

What is Tales From Aravena?

This will be a series of interactive stories guided by you, the readers! It will work as a sort of group roleplay: A character will be created collaboratively, and then the community will follow and guide that character through their misadventures. The story will be posted in short chapters that will end with some sort of decision to be made, and then in the comments you suggest what happens next! I will generally not give you any specific choices to vote on or anything, though I may outline what some possible options are to give a starting point, you're free to suggest whatever you think should be done!

My plan is to sort of treat this like a roguelike game, in a way, kind of. By which I mean: the odds will be sort of stacked against you and it's more likely than not our character will end up getting digested. There's no plot armor and I usually won't pull any punches; if our main character gets digested it is just gameover and that story ends. But, we then get to make a new character and start over somewhere else in the world, and over time we'll unlock new options for character creation based on things that have been accomplished in past 'runs'! Additionally, all of our characters exist in the same continuity, each one starting just a week after the previous one got digested. (Also yes, since this *is* a vore story our protagonists will only ever die by digestion :P)

My goal is to make things very open ended and give you a lot of freedom in how things go! Do you want to embark on an epic quest with world-altering consequences? There are plot threads you can stumble upon that will lead to those! Would you rather just hang around in a single small town and have a more low key adventure? Go for it! Maybe you want our character to be a criminal terrorizing the region? Also doable! I won't railroad you into anything, you're free to act as you please.

[This concept was pretty heavily inspired by Rayen's ARPG that was run here on ekas, if you'd like to look at an example of something similar. Although note that *this* project will be purely text based, because I am only a writer and not an artist ^^;]

The World

Our adventures take place in the fantastical world of Aravena. Ages ago, an unknown cataclysm unleashed unspeakable evils onto the mortal realm, kingdoms and empires collapsing so absolutely as to be forgotten. Now a new world has grown on the bones of the old, but monsters still run rampant and most of civilization remains limited to scattered, isolated settlements. It's a high fantasy setting filled with magic, monster girls, and adventures waiting to be had! And a whole lot of vore, of course.

Some of you may have noticed something familiar about that little blurb- Aravena is the same setting that's used in the Tabletop Club scenes in my text adventure game, *Saint Miluina's Vore Academy!* While they share a setting, *Tales From Aravena* will take place in a separate

continuity to the content there. Our very first character will start at the exact same time that the Tabletop Club party did, but elsewhere in the world and the characters from that party don't exist, or at the very least not as an adventuring party associated with each other. That does mean there could occasionally be overlap between what happens in the two stories: for example, Steadwick, where the Tabletop Club starts, still exists and is somewhere we can visit.

I have a world map (or rather, continent map. For now we'll be constrained to the continent of Kewor, but it isn't the only one) that I've been working on, but it isn't quite finished. I'll add a link to it in the description of this post when it's ready to be shared. I'll mostly save learning about the world for the story itself, but some notes that are probably good to get out of the way:

- Men don't exist for any race, including humans, but futas do
- All humanoids are capable of same size vore
- Oral, anal, and unbirth are the only kinds of vore that are possibly naturally. Through magic, a few others may potentially be on the table, but those would be limited to special situations so assume characters are limited to these three
 - Also, like in *Saint Miluina's* unbirth is always non-fatal, just holding the person in your womb under normal circumstances. Magic can lead to different outcomes here, but by default it's non-fatal.

Timeframe/How I decide what happens

As mentioned, you get to steer the story here by commenting on each post with what you think the character should do, assuming you want to get involved. But, there will likely be a lot of different suggestions that may even be contradictory, so it's important to note how I plan to actually choose what to go with!

I think it's important to make clear, **it is not based on majority rules**. When I read through the comments and decide on what should happen in the next chapter, I *will* generally go with whatever the main vibe is, assuming there are similar suggestions or people showing clear support for something that was suggested. However, I reserve the right to choose whichever suggestion I want, so I may sometimes ignore some of the louder suggestions and opt for one I found more interesting.

Another thing it's important to address is how much time there will be between chapters! While I am excited about this, I consider it a side project. *Saint Miluina's* is still my primary focus when it comes to time I dedicate to fetish writing, and that means **there is no set schedule for this**. The time I have available to work on *Tales From Aravena* will vary, and for that matter the length of each chapter may vary a lot depending on what's happening, so it could be anywhere from a few days to as long as a few *months* between chapters. I'll do my best to avoid huge breaks like that, but be aware it's possible ^^;

Gameplay

This is not purely a story where I'm just deciding everything that happens, I'll be doing some die rolls behind the scenes for random chance, and things are generally structured like a tabletop rpg. I won't give too many specifics on how things are being handled on my end, because in truth I'm sort of figuring things out and refining mechanics as we go so they're likely to change quite a bit in the early stages of this, but I'll give a rundown of your character's stats and abilities:

Attributes: A character's attributes are used for skill checks in various areas. None of them directly impact combat ability like you may expect from other rulesets/games (ex. your strength stat will *not* affect how much damage you do with melee weapons, intelligence does *not* increase spell damage or give more mana, etc.), but you may sometimes need a certain level in an attribute to use an item (ex. a heavy weapon might require a certain strength value to be able to wield effectively). The six attributes are:

- Strength - Physical strength
- Charisma - Speech skill/charm
- Perception - Attention to detail and general alertness
- Dexterity - Speed and nimbleness
- Resilience - Resistance to things like poison, illness, and burns(this includes stomach acid)
- Intelligence - Knowledge and intuition

When a character gains a level, you'll get to add +1 to an attribute.

Stats: These are more direct stats affecting the player, they're mostly self explanatory:

- Health - How much damage you can take before you get dead
 - If health drops to zero or below, it's usually game over. *However*, I did make it a rule that the main character can only die by digestion. So at least for our protagonist, if we aren't in a stomach or in imminent danger of being eaten when we hit zero, we'll actually just fall unconscious and will wake up eight hours later at 10% health and stamina if left undisturbed.
- Mana - Needed to cast spells
- Stamina - Energy for physical feats. Travel, fighting, sex- everything just pulls from stamina
- Capacity - A measure of how much you can fit in your stomach(/inside your body in general). Every point of capacity is equivalent to enough space for ½ a foot of a humanoid with average proportions (so with 10 capacity, you can fit a 5' tall person inside of you without strain)
 - You're able to go 25% over your actual capacity value, but it will give you debuffs to a lot of things while over capacity, both in terms of the struggle if your prey is still putting up a fight and your other abilities like movement

When a character gains a level, we can choose to give +10 to health, mana, or stamina, OR give +2 to capacity. Capacity is also unique in that it can slowly be improved by spending time over your current capacity.

Proficiencies: These show your skill in various abilities on a scale from 1-5. If you don't have even a single point in a proficiency, you will be unable to do it in any reasonable capacity (for example, if a character has no proficiency with bladed weapons, trying to swing a sword will be like a kid swinging a stick around). The higher the proficiency level, the more effective you will be in that area. Proficiencies progress irrelevant of level- you improve them simply by using and practicing the corresponding skill. And along the same lines, outside of special circumstances you will need someone to teach you the skill to earn your first proficiency point in something if you're at 0. There are too many possible proficiencies to list here (there are more than what appears on the character sheet at the moment), but their names should be self-explanatory.

Class: During character creation there is a step where we select a class, and you'll see a class listed on the character sheet. However, it's very important to note that **our class just describes our current abilities/skillset, it is not something set in stone we must adhere to.** They mostly serve just to determine our starting gear and baseline proficiencies when making a new character, really. No new skills will unlock just from leveling up or anything, and nothing stops you from, say, learning to use a sword or wearing heavy armor just because the character started as a mage.