

WANDWEAVER

Noita

meets

RISK
OF RAIN
2

Action Roguelike / Spell Sandbox / Physics-Driven Combat



First person 3D action roguelike focused on spell customization and environmental chaos

Core Gameplay loop: Explore → Die → Experiment → Die → Learn → Explore -> Die -> Learn > Win

Inspiration and game precedents

- Noita — Finnish Game of the year 2021, 2020 Choice award
- Risk of Rain - 1 million units sold
- Hades - 1 million units sold

Primary Mechanics

- **Procedural Wands** – Wands are built from ordered spell components that execute sequentially
- **Spell Modifiers & Payloads** – Spells alter projectile behavior (speed, split, bounce, chain, explode)
- **Physics-Driven Combat** – Spells interact with enemies, terrain, and each other
- **Destructible Environments** – Combat permanently alters the level
- **Roguelike Progression** – Death resets the run, not player knowledge or unlockables

Noita-like wand Stats breakdown

Shuffle - Cast the spells and modifiers in order or randomly?

Cast delay - Delay between each spell slot

Recharge time - Delay after all spells have been cast

Mana max - Each spell takes mana from this maximum mana pool

Mana charge speed - How much mana is recharged

Capacity - how many spells and modifiers fit in a wand

Spread - how many degrees of the aiming direction the wand can be.

WAND	
☐ Shuffle	No
☐ Spells/Cast	1
... Cast delay	0.13 s
⌚ Rechg. Time	0.70 s
● Mana max	230
↑ Mana chg. Spd	47
☰ Capacity	6
< Spread	-1.0 DEG