The

Warborn

# Introduction

*The Warborn* is a first person role playing game in Megazeux that puts the player in the shoes of a mercenary belonging to a company thrust into the middle of a civil war, forcing them to wade knee deep through treachery and battle to survive and ultimately help bring peace to the area.. Or land a solid paycheck.

# Description

You navigate a 3d world to solve the problems laid out before you in your duties as a mercenary. Sometimes this includes combat, sometimes this includes solving puzzles, and sometimes this is just talking to people to figure out what’s going on in the world around you. A large portion of the game is based around exploration of the world and looking into each nook and cranny for hidden secrets, items, and information.

One of the first goals you’ll have is fleshing out your team, since you’ll want a party of three characters (your main character + two helpers), each with somewhat different abilities suited to different challenges. There are a total of five additional characters for you to choose from, but you have to figure out how to have each character join you in your mission. Each character has their own equipment slots, and some characters prefer certain weapons to others, or have special abilities that they can only perform with certain types of weapons.

Some of the tasks you’ll be asked to perform are combat based, and combat will also happen in the world as a matter of exploration. Combat is largely in real time, and you will see your enemies on the field when they are attacking you. You can move around and avoid some attacks, or cause enemies to have to come around blind corners to fight you. There are ranged attacks and melee attacks, and mixing these are crucial to defeating your enemies, as well as performing special combination attacks that are available as a function of the party that you’ve put together. When you make an attack, your character goes into cooldown based on the type of attack used, and must wait until the cooldown is finished to initiate another attack or action. Some enemies must be fought with specific types of attacks to defeat them, you’ll discover this in the course of fighting mostly through trial and error or finding information in the world about specific enemies.

Aside from combat you’ll have to talk to townspeople, spirits, nobles, merchants and just about everything else in between. When conversation initiates, you’ll have to mention key words that you pick up during your adventures to progress in some quests or objectives. Talking about the wrong thing with the wrong people could wind up killing you, but talking about the right thing could lead to great reward.

While adventuring around in the world, you’ll use the screen in front of you to interact. You’ll have to pull on switches, move objects, and press hidden buttons to navigate the world. There will be many secrets to find, and finding some may preclude you from getting others.

# Rules

## Stats

# Characters