GDD - Volsebnik

Executive Summary

**Concept**: Escaping from torment by demons in the underworld, resurrection in the mortal world and finding a way to enact ritual to ascend to demonic plane, ascension to demonic plane and taking revenge upon demons who entrapped you - effectively prolonging lifespan in pursuit of immortality.

**Genre**: 3rd person Open World RPG

**Target audience**: gender: M/F, age:18+

**Project scope**: 3+ years of development including asset management, asset creation

Gameplay

**Objectives**: Solve quests and tasks to navigate through world to other world.

**Game progressions**: Skill tree and spending skill points achieved by destroying enemies and finishing quests and tasks

**In Game GUI**: #TBD#

Mechanics

Physics: Standard normal world physics with magic elements (levitation, world warping, conjuration, summoning)

Locations: Underworld, Real World - Material Plane, Demonic Plane

Setting

HISTORY OF THE WORLD

In the interdimensional planes of existence, there is a WAR between the forces of Gods, and Demons. In an effort to increase their numbers and turn the tide of war, Gods create the material world, which they would populate with humans as a learning plane before ascending to the Gods realm to fight against Demons. Seeing what the Gods did, Demons infect this world with EVIL intent, in an effort to steal souls for their own numbers.

Humans do not know this whole story, but parts, yet they still believe in it and follow the teachings to become GOOD. However, there are those who practice other false religions and believe in false Gods (and real Demons). All who follow the teachings are promised by the Gods, and will receive a rightful place in the armies of GOOD to battle EVIL. Those who do not follow, however, are ‘rewarded’ differently. Some, who simply deny the Gods, or ignore their teachings, are harvested by the Demons for soul energy to strengthen their numbers. Other who actively fight against GOOD people in the real world, if they are victorious many times, are recruited as Demon Champions and Chosen, to ascend at one point into fully fledged Demons. The corruption of Demons promises the infidels riches, power and long lives. Gods promise their disciples peace, righteous power and justice.

REALMS

Mortal world - The world where mortal humans live.

Underworld - Realm of lost souls - souls of people not deemed to fight in the battlefields of GOOD and EVIL, but serve as soul husks to feed DEMONS.

Demonic Plane - Realm of Demons - All greater and lesser demons, with demonic lords

Battlefields of Spiritshear - Field of everlasting battle between the forces of GOOD and EVIL

Outer Kingdom of the Gods - The gate to the Kingdom of the Gods and the proving ground for future warriors of GOOD

Kingdom of the Gods - Palace of the Gods, the residence of all known Gods and angels of GOOD

DEMONIC AND GODLIKE BEINGS

DEMONIC LADDER

DEMON LORDS

1.1 - Interfector Deorum - (Interfector Deorum - Killer of Gods) Ultimate, Unstoppable, Immortal, All Powerful Ruler of the damned forces of the Underworld and Demonic plane

1.2 - Malfurtoris (Ofertor Furor Malum Mors - Bringer Rage Doom Death) - Ragelord, battlemaster and right hand in battle against the forces of Good

1.3 - Malucullum (Malus Oraculum - Evil Oracle)- Advisor, spirit lurker and oracle of coming days

1.4 - Rechsferis (Inferis Rex - Underworld King)- Recruited and scheme planner for the mortal world, corruptor

STRONGEST MINIONS

2.1 - Satthar - Soul hunter - Demons adept in surviving physical damage, with little regard for using spellpower and soulpower. Otherworldly survivability in the mortal realm, used to hunt down souls who would dare escape the UNDERWORLD.

2.2 - Ghurdh-Lorgh - Champion of Battle - Warriors who have returned with victory to the demonic plane from SPIRITSHEAR. Not only are they unstoppable killing machines, the excel in planning and maneuvering forces into and out of battle. The very best of warriors and tacticians.

2.3 - Astor-Lorgh - Chosen of Champions - Warriors scrutinized to become the next champions of battle. Highly aspiring warriors.

2.4 - Mallaghar - Spirit Manipulators - Excel in use of magic power. Devastating magical damage as well as powerful buffs for own forces.

2.5 - Kahllorghar - Spirit Shapers - Forces of the UNDERWORLD. Keep demonic jailors in line, and oversee the feast of souls.

MINIONS / DAMNED

3.1 Demonic Jailor - keeps runes and shards of souls. Keeps souls in the UNDERWORLD. Comences feasts of souls and torture.

3.2 Demon warrior - basic warrior of the demonic plane

3.3 Lesser Mallaghar - Lesser spirit mage

3.4 Lorgh - heavy warrior

3.5 Fex - demonic hound

3.6 Dahlkhar - Demonic flying beast

3.7 Fade - Lost soul used for feasting

GODS

GODLIKE LADDER

GODLIKE RULERS

1.X - Naxaraliar - The one who Spoke - Revealed the creation of the world to a prophet, gave humans insight and the knowledge for godlike magical powers

KINGDOM OF THE GODS WARRIORS

KINGDOM OF THE GODS DISCIPLES

HOW THINGS WORK

Humans have learned of the Gods only from stories and prophets but they do not know the whole story about planes of existence and the battlefields. Ahril-Zhelha is the most famous prophet that has managed to write down on 7 magical indestructible parchments the creation of the world as was told to him by Naxaraliar. 1 of these parchments was ever found, which explains the use of SHAPER magic, to bend matter into other matter (effectively creating items from other items using only the mind).

Mortal humans can use their magical power for magical feats. Using too much magical power will drain their will, and if used too often, a human must drain his own life, which could kill a person if not paying attention.

Multiple schools of regular magic. Shaper magic is only GODLY and learned from one of the parchments of Ahril-Zhelha.

When interdimensional beings such as Gods and Demons travel to the mortal plane, they lose a drastic amount of magical power from their own worlds, and only retain 100% of their physical prowess. This makes demons and Gods weaker than they actually are in the mortal world, but still far stronger than even the fiercest of warriors.

Souls that escape the underworld retain some of the knowledge from the UNDERWORLD, knowing what death feels like and how the other plane looks like. This grants the survivors a power spike, something that increases their magical powers.

First King ever in recorded history - **Raht Bohg** (WAR GOD) - using own brute force united lands of the realm into singular force, established peace, waging war on heretics and other evil doers.

**Raht Bohgs** worst mistake was buying loyalty from other leaders in the realm. Soon some of the leaders decided they could purchase other leaders' loyalty against their King. Usurping **Raht Bohg** the land was in chaos, as other leaders decided they wanted the rule. This would form a period of instability in the realm for many years.

Centuries later, three races would survive the battles after Rahts demise. *Humans*, led at the time by **King Carls Kattahr**; *Savanti*, race of light skinned humans and smaller frame, led by **Emperor Saddu Maghels**, they use ranged weapons to evade direct confrontations, and they use coercion and money to evade other problems; *Bahhats*, race of ‘civilized’ savages, forming own kingdom led by **King Ghar Strongarm**, a ruthless warlord wanting to destroy all civilizations.

Humans try to work with both civilizations. The Savanti are shrewd and pompous, while the bahhats are loud and brutish, making it impossible to create a middle ground where all could work together.

Vitignis

Parents were poor servants. Never wanted a child. Struggle to survive. Child never listened to parents. Finally parents abandon their child at age 10ish.

Had to figure out how to survive. Joined a bandit gang, started stealing pickpocketing lockpicking fighting. Learned the ways of the ‘street’. One time the gang picked a house to rob, it belonged to a sect of warlocks worshiping Sahr-Mouhdehn. Warlocks eradicated the whole gang, but left the child alone, seeing how he fought at such a young age. They figured the child could be a powerful warlock and a great addition to their sect.

After years of learning the arts of the damned magicians, the protagonist, named Vitignis (Vita Ignis - Life Fire) by the Warlocks, decided that his life held no meaning if he simply lived worshiping these demons and expecting great treasures. Vitignis decided to learn how to ascend into something more powerful than those who created life. Seeing how difficult this task can be, the first step to achieving this would be to acquire immortality, so that there is more time to find out how to ascend from the mortal plane.

Vitignis quickly became adept at all warlock schools of magic. After learning basic spells, he decided the only way he could further improve would be to make pacts with demons themselves. The first thing he wanted was to acquire N tomes of indecipherable language that only Vitignis could read and write, and that the tomes have infinite pages neatly stacked into a regular sized book. Using this, he could keep secrets away not only from peers and other humans but from otherworldly creatures as well. Using these tomes he inscribed all knowledge he had on all warlock schools of magic as well as his own findings and experiments.

Three centuries would pass as Vitignis would write his findings and evade demonic capture. One day, letting his guard down after drunken gambling, he sought a wench for the evening. As soon as they entered a dark room for themselves, all furniture, walls and structure fell apart, revealing a demonic cage. Vitignis was captured, killed and dragged to the very lowest point of the underworld to be drained of his soul for the dark forces of EVIL.

Decades would pass as Vitignis would be tortured, until, somehow, all cages in his level of the UNDERWORLD would be opened, and all souls released to the material plane. Seeing this as an opportunity, Vitignis rushed to his cottage to retrieve his tomes, and prepare himself for the coming hunt of Satthar.

For three centuries Vitignis would plague the land with evil. This means there would be no way he could ask his human brothers for help. Staying in his cabin and living low for the time being, he notices that more and more lost souls are forming in the world. Something wasn’t making sense, this is way too many souls for the amount of Satthars the underworld commands. Suddenly he sees that there are other demons looking for the lost souls, and some of these demon minions are outright leaving the souls and just attacking people and causing chaos. Perhaps he could use this …

Vitignis requested a meeting with the current queen Harra Talhm to see if they could arrange a deal. He was quickly bound and chained and warded to protect from evil spells. The queen gave him only one sentence to say before having him executed. ‘I can help you banish them’. The only way she could sell the idea of not publicly executing him was to use his knowledge of demonic powers to turn the tide in the war against the invading demons[1].

[1] Invading demons used by Sahr-Mouhdehn to destabilize forces of demons in the demonic realm, so that the demonic lords can overthrow Arch-Mouhdehn.