

Title: Project Titan

Genre: Open World, RPG, Turn-Base Strategy

Modes: Single Player and Multiplayer

Graphics: Low Poly, Cel Shading

Platforms: Mobile and PC

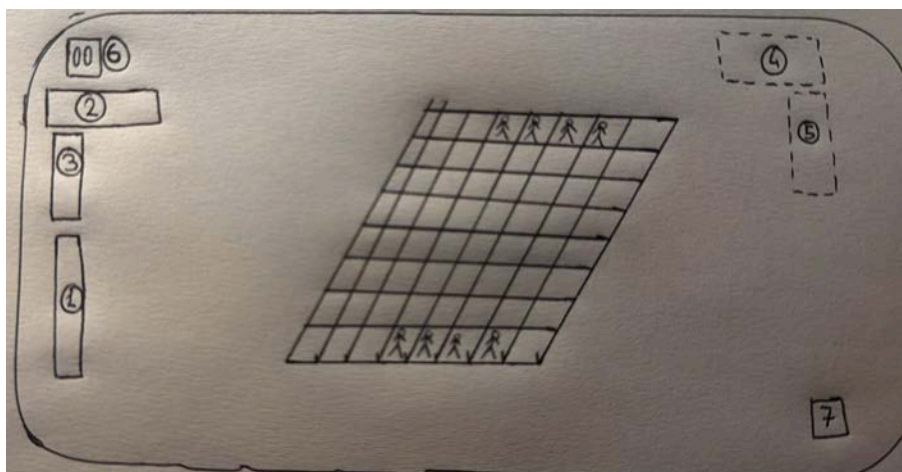
Synopsis:

In the beginning, the canvas of the world was blank. Two immortal deities—Monac, bearer of chaos, and Nican, guardian of order—painted their visions upon it, shaping lands, oceans, and life itself. Monac created humans, hoping they would bring about their own destruction; Nican introduced magical races to preserve balance. For centuries, the world of Lorac remained suspended between chaos and stability. Weary of this stalemate, the brothers forged an impartial being: the player. To this entity, they entrusted the fate of their creation, placing seven powerful adversaries in their path. Every choice and every battle will color the canvas anew. Will it become a masterpiece of chaos, or a harmony of order?

Visuale and UI

-Combat Phase

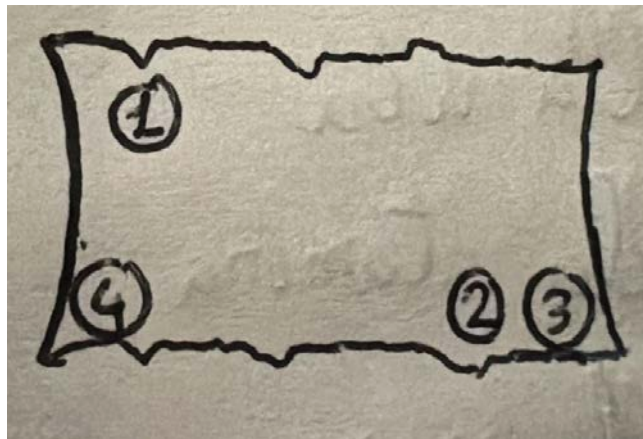
The camera view is isometric, with the option for the player to freely move the camera in order to observe the battle from



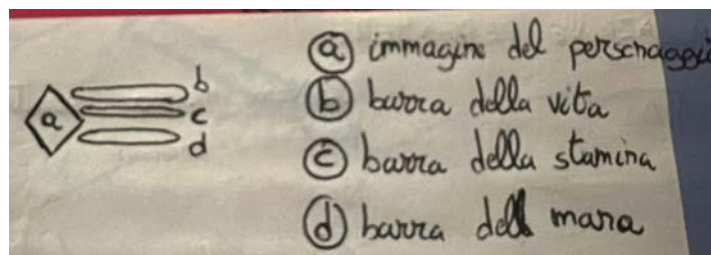
- **Area 1 :**
In this section, five scrolls are displayed vertically. Four of them represent the moves/abilities that the character can use, each showing its respective cost. The fifth scroll allows the player to skip their turn. During the movement

phase, the scrolls remain rolled up. When the game shifts to the attack phase, they automatically unroll, allowing the player to select the desired action.

1. Move name
2. Stamina seal showing the associated cost
3. Mana seal showing the associated cost
4. Elemental status seals area, if present, with the corresponding number of segments



- **Area 2 and Area 4:** Contain the health, stamina, and mana bars of both your characters and the enemies

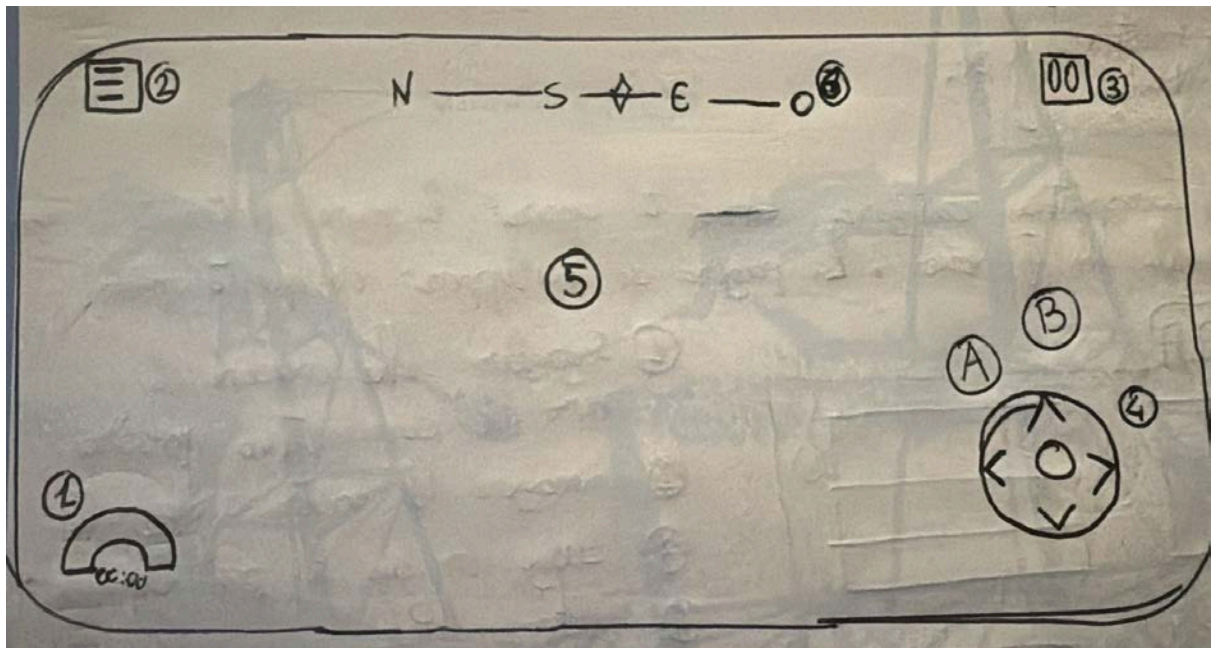


- a) Character Image;
- b) health bar;
- c) Stamina bar;
- d) Mana bar;

- **Area 3 and Area 5:** Section of the screen containing circles divided into 12 segments, used to display certain status effects applied by characters to enemies and vice versa.
- **Area 6:** Pause menu button (see the chapter on Menu)
- **Area 7:** Button to access the bestiary (see the chapter on *Menu*)

Note: Areas 4 and 5 will only appear when an enemy is selected.

-Open World Phase



The view is isometric, with a fixed camera and multi-directional scrolling.

- **Area 1:** Bar showing the passage of time during gameplay, with the transition from day to night.
- **Area 2:** Dropdown menu button (see the chapter on Menu).
- **Area 3:** Pause menu button (see the chapter on Menu).
- **Area 4:** Area containing the movement wheel, which allows the player to move characters in the game world, along with buttons A and B:
 - **Button A:** Interact with the environment, such as talking to NPCs, solving puzzles, or opening doors.
 - **Button B:** Cancel the current action.
- **Area 5:** Section of the screen where the characters' movements are displayed.
- **Area 6:** Compass that helps the player orient within the game world and indicates the directions of selected missions, whether main or side quests.

GAMEPLAY MECHANICS

Core Mechanic

❖ The Movement Rose:

The game takes place on an 8x8 grid, where two teams of four characters face each other. One team is controlled by the player, while the other can be managed either by the AI or by another opponent in multiplayer mode.

To move a character, the player simply selects them by clicking on them. At the character's feet, a red-highlighted area—called the Movement Rose—appears, showing the tiles where the character can move. The size of this area depends on the number of tiles the character can traverse. Each tile moved consumes a corresponding amount of stamina. If the character is clicked again, they are deselected and the Movement Rose disappears. A turn ends once both players have moved all their characters. At the end of each turn, stamina is partially recovered.

Movement parameters—movement cost, number of tiles that can be traversed, and stamina recovery—vary depending on the character's race and class. Below are the statistics of each race and class, along with additional values relevant to the game's secondary mechanics.

The race of a character determines the following values:

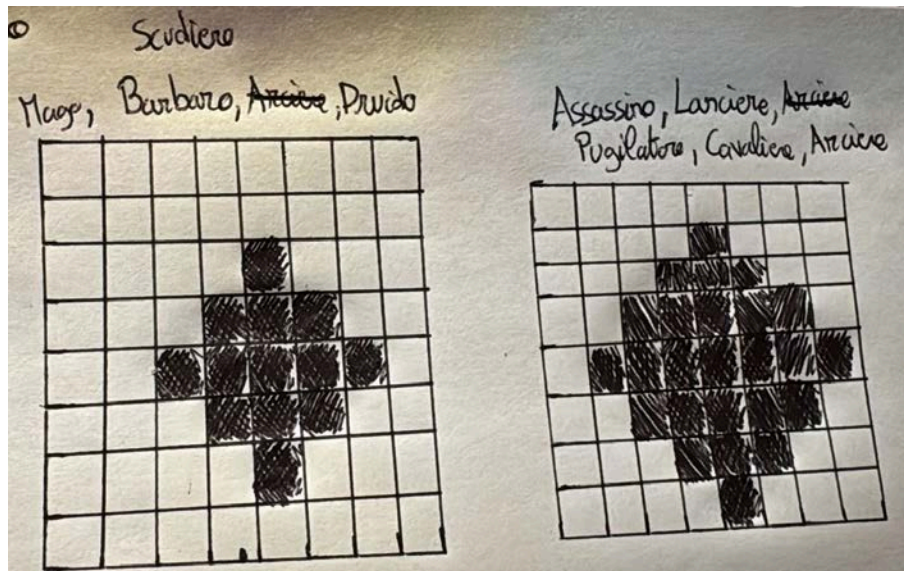
Race	Vitality	Stamina Amount	Mana Amount	Stamina Recovery	Mana Recovery
Humans	110	25	30	2	2
High Elves	90	30	40	3	3
Dark Elves	100	25	35	4	3
Dwarves	120	30	45	4	3
Dragonborn	150	35	50	5	4

The class of each character instead determines the following values:

Classes	Movement	Movement Cost	Strength	Arcane	Physical Defense	Magical Defense
Barbarian	2	3	18	2	10	8
Assassin	3	2	9	10	7	8
Knight	3	4	9	10	7	7
Mage	2	3	4	16	6	18
Lancer	3	4	12	9	15	10
Druid	2	3	7	15	10	17

Archer	3	2	12	6	11	9
Brawler	3	2	14	9	10	9
Squire	2	5	8	9	20	15

The Movement Rose is represented as follows:



Note

For characters with dual classes, the following rules apply:

1. Movement: take the lowest value between the two classes.
2. Movement Cost: take the highest value between the two classes.
3. Strength, Arcane, Physical Defense, and Magical Defense: take the highest value between the two classes.

Secondary Mechanics

❖ Attack:

When a character is selected, if an enemy is within their Movement Rose, it is possible to attack and deal damage. By selecting the enemy piece, the four available moves for the character become active.

Attacks are divided into three categories:

1. **Melee Attack:** The character approaches the enemy and strikes.
2. **Ranged Attack:** Can only be executed if the enemy is within 3 tiles.
3. **Area Attack:** Hits all enemies within a specific area, as indicated in the attack's description.

Each attack consumes a specific resource, which can be stamina, mana, or both. Damage is calculated based on the attack type:

- **Physical Damage (consumes only stamina):**
 $\text{Attack Power} \times (\text{Attacker's Strength} \div \text{Target's Physical Defense});$
- **Magical Damage (consumes only mana):**
 $\text{Attack Power} \times (\text{Attacker's Arcane} \div \text{Target's Magical Defense})$
- **Mixed Damage (consumes stamina and mana):**
 $\text{Attack Power} \times ((\text{Attacker's Strength} + \text{Arcane}) \div (\text{Target's Physical Defense} + \text{Magical Defense}))$

At the end of each turn, part of the stamina and mana consumed is recovered, based on the character's race values.

In addition to standard attacks, each character possesses a special ability that provides passive effects or strategic advantages during combat. These abilities activate once certain conditions are met. Some characters, instead, may have a special ability in place of one of their four moves.

Special abilities may include:

1. **Transformation or move set change** :The character evolves or changes their combat style, adapting to the situation with new abilities.
2. **Access to inventory for ally healing**:Instead of attacking, the character can use stamina or mana to heal allies through the inventory.
3. **Special actions**:Provide unique effects such as enhancing a weapon, increasing attack damage, or applying status effects. These actions do not consume stamina or mana but have a limited number of uses.

- ❖ **Elemental Gauge**:As mentioned earlier, when dealing damage to an enemy, the effect is not limited to the numerical damage value. Some attacks also inflict an elemental status, which is indicated on the scroll of the corresponding move.

The available statuses are: Fire, Water, Wind, Ice, Darkness, Light, Earth, Lightning, Poison and Blood.

These statuses fill the segments of the following circle:



The circle is divided vertically into two equal halves, each consisting of 6 segments, for a total of 12 segments. Each inflicted status occupies one

segment of the circle, and the number of segments filled depends on the intensity of the status effect.

The following cases may occur:

Two different statuses:

- If the enemy is attacked with two different statuses, the segments are filled by each status in the two separate halves of the circle.
- If the statuses are **affine**, one status enhances the effect of the other, increasing the damage—but only if the corresponding semicircle is completely filled.
- If the statuses are **opposite**, they cancel each other out, clearing both halves of the circle. For example: if there are 3 segments of Fire in the first half, they can be canceled only by filling 3 segments of Water in the second half.
- If both semicircles are filled with two statuses that are neither amplifying nor opposing, the enemy will only suffer the effect corresponding to having each half of the circle filled separately.

Same status applied multiple times:

- If the enemy is attacked repeatedly with the same status, instead of combining different elemental effects, the circle can be filled entirely with that single status.
- The only way to completely remove this status is to fill an entire circle with its opposite status.

Now, we have specified how different statuses can be combined and how they can be removed. But what happens when a circle is completed—whether with two different statuses or with just one?

In that case, the following rules apply for each individual status:

Ice

- Half circle: 10% chance of being unable to move for the turn.
- Full circle: Cannot move until the end of the match.
- Second half (amplified): 20% chance of being unable to move for the turn.

Fire

- Half circle: Take 1 damage per turn.
- Full circle: You emit fire, causing nearby enemies to accumulate the Fire status. At the end of the match, you die.
- Second half (amplified): Take 4 damage per turn.

Wind

- Half circle: 10% chance for attacks to miss.
- Full circle: Attacks are redirected against you.
- Second half (amplified): 30% chance for attacks to miss.

Water

- Half circle: Reduces mana by $\frac{1}{4}$.
- Full circle: 50% chance of moving past the selected tile, risking to miss the intended target (both melee and ranged). For area attacks, you may slip or fall, canceling the attack.
- Second half (amplified): Reduces mana by $\frac{3}{4}$.

Earth

- Half circle: Reduces attack by 5%.
- Full circle: 50% chance of hitting an ally near the selected enemy due to a dust cloud obscuring vision.
- Second half (amplified): Reduces attack by 20%.

Lightning

- Half circle: 10% chance to paralyze.
- Full circle: 40% chance to draw enemy attacks.
- Second half (amplified): 40% chance to paralyze.

Poison

- Half circle: Reduces defense by 10%.
- Full circle: You die after 5 turns.
- Second half (amplified): Reduces defense by 30%.

Blood

- Half circle: Lose 1 HP for each tile you move.
- Full circle: Your health is permanently halved.
- Second half (amplified): Lose 2 HP for each tile you move.

Light

- Half circle: Recover 1 HP each turn.
- Full circle: Gain a shield of light that protects you from 3 attacks. It requires 1 turn to recharge.
- Second half (amplified): Recover 4 HP each turn.

Darkness

- Half circle: Reduce total stamina by 25%.
- Full circle: Reduce your Movement Rose by 1 (if it is 1, it becomes 0).
- Second half (amplified): Reduce total stamina by 75%.

A table is shown below where **green** indicates affinities between elements and **red** indicates oppositions.

	Vento	Ghiaccio	Luce	Fuoco	Sangue	Veleno	Buio	Fulmine	Acqua	Terra
Vento		X		X					X	X
Acqua	X		X	X				X		
Ghiaccio			X	X					X	X
Luce		X		X			X			
Sangue			X	X		X	X			
Veleno			X		X		X			
Buio			X		X	X				
Fulmine									X	X
Terra		X								
Fuoco			X						X	X

(Translation: Vento=Wind; Acqua=Water; Ghiaccio=Ice; Luce=Light; Sangue=Blood; Veleno=Poison; Buio=Darkness; Fulmine=Thunder; Terra=Earth; Fuoco=Fire).

Progression Mechanics

❖ Leveling Up:

A character's growth is based on the following attributes:

- **Vitality**: Determines the character's total health.
- **Strength**: Determines the power of physical attacks (melee, ranged, or area).
- **Arcane**: Determines the power of magical attacks.
- **Physical Defense**: Reduces damage taken from attacks that consume stamina.
- **Magical Defense**: Reduces damage taken from attacks that consume mana.

To improve each attribute, the character must complete specific class-related objectives. Upon completing these objectives, the corresponding attribute increases.

The only exception is Vitality, which has a universal objective shared by all characters:

“Survive at least 5 matches with less than 10% health.”

Completing this challenge increases the maximum Vitality by 2%.

Below are the class-specific objectives required to upgrade each attribute:

1) Assassin:

- Serial Killer: Increase Strength by 2 if you kill 2 enemies with melee or area attacks in a single match.
- Endurance: Increase Physical Defense by 1 if you finish a match after sustaining at least 4 hits without dying.
- Trickster: Increase Arcane by 1.5 if you use 15 mana-based attacks (cumulative).
- Mysterious: Increase Magical Defense by 0.9 if you finish 5 matches with active statuses.

2) Mage:

- Enchantment: Increase Arcane by 3.1 if you land 13 mana-based attacks (cumulative).
- Never Give Up: Increase Physical Defense by 1 if you sustain 20 attacks of any type (cumulative).
- I Am Strong: Increase Strength by 0.9 if you perform 20 stamina-based attacks (cumulative).
- Astral Insight: Increase Magical Defense by 2.5 if you accumulate 40 inflicted status segments (cumulative).

3) Squire

- Impenetrable: Increase Physical Defense by 3.5 if you sustain 300 total damage (cumulative).
- So Strong: Increase Strength by 1.5 if you deal 150 total damage (cumulative).
- Well-Timed: Increase Arcane by 1 if you use 50 mana-based attacks (cumulative).
- Raise the Barriers: Increase Magical Defense by 2.5 if you sustain 10 amplified statuses (full circle of one status).

4) Knight

- Sword Master: Increase Strength by 3 if you deal 200 total damage.
- Spellcraft: Increase Arcane by 1.5 if you perform 40 mana-based attacks (cumulative).
- Armor: Increase Physical Defense by 2.5 if you sustain 150 total damage (cumulative).
- Witchcraft: Increase Magical Defense by 2 if you sustain 5 consecutive magical attacks.

5) Lancer

- **Lance Expert:** Increase Strength by 2.5 if you perform 20 melee, ranged, or area attacks (cumulative).
- **Magic Touch:** Increase Arcane by 1.9 if you deal 100 mana-based damage (cumulative).
- **Tempered:** Increase Physical Defense by 1.5 if you sustain 50 damage per match for 4 matches.
- **Magical Protection:** Increase Magical Defense by 1 if you sustain 300 total magical damage (cumulative).

6) Archer

- **Sniper:** Increase Strength by 2.4 if you perform 20 ranged attacks (cumulative).
- **Reflexes:** Increase Physical Defense by 1.2 if you sustain 10 non-area attacks.
- **Didn't Expect That:** Increase Arcane by 1.5 if you perform 20 mana-based attacks.
- **Tadan:** Increase Magical Defense by 1.1 if you sustain 30 magical attacks (cumulative).

7) Druid

- **Astral Memory:** Increase Arcane by 3.1 if you deal 150 total damage (cumulative).
- **Brute Force:** Increase Strength by 1.6 if you use only physical attacks for 25 turns.
- **Weak Point Awareness:** Increase Physical Defense by 1.1 if your health drops to 5% for 6 matches.
- **Flow Synchrony:** Increase Magical Defense by 2.5 if you sustain 15 statuses in total (cumulative).

8) Barbarian

- **Magic Is Beautiful:** Increase Arcane by 1 if you perform 50 mana-based attacks (cumulative).
- **I Am Tough:** Increase Physical Defense by 2.5 if you sustain 200 total damage (cumulative).
- **I Am Strong:** Increase Strength by 3 if you kill 20 enemies (cumulative).
- **Arcane Guard:** Increase Magical Defense by 1.5 if you sustain 350 total magical damage (cumulative).

9) Brawler

- Bring It On: Increase Strength by 2.6 if you deal 300 total damage (cumulative).
- Guard Up: Increase Physical Defense by 1.2 if you sustain 40 total attacks (cumulative).
- Different Tactics: Increase Arcane by 1 if you deal 120 mana-based damage (cumulative).
- Skadoosh: Increase Magical Defense by 0.9 if you sustain 250 mana-based damage (cumulative).

Leveling Formula

To calculate the value of a stat:

$$\text{Base Value of the stat} + (\text{Stat Level} \times \text{Stat Growth})$$

The maximum level for each stat is 50.

Note:

- For characters with dual classes, the best objectives are taken from both classes.
- Legendary characters will have unique, special missions.

❖ Bestiary:

The bestiary provides the player with information about the different types of monsters and enemies encountered during the adventure, as well as how the system of elemental affinities and oppositions works.

It can be accessed at any time, whether during battle or while exploring the open world—before engaging in combat or when spotting a creature from a distance without attacking.

Information can also be obtained by interacting with others: adventurers, NPCs, or by fighting the creature directly (in this case, the information is only recorded after the battle).

A unique feature of this system is that the player decides which information is transcribed into the manuscript, meaning that different players may hold different knowledge.

Attention: Not all information obtained from NPCs is reliable—some may be rumors or falsehoods.

Example: Trolls are said to be vulnerable to sunlight, which turns them to stone. Therefore, in the bestiary you would record that they are nocturnal creatures, that they take double damage from Light status effects, and that they have poor vision—making them favor close-range attacks, thus making ranged attacks more effective against them.

❖ Guild:

Across the map, one guild is located in each region. The adventurer's guild not only acts as a storage for characters not included in the main team, but also serves as the respawn point in case of Game Over.

When the main team is defeated, its members are permanently lost and can no longer be used. The player must then decide where to restart and with which new team. This ensures progression is still possible while encouraging players to try different strategies to overcome previously lost battles.

This mechanic highlights the value of every character—showing that even the weakest can become useful—and encourages discovering synergies that would not be found if the player always relied on the same team.

❖ **Bonfire/Safe Zones:**

Scattered across the map are camps, taverns, guild halls, and other safe locations where the party can rest to recover mana, stamina, and vitality before upcoming battles.

In addition to acting as checkpoints—allowing the player to suspend the game and resume from that location—these places also provide opportunities for character growth. Here players can:

- Strengthen relationships between party members.
- Explore their backstories, uncovering details about their past.
- Unlock special abilities useful in battle.

These interaction moments add narrative depth and allow the team to grow in ways that go beyond combat.

❖ **Amulet System:**

The player can equip up to 4 amulets, with all slots available from the beginning. Amulets influence the entire party and provide various advantages, such as:

- Increasing character stats.
- Reducing cooldown times.
- Granting resistance to statuses by lowering the number of inflicted segments.
- Increasing the number of inflicted segments.

Amulets are scattered throughout the game world and can be obtained in different ways:

- Found in chests.
- Purchased from specific merchants.
- Earned through events or dedicated quests.

Some amulets can also create synergies with each other, allowing them to fuse into more powerful versions. Fused amulets will occupy multiple slots, depending on how many amulets were combined.

Fusion can be undone at any time outside of combat using the corresponding button. Similarly, amulets can be re-fused in different combinations to experiment with new synergies better suited to the situation at hand.

CHARACTER LIST

Basu (Human, Mage)

Ability :“Rune Scholar”

Basu can bring 4 spells of his choice into battle from his available spell list.

Moves:

- Fire Vortex (Mana 12, Ranged): Deals 10 damage to the selected enemy and inflicts 2 Fire status segments.
- Shock (Stamina 20, Ranged): Deals 10 damage to the selected enemy and inflicts 3 Lightning status segments. Nearby tiles (within 2 spaces) are electrified; anyone stepping on them takes 3 damage and 1 Lightning status segment.
- How's the Weather Up There? (Mana 12, Ranged): Launches the enemy upward; upon landing, they suffer 8 damage and 1 Wind status segment.
- You're Tired (Mana 8, Ranged): Deals no damage, but inflicts 3 Darkness status segments.
- I'll Assist You (Mana 15, Ranged): Heals an ally for 10 Vitality and grants 2 Light status segments.
- Rock Spikes (Mana 15, Ranged): Spikes erupt beneath the selected enemy, dealing 12 damage and inflicting 2 Earth status segments.
- Don't Move (Mana 16, Ranged): Creates poison bubbles around the enemy. If they move, the bubbles burst, dealing 6 damage and inflicting 2 Poison status segments.
 - Warning: If the enemy does not move (the spell lasts 4 turns), bubbles can still burst when struck.
 - If hit by a melee attack, both the enemy and the attacker take 5 damage each and gain 1 Poison status segment.
 - If hit by a ranged attack, the enemy suffers the full effect (6 damage + 2 Poison segments).
- Sleet (Mana 20, Ranged): Summons a swirling icy mist beneath the enemy's feet, coating them in snow. Deals 9 damage and inflicts 3 Ice status segments.

Kimon (Human, Knight)

Ability :“Way of the Samurai”

Allows the player to switch Kimon's move set.

Moves(when ability is inactive):

- Way of the Samurai: Placeholder action for switching move sets.

- yǎn jī (Stamina 7, Melee): Deals 8 damage to the selected enemy with a palm strike.
- Henko (Stamina 10): Negates all incoming attacks until Kimon's next turn. Effective only against melee and non-magical ranged attacks. Ineffective against magical and area attacks.
- Atomikkukatto (Stamina 8, Melee): Deals 10 damage to the selected enemy. Kimon draws and sheaths his blade so swiftly that the strike is barely visible, hitting the target instantly.

Moves (when ability is active):

- Zentai Nodo (Mana 18): Restores 5 stamina points and grants +5 power to the next attack.
- Renzoku Surasshu (Stamina 10 + Mana 9, Melee): Deals 15 damage. A flurry of slashes aimed at the enemy's joints, reducing their Movement Rose by 2 tiles.
- Tameshigiri (Stamina 14, Melee): Deals 13 damage. A diagonal sword slash, as if cutting through bamboo, pushing the enemy back 2 tiles.
- Insutanto Katto (Stamina 15, Area): Deals 15 damage to all adjacent enemies (within 1 tile around Kimon).

Ira (Legendary White Dragon; Dragonborn, Brawler)

Ability – “Missing Element”

At the start of each battle, Ira has a 15% chance (which increases with level) to hurl stones at enemies, instantly dealing 6 damage and inflicting 2 Earth status segments.

Moves:

- Electric Tail (Stamina 10 + Mana 6, Area): Deals 6 damage and inflicts 3 Lightning status segments. Ira charges her tail with electricity and strikes all enemies within 1 tile.
- Wind Gust (Stamina 9 + Mana 4, Ranged): Deals 9 damage and inflicts 2 Wind status segments. Ira flaps her wings, generating blasts of wind that strike the selected enemy.
- Water Spray (Mana 3, Ranged): Deals 6 damage and inflicts 2 Water status segments by spraying a jet of water at the target.
- Fiery Fists (Stamina 10 + Mana 4, Melee): Deals 10 damage and inflicts 2 Fire status segments. Ira ignites her fists and lunges toward the selected enemy.

Nadia (Elf, Mage)

Ability – “Divine Lineage”

Having discovered her ancestry and powers, Nadia can now channel them, though in a limited way since the blue moon is absent.

The player can choose one of the following effects:

- Heal an ally by 10 Vitality.
- Grant a +7 bonus to magical, ranged, melee, or area attacks.

This ability cannot be used on herself, as it contradicts her role of helping others.
If the player chooses the “evil” ending of her quest, there is a 35% chance that this ability will fail when activated.

Moves:

- **Divine Lineage** (3 charges): Opens a submenu where the player selects one of the two ability effects.
- **First Octave** (Mana 7, Ranged): Deals 9 damage with a powerful scream directed at the selected enemy, inflicting 1 Wind status segment.
- **Enchanting Song** (Mana 13, Ranged): Forces the selected enemy to strike themselves with their own attack when attempting to attack Nadia.
- **Great Voice** (Mana 12, Area): Deals 10 damage and inflicts 1 Darkness status segment. Nadia releases a shockwave of sound around her, hitting all enemies within 1 tile.

Jhon (Elf, Mage/Brawler)

Ability – “Strange Pose”

This ability can be triggered only twice per match (the number of uses may increase as Jhon levels up). When the player selects a move, there is a 15% chance that “Strange Pose” will activate.

Jhon strikes an odd stance before executing the chosen move, producing one of the following effects:

- Increases the damage of the attack by +5.
- If Astral Awareness is active, the conjured armor counters with a strike, dealing 3 bonus damage to the enemy.

Moves:

- **The Time Has Come** (Stamina 13 + Mana 13, Melee): Creates two magical fists that strike the selected enemy. (Damage value to be defined.)
- **Astral Awareness** (Mana cost TBD): Summons an armor that reduces incoming damage by 3–4 points and halves the number of status segments that can be accumulated.
- **Strange Pose** (3 charges): Activates the ability’s special effect.
- **Falling Star** (Stamina 15 + Mana 10, Ranged/Area): Creates a magical avatar, launched upward with both hands, that crashes onto the selected tile. Deals 6 damage to all units within 1 tile of the impact.

Alno Dore (Elf, Druid)

Ability – “Fertile Ground”

Battlefield terrain directly affects Alno Dore’s abilities:

- **Sandy or rocky terrain**: Attacks deal half damage and do not inflict status effects.

- **Normal/grass terrain**: Attacks behave normally, without reduction or amplification.
- **Swampy/waterlogged terrain**: Attacks deal double damage, and inflicted status segments increase to 1.5 (or 2, to be defined).

Moves:

- **Carnivorous Plant** (Mana 15, Ranged/Area): Summons a carnivorous plant on the selected tile. It deals 7 damage to any enemy within 1 tile of it. The plant has 10 HP, can only be destroyed by enemies, and a maximum of 2 can exist on the battlefield simultaneously.
- **Burning Weed** (Utora Bruciosa) (Mana 18, Random Area Growth): Creates an invasive plant that spreads randomly, occupying up to 4 tiles. Any unit stepping on it suffers 1 damage and gains 1 Fire status segment. Repeated turns on the same tile add 1 damage and 1 additional Fire segment each time.
- **Might Hurt** (Mana 13, Ranged): Summons a sprout that produces a fruit with a 50% chance of either:
 1. Healing the target by 5 HP and inflicting 1 Light status segment.
 2. Dealing 5 damage and inflicting 1 Poison status segment. The sprout appears in front of the selected ally or enemy, who then consumes it.
- **Giant Flower** (Fioris Gigantis) (Mana 20, Ranged/Area): Summons a giant flower on the selected tile that releases a toxic cloud, spreading across 2 adjacent tiles. The cloud lasts 4 turns. Units inside it take 1 damage and gain 1 Poison status segment per turn. Affects both allies and enemies.

Quest and Level Design

Quest Boss: The Alchemist

Incipit

Gilbert, one of the seven main bosses of the game, lives deep within a dense forest, in a home he once shared with his daughter. After losing his wife to a mysterious illness that progressively robbed her of her motor functions, he devoted himself entirely to raising his daughter.

However, fate was not on his side: his daughter soon began to show the same symptoms. Desperate, Gilbert threw himself into researching a cure, but his obsession drew him away from her—so much so that he was not at her side when she died.

Consumed by grief and regret, Gilbert swore he would do anything to have her back. In that moment of despair, a mysterious man dressed in white appeared before him, offering him a powerful magical force that might allow him to bring his daughter back to life.

The quest unfolds in multiple phases. The first phase involves gathering clues in the four villages surrounding the forest, in order to understand the situation and track down the boss.

1. **Village 1:** Here you learn that strange monsters emerge from the forest and kidnap the village's young girls, who never return.
2. **Village 2:** Surrounded by a moat, this village requires you to earn the trust of its citizens by completing a mini-game based on correct answers. Failure prevents entry, but success grants access and further information about the monsters. If you arrive at night, you must face three waves of monsters attempting to assault the village.
3. **Village 3:** The only inhabitant you find is an old woman, who tells you the legend of an alchemist living in the heart of the forest.
4. **Village 4:** You must find and protect the last remaining child before she is kidnapped. You discover her playing with a green slime blob (one of the enemies). After escorting her to safety, you learn that this is the only village that has not been attacked by monsters in a long time.

Once all necessary information has been gathered, the player can venture into the forest in search of the boss. The map of the area is as follows:



Puzzles

a) **The Four Statues:** Four statues can be moved through a series of mechanisms. Pressing them changes their poses. The goal is to align the statues so they match the mural found nearby. Solving the puzzle unlocks a staircase leading underground, where the player finds a **yellow gem**.

b) **Three Gates and Levers:** Three gates are controlled by three levers. The challenge is to discover the correct combination to keep all gates open simultaneously.

c) **The Boss's House Access:** The only way to enter the boss's house is to collect four colored gems and place them in the correct order.

The gems are hidden in places where the father and daughter once used to play:

- **Cave:** Purple gem, guarded by a miniboss—a mutant bat.
- **Treehouse area:** Green gem, found near the boar boss fight location.
- **Pond island:** Blue gem, guarded by a mutant fish.
- **Statue puzzle:** Yellow gem.

The correct gem arrangement is hinted at by notes found in each of the four chests, which also recount the progression of the illness.

d) **Rotating Barricades:** A series of barricades rotate on themselves. By adjusting their orientation, the player creates a path forward.

e) **Block Puzzle:** The player must move blocks to open a door. This entrance can only be unlocked from the boss's side.

Additionally, there is a **hidden passage** into the boss's house, once used by the daughter to secretly play with another girl living at the forest's edge. This clue is revealed in a diary found inside the treehouse (if the player manages to discover it).

Quest Boss: Dragoborn (Firus – Main Boss)

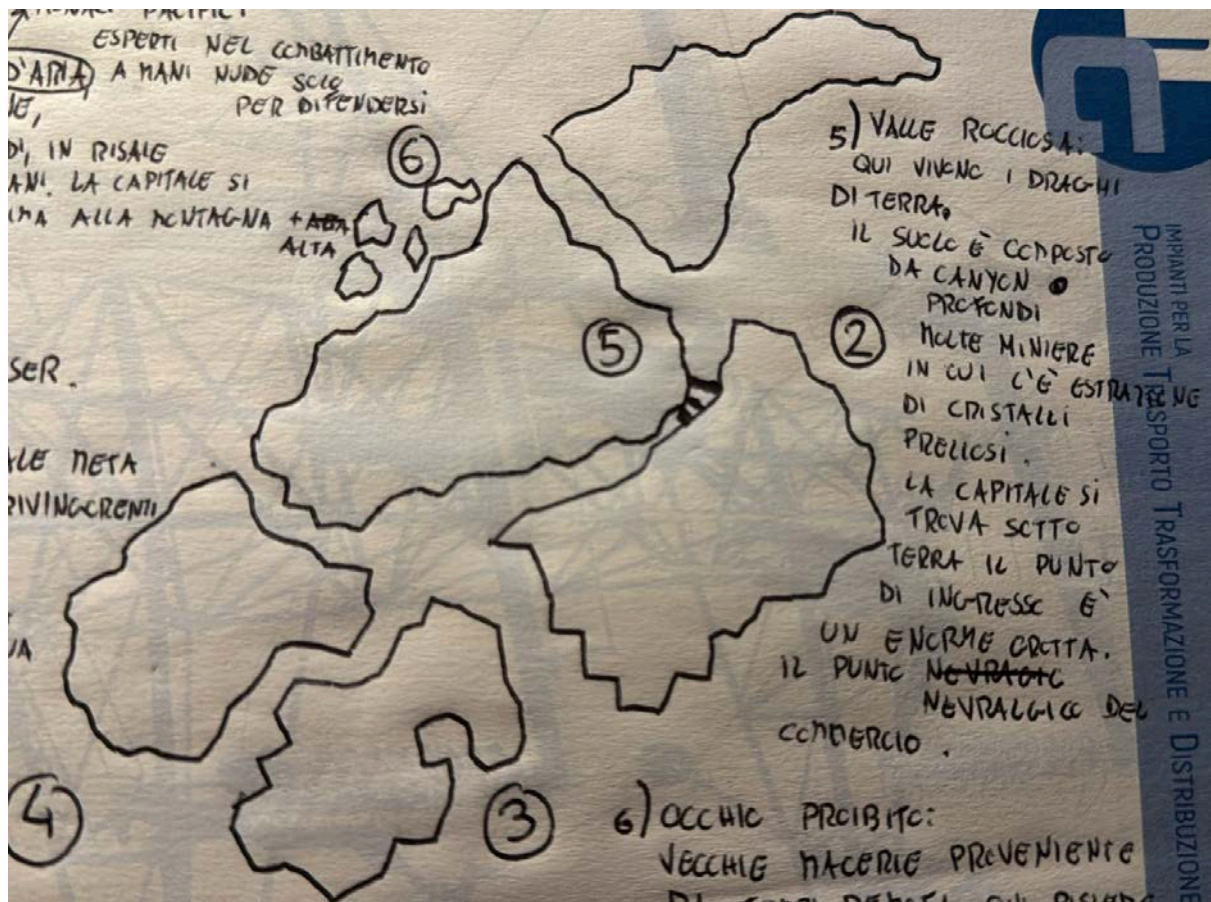
This quest revolves around hunting the boss across the five islands of the **Dragon Head Archipelago**. Each stage takes place on a different island, culminating in the final confrontation with Firus.

At each island, Firus adds one new move to his attack roster, until reaching a total of **seven moves** in the final battle.

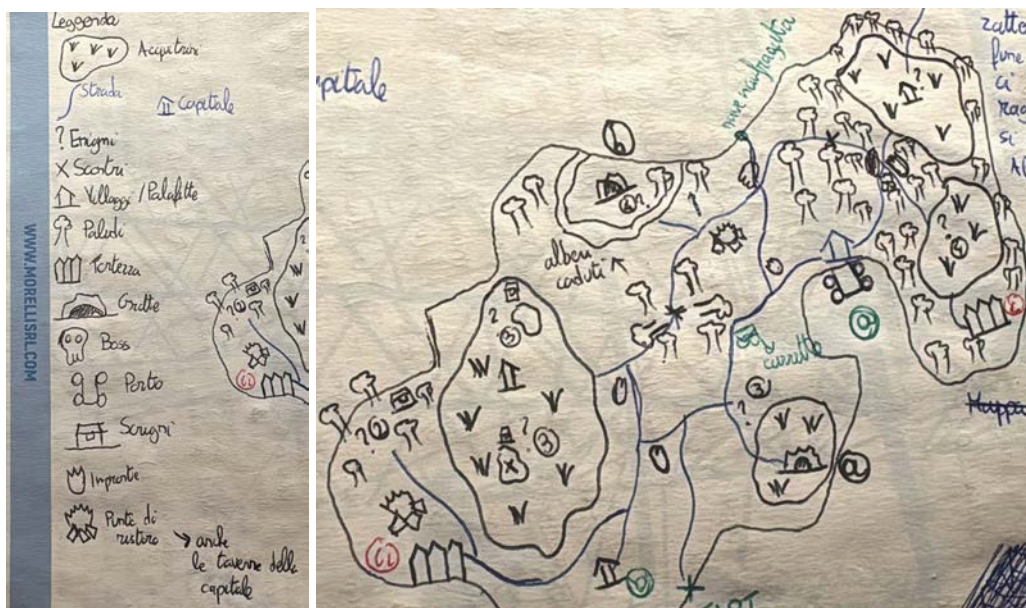
The hunts are structured as follows:

- **Lake Mouth:** The hunt focuses on tracking footprints left behind by the dragon.
- **Flat Fire:** The hunt is based on gathering information from surviving villagers who witnessed Firus's attack.
- **Windy Horn:** Here the roles are reversed—you are no longer the hunter, but the prey. While exploring the island, Firus ambushes you randomly, attacking four times.
- **Rocky Vale:** Back in the hunter's role, you must navigate through canyons in search of the source of the dragon's roars.

- **Stormy Forest:** The final stage of the hunt. By following the locations struck by lightning, you eventually reach the spot where the dying boss awaits the last phase of the fight.



Lake Mouth



(Translation: Acquittrini=Marshes, Strada=Road; Enigmi=Puzzles; Scontri=Encounters; Villaggio=Village; Paludi=Swamps; Fortezza=Fortress; Grotta=Cave; Porto=Port; Scrigno=Chest; Impronta= Footprint; Falò=Bonfire)

i) and ii) fortresses to liberate.

Puzzles

1. **Pulley Village:** The village contains a system of pulleys controlling rafts. By arranging them correctly, you create a path. At the center of the village, you find the **Eye of Water**, an artifact that allows you to read previously incomprehensible signs.
2. **Trap Challenge:** Navigate through an area of traps, activating them without getting hit.
3. **Floating Logs:** Rotate large logs floating on the water to form a traversable path.
4. **Riddle Signs:** Wooden signs provide riddles that reveal the correct path to avoid sinking into the swamp. These signs can only be read with the **Eye of Water**.

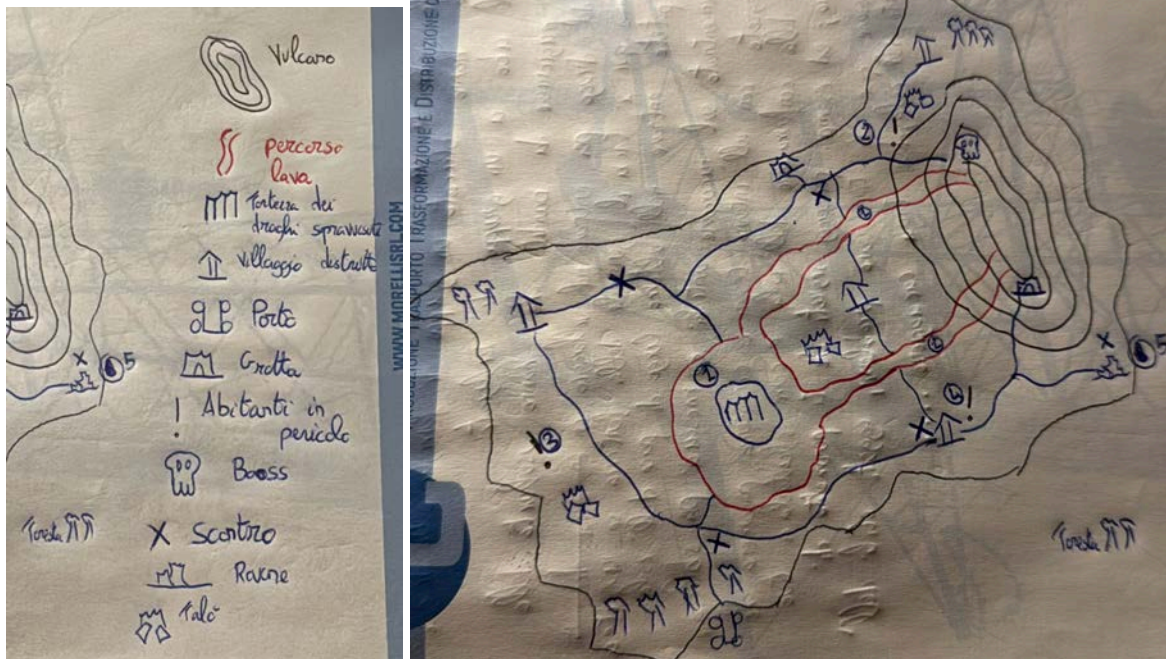
Additionally, in **Caves A and B**, the player must manipulate water levels to progress further.

- **Cave B:** Houses the boss for the first battle phase.

Side Quests

- a) **The Sailor's Tale (Ira's Questline):** In a tavern, a sailor shares a story that begins the quest of **Ira, the island's legendary creature**. The quest is structured around listening to tales about the strange being—one story on each island. After all tales are heard, the mysterious creature reveals itself.
- b) **The Lost Medallion:** A quest centered on recovering a missing medallion.

Flat Fire



(Translation: Vulcano=Volcano, Percorso lava=Lava Path; Fortezza dei draghi sopravvissuti=Fortress of the surviving Dragons; Villaggio distrutto=Destroyed Village; Abitanti in pericolo=Villagers in Danger; Scontro=Battle; Rovine=Ruins)

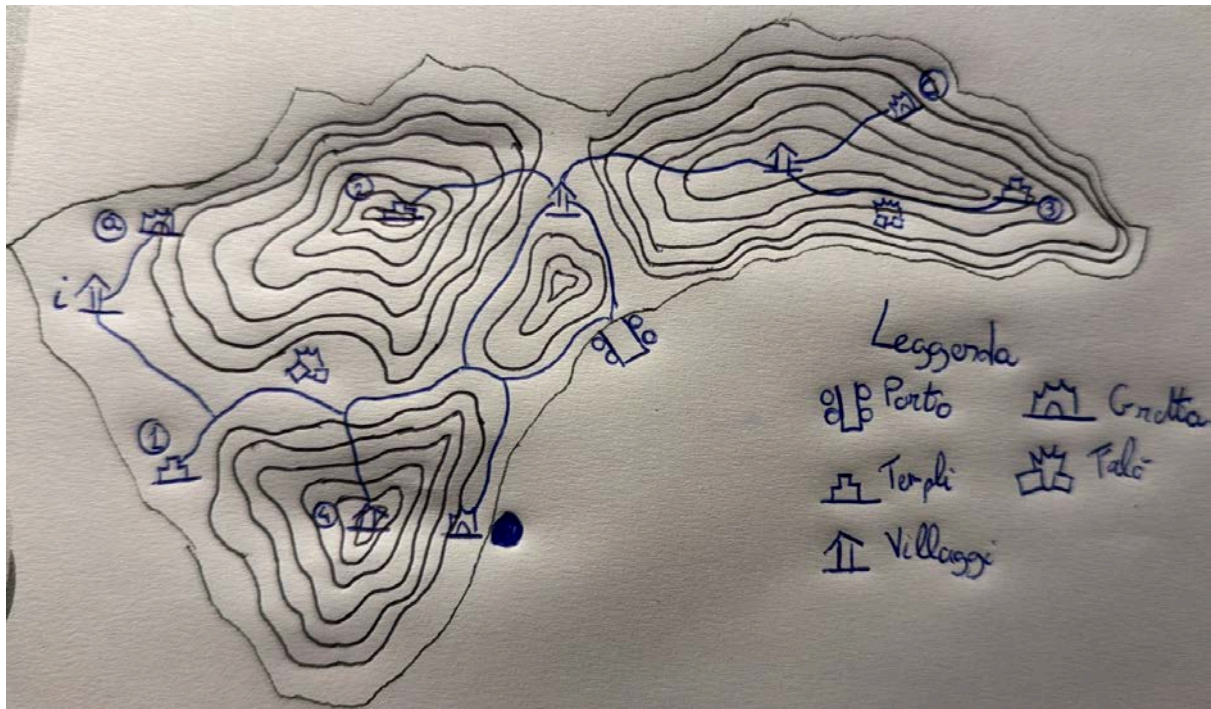
1. **Magma Platforms:** Cross a lava field by stepping only on the correct platforms of solidified magma. Choosing the wrong ones results in damage or being forced back.
2. **Trapped Dragon Family:** Large boulders imprison a family of dragons. The player must use the environment or party abilities in creative ways to free them.
3. **Feeding Refugees:** Provide food to groups of displaced villagers to gain their trust and receive valuable information.
4. **Prisoner Liberation:** During the chaos caused by the dragon, a band of raiders has taken prisoners inside the village. Freeing them not only rewards the player but also rescues the **general of the fortress**. If he is saved, the player earns full access to the last sanctuary where Dragonids live in peace on the island.
5. **Ancient Ruins and Mosaics:** Within the ruins, mosaic puzzles must be completed to unlock hidden chambers. These secret rooms contain treasures and vital knowledge about the island, such as:
 - Hidden passages that allow safer travel across the island.
 - Information about the island's fauna and flora.
 - Lore and history of the Dragonborn.

Windy Horn

After the second encounter with Firus, the player meets a **Thunder Dragonborn**, his childhood friend, whose goal is to bring him back to his former self.

If the player accepts her into the team, there is a chance to restore Firus to who he once was, before his transformation.

From this point onward, the party expands to **five members**, allowing deeper exploration of Firus's backstory and adding new narrative layers to the main quest.



(Translation: Porto=Harbor, Tempio=Temple, Villaggio=Village, Grotta=Cave; Falò=Bonfire)

Temples

1. Besieged Temple

The temple is under attack by bandits. If the player intervenes and defeats them, they receive a reward from the monks and information about the bandits plaguing the region.

In the surrounding area, most random encounters on the road consist of bandit groups.

2. Temple of the Windmill

This puzzle requires channeling air currents by arranging pipes around the structure in the correct configuration.

Solving it grants a magical item that increases magic-related stats by **5%**.

3. Escort the Monk

A monk requests to visit a nearby cave infested with dangerous insects. The player must escort him safely inside so he can retrieve a rare plant for his studies.

Reward: a special **pass** that grants access to restricted temple areas or certain quarters of the main city.

4. Capital / Temple of the Air Dragons

This is where the player progresses further in **Ira's** questline.

Caves

a) Bandit-Infested Cave

Home to the bandit leader. Clearing it results in a **boss fight** against him.

b) Insect-Infested Cave

Inside lies a rare plant said to have been created by the great **Nigarga**. It thrives in darkness and on the winds flowing through the cavern.

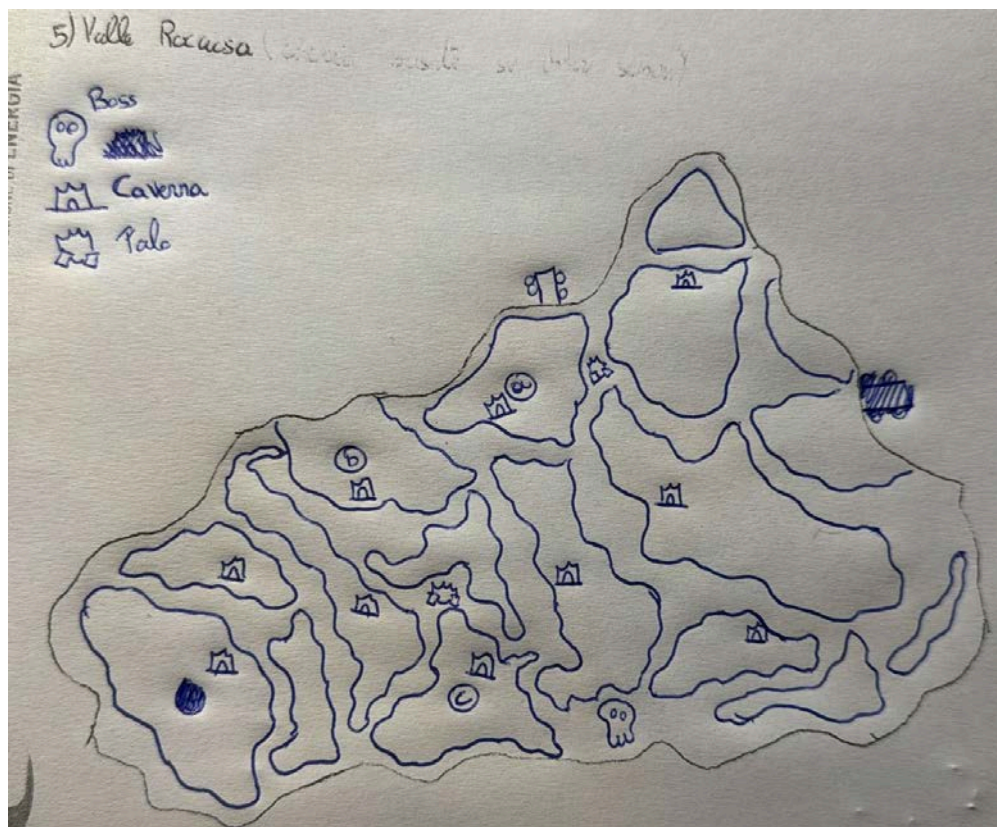
Village

i) Bandit Invasion

At night, the village is overrun by bandits who claim ownership of the land.

- If the player intervenes and defeats them, after resting, the **bandit leader** arrives the next morning, triggering a boss fight.
- If the leader is defeated, the player gains free access to the cave and its treasures.
- If the player arrives during the day, villagers ask for help in driving out the bandits. They may offer hints about the location of the bandits' hidden base, or the player can wait until night to face the invasion.

Rocky Vale



In this zone, the hunt is guided by sound. Players must navigate the map by following the roars of the boss, using audio cues to determine its location.

Cities

a) Capital of the Rock Dragons

Here players can acquire side quests unique to the island. The city is also central to progressing Ira's questline.

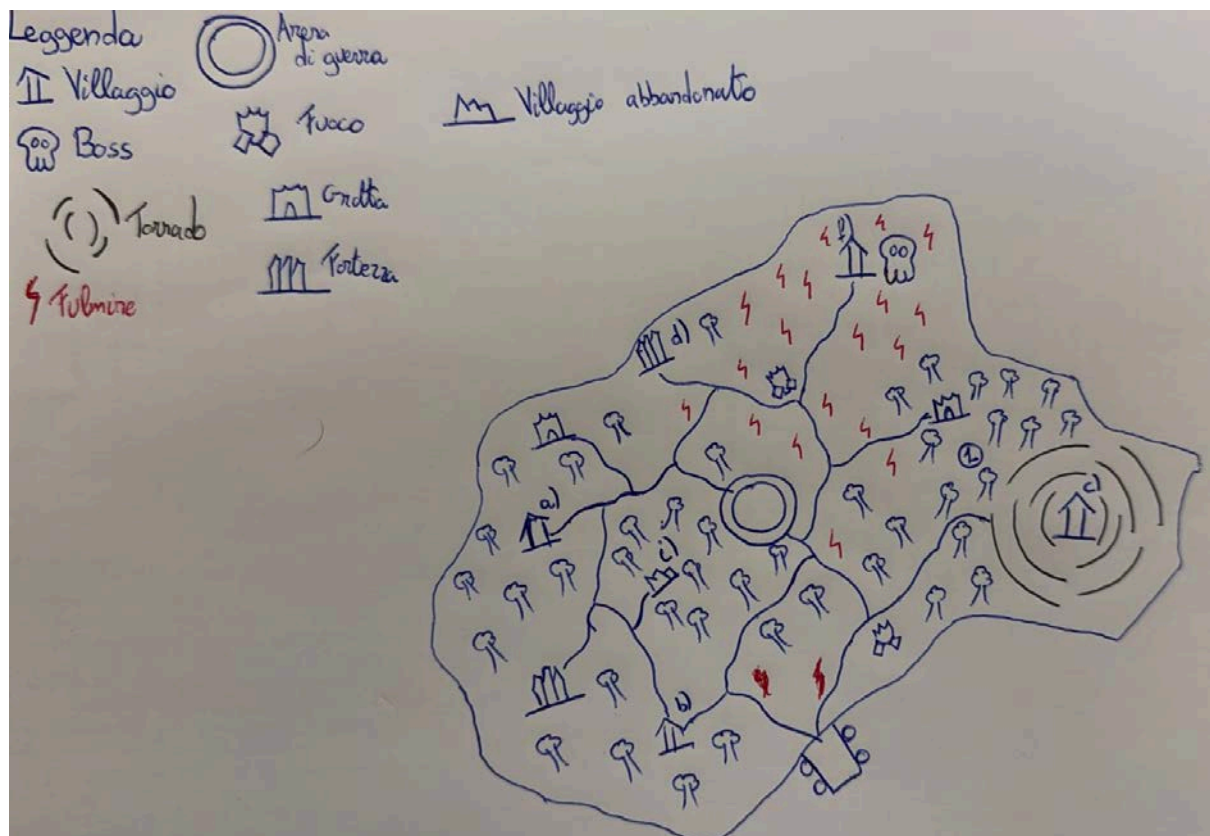
b) Exploited Workers' Mine

A mining settlement where workers are oppressed under the tyranny of their overseer. Possible quest: liberate the miners and put an end to their exploitation.

c) Quake-Stricken Mine-City

The boss's roars trigger violent tremors that threaten to collapse the cave-city. If the player fails to hunt down the boss in time, this settlement will become permanently inaccessible.

Stormy Forest



(Translation: Villaggio=Village, Tornado=Tornado; Fulmini=Lightning; Arena di guerra= Battle Arena; Falò=Bonfire;Grotta=Cave; Fortezza=Fortress; Villaggio abbandonato=Abandoned Village)

Quest – War Arena

In areas **a, b, c, d**, there are minor arenas where the player must defeat challengers to gain access to the **Great War Arena**, the central location of the grand tournament of the islands.

Currently, the tournament is suspended due to the threat of Firus.

The battle can only be fought with 4 characters, meaning the Thunder Dragonborn remains a spectator.

If the player becomes the champion of the arena, they receive the Resonant Thunder Medallion, which reduces the number of Lightning status segments inflicted by enemy attacks.

At point i), the storyteller continues Ira's questline.

Cities & Villages

c) Capital of the Island

The island's capital is surrounded by a colossal cyclone. To gain access, the player must time their movements carefully and synchronize with the small openings in the storm wall to pass through.

Failure results in being thrown back and each party member suffering damage.

f) Old Village

The site of the final phase of the boss fight. This is Firus's birthplace and the location of his first act of violence.

Where it all began, it must also end.

i) Abandoned Village

This village is overrun by lightning goblins who have captured young dragon hatchlings. The hatchlings came here to prove themselves as warriors despite their youth.

If rescued, the young dragons will see the player as a role model to strive toward. They vow to challenge the party once they have completed their rite of passage into adulthood—a symbol of becoming true warriors, ready to face trials to bring honor to their lineage.