

THE DARK LADY

AWAKENS

LEVEL DESIGN DOCUMENT

Current Owner: Stefano D'Ambra

The purpose of this document is to give information about the whole structure of the game, with an in-depth examination of the level "TRIWIZARD TOURNAMENT: CHIMAERA'S DUNGEON".

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HIGH CONCEPT

The game follows the story of the first year of school of Minerva McGonagall, a young, powerful but inexperienced witch who will find herself facing unexpected situations caused by Theodore Nott, a death eater from the future. Nott's intent is to convert Minerva to the dark side to make an attempt on the life of Albus Dumbledore. During the progression of the story, the player will have to make moral choices that will lead Minerva to prefer Albus (the good) to Nott (the bad) or vice versa. The adventure will take place mainly in Hogwarts and its surroundings, both well-known and new locations will be presented. The rules of the game are based on the fifth edition of Dungeons & Dragons, the game genre will be a rpg with isometric camera and turn-based combat with the ability to overcome certain situations using stealth mechanics.



Theodore Nott

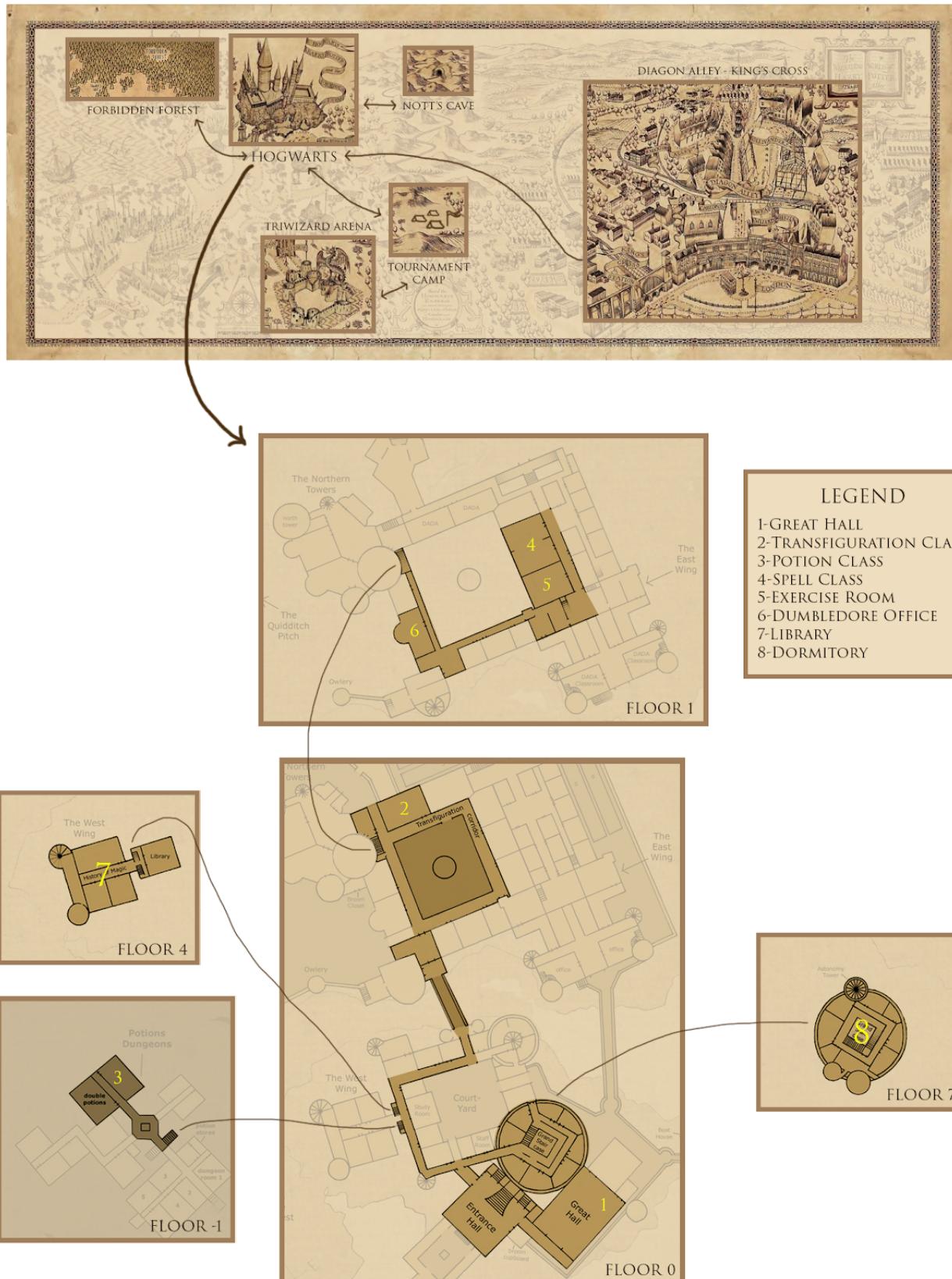


Minerva McGonagall



Albus Dumbledore

WORLD MAP

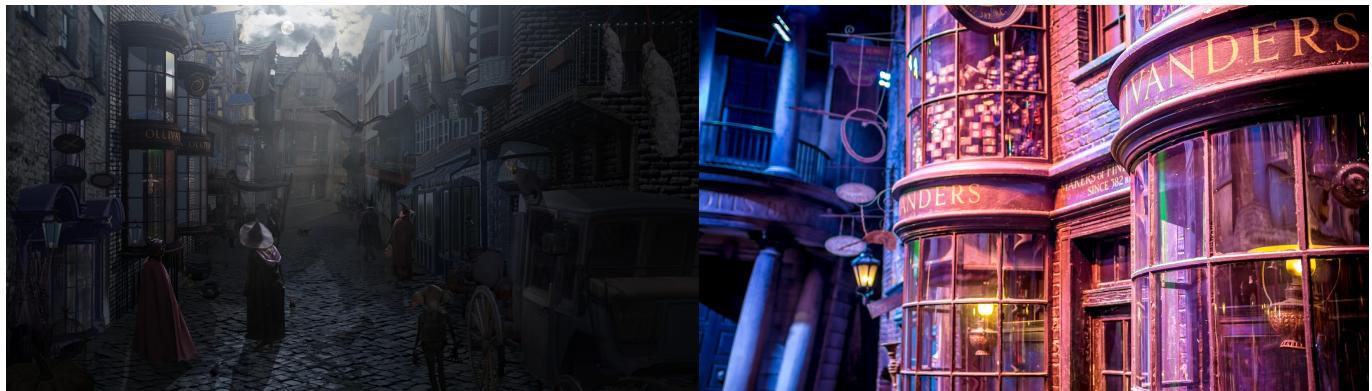


SETTINGS

The story shows some of the most important events that happens to Minerva during her first year of school at Hogwarts, from the very first day of school where, walking down the streets of Diagon Alley, she will buy all the items necessary to start the school year, moving from ordinary situations of school life to unusual situations such as venturing into the forbidden forest or taking part in the Triwizard Cup.

DIAGON ALLEY

Diagon Alley is a secret alley located in London behind a pub called the Leaky Cauldron. The alley is a shopping area for wizards that contains shops, restaurants and other places of interest. There it's possible to buy all the items required for Hogwarts, from the uniform from the Madam Malkin's Robes for All Occasions to the first wand from Ollivander's.



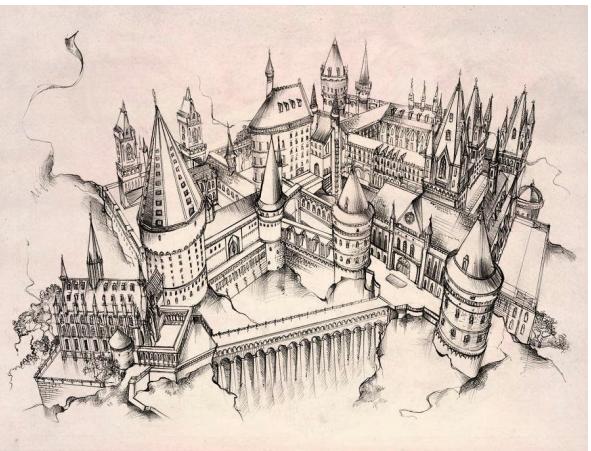
KING'S CROSS STATION

King's Cross Station is one of the main train stations in London, it's used by wizard students to take the Hogwarts Express that takes them to the homonymous school. The train can be reached by crossing Platform 9¾, a secret Platform hidden in a wall between platforms 9 and 10.



HOGWARTS CASTLE

Hogwarts Castle is a school of magic located in the scottish highlands. All magicians from England and Ireland come to study at Hogwarts. It is not a simple castle, in fact it is enchanted to hide from the sight of the Muggles and protect themselves from the dark forces.



Great Hall

The Great Hall is the main gathering area in the school. It's the room for special events, such as the Sorting ceremony and for announcements. It's also used as a canteen and as a place of aggregation.



Transfiguration Class

Transfiguration Class is the room where the transfiguration subject is taught. Here it is possible to learn how to change the appearance of an object or a person.

Potion Class

Potion Class is the room where wizards learn how to correctly brew potions. The classroom provides students with all the ingredients needed to create the potions.

Spell Class

Spell Class is the room where students learn how to defend themselves against all types of danger from harmful creatures to duelling other wizards.

Exercise Room

In the exercise room students are free to practice the magical arts without the risk of hurting anyone.

Dumbledore Office

It's the personal room of the professor Albus Dumbledore, where he spends part of his time when he is not lecturing.



Library

The library contains tens of hundreds of books dealing with the magical arts. Here students can study or borrow books when necessary. Inside the library there is a forbidden section that contains books that are rare and/or considered inappropriate for younger students (dealing with the dark arts).



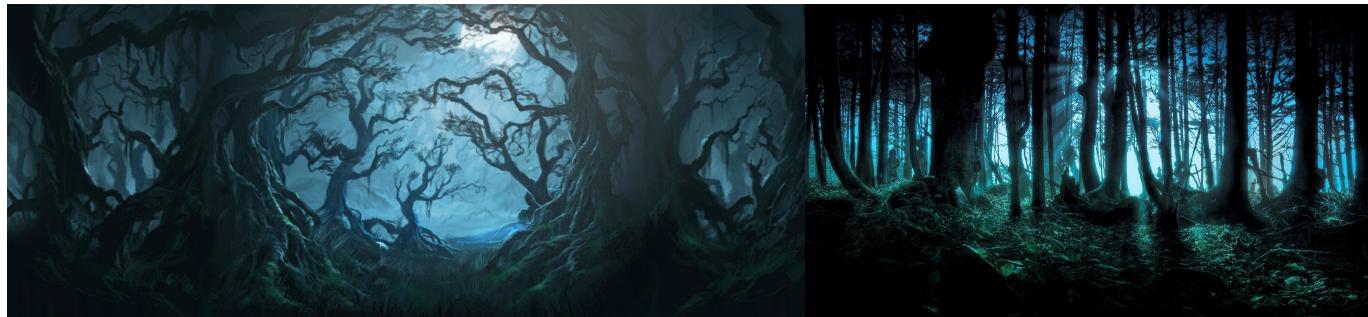
Dormitory

The dormitory is the area where magicians rest during the night.



FORBIDDEN FOREST

The Forbidden Forest, also known as the Dark Forest is located near the Hogwarts School. Trespassing the area is prohibited for students because the forest contains various dangerous creatures. The forest is full of trees and is difficult to cross, especially at night. The heart of the forest is home to many spiders, including large ones, even Acromantulas, a giant magical species of spider.



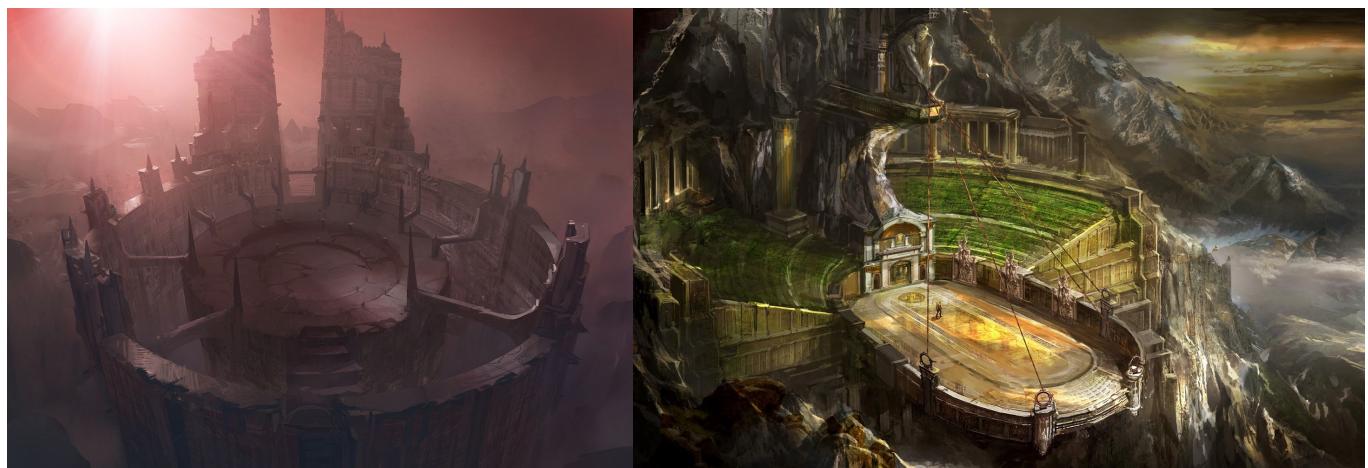
TOURNAMENT CAMP

The tournament camp is an agglomeration of tents located outside of Hogwarts, where Triwizard Tournament participants can rest and socialize before participating in the trials. Each challenger is assigned his own personal tent, where he can sleep and leave his personal belongings. At the center of the camp there is a large shed where the wizards gather before the challenge and where they celebrate the end of the trials.



TRIWIZARD ARENA

In the arena the challengers participate in the three trials of the tournament, thanks to magic it is possible to change the shape of the arena to accommodate the different challenges.



NOTT'S HIDEOUT

Outside the borders of Hogwarts, hidden in the mountains, is the cave used as a hideout by Nott the Death Eater. The cave is protected by magical creatures. The hiding place contains Nott's personal belongings that show his real identity.



SYNOPSIS

ACT 1

The story begins in Diagon Alley, with a young Minerva McGonagall looking for her magician's needs to bring to Hogwarts. After meeting an older wizard, Nott, the two go together on track 9 ¾ and go to Hogwarts. The story continues 3 years later with Minerva going to lessons and demonstrates her skills. But after she was not chosen for the transfiguration club, she starts to lose faith in Dumbledore and starts to improve herself, also with the help of Nott, and on his advice she comes to the decision to join the Triwizard Tournament to get the Felix Felicis.

ACT 2

The goblet chosen Minerva, a first-year student, to represent Hogwarts, this event amazes all the school and the participants. Minerva overcomes the three challenges, the "Beast challenge", the "Chimaera's dungeon" and the "Free for all", demonstrating her power to all, and winning the Felix Felicis.

ACT 3

After a confrontation with Dumbledore, where he tells her about a bad omen and to pay attention to people she trusts, she decides to follow Nott and find out more about him. After discovering his hideout, Nott tries to convince her to follow his plan to defeat Dumbledore.

ACT 3.1: Minerva wants to protect Dumbledore

Minerva pretends to accept Nott's proposal and goes to tell Dumbledore everything, then she takes the Felix Felicis and together goes to Nott's hideout. Nott tries to go back in time but his time turner breaks and after an epic battle, Minerva defeats Nott.

ACT 3.2: Minerva wants to follow Nott's plan

Minerva, full of rage against Dumbledore, takes the Felix Felicis to sneak into Dumbledore's office and takes him to the hideout with a portkey. After an epic battle, Minerva defeats Dumbledore.

STORY PLOT

The story begins with Minerva coming out of the leaky cauldron and seeing Diagon Alley for the first time. Our protagonist begins to go around the various stores to buy everything you need to start attending Hogwarts, including books, uniform and finally the wand. As soon as she leaves Olivander, Minerva notices that something is wrong at the Gumbol and Japes Wizarding Joke Shop, where some magical toys have started to go crazy. The situation returns to normal thanks to the help of Nott, an older boy who immediately empathizes with Minerva and together they head to track 9 3/4 to reach Hogwarts. The story continues 3 years later, with a 14 years old Minerva walking through Hogwarts for taking lessons including potions, transfiguration and spells. In the following months Minerva shows particular talent especially in transfiguration, but Professor Dumbledore still considers her too immature to be a member of his club, causing doubts in the young Minerva, who spends more and more time with Theodore who offers to help her even in ways not allowed in the school. One night Theodore convinces Minerva to follow him into the forbidden forest to look for special ingredients, but after failing to do so, Theodore confesses to Minerva that he needs Felix Felicis, telling to her a lie about what the potion is for. Nott's request together with the desire to demonstrate his skills led her to the decision to enter the Triwizard Tournament. Minerva is chosen as a champion for Hogwarts, this causes dislike towards her by the other participants, as well as perplexity about her young age. This provokes in her the desire to demonstrate her abilities to everyone. The tournament begins and Minerva is about to start the first test, in which she must be able to recover a crystal ball defended by a basilisk inside the arena. The next challenge is to pass a dungeon where Minerva's intelligence is put to the test. Finally, in the last challenge where the goal is to bring the cup to the predetermined point after one of the three wizards is out of combat, Minerva manages to steal it after a grueling chase and thus win the tournament. After the evening of celebration, in which Theodore seems to have disappeared, Minerva is summoned by Dumbledore, who warns her that she perceived something obscure that might have made her win during the tournament, stressing that she does not trust anyone. A few days later Minerva sees Theodore and after following him to his hiding place she is confronted with a difficult decision, believe Theodore and fight against Dumbledore, or report everything to Dumbledore to stop Theodore?

MAIN STORYTELLING ELEMENTS

.06

3as

Three Act
Structure

The story follows a three act structure, with the first act focused on setup statistics and stuff at Diagon Alley, the second one shows the efforts of Minerva to overcome the challenges of the tournament, and in the final act the story ends with an epic fight that brings to completion the choices made previously.

4.7

Re

The Reveal

The reveal of Theodore in the last chapter is the trigger that takes Minerva to choose in the end between Theodore and Dumbledore and to fight against one of them.

3.0

Bbw

Badass
Bookworm

Minerva is a badass bookworm hero, quiet and smart, but with unexpected formidable physical and practical skills.

2.3

X

X Meets Y

A fundamental moment is the meeting between Minerva and Theodore 'cause is the first event that changes the timeline and all the consequences start by this moment.

6.2

Mpb

Manipulative
Bastard

Theodore Nott is a manipulative bastard, a character who manipulates others, in this case Minerva, through their emotions, perspectives, psychologies.

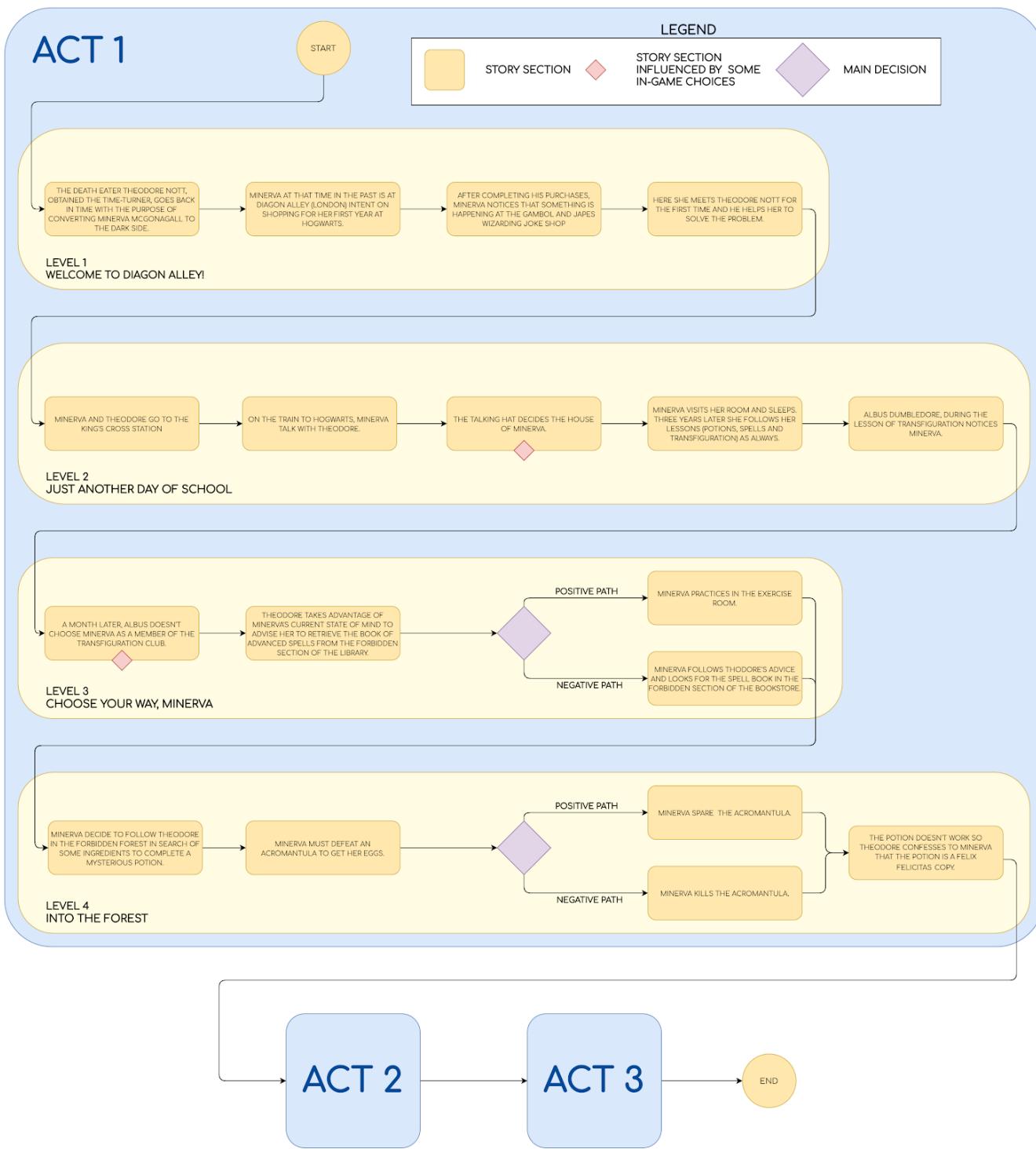
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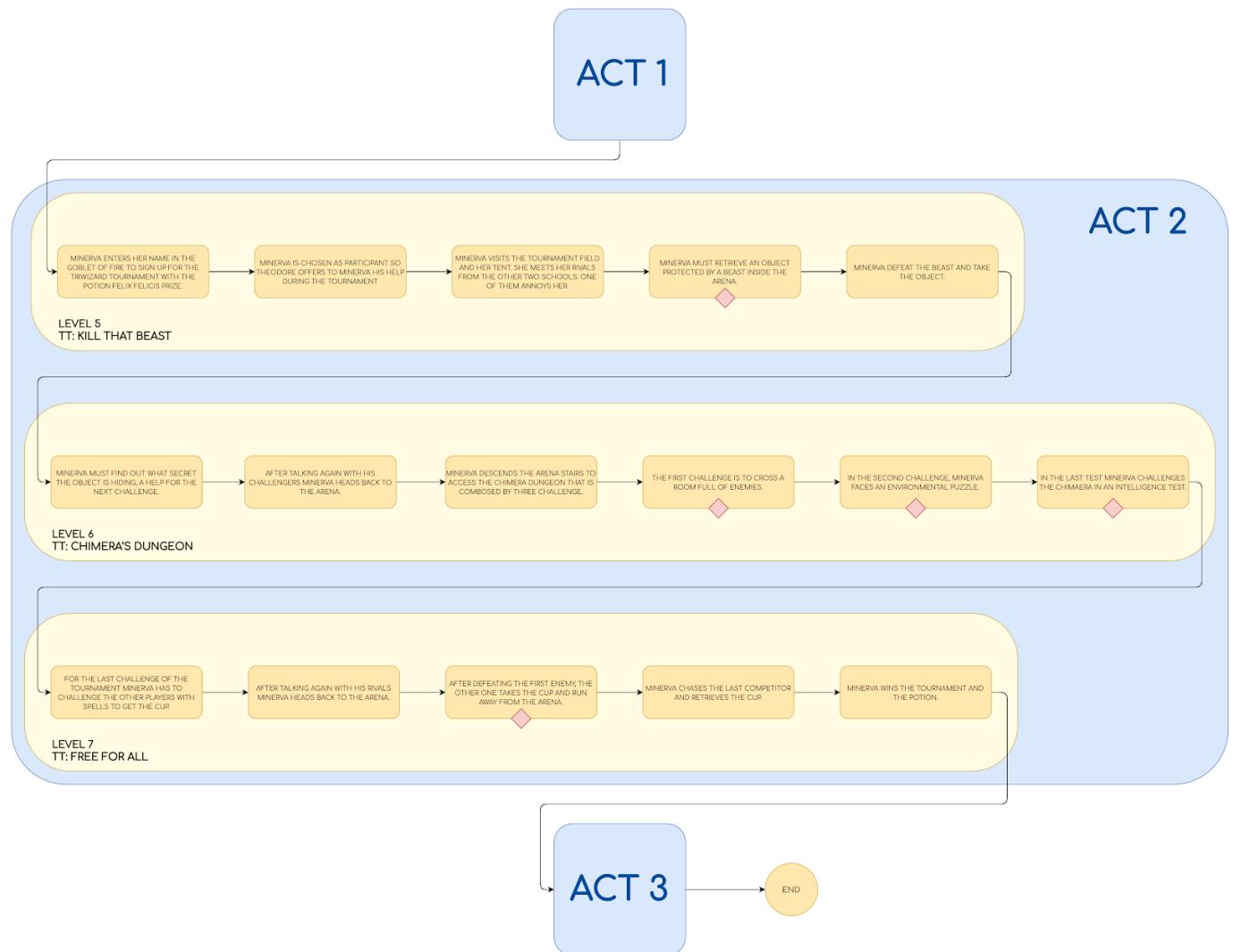
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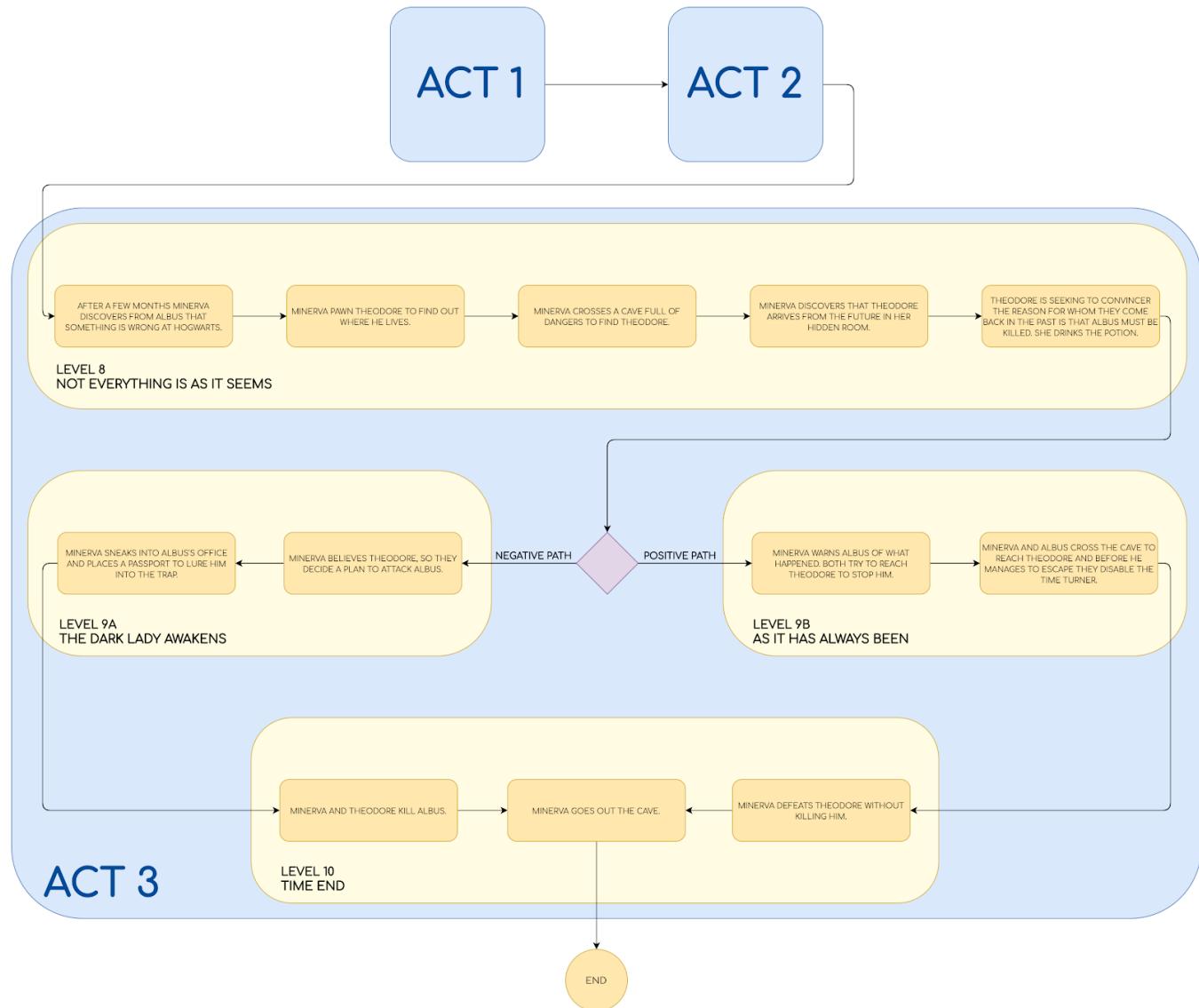
Dynamic
Character

Minerva changes character through the story depending on what she has chosen before, that modified his relationship between the other character and also his personal purpose.

STORY FLOWCHART







THEMES

Trust: The main theme of the story concerns the importance of the choices that are made and their impact on the relationships of trust between people.

In the game Minerva takes choices that influence herself and her relationships, sometimes in a good way, sometimes in others...

Honour: The desire to stand out for our commitment, which in a world where nothing is as it seems can lead to madness...

Minerva is a young woman with a strong sense of honor, for her being the best student is the most important thing during her studies at Hogwarts, and for her purpose she would do anything.

The difficulty of distinguishing good from evil: Everything always depends on the point of view and also on the knowledge/absence of information.

Through the game Minerva has to decide which way to choose based mainly on the information received from her Transfiguration professor, Dumbledore, and her new "friend" Nott.

CHARACTERS

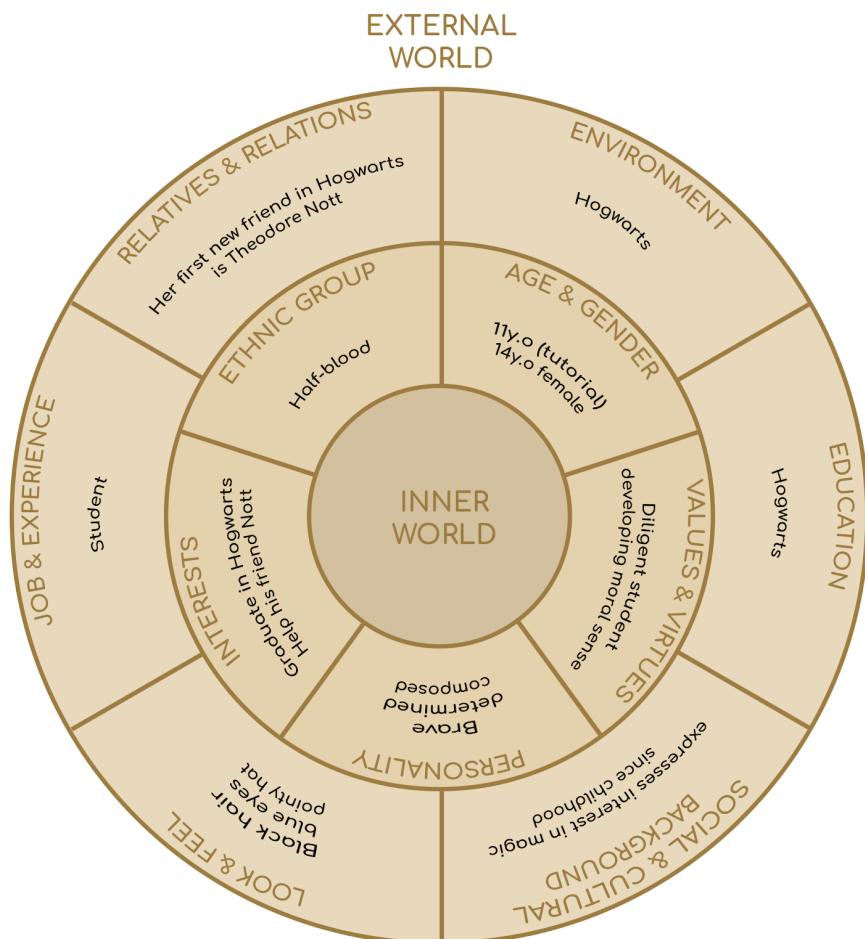
MINERVA MCGONAGALL

DESCRIPTION



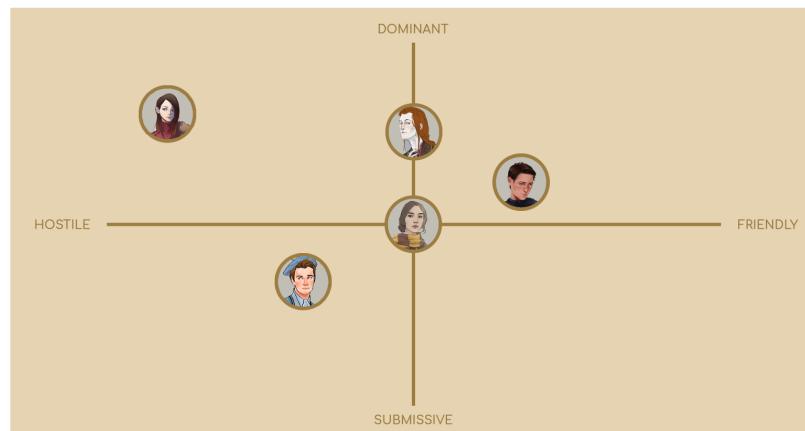
Minerva is a young witch born in a family of half-blood. Living with Muggles she always had to hide her nature until the day she received the admittance letter from Hogwarts School where she will be able to exercise her talents. She has a vocation for study and excels in everything she does, is enterprising and courageous and does not stop in the face of obstacles. Her moral compass is not yet well defined and this leads her into trouble.

CIRCUMPLEX

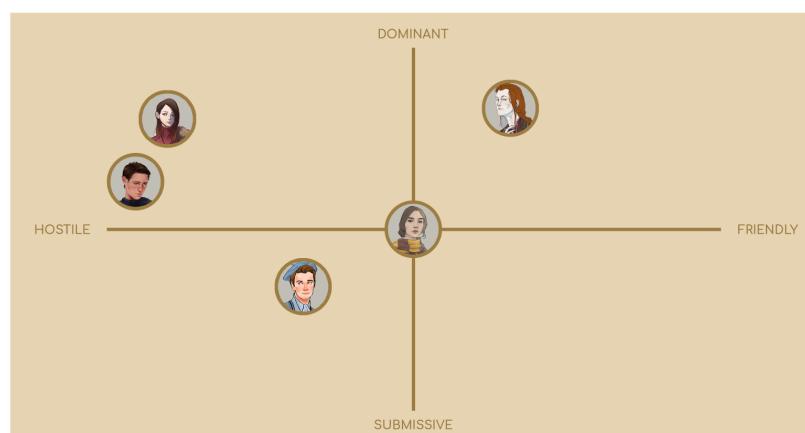


RELATIONSHIP MAP

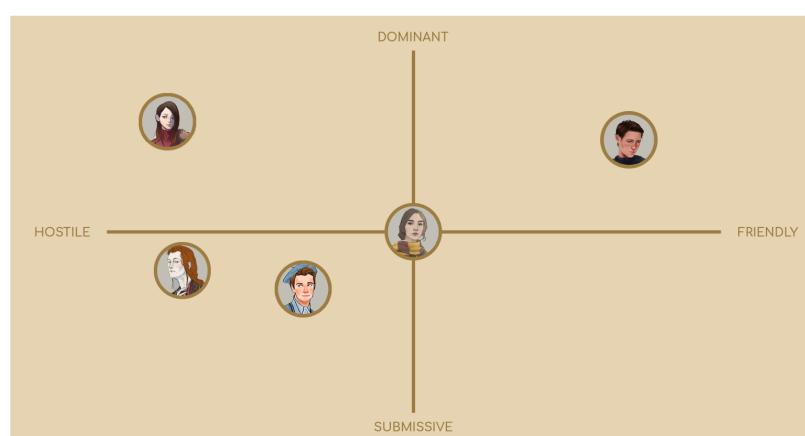
ACT 1-2



ACT 3.1



ACT 3.2



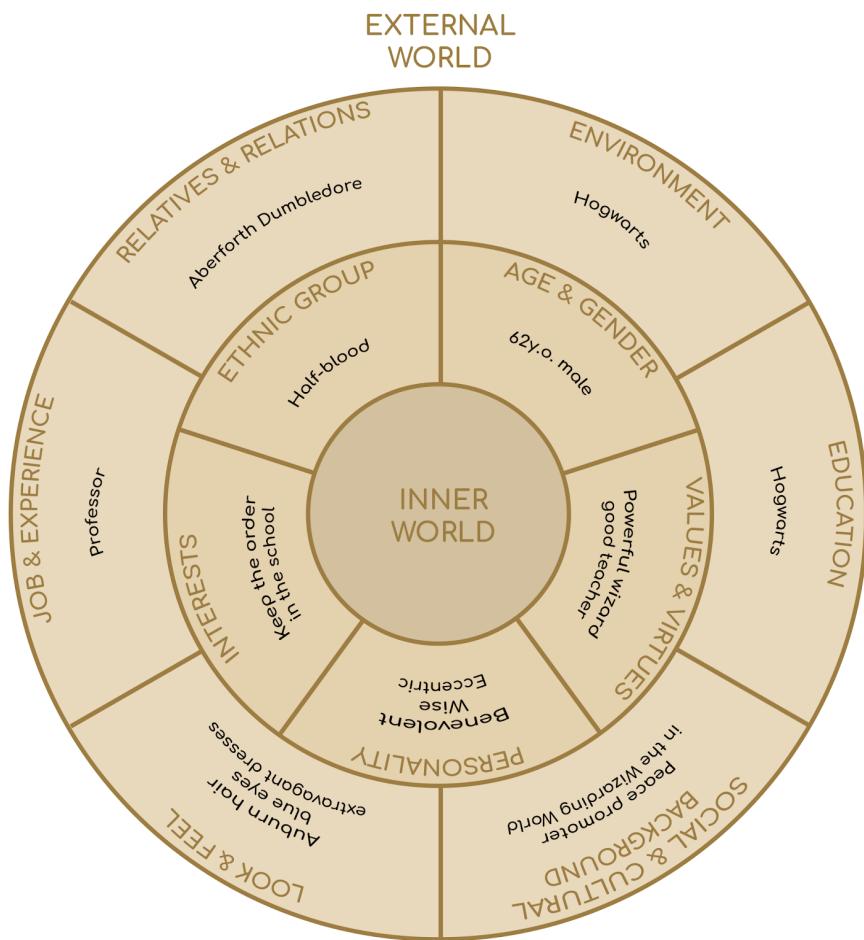
ALBUS DUMBLEDORE

DESCRIPTION



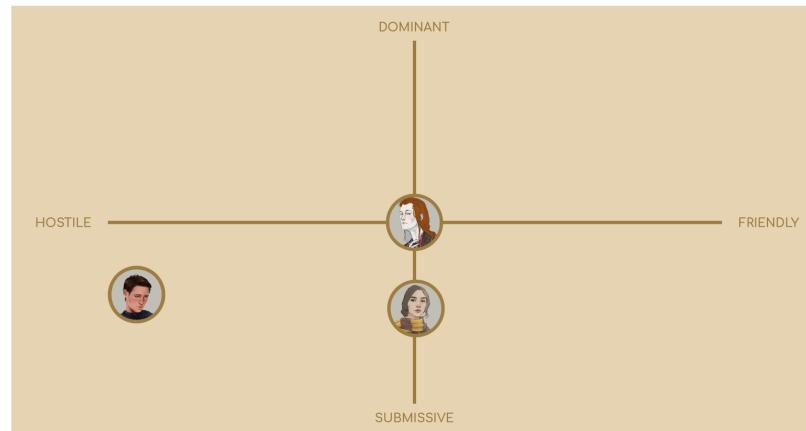
Albus Percival Wulfric Brian Dumbledore is a middle-aged professor who teaches transfiguration at the Hogwarts School of Witchcraft and Wizardry. Albus is a half-blood and shows much less years than he has. His purpose from a young age is to protect the world of wizards from the forces of evil by distinguishing himself by his acumen and dexterity in mastering spells. His passion for transfiguration led him to receive the chair as transfiguration professor. Instructing wizards to use magic for the common good is his primary goal.

CIRCUMPLEX

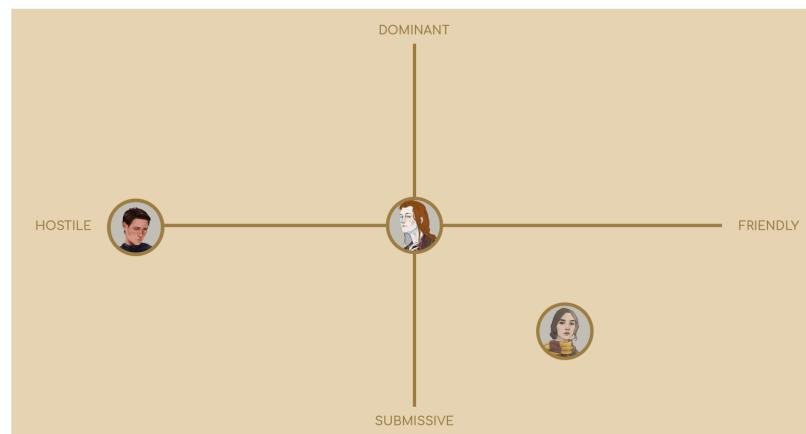


RELATIONSHIP MAP

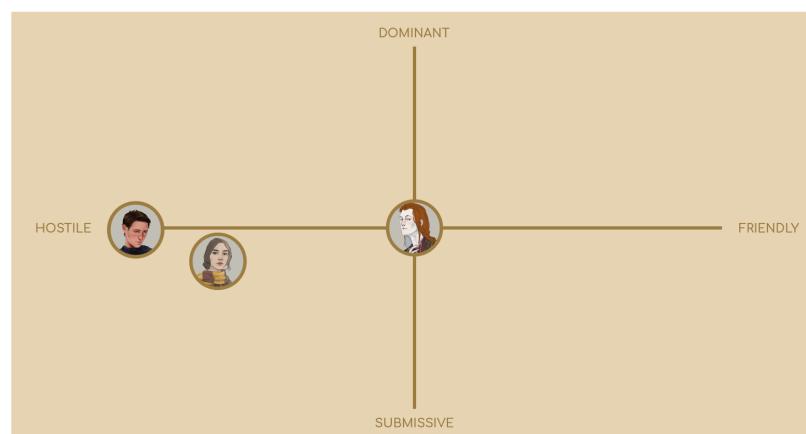
ACT 1-2



ACT 3.1



ACT 3.2



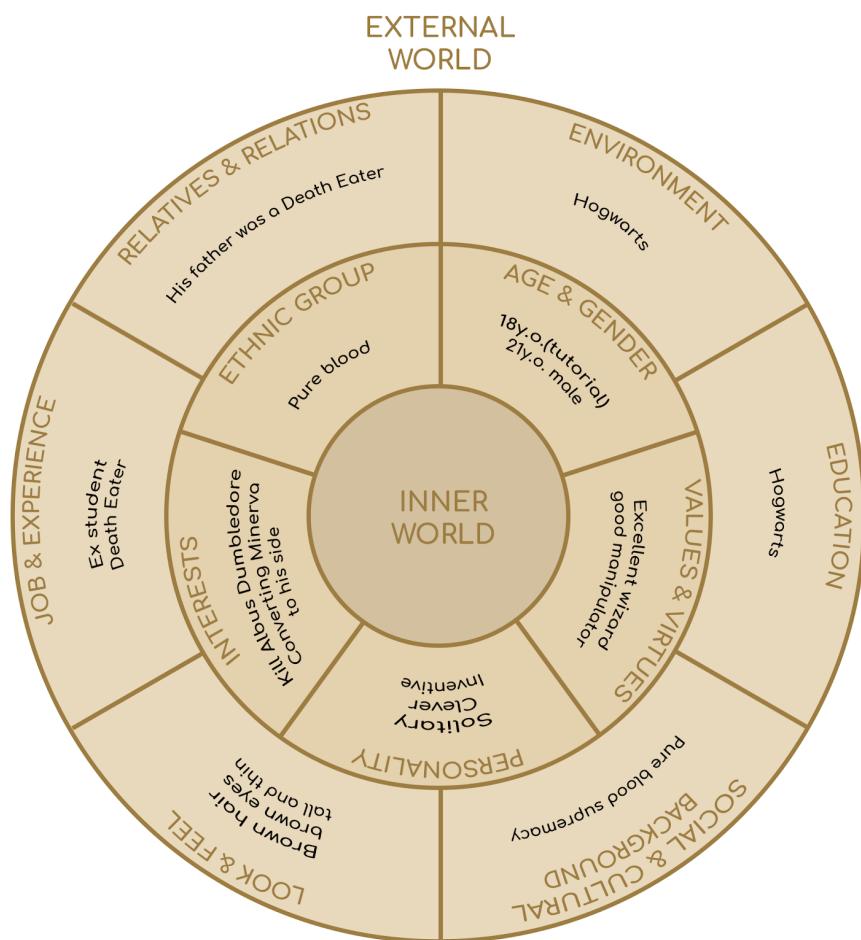
THEODORE NOTT

DESCRIPTION

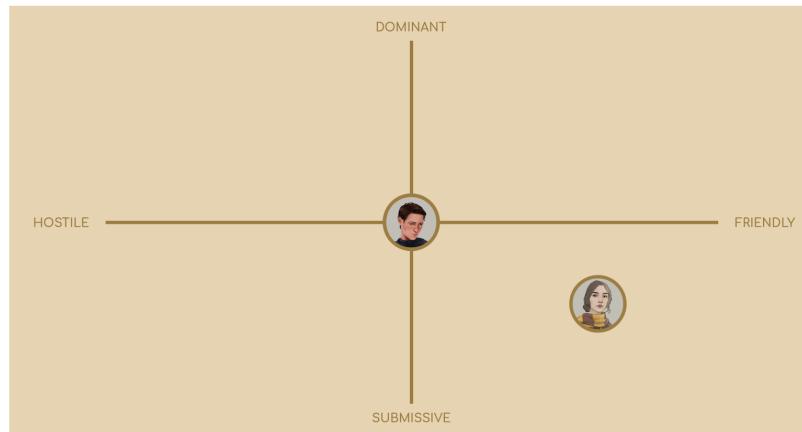


Theodore Nott is a young man grown up in a pure-blood supremacy environment. He has always been a solitary guy, very smart and skilled with spells and potions as well as being an expert in magical devices. After his studies at Hogwarts and the death of Lord Voldemort, he becomes a death-eater like his father. After he has demonstrated his capabilities to older death-eaters, he is entrusted with a crucial mission, come back in time to take a young Minerva McGonagall on his side and to kill Albus Dumbledore.

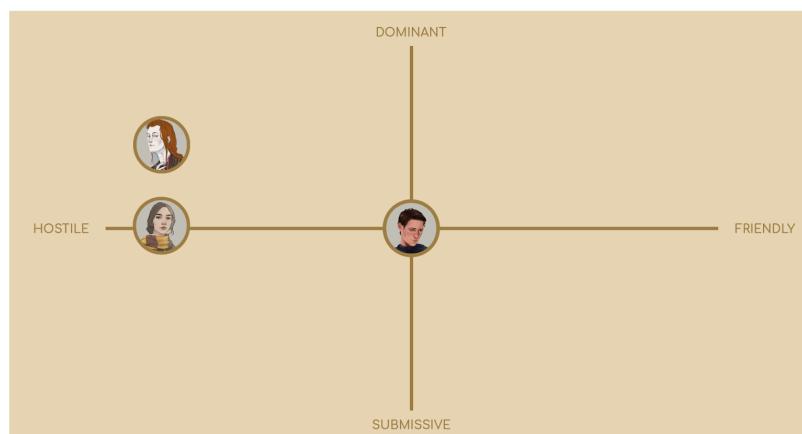
CIRCUMPLEX



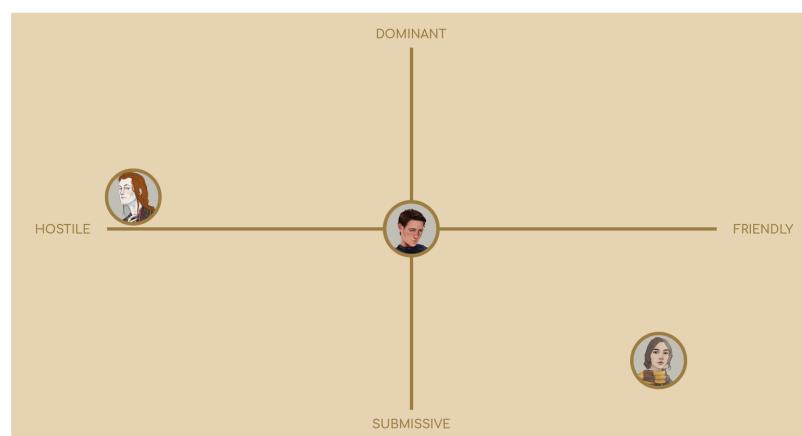
RELATIONSHIP MAP ACT 1-2



ACT 3.1



ACT 3.2



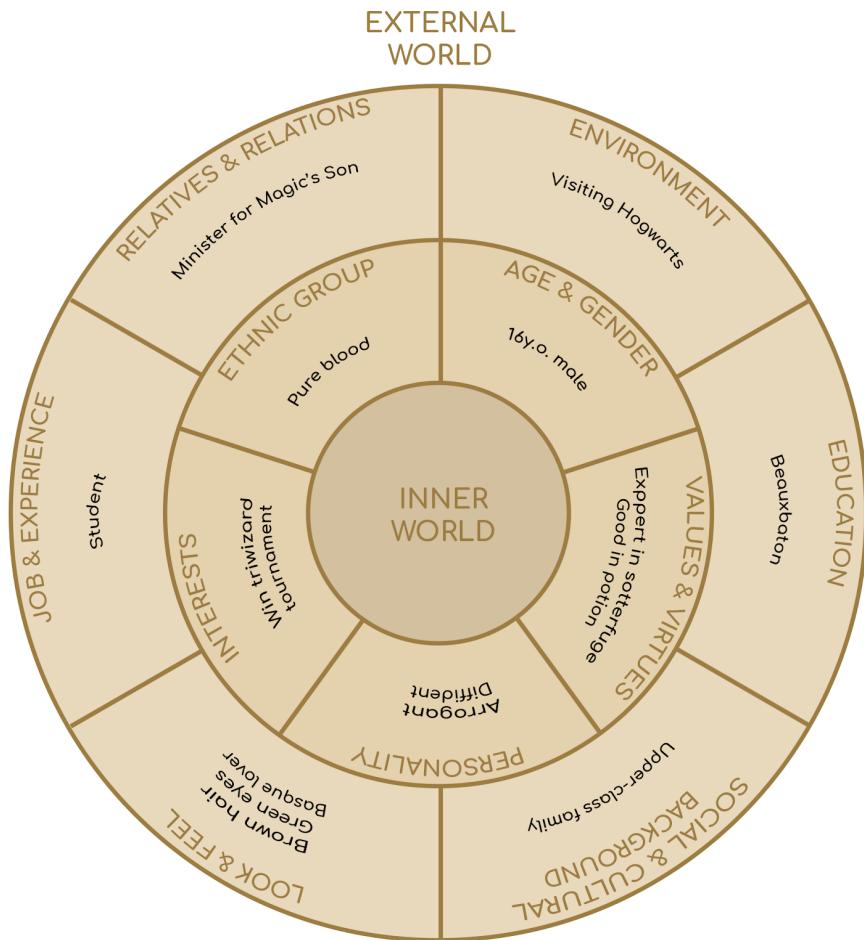
JACQUES DUGARD

DESCRIPTION

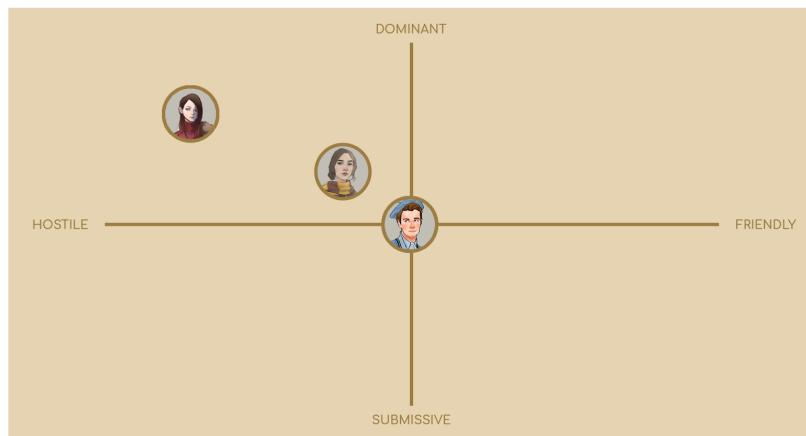


Jacques Armand Dugard is without doubt the most promising magician of the French school of the Beauxbatons Academy of Magic. He is known throughout the world as the son of Philippe Dugard, the French Minister for Magic. The in-depth study of potions and escapism spells make him a feared challenger of the Triwizard Tournament.

CIRCUMPLEX



RELATIONSHIP MAP
ACT 2



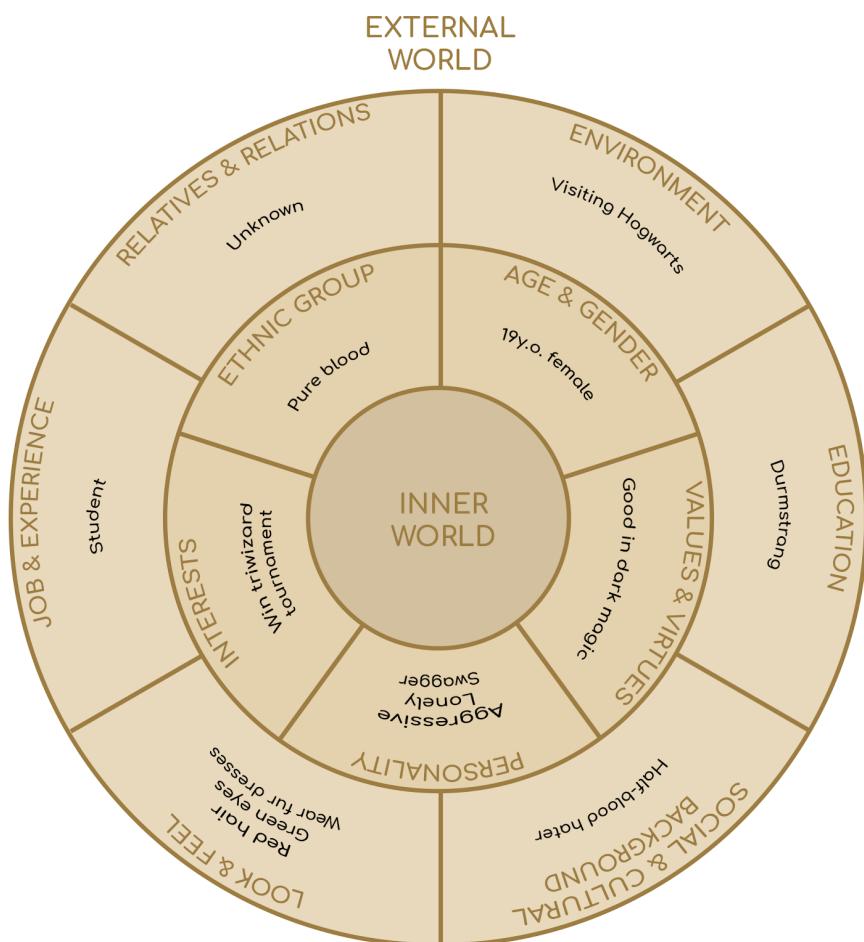
ASTRID STORMO

DESCRIPTION

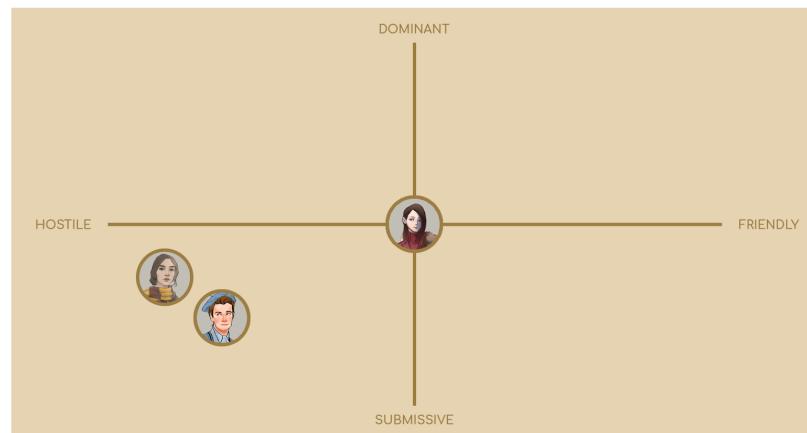


Astrid Stormo is a young woman, there isn't much information about her like most Durmstrang students. She is a skillful magician, in particular about dark magic. She is aggressive and swagger, and rarely she groups up with her school mates. She is often training near school wearing her inseparable fur, and during his journey at Hogwarts she has only one goal, to win the Triwizard Tournament.

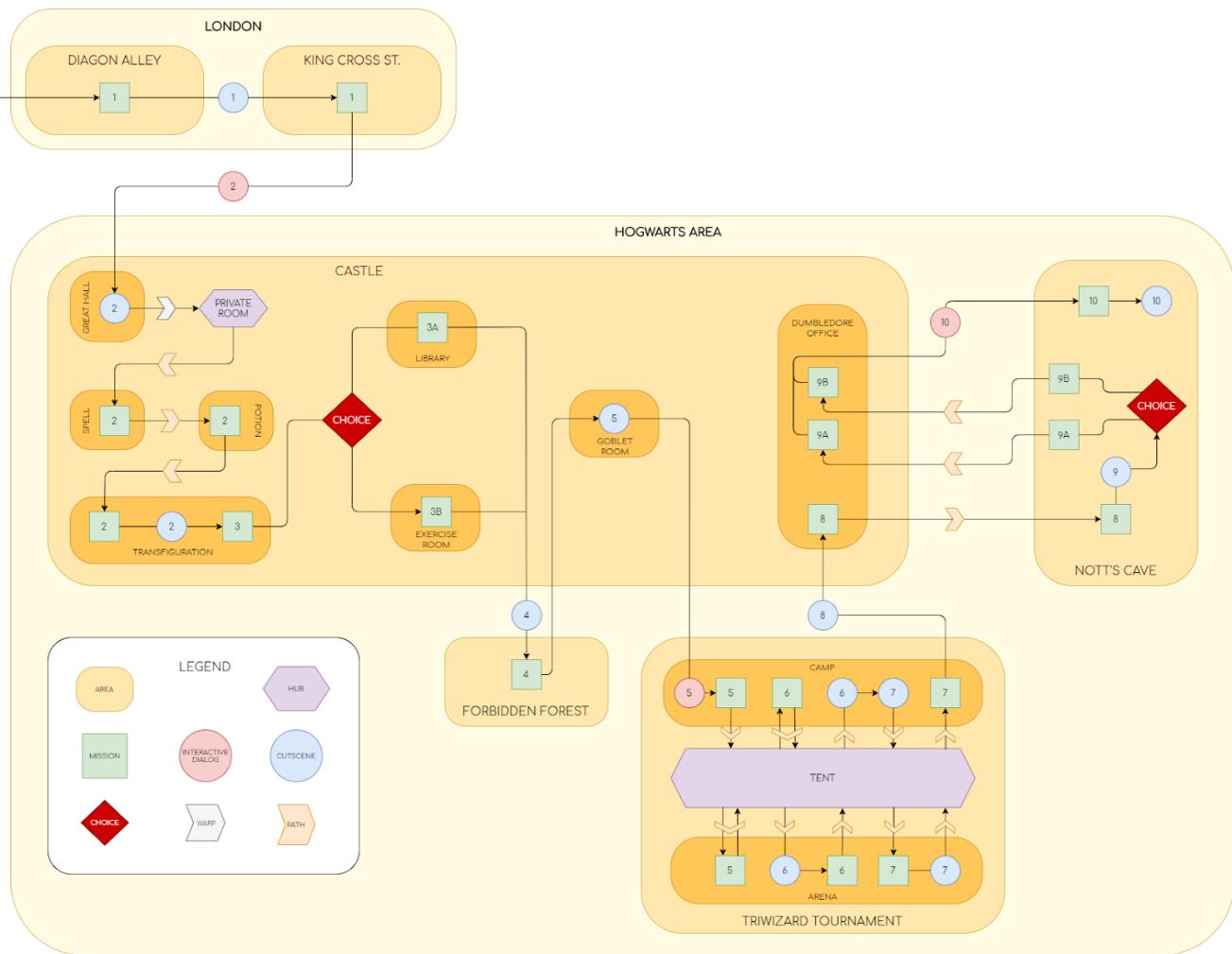
CIRCUMPLEX



RELATIONSHIP MAP
ACT 2



WORLD DIAGRAM



GOAL OUTLINE

1. WELCOME TO DIAGON ALLEY!
 - 1.1. Enter to Diagon Alley
 - 1.2. Finish School purchases
 - 1.2.1. Go to Pottidge's Cauldron Shop
 - 1.2.2. Go to Quality Quidditch Supplies
 - 1.2.3. Go to Flourish & Blott's
 - 1.2.4. Go to Madam Malkin's Robes for All Occasions
 - 1.2.5. Go to Magical Menagerie
 - 1.2.6. Go to Ollivander's
 - 1.3. Find what is going on at Gambol & Jape: Wizarding Joke Shop
 - 1.4. Take the train to Hogwarts
2. JUST ANOTHER DAY OF SCHOOL
 - 2.1. Go to your Common room
 - 2.2. Explore your room and go to sleep
 - 2.3. Go to lessons
 - 2.3.1. Follow spell lesson
 - 2.3.2. Follow potions lesson
 - 2.3.3. Follow transfiguration lesson
 - 2.4. Talk with Dumbledore in his office
3. CHOOSE YOUR WAY, MINERVA
 - 3.1. Follow transfiguration lesson
 - 3.2. Choose your way:
 - a) Sneak into the library at night
 - b) Go to duel room and learn new spells
4. INTO THE FOREST
 - 4.1. Go with Nott to the Forbidden Forest
 - 4.2. Reach the Aracnomantula's den
 - 4.2.1. Defeat all the spiders
 - 4.2.2. Take some spider webs
 - 4.2.3. Overcome the Acromantula
 - 4.2.3.1. kill or spare it
 - 4.2.4. Take Aracnomantula's eggs
 - 4.2.5. Go back to Nott
 - 4.3. Craft the potion recipe and try it
5. TRIWIZARD TOURNAMENT: KILL THAT BEAST
 - 5.1. Insert your name into the Goblet of Fire
 - 5.2. Explore the tournament area
 - 5.2.1. Speak with other challengers
 - 5.2.2. Speak with Nott
 - 5.3. Reach the entrance of the arena to start the first trial
 - 5.4. Retrieve the item protected by the beast

6. TRIWIZARD TOURNAMENT: CHIMAERA'S DUNGEON
 - 6.1. Discover the clues about the retrieved item
 - 6.2. Leave the camp to start the second trial
 - 6.3. Find a way out from the Chimaera's dungeon
 - 6.3.1. Exceeds the first room
 - 6.3.2. Exceeds the second room
 - 6.3.3. Exceeds the third room
7. TRIWIZARD TOURNAMENT: FREE FOR ALL
 - 7.1. Reach the entrance of the arena to start the last trial
 - 7.2. Defeat the other challengers
 - 7.2.1. Reach the Triwizard Cup or retrieve it from the other wizard
 - 7.2.2. Win the Tournament!
 - 7.3. Celebrate your victory
8. NOT EVERYTHING IS AS IT SEEMS
 - 8.1. Tail Nott to find where he lives
 - 8.2. Explore the cave
 - 8.2.1. Defeat all the enemies
 - 8.3. Reach the hideout
 - 8.3.1. Inspect the room
 - 8.3.2. Read the Diary
- 9A. THE DARK LADY AWAKENS
 - 9.1. Use the Felix Felicis potion
 - 9.2. Sneak in Dumbledore office
 - 9.2.1. Put the port key on his desk
 - 9.3. Wait Dumbledore in the cave to fight him
- 9B. AS IT HAS ALWAYS BEEN
 - 9.1. Come back to Dumbledore
 - 9.1.1. Give the proof of Nott guiltiness to him
 - 9.2. Use the Felix Felicis potion
 - 9.3. Search the Nott secret room
 - 9.3.1. Defeat all the enemies
10. TIME END
 - 10.1. Defeat Dumbledore/Nott

SCOPE

LEVEL	ESTIMATE DURATION TIME
WELCOME TO DIAGON ALLEY!	45'-60'
FIRST DAY OF SCHOOL	45'-60'
CHOOSE YOUR WAY, MINERVA	45'-60'
INTO THE FOREST	60'-75'
TRIWIZARD TOURNAMENT: KILL THAT BEAST	60'-75'
TRIWIZARD TOURNAMENT: CHIMAERA'S DUNGEON	60'-90'
TRIWIZARD TOURNAMENT: FREE FOR ALL	45'-60'
NOT EVERYTHING IS AS IT SEEMS	45'-60'
THE DARK LADY AWAKENS	30'-45'
AS IT HAS ALWAYS BEEN	45'-60'
TIME END	30'-45'

The estimated time to finish the main storyline quests is about 8 1/2 to 11 1/2 hours.

GAMEPLAY ELEMENTS

The dark lady awakens is an isometric role-playing video game, with a turn-based combat system. The game follows the rules of D&D 5edition with some changes to best reflect the world of Harry Potter. The player will take control of Minerva McGonagall during her 4th year of school.

EXPLORATION MODE

While not in combat, the player is able to move in real time, exploring the game world. The player can interact with the world around, for example, open boxes containing loot, harvesting plants, speaking with NPCs or crafting potions. Only during exploration mode the player is able to save the state of the game by opening the main menu and pressing the related button, additionally the game has a checkpoint system that automatically saves the game when needed. While exploring an area some passive skill check could occur, for example, while solving an environmental puzzle a perception check could show a hidden pressure button that would activate a trap. Talking with NPCs will open up a dialog menu where the player will be able to speak by choosing dialog options. In the presence of enemies the player can try to sneak his way or start a fight. When a battle begins the game state changes to combat mode.

COMBAT MODE

The combat state is turn-based and starts when the player attacks the enemies or is attacked by them. The order of combat is predetermined by the initiative of the characters. During combat it is not possible to save the game. While in combat the playing field is divided into squares, the player can perform various actions: attack using known spells, consume or launch a potion, move in the area. Once started, a fight can only be ended when all enemies have been defeated.

ABILITIES

Strength

Strength influences your chance to land a hit and your ability with attack spells and damage potions. It Affects the weight you can carry, the physical movement, such as climbing or jumping.

Dexterity

Dexterity influences your chance to land a hit and your ability with strategic spells and debuff potions. It also influences your chance of going first in combat (initiative) and the enemy's chance of hitting you.

It increases the ability to sneak, using silence and cover to avoid undesired attention.

Constitution

Constitution influences your max number of hit points.

Intelligence

Intelligence influences your chance to land a hit and your ability with defence spells and buff potions.

It increases your knowledge of magic and its applications. It also improves your expertise on flora and fauna, as well as extracting information from objects or people.

Wisdom

Wisdom influences your range with exploration spells and curative potions. It allows you to read people and situations. It increases your perception and your knowledge of how to heal wounds.

Charisma

Charisma affects your ability in conversations such as deceiving, intimidating or persuading other characters.

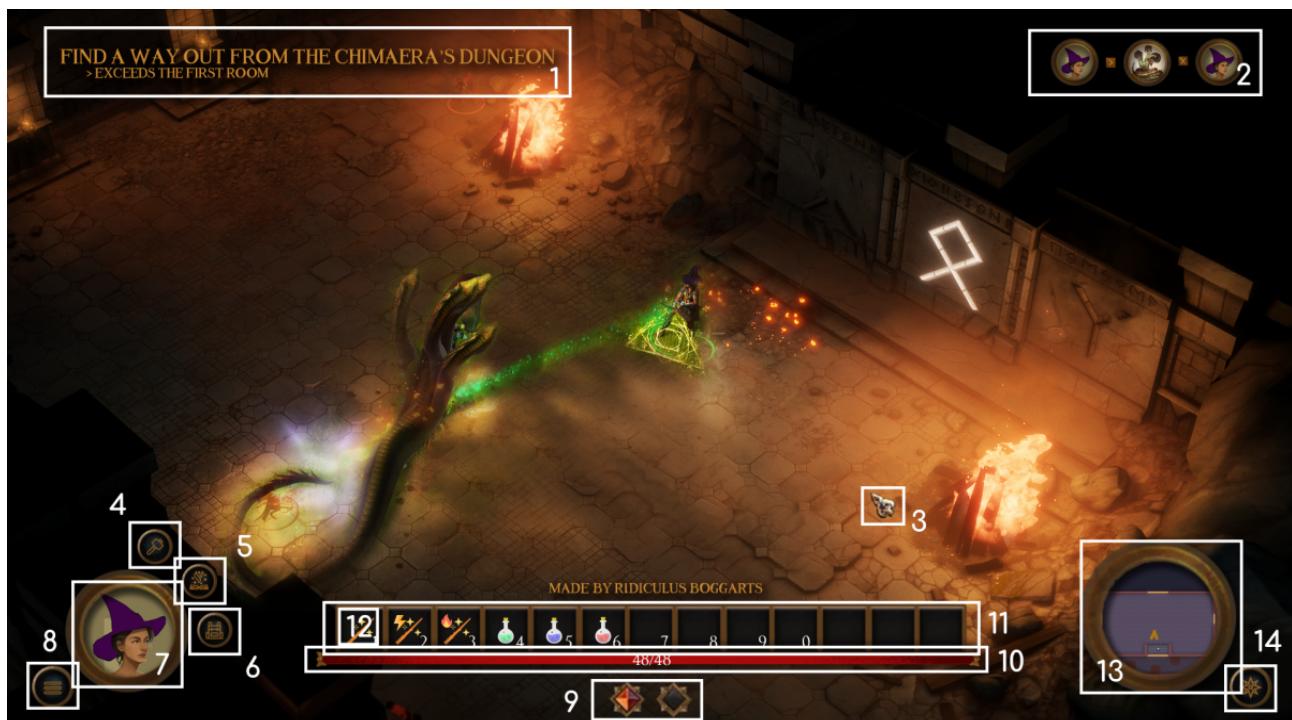
RELATIONSHIP BAR

The relationship bar determines the relationship of Minerva with Albus and Theodore. At the beginning of the game Minerva has equally 50%, so no preference, but with the answer to dialogues through the whole game this bar can increment towards Albus or Theodore, unlocking specific rewards or some optional dialogues.

COMMISSIONS

During the game Minerva will come into contact with some wizards that tells her they are interested about some specific object or parts of a magic creature, if Minerva takes to them the object of desire, she will be rewarded with potions, experience or collectibles depending on the difficulty of the request.

USER INTERFACE



- | | | |
|-----------------|-----------------------|----------------|
| 1. Goal Outline | 6. Inventory | 11. Quick Bar |
| 2. Turn order | 7. Character Portrait | 12. Quick Slot |
| 3. Cursor | 8. Menu | 13. Map |
| 4. Crafting | 9. Action Point | 14. World Map |
| 5. Spell | 10. Health Bar | |

SPELLS

The spells are sorted by level and in the following spell table it is defined how many spells of each level Minerva can know, each time she has unlocked a spell slot she decides which spell of this level she wants to learn. For the 8th and 9th spell levels there are the two dark playable spells Impero and Avadakedavra, which are designed as game elements that can be unlocked during the final game, once the game story is finished. The proficiency Bonus depends from the core wand chosen in the tutorial represents the spell abilities of Minerva, and is added each time Minerva wants to hit someone with a spell of certain type.

In the game there are few skill gates based on puzzles (Wingardium Leviosa, Alohomora), but in general levels are thought mostly to be resolved through a stealth or combat way and calibrated on the estimated level of the player.

There's three types of spell:

Attack: A spell that inflict damages or makes the enemies unable to fight (eg. pietrificus).

Defense: A spell that protects or heals you and/or your allies or hinders the enemies.

Strategic: A spell that distracts or makes trouble for the enemy.

Exploration: A spell useful to resolve puzzles and explore the areas.

Level	Proficiency Bonus	— Spell Slots per Spell Level —								
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	2	—	—	—	—	—	—	—	—
2nd	+2	3	—	—	—	—	—	—	—	—
3rd	+2	4	2	—	—	—	—	—	—	—
4th	+2	4	3	—	—	—	—	—	—	—
5th	+3	4	3	2	—	—	—	—	—	—
6th	+3	4	3	3	—	—	—	—	—	—
7th	+3	4	3	3	1	—	—	—	—	—
8th	+3	4	3	3	2	—	—	—	—	—
9th	+4	4	3	3	3	1	—	—	—	—
10th	+4	4	3	3	3	2	—	—	—	—
11th	+4	4	3	3	3	2	1	—	—	—
12th	+4	4	3	3	3	2	1	—	—	—
13th	+5	4	3	3	3	2	1	1	—	—
14th	+5	4	3	3	3	2	1	1	—	—
15th	+5	4	3	3	3	2	1	1	1	—
16th	+5	4	3	3	3	2	1	1	1	—
17th	+6	4	3	3	3	2	1	1	1	1
18th	+6	4	3	3	3	3	1	1	1	1
19th	+6	4	3	3	3	3	2	1	1	1
20th	+6	4	3	3	3	3	2	2	1	1

LVL 1

PROTEGO

Type: Defense
Casting Time: 1 action
Range: Self
Cooldown: 1 turn

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack

DIFFINDO

Type: Attack
Casting time: 1 action
Range: 15 feet
Cooldown: 1 turn

You cast a melee attack spell against a creature you can reach, which is hit by being cut. Upon hit, the target suffers 3d10 damage.

MALUM

Type: Strategic
Casting time: 1 action
Range: 30 feet
Cooldown: 1 turn

Turn a small creature/object into an apple within range that lasts for the entire duration. The spell ends even if reject it as an action or cast this spell again.

In freemode, if a magician uses his action to examine it, he can determine that it is a transfiguration spell with a successful Intelligence check(>11).

If a magician discovers the illusion, it becomes weak for him.

EMENDO

Type: Defense
Casting Time: 1 action
Range: Self
Cooldown: 1 turn

You regain a number of hit points equal to 1d8 + your spellcasting ability modifier.

LVL 2

WINGARDIUM LEVIOSA

Type: Exploration
Casting Time: 1 action
Range: $30 + (10 * \text{WIS modifier})$ feet
Cooldown: 1 turn

One object of your choice that you can see within range rises vertically and you can move it to 30 feet in each direction. Otherwise, you can use your action to move the target, which must remain within the spell's range. When the spell ends, the target floats gently to the ground if it is still aloft.

ALOHOMORA

Type: Exploration
Launch time: 1 action
Range: $21 + (10 * \text{WIS modifier})$ feet
Duration: 1 turn

The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane. A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked. When the spell is cast, a loud knocking sound, audible from how 300 feet away, it emanates from the target object.

IMPEDIMENTA

Type: Defense
Launch time: 1 action
Range: 15 feet
Cooldown: 2 turn

Cast a spell that obstructs the target, a creature that you can see within range. The site the target must succeed on a saving throw Wisdom(> 12) or be blocked for the duration. At the end of each turn, the target can make another saving throw Wisdom. On a success, the spell ends on the target.

LVL 3

EXPPELLIARMUS

Type: Defense

Casting Time: 1 reaction, which you take when you see a creature within 30 feet of you casting a spell

Range: 30 feet

Cooldown: 2 turns

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails, it has no effect and takes half of corresponding damage. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals $10 + \text{the spell's level}$. On a success, the creature's spell fails and has no effect.

PULLUS

Type: Strategic

Casting Time: 1 action

Range: 21 feet

Cooldown: 2 turns

You transform a medium creature/object in a louding chicken in a spot that you can see

within range and lasts for the duration.

As long as you are within range of the target, you can use your action to cause the chickens to move to any other spot within range.

In freemode, a creature that uses its action to examine the target can determine that it is an transfiguration spell with a successful Intelligence check(>14).

In Combat mode, the creature takes a wisdom check(>13) every turn, on a success the spell finishes and the creature can take actions.

ARTIS TEMPURUS

Type: Attack

Casting Time: 1 action

Range: 21 feet

Cooldown: 2 turns

A bright streak flashes from your wand to a point you choose within range and then blossoms with a low roar into a vortex of flame. Each creature in a 6-foot-radius sphere centered on that point must make a Dexterity saving throw(>14). A target takes $8d6$ fire

damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

LVL 4

HOMENIUM REVELIO

Type: Exploration

Casting Time: 1 action

Range: 50 + (10*WIS modifier) feet

Cooldown: 4 turns (combat mode) / 5 min (free mode)

You sense the direction to the humanoid's location, as long as that humanoid is within 100 feet of you. If the person is moving, you know the direction of its movement.

PIETRIFICUS

Type: Attack

Casting Time: 1 action

Range: 12 feet

Cooldown: 5 turns

This spell turns the flesh of a creature as hard as stone. Until the spell ends, the target has resistance to non magical bludgeoning, piercing, and slashing damage.

DISMUNDO

Type: Strategic

Casting Time: 1 action

Range: 30 feet

Cooldown: 3 turns

You create a terrific image, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench). As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you

can alter its appearance so that its movements appear natural for the image. The target of the spell is terrified and he can't move. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence check (>16). If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

LVL 5

VULNERA SANENTUR

Type: Defense

Casting Time: 1 action

Range: 30 feet

Cooldown: 4 turns

Choose a creature that you can see within range or yourself. A surge of positive energy washes through the creature, causing it to regain 40 hit points. This spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect on constructs or undead.

STUPEFICIUM

Type: Attack

Casting Time: 1 action

Range: 30 feet

Duration: 5 turns

A red blast erupts from your wand. The creature must make a Constitution saving throw(>14). The creature takes 8d8 damage and becomes unconscious on a failed save, or half as much damage on a successful one.

EXCELSIOSEMPRA

Type: Attack

Casting Time: 1 action

Range: 30 feet

Duration: 5 turns

A target that you can see within range is lifted up in the air and then dropped violently. The target must make a Constitution saving throw(>12). On a failed save, it takes 14d6 damage,

or half as much damage on a successful save.
The damage can't reduce the target's hit points below 1.

LVL 6

PROTEGO TOTALUM

Type: Defense

Casting Time: 1 action

Range: Self (9-foot radius)

Cooldown: 6 turns

An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration.

Any spell of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the spell is cast using a higher level spell slot. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the barrier blocks spells of one level higher for each slot level above 6th.

BOMBARDA

Type: Attack

Casting Time: 1 action

Range: 30 feet

Cooldown: 6 turns

A thin green ray springs from your wand to a target that you can see within range. The target can be a creature, an object, or a creation of magical force.

A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the target takes $10d6 + 40$ damage. The target is disintegrated if this damage leaves it with 0 hit points.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell.

This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this spell.

LVL 7

ARDEMONIO

Type: Attack

Casting Time: 1 action

Range: 30 feet

Cooldown: 7 turns

A beam of yellow light flashes from your wand, then condenses to linger at a chosen point within range as a fire dragon. When the spell ends, either because your concentration is broken or because you decide to end it, the dragon blossoms with a low roar into an explosion of flame that spreads around corners. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one.

The spell's base damage is $12d6$. If at the end of your turn the dragon has not yet detonated, the damage increases by $1d6$. If the dragon is attacked before the interval has expired, the creature touching it must make a Dexterity saving throw. On a failed save, the spell ends immediately, causing the dragon to erupt in flame.

On a successful save, the dragon expired.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

DESILLUDO

Type: Strategic

Casting Time: 1 action

Range: 3 feet

Cooldown: 7 turns

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

If you walk in front of a higher level wizard, he must pull a saving throw on wisdom, in case of success he will spot you.

If you take an offensive action the spell ends.

LVL 8

IMPERO

Type: Strategic

Casting Time: 2 action

Range: 45 feet

Cooldown: 7 turns

You attempt to beguile a creature/person that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the creature is charmed, you have a telepathic link with it. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey.

If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

LVL 9

AVADA KEDAVRA

Type: Attack

Casting Time: 2 action

Range: 45 feet

Cooldown: 7 turns

You cast a spell of power that can compel one creature you can see within range to die instantly.

LIST OF POTIONS

Types: Buff (b), Cure (c), Damage (da), Debuff (db), Special (sp)

Targets: Enemy (e), Self (s)

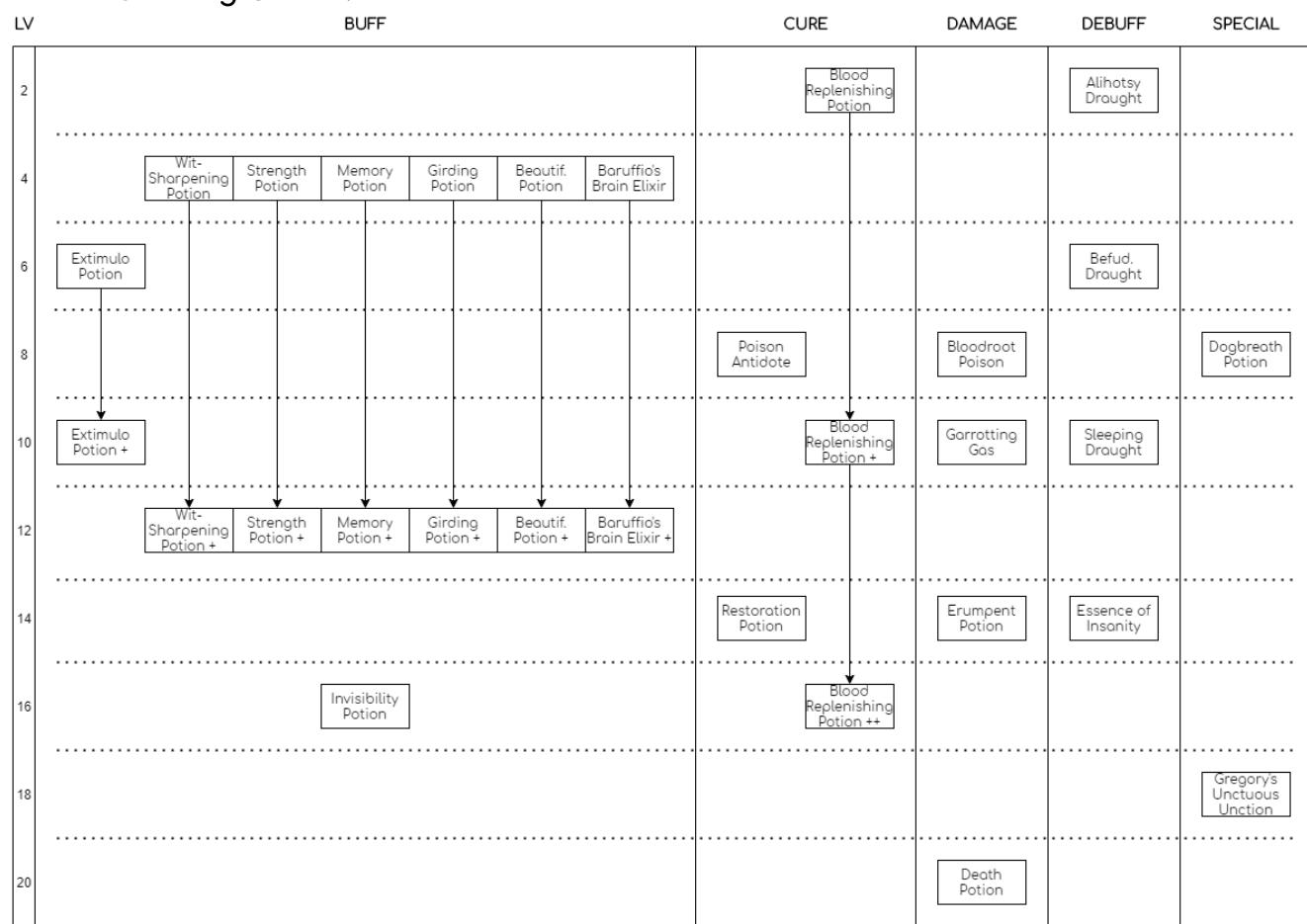
Variants: Small (sm), Medium (m), Large (l), None (-)

Name	Type	Target	Description	Variant	Ingredients
Alihotsy Draught	db	e	Causes hysterical laughter	-	Alihotsy, Sneezewort
Baruffio's Brain Elixir	b	s	Increase intelligence INT (+1, +2)	sm, m	Frog brains, Snowdrop
Beautification Potion	b	s	Increase Charisma CHA (+1, +2)	sm, m	Doxy ear, Ginger root
Befuddlement Draught	db	e	Makes the taker confused and reckless	-	Sneezewort, Spider web
Blood Replenishing Potion	c	s	Replenishes hit point HP (%30, %60, %90 of max HP)	sm, m, l	Bloodroot, Hen's foot/Salamander blood
Bloodroot Poison	da	e	Inflict poison	-	Bloodroot, Snake egg
Death Potion	da	e	Reduce maximum hit point HP, it has a chance to instantly kill the target	-	Snake egg, Stewed Mandrake
Dogbreath Potion	sp	s	Gives the drinker a fiery breath	-	Dog bone, Doxy ear
Erumpent Potion	da	e	Highly explosive when it touches or is touched by an outside source	-	Alihotsy, Erumpent horn
Essence of Insanity	db	e	Causes irrational behaviour, the target will attack whatever he sees	-	Frog brain, Stewed Mandrake
Exstimulo Potion	b	s	Increase hit chance of spells (+2, +4)	sm, m	Ginger root, Snowdrop
Garrotting Gas	da	e	Induces choking and possibly suffocates the taker	-	Bloodroot, Spider web
Girding Potion	b	s	Gives the taker extra constitution CON (+1, +2)	sm, m	Doxy ear, Hen's foot
Gregory's Unctuous Unction	sp	e	The target temporary becomes an ally	-	Sneezewort, Spicy oil

Invisibility Potion	b	s	Makes the taker invisible	sm, m	Hen's foot/Salamander blood, Spider web
Memory Potion	b	s	Enhances the drinker's dexterity DEX (+1, +2)	sm, m	Doxy ear, Stewed Mandrake
Poison Antidote	c	s	Removes poison effect	-	Erumpent horn, Ginger root
Restoration Potion	c	s	Reverts spell effects	-	Alihotsy, Valerian springs
Sleeping Draught	db	e	Make the drinker quickly fall into a deep but temporary sleep	-	Frog brain, Valerian springs
Strength Potion	b	s	Gives drinker increased strength STR (+1, +2)	sm, m	Erumpent horn/ slug spit, Snake egg
Wit-Sharpening Potion	b	s	Enhances the wisdom WIS of the drinker (+1, +2)	sm, m	Ginger roots, Valerian springs

Each potion can be crafted using the correct ingredients and an empty potion bottle. Crafting or using a potion costs 1 action. Potions that give buff/debuff status remain for 2 turns.

Potion Crafting Unlock Tree



ENEMIES

The enemies that are inside the game are mostly beasts taken from the official works, but some of them have been modified to make them suitable for the gameplay without changing their nature. There are some human enemies that Minerva will have to face during her story.

The enemies present in level 6 will be detailed in the appropriate section of the level.

Enemies Chart

NAME	THREAT	BOSS	LEVELS									
			1	2	3	4	5	6	7	8	9A	9B
Acromantula	XXXXX	X				X						
A. Dumbledore	Human	X										X
Astrid Stormo	Human	X							X			
Banshee	XXXX									X		X
Basilisk	XXXXX	X					X					
Billywig	XXX					X			X			
Boggart	XXX				X							
Chimaera	XXXXX	X						X				
Doxy	XX			X		X						
Dugbog	XXX					X						
Elemental Slug	X-XXX		X	X	X			X				
Elemental Snake	XXX					X	X	X				
Elemental Spider	XX-XXX					X						
Elemental Toad	XX			X	X							
Fire Crab	XXX							X				
Fire Salamander	XXX							X				
Flobberworm	X		X									
Ghost	XXX-XXXX				X					X		X
Ghoul	XX					X			X			
Jacques Dugard	Human	X							X			
Jarvey	XXX						X					

Living Statue	XX-XXXX						X				
Mountain Troll	XXXX							X		X	
Nogtail	XXX					X					
Pixie	XXX					X		X			
Phoenix	XXXX								X		X
Poisonous duck	XX			X							
Possessed Toy	X		X								
Runespoor	XXXX						X				
Student	Human			X	X					X	
Tebo	XXXX						X				
Theodore Nott	Human	X									X
Troll	XXXXX									X	

CHARACTER CARD

MINERVA

STATS:

Armor class = 10 + dex modifier * 2

HP = 30 + constitution modifier * 6

Speed: 18 ft

Height: 5.5 ft

At the very beginning of the game the player will start with the following character sheet, following the D&D 5th edition rules.

1st level Minerva's character card:

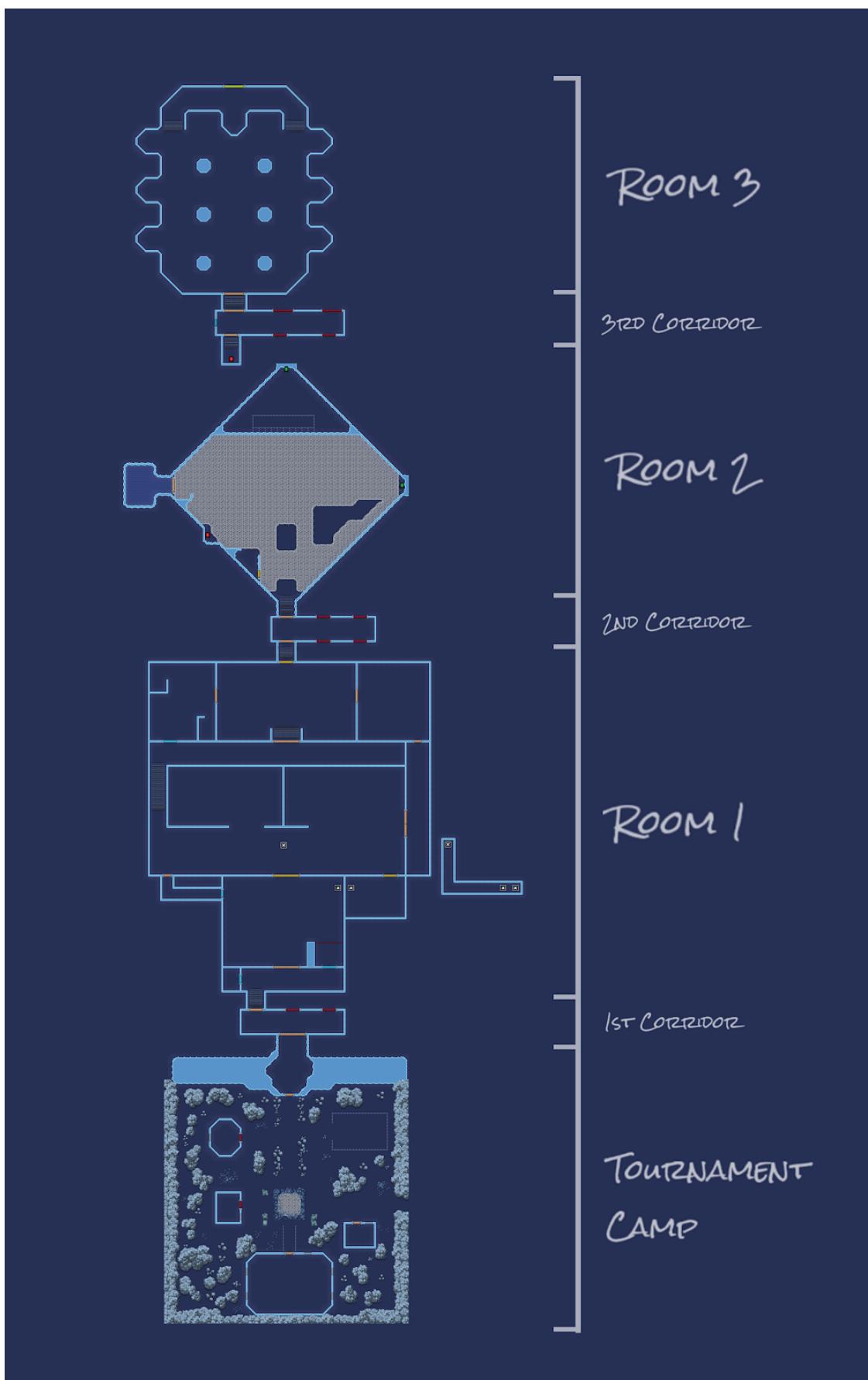
MINERVA					
<i>Small humanoid, any alignment</i>					
Armor Class 14					
Hit Points 36					
Speed 18 ft.					
STR 10 (+0)	DEX 14 (+2)	CON 13 (+1)	INT 15 (+2)	WIS 12 (+1)	CHA 8 (-1)
Senses passive Perception 11					
Languages —					

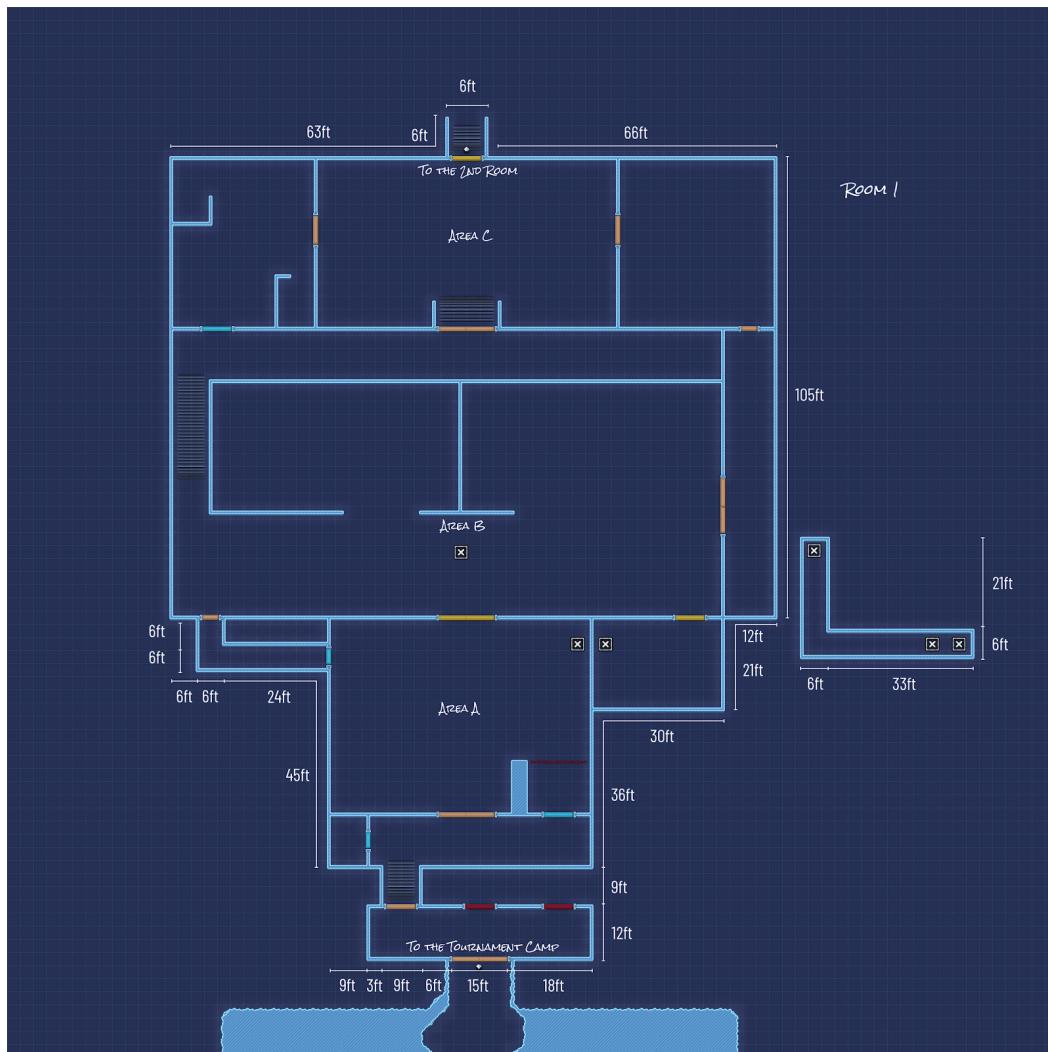
Every time Minerva gains a level she has to choose one ability to increment of 1 point. The experience points required to level up are the same of D&D 5th edition rules.

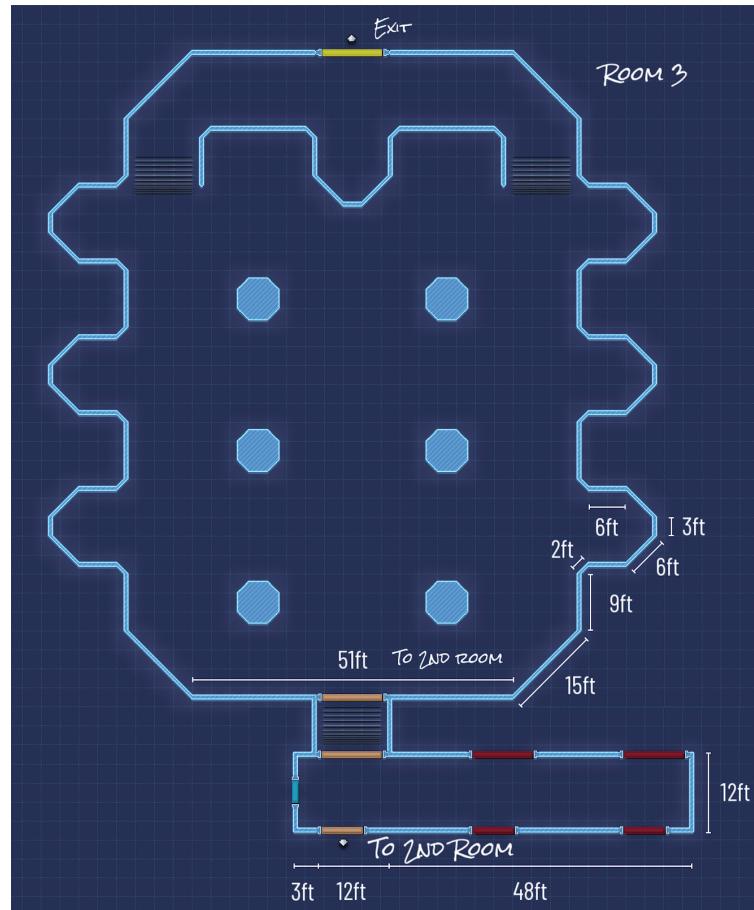
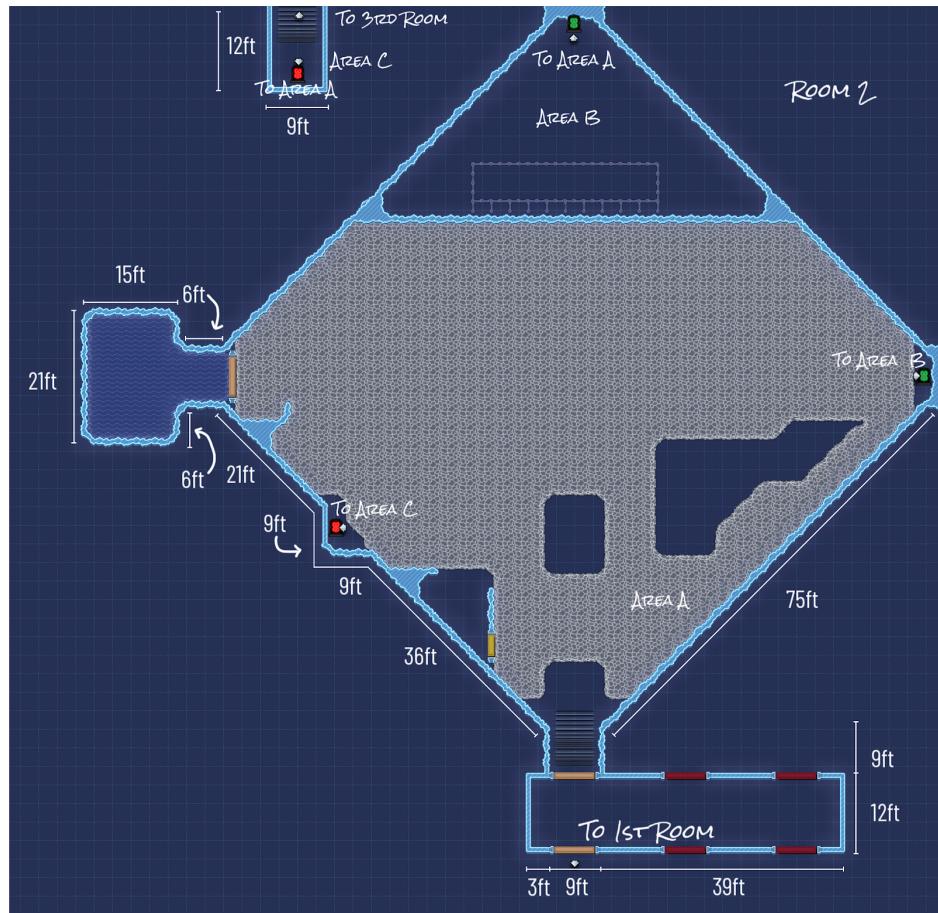
In the tutorial, at Ollivander's shop, Minerva has to choose the wand core between:

- **Unicorn hair:** gain proficiency bonus on defense spell.
- **Dragon heart strings:** gain proficiency bonus on attack spell.
- **Phoenix feather:** gain proficiency bonus on strategic spell.

LEVEL DIAGRAM

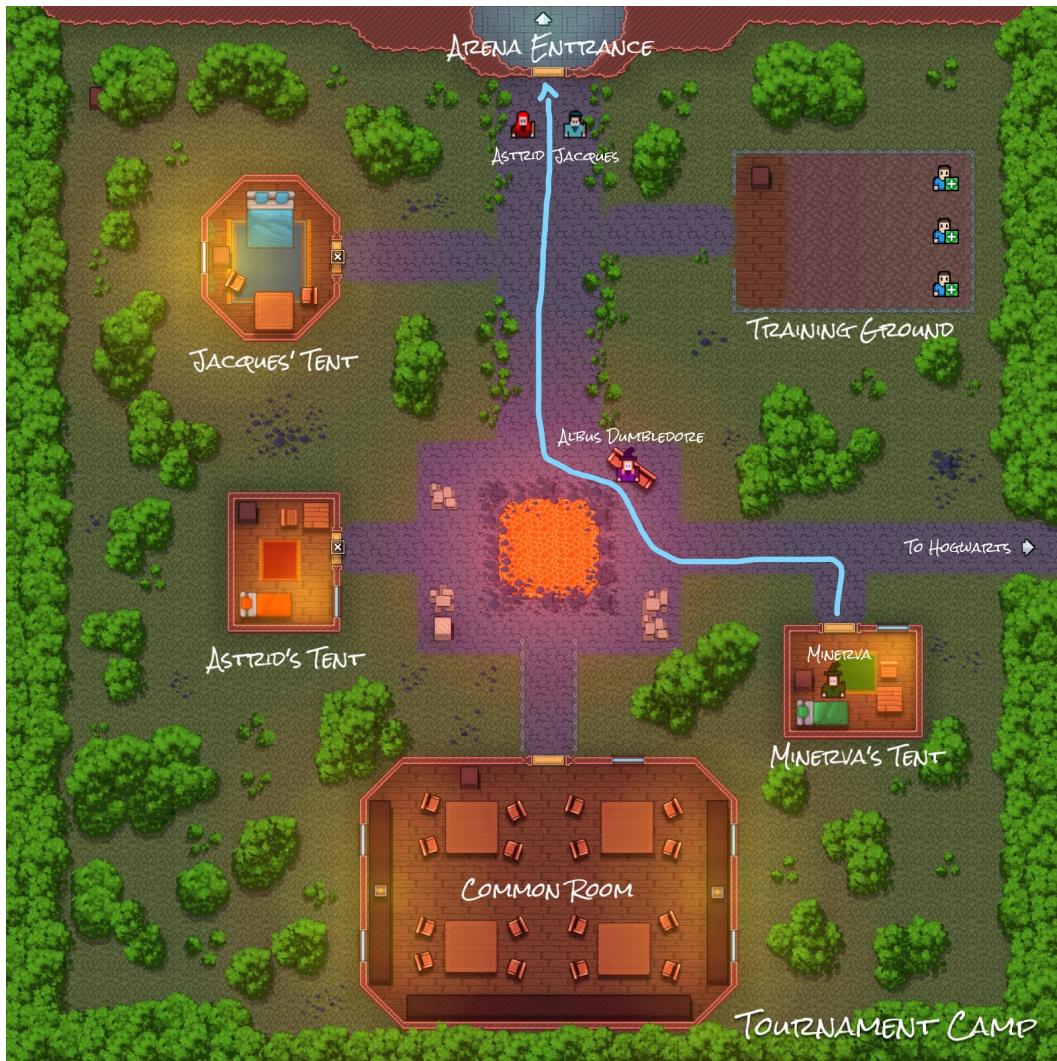






LEVEL SCRIPT

Tournament Camp



Minerva wakes up in her tent with the mysterious crystal ball in her arms. She spent the evening trying to figure out how to get a clue from this strange object, without going much further than the inscription that appeared inside it after getting it in the arena: "*If the clue you want, in the nest of the phoenix you will watch*".

Just outside the tent, Minerva notices a letter leaning in front of the entrance. The envelope bears the initials of Theodore Nott. The letter reads:

Dear Minerva,
I wish you good luck for the second rehearsal. I will not be able to assist you during the challenge but I know you will succeed.
 Theodore Nott.

[optional]

Minerva heads towards the big bonfire in the center of the camp. The fire has now faded for hours but the embers crackle incessantly. Minerva then rests the mysterious sphere on the hot embers. Suddenly the writing on the sphere changes, saying: "*The phoenix is rising, and his prize is giving*". The sphere then shatters and detects a small key with a coat of arms bearing the image of a phoenix.

Once ready, Minerva heads to the Triwizard arena, ready to face the second trial.

Heading to the arena, Minerva hears her name called from behind. It was Albus.

Albus: "Minerva! yesterday you fought honorably, but the test you are about to face is very difficult, perhaps the most difficult of the three. You should take advantage of the knowledge learned during my transfiguration lessons."

Minerva:

1[Enigma resolved]- "Thanks to this key perhaps I will succeed in the enterprise."

2-"Don't tell me what I can or cannot do".

3-"I will keep it in mind".

4-"You are a great example for me, thanks for your teachings."

[2]

Albus goes away regretful(+5% towards Theodore Nott on the relationship bar).

[1,3]

Albus accompanies her to the arena.

[4]

Albus gives a good luck charm to Minerva and continues with Minerva to the arena(+5% towards Albus Dumbledore on the relationship bar).

Once there, Minerva meets her two rivals. Astrid, having noticed that both her rivals are on the spot, starts mocking them:

Astrid: "So you made it here too, what a surprise! Jacques, I see you didn't manage to get the key, without daddy you can't do much, can you?"

Minerva:

1-"Leave him alone, if he made it all the way here, he doesn't have to prove anything to you."

2-"Remember that we too are the best of our schools".

3-Minerva says nothing.

[1] **Jacques:** "Be quiet! I don't need your half-blood help, I'll manage on my own."

[Enigma Solved]

[1] **Astrid:** "Half-bloods are like this. Last night while you were sleeping, little girl, I already had the key in my hands, you proved to be of little value as I suspected".

[2] **Astrid:** "We'll see in the final challenge, losers!"

[Enigma Unresolved]

[1] **Astrid:** "Jacques is right, you're on your own without the key. I'll wait for you at the exit."

[2] **Astrid:** "You may be the best, but you haven't solved the riddle."

[3] **Astrid:** "A son of a father and a mute half-blood, better and better..."

[Optional]

Minerva speaks with Jacques.

Minerva: "I hope you're not upset about Astrid..."

1 - "...You could have asked me for help, I would have given you a hand."

2 - "...but next time you could have tried harder..."

[1] **Jacques:** "I don't need your filthy help, go back to your Muggle parents."

[2] **Jacques:** "I don't need the key when I have my skills."

Jacques: "Now get out of the way..."

Jacques is interrupted by the announcement of the beginning of the trial.

Announcer: "Welcome to the second trial of the tournament Triwizard! This test will lead you inside the Chimaera dungeon. Will you be strong enough? Will you be fast enough? Will you be smart enough? You will need all your skills to get out of this dungeon full of danger. Good luck, challengers!"

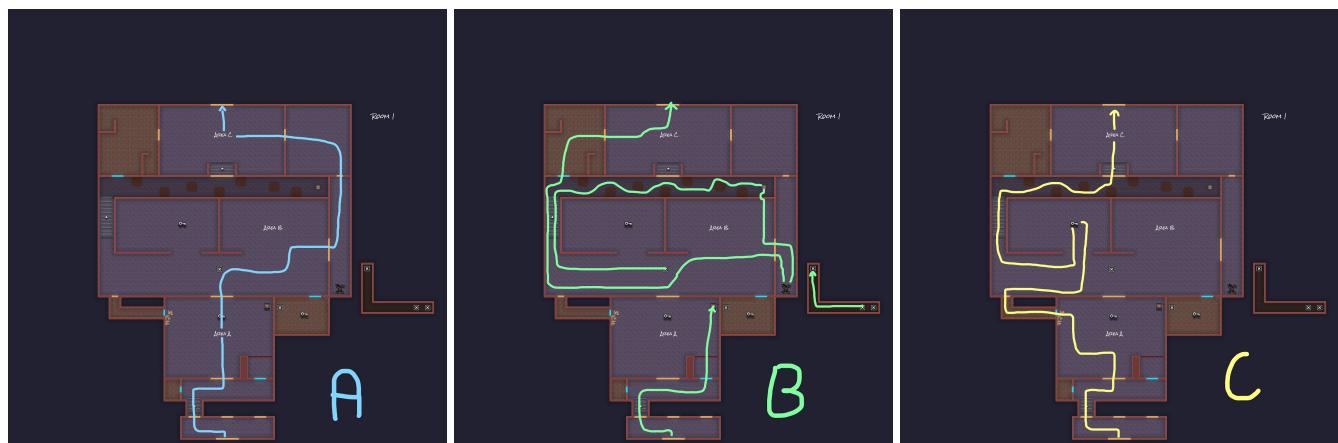
Minerva heads towards the large door of the arena's basement. On the entrance door are represented a big phoenix fighting against the mighty Chimaera. Crossed the gate the three challengers are in front of their respective doors. Astrid turns towards minerva:

Astrid: "Fear, McGonagall?"

Minerva: "That's obvious. Only a fool wouldn't have it."

The doors open wide with a dull noise and the announcer plays the trumpet to indicate the start of the test.

Room 1



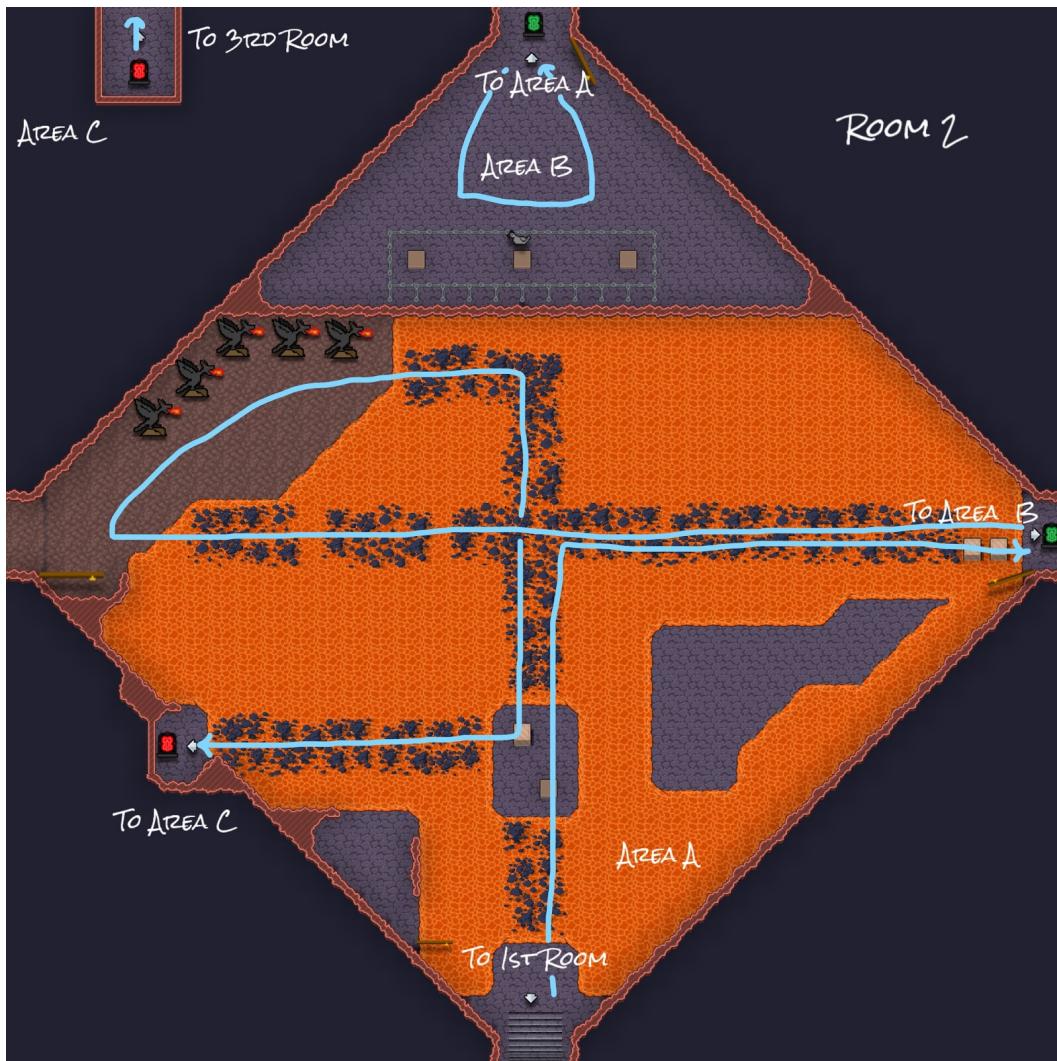
Minerva enters the first room. The room is full of enemies. Minerva can choose to face them openly (A), go unnoticed (B) or a mix of them (C). After passing this first section, Minerva leaves the door and is in the entrance of the next test. Here, sitting and covered in blood, she finds Astrid, bored.

Astrid: "Ah, you made it, as usual second. Now only that loser Jacques is missing. I hope he remains locked in the dungeon."

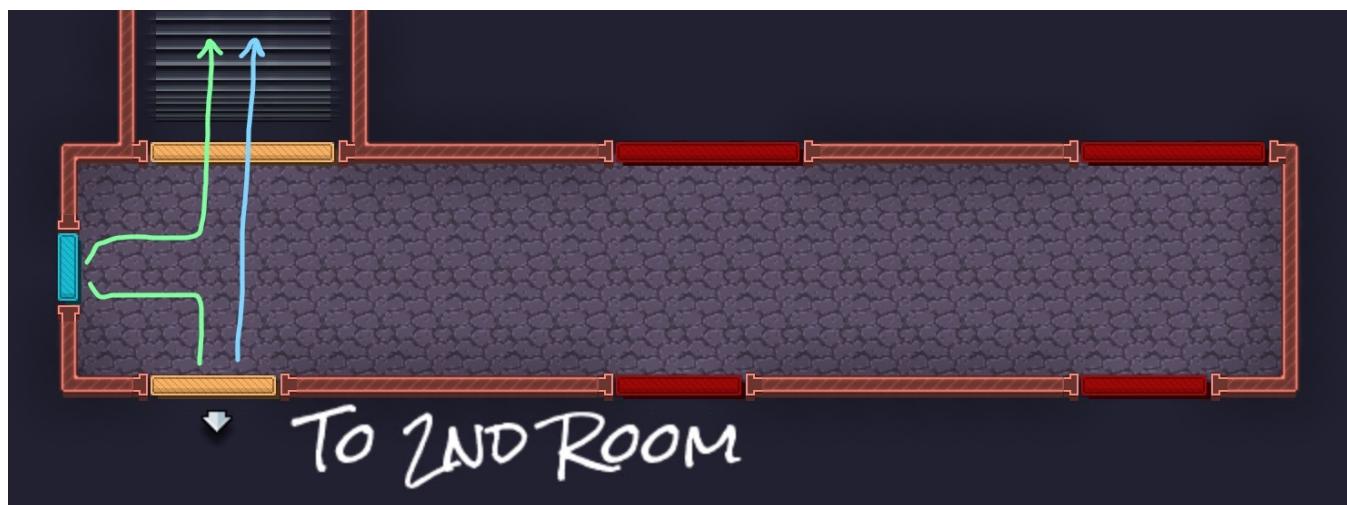
While Astrid finishes her speech, Jacques appears, fresh as if he had not even participated in the challenge.

Jacques: "Here I am, you were talking about me?"

Room 2



Minerva hears the door of the second room open. This time she is in a room full of traps and pitfalls. Minerva with her acumen manages to overcome all the challenges and pitfalls in this location.



She leaves the room and finds Jacques.

Jacques: "So Astrid is still locked in the dungeon? I can't wait to see her face. Ah-a Ah-a Ah-a Ah-a".

Minerva, satisfied with her result, notices a small groove next to her door. The wooden door that closes this compartment has carved the symbol of the phoenix.

Minerva finds an Exstimo potion and a blood-replenishment potion.

[Enigma Solved] (green path)

The key of the phoenix starts to burn in Minerva's pocket. Once collected and inserted in the lock, the incisions present light up and reveal the contents of the compartment: Wit-Sharpening Potion.

Astrid leaves her door and seeing that her adversaries were waiting for her, she rushes towards Jacques angry and throws the key at his feet.

Astrid: "I certainly don't need it, you stupid worm. And as for you" referring to Minerva

[Enigma Solved]

Astrid: "This potion won't do you any good. Any help is useless for a dirty half-breed like you!"

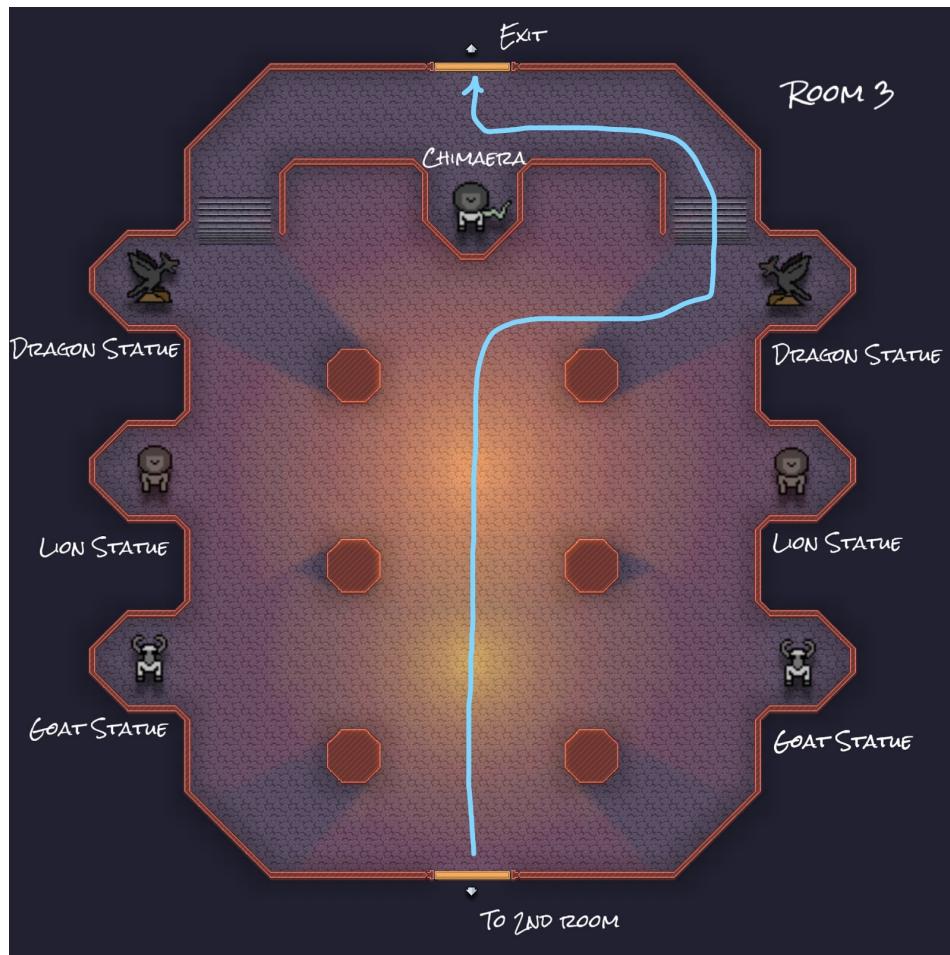
Minerva: "The facts prove otherwise, Astrid."

[Enigma Unresolved]

Astrid: "I would never help a silly Muggle."

Minerva: "No one wants your help, Astrid."

Room 3



The last door opens, Minerva goes through a long corridor lit by flames and studded with statues of monsters and knights. At the end of the room there is a large statue: the Chimaera.

Minerva heads towards the imposing block of marble. The floor begins to shake. The flames go out. And the Chimaera begins to speak:

Chimaera: "The Chimaera is here to challenge your brain, answer correctly and I will clear the way. Answer wrong and my anger will throw you away".

Chimaera: "here is the first riddle: They have certainly accompanied you on your travel, but if you have not tasted the true suffering, your eyes will not be able to unravel"

[Success on Intelligence Passive check]

Minerva: *mmh, if I remember correctly from a lesson of Care of Magical Creatures they could be the horses that transport the carriages of Hogwarts...*

[Minerva answers right]

Minerva: "Thestral"

[Minerva answers wrong]

The statues begin to come to life.

Chimaera: "here is the second riddle: Weird hair, many tears ,it always cries, but it saves you many times"

[Success on Dexterity Passive check]

Minerva: *tears, cries... that reminds me of the second year of herbology.*

[Minerva answers right]

Minerva: "Mandrake"

[Minerva answers wrong]

The statues begin to come to life and some traps in the room are activated.

Chimaera: "*here is the third riddle: It can attack you, it has no arms or legs, but you put it anyway in your bag.*"

[Success on Wisdom Passive check]

Minerva: *It can be put in the bag, maybe it's a school item? During the third year there was something that bit me...*

[Minerva answers right]

Minerva: "Monster book"

[Minerva answers wrong]

The statues begin to come to life and some traps in the room are activated.

The marble of the statue begins to crumble, the beast resumes its real form and attacks minerva...

[Minerva answers wrong]

along with the statues.

Defeating the enemies in the room, Minerva gets the tooth of the Chimaera as a prize and comes out of the narrow tunnel behind the lifeless body of the animal.

Minerva exits from the basement of the arena, in front of her she finds the crowd cheering her. The other participants have not yet left the arena.

After a few minutes you can hear the sound of an exhausted Chimaera and also Astrid comes out of the victorious arena door. When she sees that Minerva has left before her, she goes to meet her and asks her:

Astrid: "Did you arrive before me?"

Minerva:

1-"That's obvious!"

2-"And it's not the first time!"

3- Minerva shows the tooth of the Chimaera satisfied.

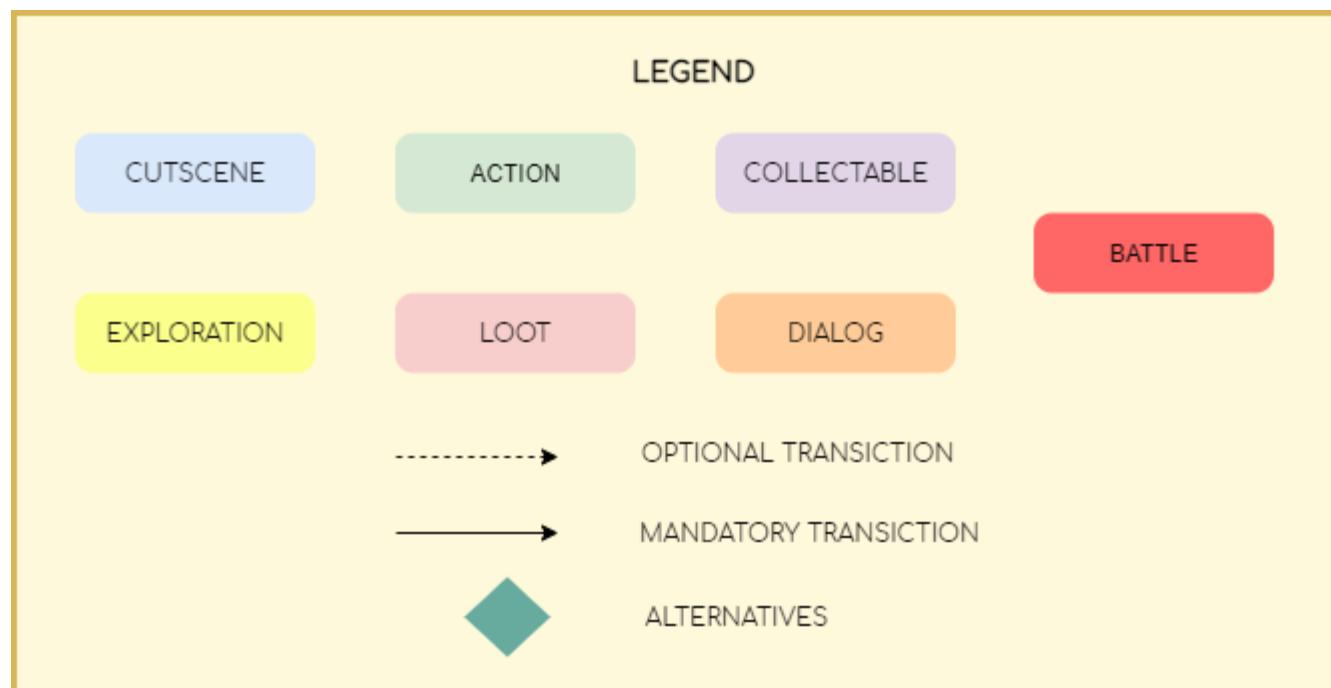
[1,3] Astrid reaches her audience and shows the tooth

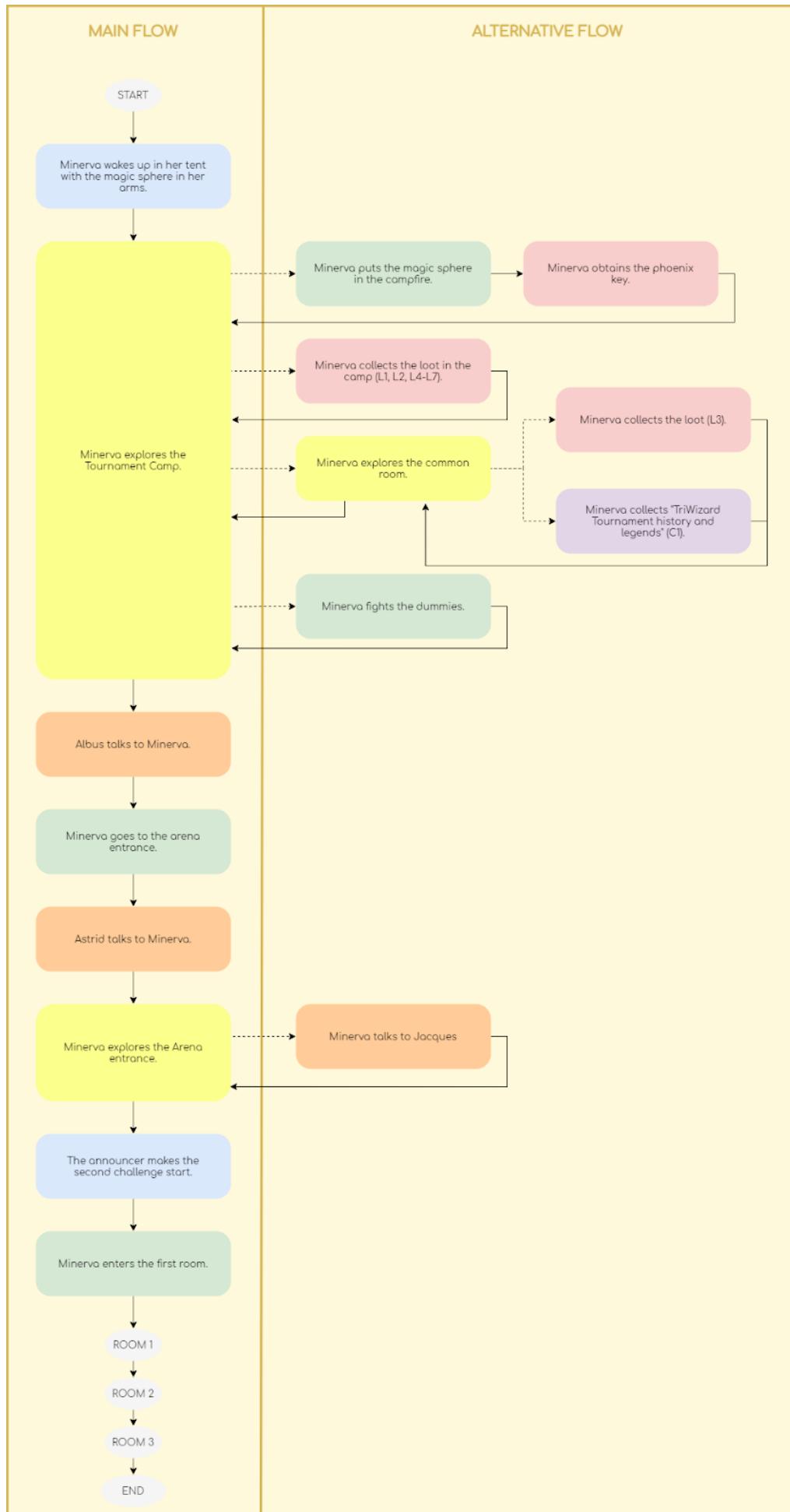
[2] Astrid goes back to her tent directly

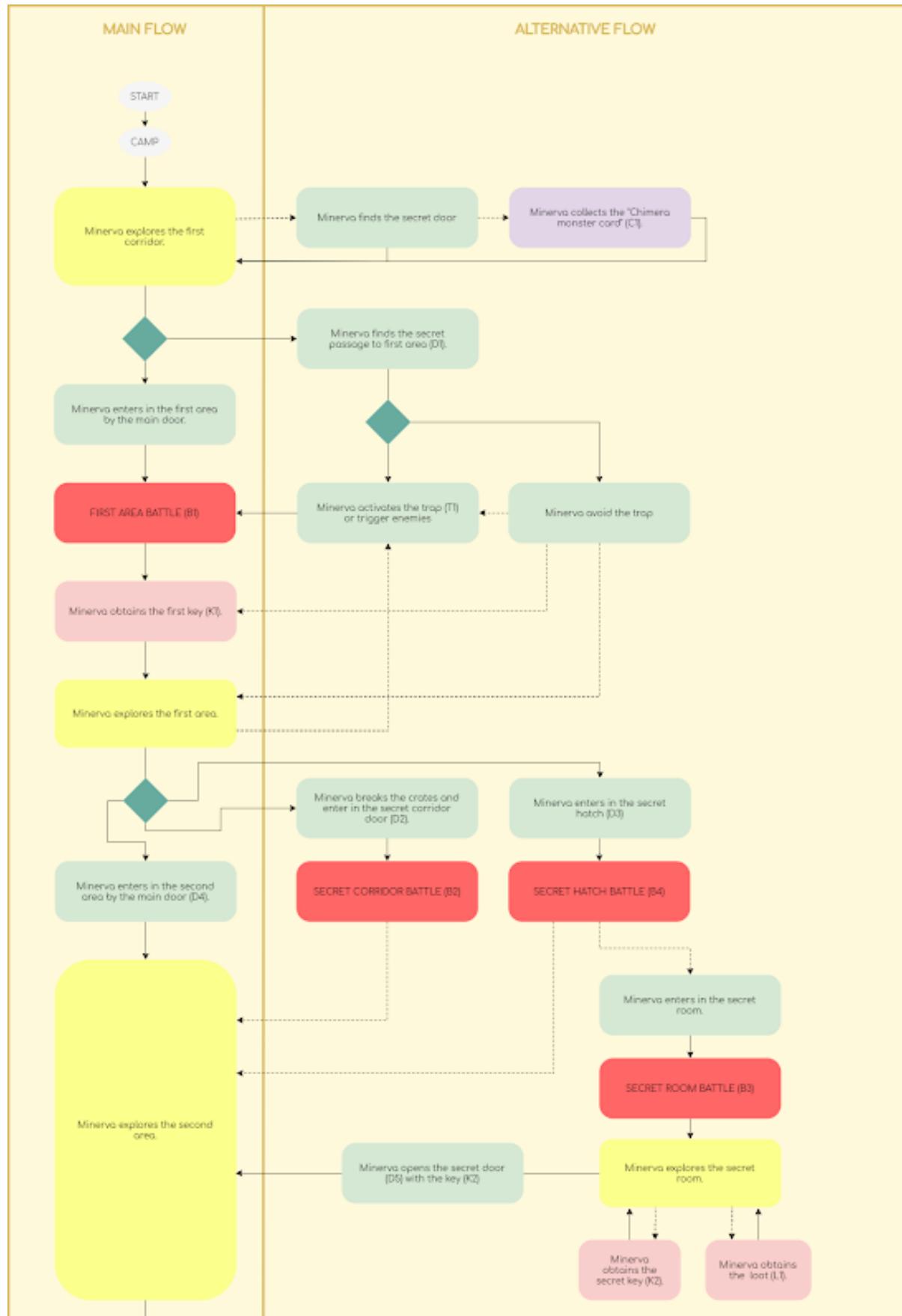
Meanwhile, no noise comes from the third door. Jacques' friends start to approach the door to understand what is happening. At that point they hear a violent explosion that shatters the door into a thousand pieces. Jacques comes out of the room injured and limping and falls to the ground. The professors immobilize the Chimaera before he can do anything else. Jacques is rushed to the infirmary.

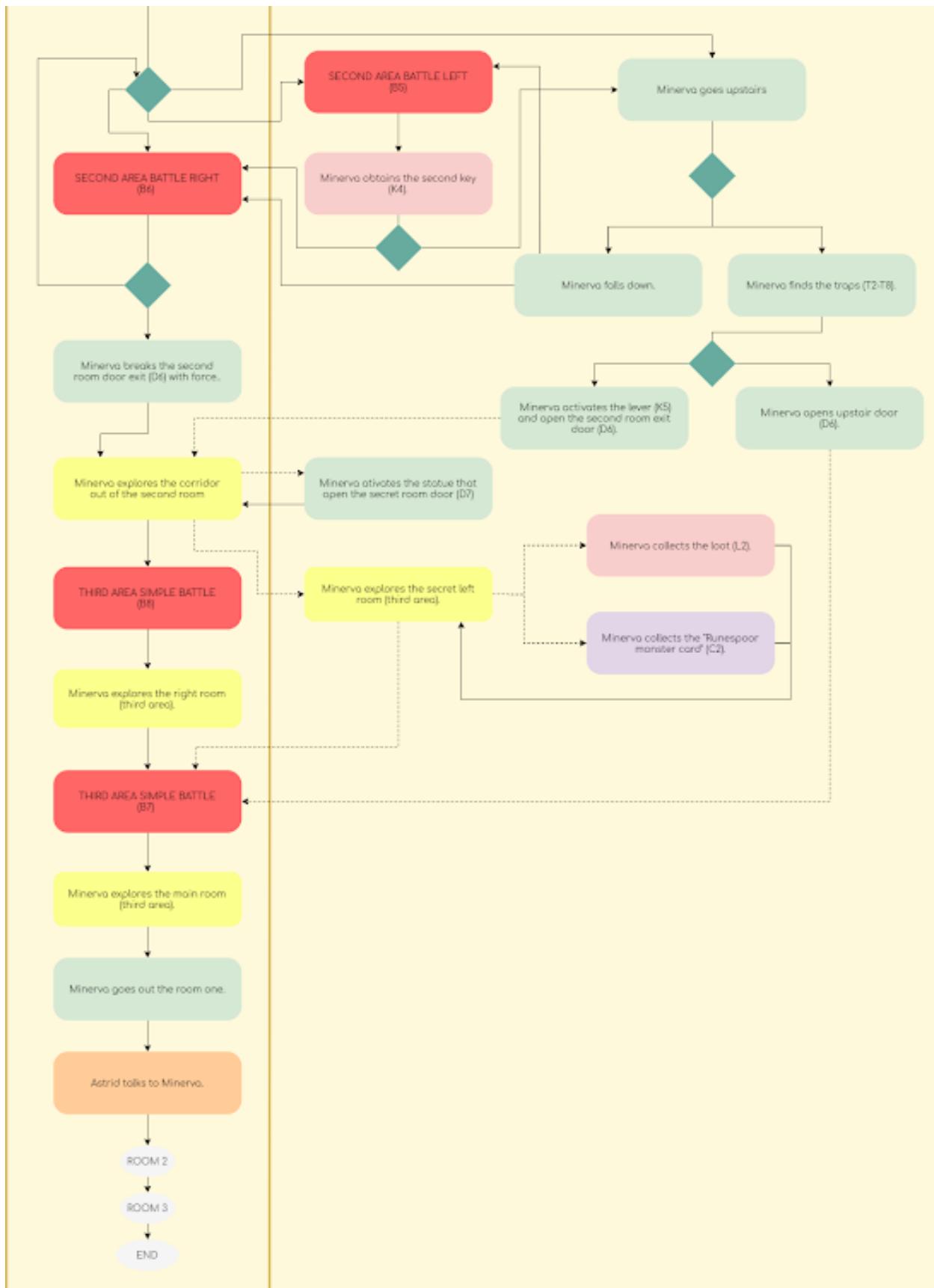
Minerva returns to her tent after the festivities. Sitting in front of it there is Theodore waiting for her.

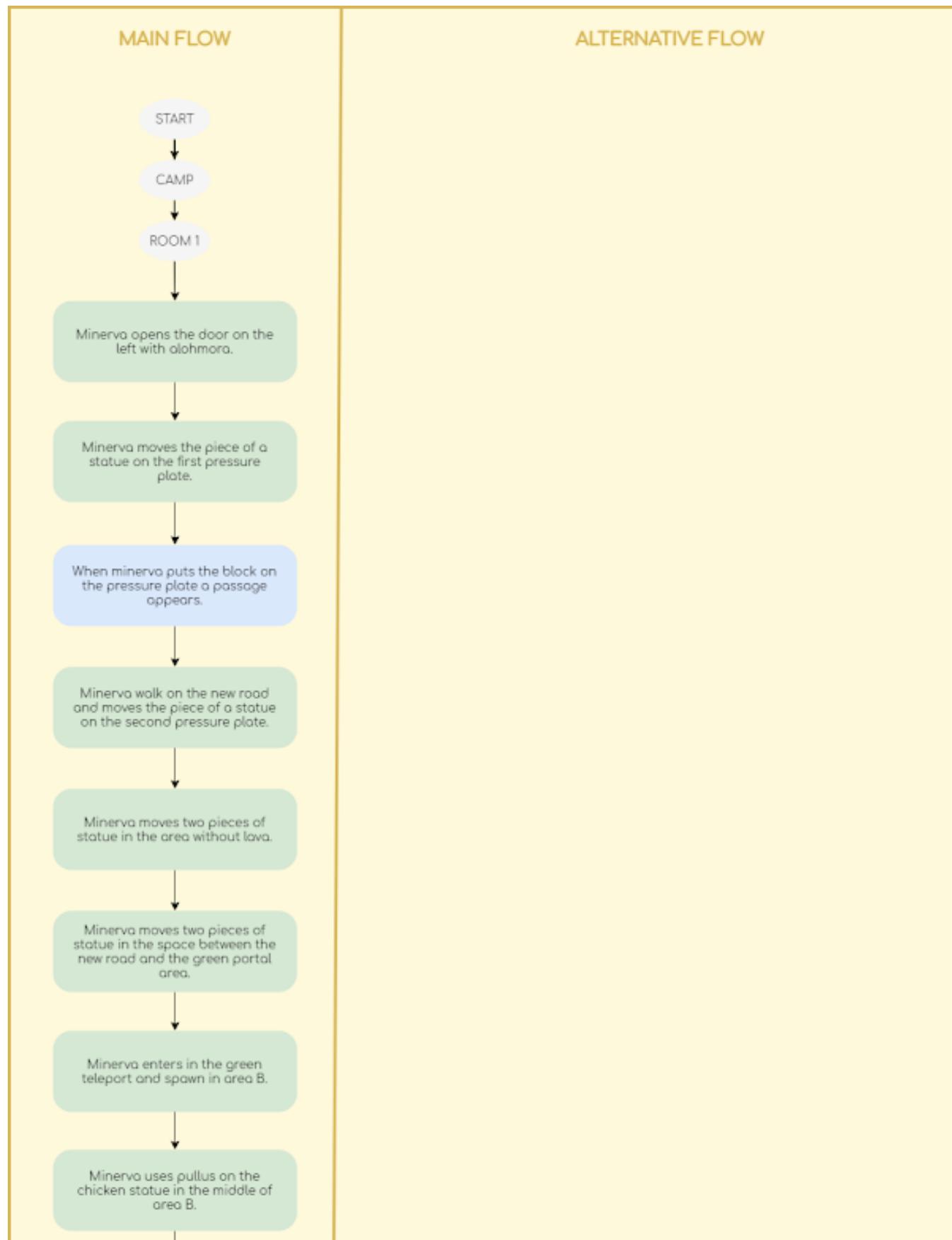
LEVEL FLOWCHART

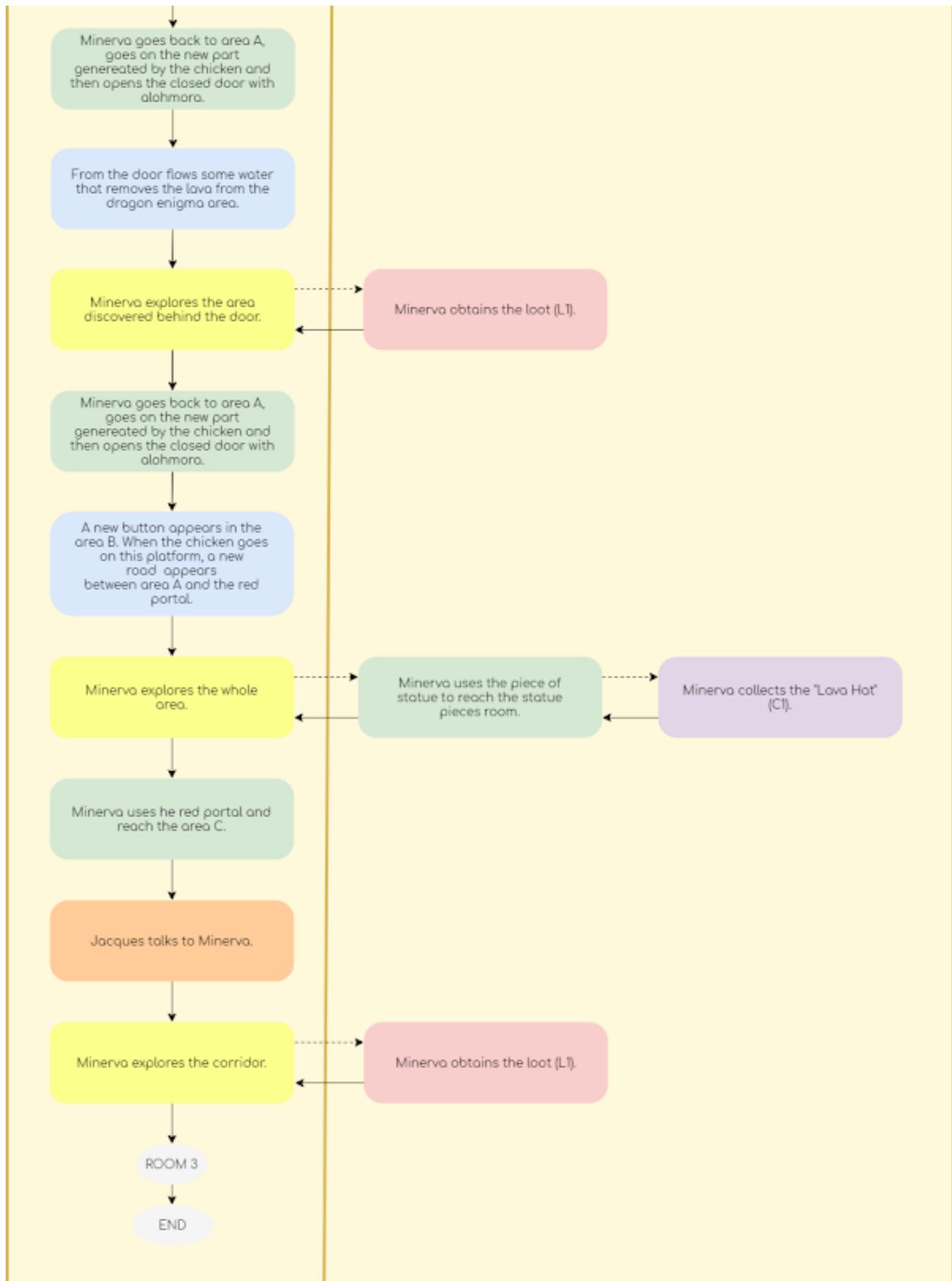


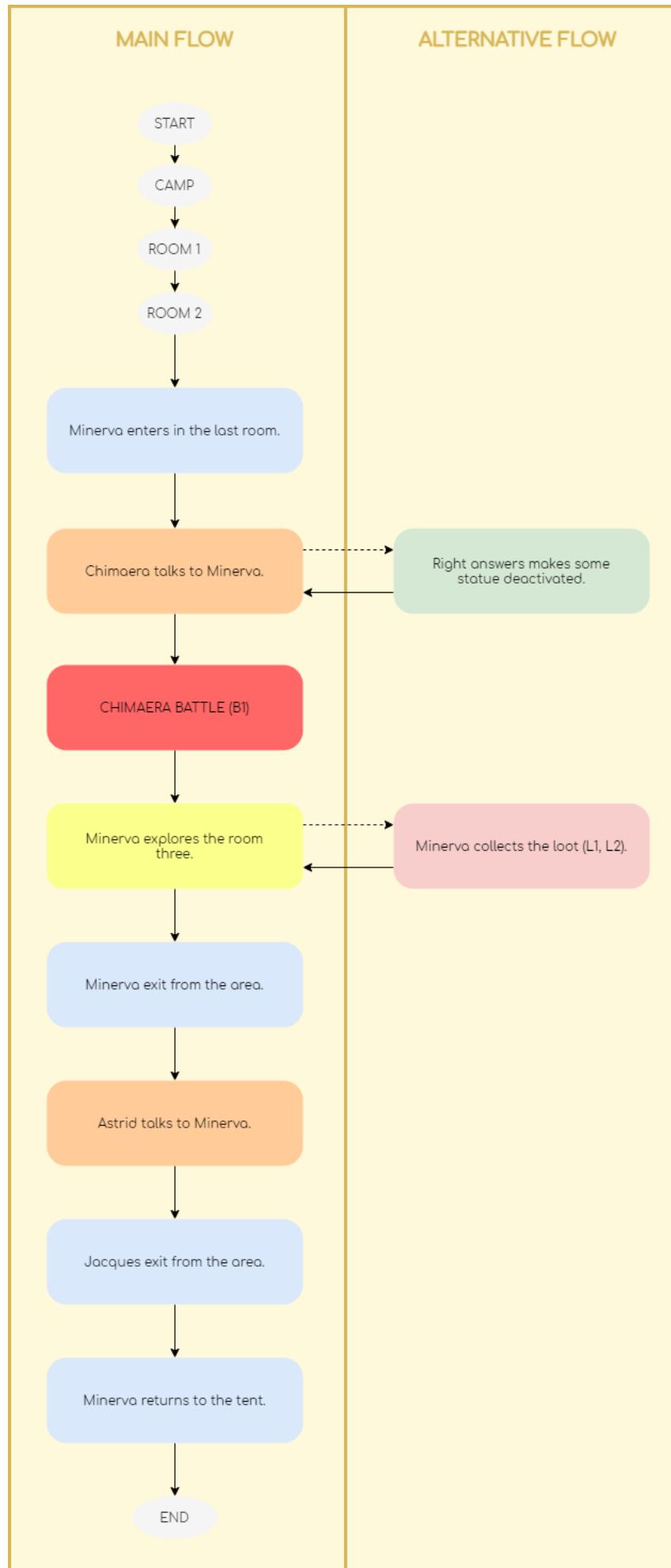












MAJOR SCRIPTED SCENE DESCRIPTION

C1 (40 sec): Minerva wakes up in her tent with the sphere in her arms

The camera captures Minerva's still sleeping face, zooming in slightly on her eyes, which eventually open. The camera moves to the window showing the crowd of people who are reaching the starting point of the trial, the camera returns to show Minerva's bed where she is sitting and intensely looking at the crystal ball.

C2 (30 sec): The announcement of the begin of the second challenge

The camera captures the three champions from the front, slowly zooming in on their faces while the announcer briefly explains the second trial, then the start is given and the camera follows the champions from the behind as they run into the first room.

C3 (20 sec): Minerva put the crystal ball in the campfire

Minerva throws the crystal ball into the fire, the camera turns around the fire whose flames begin to rapidly change color every seconds, the camera zooms in on the sphere, in which the writing changes, finally it returns to Minerva's hands, the camera positions itself in front of her, showing Minerva with a satisfied smile.

C4 (30 sec): Minerva enters into the last room

The camera captures from above Minerva who enters the room, and slowly begins to approach the face of Minerva while the young witch stops and the floor begins to shake, the camera turns off for a few seconds, you hear the roar of a beastly creature, the camera turns back on showing all the majesty of the chimaera.

C5 (30 sec): Minerva exit from the last room

The camera shows the crowd in silence waiting for the champions, and slowly zooming in on the face of Albus Dumledore that after a few seconds shows amazement. The camera turns back and shows the dark exit of the cavern, from where shortly after Minerva exits, and then lifts the tooth of the chimaera and the crowd start to scream her name.

C6 (40 sec): Minerva returns to the tent

The camera catches Minerva from the front as she walks thoughtfully toward her tent. The camera pans closer as her thoughts are heard in the background, about the tournament, about Albus Dumbledore and ...

At a certain point Minerva's gaze is fixed on a point and the camera turns slowly until it focuses on the young Theodore Nott.

EVENT DIAGRAM

This diagram represents the emotional impacts to the player in different areas of the level, and of different kinds of interactions.

Camp (5-10 min): Shorts dialogues with NPC's, an optional short puzzle.

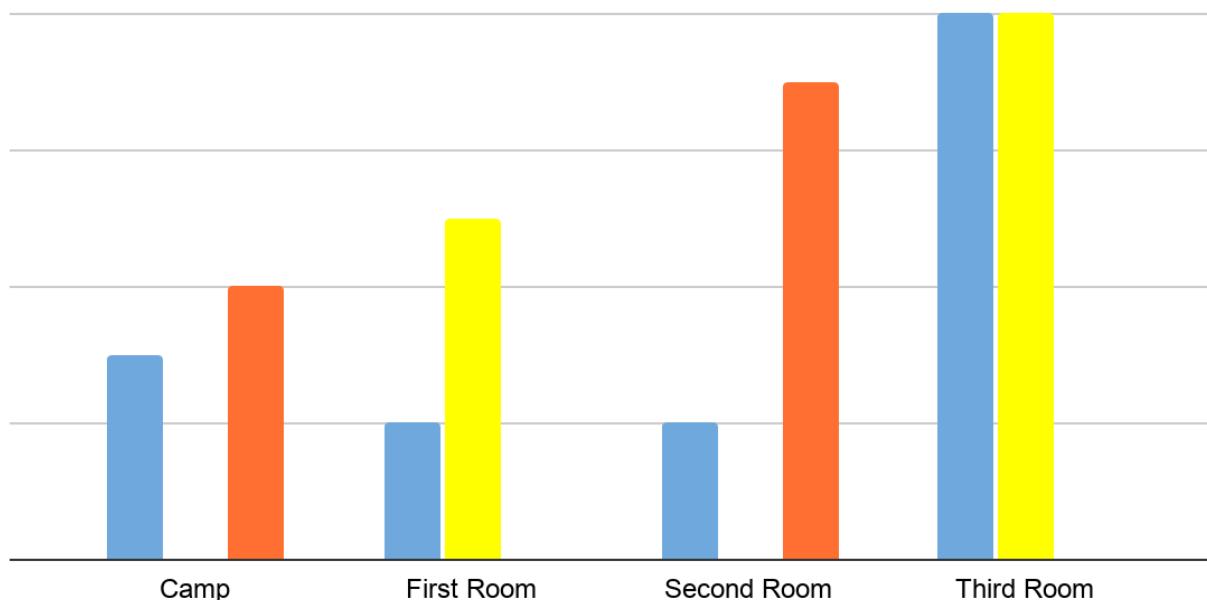
First Room (15-20 min): Room based on a high number of enemies.

Second Room(25-35 min): Room based on an ambient puzzle.

Third Room(15-25 min): Boss fight room, based on the dialogues with the Chimaera.

IMPACT

■ Dialogues ■ Enemies ■ Puzzles



Legend

Dialogues: Dialogues with NPC's.

Enemies: Presence of enemies, it's possible to fight them or sneak without combat.

Puzzles: Required interaction with the ambient for solving puzzles.

LEVEL ELEMENTS

Tournament Camp



C1 - TriWizard Tournament history and legends (300 xp)

L1 - Alyhotsy

L2 - Sneezewort

L3 - Frog brain

L4 - Erumpent horn

L5 - Snake egg

L6 - Ginger root

L7 - Snowdrop

Room 1



B1 2x fire crab, 4x fire slug

B2 1x fire crab

B3 6x fire slug

B4 1x fire snake

B5 1x fire salamander, fire crab, fire slug

B6 1x fire salamander, fire crab, fire

snake, 2x fire slug

B7 1x runespoor, 2x fire snake

B8 1x fire salamander, 2x fire crab, 2x fire

slug

C1 - Chimaera monster card (300 xp)

C2 - Runespoor monster card (300 xp)

D1 - Hidden door

D2 - Hidden door

D3 - Hidden door

D4 - Locked door

D5 - Hidden & Locked door

D6 - Locked door

D7 - Hidden door

D9 - Locked door

K1 - Opens D4

K2 - Opens D5

K3 - Opens D7

K4 - Opens D8

K5 - Opens D6

L1 - Blood-replenishing potion

L2 - Poison Antidote

T1 - Tripwire trap (300 xp)

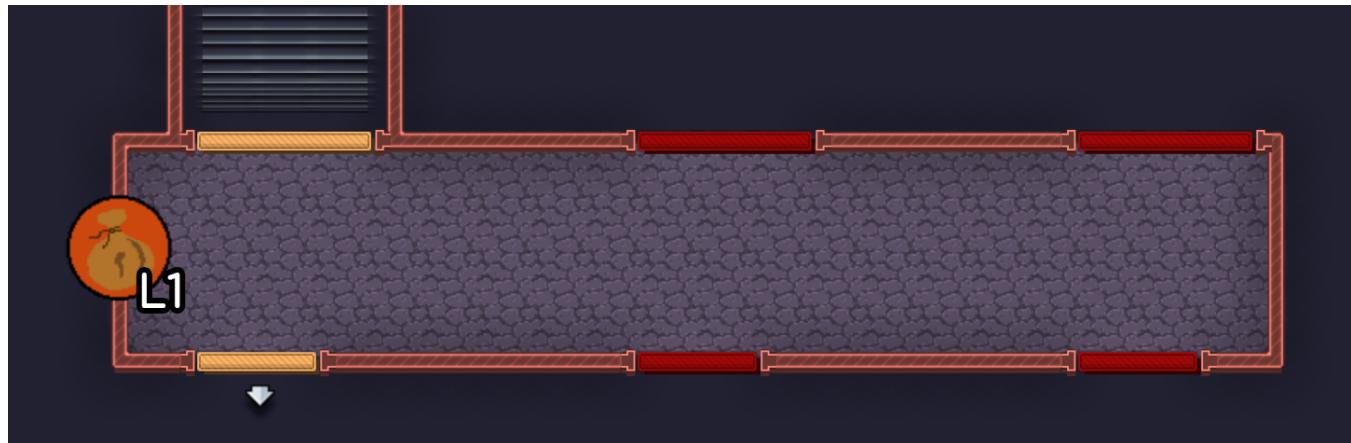
T2-T8 - Rotten wood

Room 2



C1 - The lava hat (300 xp)
L1 - Baruffio's brain elixir

Room 3



L1 - Exstimo potion, blood-replenishment potion,
 [Enigma Solved] Wit-sharpening potion



B1 - Chimaera
 (optional) 2x goat statue, 2x lion statue, 2x dragon statue
 L1 - Bloodroot
 L2 - Wit-sharpening potion+

LEVEL DESCRIPTION

COLLECTABLES

Through the entire game Minerva can find some collectibles to increase the knowledge of the world, wearable to increase customization and to gain experience.

Wizard's hat

Lava hat: An unusual hat that is said to be found at the heart of an active volcano. It radiates warmth but is cold to the touch.



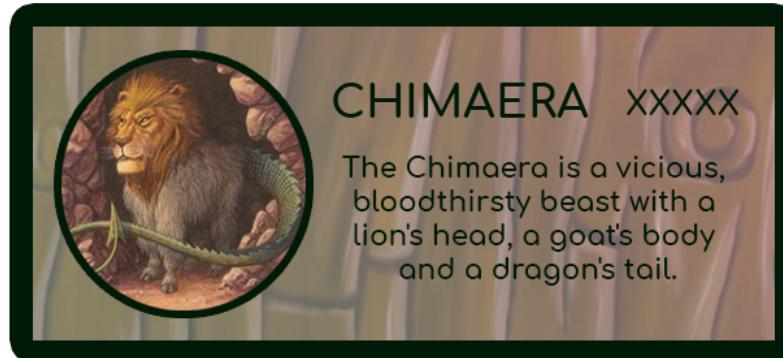
Monsters figurines

All the creatures present in the game have a personal magic card with a brief description to find through the whole game.

Runespoor: "The Runespoor is a magical three-headed snake native to the African country of Burkina Faso."

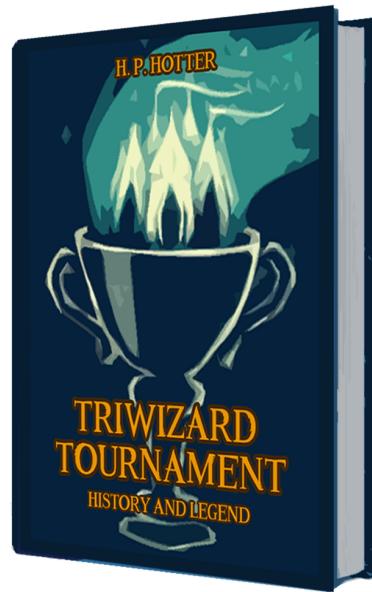


Chimaera: "The Chimaera is a vicious, bloodthirsty beast with a lion's head, a goat's body and a dragon's tail."



Historical books

TriWizard Tournament History and Legend: The story of the birth and the most known editions of the ancient tournament of wizard.

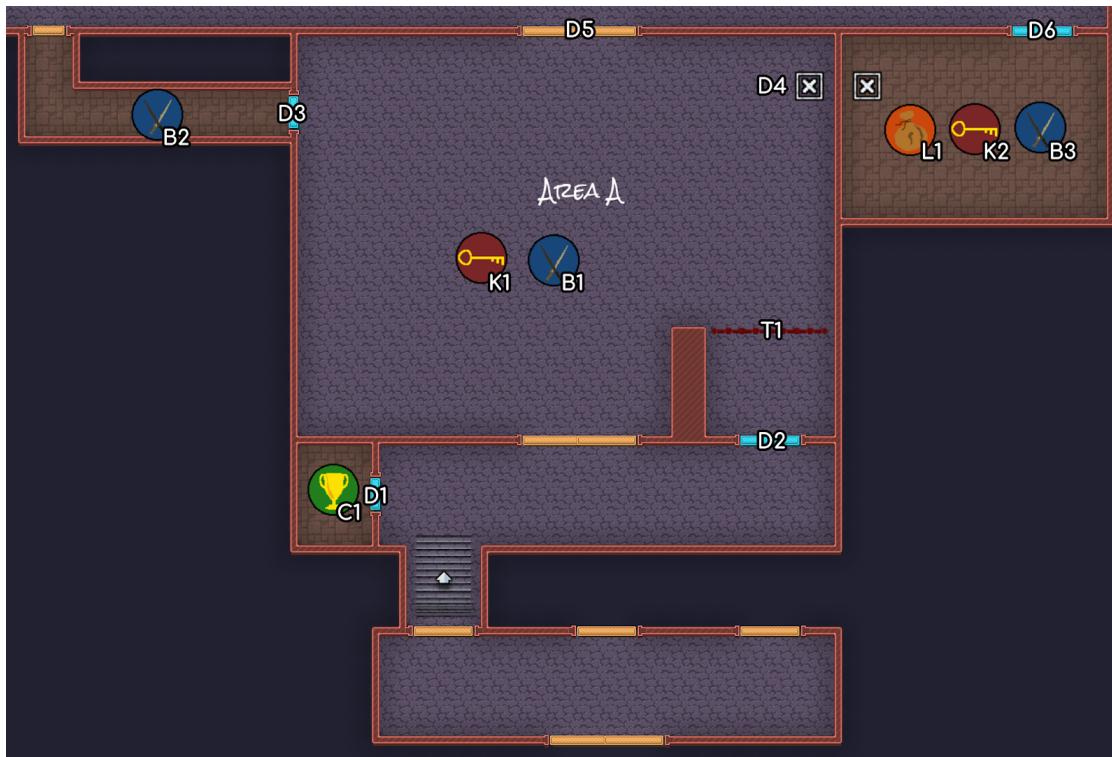


TOURNAMENT CAMP

This is the starting area, the starting point is the Minerva's tent, the player can explore the surrounding area looking for ingredients for potions or collectables. There is a training area where the player can freely cast spells against the dummies. In the center of the camp there is a large bonfire and near it you can talk to Dumbledore. Before proceeding to the entrance of the arena, the player can try to solve the mystery of the crystal ball, if Minerva has $WIS > 15$ and walk around the campfire a thought of Minerva is visualized: "Nest of the phoenix...", maybe the fire has something to do with it", if the crystal ball is placed inside the campfire, the writing on the sphere changes in "The phoenix is rising, and his prize is giving", and then it will return a key that will be useful at a later stage of the level. When approaching the entrance of the arena, a dialogue with Astrid and Jacques will start, which will take the player to the next area.

ROOM 1 (3000 xp)

This is the biggest room in the level, here the player can choose how to approach the areas.



Area A

The hidden D1 door, which only players with high perception ($WIS \geq 16$) can see, contains a room with a collectible C1.

It is possible to switch to Area A through the main door and this leads to a frontal confrontation (B1), or to locate the hidden door (D2) ($WIS \geq 14$), from here if the trap T1 ($Dex \geq 16$) is triggered the combat with enemies (B1) starts. From area A you can continue to area B by retrieving the key K1 to open door D5, or by destroying the pots that hide door D3, or by moving the box that covers the grate D4. The area A2 is accessible only through the grate D4, inside it there are enemies and loot, once defeated the enemies you can open the door D6 with the key K2.



Area B

From area B it is possible to continue by breaking through door D7, or going up to the upper floor and overcoming obstacles (T2-T8) ($DEX \geq 18$ to not fall and $WIS \geq 14$ to spot them) until you activate lever K5 that will activate a ceiling ram that will break through door D7 (and any enemy in front of it). Falling into the traps T2-T8 will cause damage to the player and will start the combat B5 or B6 (if the enemies have not yet been defeated). By winning the B5 battle you will get the K4 key that allows you to open the D9 door.

Continuing in the corridor from D7 you can interact with a statue K3 that will open the hidden door D8.



Area C

Starting from door D7 it will be necessary to face the fights B8 and B7 to complete room 1, while passing from D8 or D9 only B7. The left room can be accessed only by door D8, the room contains some loot L2 and a collectible C2.

ROOM 2 (4000 xp)

The second room is based on an ambient puzzle in a cavern full of lava, Minerva to go from an Area to another has to walk through hot coal, she can't stay more than 7 seconds on them, otherwise she takes a 1d4 of damage. The pieces of statue can stay

only in some points where the lava isn't too deep, in other case the pieces fall down in 3 seconds.

For overcome the second room Minerva has to follow the next actions:



- Minerva uses Alohomora on the door on the left and she moves the first statue's piece on the pressure plate in front of her with Wingardium Leviosa, a passage of hot coal appears.



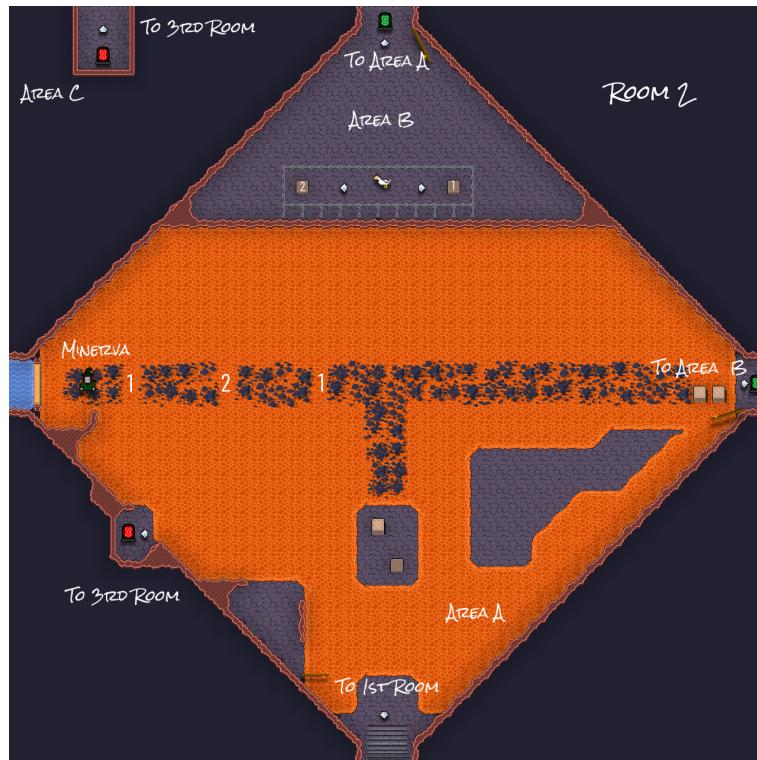
- Minerva reaches the safe spot and from the whole on the wall moves a second statue's piece to the next pressure plate, and another way of hot coal appears, finally she moves the last piece of statue on the safe spot on the right.



3. Minerva moves the first chest in the same spot of the last one and the hot coal way behind her disappears.
4. Minerva goes through the way of hot coal and moves the two pieces of statue to reach the portal on the right side of the cavern, and so reach the area B.



5. In the area B Minerva sees a strange object , in the middle of a track with two pistons, she uses Pullus and a chicken starts to go back and forth, and activates alternatively the hot coal way to the left of the cavern.

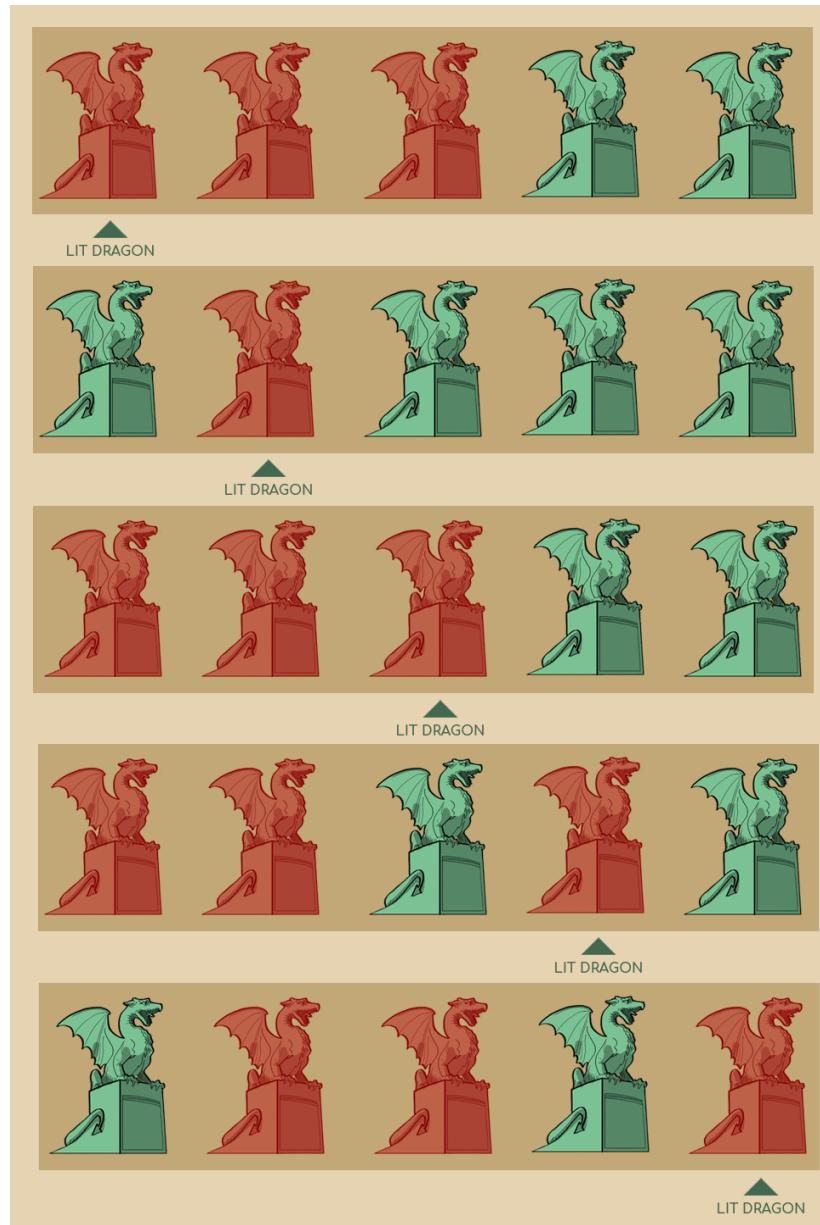


6. Minerva goes back to Area A and after having overcome the coal bridge with the right timing, in front of the door she uses Alohomora, and the water goes to mix with the lava, generating stone, and 5 dragon statues are revealed.

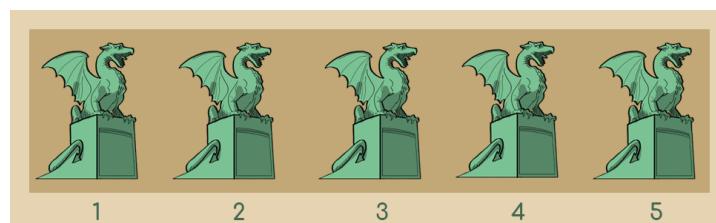


7. Dragon's puzzle: This puzzle consists of lighting the fire of all dragons so that a new button appears in area B. You can light the fire of each dragon using the spell "artis tempurus" but by lighting the fire of one dragon you will change the

state of the other connected ones by lighting those that are off and vice versa. The activation pattern of the dragons is shown in the following image.



In the image, when the one indicated with the arrow is turned on or off, those indicated in red change their status. In case of wrong ignitions, you can always go back to the initial state by going back through the ignitions. The correct combination to turn them all on is: 5 4 1 3 2.



8. A central piston appears on the track in the area B, and Minerva uses Pietrificus to the chicken in the middle, a last hot coal way appears to the last doors to reach the last room.



ROOM 3 (5000 xp)

The third and last room consists of a boss fight that will test both the physical and intellectual abilities of the player. When the player reaches the center of the room a statue with the appearance of a Chimaera will propose three riddles to the player, every time the player will correctly answer two statues in the room will be destroyed (starting from the weakest to the strongest: goat < lion < dragon). Some passive checks could help the player to correctly answer the questions: the first question requires $\text{INT} \geq 16$, the second requires $\text{DEX} \geq 16$ and the third requires $\text{WIS} \geq 16$; Each time a check is passed Minerva will have an interior thought that could lead the player to the correct answer. At the end of the riddles, the final confrontation with the Chimaera and the remaining statues will start.

NPC BEHAVIOR

In the following pages are described the behavior of the 3 human NPC of the level, in case of mandatory dialogue and also in freemode.

Legend:

ALx: Albus Dumbledore answer/reaction/question

ASx: Astrid Stormo answer/reaction/question

Jx: Jacques Dugard answer/reaction/question

Mx: Minerva answer/action/question

Albus Dumbledore

AL1: "Minerva! yesterday you fought honorably, but the test you are about to face is very difficult, perhaps the most difficult of the three. You should take advantage of the knowledge learned during my transfiguration lessons."

AL2: Albus accompanies her to the arena.

AL3: Albus goes away regretful.

AL4: Albus gives a good luck charm to Minerva and continues with Minerva to the arena.

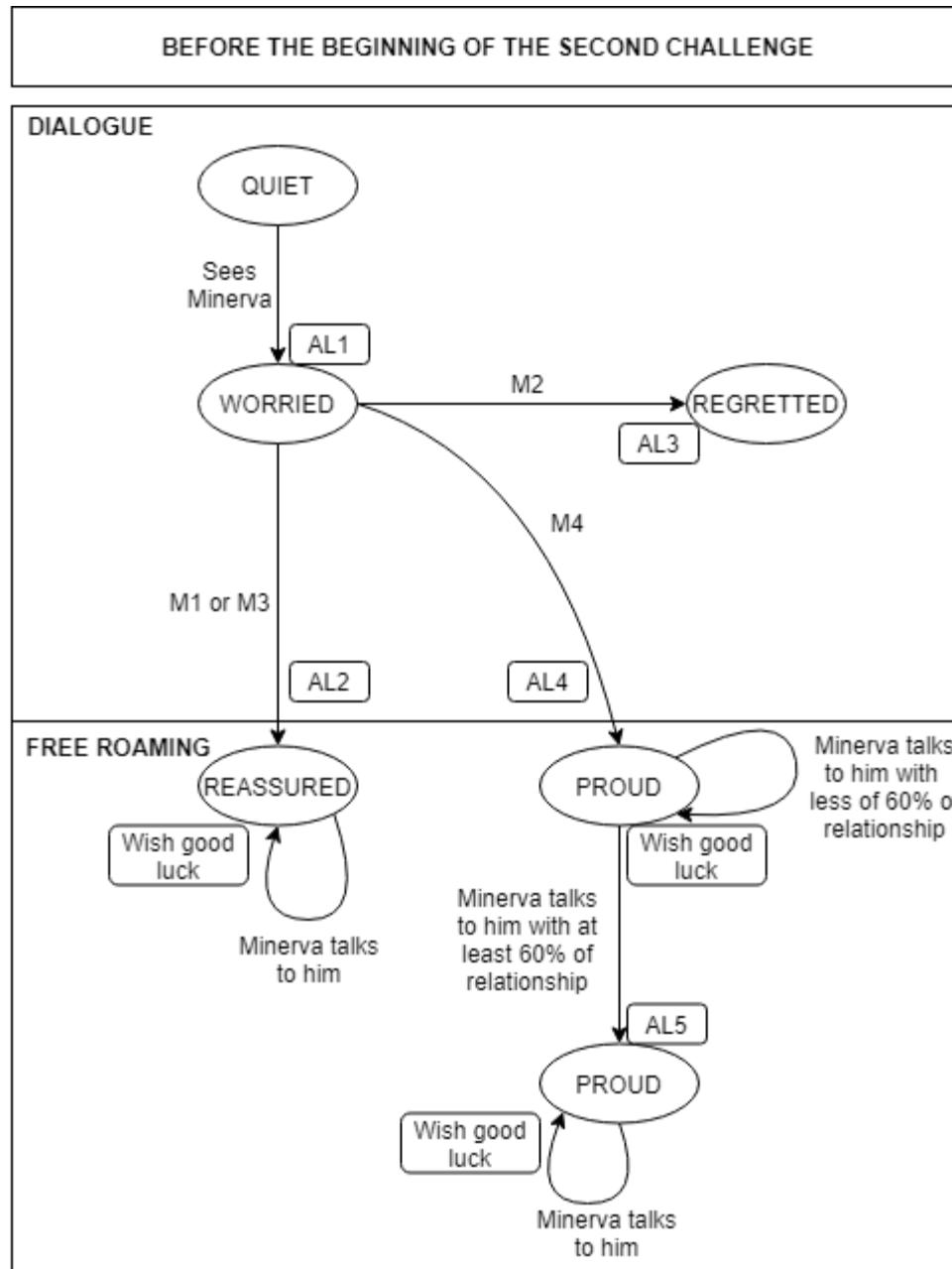
AL5: Albus gives an Exstimo Potion.

M1: "Thanks to this key perhaps I will succeed in the enterprise."

M2: "Don't tell me what I can or cannot do".

M3: "I will keep it in mind."

M4: "You are a great example for me, thanks for your teachings."



Astrid Stormo

AS1: "So you made it here too, what a surprise! Jacques, I see you didn't manage to get the key, without daddy you can't do much, can you?"

AS2: "Half-bloods are like this. Last night while you were sleeping, little girl, I already had the key in my hands, you proved to be of little value as I suspected".

AS3: "We'll see in the final challenge, losers!"

AS4: "Jacques is right, you're on your own without the key. I'll wait for you at the exit."

AS5: "You may be the best, but you haven't solved the riddle."

AS6: "A son of a father and a mute half-blood, better and better..."

AS7: "Go away useless half-blood. I'm getting ready for the challenge"

AS8: "Did you arrive before me?"

AS9: Astrid reaches her audience and shows the tooth

AS7: Astrid teaches her audience and shows the tooth.
AS10: Astrid goes back to her tent directly.

ASTR. Astro goes back to her tent directly

MI: "Leave him alone, if he made it all the way here, he doesn't have to prove anything to you."

MC: "Dude, you know that's not true, man. He has to prove himself."

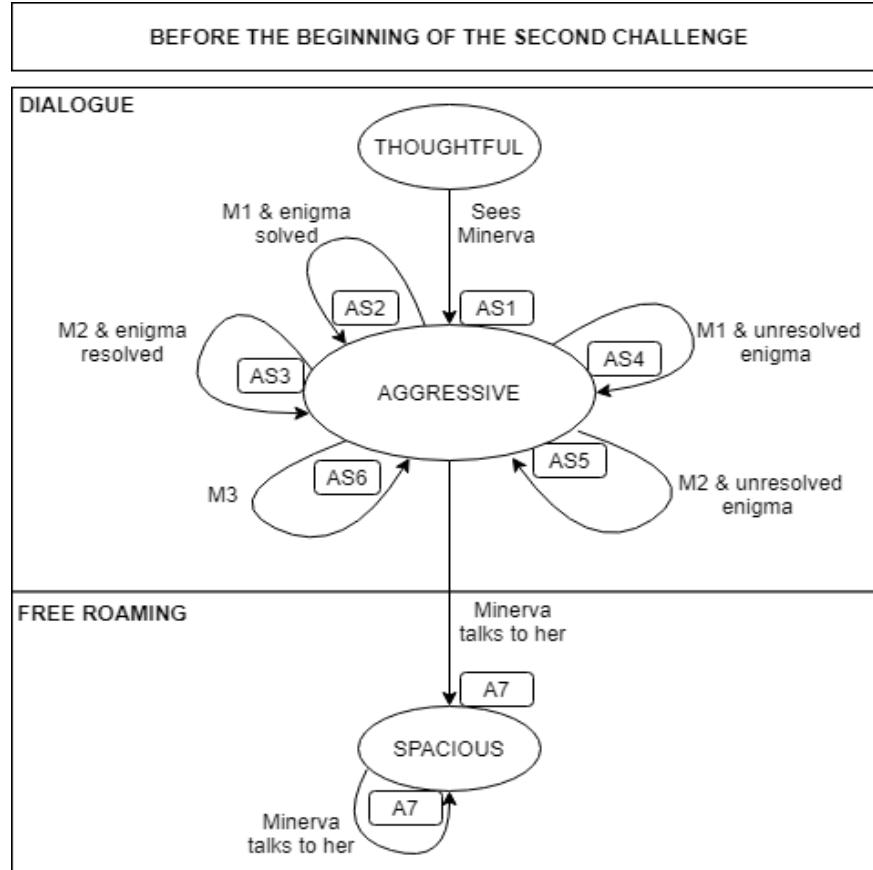
M2: "Remember that we too are the best of our schools".
M2.1 (b) _____

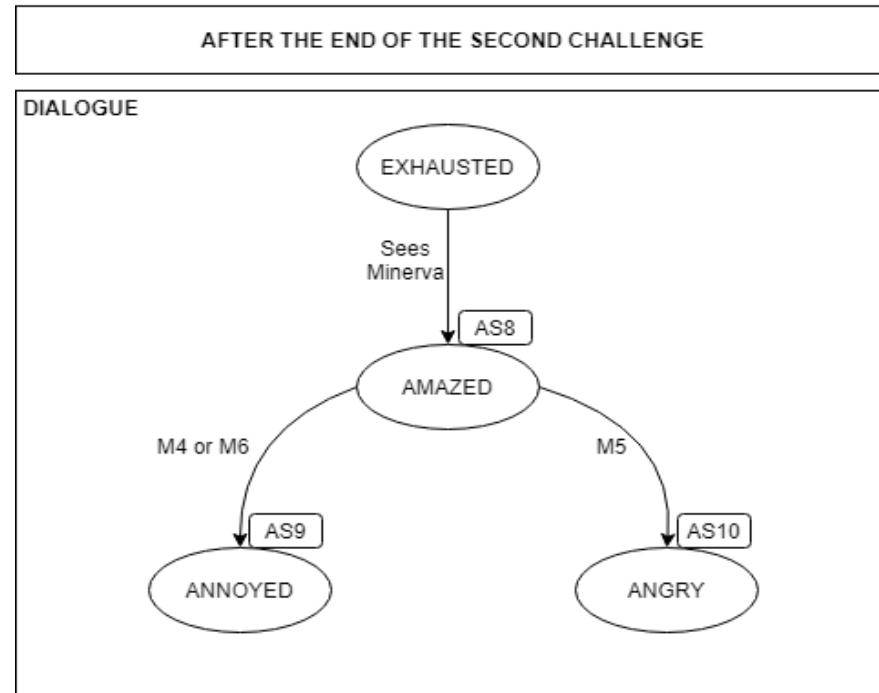
M3: Minerva says nothing.

M4: "That's obvious!"

M5: "And it's not the first time!"

M6: Minerva shows the tooth of the Chimaera satisfied.





Jacques Dugard

J1: Be quiet! I don't need your half-blood help, I'll manage on my own."

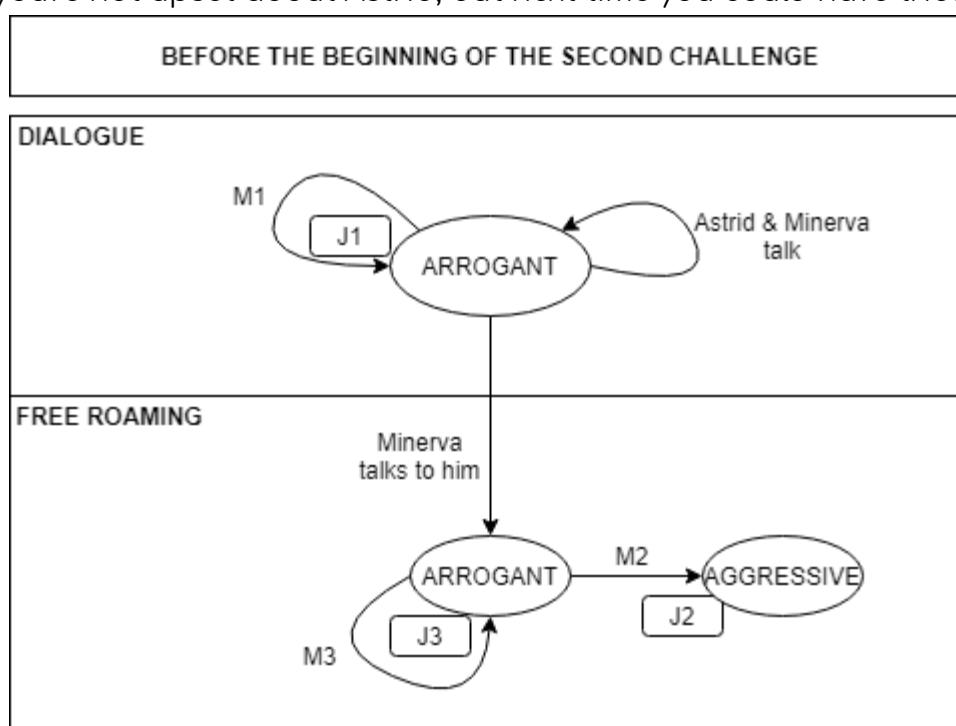
J2: "I don't need your filthy help, go back to your Muggle parents. Now get out of the way."

J3: "I don't need the key when I have my skills. Now get out of the way."

M1: "Leave him alone, if he made it all the way here, he doesn't have to prove anything to you."

M2: "I hope you're not upset about Astrid, you could have asked me for help, I would have given you a hand."

M3: "I hope you're not upset about Astrid, but next time you could have tried harder..."



ENEMIES CARD

Fire slug

FIRE SLUG					
<i>Tiny beast,</i>					
Armor Class 10					
Hit Points 8(2d6+1)					
Speed 3 ft.					
STR 7 (-2)	DEX 10 (+0)	CON 10 (+0)	INT 1 (-5)	WIS 10 (+0)	CHA 4 (-3)
Damage Vulnerabilities cold					
Damage Resistances fire					
Senses passive Perception 10					
Languages —					
Challenge 1/2 (100 XP)					
ACTIONS					
Bite. Melee Weapon Attack: +5 to hit, reach: 3ft., Hit: 1d8 + 4 damages					



Reward:
 slug spit 25% (potion's ingredient)
 slug eyes 50% (commission's object)

Fire snake

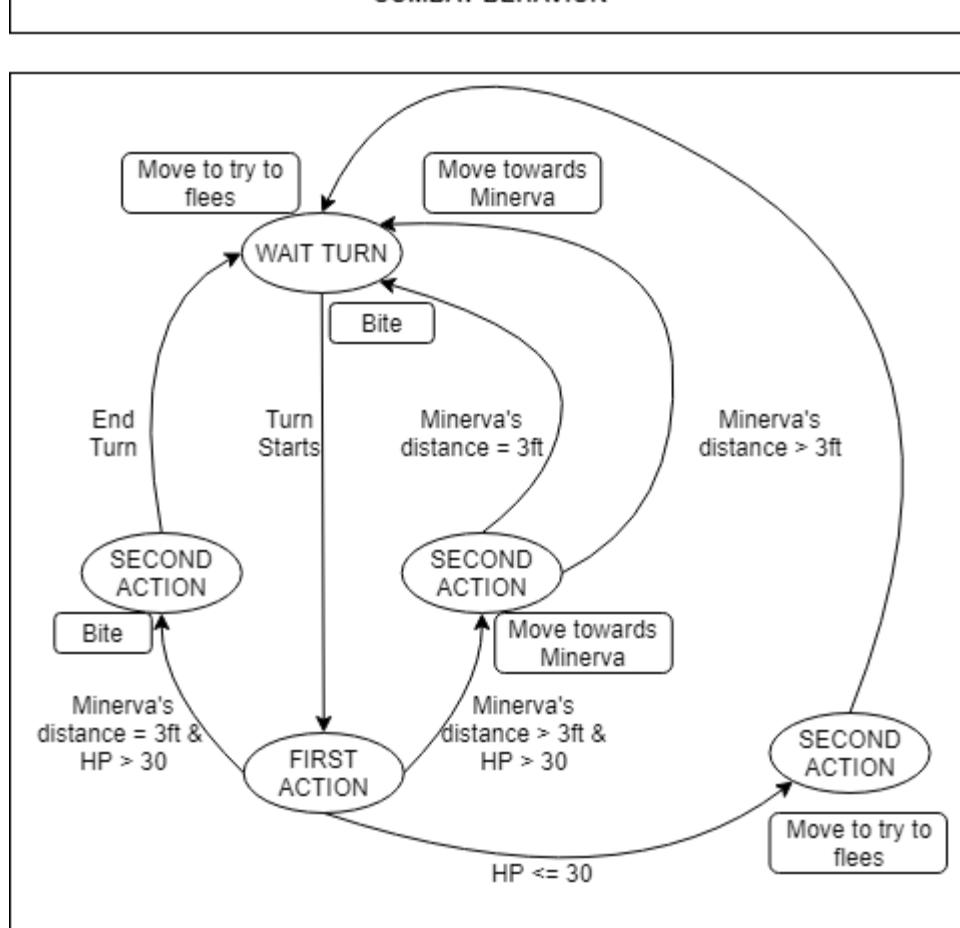
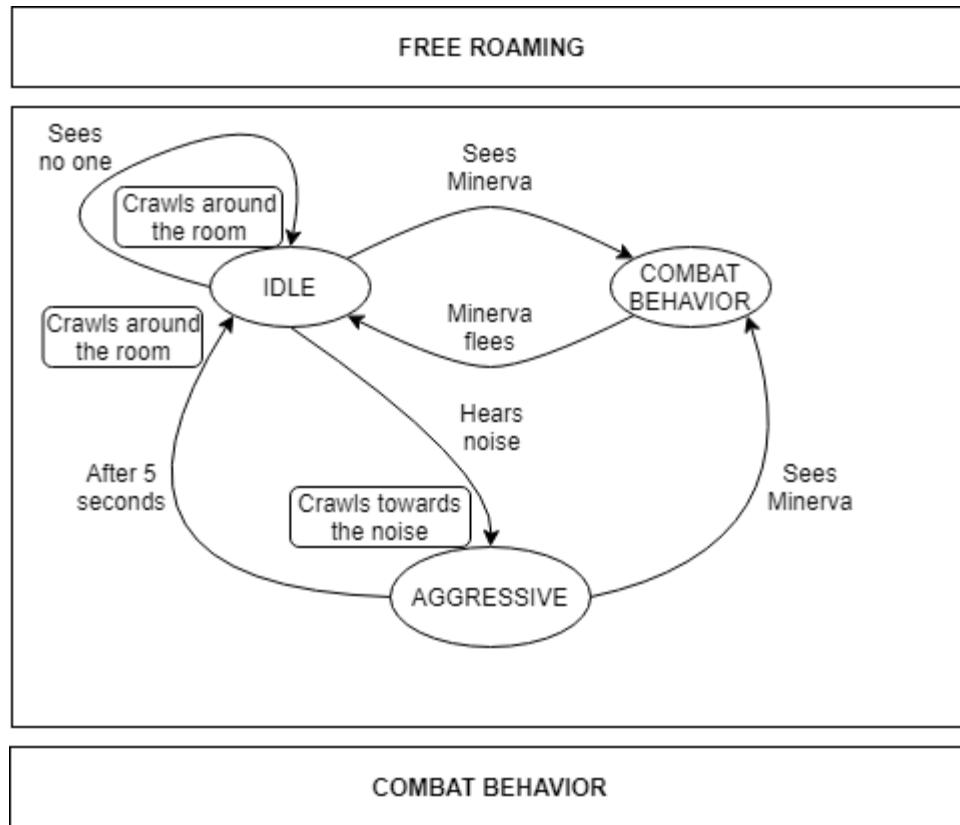
FIRE SNAKE					
Medium beast,					
Armor Class 14 (natural armor)					
Hit Points 16 (3d6 + 6)					
Speed 24 ft.					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	3 (-4)	10 (+0)	4 (-3)
Damage Vulnerabilities cold					
Damage Resistances fire					
Senses passive Perception 10					
Languages Parseltongue, telepathy 10 ft.					
Challenge 1 (200 XP)					
ACTIONS					
Bite. Melee Weapon Attack: +3 to hit, reach 3 ft., one target. <i>Hit:</i> 6 (1d6 + 3) damage.					



Reward:

Snake egg 50% (potion ingredient)

Fire snake's scale 33% (instant buff: -33% fire dmg for 5 turns)



Fire Salamander

FIRE SALAMANDER

Small beast, any alignment

Armor Class 11

Hit Points 17(5d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

Damage Vulnerabilities cold

Damage Immunities fire

Senses passive Perception 11

Languages —

Challenge 1 (200 XP)

ACTIONS

Bite. Hit chance: +5, reach: 3ft., hit damage: 1d8 + 4

Fire ball. Hit chance: +4, reach: 9 ft., Hit damage: 2d8+3

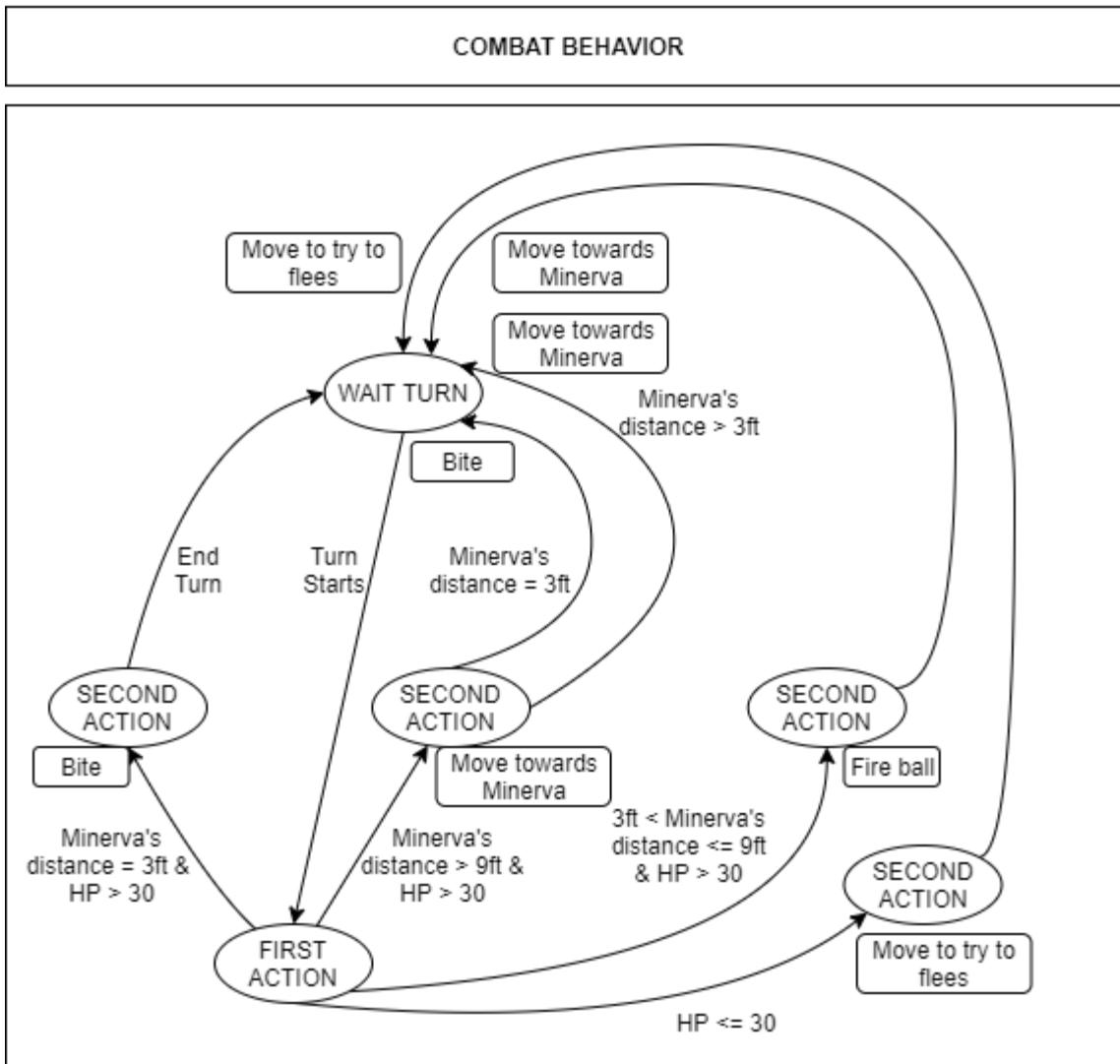
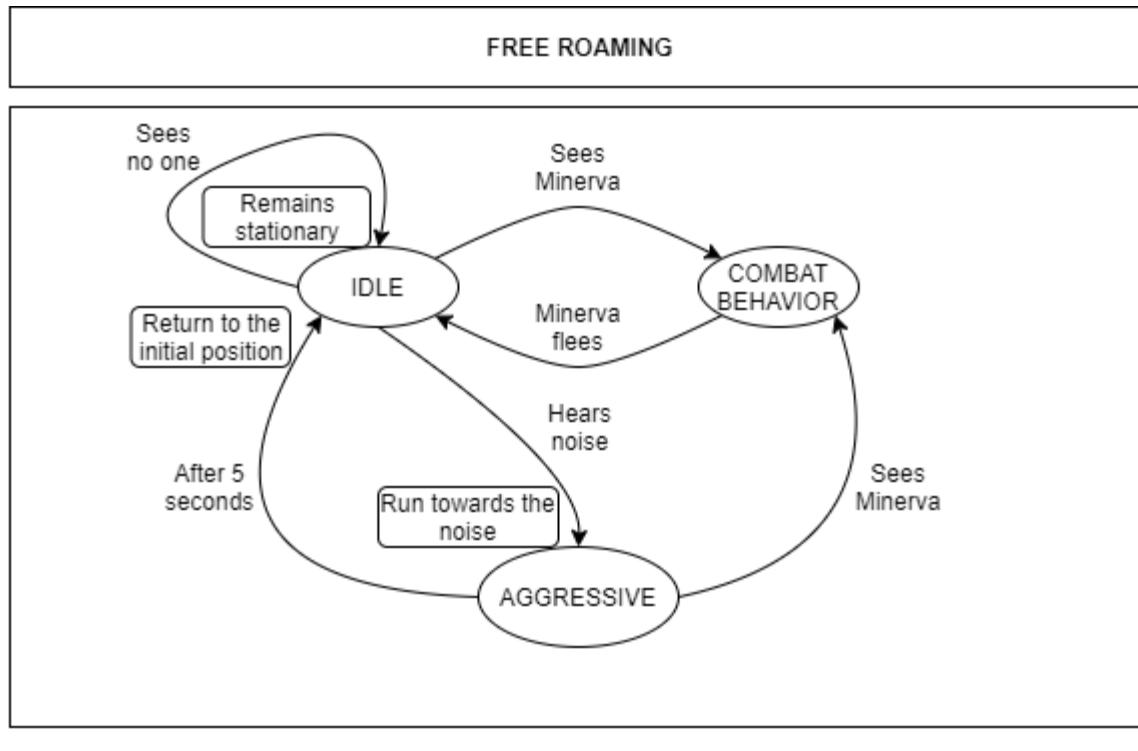


maryquize

Reward:

salamander's blood 50% (potion's ingredient)

salamander's tooth 33% (commission's object)



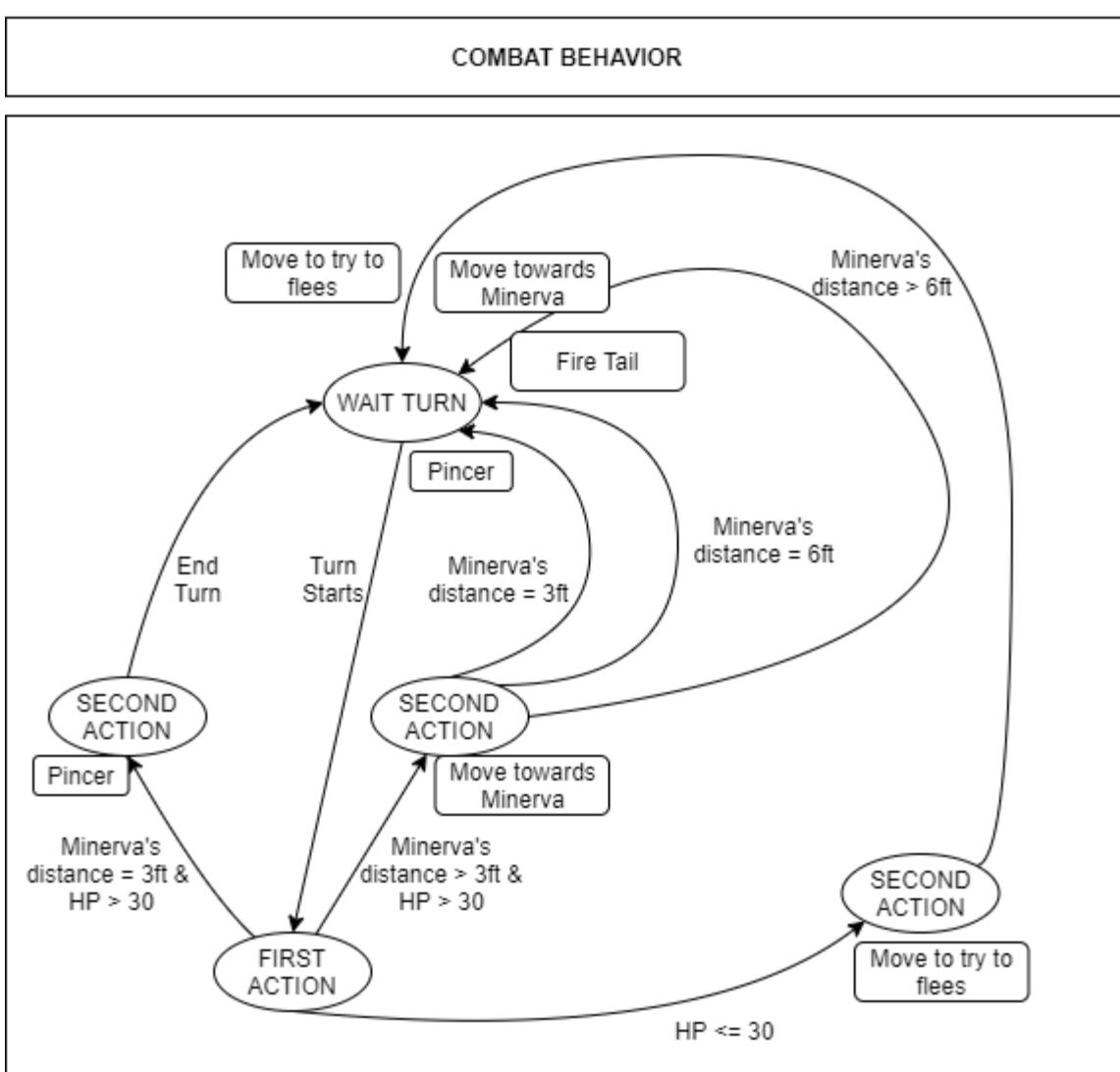
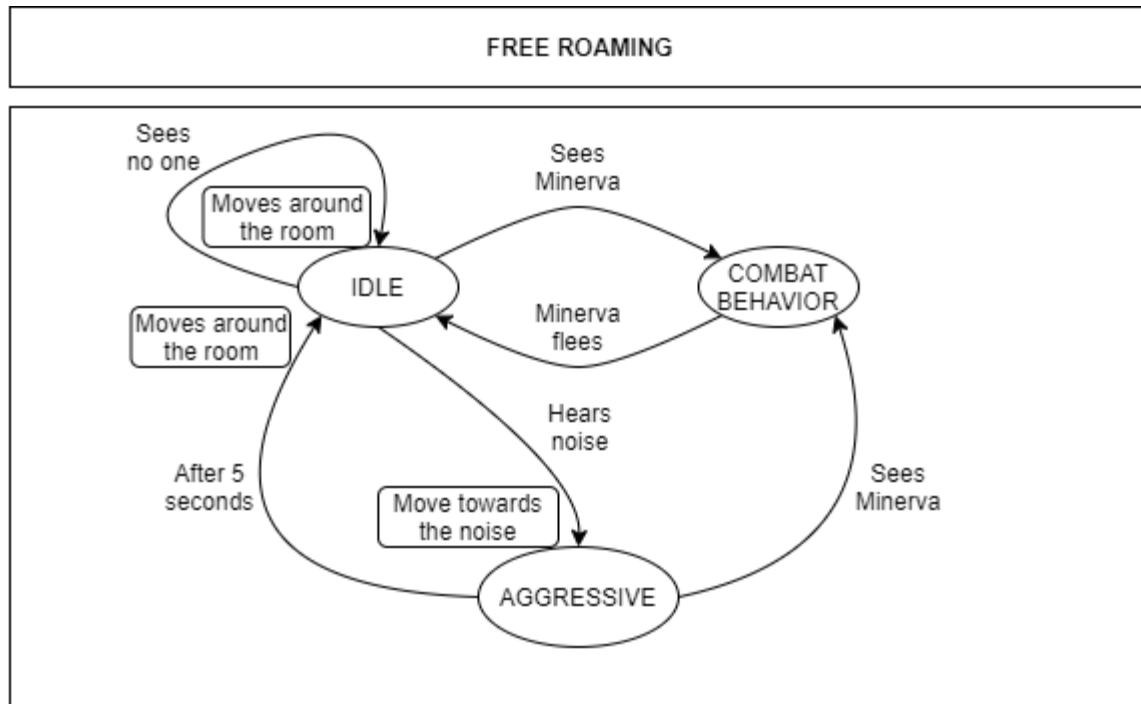
Fire Crab

FIRE CRAB					
<i>Small beast, neutral</i>					
Armor Class 13 (natural armor)					
Hit Points 10 (2d6 + 3)					
Speed 15 ft.					
STR 10 (+0)	DEX 14 (+2)	CON 14 (+2)	INT 1 (-5)	WIS 12 (+1)	CHA 4 (-3)
Damage Vulnerabilities cold					
Damage Resistances fire					
Senses passive Perception 11					
Languages —					
Challenge 1/2 (100 XP)					
ACTIONS					
Pincer. <i>Melee Weapon Attack:</i> +4 to hit, reach 3 ft., one target. <i>Hit:</i> 9 (2d6 + 2) damage					
Fire Tail. <i>Distance Weapon Attack:</i> +2 to hit, reach 6 ft., one target. <i>Hit:</i> 14 (3d6 + 4) damage					



Reward:

Fire tail 50% (commission's object)
 Fire crab's shell 25% (commission's object)



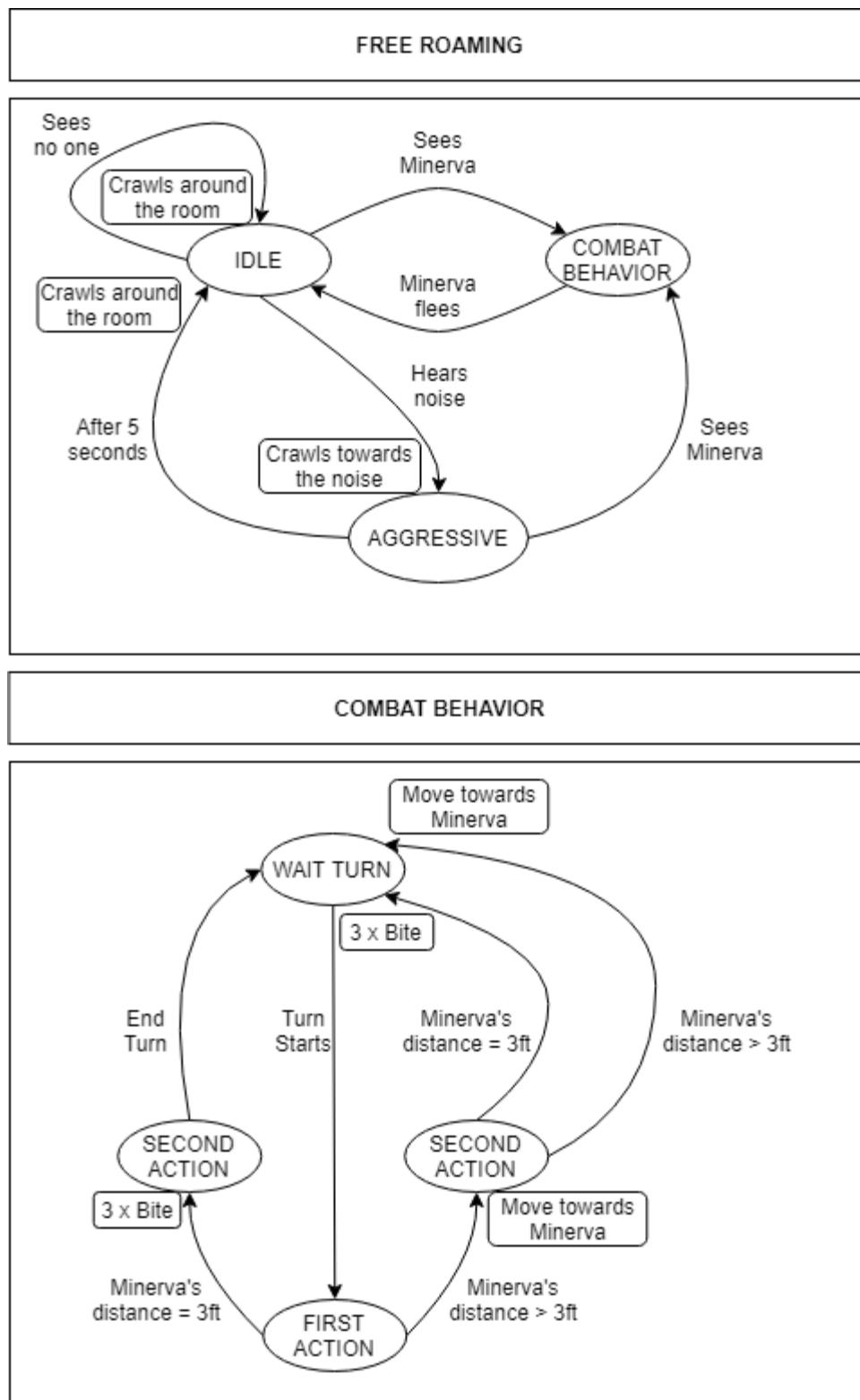
Runespoor

RUNESPOOR					
<i>Medium beast, any alignment</i>					
Armor Class 12					
Hit Points 31 (7d8)					
Speed 30 ft.					
STR 13 (+1)	DEX 15 (+2)	CON 10 (+0)	INT 7 (-2)	WIS 10 (+0)	CHA 6 (-2)
Senses passive Perception 10					
Languages —					
Challenge 2 (450 XP)					
ACTIONS					
Multiattack. The runespoor makes as many bite attacks as it has heads.					
Bite. Hit chance: +5, reach: 3 ft., hit damage: 1d10 + 2					



Reward:

2x snake egg 100% (potion's ingredient)
 runespoor teeth 100% (commission's object)



Living Statue - Goat

LIVING STATUE - GOAT

Small construct,

Armor Class 11 (natural armor)

Hit Points 10 (3d6)

Speed 18 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	2 (-4)	10 (+0)	5 (-3)

Damage Immunities poison; pietrificus

Senses passive Perception 10

Languages —

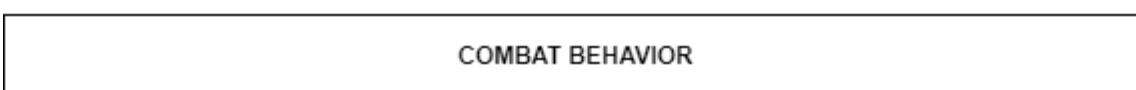
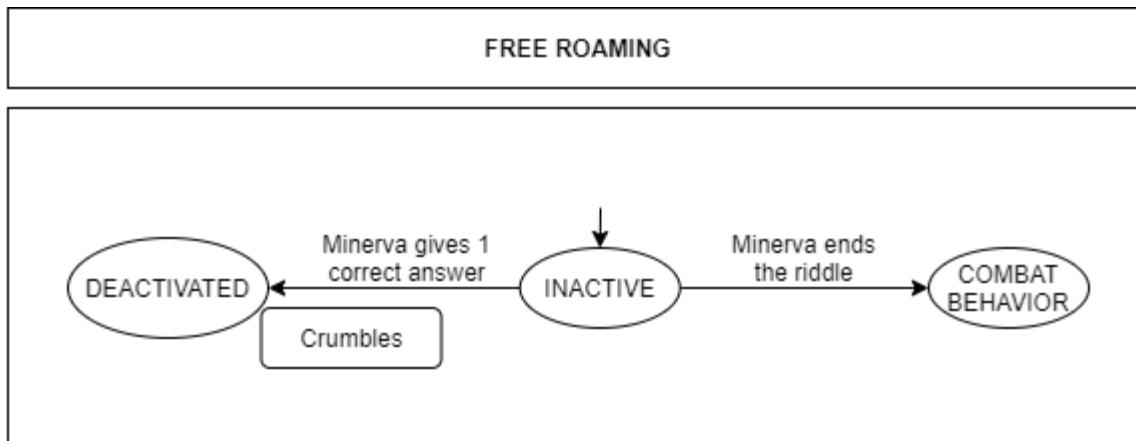
Challenge 1/2 (100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 3 ft., one creature. *Hit:* 3 (1d6) damage.

Battering Ram. *Distance Melee Weapon Attack:* +2 to hit, reach 9 ft., one target. *Hit:* 6 (2d6 - 1).

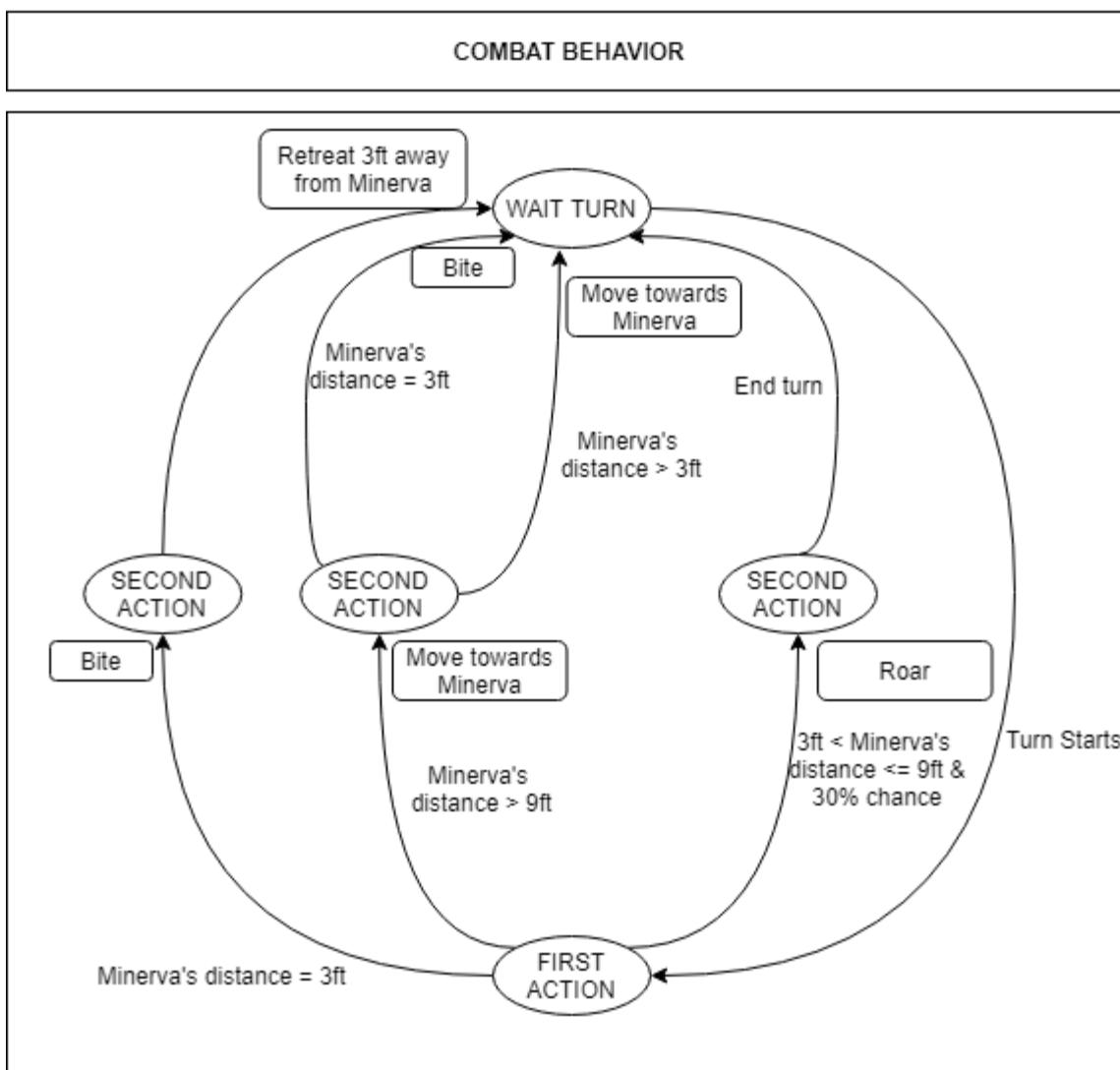
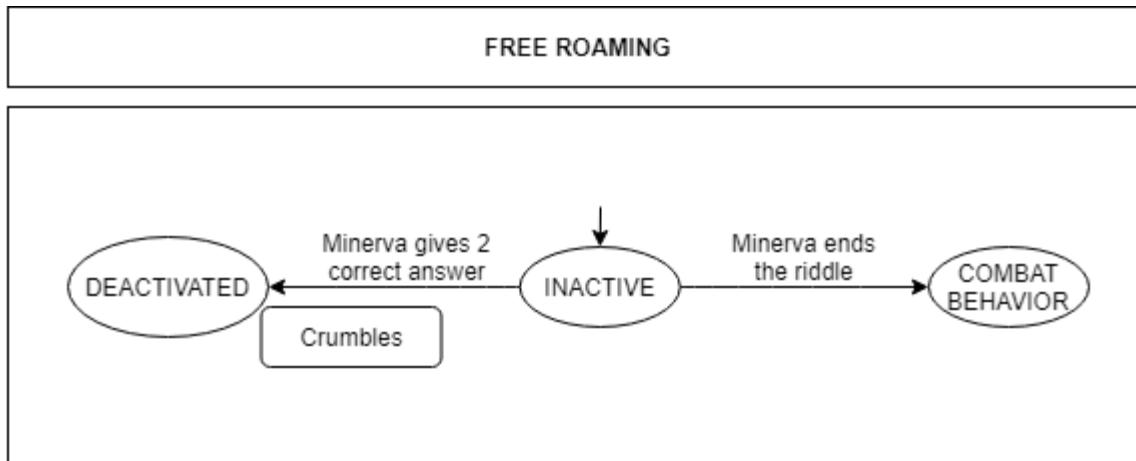




Living Statue - Lion

LIVING STATUE - LION					
<i>Large beast.</i>					
Armor Class 12					
Hit Points 19 (3d10 + 3)					
STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)
Damage Immunities poison; pietrificus					
Senses passive Perception 11					
Languages —					
Challenge 1/2 (100 XP)					
ACTIONS					
Bite. <i>Melee Weapon Attack:</i> +3 to hit, reach 3 ft., one target. <i>Hit:</i> 6 (1d6 + 3) damage.					
Roar. <i>Ranged Attack:</i> always hit, area 9 ft., allied target. <i>Hit:</i> restore 1d5 HP.					

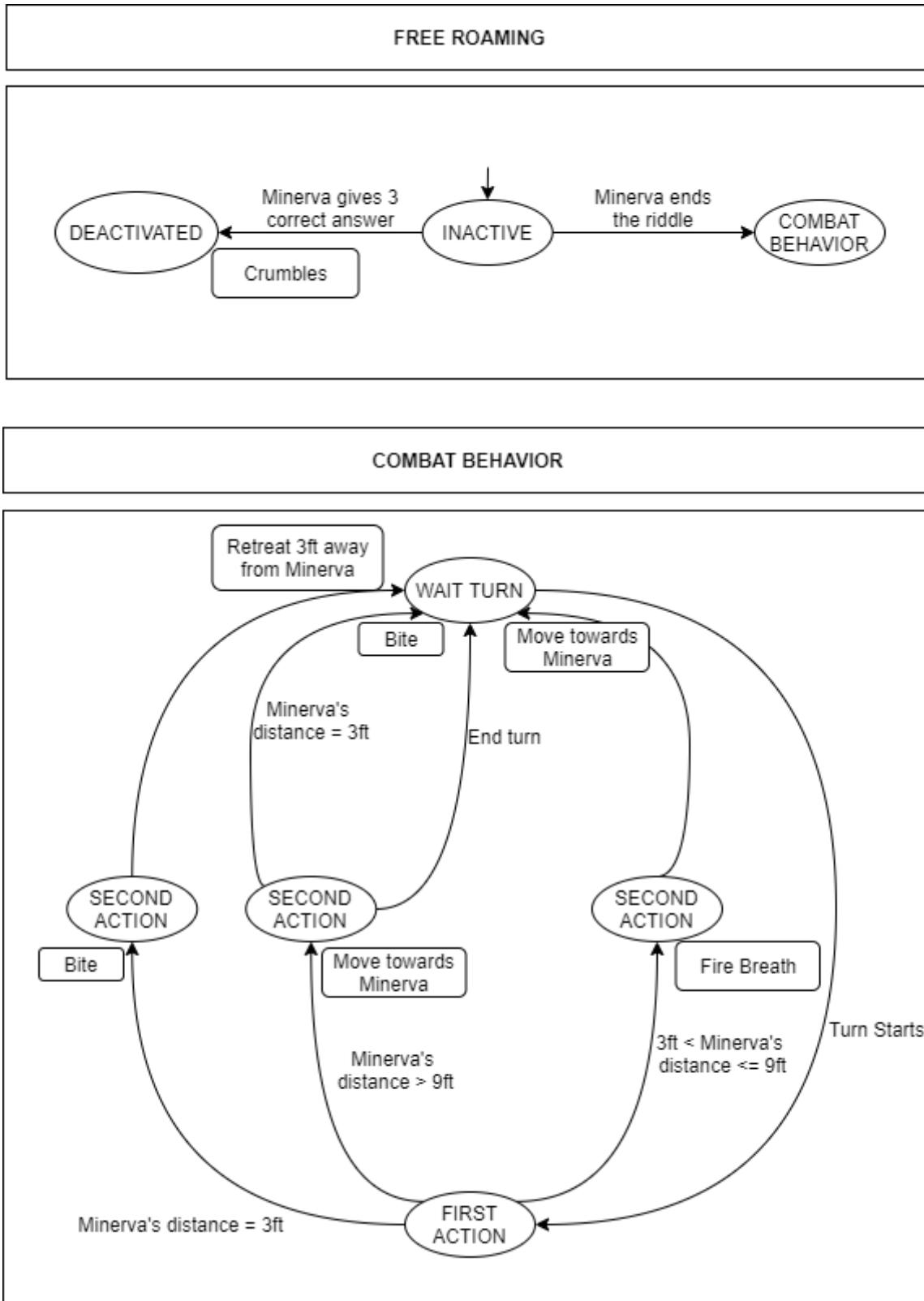




Living Statue - Dragon

LIVING STATUE - DRAGON					
<i>Large construct,</i>					
Armor Class 13 (natural armor)					
Hit Points 25 (3d10 + 9)					
Speed	18 ft., fly 24 ft.				
STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)
Damage Immunities poison; pietrificus					
Senses passive Perception 11					
Languages —					
Challenge 1 (200 XP)					
ACTIONS					
Bite. <i>Melee Weapon Attack:</i> +5 to hit, reach 3 ft., one creature. <i>Hit:</i> 5 (1d6 + 4) damage.					
Fire Breath. <i>Distance Weapon Attack:</i> +1 to hit, reach 9 ft., one creature. <i>Hit:</i> 8 (1d10 + 3) damage.					





Chimaera

CHIMAERA

Large beast, neutral evil

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 24 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Damage Immunities poison; pietrificus

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Recognise the truth. The Chimaera has +2 on saving throw on intelligence and wisdom

ACTIONS

Bite. *Melee Weapon Attack: +6 to hit, reach: 3 ft., Hit: 1d10 + 4 damages.*

Fire Breath. *Distance Weapon Attack Hit chance: +2, range: 3 ft., Hit: 3d10 + 8 damages.*

Battering Ram. *Distance Melee Weapon Attack: +7 to hit, reach: 9 ft., Hit: 2d6 and the target has to do a save throw on dexterity > 13, in case of failing throw the target is unconscious for next turn.*



Reward:

Chimaera's tooth 100% (Main quest's object)

CH1: "The Chimaera is here to challenge your brain, answer correctly and I will clear the way. Answer wrong and my anger will throw you away. Here is the first riddle: They have certainly accompanied you on your travel, but if you have not tasted the true suffering, your eyes will not be able to unravel"

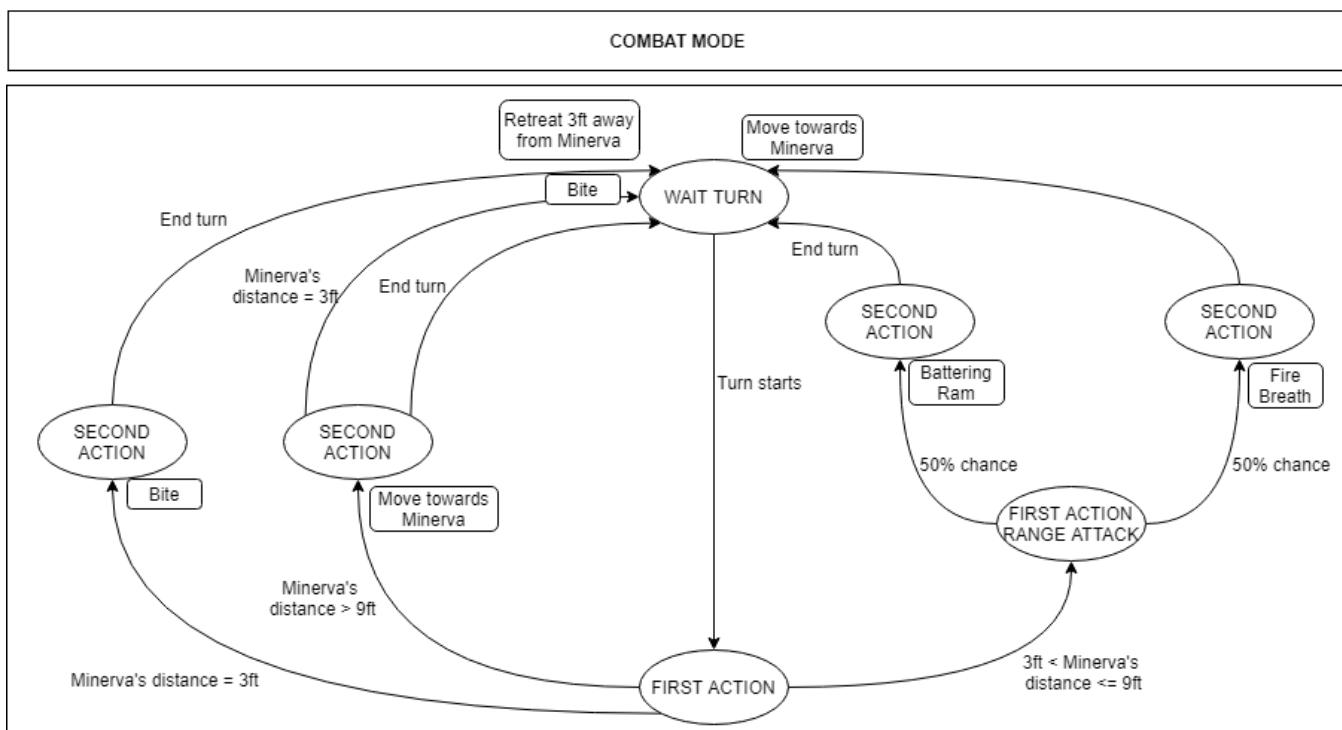
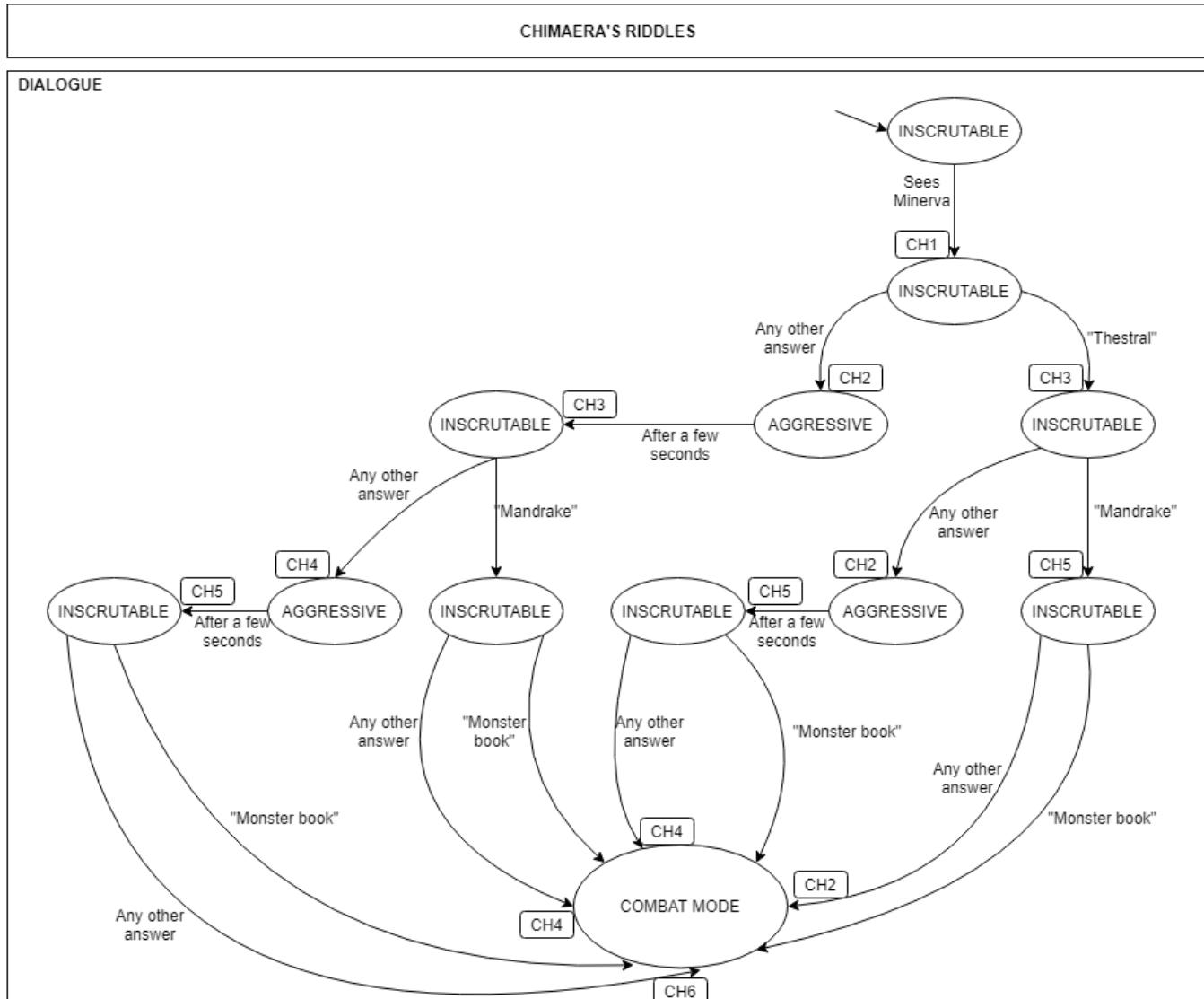
CH2: The dragon's statues begin to come to life.

CH3: "Here is the second riddle: Weird hair, many tears ,it always cries, but it saves you many times"

CH4: The lion's statues begin to come to life and some traps in the room are activated.

CH5: "Here is the third riddle: It can attack you, it has no arms or legs, but you put it anyway in your bag."

CH6: The goat's statues begin to come to life and some traps in the room are activated.



COMBATS

Combat Settings

To test the level 6 fights, we chose to take three configurations of Minerva (M1, M2, M3). These three configurations are level 9 since that is the minimum level with which level 6 can be approached.

- M1 is an attack-based configuration: we put most of the points into Strength and Constitution, choosing a wand with a dragon heartstring core.
- M2 is a defense-based setup: we put most points into Dexterity and Wisdom, choosing a wand with a unicorn hair core.
- M3 is a mixed configuration: we distributed the points equally on skills, choosing a wand with a phoenix feather core.

	M1 (lvl 9)		M2 (lvl 9)		M3 (lvl 9)	
ABILITIES	V	M	V	M	V	M
Strength	16	+3	10	0	12	+1
Constitution	16	+3	13	+1	14	+2
Intelligence	15	+2	15	+2	16	+3
Wisdom	12	+1	17	+3	14	+2
Charisma	8	-1	8	-1	11	0
Dexterity	14	+2	18	+4	14	+2

STATS	VALUE	VALUE	VALUE
Armor Class	14	18	14
Hit points	48	36	42

+proficiency bonus attack

+proficiency bonus defense

+proficiency bonus strategy

Since minerva is at least level 9 at the beginning of this level, and so she knows the following spell:

- PROTEGO
- DIFFINDO
- MALUM
- EMENDO
- WINGARDIUM LEVIOSA
- ALOHOMORA
- IMPEDIMENTA
- EXPELLIARMUS
- PULLUS
- ARTIS TEMPURUS
- HOMENIUM REVELIO
- PIETRIFICUS
- DISMUNDO

and also one spell of lvl 5 between:

- VULNERA SANENTUR
- STUPEFICUM
- EXCELSIOSEMPRA

We have assumed that at the time of the battle with the chimaera the player will be in possession of at least one potion to restore health (Blood Replenishing Potion) and one to increase the probability of hitting (Extimula Potion).

Minerva damages

The following tables represent the chance to hit and the damages(only for attack spells) that Minerva has against all the enemies in the level with the most useful spells during combat.

M1	Fire slug		Fire snake		Fire crab		Fire salamander		Runespoor		Living Statue - goat		Living Statue - lion		Living Statue - dragon		Chimaera	
Spells	% to hit	dmg/turn	% to hit	dmg/turn	% to hit	dmg/turn	% to hit	dmg/turn	% to hit	dmg/turn	% to hit	dmg/turn	% to hit	dmg/turn	% to hit	dmg/turn	% to hit	dmg/turn
Diffindo	85,00	14,03	65,00	10,73	70,00	11,55	80,00	13,20	75,00	12,38	80,00	13,20	75,00	12,38	70,00	11,55	65,00	10,73
Malum	60,00		40,00		45,00		55,00		50,00		55,00		50,00		45,00		40,00	
Impedimenta	60,00		40,00		45,00		55,00		50,00		55,00		50,00		45,00		40,00	
Expelliarmus	65,00		45,00		50,00		60,00		55,00		60,00		55,00		50,00		45,00	
Pullus	60,00		40,00		45,00		55,00		50,00		55,00		50,00		45,00		40,00	
Artis Tempurus	85,00	10,12	65,00	7,28	70,00	7,84	80,00	9,24	75,00	16,80	80,00	19,04	75,00	16,80	70,00	16,66	65,00	15,02
Petrificus	85,00		65,00		70,00		80,00		75,00		80,00		75,00		70,00		65,00	
Dismundo	60,00		40,00		45,00		55,00		50,00		55,00		50,00		45,00		40,00	
Stupeficium	85,00	26,01	65,00	19,31	70,00	20,16	80,00	23,76	75,00	22,95	80,00	24,48	75,00	22,28	70,00	19,53	65,00	18,14
Excelsiorsempra	85,00	33,32	65,00	24,68	70,00	25,73	80,00	30,38	75,00	29,40	80,00	31,36	75,00	28,48	70,00	24,87	65,00	23,09

M2	Fire slug		Fire snake		Fire crab		Fire salamander		Runespoor		Living Statue - goat		Living Statue - lion		Living Statue - dragon		Chimaera	
Spells	% to hit	dmg/turn	% to hit	dmg/turn	% to hit	dmg/turn	% to hit	dmg/turn	% to hit	dmg/turn	% to hit	dmg/turn	% to hit	dmg/turn	% to hit	dmg/turn	% to hit	dmg/turn
Diffindo	50,00	8,25	30,00	4,95	35,00	5,78	45,00	7,43	40,00	6,60	45,00	7,43	40,00	6,60	35,00	5,78	30,00	4,95
Malum	70,00		50,00		55,00		65,00		60,00		65,00		60,00		55,00		50,00	
Impedimenta	70,00		50,00		55,00		65,00		60,00		65,00		60,00		55,00		50,00	
Expelliarmus	80,00		60,00		65,00		75,00		70,00		75,00		70,00		65,00		60,00	
Pullus	70,00		50,00		55,00		65,00		60,00		65,00		60,00		55,00		50,00	
Artis Tempurus	50,00	5,95	30,00	3,36	35,00	3,92	45,00	5,20	40,00	8,96	45,00	10,71	40,00	8,96	35,00	8,33	30,00	6,93
Petrificus	50,00		30,00		35,00		45,00		40,00		45,00		40,00		35,00		30,00	
Dismundo	70,00		50,00		55,00		65,00		60,00		65,00		60,00		55,00		50,00	
Stupeficium	50,00	15,30	30,00	8,91	35,00	10,08	45,00	13,37	40,00	12,24	45,00	13,77	40,00	11,88	35,00	9,77	30,00	8,37
Excelsiorsempra	50,00	19,60	30,00	11,39	35,00	12,86	45,00	17,09	40,00	15,68	45,00	17,64	40,00	15,19	35,00	12,43	30,00	10,66

M3	Fire slug		Fire snake		Fire crab		Fire salamander		Runespoor		Living Statue - goat		Living Statue - lion		Living Statue - dragon		Chimaera	
Spells	% to hit	dmg/turn	% to hit	dmg/turn	% to hit	dmg/turn	% to hit	dmg/turn	% to hit	dmg/turn	% to hit	dmg/turn	% to hit	dmg/turn	% to hit	dmg/turn	% to hit	dmg/turn
Diffindo	55,00	9,08	35,00	5,78	40,00	6,60	50,00	8,25	45,00	7,43	50,00	8,25	45,00	7,43	40,00	6,60	35,00	5,78
Malum	80,00		60,00		65,00		75,00		70,00		75,00		70,00		65,00		60,00	
Impedimenta	80,00		60,00		65,00		75,00		70,00		75,00		70,00		65,00		60,00	
Expelliarmus	60,00		40,00		45,00		55,00		50,00		55,00		50,00		45,00		40,00	
Pullus	80,00		60,00		65,00		75,00		70,00		75,00		70,00		65,00		60,00	
Artis Tempurus	55,00	6,55	35,00	3,92	40,00	4,48	50,00	5,78	45,00	10,08	50,00	11,90	45,00	10,08	40,00	9,52	35,00	8,09
Petrificus	55,00		35,00		40,00		50,00		45,00		50,00		45,00		40,00		35,00	
Dismundo	80,00		60,00		65,00		75,00		70,00		75,00		70,00		65,00		60,00	
Stupeficium	55,00	16,83	35,00	10,40	40,00	11,52	50,00	14,85	45,00	13,77	50,00	15,30	45,00	13,37	40,00	11,16	35,00	9,77
Excelsiorsempra	55,00	21,56	35,00	13,29	40,00	14,70	50,00	18,99	45,00	17,64	50,00	19,60	45,00	17,09	40,00	14,21	35,00	12,43

Enemy damages

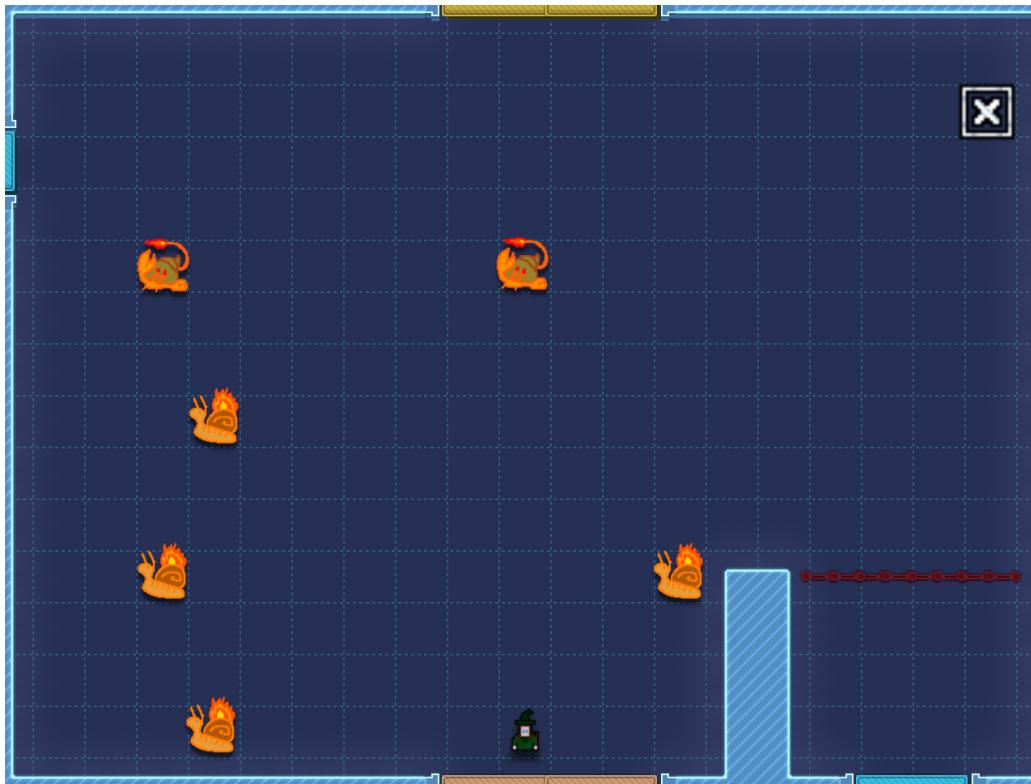
The following tables represent the chance to hit, the damage and the turn to kill Minerva of all the enemies in the level.

	M1 (CA: 14, HP: 48)			M2 (CA: 18, HP: 36)			M3 (CA: 14, HP: 42)		
Actions	% hit	dmg/turn	turnToKill	% hit	dmg/turn	turnToKill	% hit	dmg/turn	turnToKill
Chimaera									
Bite	60.00	5.7	9	40.00	3.8	10	60.00	5.7	8
Fire Breath	40.00	9.8	5	20.00	4.9	7	40.00	9.8	4
Battering Ram	65.00	4.55	11	45.00	3.15	11	65.00	4.55	9
Fire Crab									
Pincer	50.00	4.5	11	30.00	2.7	14	50.00	4.5	10
Fire Tail	40.00	5.8	9	20.00	2.9	13	40.00	5.8	8
Fire Salamander									
Bite	55.00	4.68	10	35.00	3	12	55.00	4.68	9
Fire ball	50.00	6	8	30.00	3.6	10	50.00	6	7
Fire Slug									
Bite	60.00	3.3	15	40.00	2.2	17	60.00	3.3	13
Fire Snake									
Bite	45.00	3	16	25.00	1.6	23	45.00	3	14
Living Statue - Dragon									
Bite	55.00	4.13	11.6	35.00	2.63	14	55.00	4.13	10
Fire Breath	35.00	2.3	21	15.00	1.3	28	35.00	2.3	18
Living Statue - Goat									
Bite	55.00	1.9	25	35.00	1.2	30	55.00	1.9	22
Battering Ram	40.00	2.4	20	20.00	1.2	30	40.00	2.4	18
Living Statue - Lion									
Bite	55.00	3	16	35.00	2	18	55.00	3	14
Runespoor									
Bite	55.00	4.13	12	35.00	2.6	14	55.00	4.13	11

Combat estimation

In order to estimate the minimum duration of each fight, we take into account the average damage per turn and the cooldown of the attack spells of Minerva . After doing this for each build of Minerva and each battle in the level, we chose to completely simulate the final boss fight as it is the most complex both in terms of turn duration and enemy damage.

Combat B1

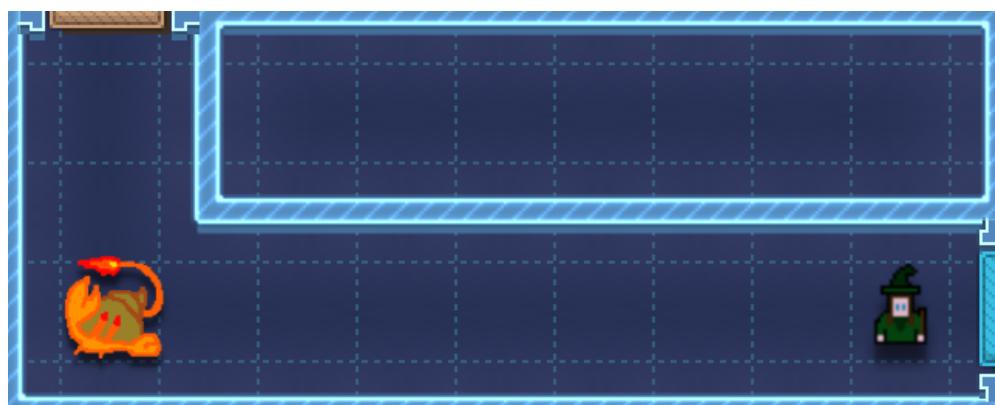


Minerva1: 6 turns

Minerva2: 7 turns

Minerva3: 7 turns

Combat B2



Minerva1: 1 turns

Minerva2 :1 turns

Minerva3: 1 turns

Combat B3



Minerva1: 6 turns

Minerva2: 6 turns

Minerva3: 6 turns

Combat B4



Minerva1: 1 turns

Minerva2: 3 turns

Minerva3: 2 turns

Combat B5



Minerva1: 3 turns
Minerva2: 5 turns
Minerva3: 5 turns

Combat B6



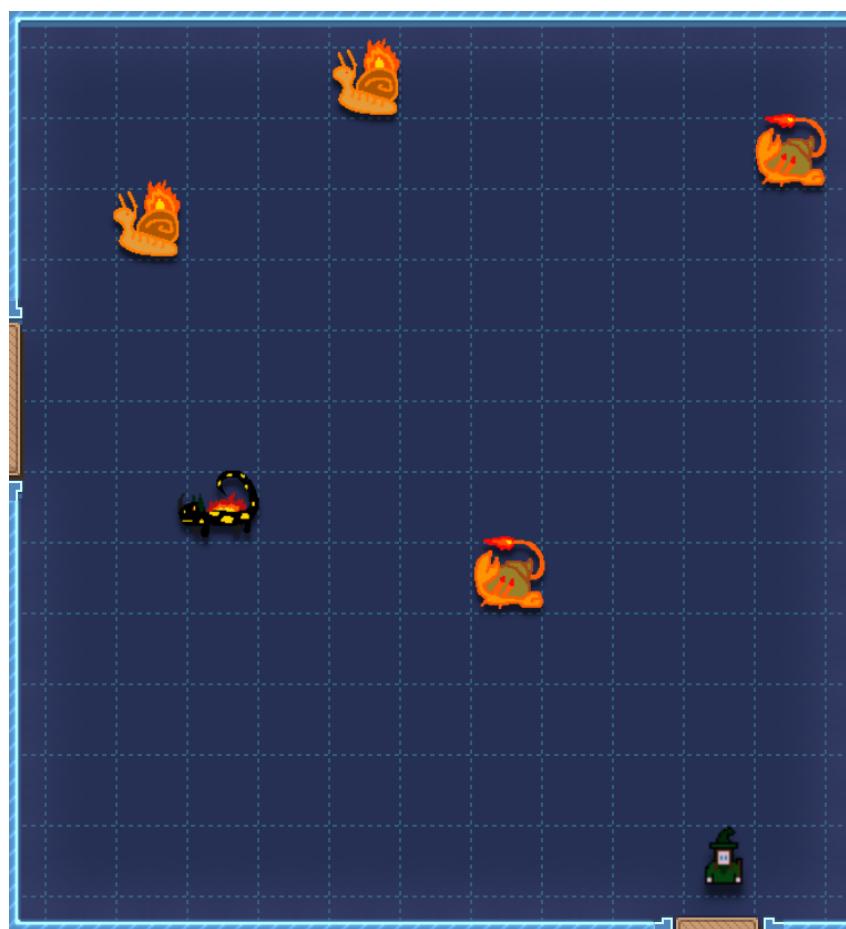
Minerva1: 5 turns
Minerva2: 8 turns
Minerva3: 7 turns

Combat B7



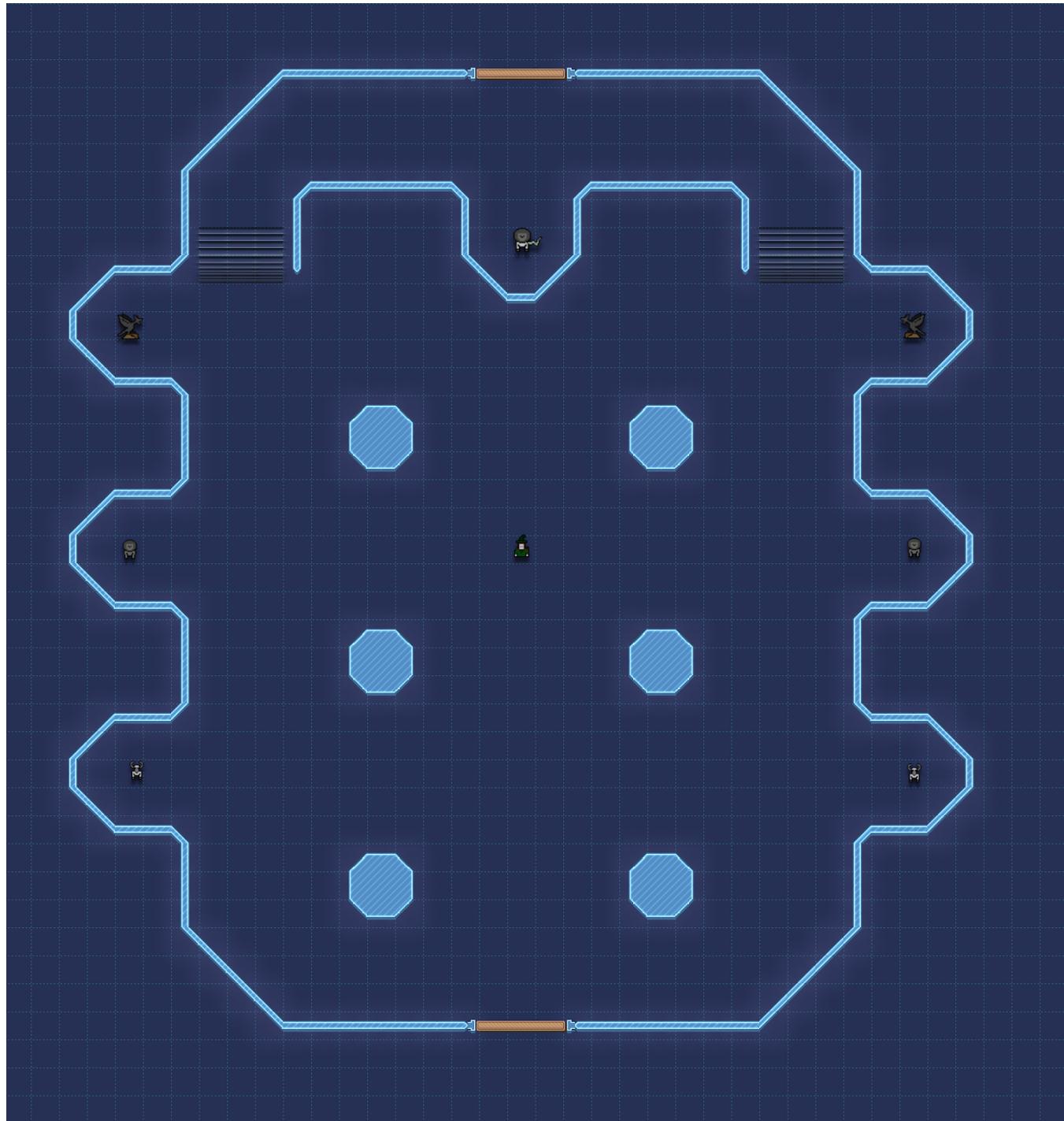
Minerva1: 6 turns
Minerva2: 11 turns
Minerva3: 8 turns

Combat B8



Minerva1: 5 turns
Minerva2: 7 turns
Minerva3: 6 turns

Boss Fight B1



The first Minerva archetype (M1) fails all the riddles and has to battle all the statues and the Chimaera.

	ROUTINE	ACTION	REMAINING HP							
			M	C	D1	D2	L1	L2	G1	G2
TURN 1	LION 1	Moves 8R Moves 5R-1F-1R	48	68	25	25	19	19	10	10
	LION 2	Moves 8L Moves 5L								
	MINERVA	Uses Artis Tempurus on Lion 1. Miss. Moves 6D								
	CHIMAERA	Moves 3F-4L								
	DRAGON 1	Moves 4R-4D (fly)								
	DRAGON 2	Moves 4L-4D (fly)								
	GOAT 1	Moves 6R Moves 6R								
TURN 2	GOAT 2	Moves 6L Moves 6L								
	LION 1	Moves 6D Uses bite on Minerva. Hit. Minerva receives 8hp of damage (HP=40)	40							
	LION 2	Moves 6D Uses bite on Minerva. Critical Hit. Minerva receives 18hp of damage (HP=22)		22						
	MINERVA	Uses diffindo on Goat 1. Hit. Goat 1 die. Moves 6D							0	
	CHIMAERA	Moves 5L-3R								
	DRAGON 1	Moves 8D (fly)								
	DRAGON 2	Moves 8D (fly)								
TURN 3	GOAT 2	Moves 4D-1L Uses Bite on Minerva. Hit. Minerva receives 3hp of damage (HP=19)		19						
	LION 1	Moves 6D-1L-1D Uses Bite on Minerva. Hit. Minerva receives 9hp of damage (HP=13)	10							
	LION 2	Moves 5D-1L Uses Bite on Minerva. Hit. Minerva receives 9hp of damage (HP=1)		1						
	MINERVA	Uses Artis Tempurus on Lion 2. Hit. Lion 1, Lion 2 and Goat 1 fail the saving throw and die. Uses Blood Replenishing Potion on herself. Minerva replenishes 15hp (HP=16)					0	0	0	
	CHIMAERA	Moves 8D								
	DRAGON 1	Moves 8D (fly)								
	DRAGON 2	Moves 8D (fly)								
TURN 4	MINERVA	Moves 1D-5R Uses Excelsiorsempra on Dragon 2. Miss.	16							
	CHIMAERA	Moves 8D								
	DRAGON 1	Moves 2D-6R (fly)								
	DRAGON 2	Moves 2D-5L (fly) Uses Bite on Minerva. Hit. Minerva receives 5hp of damage (HP=11)	11							
TURN 5	MINERVA	Uses Diffindo on Dragon 2. Critical hit. Dragon 2 die. Moves 6R					0			
	CHIMAERA	Moves 8D								
	DRAGON 1	Moves 8R (fly)								
TURN 6	MINERVA	Uses Diffindo on Dragon 1. Miss. Moves 6F								
	CHIMAERA	Moves 2D-6R								
	DRAGON 1	Moves 6R-2F (fly)								
TURN 7	MINERVA	Uses Artis Tempurus on Dragon 1. Hit. Dragon 1 fails saving throw and die. Moves 5D			0					
	CHIMAERA	Moves 8R								
	MINERVA	Uses Diffindo on Chimaera. Hit. Chimaera receives 18hp of damage (HP=50)	50							
TURN 8	CHIMAERA	Moves 6F								
	MINERVA	Uses Extimulo Potion on herself. Uses Excelsiorsempra on Chimaera. Hit. Chimaera success saving throw and receives 23hp of damage (HP=27)	27							
	CHIMAERA	Moves 4R-4F Uses Bite on Minerva. Miss.								
TURN 9	MINERVA	Use Artis Tempurus on Chimaera. Hit. Chimaera fails saving throw and receives 22hp of damage (HP=5)		5						
	CHIMAERA	Moves 6F Uses Bite on Minerva. Hit. Minerva receives 6hp of damage (HP=5)			0					
	MINERVA	Uses Diffindo on Chimaera. Hit. Chimaera die.	5	0	0	0	0	0	0	0
TURN 10	MINERVA									
TURN 11	CHIMAERA									
	MINERVA									

The second Minerva archetype (M2), thanks to the help of successful passive checks, answers correctly to two riddles and has to battle only the Chimaera and the dragon statues.

	ROUTINE	ACTION	REMAINING HP			
			M	C	D1	D2
			36	68	25	25
TURN 1	MINERVA	Moves 1F Uses Stupeficium on Chimaera. Miss.	36	68	25	25
	CHIMAERA	Moves 3F-5L				
	DRAGON 1	Moves 4R-4D (fly)				
	DRAGON 2	Moves 4L-4D (fly)				
TURN 2	MINERVA	Moves 6R Uses Artis Tempurus on Dragon 2. Hit. Dragon fail saving throw, and receives 23hp of damage (HP=2)	36	68	25	2
	CHIMAERA	Moves 4L-4D				
	DRAGON 1	Moves 3D-5R (fly)				
	DRAGON 2	Moves 3D-1L (walk) Uses Fire Breath on Minerva. Miss.				
TURN 3	MINERVA	Uses Diffindo on Dragon 2. Miss. Moves 3D-1R-2D	36	68	25	2
	CHIMAERA	Moves 4D-4R				
	DRAGON 1	Moves 8R (fly)				
	DRAGON 2	Moves 4D (walk) Uses Fire Breath on Minerva. Miss.				
TURN 4	MINERVA	Uses Diffindo on Dragon 2. Miss. Moves 6D	36	68	25	2
	CHIMAERA	Moves 4R-4D				
	DRAGON 1	Moves 8D (fly)				
	DRAGON 2	Moves 7D-1L (fly) Uses Bite on Minerva. Miss.				
TURN 5	MINERVA	Uses Artis Tempurus on Dragon 1. Hit. Dragon fail saving throw, and receives 20hp of damage (HP=5)	36	68	25	5
	CHIMAERA	Moves 6D				
	DRAGON 1	Moves 8D				
	DRAGON 2	Moves 8D (fly) Uses Bite on Minerva. Miss.				
TURN 6	MINERVA	Uses Diffindo on Dragon 2. Hit and kill dragon 2. Moves 2F-3R	36	68	25	2
	CHIMAERA	Moves 8D				
	DRAGON 1	Moves 6R-1F (fly) Uses Bite on Minerva. Hit. Minerva receives 10hp of damage				
	MINERVA	Uses Artis Tempurus on Dragon 1. Hit. Dragon success saving throw, but dies anyway. Moves 6F				
TURN 7	CHIMAERA	Moves 4R-4F	36	68	25	0
	MINERVA	Uses Stupeficium on Chimaera. Miss.				
TURN 8	CHIMAERA	Moves 6F	36	68	25	0
	MINERVA	Moves 7R-1F				
TURN 9	CHIMAERA	Moves 8F	36	68	25	0
	MINERVA	Uses Artis Tempurus on Chimaera. Miss. Moves 6F				
	CHIMAERA	Moves 8F				
TURN 10	MINERVA	Uses Diffindo on Chimaera. Miss. Moves 3F-3L	36	68	25	0
	CHIMAERA	Moves 3L-5F Uses Battering Ram on Minerva. Miss.				
	MINERVA	Uses Artis Tempurus on Chimaera. Critical hit. Chimaera fail saving throw and die.	26	0	0	0

The third Minerva (M3), answers correctly to one riddle and has to battle lion statues, dragon statues and the Chimaera.

ROUTINE	ACTION	REMAINING HP																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
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	Uses Artis Tempurus on 3D-1L. Hit. Dragon 1 fail saving throw, and die. It also hit Chimaera. Chimaera fail saving throw, and receives 29hp of damage (HP=42)																																																																																																																																																																																																																																																																																																																																																																																																																																																																																							
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	Uses Battering Ram on Minerva. Hit. Minerva receives 4hp of damage (HP=23)																																																																																																																																																																																																																																																																																																																																																																																																																																																																																							
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TURN 11	MINERVA	Uses Diffindo on Dragon 2. Hit. Dragon 2 receives 23hp of damage (HP=2) Moves 6L	15	2		
	CHIMAERA	Moves 1L-2F-2L-1D-2L				
	DRAGON 2	Moves 1F-7L (fly) Uses bite on Minerva. hit. Minerva receives 8hp of damage (HP=15)				
TURN 12	MINERVA	Moves 6L Moves 4L-2D	0			
	CHIMAERA	Moves 8L				
	DRAGON 2	Moves 8L (fly)				
TURN 13	MINERVA	Uses Diffindo on Dragon 2. Hit. Dragon 2 die	15	0		
	CHIMAERA	Moves 6D				
TURN 14	MINERVA	Uses excelsiorsempra on Chimaera. Miss.	28	0		
	CHIMAERA	Moves 6D				
	MINERVA	Moves 8D				
TURN 15	MINERVA	Uses Artis Tempurus on Chimaera. Miss.	28	0		
	CHIMAERA	Moves 6D				
TURN 16	MINERVA	Moves 8D	15	0		
	CHIMAERA	Moves 2D-6R				
	MINERVA	Moves 6R Moves 6R				
TURN 17	MINERVA	Uses Artis Tempurus on Chimaera. Hit. Chimaera fails saving throw, and receives 27hp of damage (HP=15)	28	0		
	CHIMAERA	Moves 6F				
TURN 18	MINERVA	Moves 6F-2R	28	0		
	CHIMAERA	Uses Blood Replenishing Potion on herself. Minerva replenishes 13hp (HP=28)				
TURN 19	MINERVA	Moves 6D	28	0		
	CHIMAERA	Moves 6D-2R				
	MINERVA	Uses Battering Ram on Minerva. Miss.				
MINERVA	MINERVA	Uses Extimulo potion on herself	28	0		
	CHIMAERA	Uses excelsiorsempra on Chimaera. Hit. Chimaera success saving throw but dies anyway.				

ESTIMATED OBJECT & EXPERIENCE AT THE END OF THE LEVEL

Minerva gained a maximum of 5950 xp from the monsters, 12000 xp from the level completion and 1500 xp for the collectibles and defused trap, for a total of 19450 xp through the whole level..

In the following columns are listed the objects available in the level and the average amount Minerva has for each one if she has killed all the enemies in the level.

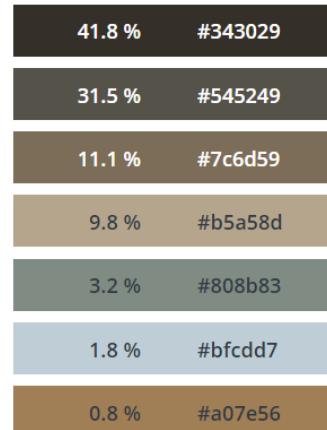
Slug spit: 3.75
 Slug eyes: 7.5
 Snake egg: 4
 Fire snake scale: 1.32
 Salamander's blood: 1.5

Salamander's tooth: 1
 Fire tail: 3.5
 Fire crab's shell: 1.75
 Runespoor teeth: 1
 Chimaera tooth: 1

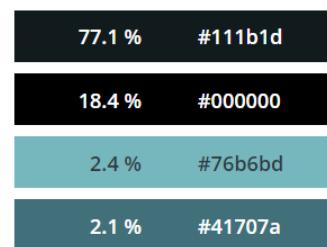
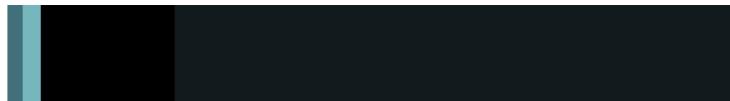
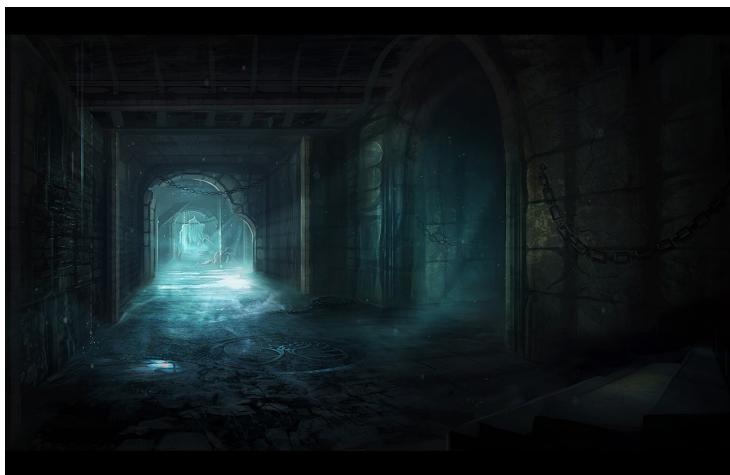
VISUALS

REFERENCE IMAGES

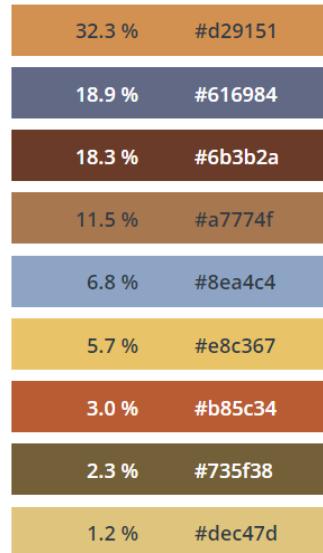
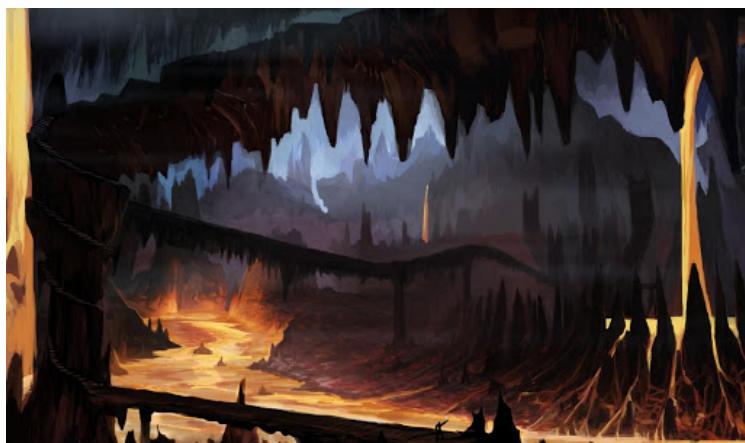
Tournament Camp



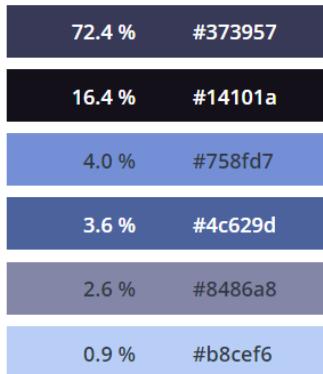
Room 1



Room 2



Room 3



CONCEPT ART

GUI example



Visual References

- 1. Tree
- 2. Bed
- 3. Dummy
- 4. Bonfire
- 5. Crystal Ball
- 6. Table & chair
- 7. Chest
- 8. Tent
- 9. Door
- 10. Botola
- 11. Tripwire
- 12. Secret door
- 13. Vase
- 14. Crate
- 15. Lever
- 16. Battering ram
- 17. Keys
- 18. Statue
- 19. Furnitures
- 20. Stairs
- 21. Portal
- 22. Pressure plate
- 23. Potions
- 24. Metal crate
- 25. Torch
- 26. Dragon statue





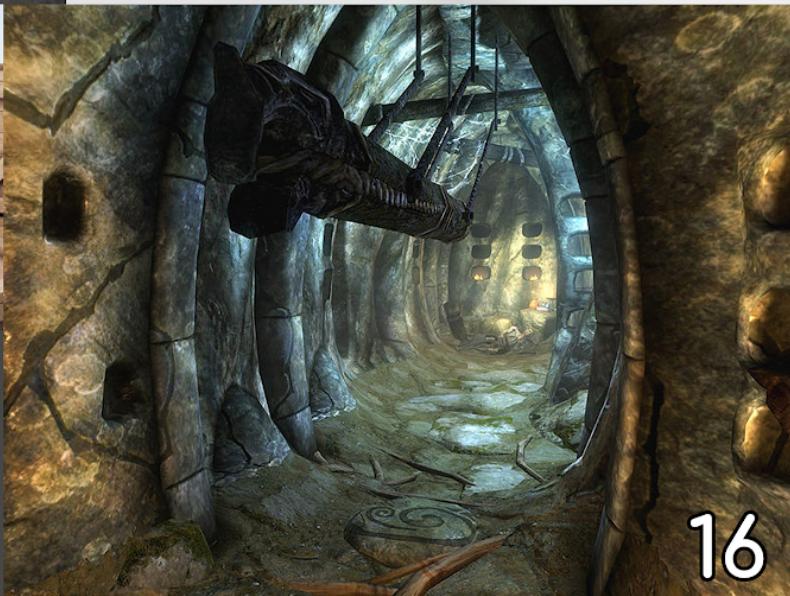
12



13



14



16



17



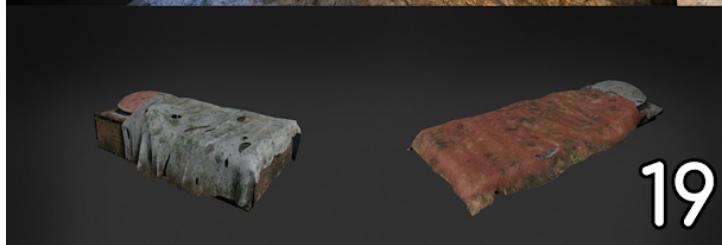
18



19



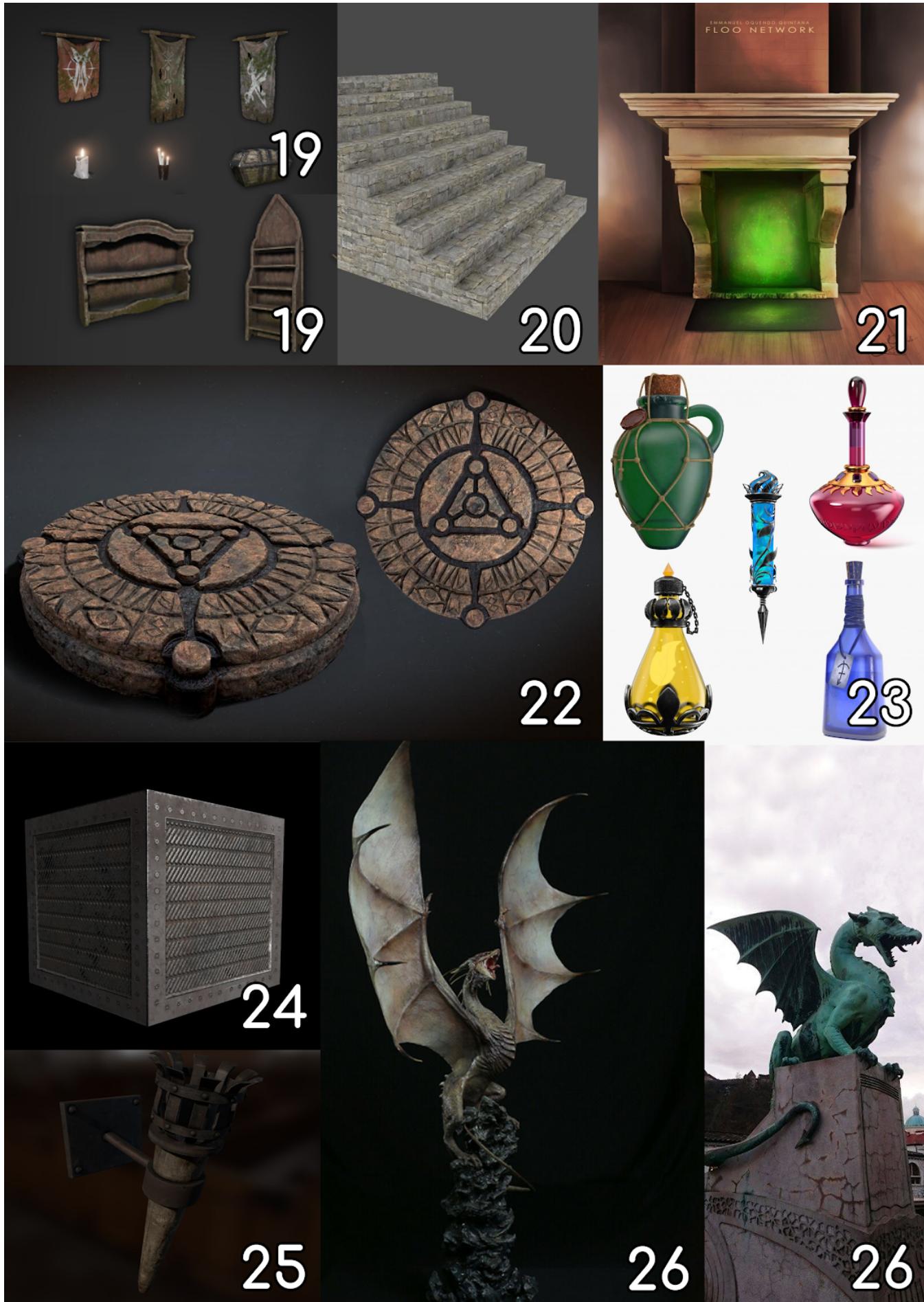
19



19



19



SOUNDS

Soundtrack

Title	Location	Time
Ashes of the wake	Tournament camp	100 bpm - Allegretto
Bring me home	Room 1 - Idle music	90 bpm - Moderato
By demons be driven	Room 1 - Bottle music	130 bpm - Allegro
Divination	Room 2	120 bpm - Allegro
Torches	Room 3 - Idle music	90 bpm - Moderato
Here to stay	Room 3 - Battle music (stage 1)	120 bpm - Allegro
All falls down	Room 3 - Battle music (stage 2)	130 bpm - Moderato
Killing the beast	Room 3 - Battle music (stage 3)	150 bpm - Allegrissimo
I am colossus	Room 3 - Chimaera dialog	80 bpm - Andantino

Sound Effects

Description	Modality	Loop
General		
Spell casting	Every time you use a spell	
Furnitures & Doors noise	Every time you open/close doors or closets	
Quest Update	Every time you start a new mission	
Object pickup	Every time you interact with a pickable object	
Enemies grunt	When there is some enemy near to you (at most 24ft)	✓
Breaking vase	Every time you break a vase	
Battle noises	Every time a battle start	✓
Level Up	Every time you reach a new level	
End battle (win)	Every time you win a battle	
End battle (lose)	Every time you lose a battle	
Footsteps	When Minerva's feet impact with the terrain	
Footsteps (stealth)	When Minerva's (crouched) feet impact with the terrain	

Collectable pickup	Every time you collect a special item	
Minerva wounded	Every time Minerva takes damage	
Found hidden object	Every time you find a secret	
Key pickup	Every time you collect a key	
Key open a door	Every time you unlock a closed door	
Torch	When there is some torch near to you (at most 6ft)	✓
Drop falling from the ceiling	Random in a cave or dungeon	✓
Tournament Camp		
Bonfire	When you're near to bonfire (at most 8ft)	✓
Wind through trees	Random near the trees	✓
Birds	Random in the woods	✓
Breaking Crystal ball	When you put the crystal ball	
NPC idle sounds	When there is some NPC near to you (at most 5ft)	✓
Hit Dummy	Every time you hit some dummy	
Room 1		
Trap activated	When Minerva steps on it	
Hatch activated	When Minerva uses it	
Door unlocked manually (Minerva)	When Minerva break a wooden barricade	
Door breakthrough (battering-ram)	When the battering-ram hits the door	
battering-ram mechanism	When Minerva actionates the battering-ram	
Floor break	When Minerva steps on a worn wooden plank	
Statue activated	When Minerva interacts with the statue	
Room 2		
Lava noise	Every time the player is near the lava	✓
Portal noise	Every time the player is near the portal	✓
Trigger activated	Every time the trigger is activated	
Water (rest)	Every time the player is near the water (before opening the door)	✓

Water (flow)	When the room containing the water is opened	
Water (evaporates)	When the water touches the lava	
Bridge activated	Every time a bridge is activated	
Puzzle statue activated	When you fire up the dragon statue	
Minerva fall in the lava	When you fall in the lava	
Object fall in the lava	When you put some object in the lava	
Room 3		
Enemy statue activated	When you give the wrong answer in the third room	
Enemy statue destroyed	When you give the right answer in the third room	
Riddle (correct answer)	When you give the right answer in the third room	
Riddle (bad answer)	When you give the wrong answer in the third room	