THE OATH HUNT – AGE OF SHADOWS

ASURAX STUDIOS – EXTENDED AAA GDD (SUPER DETAILED EDITION)

INTRODUCTION

The Oath Hunt: Age of Shadows is a gothic investigative action RPG set in 1764 within the haunted industrial city of Graymarsh. This expanded GDD contains enriched lore, deeper narrative arcs, expanded supernatural systems, detailed character backstories, city structure, and advanced gameplay concepts.

FULL WORLD LORE

Graymarsh was founded on forbidden alchemical knowledge and ancient covenants with entities from the Shadow Realm. Unknown to most citizens, the city rests on a metaphysical fault line where reality is thinner. Centuries ago, seven noble families forged the Guardian Oath, sacrificing parts of their souls to seal this realm. Over time, greed and ambition shattered this unity, forming the Shattered Oath Society—a cult seeking to merge the realms for power.

THE FALL OF GRAYMARSH

Strange events began decades earlier: shadows lingering too long, statues whispering, clocks striking wrong hours, and children dreaming of the same faceless visitor. The Church attempted to hide the truth, while nobles struck secret deals with shadow entities promising wealth and immortality.

CHARACTER: ELIAS WARD – DEEP BACKSTORY

Born into a minor noble bloodline tied to the Guardian Oath, Elias was orphaned at age 8 when his family died under mysterious circumstances. Raised by the Crown's Investigative Order, Elias gained unmatched skill in occult forensics and deduction. His marriage to Lyria, a healer from the Cathedral Order, brought stability—until her ritual murder framed Elias as the culprit. After five years in exile, he returns to Graymarsh with Oathbound Gloves—relics tied to his family's secret duty.

LYRIA WARD (HIS WIFE)

Lyria was secretly the last vessel of the Seventh Seal, meaning her bloodline anchored the final Guardian barrier. Her death broke the seal Crowe needed. However, her consciousness lingers within the Oath Mirror—trapped between realms. Elias' visions of her are not hallucinations, but messages.

ANTAGONIST: LORD VASSEN CROWE – EXTENDED LORE

Vassen is descended from the first noble to betray the Guardian Oath. Brilliant, cultured, and treacherous, he believes humanity must evolve by embracing the Shadow Realm. He orchestrated Lyria's death to break the Seventh Seal and plans to merge with a primordial entity known as the Oath Seraph, becoming the Oath King.

THE OATH POWERS – ADVANCED SYSTEM

Oath of Sight:

• Reconstruct spectral crimes.

• Detect lies through aura distortions.

• Sense hidden shadow doorways.

Oath of Silence:

• Remove player-generated noise.

• Mask heartbeat from Lurkers.

• Cloak allies during missions.

Oath of Judgment:

• Destroy shadow anchors.

• Break ritual barriers.

• Execute corrupted hosts in finishing blows.

Oath of Truth:

• Reveal true forms of disguised demons.

• Stabilize corrupted zones temporarily.

• Purify evidence contaminated by shadow energy.

CORRUPTION – ADVANCED STAGES

Stage 1 – Unease:

• Whispering ambience.

• Slight visual double images.

Stage 2 – Instability:

• Random combat stutters.

• NPCs appear momentarily as shadow forms.

Stage 3 – Infiltration:

• Hallucinated enemies mix with real ones.

• Elias hears Lyria's voice warning him.

Stage 4 – Dominion:

• Elias becomes partially shadow-touched.

• Unlocks DARK skill tree.

CITY OF GRAYMARSH – FULL BREAKDOWN

1. Black Alley Ward:

• Pickpockets, brothels, informants.

• Frequent murders and disappearances.

2. Cathedral Quarter:

• Choir spirits echo hymns backward.

• Confession chambers act as shadow gates.

3. Noble District:

• Mansion estates, masked balls, conspiracies.

• Hidden tunnels between estates.

4. Industrial District:

• Massive steam engines.

• Workers disappearing during night shifts.

5. Drowned Tunnels:

• Underground catacombs filled with shadow fog.

• Home of the Lurker nests.

6. Orphanage of Whispers:

• Children claim they see "The Visitor."

• Drawings predict future events.

SHADOW ENTITIES – EXPANDED

Wisps:

• Feed on doubt, follow Elias silently.

• Burst into confusion clouds during combat.

Lurkers:

• Crawl on ceilings, ambush from vents.

• Fear sudden lantern light.

Oathbound Horrors:

• Ritual guardians formed from tortured volunteers.

• Attack patterns tied to their original human professions.

THE OATH SERAPH:

• The oldest shadow entity.

• Made of fractured wings and broken oaths.

• Crowe's final target for merging.

FULL STORY ACTS – EXPANDED

Act I – The Black Alley Murder:

• Introduction crime scene.

• First evidence of Oath symbols.

• Elias unlocks Oath of Sight.

Act II – Cathedral of the Innocent:

• Choir children singing forbidden hymns.

• Elias discovers Lyria's old manuscript.

Act III – Orphanage of Whispers:

• Children speak in riddles.

• A girl with Lyria's voice delivers a cryptic message.

• Elias confronts illusions of his past.

Act IV – Fall of Graymarsh:

• Streets distort depending on corruption level.

• Allies may betray Elias.

• Crowe reveals final ritual site.

Act V – The Oath King:

• Fight through Oath Seraph guardians.

• Lyria's consciousness guides Elias.

• Multiple endings based on corruption and choices.

GAMEPLAY SYSTEMS – SUPER DETAILED

INVESTIGATION:

• Evidence layers (physical, spectral, emotional residue).

• 3D crime scene reconstruction.

• Shadow contamination cleanup.

COMBAT:

• 4 stance sword system (guard, lunge, riposte, execution).

• Flintlock timing mechanics.

• Oath-powered finishers.

STEALTH:

• Lantern management.

• Noise masking via Oath of Silence.

• Distraction gadgets (clockwork toys).

EXPLORATION:

• Hidden walls activated via Oath powers.

• Rooftop navigation.

• Shadow anomalies altering geometry.

ENDING VARIANTS

Purity Ending:

• Elias seals Shadow Realm, dies as final Guardian.

Ascension Ending:

• Elias becomes new Oath King with Lyria as Queen.

Corruption Ending:

• Elias fully consumed, Shadow Realm merges with Graymarsh.

Truth Ending:

• Elias learns the Guardian Oath was based on lies; he breaks the cycle and resets all covenants.

This expanded document is ready for deeper additions, maps, and character sheets.