

What is this?

This is an attempt to introduce vore – that fetish where one gets off to eating or being eaten by someone – into Lewd Attack. Particularly, the following text focuses on the “being eaten” part, and aims to provide features, entities and scenarios for those interested, as well as augment the existing ones.

If, understandably, you are repulsed by vore, it is recommended that you close this document, because it contains just that.

If you wish to suggest improvements to this document or to improve it yourself, you are encouraged to do so.

Now, let us dig in.

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Core feature: Vore

The main feature of this add-on is the Vore move. Sometimes being an attack, and sometimes being a defense – a detail into which this document will go later – it represents the overall size and hunger of the entity.

To be eligible to eat someone, an enemy has to meet 3 criteria:

- 1) Its size must be Huge or larger;
- 2) Its size must not be in the same category as its prey;
- 3) It must have at least 20 HP.

Then the dice pool is calculated.

- An enemy starts at 2 dice.
- Every size above Huge adds 2 dice.
- For every 10 HP a creature has beyond 20, also add 1 die. If a number isn't divisible by 10, it is rounded up to such a number.
- Every victim character size below Normal adds a die. Every size above Normal, however, removes 1 die.
- A Vore counter is introduced, equal to 1/2 Lust. At the start of combat, it fills similarly to Lust, depending on companions, sex bonuses and armor, then it increases by available Body bonuses at the start of every round. Once filled up, it is reset to 0, but the Vore attack increases by 1 die.

For example:

A Drake is an Enormous enemy with 54 HP. It has **2** dice from meeting the criteria, **2** dice from being 1 size above Huge and **4** dice from having 54 HP, rounded up to 60 during calculation. Assuming it is attempting to eat a Normal size character, it has a base of $2+2+4=8$ Dice. Then, assuming that character has an available Tit-bonus of 2, and came there with a female companion, the Drake rolls $1d4+2+3$ and gets 7 points to his Vore counter of 8 at the start of combat. At the 2nd round, it would gain 2 more points, which would reset the counter to 1 and increase Vore dice to **9**.

While this doesn't seem like a lot compared to the other attacks, especially on smaller enemies, keep in mind that attacker only needs 1 undefended success to inflict an instant loss.

Its usage both in and out of combat will be elaborated on in the following chapters.

Additional enemies

Broodworm

Type: Beast

Size: Huge

HP: 24

Running: Hard

Attack (Bite): 6 Dice, 4-6, 8 Damage

Attack (Vore): 3 Dice, 4-6

Defense (Dodge): 5 Dice, 4-6

Mental Strength: 3 Dice, 4-6

Magic Perception: 3 Dice, 4-6

Armor: 1 (0 against Fire damage)

Lust: 0/12

Venom Bite: Roll Resistance against any Successes this creature amasses with its Bite attack. You suffer -1 Dice until the end of combat per non-resisted Success. This malus can stack. You may attempt to negate remaining Successes at the start of the next round with another Resistance test.

Vore Expert: Every second attack is guaranteed to be Vore. Filling the Vore counter grants 1 additional die.

Loot: 1 Poison (if character is at least a Beginner alchemist)

Ceiling Dweller

Type: Beast

Size: Huge

HP: 26

Running: Hard

Attack (Bind): 6 Dice, 4-6, -1 Target Dice

Attack (Vore): 3 Dice, 4-6

Defense (Parry): 5 Dice, 4-6, -1 Target Dice (can't be disarmed)

Mental Strength: 3 Dice, 4-6

Magic Perception: 3 Dice, 4-6

Armor: 1

Lust: 0/12

Bind: Instead of damaging the target, this attack binds it with vines, reducing all movement-related dice by 1 per undefended success. This stacks. The dice malus can be reduced by spending a turn to attack the vines or struggle against them with Athleticism, each success removing 1 stack.

Immobile: This enemy cannot move at all. It will not attempt to dodge attacks or move closer to you.

Up High: This creature always counts as being at Short range, unless you have the Tall trait, in which case, it may count as being in Melee range.

Vore Expert: Every second attack is guaranteed to be Vore. Filling the Vore counter grants 1 additional die.

Enormous Boa

Type: Dragon

Size: Enormous

HP: 48

Running: Standard

Attack: 9 Dice, 4-6, 12 Damage

Attack (Grapple): 9 Dice, 4-6, 8 Damage, not affected by armor

Attack (Vore): 7 Dice, 4-6

Defense (Dodge): 6 Dice, 4-6

Mental Strength: 5 Dice, 4-6

Magic Perception: 4 Dice, 4-6

Armor: 3

Lust: 0/14

Dick Size: Enormous Dick: 5d6 + 15

Grappler: If you fail to defend yourself, this enemy will restrain you. While grappled, you take a specified amount of damage every round and roll 3 dice less for everything. You may break out by negating the attacker's initial successes with your Athleticism skill, with your successes stacking over time. Every success in attacking the perpetrator also adds 1 success in escaping.

Vore Expert: Every second attack is guaranteed to be Vore. Filling the Vore counter grants 1 additional die.

Giant Frog

Type: Beast

Size: Huge

HP: 32

Running: Standard

Attack: 8 Dice, 4-6, 8 Damage

Attack (Vore): 4 Dice, 4-6

Defense (Dodge): 4 Dice, 4-6

Mental Strength: 4 Dice, 4-6

Magic Perception: 3 Dice, 4-6

Armor: 1

Lust: 0/12

Dick Size: Huge Dick: 4d6 + 10

Poison Skin: Attacking this creature with Brawling or Grappling inflicts 1 Stamina damage to the attacker per success.

Vore Expert: Every second attack is guaranteed to be Vore. Filling the Vore counter grants 1 additional die.

Loot: 1d4-3 Poison (if character is at least a Beginner alchemist)

Behavior

There are several enemies that can use the Vore move according to the criteria, but not all of them will. Typically, if the enemy has Capture scenarios, it will prefer to either do that, or simply rape the character and leave. This includes greenskins and minotaurs... although deciding who can do what is ultimately up to you – the player and the GM.

Note that stomach space is limited and dependent on size. Huge creatures can fit in 1 character, Enormous 2, and Gigantic 4. Companions are eaten too, as long as there is stomach space. Those that aren't eaten stay outside and assist in saving others (more info in Vore scenarios).

If a companion with Vore fetish ever becomes Horny and an allied creature is available, they will attempt to feed themselves to it at the end of a day. Attempt a Hard Investigation test when you're going to sleep; if you fail or choose not to take it, the next morning, you'll find your companion in the creature's stomach. Lose 1d4 Sanity, or gain 1d4 Lust instead if you have the Vore fetish, too. If doesn't take a test of skill to get them out, but once you do, their Lust is reset. Alternatively, they can keep the creature sated for 1d6 days, -1 for every Size category above Huge, but always at least 1 day.

Tamed or otherwise allied creatures that were not fed during the day will attempt to eat somebody at the end of it, rolling their Vore and leaving if they don't succeed. Defending against this is optional. Presenting oneself as food to such a creature is also possible, in which case, a test won't be necessary. Keep in mind that they won't count as fed should the prey get out, and will attempt to eat something as soon as they can, or leave if they can't.

If the enemies who can use the Vore attack are accompanied by those who can't, things depend on who inflicted the finishing blow, and by what means. If a character was

defeated by a non-Vore attack, then enemies will behave as usual, but if a character was defeated via Vore, then they won't interrupt.

Multiple predators won't compete for one prey, letting the one who inflicted the final blow enjoy the spoils. If you were with companions, they, too, may be swallowed, depending on the number of creatures, being spread evenly among them. If you want to rescue them, you have to defeat all enemies that were in that scenario.

When being eaten, a character will drop any and all bows and two-handed weapons. If the creature was accompanied by other enemies, they will take away any remaining weapons the character has.

If the enemy was not initially accompanied by anybody, then after eating a character, it will wander off, and after escaping, 1d4 Exploration will be needed to get back to the prior location. In the case if it was accompanied by someone, it will return home along with others; after she escapes, character(s) will instead be taken into captivity, and the usual rules for locating equipment and running away would apply.

After a character gets herself vomited out, it is assumed the creature no longer wants anything to do with her and attempts to flee, so finishing combat is completely optional. Though as an optional rule, it might go for round 2 instead.

Augments

This adds new entries to already existing tables.

Broodworm Scenario

Broodworms hate hot, dry weather, and are predominantly night hunters. Should you find yourself in a Forest from 8 PM to 6 AM, or in the rain, replace rolling a 3 on the scenarios table with the following.

FX (3): Attempt an Investigation (Hard) or Hunting (Hard) test. If you fail the test, 1d4+1 Broodworms will strike first (unless you have Quick Strike), with one of the attacks being Free. If you succeed, vibrations in the ground will alert you to their presence. You may choose to engage them right now, or delay until the next scenario. If you do so, the worms will initiate combat with the enemies featured in that scenario, and you may pick off the survivors after it's complete (with 1d4 worms and 1d4 enemies dying each turn),

or get away without a test. If the next scenario has no creatures, the worms will attack you instead.

Ceiling Dweller Scenario

Ceiling Dwellers prefer dry spaces, away from sunlight. When exploring the insides of a structure or a geological formation that isn't already infested by anyone, replace rolling a 3 on the scenarios table with the following.

KLX (3): You walk into a large expansive chamber, with $1d4+2$ Ceiling Dwellers already attached. Attempt a Sneaking test (Hard) to get to the other end without alerting them. If you fail or choose not to attempt the test, begin combat. You can also try to run through the chamber to the other end. This would require you to amass a number of Running successes during combat, equal to the number of Dwellers, though note that after each turn where you don't reach that number, every Ceiling Dweller will automatically apply 1 Bind on top of its normal attacks.

Frog Scenario

Should you encounter a pond, a hot spring or a similar body of water that you can bathe in, you may replace rolling a 3 on optional scenarios with the following.

(3): Take the sum of your Tit, Butt and Thigh bonuses and roll a d10 against that. If you roll under or equal to that number, attempt a Reaction test (Hard). If you fail, a Giant Frog will attempt to eat you. It gets the first attack on you (unless you have Quick Strike). If you succeed, begin combat Naked, and you are disarmed until you spend an action to grab your weapon. If you rolled over your bonuses, then the frog ignores you, and you only discover it after you've finished bathing; initiating combat is then optional.

Snake Scenario

When travelling in the Mountains, you may replace rolling a 3 on the scenarios table with the following.

MX (3): You hear a girl screaming in the distance. Rushing towards her takes a Hard Running test. Should you succeed, then you find the girl constrained by an

Enormous Boa. You can save her by defeating it, which will increase your Fame by 1 if it's less than 8, though if it wins, it'll eat you both. Failing the test: The boa has already begun eating her. You can take it by surprise if you succeed on a Standart Sneaking test. Alternatively, if you have the Vore fetish, regardless of the outcome, you may hide behind a rock and oversee the ordeal, masturbating to it.

New Fetish: Vore.

You may replace an entry of your choice in the Fetishes table with this or find another way to include it in the game.

Description: Gain 1d4 Lust when you or someone seen by you is eaten. While inside someone, replace all Sanity loss with Lust gain. Also gain an additional Pleasure die.

Vore Mind Break Table

1 - 7: Lusty: Each day, you start with an additional + 1 Lust. This can stack with additional Lusty.

8 - 13: Free Space: Either Masochist, Captivity, Bi-Sexual, Exhibitionism or Submissive depending on the situation. You gain that Fetish, double the number and Dice if you already got this.

14 - 20: Vore: You gain the Vore Fetish. Double the number and Dice if you already got this.

Vore Scenarios V

This is a separate table for what happens after a character becomes prey.

Shown your place in the food chain, you are being slowly dissolved by stomach juices and strangled by the lack of air. If you were defeated by means of HP loss, you regain 10 HP as a grace measure before starting to roll on the table.

Your Strength is reduced by 1, Perception – by 3 (these can't go into negatives), and you lose 1d6 HP, 1d6 Stamina and 1 Sanity at the start of every scenario. These are affected by traits or skills, being increased or decreased according to description.

Additionally, HP loss is affected by what you wear. Per dice, at Exposed state all armor and clothing absorbs 2 points of damage, at Revealing state this increases to 3, and Covered state negates an additional 1. If you took 5 damage while wearing Covered robes, they would take 3 damage, negate 1 more and leave 1 for your health bar, whereas Exposed would take 2 and leave 3.

The creature heals all HP damage you take to your health bar.

Your strength still affects what you can effectively use. If you stop meeting the requirement for a weapon, you'll let go of it, and it'll be belched out. If you stop meeting the requirement for an armor, apply a -2 dice penalty on struggling and attacking.

If you run out of Stamina, you fall asleep, and wake up later having taken 2d6 Health damage (affected by Armor), but regained 1d6+6 Stamina. If you run out of HP, you fall unconscious and wake up at the nearest Temple, or, if you prefer less forgiving play, this could result in a Game Over instead.

Fortunately for an adventurer of your grade, survival is not impossible.

Struggling: After going through a scenario, you may spend an additional 1d6 Stamina (affected by Traits and Skills) to attempt an Athleticism test, with the creature defending with its base Vore. Exceeding the creature's successes reduces the chance of rolling V1-V4 and increases the probability of rolling the V5 scenario by 1 (so it would happen on 9-10), doubling them increases this by 2 instead, tripling – by 3, etc. Attempts stack, all the way up to 50% chance.

Cutting open: If you still have a sharp or piercing weapon that you can use, you can attack the fleshy walls with it. The creature still negates your successes with its base Vore, but your non-negated successes, along with increasing the chance of rolling V5, also damage the creature. Magic and Miracles still work, though be wary of AoE, since it will hit you, too. If creature's HP are reduced to 0 from this, the escape attempt instantly succeeds.

Talking your way out: If you have a means of communicating with whatever consumed you, you may roll Persuasion, Bluffing or Intimidation at any time to try and convince it to part with a delicious filling meal. If the creature rolls less successes in Mental strength than you did in your social skill, add the excess to your chance of rolling V5. You lose 1 die every time you try this option, though.

Multiple victims: Being with one or more allies grants an advantage. Each companion, whether swallowed with you or not, adds 1 Escape die (except companions with Vore fetish, they remove 1 die), and does not expire until you do.

First, roll a d4 to see what position you were engulfed in.

(1) Straight, feet-first: The predator started with your feet, and took its time tasting you. HP damage is increased by 1, and Stamina damage – by 2.

(2) Straight, head-first: It made sure you'd appreciate the full depth of its depths. HP damage is increased by 2, and Stamina damage – by 1.

(3) Folded: As it swallowed you, it bent your body neatly in half. Being unable to gain much leverage reduces your Strength by an additional 2 while you're inside.

(4) Fetal: It really compressed you to make sure you'd fit. The cramped, claustrophobic environment makes you lose 1 more Sanity every scenario.

Roll a d20 to determine which scenario happens. These are shared between everyone consumed, and each takes roughly 3 hours.

V1 (1-3): Nothing noteworthy happens, and you lose HP and Stamina, as usual.

V2 (4-5): This seems to be a separate chamber for dissolving clothing. All damage taken by what you're wearing is doubled during this scenario.

V3 (6-7): The creature has decided to drink to quell you. With the water sloshing around, escape attempts made during this scenario cost an additional 1d6 Stamina.

V4 (8-9): Some creatures swallow rocks to help with digestion, and this creature is one of them. If you choose to struggle, take 1d6 HP damage.

V5 (10): Maybe your thrashing amounted to something, maybe the creature disliked the aftertaste, or maybe something outside disturbed it enough – it's spitting everything and everyone out. The probability of rolling this, as opposed to V1-V4, increases as you successfully attempt to escape via available means.

V6 (11-12): Parasitic tentacles swarm and coil around you. Deal with 3d6+5 Pleasure; relevant fetishes apply.

V7 (13-14): The half-digested remains of the previous meal paint a grim picture. Lose 1d6 Sanity.

V8 (15): Some commotion is happening outside, then goes quiet. If there is no stomach space, you may ignore this scenario; if there is, then after a while, another person slides into your prison. You may also roll a d4 to determine their gender: 1-2 male, 3-4 female. They will assist you, adding 1 die to escape tests; this help lasts until after you've escaped or fallen asleep and woken up due to stamina drain.

V9 (16-17) You can hear voices coming from the outside. Alerting them to your presence via sound, movement or some other means doesn't take a test, but if you choose to do so, roll a d6.

(1-2): Maybe they mock your misfortune, maybe they tell you just what is bound to happen, or maybe the voices simply stop, then get farther. Lose 1d4 Sanity.

(3-4): They make lewd remarks directed at the shape of the bulge, and something may even touch or rub your body through the skin. Afterwards, they leave. Gain 1d4 Lust; relevant fetishes apply.

(5): Something presses at you from the outside and you hear a short prayer. Heal 2d4+4 HP.

(6): The predator swallows something else, and after a while, a piece of meat with a Dagger poking out of it slides within your reach.

V10 (18-19): Your efforts to free yourself are ignored by the creature, it's calming down... is it falling asleep? During this, creature's Vore dice are increased by 1.

V11 (20): Your body is being pressed into another shape from all directions, and you feel up becoming down. Reroll your position; afterwards, if you want, you can spend 6 Stamina to resist this instead.