventory will be removed and replaced with some limited items of her own.

Bad ending during these quests will result in a game over (unlike UrtaQuest, where Urta was simply removed from the game, but you could play on). This is to prevent the questline from dead-ending and spawning even more game states to keep track of.

Stats and abilities

Kinu will have 1 at-will, 2 recharges and 1 encounter power. What exactly they are depends on her favoured weapon and personality. See if you can't take some existing powers and re flavour them.

At this point, I'm leaning towards a total of 4 KinuQuests, although what they are beyond the first one is still up in the air. Assign stats accordingly when the time comes.

Recharges and extra stat bonuses will be determined by her formative scenes.

At-will is likely to be foxfire, although that may change.

Encounter power is yet to be determined.

As mentioned in Kinu's doc, if the player has not viewed appropriate formative scenes before releasing everyone from the orb, she will take on her default values.

KinuQuest 1 Outline

KinuQuest 1 triggers if the following conditions are met:

- The PC has completed the events at Tychris, which in turn means floofquest 2A is active.
- The PC has freed Kiyoko from the orb - which in turn means that Kinu has been born.
- The player has NOT received the quest to infiltrate Taoth's cult.

When all the conditions are met, the next time the player talks to Keros via the shrine at Komari's floof haus, KinuQuest will trigger. Remember to write variants for if Kiyoko is in the active party or not. Keros will sense that something is amiss back at Kiyoko's pad at the old kitsune shrine, and send you (and Kiyoko, if she's there) packing back with backup.

Note to self: if Kiyoko is not with the PC at the time of the triggering, she will have been out on business in Hawkethorne. Note this down when actually writing the scenes.

Cut away to the kitsune shrine in the old forest. Kinu is sleeping in her bedroom when noises from outside wake her. Faced with a definite sense of unease, she tells her brothers and sisters to go hide in the old cave to the north (where the player first picked up the orb) while she goes and sees what's up. (This is assuming she has any siblings, it's possible to trigger this when she is the only child.) No sooner has she picked up her weapon and grabbed a few items off the shelf when two masked people kick down the screen door of her bedroom and charge in with weapons drawn.

Commence the fight!

Inventory

If possible (assuming Drakku doesn't explode) I'd like to have the usual inventory replaced by what Kinu could grab off the medicine chest she uses to treat the scrapes and cuts her siblings incur on a near-daily basis. These should include the following:

- 2x winterstem
- 1x wyldsap
- 2x oil of oliban
- 2x remedy

This is what the player has to work with while they're playing as Kinu. It's very possible there's a need for additional supplies; these can come off dropped enemies.

Taothians

Members of the little following Taoth has been growing since arriving on Savarra. They've progressed to the point where they've started taking on the appearance of their patron,

turning thin and gaunt; all of them have fox ears and tails and are wearing stylised full-face fox masks to hide their identity.

They should come in a couple flavours - fighters and wizards who use lust and blight attacks. Work out the details when the time draws near to actually write up these guys.

In either case, Kinu's main objective here is to clear a path to the front of the crater that houses the kitsune shrine. I'm not sure if I want an actual location, or just have them come at her one after another; an actual location would leave the player with a breather between fights and a chance to use items, while a gauntlet would definitely make things more challenging. Also to note, freeze time in this encounter if you're using the map option.

After facing about 4 waves of enemies, Kinu will make it to the other side of the waterfall grotto where Renard is waiting.

Raphael

An assassin sent by Taoth to murder the champion's foxy family. Since the events in Tychris, the champion has proven to be quite a thorn in Taoth's side, and yet can't be challenged directly - hence the unfortunate necessity of killing children to break the champion's will to fight. Not that many were dispatched - after all, no more than children were expected to put up any resistance, after all.

Raphael truly believes that Taoth offers the only chance Savarra has at resisting Kasyrra's corruption; this happens to be the main selling point the Marethian deity has, and it's quite the convincing one, too. Naturally, Kinu will challenge him on how good his deity can be if it necessitates killing children, to which he'll have a witty and noncommittal reply.

Either way, it's fight time!

The first half of this encounter should be a hopeless boss fight. Raphael is level 6, and Kinu is 3, but just in case someone hopes to fuck with the values we should put in some failsafes. He'll whittle down her health while obviously toying with her, taunting her to put up some actual resistance; when either he hits 90% or Kinu hits 50%, the cavalry will come and the champion rushes onto the scene.

Fight, part two:

- If Kiyoko is not in the PC's active party, she will replace Kinu as a guest.
- If she IS in the PC's active party, Kinu will get a full heal.
- Either way, Raphael gets a full heal himself and faces the PC in earnest.
- The PC's usual party will come in, and the usual inventory will be accessible once more.
- Raphael is fast, but he doesn't have much health.

Future stuff?

- We can have a few callbacks to the original CoC's Raph. Maybe a few throwaway lines on how the original Raph would fucking tear into your character if you shifted away from his very specific requirements and practically mock you for it.
- I DO want to take a page from Gateau, though, and have him fall in love with Kinu, though. And I mean the utterly creepy, unsettling, disturbing, uncanny valley-ish "love" that Gateau, a construct fashioned such that the only joy he could experience was through killing others, experienced. I want to try for something as utterly dark and disturbing as that.
 - It would make a good counterpoint for the supposedly romantic stuff the Raph of the original CoC put the PC through.
 - "Every night, the pain keeps me awake. Unable to sleep, thinking about you and how you handled yourself... but then the pain fades - no, transforms - into something wondrous, and it's only after so much reflection that I know what's happened. I've fallen in love with you, Kinu."
 - "...You won't reciprocate my love? Maybe... maybe if I hurt you enough, you'll feel the pain too and come to understand the depth of my feelings for you."

KinuQuest 2 Outline