

# Throne of Ashes — Campaign GDD (Condensed)

**\*\*Version:\*\*** 2025-11-08T18:17:41Z

**\*\*Campaigns:\*\*** 150-stage Boy variant, 150-stage Girl variant

**\*\*Core Hook:\*\*** Rescue kin; gain powers; reveal blood-right to the throne; overthrow Warlord Bollock.

## 1. Player Setup

- **\*\*Protagonist:\*\*** Normal child of the realm (Boy/Girl). True lineage revealed at **\*\*Stage 2\*\***.
- **\*\*Lives:\*\*** 3 per run; death #4 resets to **\*\*Stage 1\*\***.
- **\*\*Default Kit:\*\*** Sword (parry/riposte), Knife (silent), **\*\*Auto-Bow\*\*** (multi-burst).

## 2. Family Rescue Distribution

- **\*\*Boy chosen:\*\*** More **\*\*women\*\*** relatives (70), then men (50), children (30).
- **\*\*Girl chosen:\*\*** More **\*\*children\*\*** (80), then men (40), women (30).
- **\*\*One rescue per stage;** the rescued kin reveals the **\*\*next location\*\***.

## 3. Progression & Power System

- **\*\*One power per rescue\*\***, compounding traversal/CC/assassination (Blink Step, Shadow Veil, Time Slip, Aerial Glide, Chain Grapple, Sanctum Ward, etc.).
- **\*\*Purchased gear\*\*** (shop) has higher base strength; **\*\*synergy boost\*\*** when thematically overlapping with newly rescued power (+10% dmg, -8% cooldowns for that session).

## 4. Economy

- **\*\*Currency rewards\*\*** scale by stage; soft-capped to prevent inflation creep.
- **\*\*Shop\*\*** sells weapons, gear, ammo, traversal, lives, and bundles. See **\*\*ShopItems\*\*** sheet.
- **\*\*Loot:\*\*** Weighted drops from enemies/chests; see **\*\*LootTable\*\*** sheet.

## 5. Enemy Ecosystem

- Mixed packs (animals + soldiers + elites). Patrols can **\*\*ambush 360°\*\***.
- **\*\*Bases\*\***: Multiple ingress points, **\*\*secret doorways\*\***, and stealth tools (vents, sewers, rafters, ivy, chimneys). Map preview at start of each mission.

## 6. Boss Design

- Every stage ends with a **\*\*Boss\*\*** with a **\*\*hidden weakness\*\*** (documented in CSV/Bosses sheet).
- **\*\*Boss HP\*\*** scales ~4.0x base enemies with a slight stage multiplier.

- Target Time-to-Kill (TTK) with Expected DPS: **25–80s** depending on stage.

## 7. Balancing Targets (Initial)

- See charts:
  - Enemy HP curve: `chart\_enemy\_hp.png`
  - Player DPS expectation: `chart\_player\_dps.png`
  - Currency reward curve: `chart\_currency.png`
- See workbook `design\_balancing.xlsx` → **Progression\_Stages** (full per-stage proposal).

## 8. Shaman Guidance

- One line of tactical wisdom per stage; supports stealth learning and narrative rhythm.

## 9. Failure & Reset Loop

- Lives do not stack across runs (except temporary **Sanctum Token** effects).
- On fourth death: **full reset** to Stage 1; keep **hard unlocks** (cosmetics, lore, achievements).

## 10. Content Files

- Campaign CSVs: `campaign\_150\_stages\_boy.csv`, `campaign\_150\_stages\_girl.csv`
- Balancing workbook: `design\_balancing.xlsx`
- Charts: `chart\_enemy\_hp.png`, `chart\_player\_dps.png`, `chart\_currency.png`

## Notes for Implementation

- Gate \*Legend Kit\* to mid-game to avoid early trivialization.
- Boss quick-kill windows should always be \*\*skill-read\*\* (audio/FX tells) not arbitrary.
- Secret doorways must land behind \*\*alarm nodes\*\* to reward stealth routes.
- Mid-city \*\*enemy camps\*\* spawn with a short telegraph; stealth players can skirt by using rooftops/sewers.