

## BARBARIAN BLADE (Working Title)

### \*CONTENT WARNING\*

THIS GAME FEATURES MANY DEPICTIONS OF NON-CONSENSUAL SEX AND DEALS WITH SUBJECT MATTER RELATING TO SEXUAL TRAUMA AND ABUSE. AS WELL AS OTHER SPECIFIC FETISHES, GRAPHIC VIOLENCE, AND CRUDE/OFFENSIVE MATERIAL.

### QUICK SYNOPSIS

A sword and sorcery, dark fantasy, old-school RPG inspired by Conan the Barbarian, Classic Might & Magic/Wizardry, and 80s Metal. It tells the violent, steamy, and often humorous tale of Chaddius, a half human half orc barbarian, and his return from the dead after being revived by Lustia, an unfortunately overlooked lower goddess of lust who dreams of ruling the celestial realm. And so, a new pact is formed between man and goddess as the two set out to fulfill their wildest dreams of conquest and sexual domination across the mortal kingdoms of man, the flaming planes of hell, and even the celestial kingdom of the gods.

### STORY OVERVIEW

The main story is a fairly straightforward one divided into four chapters, which revolves around Chaddius and Lustia and their personal quests for revenge and conquest across the realms of Terrakanus. However, the game has a strong focus on individual characters' different stories. And the real complexity of the game's storytelling only shines as more party members are added to the player's party, and you learn more about these characters and build relationships with them.

### CHAPTER 1 (The Southern Badlands)

South of the kingdom of Gracelia, over the jagged peaks of the Wyvern Spire Mountains, lie the infamous Southern Badlands. A wild land untamed by man or beast, inhabited exclusively by violent monsters, vicious orcs, and fearless nomads. A land where the brutal law of strength rules supreme, and most men do not survive its cruel days and nights.

But despite, the unforgiving nature of this land it is still Chaddius's home, or perhaps once was. After suffering a violent death at the hands of the orc tribe who had long raised him, albeit cruelly, he walks the badlands again. Now, with his new divine ally at his side, he sets out to gather strong allies and carry out his vengeful conquest of

these unconquerable lands. A burning desire for vengeance fueling the newly rekindled flame in his heart.

## CHAPTER 2 (The Conquering of Gracelia)

After having been crowned the bloody king of the wild southern lands and crushing the orcs, which once tortured and murdered him. Chaddius now sets his eyes to the northern kingdom of Gracelia. A so-called utopia of human civilization. Chaddius and his party cross the Wyvern Spire mountains only to find that Gracelia is already under attack by the spiteful dark elves of the east and their demonic allies.

Seeing a golden opportunity Lustia's scheming mind begins to hatch a brilliant plan of attack. They will carry out their conquest of the north by using the chaos of the war to weaken Gracelia leaving it vulnerable enough for them to simply walk in and take the holy castle by force. And by taking over the castle and the grand monastery they would have access to the church's most prized possession. An artifact which can open a portal to the divine realm.

## CHAPTER 3 (Wrath of the Infernal Queen)

After successfully conquering the kingdom of Gracelia and ridding the land of the dark elf invaders Chaddius is crowned the new king of Gracelia, and takes a wife to be his queen. After the celebrations and ceremonies are finally over Chaddius and Lustia prepare to begin their conquest of the celestial realm. However, before they can so much as even uncover the artifact a demonic visitor interrupts their plans. Its the Infernal Queen Hadea, ruler of all hell, and she's furious. In his conquest of Gracelia Chaddius and his party slaughtered many of her children, and now he will pay the price for slighting the queen of hell. Chaddius and his allies try to stop her, but before they can do anything Hadea runs Chaddius's wife through the heart with her demonic blade, taking her soul. After mourning the death of his loved one. Chaddius and his party are left with no choice. They must travel to the depths of hell to reclaim the soul of Chaddius's lover and take revenge on Hadea

## CHAPTER 4 (At the Gates of the Divine)

After defeating the Infernal Queen, reclaiming the soul of his lost lover, and becoming the undisputed king of both the realms of man and demon Chaddius and his allies can see the end of their journey on the horizon. Through his travels Chaddius has gained many powerful allies and now commands a small elite army at his disposal. Chaddius and Lustia have long awaited this moment, long prepared for it, its time for them to

march on the celestial realm. Finally, Lustia's dream of ruling over the realm of gods is within their grasp.

## GAMEPLAY OVERVIEW

In short summary the game is an old-school, turn based RPG with an overworld, random encounters, a grid-based combat system, and first-person dungeon crawling sequences. The game also has a large focus on character interactions and relationship building, with the player frequently engaging in dialogue scenes with other characters and party members similar to what you would see in a fire emblem game or visual novel.

The game (as of now) utilizes 5 main gameplay paradigms:

### 1 - OVERWORLD

The player travels across an overworld map in order to travel to towns, dungeons, and other key locations, and will engage in random combat encounters.

### 2 - DUNGEON CRAWLER

When entering a dungeon from the overworld the game switches to a first-person perspective, where the player will navigate a grid-based dungeon similar to old-school Wizardry games. The player must then explore the dungeon avoiding traps, finding treasure, and fighting enemy encounters.

### 3- STANDARD COMBAT

The standard turn-based combat, which players will use for random encounters on the overworld and in dungeons. It is fought with both sides' characters positioned on a 3x3 grid. The player may have up to 4 characters in their party at once which then must be positioned on their 3x3 grid featuring three distinct rows, with the front row taking the majority of the aggro, the middle row dealing the majority of the damage, and the back row being reserved for support characters. In combat, there are 3 different available attack types: Physical, Magical, and Sex Attacks, including critical attacks, various status conditions, different magic types, and individual character agility deciding the order of actions.

### 4- ARENA COMBAT (Uncertain if this mode will be included or cut)

This is an alternate combat mode which is reserved for certain key female boss fights. It plays like a simple real-time 2D fighting game where you face off against your opponent attacking, dodging, blocking, and creating openings to use sex attacks. It was designed to be an homage to the classic 1987 game *Barbarian*.

### 5 - CAMP, TOWNS, & DIALOGUE

In the game you are able to visit towns, cities, and setup camp in the wild. When entering instances such as this they will simply show an actions menu accompanied by an appropriate background. When at a town or camp you will have different actions you can take, including the option to initiate dialogue with your party members. This is the primary way of discovering more about your party members and their stories as well as building your relationships with them, and even being able to initiate H scenes. Dialogue scenes, in themselves, are presented as written dialogue and text accompanied by emotive character portraits and short phrases and interjections from characters, very similar to what you would see in a Fire Emblem game.

## CHARACTERS

### PARTY MEMBERS

Throughout the game most of the party members are gained by defeating them in combat encounters. After which, they submit to your strength and agree to join your party of adventurers. Once a character has joined your party you are able to begin building a relationship with them, and you can choose to either treat them kindly, increasing their affection, or you can treat them cruelly, increasing their domination. By maxing out your relationship with a character you unlock an advanced subclass called a "consummate class". Each character has two mutually exclusive consummate classes, one for max affection and one for max domination, with each one slightly altering the character's appearance and personality and granting them powerful stat bonuses and combat abilities.

### CHADDIUS:

"I am a true son of the savage south. In my home, there is only one simple law which all must live by. Conquer or be conquered!"

Class: Barbarian

Consumate Classes: N/A

Combat Role: Front Row, Player Character Blank Slate

Weapon: Two-Handed Swords/Axes

Half man half orc, Chaddius is the bastard son of Gralog'Gor, war Chieftan of the tribe of Gor. His mother Katerine was captured by the Gor tribe long ago during a raid on the southern villages. She, along with many other poor villagers were taken across the

Wyvern Spire Mountains to the main stronghold of tribe Gor, where they were distributed as slaves amongst the many orcs of the tribe. Unfortunately for Katerine, War chief Gralog'Gor took a particular liking to her, and decided to take her as one of his personal concubines. For many years she suffered Gralog's cruel abuse and lived only to serve his whims as she was forced to bear his many children. But the children were half human, and weak of blood, deemed too weak to serve the tribe, and so they were cast from the Cliff of Scattered Bones to meet their brutal deaths. And the children did die. All except for one, a boy named Chaddius, only 4 years old at the time he alone returned to the tribe from the cliff's bottom 2 days after his execution. He stood at the gates of the stronghold bloody and battered, his eyes full of hatred and rage, and in that moment, he was deemed worthy of the name of Gor.

For many years Chaddius was raised alongside the orcs; eating with them, sleeping with them, fighting and training with them, but he was not their equal. The others of the tribe despised his human blood and tortured him relentlessly day after day. Beating him senseless during training, mocking him at every chance, and making a point to remind him of his soiled heritage. Chaddius suffered for many years at the hands of the orcs, but it was suffering which he could endure. Wounds that only struck him skin deep. What truly wounded him to his core was having to watch the suffering of his mother. Gralog knew that Chaddius's mother was his weakness, and loved to make him watch as he would beat and violate her. Chaddius was very strong, maybe even strong enough to slaughter the Gor tribe, but definitely strong enough to at least run away and escape. But he never did. He wouldn't leave his mother behind to be punished in his place.

Then, one fateful night, a grand festival was held in celebration of the Gor tribe's glorious victory over the rival Nashus tribe. And in the drunken revelry of the late hours of the night the orcs were back to their familiar games. Gralog taunted Chaddius, mocking him and groping his mother in front of him, Chaddius tried to ignore Gralog, but Gralog wouldn't have it, he would get a reaction from Chaddius. In his drunken rage he began to savagely assault Katerine, beating her bloody as she screamed in horror. Chaddius leapt to his feet charging at the imposing orc, as the others struggled to hold him back, but eventually the screaming stopped and only Katerine's bloody, lifeless body remained. Enraged, Chaddius threw the orcs aside and a massive fight erupted in the stronghold. Fighting broke out, blades were drawn, and Chaddius savagely cut his way through the drunken orcs blinded by his uncontrollable rage; until eventually, he was badly wounded and forced to retreat. He made one final push with the last of his strength, and desperately cut his way out of the stronghold escaping into the wild night.

The orcs tracked him for weeks through the wilderness following him through the far reaches of the badlands. They were determined to avenge their fallen brothers with Chaddius's blood, and soon they would have it. After weeks of hunting, the orcs finally found Chaddius at the far southern coast of the land. His back to the water, he drew his blade preparing himself for one final battle. Though he fought valiantly killing many of the orcs of Gor he was no match for the dozens of orcs, which had surrounded him. In the end, Chaddius was run through with a dozen of their cold, merciless blades. His lifeless body laid to rest in a shallow grave on the Shores of Sorrow.

LUSTIA:

"The celestial realm truly was quite tiresome, too much bureaucracy. I know I'm capable of so much more, but the council of high gods sent me away without so much as a second glance. Shoved me in a tiny cubicle, relegated me to 'lower goddess of lust'. All I would do all day is flip that little switch, on, off, on, off, on- It was like, you know when you wake up in the morning, and you just randomly have a boner? Yeah, that's me. That was my job."

Class: Goddess of lust

Consummate Classes: Spirit of Desire | Spirit of Envy

Combat Role: Back Row, Sexual Support and defense, Healer

Weapon: Goddess Spell Band

Lustia is a divine goddess who has been overlooked time and time again by the powers at be of the celestial realm having worked as a lower goddess of lust for over 1000 years without a single promotion. A devious schemer by nature she one day decides that she will take over the celestial herself and then she will be able to call the shots and receive all the praise she's ever desired. Granted, she doesn't quite know how she'll do it, but she'll figure that out along the way.

Coincidentally, it was also around that same time that Lustia felt an unexplained disturbance in the flow of mortal sexual energy. Upon further investigation her search for the source of the anomaly in the flow led her to the Shores of Sorrow in southern part of Terrakanus. And it was there she found the recently deceased body of an incredible warrior. His sexual energy so powerful that his death caused violent reverberations through the flow of sexual energy. Sensing the strength in this man Lustia decided she would use her most powerful goddess magic to bring him back to

life. Perhaps he could be the key in carrying out her grand plans conquering the realms.

GRUSH:

"Grush Like women. Women no like Grush. Grush sad."

Class: Skull Basher

Consummate Classes: Ass Grabber | Ass Basher

Combat Role: Front Row, Physical Bruiser

Weapon: Blunt Weapons

An exiled orc of tribe Nashus. He is a simple-minded warrior who thinks only of beautiful women, drinking, and cracking skulls. He was originally a warrior of tribe Nashus, but was eventually kicked out by the tribe for being too idiotic, even for an orc. And for those unfamiliar with the average intellect of an orc, that is VERY stupid.

SCYTHIA:

"You say you are strong, and yet your words are weak. If you truly possess the strength you speak of, then quit wasting your breath and draw your weapon! Tell me of your strength in the language of steel."

Class: Amazon Queen

Consummate Classes: Queen of the Hunt | Heartless Hunter

Combat Role: Mid Row, Archer, High Crit, Elemental Arrows

Weapon: Bow & Arrow

Leader of the Noble Amazonian tribes of the south, she is a warrior both feared and admired by many. Her statuesque figure a delicate dance of feminine beauty and masculine strength, her body muscular and supple, her eyes sharp and dignified, her long hair the color of flames flowing down her back. She too lives by the laws of the south, and only the strong shall ever hope to gain her respect.

LYANDA BRIGHTDOME

"The people of my homeland were sooo boring I swear. Just the same thing every day: wake up, mine, drink, fuck, sleep, and then wake up the next day, and do it again. I just couldn't keep doing it anymore. I was bored of tinkering with the same technology, the same toys, over and over again. And believe me the men were hardly more fun than the toys, short men, short dicks y'know. So, I left in search of something new and exotic. Technology that is! New technology is what I meant not new di- well maybe kind of- but- oh never mind!"

Class: Dwarven Tinkerer

Consummate Classes: Heart Sparks | Devious Designs

Combat Role: Mid Row, Traps, Lightning Damage

Weapon: Gadget

After growing tired of the simple monotony of her dwarven homeland in the far north, Lyanda decided to leave her home behind, and head off in search of adventure and inspiration. She was a tinkerer and inventor by nature, and dreamed of inventing something truly revolutionary, like no one had ever seen before. Now, she wanders the wild southern lands in search of something, which will inspire her magnum opus of mechanical beauty.

TIILA:

"It saddens me to see that my people have turned their back on the old ways. Where once we lived amongst the trees and the roses now my people only care for their gilded arches and ivory spires. Such needless ego and extravagance. My only wish is to return the simple beauty of the wild. The gentle fragrance of the roses, the whispering song of the wind."

Class: Sylvan Songstress

Consummate Classes: Lily in Bloom | Thorns of the Rose

Combat Role: Back Row, Elemental Support

Weapon: Wreath of Seasons

A young Gold Ear Elf who once had it all. Born into the Sylvan aristocracy, she wanted for nothing her entire life. Anything she desired delivered to her on a golden platter. But what she truly desired, her family's riches could never provide her. She longed to escape the rigid lifestyle and responsibilities of nobility and escape the extravagant streets of the Sylvan capitol, and return to the simple beauty of nature. And so, she



ran. She ran and ran for many days far away from her home to where she knew she would never be found. The deep, dark reaches of the southern badlands.

### KREVALA'GOR

"The blood speaks to me. The rhythm of the heart tells many tales; in their blood I see the burning passions of love, and the deep pains of sorrow."

Class: Blood Weaver

Consummate Classes: Strength of the Heart | Pain of the Ancient Blood

Combat Role: Mid Row, Blood Magic, Minion Summoning, Bleed Properties

Weapon: Bone Staff

True blooded daughter of Gralog'Gor, and successor to the matriarch of tribe Gor. Though she is an orc she is unique among her people, as she is unusually intelligent for an orc and has a high magical attunement. The ability to wield magic is very uncommon among orcs, and because of this Krevala often felt ostracized among her people. The other orcs of the tribe were always wary of her and feared what they did not understand, and because of this she always tried harder than anyone else to be liked and fit in amongst the others.

### CHESTNEY:

"Magic burns, poison, broken ribs, sore ass? My delicious home cooking does more than just cure your hunger."

Class: Gourmet

Consummate Classes: Sweet | Unsavory

Combat Role: Back Row, Item Based Chef, Healing, Buff/Debuff

Weapon: Bag of Nuts

A sweet, squirrel demi-human chef from southern Gracelia with a passion for cooking and baking. Over time, she's come up with all kinds of useful and delicious recipes which heal ailments and soothe the soul. Her dream is to one day end the persecution of demi-humans in the Kingdom and one day open her restaurant, where humans and demi-humans alike can share a delicious meal.

### CAPTAIN XENA:

"Insolent worms, you must be punished for your transgressions against our glorious kingdom. I will crush you beneath my heel... and I will enjoy it."

Class: Dark Paladin

Consummate Classes: Cruel Captain | Barracks Bitch

Combat Role: Front Row, Magical Tank, Spellblade

Weapon: Sword & Shield

Captain of Gracelia's infamous Black Guard, the elite enforcers of morality and purity in the kingdom. A sadistic bitch who loves to use her power to make others suffer, and who's dominant presence and martial prowess inspires fear in all those who dare oppose the kingdom of Gracelia.

### SISTER ELLIS:

"Pitiful creatures, I can smell the stench of sin on your souls. But fear not, all who wish for forgiveness; so shall it be granted to them. And to those who do not wish to partake in my mercy. Soon you shall beg for forgiveness. May you pay your penance in blood."

Class: Sister of the Devout Dagger

Consummate Classes: Light of Mercy | Blood Penance

Combat Role: Mid Row, High Crit, Bleed, Holy Damage

Weapon: Throwing Daggers

A sister of the robe who's smile warms the heart and eyes pierce the soul. Though her outwards appearance may lead you to believe she is a pacifistic saint, beneath those holy robes she wears a terrifying suit of black leather armor. An outfit of battle which sports a rogue's gallery of blades, daggers, and other devilish devices of torture and "repentance".

### PRINCESS CRESCELIA LOCKHART

"I am the symbol of purity of all Gracelia, my chastity is the chastity of all these untouched lands. You wouldn't dare defile me!"

Class: Exalted Sorceress

Consummate Classes: Burning Passion | Ice Queen

Combat Role: Mid Row, Ice & Fire Magic

Weapon: Blessed Amulet

Daughter of King Valus Lockhart and heir to the throne of radiant gold. She is a beautiful young woman, beloved by all the people of Gracelia from the highest of nobles to the lowest of sinners. She symbolizes the purity and beauty of their kingdom, and will soon be crowned the new queen of Gracelia in order to sign a new treaty of peace with the Sylvan monarchs of the east. She seeming lives an enchanted, perfect life, but behind the beautiful, silk curtains of the royal family perhaps things are not quite as beautiful as the public might believe.

MINOTAURUS

"GRRROOOOOOOOAAHHH"\*

\*Translator's note: Unfortunately, we couldn't find anyone who speaks minotaur

Class: Labyrinthian Beast

Consummate Classes: Insatiable Lust | Starving Beast

Combat Role: Front Row, High Defense, High Attack, Low Accuracy, Staggers on Miss

Weapon: Minos Ring

Locked away in the depths of the hellish labyrinth a vicious beast wanders the endless maze for all eternity. Constantly lusting for any human unfortunate to cross its path. An insatiable beast of horrible, carnal hunger and desire.

VIVYA

"Come, surrender yourself to my loving embrace. Lose yourself in desire. Drink of my sweet taste. Hold me, love me, never leave me. Ever."

Class: Succubus Enchanter

Consummate Classes: Pomegranate's Kiss | Painful Bliss

Combat Role: Front Row, Sexual Tank, Enchantment spells

Weapon: Seductive Mark

Every detail of her body sensual, every curve carved of marble, every man's eyes drinking her up. She is the temptation of the night in physical form, but beware her honeyed words. For all who have fallen to her temptation, and accepted her embrace... Have never escaped her enchanting hold with their souls intact.

SHAE

"They always say, 'its not about what you're packing its about how you use it'. And there's never been a truer saying my friend. Nobody can resist all of this. Even you fell for my tantalizing moves you burly barbarian."

Class: Devilish Dancer

Consummate Classes: Irresistible Dance | Lady Killer

Combat Role: Back Row, Dancer, Buff Allies, Debuff Foes

Weapon: Seduction Scarf

A conniving, cross-dressing incubus who's dance moves and sensual body lure in both men and women alike. Women swoon over his charming beauty and men lie broken to their core as their dicks betray their confident heterosexuality.

QUEEN HADEA

"Did you think I would simply kill you? Foolish human, to kill you would be a mercy, which you are not deserving of. No, before you die you must suffer the heart wrenching pain of loss, as I have."

Class: Infernal Queen

Consummate Classes: Hell Unleashed | Shackled Beast

Combat Role: Back Row, Fire Magic, Shield Allies, Mass Burn

Weapon: Demonic Shackle

The mother of all demons, and undisputed Queen of all hell. She strikes a powerful figure with red skin, demonic features, and eyes ablaze with hellish power. She is spiteful and sharp, her spirit burning with the passions of fury and desire. She bows to

no one, and dreams only of the domination and subjugation of all living beings. Cross her, and you shall undoubtedly soon become intimately familiar with the burning sting of her wrath.