<https://www.youtube.com/watch?v=Dquq8DABdw8>

<https://www.youtube.com/watch?v=8RIfDYdzNIk>

<https://www.youtube.com/watch?v=ncUp8nk1_lk>

<https://www.youtube.com/watch?v=waREZJBWvmo>

https://www.youtube.com/watch?v=eR11H5cKBEY

Winter in the new world of Sunfall

The deathly chill clings to all it touches, banshee howls of wind blows across the rooftops, hail falling like meteors large enough to break a skull open, breaking the few remaining windows left in the townscape. You and your scavenger group have taken shelter from the harsh nuclear winter storms in a building, in a still standing town you have found across journey through the wasteland. Your group was recently set upon by the radioactive dead, zombies and ghouls, that roams the barren lands, you were one of two who managed to sustain no damage.

You took upon this journey with your group to find useful scrap, with the winters being harsh as they are, most things lay low in the winter, which gives ample opportunities to scour the land from resources, but it seems you weren’t so lucky this time. Now you must manage to survive the hostilities in the wasteland.

NPC1 (Young red-haired servant of Lacosa) : Has started a fire

“Hey friend, we barely made it away from the storm alive.”

“We need to get the heat going, but this fire wont do, we need some oil or something. Please go out and find a way to heat us up, or we’ll die of exposure before the undead finds us.”

\*Must find either cans of oil for small reward, or turn on power station for heating for big reward, must have car battery to turn it on.\*

Can of oil: ”Thank you, here take this light.\*Takes hand and gives you light source.\*”\*Gets limited light.\* “Amazing! \*Gives you a big hug.\* A working power station! If we could just get to harness that power, maybe we could settle here permanently. You have saved us thank you so much. \*Hugs so tight you feel all warm, and places light source in belt.\*”\*Gets permanent light.\*

\*Chat

“Can’t you go out to get it” (I fell and hurt my foot, I wouldn’t be able to run)

“I will go get it” (We are counting on you not to turn into ice cycles.)

“Tell me again.” (You don’t feel it? It’s cold in here… please we need some oil to get this fire going, or some other way to heat us up.”

I have a can of oil ---^

I managed to turn on the power station---^

“Tell me about Lacosa…” (Lacosa? The flame, the fire. The one that brings warmth and life. You should join in a prayer sometime, we’ll burn your past away.\*Smiles.\*)

“You want to settle here?”\*If managed to start power station.\*(Those things are rare in working conditions! And this part of the wasteland needs an outpost to Lacosa, you almost feel like settling down already, maybe make a family here.” \*Smiles.\*)

End conversation – (Don’t let the chill of winter get to you, Lacosa’s light burns within you, I know it.)

NPC2 (Soldier like, brawny, big and angry, Sergant type, Texaco ranger, DDK): Has set up defensive positon

“Get into position! The dammed enemy is just outside.”

“We are sitting ducks in here. If the cold or zombies do not get us, there is raiders and other things in this area. We need more weapons, bring us what you can find so we can defend ourselves.”

\*Find knifes, guns and other weapons for rewards.\*

“Great, the more weapons we have the more secure we will be. Take some ammo and go find more.”

\*Get ammo as reward.\*

\*Chats

“What do you mean get into position?”(Are you blind and deaf?! Didn’t you see how we were followed? I tell you, you young people take all things to easy these days, back in my day…\*Goes on a rant.\*) “Okay I get it”

“You think more weapons will make us safe…” (Of cause they will, we have a lot of ammo, easier to get your hands on than working weapons. Also even without ammo some will not date to fight a loaded gun.”

“But I will need the weapons myself?”(Don’t be stupid; what would you do running around with more guns than you can carry? If you hand them over I will give you some ammo in return and it will make the rest of us safe.) \*Option to hand over weapons for ammo.\*

“I want my gun back/get gun…” \*Give back ammo.\* (All right, take it, let the rest of us be set upon while your wasting time.)

“Tell me again…” (\*Gives a blank stare.\* “-Guns- we need –guns- and any other weapons you can find… bring them to me and I’ll give you some ammo, so you can shoot a gun… now go get some –guns-“

NPC3 (Scrawny mech type, repair guy, Junkers, slightly crazy but practical): Is barring the windows

“Can’t you see I’m busy?”

“I’m working here! What do you want? If you want to help, go find me something to help us defend this place.”

\*Go out find specific amount of nails, metal plates, and likewise.\*(SCRAP?!)

“Great that should be enough to bare the whole place from flanking attacks.”

\*Reward sledgehammer, crowbar.\*

\*If manage to turn on both water purifier and power station.\*(I have rarely ever seen a place with both such things in working condition, we need to let others know, when the storm is over, we need to let the wasteland know of this wonderland.)\*Get power tool as reward?\*

\*Chats

“Wouldn’t it be smarter to use the sled parts?” (WHAT?! And pick my baby apart?! Do you want to join the wounded in here? We need it to get away from here…”

“Can you tell me about this battery?”(That is a working car battery, and a large one at that! It could surely power something that takes a lot of energy. It’ll go for a lot surely.”

“Can you tell me about this \*Item for water purifier\*(“That is a filter needed for a water purifier, that would come in handy if we ever find one.)

“How are our sleds doing?”(Not to great, all of them were damaged in the battle, but they can be repaired, tough that has to wait for now, the dogs needs rest to.”

“Tell me again…” (I need scrap, and a lot of it! If we manage to board off the enemies, the rest should be hoarded, so we can rebuild this cruel world into something better.)

NPC4 (medic, DDK, bloodied, tired): Is trying to tend to the wounds of the other’s

“Sorry but my hands are a bit occupied not having him bleed to death.”

“Everybody but you and I was wounded. Quick on your feet. We had to leave some supplies behind though, go find a medical kit.”

\*Bring back medical kit.\*

“You’ve just made sure we will all be alive from that attack, the other’s may not say anything but know we are all grateful, but it will take a while for all to heal, take these, I hope you survive this.”

\*Gets large amount of healing pots.\*

\*Possible turn in healing potions – Get scrap.\*

\*Chats

“Can you heal me?”(If you bring me the healing kit, I have some medicine I can give you, but the other’s wounds are bad, we need to think of all of us here.”

“What can I do?”(You can go get the medical kit. And if you manage to find any medicine elsewhere, I am sure we can find something for you in return.) - \*Get scrap by turning in healing pots.\*

“Anything else I can do?”(No I just need to focus on these wounds, please go quickly, you’re the only one who can.)

“Tell me again…”(I need the medical kit that was left somewhere in the wasteland nearby or our friends will never get out of here alive.”

“Can’t we just get out of here?”(The other’s wounds are to great, broken feet, cracked ribs, torn flesh. You would not just let them die would you? Nobody survives out there along for long without company, you have to be careful.)

NPC5 (DDK, Texaco, guard type simple and practical, soldier boy): Is standing guard

“They are out there. Be on your guard.”

“We are out of luck this time friend; I can’t go out with my leg. If you could just clear some of the nearby enemies we should be able to defend ourselves.”

\*Go out and kill amount of undead/enemies.\*

“Great, now I can hold this position, here take this; it’ll be of more use for you out there.”

\*Reward Hands gun.\*

\*Chats

“Won’t you need the gun?”(I have another, unlike you, I have always been a soldier, but if you die out there you wouldn’t be worth wasting the metal on. So good work.)

“How will you manage?”(I will have to, my upper body is not hurt, and somebody needs to keep guard while you are gone.)

“Isent that wound to bad? You should go see the healer.”(And let some ghoul sneak up on us from the front? Just go kill out enemies. I will be fine.\*is clearly not fine.\*)

“Tell me again…”(You need to kill the nearby enemies, or we will be swarmed. When you have killed 10? Come back for a little something.)

“Why do we need to hold this position don’t we want to leave.”(Sure would love to, but this is the best we can do with the wounded here. The quicker you work, the quicker we get out of here.”

NPC6 (Politicians, DDK, Texaco, tracker, smart person, planner of the mission and trail): Is checking the maps

“This must be the place.”

“Think I found out where we are. We are in Wonderland. An old abounded settlement when the raiders came through, there might be a good amount of supplies out here, find these items to make sure we know what is left.”

\*Find identification markers.\*

“Right now we know where all the areas are. Should it make it much easier for when we will harvest supplies later. Good work.”

\*Gets mixed reward box, ammo, healing pots, keys, other.\*

“Tell me again…” (We need to find out exactly where we are and where things is around here. Go find me anything that can let us know where we are and what we can get from here.)

“What can you tell me about…” …

Members of camp

Area

“Why do we need to know…” (We cannot make sure to get out of here safe without this information, the maps of this area is old and not up to date.)

NPC7 (Scientists, stands with cart counting, simple person): Is checking supplies

“Seems we are good… for now…”

“We had to get away from the dead, but our pure water supply was destroyed. We will need a way to get more water or it does not matter what else we do here. Please find a way for us to get pure water.”

\*Get supplies for barrel water filter, turn on water purifier.\*

“Now we can continue traveling after this is all done. Great job. What a working water purifier? This is astounding! We could settle here with such a machine.”

\*Gets water bottle for each item brought back. Gets many water bottles.\*

\*Chats

“Tell me again…” (We need things to build a temporary water purifier, or some other way to clean water nearby, or will die of thirst within a few days.)

\*After water purifier turn on.\*“You want to settle here?”(Just might, a water purifier is essential to a larger encampment; this could mean a new beginning for us.)

“Can’t we just use the snow?”(The snow? It is filled with all kinds of things you do not want directly into your body, it needs to be cleaned first trust me, or you will just end up sick or dead.)

NPC8 (Sympathetic): Is gravely wounded

“Ughh…”

“I know why this place is full of enemies. The bone king must be here, he has control of both zombies and raiders. If you can kill him our enemies will scatter, but beware, he is a very powerful… ugh…”

\*Go kill the bone king. Cannot be done easily, wins the game. Should at least have 5-10 healing pots, and ammo to only use gun attacks for enough damage. NPC dead but revenged?\*

\*Chats

“Tell me again…”(The bone king… kill the bone king… or we will never get… out… of… here…\*Choughs up blood.\*)  
“Get well…” (\*nods.\* Thanks… think I can feel my neck again…\*Gives bloody grin.\*)

\*After the storm was over, the group emerged alive for the time being, the adventurer hardened by their experiences. The group would now have a choice, stay and live of the land, or travel on to new lands. But that is an adventure for another time.\*

\*Depending on what other missions you have done the outcome is different.\*

https://www.youtube.com/watch?v=b7hCJhkxS1o

\*If you don’t finish the healing mission for example, you will survive and win the game, but in win description 2/3 of the members will die from their injuries. Or if you don’t turn in at least 3 weapons the camp will have been overrun while you fight the bone king.\*

Zombie: Low – A corpse kept together by it’s rotting radioactive flesh (Very low damage and hit)

Raider: Low – A human hostile to all non raiders (Anarchists) (Chance to run away if gun is used?) (Very low damage, slightly higher hit)

Acid goo: Low – A pool of living acid goo, low damage, very low hit) \*Chance when melee attack destroy dagger and eat scrap.\*

Monster rat: Low \*Low damage and hit.\* - \*Chance to ?\*

Sewage tentacle: Low \*Low hit and damage.\* - \*Can spawn another combat?\*

Ghoul: Low \*Very low damage, higher hit.\* - \*A more intelligent zombie and aggresive.\*

Death mold: Low \*Very low hit, higher damage.\* - A living mold that corrupts all it touches

Political extremists: Low-medium \*Low damage and hit.\*

Religious extremists: Low-medium \*Low damage and hit.\*

Icy wind: Nature – A nature effect when combat is entered it just has a chance to deal some damage then dies on one attack, leaving a chance for loot, made to not to much stockpile of healing pots

Raider boss: Medium \*low damage, medium hit.\*

Zombie boss: Medium \*Medium damage, low hit.\*

Mad cow: Medium \*Medium hit , high damage.\*

Super mutant: Medium \*Medium damage, high hit.\*

Deathclaw: Hard \*High damage and hit.\*

https://www.youtube.com/watch?v=vz2WkYUmg4E

Bone king: Very high \*Very high damage and hit.\* - \*resistances.\*

Gun1:

Pistol – An old Colt, uses ??? ammo

Gives low damage and low accuracy

Gun2:

Shutgun – Old shutgun, uses ??? ammo

High damage, low accuracy

Gun3:

Riffle – Old hunting riffle, uses ??? ammo

High accuracy, low damage

Gun4:

Automatic – Old automatic, uses ??? ammo

High damage – High accuracy

Knife

Low damage and accuracy

Sledgehammer

High damage, low accuracy

Crowbar

Low damage, high accuracy

Chainsaw

High damage, high accuracy – uses oil