

Reaper's Path

Introduction

Genre

single-player, RPG, strategy, action; also has the potential for a roguelike or turn-based RPG

Gameplay Concept

The player conquers subsequent residential centers (i.e. villages, camps, towns and castles), ultimately subduing the whole kingdom. With the course of each battle dependent on the chosen class, each battleground becomes a challenge and a discrete puzzle to be solved with formidable strength or a cunning strategy. As the grim onslaught continues, the story reveals the tragic backstory of the main character.

In between the bloody encounters, the player is free to roam and discover the less populated corners of the world through side quests. As the story progresses, the player is more and more often faced with choices to either advance the invasion or complete a seemingly extra adventure, which can awaken the more heartfelt past of the main character, uncovering the good in him.

Overall, the decisions of the player affect the nature of the grand finale - the gore it entails and the fate of the main character.

Plot Overview

Haunted by his turbulent past, Haroun has grown to be hard-skinned and fixated on revenge. In the austere land of Veradis, the former is necessary to survive, but to contend its ruler one's in need of a tremendous power...

The peaceful life of a minor viscomital family is interrupted with the arrival of a palatine envoy. The royals are the opposite of what the wide-eyed twins envisioned. As the end of the onerous sojourn is slowly coming to an end, the thirteen-year-old Sibel catches the eye of one of the lords. For the first time in his life, Haroun is powerless, and it's in the face of his parents' decision to relent. Only after months spent in a web of nightmares, tending to his traumatized sister, does he begin to see a ray of hope in the form of a shadow of his old innocent and sweet Sibel reflected in the eyes of the husk she's become.

However, the following month, the royal entourage returns. And the nightmare starts all over again, which transforms Haroun's adolescent years into a vicious cycle of cruelty and suffering. In spite of the overwhelming guilt he feels, the young viscomital heir manages to succeed in the field of magical studies, having come out of his hitherto astoundingly talented sister and with his resolve to turn their fate around strengthened each year.

- As the twins' eighteen birthday is nearing and with it another visit from their oppressors, something breaks in Haroun. To grin and bear it while his sister becomes the princes' plaything one more time, and just at the time their future is to be decided upon, would be the death of him. Thus, he sets upon assassinating the second prince. Aware of the consequences of his failure, he departs to the capital city.

Overpowered by the royal mages, which ranks he was bound to join soon, he dooms his family and any prospects for his own future. As he manages to escape his enslavement, Haroun seeks out the masters of the forbidden magic. He's determined to reforge his hard-won magical skills, to become a necromancer strong enough to overthrow the corrupted rulers of Veradis avenging his beloved Sibel.

Environment elements

Battles

Villages & towns: *small battles*
Military camps: *medium battles*

Castles: *big battles*

Capital city: *the final battle*

Skills level up

Cemeteries: *melee skills*
Places of worship: *magic skills*
Old battlegrounds: *ranged skills*

Side quests

Forests, caves & river banks: *side quests leading Haroun home*
Haroun's home: *the decisive side quest*

Mechanics & Gameplay - Class System

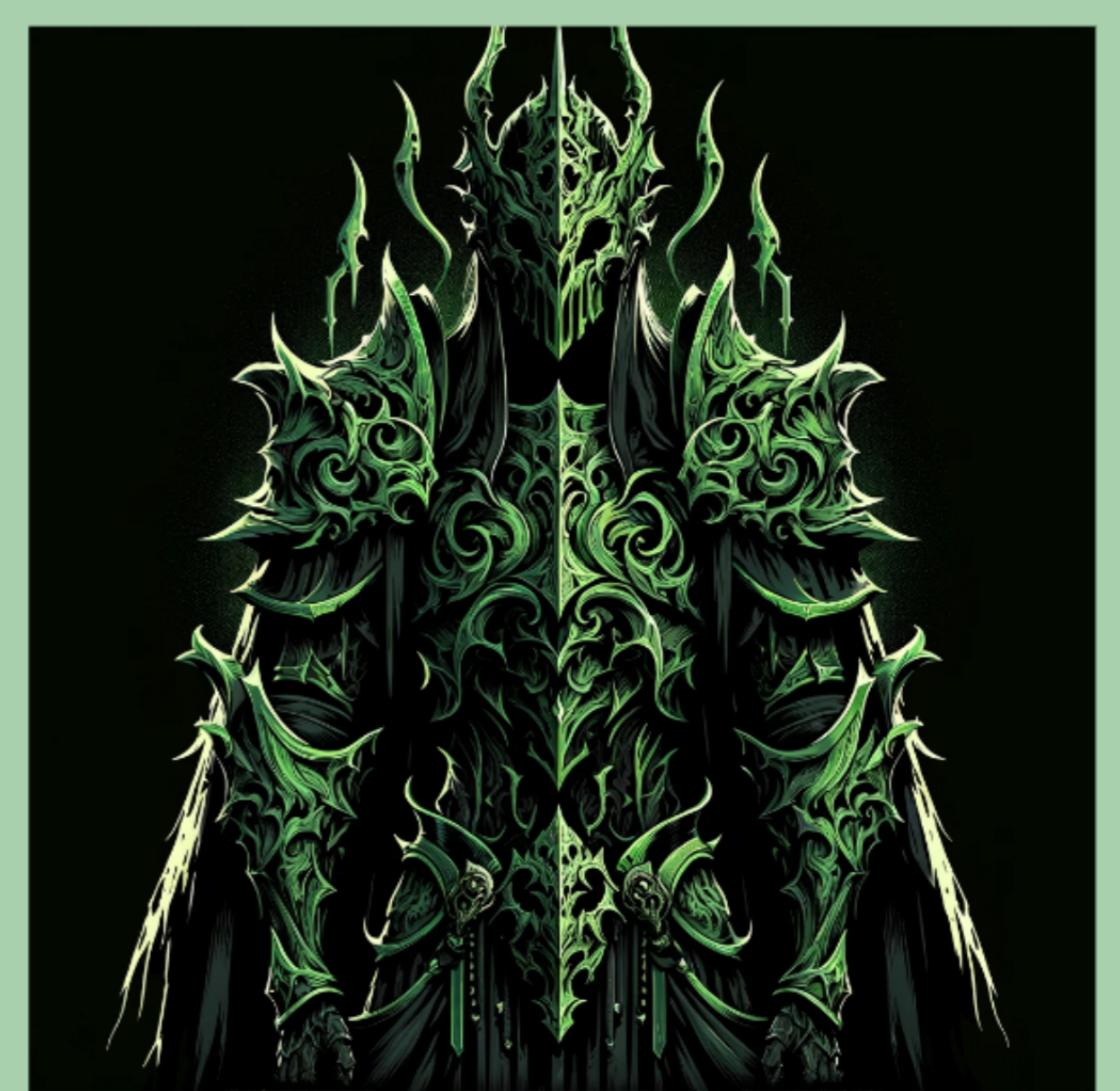
Bone Lord

The Champion of Death

In the shadowed valleys of Veradis, where the whisper of the dead is as common as the wind's howl, the Bone Lord emerges as a master of the skeletal arts. Clad in armor wrought from the bones of fallen enemies, the Bone Lord wields the chilling power of necromancy to manipulate the battlefield. His hands, capable of morphing into deadly boney claws, are a testament to his intimate bond with death. A swing of his scythe does not just harvest souls but sows terror in the hearts of his foes.

The Bone Lord's magic is as robust as his armor – each spell cast and each bone broken fuels his ability to regenerate his flesh, making him a relentless force in battle. As he advances through the desolate lands of Veradis, each village conquered strengthens his bond with the necrotic energies, enhancing his prowess in both melee and ranged combat but also in bone-based magic. His journey is not just a path of conquest but a pursuit of the arcane knowledge needed to restore balance or wreak vengeance upon the corrupt rulers who have wronged him and his kin.

The Bone Lord excels in close-range combat and durability, utilizing a unique set of necromantic melee abilities. His primary weapon, the scythe, is augmented with bone magic for enhanced damage. His bone claws provide quick, lethal strikes that can break through enemy defenses. Each battle allows him to absorb bone fragments from fallen foes, which can be used to repair and reinforce his armor, increasing his resilience. The Bone Lord's ability to regenerate health through necromantic spells makes him a formidable tank in battle, capable of sustaining significant damage and continuing to fight effectively.



DIFFICULTY

Master: [Solid Green Box] [Empty Box] [Empty Box]

Pre-Battle: [Solid Green Box] [Solid Green Box] [Empty Box]

In-Battle: [Solid Green Arrow] →

Soul Lord

The Undead General

Beneath the great elder trees of the Veradis forests, the Soul Lord calls upon the spirits of the departed. This summoner, draped in robes dyed with the deep reds of the blood of his foes, begins his quest with only a handful of souls, each a shimmering testament to his nascent power. His connection to these spirits is deep, each summon not just an act of war, but a sacred rite that brings him closer to the eternal.

In battle, the Soul Lord strategically deploys his undead minions – zombies to absorb the brunt of the enemy attacks, skeleton archers to provide ranged support. With every life his minions take, more souls flow to him, expanding his arsenal of summons. The fleeting nature of these souls means each must be used wisely, a challenging puzzle that he must solve under the shadow of conflict. His narrative is one of growth and redemption, seeking to prove that one can wield the dark arts without succumbing to their corruption.

The Soul Lord is a master of numbers and swarm tactics, emphasizing the art of overwhelming enemies with sheer volume. Each of his summons – though individually weaker compared to other classes' minions – can become a relentless tide of undead, capable of devouring enemy forces through attrition. Starting each battle with a limited pool of souls, the Soul Lord must tactically deploy his army. As his minions fall in battle, they grant him additional souls, allowing him to continuously replenish his forces and sustain an almost endless wave of attackers. This constant replenishment makes him particularly effective in prolonged engagements, where his ability to maintain pressure can exhaust and overpower even the most fortified opponents. The Soul Lord's strategy revolves around effective mass deployment and rapid regeneration of his army, making him ideal for players who thrive on controlling large numbers of units and turning the tide of battle through overwhelming force.



DIFFICULTY

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Pre-Battle: [Solid Red Box] [Solid Red Box] [Empty Box]

In-Battle: [Solid Red Arrow] →

Shadow Lord

The Commander of the Deadly Squadron

Where there is little light, the Shadow Lord thrives, cloaked in the deepest purples that the night sky can muster. He is a figure of awe and fear, a summoner whose power peaks with the setting of the sun. Before each battle, he silently gathers his squad of elite undead – a cadre of death knights, shadow assassins, and undead mages, each summoned through rituals known only to a few.

The Shadow Lord's strategy requires meticulous pre-battle planning, as his forces, though formidable, cannot be replenished once the fight begins. His mastery of the dark arts allows him to call upon powerful overlords and necrotic healers, turning the tide of battle with a mere flick of his wrist. His path through Veradis is a lonely one, marked by the graves of foes too numerous to count, each a stepping stone on his quest to bring about an era of unchallenged darkness – or perhaps, a twisted justice for those forgotten by time.

The Shadow Lord operates on pre-battle preparation and high-impact tactical gameplay. He gathers a powerful array of elite undead before each raid, requiring careful thought and planning as to the composition of his squad. His units are more powerful but limited in number, and no additional summons can be made during battle, making initial placement and strategic use of each unit crucial. The Shadow Lord's magic enhances his troops' abilities and disrupts enemy formations, making him excellent at controlling the battlefield. His gameplay style is suited for players who enjoy setting up complex, calculated plays that lead to devastating effects in combat.



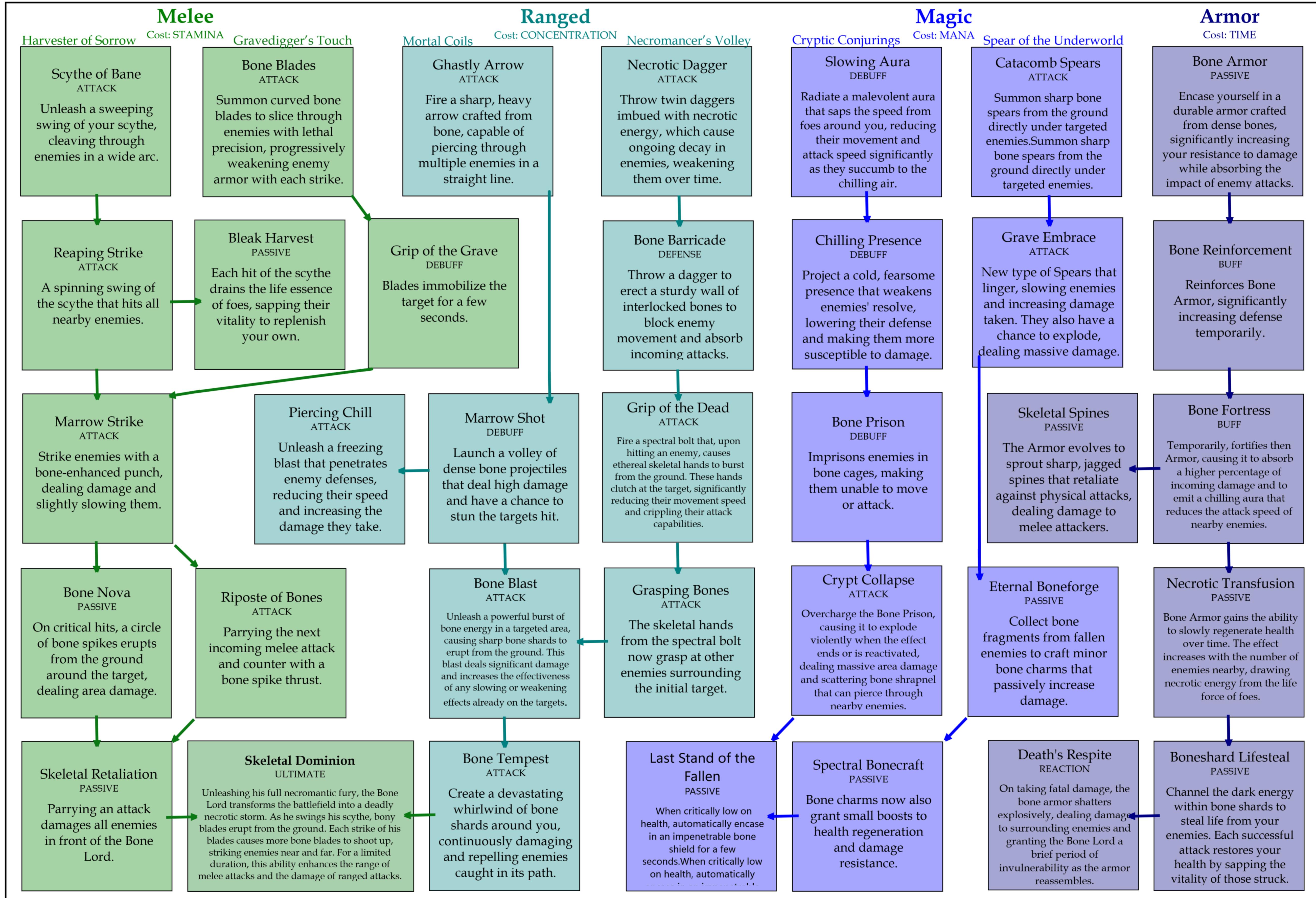
DIFFICULTY

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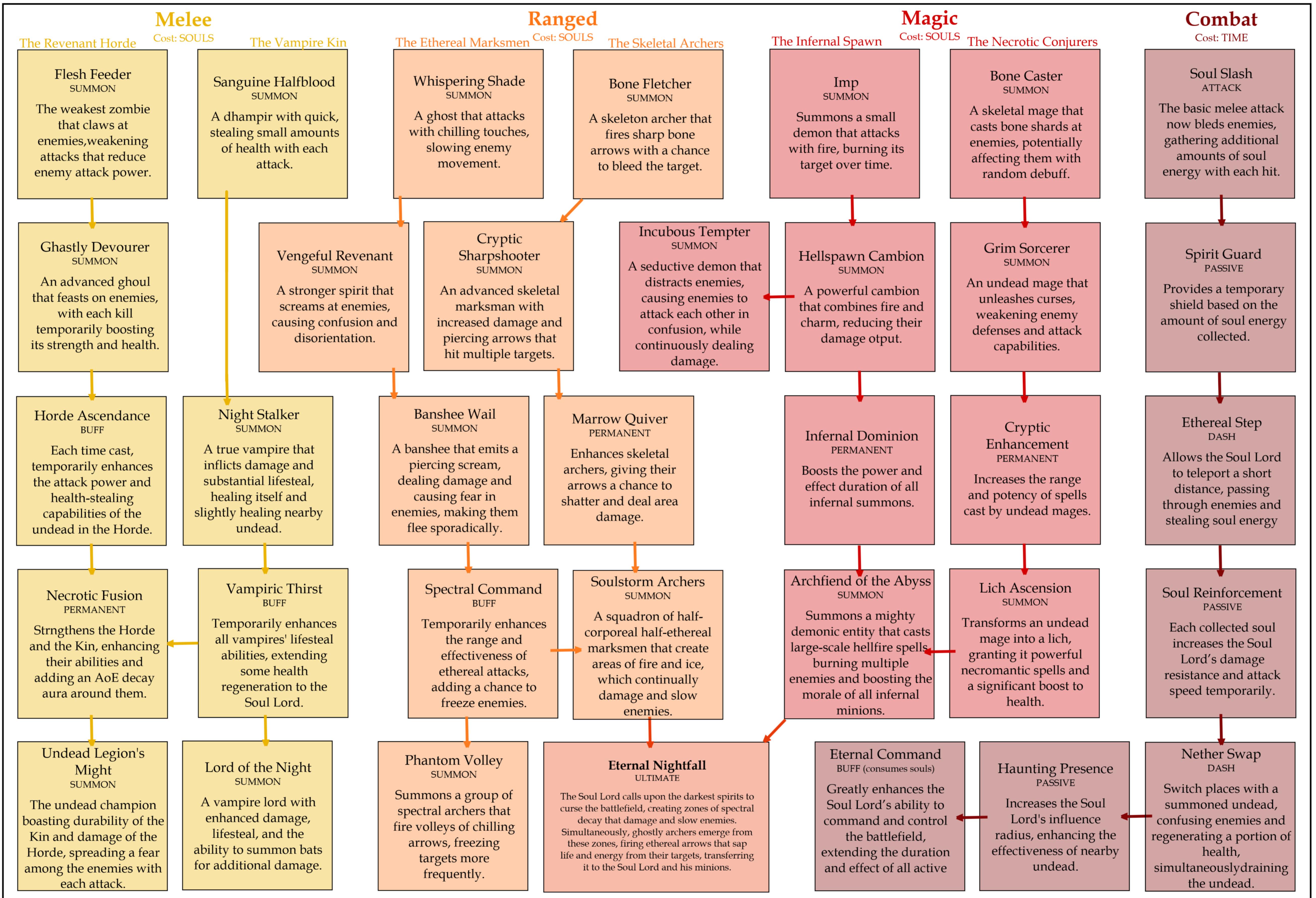
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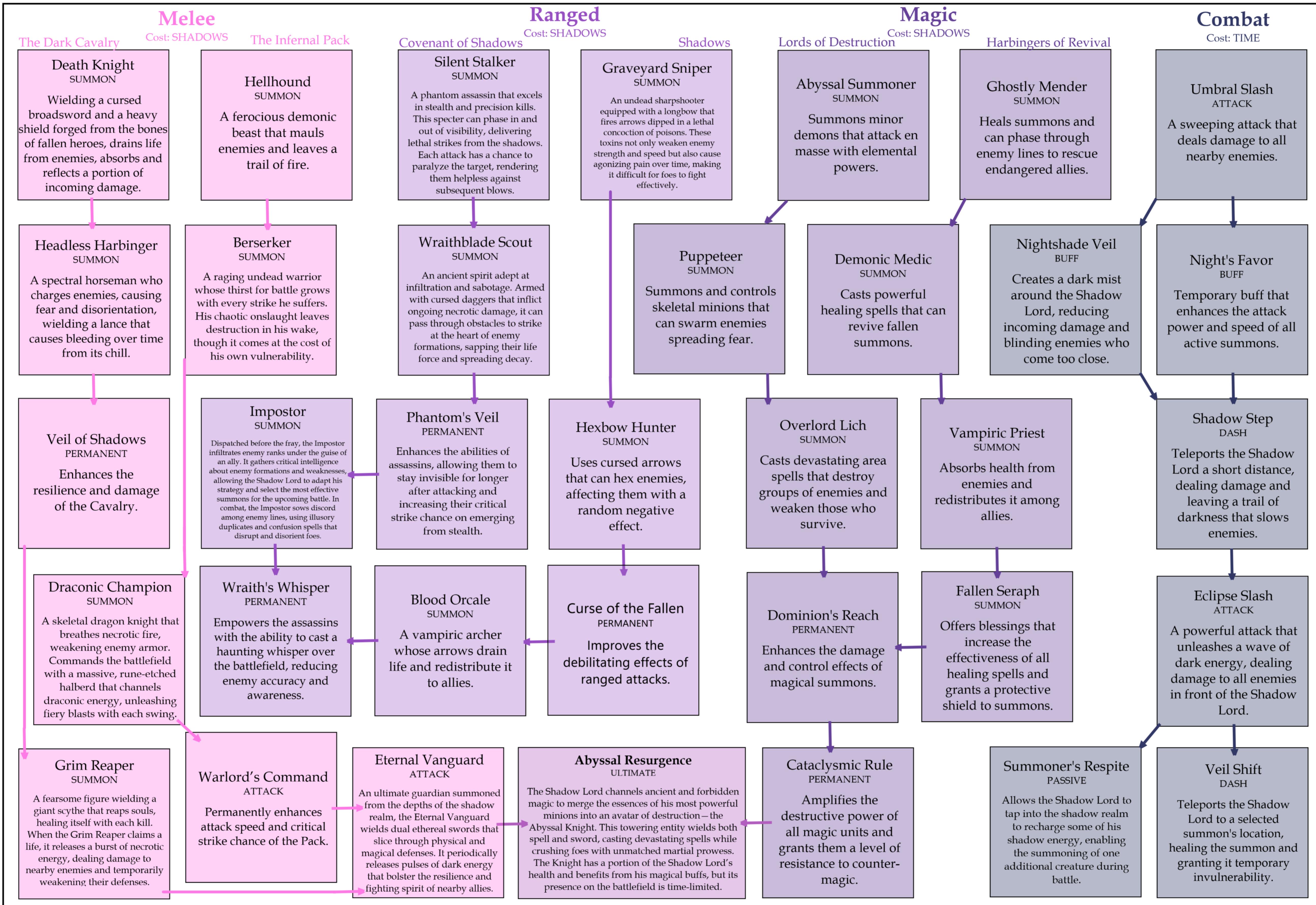
Mechanics & Gameplay - Class System - Bone Lord Skill Tree



Mechanics & Gameplay - Class System - Soul Lord Skill Tree



Mechanics & Gameplay - Class System - Shadow Lord Skill Tree



Mechanics & Gameplay - Notes

General

Skill Costs

Skills operate on a cooldown basis, meaning they can be used again after a certain time ("Cost: TIME").

Basic Combat

Every class is equipped with a sword for basic attacks and parrying, controlled via the mouse.

Skill Points

All skills require 1 skill point to unlock. Skill points are earned at level-up and can also be acquired through quests, interactions with NPCs (e.g., teachers), or objects (e.g., books).

Skill Lines

Side skill lines (Armor for Bone Lord, Combat for Soul Lord and Shadow Lord) can be unlocked once per level-up without needing a special location. Main skills must be unlocked at specific locations in the game, but there is no limit to the number of main skills you can unlock.

Resource Consumption

Skills lower in the hierarchy consume more resources.

Bone Lord

Key Strengths

High durability, area control, and gradual strengthening over the course of battle.

Passive Abilities

All passive abilities are active throughout the game, providing continuous effects.

Resource Management & Level-up

The Bone Lord must manage three resources that grow with each level-up. Players can choose to focus on developing one resource over the others (e.g., more mana than strength).

Skill Selection

Before entering battle, the Bone Lord can select up to 9 skills (ranging from keys 1 to 9) for use in combat, including attacks, buffs, and debuffs. These skills have shorter cooldowns compared to side skills.

Class Overview

The Bone Lord is a formidable necromancer who commands the powers of bone and death. He excels in manipulating the battlefield through a combination of fearsome melee attacks and strategic magic that manipulates the bones of the dead.

Tactical Role

Best used as a frontline tank or a controller, the Bone Lord can sustain himself through battles by leeching the life force of his enemies. His abilities allow him to shape the flow of combat by creating barriers, summoning spikes, and trapping foes.

Player Tips

Focus on positioning to maximize the effectiveness of area-based skills and take advantage of the regeneration capabilities to outlast opponents in prolonged encounters.

Soul Lord

Key Strengths

Mass summoning, adaptive strategies through diverse minion abilities, and high potential for battlefield manipulation.

Permanent Abilities

All permanent abilities are active throughout the game, providing continuous effects.

Resource Management & Level-up

Non-combat buffs consume souls. Souls are gathered by defeating enemies, with the number of souls received depending on the enemy's strength. Upon leveling up, players can choose to increase the number of souls gained from kills or expand their battle skill slots up to a maximum of 9.

Skill Selection

Before battle, the Soul Lord chooses up to 6 skills for combat use, which can include summons, attacks, buffs, and debuffs. Summons typically have the shortest cooldowns.

Class Overview

The Soul Lord wields the arcane arts to summon and command legions of undead minions. His strategy revolves around overwhelming enemies with sheer numbers and exploiting the unique capabilities of his diverse summons.

Tactical Role

As a summoner, the Soul Lord relies on his minions to deal damage and control the battlefield. His own survival often depends on the careful management and positioning of his undead army.

Player Tips

Balance the types of summons to maintain control and damage output across the battlefield. Use the weaker minions as fodder while protecting key summons that can turn the tide of battle.

Soul Mechanics

The player starts each battle with zero souls unless carried over from previous encounters. Souls have a shelf life and can be reused if the summon perishes before it expires. Summons remain until they are defeated, independent of the soul's shelf life.

Shadow Lord

Key Strengths

Strategic pre-battle planning, high impact from elite summons, ability to adapt in real-time through buffs and repositioning skills.

Passive Abilities

No abilities are active always throughout the game, providing continuous effects.

Resource Management & Level-up

The amount of shadows available is determined by the Shadow Lord's level. The amount of shadows available is determined by the Shadow Lord's level.

Players can opt to increase their shadow capacity or expand their battle skill slots up to a maximum of 6 upon leveling up.

Skill Selection

Before battle, the Shadow Lord selects up to 3 skills for use, which can include attacks, buffs, debuffs, passives, and permanents.

Class Overview

The Shadow Lord specializes in using dark magic to summon elite undead warriors and manipulators. He carefully selects his undead squad before each battle, making strategic choices based on anticipated enemy tactics.

Tactical Role

He acts as a commander and support, enhancing and directing his elite units in battle. While not a front-line fighter, his skills in buffing and strategically repositioning his summons are unparalleled.

Player Tips

Preparation is key – choose summons that complement each other and counter the enemy's strengths. During battle, focus on maintaining the effectiveness of your units through tactical support and clever use of your combat skills to manipulate the battlefield.