Spelkoncept

Mobkoncept

Imperial (good faction) mobs

Kherjit warrior basic mob, armed with a sword, low hp and damage

Berserker armed with a two-handed sword, low hp, high damage

Defender sword and shield, high hp and low damage

Honor guard rare mob, two-handed axe, high hp and damage

Lancer warrior riding a lion, charge attack, high damage

Commander miniboss, sword, high hp and damage

K`Sharra the Conqueror boss, sword, high hp and damage

Order of the Great Flame (good faction) mobs (all primely ranged mobs)

Acolyte basic mob, no melee, weak ranged attack, low hp

Priestess weak melee, strong ranged attack, low hp

High priestess rare mob, uses a sword in melee, strong ranged, high hp

Satsekhem boss, , uses a sword in melee, strong ranged, high hp

Legion of the Chaos Serpent (evil faction) mobs

Skeleton basic mob, sword, low hp and damage

Skeleton defender sword and shield, high hp and low damage

Chaos priest ranged mob

Spawn of Apep rare mob, snakelike demon, ranged, high hp and damage

Gatekeeper unique boss, see earlier concept

Mummy basic mob

Sphinx rare mob, charge attack, high damage

Apep endboss, see concept

Weapons and items

Two-handed axe slow attack, high damage, warrior

Spear ranged, warrior

Purging flame flaming khopesh sword, extra fire damage and life steal, warrior and cleric

Flamethrower spell cleric

Scepter of Was staff, shoots fireballs, cleric

Sun disk ultimate, cleric

Steampink blasterrifle ultimate, warrior

Items

Mighty roar scares enemies, warrior and cleric

Flame cloak damage enemies in melee-range, cleric

Courage buff allied mobs attack, all classes

Bloodlust simular to the beserk powerup in ”Brutal doom”, warrior and cleric

Resurrection scroll resurrect fallen allies, all classes

Achievement idies

”One before whom evil trembles” fear 1000 enemies

”Slayer” kill 1000 enemies

”Power of the sun” kill 100 enemies using the Sun disk

”Army of the dead” resurrect 50 allies using the Resurrection scroll

”Lady of Slaughter” as cleric kill 10 000 enemies