**Tyrant’s Realm**

Game Design Document

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By Mark D. Heller

Draconis Development LLC

http://www.draconisdev.com

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# Design History

Document Owner: Mark Heller

Revision History:

|  |  |  |  |
| --- | --- | --- | --- |
| **Modifier** | **Version** | **Date** | **Updates** |
| Mark Heller | 1.7 | 8/22/2011 | Misc. typo corrections, updated development tools (Section 8.2.2) and added information for character / equipped item view (5.18). Also updated the timeline (Section 11). |
| Mark Heller | 1.6 | 8/11/2010 | Updated Faction names and added additional elements for appendixes and crafting. I added the NPCs for the prototype into the appendix as well as a few items and provided combat attack identifiers for all of the skills and spells as well as direct attacks by various NPCs. |
| Mark Heller | 1.5 | 7/24/2010 | Structured the List and Art Appendixes, added some assets to the lists and did the three high level story arcs (one per faction). |
| Mark Heller | 1.4 | 7/8/2010 | Adding Spells, updated HUD with more menus and hyperlinks. Added reference for the external art docs. Added backstories for each faction. |
| Mark Heller | 1.3 | 7/3/2010 | Added sections on Administration commands, Crafting, HUD links, Schedule Overview. Rolled in Art document and did Skills and Spells |
| Mark Heller | 1.2 | 6/4/2010 | Added attributes, some item information and the party menu. Mail and chat rules have also been defined. Combat, exploration, PvP are done. |
| Mark Heller | 1.1 | 6/1/2010 | Added building descriptions, faction descriptions and class descriptions. |
| Mark Heller | 1.0 | 12/29/2009 | Initial Version |
|  |  |  |  |

# Game Overview

The following will provide an overview of the vision for this game.

## Game Concept

Tyrant’s Realm is a browser-based fantasy role-playing game (RPG) with Real-Time Strategy (RTS) elements. Players will be able to join the epic struggle to either protect their people from bold merciless monsters or stop the plague-like human expansionism through their leadership of a horde of Houses of the Risen or the tricks of Circle of Tribes creatures. In this free-to-play Massively Multiplayer Online (MMO) game, as a true tyrant, a gamer will have the opportunity to guide his or her village in defining its growth and protection, develop the skills and proficiency of each of up to 10 parties with up to 10 members each. All the while, the player will seek materials to craft legendary weapons and armors to defeat a myriad of NPC and player-controlled foes.

## Feature Set

* Guide up to 100 adventurers in their quest for power, skill and dominance over nearby deadly forces.
* Choose the role of a humanoid hero stemming the tide of monster incursion. Alternatively, become one of the native bestiaries (Houses of the Risen or Circle of Tribes) putting down the invading human infestation.
* Seek to learn and develop numerous skills, and magic while finding the knowledge and materials to craft items of power unseen in centuries.
* The story will unfold as the player solves over 500 quests; some for monsters, some humanoid and others available to both.
* The terrain and NPC foes will be a mixture of designed and randomized, morphing as time continues to provide for a shifting world to explore and meet a player’s needs regardless of where he or she is or what status he or she has obtained.

## Genre

Browser-based Fantasy RPG MMO with RTS elements.

## Target Audience and Scope

The target audience is English-speaking teen and adult players across the US and beyond. The server should be able to manage 25,000 plus players at any given time.

## Game Flow Summary

Players will interact with the game through the browser and his or her mouse. There will be two major views; town and landscape. Other menu’s will provide configuration for adventurer recruitment and training, city building, quest and dialog control, adventures, item management and crafting, as well as enemy attacks.

## Look and Feel

The game will apply a tile-based 2½D view of the city and surrounding areas. In addition, dungeon crawling will be in static 3D models with combat using a 2D menu system.

## Project Scope

### Number of Locations

Grid-based 200x200 areas with 9 total areas. There are 10 dungeon types, each with up to 25 levels.

### Number of Levels

The project will not have direct levels per se, but utilize a quest hierarchy to determine what a player can and cannot do. The surround terrain will be largely randomized and will shift daily.

### Number of NPCs

Each of the potential ten parties will consist of six primary defined and controlled NPCs with the possibility of up to four more additional semi-directed NPCs that can join the party throughout the adventure.

Additional NPCs will be added for the shops, bosses and generic quest givers. Beyond this, there will be 20 different NPC images per dungeon plus 20 for the 4th faction; enemies will have skin changes to grant the appearance of 5 times that number.

### Number of Weapons

Each class will have its own weapon category to build, configure, craft and manage. Different weapons will be of advantage for different situations. Weapons will be in 6 categories, each with 25 variants of each; sword, club, staff, wand, bow, and axe.

### Number of Armors and Misc

There will be more than a hundred armor and miscellaneous pieces of equipment available to be crafted, found or bought by the player. Each NPC will have 12 armor slots; head, torso, legs, feet, hands, shoulders, cloak, off-hand, 2 ring slots, belt and a neck. There will also be two useable item slots for quick use items like potions or quest items (attached to the belt) and two trailing items (like magic balls for light or familiars). Base armor has 4 types, two classes per type (See 5.7.2.2.1)

In addition, there will be a dynamic list of spell and magic affects.

# Gameplay and Mechanics

## Gameplay

### Game Progression

The game progression will be through phases or chapters where the player will initially learn the interface then learn how to build his or her city, complete basic quests to open up more buildings, skills, spells, send out adventurers to defeat npc opponents and gather the experience and materials to advance the adventurers in strength and ability. Once a player has begun to master their immediate domain, then he or she is able to launch raids against other nearby players for their materials and improvements to their skills and spell mastery.

### Mission / Challenge Structure

Quests and goals have a set of dependencies that will set them up like a conversation tree. These quests will have different activities required to learn the interface and basic strategy elements as well as provide a narrative and context for a player’s actions. These dependences may include other quests, buildings created, character ability or levels, items, materials maintained, or nearby terrain. Quests may be optional and repeatable. Some will be for each race; others will only apply to one or the other. Some quests will have a permanent or long duration, were as many will be reset at the end of the server day. When certain main-line missions are done, individual dungeon maps will be customized for that player until completed. For example, one quest may require a player to explore a level 3 ruins to for a specific item or boss. When the player enters that particular dungeon, a custom map will be entered instead of a randomized one.

### Puzzle Structure

The puzzles will be primarily through quests which can include fetch-n-carry, kill mob, talk to x, and various combinations. Dungeons will include challenges like limited skill or spells availability, bad (and occasionally good) NPCs to fight or interact with and traps to overcome.

### Objectives

The primary objective of this game is to level, role-play through the environments to defend your city, create and improve your city buildings, gather resources to craft legendary items of power, and learn the skills and spells needed to make your adventurers leaders in the world while both attacking and fending off raids from NPC and players alike.

# Story, Setting, and Character

## Story and Narrative

### Backstory

### Order of the Enlightened Faction

The village bell rings out in alarm. You look up from the remnants of your cold lunch and sigh. After a moment, you glance over to the sheathed sword hanging on a peg by the door. Your father has always forbid you to join in the defense of the village claiming you are too young. As elder and leader, his word keeps the other defenders from allowing you to disobey. The smell of smoke and screams grate on your nerves you as you wait impatiently. The door slams open. Sebastian, your father's best friend and advisor, enters quietly with blood on his hands and dripping from his rent chain mail shirt. With one glance at his eyes, you know something is wrong. Soon you learn your father is dead and you must provide the leadership now missing. Was your father right? Are you too young, or have you enough courage and leadership to guide and protect your neighbors and fellow villagers? Of course you may wish to seek revenge, or will you call it justice, for your father’s death at the hands of the Circle of Tribes raiding party. Standing outside your home alone for a moment mulling the future over, you spy an eagle circling above. Most would consider that is an auspicious sign of strength. You feel a shiver run through you as you realize it could also be a predator looking for a sign of weakness…

### Circle of Tribes Faction

You circle around trying to catch your breath. Challenging the leader of the den to command was foolhardy. With the back of your hand, you wipe a trickle of blood from your eyes as the sinking feeling in your gut warns you that you are no match for Amorik. A chilling thought, ‘He’ll likely have your bones in his stewpot for the evening meal’. The confident stance shifts and he swings his axe at your head. You bring up your cudgel and barely halt the blow. Unfortunately, a twist of Amorik’s wrist and your weapon flies off spinning away. Quickly, you scramble back around the circle of jeering onlookers pushing you back towards him for a quick death. You narrowly jump back to avoid a swift high attack meant to decapitate you and lose your balance. With a thud, you land in the muck skidding a few feet on your backside. Your eyes lock with the chieftain, his leer clearly conveying his amusement at your limited resistance. You hear a thump next to you in the mud and the glint of steel flashes in the corner of your sight. Numb fingers edge over to grasp the hilt of a dagger as Amorik raises his axe for a final blow. With desperation, you thrust up from the ground to strike with surprise just under his mail gambeson. The attack should not have been lethal yet Amorik’s eyes show the surprise and pain for just a moment before the light fades and he collapses dead. As he falls, the dagger in your hand pulls out of the chieftain’s body, blood dripping from it. You are as surprised as Amorik and the silence from the audience echoes the sentiment. Your muddled thoughts recognize that there must have been some kind of magic or poison on the dagger. Your eyes focus on the tip of the dagger as the crowd erupts in cheers for the new leader. You look back to see who saved you with the weapon only to spy a goblin fully wrapped in a cloak walking away from the crowd. As everyone moves in to slap your back in victory, you see the cloaked figure pause and look back, look straight at you. With only a momentary pause, he faded into a wisp and disappeared. A shade! An Houses of the Risen monster helped me win! Why would they ever help me? A question for another day, however, as the tribe sweeps you away to a night of revelry and a morning of new expectations and responsibilities. If you thought you were unprepared for fighting Amorik, what will you make of the challenges in leading a people where each of them will be looking for a sign of weakness to become your successor…?

### Houses of the Risen Faction

You open your eyes and blink to try and focus. Your surroundings are pitch black except for the occasional spot of fire left consuming crypt and corpse alike. Slowly, you push the broken headstone off of your legs and stand up to survey the damage. A few remaining Houses of the Risen shuffle around trying to put out the flames but you see none from the ruling house left. Only you appear to have survived. You close your eyes a moment as you dust yourself off. Your mind still reels at the implications of the Order of the Enlightened attack on your small village. There has been a tentative peace for many years so this attack does not make sense. However, it cannot go without response. You realize that much needs to be done before that can even be considered though. Your eyes snap open. Barking orders, you begin to coordinate the fire suppression and organize the remaining Houses of the Risen to see who can be salvaged. You take a pause in your orders and scan the carnage one last time, hate beginning to fill the void of shock. There will be blood and flesh to rend for this. For now though, the dust and ash must settle. With a sigh, you march forth to battle flames of hate and fire and death as the new leader of this pack of Houses of the Risen…

### Plot Elements

Quests hierarchies will be used to establish the plot. Primary story arc will begin with the avatar becoming leader of a town. Through the use of adventurers, you will counter incursions of marauders, monsters and other races that are creating safety problems for the player’s town. The main avatar will also become the first adventurer available to the player. The initial quest lines will be discussing how to grow the town, research more powerful skills and spells, recruit adventurers to gather money and craft artifacts. Soon, townsfolk will seek out help for their numerous common troubles. Chain adventures will encourage players to root out the sources of numerous troubles.

### Major Story Arc (Order of the Enlightened)

### Part 1 : First Thing First

*Main Plot Summary*: This part will have quests to train the player in gameplay and allow the gamer to build his/her initial buildings to level 1. The player will come to know and work with Sebastian (town elder and friend to your late father), Jaren (an enhancer on the council with a conservative defensive view and therefore against attacking anyone), Isabel (an aged ailing lady on the council who goes back and forth on issues), Damian (an eager friend your age willing to jump into trouble with you anywhere) and Chloe (a tough tomboy that Damian falls for). Once consolidated, the player will want to turn attention to revenge for killing his or her father. Of course, revenge is not enough, so the player will need to make a case that the crystalline spirae (that the Circle of Tribe’s mine and the Order of the Enlightened (and Houses of the Risen) use for durable light sources, cooking and assorted other conveniences) is of need for the Order of the Enlightened’s future prosperity and they cannot allow the Circle of Tribes’s chaotic and aggressive nature to impact the Order of the Enlightened whenever they so choose. The Order of the Enlightened needed to capture some of these resources for themselves and break the Circle of Tribes stranglehold. If a few of them died in the process, it would be a small price to pay for security and prosperity.

### Part 2 : Death to the Tribes

*Main Plot Summary*: This part will cycle through quests to attack Circle of Tribes dungeons and player towns. Initially, the player will go out and examine small dens to evaluate the strength of the enemy, find the mines and take a few of them out in the process. The player will seek out information against the enemy and items to help though his/her focus will be on attacking the barbaric enemy. The player will capture a few mines and begin to meet in battle some of the junior and middle leaders in the Circle of Tribes side. By the end, Chloe’s life is saved by Damian and he is injured as a result. Chloe softens and the two begin to date. This starts to make the main character waver in his drive for revenge.

### Part 3 : I Fear No Death

*Main Plot Summary*: After discussion with one of the Circle of Tribes leaders, evidence will be presented that the Circle of Tribes leaders were not behind the original attacks but that the Houses of the Risen faction planned and paid renegades to start a war. They did so to weaken the Circle of Tribes and Order of the Enlightened factions so that the resource mines could be theirs and theirs alone after the war. This will lead to a truce with the Circle of Tribes leaders and attention will shift to attacking Houses of the Risen towns and dungeons.

### Part 4 : Is That All You’ve Got

*Main Plot Summary*: After a number of attacks against the Houses of the Risen strongholds and dungeons, the truce with the Circle of Tribes fails after one of their Dens is wiped out with evidence that the Order of the Enlightened did it to take yet another mine. The evidence directly links the attack to the main character. As a result, the player is forced to fight a war on two fronts; attacks to the Houses of the Risen and defense against the Circle of Tribes. Battles continue to be vicious and citizens, crops and adventurers alike are all pulled into the war. The war starts to go badly for everyone as attrition and starvation begin to take its toll… many towns, dens and graveyards are ravished in the war and all three sides are being destroyed yet unwilling to let their hatred go.

### Part 5 : One Against All, All Against One

*Main Plot Summary*: During a large attack, you end up facing the Circle of Tribes general (a different one from in Part 2). After comparing notes, you find that you didn’t do things he’s accusing you of doing, nor did they seem to do the things you know they did. You don’t completely believe them but have doubts. Soon, you find a similar answer with the Houses of the Risen leaders. While investigating, the player finds that Sebastian had been working for the Black Tyrant, a previously unknown evil bent on domination and destruction of all factions by pitting them against each other. Soon, you are fighting him and the tyrant’s troops and leaders with help from the Houses of the Risen and Circle of Tribes core factions (though some renegades are still there, not caring about the truce). Each side seeks the tyrant’s men out in all locations destroying them where they can be found.

### Major Story Arc (Circle of Tribes)

### Part 1 : Do You Want the Good News or Bad?

*Main Plot Summary*: This part will have quests to train the player in gameplay and allow the gamer to build his/her initial buildings to level 1. The player will come to know and work with Granther (clan warchief and primary advisor in all things political), Hakon (the den’s blacksmith, he is a gruff irritable type), Malik (a leading village warrior, supportive and vocal especially if it means killing something or someone; has his eye on the player’s throne), Ella (the ex-chieftain’s wife and den shaman, she is the player’s property as part of the victory) and Shoshana (Ella’s daughter, just come of age and using her domestic ability and good looks to snare a mate; gamer also owns her as part of the victory and is required to find her a husband and pay the dowry). Once power is consolidated, the player will start to look into why an Houses of the Risen helped him in winning. After defending yourself against Malik in a play for you power, you come to realize that the only possible reason was to create instability in the den by putting a weak young chieftain in power. When you send Granther and a squad of men to be your emissaries to the Houses of the Risen, they are ambushed and most are killed before Granther can get a couple of them back. This gives you little doubt that you are now at war with the Houses of the Risen. The evidence of the return suggests that the war is over your mines of spirae crystals.

### Part 2 : Dust to Dust

*Main Plot Summary*: This part will cycle through quests to attack Houses of the Risen dungeons and player towns. Initially, the player will go out and examine small crypts to evaluate the strength of the enemy, retaliate for the attacks and use the opportunity to keep warriors like Malik busy with the enemy. The player will seek out information against the enemy and items to help though his/her focus will be on attacking the evil enemy. The player will work with Hakon to try and craft items to better destroy the Houses of the Risen once and for all to protect your people from them. To also reinforce the player’s authority, he/she offers Granther Shoshana’s hand as his third wife. She is insulted by being a third wife even if to a powerful man in the tribe. She was hoping for another. As such, she runs away.

### Part 3 : Martyrdom

*Main Plot Summary*: In an attempt to recover his/her position, the main character tracks and goes after Shoshana. He finds her captured by a group of Houses of the Risen. While under discussion with one of the Houses of the Risen leaders who returns Shoshana, the player is attacked by Order of the Enlightened. They critically injure Shoshana after she jumps to save Granther from an arrow (sending her into a coma) and you band together with the Houses of the Risen to repulse the Order of the Enlightened attack. You find out that the Houses of the Risen didn’t help your ascension nor did they know anything about the ambush. The evidence you show them suggests that the attack was done by rebels known to work for the highest bidder who must have been the Order of the Enlightened for them to know about the meeting and attack. The main character realizes that this may have been done so to weaken the Circle of Tribes and Houses of the Risen factions so that the resource mines could be theirs and theirs alone after the war. This will lead to a truce with the Houses of the Risen leaders and attention will shift to attacking Order of the Enlightened towns and dungeons.

### Part 4 : Death of 1000 Cuts

*Main Plot Summary*: After a number of attacks against the Order of the Enlightened strongholds and dungeons, the truce with the Houses of the Risen fails after one of their Crypts is wiped out with evidence that the Circle of Tribes did it to take revenge on Shoshana’s coma. The evidence directly links the attack to the Granther. As a result, the player is forced to fight a war on two fronts; attacks to the Houses of the Risen and defense against the Circle of Tribes. Battles continue to be vicious and citizens, crops and adventurers alike are all pulled into the war. The war starts to go badly for everyone as attrition and starvation begin to take its toll… many towns, dens and graveyards are ravished in the war and all three sides are being destroyed yet unwilling to let their hatred go. The tribe loses several of its mines.

### Part 5 : Ambition

*Main Plot Summary*: During a large attack, you end up facing the Houses of the Risen general (a different one from in Part 2). After comparing notes, you find that you didn’t do things he’s accusing you of doing, nor did they seem to do the things you know they did. You don’t completely believe them but have doubts. Soon, you find a similar answer with the Order of the Enlightened leaders. Shoshana wakes to find Granther has been spending large amounts of time and money to heal her back to health. She agrees to be his wife and they are married. While investigating the conflicting information coming from the enemies, the player finds that Malik and been working for the Black Tyrant, a previously unknown evil bent on domination and destruction of all factions by pitting them against each other. Soon, you are fighting him and the tyrant’s troops and leaders with help from the Houses of the Risen and Circle of Tribes core factions (though some renegades are still there, not caring about the truce). Each side seeks the tyrant’s men out in all locations destroying them where they can be found.

### Major Story Arc (Houses of the Risen)

### Part 1 : Sweeping Ashes while Stoking the Fire

*Main Plot Summary*: This part will have quests to train the player in gameplay and allow the gamer to build his/her initial buildings to level 1 (as they were destroyed in the attack). The player will come to know and work with Xaviera (last remain ruling family member besides the main player, cousin, and badly injured in the battle unable to get out of bed), Wynne (Dark reclusive necromancer (summoner type), constantly performing dark rites and needing help with them), Torin (a wounded warrior who lost a hand irrevocably in the battle, witty warrior-type), Victoir (Angry bitter, sadistic manipulator, constantly pushing for death and chaos against any enemy) and Waylon (a new Houses of the Risen, his memory loss leads him to want to know about his life before he died and how that came to be). Once the crypts are rebuilt, the player will want to turn attention to revenge for the attack auspiciously for religious reasons to try and wipe them out. The Order of the Enlightened have always been uneasy around the Houses of the Risen feeling they are unnatural and occasional raids are not unheard of, but the wars of decades previous had resulted in a treaty that kept most of it down. This was wholesale slaughter though and broke the treaty. It needed to be responded to and what better way than to hurt the Order of the Enlightened where it’ll cripple them, taking out their supplies and trade lines (including the crystal spirae).

### Part 2 : Make Their Strength Yours

*Main Plot Summary*: This part will cycle through quests to attack Order of the Enlightened dungeons and player towns. Initially, the player will go out and examine small villages to evaluate the strength of the enemy, destroy shipments of goods and supplies and take a few humanoid-types out in the process. The player will seek out information against the enemy and items to help though his/her focus will be on attacking the numerous enemy. The player will start raids on farmsteads and small villages and begin to meet in battle some of the junior and middle leaders in the Order of the Enlightened side. Wynne pushes for parts she can use to try and build a super warrior to fight the Order of the Enlightened. Victoir leads several attacks that get extremely bloody massacring everyone gruesomely with Torin barely able to control him. Waylon finds out that he was a part of a human family. Though he died months before, you come to learn that this may have had to do with why the mercenaries were hired to attack after he was made Houses of the Risen.

### Part 3 : Savagery against the Savages

*Main Plot Summary*: Looking into Waylon’s information, the main character learns that though a minor family of renegades did help plan and execute the attack, it was in grief and outrage at the Houses of the Risen raising their son which was a treaty violation in and of itself. Additionally, it was learned that the funding and some of the planning came from the Circle of Tribes to try and keep both sides weak so that they could control more land and not have to share their mines. This will lead to a truce with the Order of the Enlightened leaders (who were not involved in the original attack or planning) and attention will shift to attacking Circle of Tribes towns and dungeons. Now Wynne will work to build anti-goblin diseases and creatures with parts she needs the player to collect.

### Part 4 : Spin Me Around

*Main Plot Summary*: After a number of attacks against the Circle of Tribes strongholds and dungeons, the truce with the Order of the Enlightened fails after one of their Village graveyards erupts with all corpses rising from the dead. The evidence suggests the necromancy had to be at the main character’s order. As a result, the player is forced to fight a war on two fronts; attacks to the Circle of Tribes and defense against the Order of the Enlightened. Battles continue to be vicious and citizens, crops and adventurers alike are all pulled into the war. The war starts to go badly for everyone as attrition and starvation begin to take its toll… many towns, dens and graveyards are ravished in the war and all three sides are being destroyed yet unwilling to let their hatred go.

### Part 5 : Life and Death, Chaos and Obliteration

*Main Plot Summary*: During a large attack, you end up facing the Order of the Enlightened general (a different one from in Part 2). After comparing notes, you find that you didn’t do things he’s accusing you of doing, nor did they seem to do the things you know they did. You don’t completely believe them but have doubts. Soon, you find a similar answer with the Circle of Tribes leaders. While investigating, the player finds that Xaviera is not actually crippled and arranged for the attacks and evidence. She had been working for the Black Tyrant, a previously unknown evil bent on domination and destruction of all factions by pitting them against each other. Soon, you are fighting him, his troops and leaders with help from the Order of the Enlightened and Circle of Tribes core factions (though some renegades are still there, not caring about the truce). Each side seeks the tyrant’s men out in all locations destroying them where they can be found.

### License Considerations

None

### Cutscenes (optional)

The Circle of Enlightened backstory will be animated into a cutscene for use on the web page and in marketing links.

#### Cutscene #1 – Circle of Enlightened Backstory

##### Actors

Sebastian and the main character

##### Description

See 4.1.1

## Game World

### General Look and Feel of World

The graphics of the general game will be 2 ½D targeting contemporary tile-based browser graphics, models and materials. Dungeon crawling will be offered in limited 3D first person perspective.

### Areas

#### Town

#### General Description

This will be the main entry point to game play after login. It will include buildings that the player will populate and conduct research on and with to accomplish all of the goals of the game.

#### Physical Characteristics

2D view with a static picture with fixed buildings locations to be built and expanded.

#### Levels that Use the Area

All players have this main area to which they connect to all others.

#### Connections to Other Areas

Here connects to each individual building menu and to the external landscape.

#### Concept Art, Ex*amp*le Pictures or References

TBD

#### Buildings (Order of the Enlightened / Circle of Tribes / Houses of the Risen)

There are 15 buildings that are built up, leveled up and manned to perform tasks from buying items at a shop, to researching skills and spells. Each faction has some variation in the naming and description of the buildings, though their functionality remains the same.

Max level for each building is level 100. All buildings will have one or more npc’s that can be talked to for quests or quest hints. They will also each have a menu for assigning an adventurer to do upgrading or research.

Note that each building will have a class(es) or meta-class category in parenthesis at the beginning that will identify who will be needed to perform upgrading and research.

#### Adventurer’s Hall / Headhunter’s Tavern / Open Grave

(Warrior)

This building is used to recruit adventurers and create or modify parties. Every 10 levels, the player can have another party with two initial adventurers allowed. Every two levels from there, you get one more. The only exception is level 1 which is the equivalent to a level 10. Therefore, level 0, nothing. Level 1, the player gets 1 party with a max of 2 controlled (non-summoned or added) adventurers. Level 4, the player has 1 party with 3 controlled adventurers. At level 10, the player has a max of 8 adventurers and 2 parties.

Players will also be able to use this to form, join and access player guilds. You will be able to form the first guild at level 10. The level of the building will also determine the maximum number of players for the guild.

A player can also use this to set adventurer’s to guard the city. This means they will watch the Vault (or equivalent named building) and try to protect items from being stolen. Only one adventurer can be set to guard.

The player may also wish to join a queue for an arena battle. This allows him or her to submit a single adventurer or party into a queue that will find the first match based on level range. The level range will be +/- 2 levels for single adventurer. For party, the total number of adventurers needs to be within +/- 1 (ie if one person has 4 adventurers in the party, then they can face someone with 3-5 total). Additionally, the total levels must be within+/- 1 per adventurer capped at 3. NPCs are allowed but they count towards the level and adventurer count for balancing. Raid parties do not qualify. Before the party or adventurer can leave the town or be set on any other task, they must be removed from the queue first. Both parties will have to actively respond that they are ready before the battle will begin to ensure they are not afk.

Finally, a player will be able to send individual adventurers into or out of a raid queue. Multiple adventurers can be set into the queue, but once one is accepted, the others are automatically removed except for the same dungeon (and then, only visible to the leader of the party). In other words, the player can only be in one raid party at a time, though they may have more than one adventurer in it.

#### Shop / Shop / Shop

(Priest / Mage)

The shop is where players can purchase items in the game.

All can be purchased with gold staters (obtained with real money) while many can also be purchased with silver denarii (found in the game).

Items will have 12 tiers and each level of the shop will lower the price of items above it in tier, .5% per level. Ie: Going from level 1 to level 2 will lower all items tier 2 and above by .5%. When the shop goes to level 10, tier 1 and 2 will be fixed and tier 3+ will continue lowering by .5% per level. Additionally, in-game money can only be used for the tier levels that are fixed (meaning 1-9 allows you to use real money for tier 1 items where as 10-19 allows you to use denarii for tier 1 and 2). As such, tier 12 will never be purchasable with in-game currency but will continue lowering in price until level 100 (or 50% off).

Additionally, the level of the shop will impact the sell value of items the player has collected (crafted items are not sellable). The base is 25% (at level 1 of the shop) of the item buy value. It will go up at the rate of 0.25% per level of the shop (or a max of 50%). Items in an adventurer’s inveontory (who are in town) and in the vault may be listed and identified as a part of the sell option.

This building will also provide a link for the player to go purchase staters if they wish.

#### Administrator’s Home / Chief’s Hut / Master Lich’s Demesne

(Mage)

This building will be the organization for the player’s domain. As such, communications, coordination and defenses are managed from here. That means that the game mail system and the ability to jump to any party or adventurer will be done through here. The level of the building will also reduce the chances of success by any invading NPC (-1% per level of the building to a min of 5% for the thief).

Additionally, the building will have access to an achievement and ranking list that will allow you to track quests and special accomplishments that the player has completed and allow them to measure themselves against others in the game. They can compare top adventurer (filterable by faction and class), most denarii, total player experience, PvP reputation, and guild level.

#### Blacksmith Shop / Forge / Black Iron Crypt

(Berserker)

This will be the primary point for accessing the crafting system. Items can be crafted for the tier level floor(level / 10) + 3. As such, a level 1 blacksmith can only craft up to tier 3 items though collecting the materials will be difficult at this point for tier 3 items (unless purchased). At level 100, tier 13 items can be crafted which will be more powerful than can even be purchased in the shop.

This building will also be the Berserker’s skill researching facility.

#### Training Field / Field of Bones / Meadow of War

(Defender)

This is a location that individual adventurers can come to increase their own level. Each level of the structure will reduce the cost of leveling for all adventurers by 0.5% (or 50% at level 100).

In addition, they can come here and buy the time of a trainer which will provide them focus for increasing experience for the next hour real time (1% per level of the building).

#### Market / Trader’s Market / Black Market

(Priest)

This is the auction house. Players can post any item for sale (though a few items will be noted as untradeable). The player can post or buy items of the tier level floor(marketLevel / 10) + 1. This means at level 1, they can only post tier 1 items. At level 100, they can post up to level 11 items. They can also only post a maximum of floor(marketLevel / 5) + 1 items.

Additionally, the transaction fee will be lowered 1% per level of the building. As such, level 100 will have no transaction fee charged to the player.

#### Monastery / Shrine of Trachamen / Dark Temple

(Hand of Grace)

This building will be for purchasing healing for adventurers or performing researching for defensive magic (Hand of Grace spells). The level of the building will influence how strong of magic can be trained / researched here. Additionally, the cost of healing will be lowered by 0.50% per level. As such, a level 100 building will allow for a 50% reduction in healing costs.

#### Mystic Tower / Shaman’s Hut / Death Tower

(Elementalist)

It will be used for performing researching for combat magic arts. The level of the building will influence how strong of magic can be trained / researched here.

#### Amphitheater / Gathering Point / Platform of Command

(Warrior)

This building will be the primary quest giver location. Quests will be given by the NPCs you speak to. Each building will have at least one, but this one will have the majority including many of the trainer, daily and main story line quests. The quest log will be broken into different categories for quests; training, story, new occurrences (daily), guild, and side missions. The level of the building will influence the level and number of daily quests available.

#### Archery Range / Archery Range / Archery Range

(Scout)

This area is used for ranged melee to learn their skills. The level of the building will determine the maximum level of skill that can be researched or trained.

#### Vault / Niche / Locked Coffin

(Thief)

This room holds the items for the town. All storage of items not held in a particular adventurer’s inventory goes in here. One item slot per five levels is designated unstealable. Other items can be randomly stolen if the city is successfully penetrated.

#### Portal / Portal / Portal

(Enhancer)

This building provides instant transportation to and from dungeons for adventurer parties. The number of teleports is floor(building level / 10) + 1 per day.

Also, this building will be for purchasing individual power-ups. The cost of purchases will be lowered by 0.50% per level. As such, a level 100 building will allow for a 50% reduction in power-up costs.

The Enhancer will be able to research spells here.

#### Stables / Holding Pens / Wings of Perdition

(Thief)

This building provides standard transportation for the parties as they go about their business. The level of the building affects the speed of travel (-0.75% per level or 75% off at level 100).

#### Graveyard / Field of Ancestors / Crypt of Forgotten Parts

(Summoner)

This building will be of aid to a Summoner in making their best creatures. The level of the creature and the cost in (magic) essence will be affected by the level of the building.

This is also where this mage class does research for new spells. The maximum level of research is based on the building level.

#### Sewers / Deep Caves / Silent Warrens

(Tempus Diem Fur)

This building is of aid to the thief who needs to research his stealth and misdirection skills. Lockpicking and the like will also be mastered here. The level of the building will influence the level of skills that can be learned for Tempus Diem Fum (or equivalent class)

#### Terrain

#### General Description

From the town, you will be able to toggle to the terrain view where 2 ½ D icons will be displayed showing the town and surrounding villages and other locations of interest around the player.

#### Physical Characteristics

2 ½ D view (isometric) with a static picture with fixed buildings locations to be built and expanded.

#### Levels that Use the Area

All towns, terrain locations and player movement will be in and connect through this view.

#### Concept Art, Ex*amp*le Pictures or References

TBD

#### Terrain Categories (Dungeons / Towns)

#### Den

The den is a set of interconnected small caves and tunnels usually closely connected with the surface where creatures of all sorts can come and sleep or hide. It is often the home of various Circle of Tribe’s creatures as well as animals like bears or wolves.

#### Submerged City

This dungeon will be the remnants of an ancient city that has long been abandoned. Over the centuries, a lake has built up around it partially submerging its walls and buildings, tunnels and sewers. All manner of water-based creatures have moved in to make it their home. There are still areas that a player could get to if they are willing to get a bit wet.

#### Swamp

The fetid swamps go deep into the wilds devouring most that tread beyond the peat marshes surrounding it. Snakes and beasts of all sorts slither, swim and craw through the decaying trees and slow-moving waters that seem to swirl around you. It teams with life and death and few things here survive long without being able to defend itself. The swamp has also been known to grow up and surround ancient buildings and places of dark magic leaving little left to be found.

#### Ruins

These ruins belong to a civilization, once a great empire, now long destroyed by warfare and greed. Centuries past, these buildings and underground vaults were built in marble and rivaled any that have ever existed, present or past; think Roman. Today, its people have scattered and been absorbed into the Order of the Enlightened factions, its grand history largely forgotten and the tattered remains of its memory idealized. Now, its statutes and monuments deteriorate and have become the home for numerous men and creatures seeking sanctuary, riches or to remain hidden.

#### Caverns

These deep caves have opened into massive underground caverns. Down here, you can find subterranean lakes, open veins of crystal, valuable gems and metals, and places of civilization by creatures that are almost never seen out in the open world. Burrowing beasts and dark blind tentacle creatures can be found as well in these deep places. In some areas, creatures of immense age and size are said to still be found. Some even speak of dragons. Of course, people also talk about the vast riches literally growing out of the stone walls.

#### Forests

Trees stretch in every direction creating a directionless maze for any by its denizens. Ancient animal paths weave amongst the bark and bush and branches. All seems peaceful on the surface, and yet after a few meters into the dark shadows left by the canopy, the occasional clearing does little to hide the foreboding. Far more than deer and badgers live here. Living trees, savage primitive humans and monsters roam the darkness and watch for those who stray into their realm, their distrust and hunger leads to a very violent greeting to such visitors.

#### Crypts

Crypts are places of burial for men, women and monsters long forgotten. They sink deep into the ground lined with niches of skeletal corpses and sarcophagus holding the remains of those long past and often with their final treasures. It is also known for its secret passages and cults whose dark rites sometimes make the dead get restless in their sleep.

#### Village

Villages and their like are structures made by men and other civilized races. They contain cramped closed-in structures with people of all types, from soldiers to beggars and thieves. After years of conflict with other native species, man has learned to build downwards. They have sewers, underground storage facilities and armories. These stone-reinforced areas provide both protection and a place of residence to the numerous people from all walks of life. The Order of the Enlightened seek to regain the prosperity that their empire once had (see ruins).

#### Temple

These are religious buildings filled with iconic emblems, altars and dark rites of sacrifice, worshipers and priests of all kinds of human and non-human alike. The temple sinks deep into the earth caging slaves and sacrifices of animal, human and Circle of Tribes alike. Some of the sacrifices are to horrific beasts that may well appear to be god-like to the simple-minded fanatics that flock here.

#### Volcano

Mountains often were formed by volcanoes, most of which are active from time-to-time. In this world, many that have long been dormant have reawakened and the plume of steam and ash are regularly seen overhead. Inside, lava tubes extend deep into a labyrinth of steam and orange/red glows of boiling rock and mud. Earthen creatures who love the heat and earth reside and play in these depths crafting new tunnels and sifting for food in the very walls.

# Game Rules

## Factions

### Order of the Enlightened

This includes various types of humans and elven kind. Some are motivated by defending the weak or out looking for adventure. Yet still more listen to the tales of piles of gold and gems just sitting around waiting to be taken and avarice colors their choice. Though natively these folk come from varied beginnings, today, they are most commonly found in the urban settings of towns and cities. They often have a self-centered and prejudiced view of the world considering all other sentient life to be inherently evil and inferior (regardless of the truth). Many often seek crusade to try and cleanse the countryside of anything non-human, either as a reaction to something happened to them or sometimes simply because they are different. Order of the Enlightened tend to be rash to judge and quick to use force to meet opposition.

The dungeon style most commonly associated with this faction is the Village (See 4.2.2.2.5.8)

### Houses of the Risen

This includes various types of skeleton, zombie, vampire, lich, ghosts and specters. These creatures are inherently out for their own advantage and often apply dark arts to achieve their means. In almost all cases, each member of this faction was created by magical means, some by powerful summoners who practice dark arts, and occasionally be those who are already Houses of the Risen and have the power to create additional creations to further their own position. They are often found in dark places such as catacombs and graveyards but have been sighted in many different places over the years.

The dungeon style most commonly associated with this faction is the Crypts (See 4.2.2.2.5.7).

### Circle of Tribes – (Humanoid Monsters)

This includes various types of orcs, goblins, kobolds, and ogre-type creatures. Though shunned by most other species, these creatures tend to cluster together and protect their dens and warrens against invaders. In addition, many individuals of these races favor both nature and chaos to order and civility. Even so, few seek out confrontation, but are happy to meet it with savage aggression, applying fear into their enemies with more than just their looks. They find the flesh of almost all living creatures tasty, sentient or not. As such, they find consuming their fallen enemies as both a way to absorb the enemies’ strength, but also drive fear into those who yet live. These creatures inhabit the wildlands, from forest to cave.

The dungeon style most commonly associated with this faction is the Den (See 4.2.2.2.5.1)

### Black Tyrant

This faction is not played by the players. It is the common enemy to all as the black tyrant and his followers try to pit the other factions against each other as he builds his strength.

This faction can be found in all dungeons though special levels will be created for certain quests and quest lines.

## Classes (Order of the Enlightened/Circle of Tribes/Houses of the Risen)

\*Note: Class names are in the faction order shown above: first human, then Circle of Tribes, and finally the Houses of the Risen. The class skills, spells and characteristics are the same though some also may have varied names.

\*\*Note: Each class will have an experience multiplier.

### Warrior

### Defender / Champion / Guardian

This warrior-type tends to be well armed and armored. They seek to defend those weaker, not just those they group with, but towns and villages, dens and crypts, whomever they have chosen to champion. Their faith in their personal supreme being wraps confidence and strength to every blow by their weapon. They fight through martial prowess and so use skills of varying deadly ability to meet those deemed enemy.

Multiplier: 1.0

### Berserker / Brute / Frenzied

These adventurers are known for their aggressive approach to combat. They follow the philosophy that a good defense is a strong offence. Heck, they don’t really care much about the defense, though they do wear strong armor as protection to help get them back out of the messes they get into. Even so, trouble follows them. These are always the kind of people you want on your side, out front, way out front doing their thing.

Multiplier: 1.05

### Thief

Thief is a group of adventures more focused on dexterity and stealth to accomplish a varied set of missions. They can pick locks and spy on neighbors. They are also good at the use of misdirection to trick groups into not fighting in any given round of combat.

### Tempus Diem Fur / Tempus Crepusculum Fur / Tempus Nox Fur

These ‘daytime thieves, twilight thieves, and nighttime thieves’ will use misdirection and ranged attacks to attack from behind or from a distance. In addition, they are great at unlocking chests to gain access to the treasures inside. Still, they know that a blow can come from almost anywhere at any time so wear additional protection over most of their trade.

Multiplier: 0.95

### Scout / Forerunners / Shadow of Fear

These adventurers are literally out front scanning for incoming enemies. As such, they can often provide early warning of incoming bad guys and possible provide a way to escape when needed. At the same time, none are better at identifying and neutralizing potential traps, both magical and physical that could create a problem for the average party. They are also the best at infiltrating opponent strongholds to seek out information that may be found there.

Multiplier: 1.15

### Mage

These people seek to conquer through the arcane arts; either through directly wielding the building blocks of energy and matter to attack, or by creating form for those bits to create life or at least the illusion of it. While they tend to be much weaker physically, they make up for it by clearing large groups if not the entire enemy force in one wave of their hands.

### Elementalist / Shaman / Magi

This class is able to manipulate raw energy for destructive and constructive purposes. With a flick of their wrist, fire, ice or electricity can be pulled from the fabric of the university and channeled into manifestation before such a mage. He or she can then use it to obliterate individuals, groups or even the entire army before them. Of course, it assumes they live long enough to learn how.

Multiplier: 1.3

### Summoner / Spirit Guide / Warlock

This type of mage has focused on bringing others to do the fighting for him or her. They create illusions or summon beasts to their side. They also become masters of the mind and can entice enemies to directly join the ranks of a party lucky enough to have one.

Multiplier: 1.2

### Priest

Some do not have the stomach to directly cleave flesh nor spill blood but have no qualms about providing assistance to others as he or she maintains the front lines of the adventure. This does not mean they are helpless, but they do find that working through others is more satisfying and potentially safer than sparkling energies or swift weapons. In their minds, a strong defense is always a good start to any conflict.

### Hand of Grace / Crimson Order / Shadow of Death

These priests spend their time focusing on how to use magic to mend bone and regenerate flesh. The most practiced of them are even able to cure diseases, poisons or even resurrect the dead. The level of concentration and dexterous motions required to weave their art requires the lightest level of garb available.

Multiplier: 1.1

### Enhancer / Artificer / Scions of Ge

The members of this specialized priesthood seek to find indirect ways to help others in their adventures through use of bolstering their natural abilities or protecting them from direct harm. A master of this order can knock bolts of death from the sky and fill warriors with the strength of a god.

Multiplier: 1.2

## Character Attributes / Traits

The PC and NPCs have attributes which define the character’s relative strength in a given area. They also provide direct feedback on progress in the game such as with experience and money. These attributes include:

* Fitness: This is the overall strength and endurance of the player. It will affect traveling speed and damage of physical weapons. It will also affect the ability and strength of melee skills such as used by the warrior classes. It also has some benefit for crafting. It is important for any of the warrior class. Initial Base is from 10-20 with an upper max of 100.
* Mental Prowess: This is the character’s intelligence. It will affect research speeds and provide a bonus to experience gained in combat. It will also help with crafting success. It is important to any from the mage class. Base is from 10-20 with an upper max of 100.
* Spirituality: This is the character’s ability to be at peace with him or herself. It also represents the character’s strength of mind. It will provide the ability to resist some kinds of combat spells like unyielding fear. This skill is important to those of the priest class. Base is from 10-20 with an upper max of 100.
* Eloquence: This is the ability for the character to speak well. It provides discounts to building upgrade costs and affects the number of npc’s a player can have in his or her city. Taxes and other fees can be reduced with a high eloquence. Base is from 10-20 with an upper max of 100.
* Coordination: This represents physical dexterity. It will affect the player’s likelihood of hitting the opponent as well as dodging a blow. It is also useful for some skills like lock picking and as such is important to thief classes. Base is from 10-20 with an upper max of 100.
* Health: The number of hit points before an adventurer dies.
* Spirae: Points used for performing magic and skills.
* Total Experience: How much total experience the player has gained in the game so far. Initially, a characters starts at 0.
* Experience to Level: This is a decreasing number which gives the player an idea of how long until they level this character.
* Level: This represents the relational strength of experience the player has achieved. New characters generally start at level 1 and can continue through to level 100.
* Class: This is going to identify one of the eight classes for PC and the type if it is an NPC.
* Faction: This will be the character faction based on the image.
* Gender: Male or Female for PC’s though NPC’s may have Many or None also..
* Denarii: This represents the amount of in-game money earned through quest rewards, exploration and combat.
* Stater: This represents the amount of money bought with real money.
* Avoidance: This represents the chance of a player to avoid an incoming physical blow by an NPC of the same level. It is largely affected by coordination and type of armor/class.
* Hit: This represents the chance of a player to hit a target of the same level. It is affected by coordination, level, class and weapon.
* Minimum Damage: This is the damage range that a successful physical attack is likely to generate.
* Maximum Damage: This is the damage range that a successful physical attack is likely to generate.
* Damage Type: This is the type of damage that the currently equipment weapon will generate; Physical, Cold, Heat, Magic. It will also identify if it is melee or ranged in nature.
* Damage Resistance: This is how much physical damage per successful hit will be absorbed by the player’s armor or spells. This is based on the character’s armor, skills and spells.
* Cold Resistance: This is how much cold damage per successful hit will be absorbed by the player’s armor or spells. This starts at 0 but can be affected by skills, spells and items.
* Heat Resistance: This is how much heat damage per successful hit will be absorbed by the player’s armor or spells. This starts at 0 but can be affected by skills, spells and items.
* Magic Resistance: This is how much magic damage per successful hit will be absorbed by the player’s armor or spells. This starts at 0 but can be affected by skills, spells and items.
* Party Position: This is where in the party the character is positioned. This combined with the party formation will determine if they are front line or backline (ranged).
* Career Changes: This is the number of times the character has changed careers. By default, this is 0.
* Item Experiences/Level:
  + Torso
  + Head
  + Legs
  + Feet
  + Hands
  + Shoulders
  + Neck
  + Rings
  + Weapon
  + Shield
  + Cloak
  + Quick Use
  + Trailing
  + Keys
  + Speedups

They will apply color coding to recognize if they have been artificially increased or decreased (green for above and red for below). As such, a current and a base number will need to be stored.

## Skills

Both warrior and thief classes will have skills, 25 per class to be trained and learned. Adventurers will start with level 1 skills, but thereafter, will have to learn all skills when they reach the appropriate level. The base skill is learned by the town and is thereafter available to all adventurers of the appropriate class and level.

After the skill is learned, additional levels of proficiency can be gained up to level 20 per skill.

For details on the skills in question, see the Skills and Spells – Tyrant’s Realm.docx file.

## Spells

Both mage and cleric classes will have spells, 25 per class to be trained and learned. Adventurers will start with level 1 spells, but thereafter, will have to learn all spells when they reach the appropriate level. The base spell is learned by the town and is thereafter available to all adventurers of the appropriate class and level.

After the spell is learned, additional levels of proficiency can be gained up to level 20 per spell.

For details on the spells in question, see the Skills and Spells – Tyrant’s Realm.docx file.

## Experience Chart

Base experience formula works in the format:

X = Exp(X-1) + (average exp / battle of level x) \*(# of battles to level)\*(multiclass multiplier)\*(class multiplier)

where average per battle = 350 \* (X-1)

# of battles = 1 + X

multiclass multiplier = 1+ (career change/reset / 10 \* 2)

X = Experience Needed\*

C = Current Experience

L = Level (trying to reach)

\*Assumes 0 multiclass multiplier

|  |  |  |
| --- | --- | --- |
| Level | XP to Gain Level | Total XP |
| 1 | 0 | 0 |
| 2 | 1,050 | 1,050 |
| 3 | 2,800 | 3,850 |
| 4 | 5,250 | 9,100 |
| 5 | 8,400 | 17,500 |
| 6 | 12,250 | 29,750 |
| 7 | 16,800 | 46,550 |

## Items

### Categories for Obtaining

### Random

This would be for items that are found from combats and quests rewards. All items in the game (not counting top crafted) can be found eventually from adventuring combats though the better items will be very rare and only found in the highest level NPC’s.

### Crafted

These are items that are created by the player through research  **/**h and materials obtained from adventures or through the auction house. Many common weapons and armors as well as special items can be crafted this way. The top weapons and armors in the game will be obtained through rigorous levels of material combinations and research work.

### Store

The store is a special shop where players can purchase items of all sorts, some with in-game currency, others with real money. All items in here can be found in the game given enough battles and time. However, many will find it much easier and faster to obtain some of these through here with real money.

### Types

Items such as weapons and armors will have levels to them. Such items will default at level 1 at the base and continue up to level 100. Each level from the base allows for another crafting enhancement to be done. The experience chart is 100\*item level\*2^(item level / 25). In addition, all items will belong to a tier 1-13 that will identify its relative base strength.

### Weapons

Weapons are equipable by each class. They will come in melee and ranged types and possess values for Minimum / Maximum Damage, Damage Type, Item Name, Experience, Level, Sellable (Boolean), Tradeable (Boolean), Ranged (Boolean), Identified (Boolean), Craftable (Boolean), Crafted (Boolean), List of Materials to Craft (Vector), List of Quantities of Each Material as a Base (Vector) and Sale Base Price. It will also need to be able to track all crafted enhancements add and how many have been applied.

Major weapon categories are:

Melee:

* Longsword
* Broadsword
* Greatsword
* Rapier (optional)
* Dagger
* Mace
* Flail (optional)
* Staff
* Crescent Axe
* Great Axe

Ranged:

* Shortbow
* Longbow
* Crossbow
* Recurved Bow
* Throwing Axe
* Throwing Dagger
* Dart (optional)
* Sling (optional)

### Armors

Armors are equipable by each class based on class restriction. They will possess values for Damage Resistance, Item Name, Experience, Level, Sellable (Boolean), Tradable (Boolean), Identified (Boolean), Cursed (Boolean), Craftable (Boolean), Crafted (Boolean), List of Materials to Craft (Vector), List of Quantities of Each Material as a Base (Vector) and Sale Base Price. It will also need to be able to track all crafted enhancements add and how many have been applied.

### Class Restrictions

Robe: **Summoner** and **Hand of Grace:** cloth

Tunic: **Elementalist** and **Scout:** reinforced cloth and leather

Chain: **Tempus Diem Fur** and **Enhancer:** malleable metal interconnected rings

Plate: **Defender** and **Berserker:** Solid metal plates

* + - * 1. **Slots**
* Head: helms, coifs, circlet, crown
* Torso: robe, tunic, chain, breast plate
* Legs: pants, leg plates,
* Feet: sabatons, boots
* Hands: Full and demi gauntlets, gloves
* Shoulders: Pauldrons
* Cloak
* Off-hand: Tower Shield, Round Shield, Buckler
* Ring (right hand)
* Ring (left hand)
* Neck: Amulet, Pendant, Torc
* Belt
* Belt Attachment (right hip) : This is one of two slots to hold usable items such as potions or scrolls.
* Belt Attachment (left hip) : This is one of two slots to hold usable items such as potions or scrolls.
* Trailing (right shoulder): Specialized magic items or minor (non-attack) familiars / NPCs that grant enhancements.
* Trailing (left shoulder): Specialized magic items or minor (non-attack) familiars / NPCs that grant enhancements.

### Speedups

These are items that can expedite research, reduce construction time and increase experience (in items and adventurers). These items are consumed with each use. The item metrics include: Item Name, Type of Speedup, Percentage, Duration (in minutes), Base Cost, Sellable (Boolean), Identified (Boolean), Tradable (Boolean), Craftable (Boolean), Crafted (Boolean), List of Materials to Craft (Vector), and a List of Quantities of Each Material as a Base (Vector). They are stackable in quantities of 99 per item slot.

### Benefit / Magic

These are items that can provide timed or single-shot benefits to the player. They include potions and scrolls of effects like healing or avoidance, items like lanterns (light sources), stones of enchantment to unlock or detrap chest, resurrect a fallen adventurer, summon assistance, one-use combat spells, etc.

They include for metrics: Item Name, Type of effect, Duration (in minutes, -1 is instant), Sale Base Cost, Sellable (Boolean), Identified (Boolean), Tradable (Boolean), Craftable (Boolean), Crafted (Boolean), List of Materials to Craft (Vector), and a List of Quantities of Each Material as a Base (Vector). They are stackable in quantities of 99 per item slot.

### Materials

These are base materials used for crafting either new items or adding enhancements to items. Stats include: Item Name, Base cost, Sellable (Boolean), Identified (Boolean) and Tradable (Boolean). They are stackable in quantities of 999 per item slot.

Materials include:

* Blood (of a specific NPC)
* Hair / Feather / Scale (of a specific NPC)
* Claw / Toenail / Fingernail (of a specific NPC)
* Body Part (Specific part of a specific NPC)
* Gems (of a specific type and size)
* Sigil (of a specific symbol)
* Wood (of a specific tree type)
* Metal (of a specific type)
* Water (of a specific type)
* Earth (of a specific type)
* Fire (of a specific type)
* Air (of a specific type)

Some materials will also be used in various quests, including research and building construction quests.

### *Quest*

Quest items will come in all sizes and shapes. Most will have no direct use except that it must be in the party inventory at the appropriate time and place. They will be non-droppable, sellable or tradable, though these items can be exchanged between parties and or the player’s vault. Quests can be abandoned and doing so will automatically consume any associated item. Metrics will include Item Type, and Item Name.

## Party

This will be the game party system. Groups of players can be assigned into parties so long as the player has available adventurers and a party that is either not full (max of 6 directly controlled npc’s and 4 more summoned, joined or quest) or the player has an open party slot.

The Party menu will show how many parties the player can have max, all of the current parties, and a list of each adventurer. Each party and adventurer will have a status. The parties will have links to take you directly to that party’s location (if it is not in town). There will be options for creating and destroying parties and assigning / removing adventurers to a party (if the party is in town).

The number of parties and adventurers allowed to a party is controlled by the Adventurer Guild (or faction equivalent building). See section 4.2.2.1.6.1.

## Adventure Guild

This will be the game guild system. This can be accessed through the Adventurer’s Hall (or equivalent faction building). Players can group together for shared mutual benefits. They include:

* Social: There will be a communication channel for guild members and guild friends.
* Prestige: The guild will be in the ranking list based on its level and experience. Within the guild, members can be promoted to one of 6 different levels.
* Tangible Benefits: Guilds will allow for research of benefits to members to include: increased experience gain, PvP resistance bonus, treasure gain bonus (both items and money), and reduction in research times.

A guild may have a max of 100 members plus increases made through items. The base is a factor of the founder’s adventurer guild building level. If the founder has been replaced with another GM, then the max of the two will be used.

A guild level’s up by gaining experience at the rate of 5% of the experience obtained by its member’s adventurers. The benefits are tiered based on the level of the guild and will cost denarii which must be donated by the members.

Interface controls include:

* Leadership: Promotion, Demotion, MotD, Invite, and Expel. Note: A 2nd officer can take over leadership of a guild if the GM has not logged in for over 2 weeks.
* Communication: guild mail, friend/enemy list (Friend provides access to the shared communication channel, while enemy provides increased chance for theft.
* Research: Donations, Guild Leveling, and current / max bonuses.
* Members: This will list out current members and their locations. There will be a link to directly mail them or try to open a direct chat if they are online. It will also list those who appear to be actively online.
* Main page: It will show basic information such as general level, founder, current leader, MotD, # of members and ranking. It will have a link to the general ranking list.

## Journal (Quests)

The Journal will list out active and completed quests. It needs to be filterable so you can list them all with date and information in a paginated continuous list like a real journal or diary. Otherwise, you can just see the current active quests or completed quests. Quests will be categorized training, daily, guild and plot oriented, though this will really have more to do with where to obtain and what kind of rewards than anything to do with the quest itself. All of the quests should be written in story format. They will help the player create all of the buildings and explore the dungeons outside solo and in a raid.

## Achievements

The achievement system will be a list of easy, medium and hard goals for players to shoot for in all areas of the game. This will include categories for PvP, Combat, Raiding, Guild, Crafting, Exploration, and Character Development.

Completing achievements will reward the player with denarii or staters depending on the difficulty of the achievement.

## Crafting

Items can be created from scratch or enhanced into legendary status given enough time.

### Create

Creation crafting allows a player to create items from materials. Unlike Enhancements, creating usually requires multiple types of materials in differing quantities. Both the list of materials and the quantities needed are identified on the items. Players can examine an item to determine the pattern for crafting it. Examination will take 15 minutes \* the Tier level of the item. Once learned, the player can repeatedly create an item if they have the materials, money, time and adventurer’s to make it. Note, the recipe will track how many times the item has been made.

Some of the items made will actually be other materials which can only be obtained through this chained crafting to make high-tier items. These items will always require a quest to send the player to a special dungeon to craft the materials. However, they will take far less time to craft.

The number of adventurers needed to make an item is based on Ceiling of the Item Tier / 4. So a Tier 1 would take 1 person. Tier 12 would take 3. NOTE: Tier 13 items cannot be created

The cost in materials, both type and quantity, is stated in the recipe contained in the item. Once learned, that player will always know that recipe.

The cost in denarii is 5% of the item base cost \* tier level (max of 75%). Therefore an item of base 1000 denarii at tier 7 would cost 350 coins to reproduce.

The cost in time (in minutes) = 10 \* Item Tier \* 2^Floor(Item Tier / 4) – (5 \* (# of times made / 5)). The minimum time to make something is 5 minutes. For example, a Tier 1 item for the first time making would cost 10 minutes. A Tier 10 item that has been made 100 times will be: 10 \* 10 \* 2^2 – 100 = 300 minutes or 5 hours.

### Enhance

An equipable item gains experience over time and can level it providing for more enhancements (see Section 5.7.2 Types (Item)). The item can only possess 1 enhancement per level of quality it has. At certain levels, the item can take on even more powerful enchantments as well. Each attempt at enhancement has a base 85% chance of failure – 5% for each level the item is over the current number of enhancements (100% chance is max). For example, a level 12 item with 1 enhancement on it presently would have a 39% chance of failure. Failure costs the gold and materials, but will not hurt the item. However, an item can be used to drop the chance of failure to 5%. The table below will identify the material and effect it will convey. Each tier represents the level the item has to be greater than or equal to so attempt one of the enhancements below.

|  |  |  |  |
| --- | --- | --- | --- |
| **Tier 1 (lvl 1+)** | **Tier 2 (lvl 26+)** | **Tier 3 (lvl 51+)** | **Tier 4 (lvl 76+)** |
| Blood of a She-Knoll : +1 Fitness | Sap of a Living Tree : +2 Fitness | Ghost Goo : +3 Spirae | Vial of Ancient Crimson Dragon Blood : + 4 Mental Prowess |
| Lock of Hair from a Cutpurse : +1 Coordination | Shimmering Serpent’s Scale : +2 Coordination | Scale of a Wyvern : +3 Fitness | Rectrice of an Ancient Roc : +4 Fitness |
| Constrictor Fangs : +1 Physical Damage | Bloodied Fanatic’s Fingernail : +2 Physical Damage | The toenail of a Wild Goblin Champion : 3 Physical Damage | Demonic Wing Talon : +4 Coordination |
| Eye of a Skeleton : +1% Physical Resistance | Forked Tongue of a Humity Slime : +2 Spirae | Jaw of a Merfane : +3 Eloquence | Scalp of an Ogre King : +4 Physical Damage |
| Spessartite Garnet : +1 Mental Prowess | Raw Emerald : +1% Experience | Deep Red Corundum : +2 Avoidance | Painite : +4 Eloquence |
| Sigil of Prosperity : + 1% gold found | Sigil of Tranquility : +2 Health | Sigil of Harmony : +3 Spirituality | Sigil of Heavenly Blessing : +2% Experience |
| Shavings of a Baby Treant : + 1 Spirituality | Acorns from the Great Tree of Shamala : +2 Spirituality | Carvings of a Liche’s Summoning Altar : +3 Mental Prowess | Sliver of the Lost Chalice of Trantoric : +4 Spirituality |
| Silver Ingot : +1 Eloquence | Pink Gold Flakes : 2% gold found | Mithril Ore : + 3 Coordination | Liquid Adamantine : +4 Avoidance |
| Enchanted Water : +1 Hit | Heavy Water : +2 Hit | Heart of a Whirlpool : +3 Hit | Kraken’s Last Breath : +4 Hit |
| Enchanted Earth + 1 Health | Unconsecrated Dust : +2 Eloquence | Chip of a Stone Golem : +3 Health | Death Worm Poo : + 4 Health |
| Enchanted Air : + 1 Avoidance | Southern Breese : - 1% decreased Monster Frequency | Winter’s Gasp : +1% Cold Resistance | Gale of Fates : +1 % Magic Resistance |
| Enchanted Fire + 1 Spirae | Minor Maelstrom : + 1 % increased Monster Frequency | Liquid Stone : + 2 Spell Damage | Breath of a Demon Prince : + 1% Heat Resistance |

The cost in material for each enhancement attempt is equal to enhancement # \* 2^Tier #. Therefore a level 35 item with 2 enhancements presently on it, will cost for a Tier 2 enhancement 3\*2^2 or 12 of the materials.

The cost in gold is 10 \*enhancement # \* 3^#. For the same example above, the denarii cost would be 10 \* 3 \* 3^2 or 270 gold. A 100th enhancement of a tier 4 would cost 10 \* 100 \* 3^4 or 81,000 denarii (with a 20% chance of success without the use of the item).

## Ranking

The ranking list will allow the player to measure themselves against others in the game. They can compare top adventurer (filterable by faction and class), most denarii, total player experience (sum of all adventurers), PvP reputation, and guild level / experience.

## Mail

The game will provide an in-game option to send players mail. All locations of the player’s name will provide options for sending a private message (like a direct chat), and a mail. New mail will have highlight the icon with the # of messages unread.

The mail menu itself will allow you to read, mark as read, highlight, file a bug/idea and write messages. Each message will be kept for a max of 10 days if unread, 3 days if read and 30 days if highlighted (with a max of 50 highlights). The panel will display up to 10 mail and provide for pagination through the others.

Reading an email will allow for a reply and report abuse (spamming or abusive emails such as rl threats). Emails will maintain a visible date time stamp.

Bug reports will work like normal email but send it to a predefined user id for server moderators.

Mark as Read will toggle the selected email or emails to normal text instead of bold as they are when unread.

Highlight shifts the color to gold. Again, a max of 30 messages can be highlighted in any given account. These will be automatically sorted just after unread.

Writing will provide space for the player name. If loaded from bug, directly from a player link, or from a reply, then the name will already be filled in. Otherwise, players can enter in a text field with a maximum of 5000 characters. Note that reply will append the previous postings at the end and they will not count towards the 5k character limit. Players can link items, players, npcs and journal entries in. It will provide options for send and cancel.

## Chat Channels

The chat channel will be visible on the main panel. This will have 4 channels that can be individually enabled or disabled. Channel state will save over logging. The channels are: Global, Guild, Private and System. Each entry will have the player name which will allow a link for private messaging, mailing or reporting abuse. If the latter is selected, the message in question will be pasted into the email in an uneditable section.

* Global: Messages to everyone online on the server. Items are required to post here though players under new status will not be charged. Other players will find these items commonly around the game.
* Guild: This will go to everyone in the guild. The tab will provide a way to enable friends of the guild to receive the chat. Friends would include any members of other guilds that are identified as friendly.
* Private: These messages are directly between two players. Only they see them.
* System: These are common messages such as notifications to you or everyone on the server of messages of note. They will include global messages like an incoming shutdown or reminder of maintenance. Messages will include information such as research, construction or exploration completed for the player or rewards that they may have received.

Adult filtering will be on by default and will attempt to block most common abuses. This will be checking for basic common English words and obvious workarounds like spaces.

All messages will have a limit of 5 messages per minute (to limit spamming), and be limited to 256 characters in length. Messages of each channel will have a different color coding to improve tracking.

Player names in the chat channel will be hyperlinked so as to provide a set of options for anyone clicking on them. They include sending mail, a private message, or invite to an arena challenge.

## Shop

The shop will be found in town and will possess items that can be purchased with in-game (denarii) and purchased (staters) currency. Any item that can be purchased with denarii can also be bought with staters. It will also link to being able to buy currency through options such as Paypal, etc.

The shop will have daily and weekly specials at discounts as well as items that only ever show up here. Players can also sell their items here for a fixed percentage of their max value (as indicated in the section 4.2.2.1.6.2 Shops.

Items will have tier levels which will correspond to approximate adventurer levels and power of the items. Tier levels for purchase will be based on the level of the shop (also see the shop section in buildings). Item categories will include Specials, Armor, Weapons, Enchantments, Administrative, Crafting, and Bundles

* *Specials*: These are the daily and weekly specials. Items unique to the specials category will be visually shown as such. These will include occasional rare and epic items, but also seasonal.
* *Armor*: These will have items for different levels, slots and types of items with standard common and daily randomized rare and epic items (these will always reset of the daily maintenance, as opposed to the stronger specials which may last a week or weekend).
* *Weapons*: Tools of destruction will be included for every class and major level category
* *Enchantments*: These are magic scrolls that can provide a wide range of benefits for an adventurer, party or city. This includes increasing treasure drop rates, experience gained, increasing / decreasing monster frequency in dungeons, etc.
* *Administrative*: These are special items that can help the town or party. For example, assisting with the building construction (lowering the costs or speeding it up), temporarily improving the vault effectiveness, or giving benefit to other buildings such as the stables so the parties can move faster.
* *Crafting*: This will include materials that can be used for the crafting process. These will fluxuate daily though the low tier will be there most every day. There will always be a few of the rarest that can only be found in dungeons or by questing. Some of the top tier can only be purchased with Staters as well.

The item sell option will list out all items the player has in the vault or on items held by adventurers that are in town (including those doing building or researching). Items that need identification will be sorted and filterable. The cost of identificaiton will be 50 denarii per tier of the item.

See 4.2.2.1.6.2 (Shops)

## Auction

The auction system will be available to the players to sell items to other players. Crafted items are not allowed to be auctioned. Similarly, items cannot be posted for less than it can be directly sold for. As per the market building description (Section 4.2.2.1.6.6), the player can post or buy items of the tier level floor(marketLevel / 10) + 1. This means at level 1 of the market, they can only post tier 1 items. At level 100, they can post up to level 11 items. They can also only post a maximum of floor(marketLevel / 5) + 1 items.

The transaction fee is 3% of the transaction value paid by the seller. If an auction expires, the player can choose to take their item back (and pay the 3% fee or repost it without any cost). Additionally, the transaction fee will be lowered 1% (of the 3% or 2.97% at level 1) per level of the market building. As such, level 100 will have no sale transaction fee charged to the player. However, the no-sale fee is still applicable. If an expired auction is not picked up or re-posted within 14 days, then it will be auto-sold at market prices, the sales fee deducted and the remaining money transferred to the player’s coffers.

Options at the auction include searching for keyword or category (type of item), sorting on value and expiration of the auction. A player can look at consignments, repost or buy-back expired their auctions or post new ones. Sales will send notification events to the player and money will be added to their account.

Posting an item will identify the minimum a player can start the bidding at (based on the sell value) and provide a buyout option. The seller can adjust the minimum bid upwards. Other like items will be listed default by the ending time of the auction but can be sorted by minimum and buyout orders. Buyout prices are optional and will default to n/a.

Bidding on an item can either buy the items straight out if a buyout is set or a bid can be done. The default will be the next higher increment, but a player can opt to set it higher (it will not auto-increment). Bids will set aside money from the user to pay for it. If the item is outbid, the money is automatically returned (and an event notifying the player is generated). If an item is won, then the money is permanently gone and the player will get the item sent to them in the mail immediately (with an event notifying them that they won).

## Equipped / Inventory / Attributes

The equipped items, inventory and attributes panel will provide the image of the adventurer, their current and maximum attributes (See section 5.2 Character Attributes / Traits), and an icon view of all currently worn equipment. This includes 17 item slots (See 5.7.2.2.2). To the right will be a scrollable list of items the party has available. Each character has 12 item inventory slots though some items will be stackable (such as ammo, consumable (potions), quest items and crafting materials). Stacks will have a 999 maximum before splitting into a new stack. Stacks can be combined and separated. Equipable items are automatically pulled out individually from a stack (if applicable) as only one of an item type can be stored in a given belt attachment slot at a time. Therefore, an adventurer could have 2 potions of healing at most at any time ready for immediate combat use (one for each slot). As such, stackable numbers will only show on stackable item types in their inventory location. However, when transferring (dragging) to another party member or to the vault storage, a popup will be provided to ask the user how many of that type will go (cancel or 0 will exit without a transfer). This is only true if it is a stackable item with >1 items in the stack.

Attributes will clearly identify if there are temporary affects adjusting abilities up or down. There will be a tab for identifying what affects (both party and individual) that are applied to a given attribute and the source of it (or them).

There will also be a tab to indicate skills / spells a player knows. This tab needs to also indicate the spirae cost, the level of the skill / spell, when it is used and a short desc for it. The latter should be as a tooltip.

Players will be able to level or change classes from this menu.

## Leveling / Switching Classes

When a character’s experience gets over the required amount to level, the character will provide feedback to the player to indicate they can level them when they are ready. More than one level can be queued up but leveling requires being back in town and spending denarii to complete the training. Gaining skills and spells will require research when the level has been obtained. The costs for leveling are 200 \* the adventurer’s current level. So moving from level 1 to 2 will cost 200 denarii. Going from 99 to 100 will cost 19,800 denarii.

Leveling gains the player 1-2 attribute points to distribute. Health and Spirae will gain 1-10 \* Ceiling(new level / 5). Items can be used to improve the percentages when leveling.

An adventurer that gets to level 75+ has the option to switch classes (or reset if they choose his or her current class). If a player qualifies, then they can pull up the option to reset his or her level and area of learning skills / spells. Any current skills and spells will be retained, but he or she cannot learn new nor gain experience towards any of these skills unless the new class has that skill or spell and the adventurer’s level is high enough to allow for progression. Switching classes costs 50,000 denarii.

## Exploration

In the terrain view, the player will be able to click on the various dungeon / terrain tiles scattered nearby. There will be a real-time cost in travel by a party that will be shorted by the level of the stables and enchantments / items. There are two categories of tiles:

* PC towns. These are subdivided into (and appropriately color-coded):
  + Guild Members: Options are mail, send items, offer technology, arena
  + Friends (of Guild): Options are mail and arena.
  + Enemies: Options are mail, theft, and arena
  + Neutral: Options are mail, invite (to the guild), theft, and arena.
* Dungeons (the options are indicated below)
  + Journey: Select a party to journey here
  + Send (if one or more parties are already there): Select a party to either return to the player’s town or onto a different set of coordinates.
  + Explore: Allows the player to auto-configure a party for exploring the top level of the dungeon. Rewards will be steady but minimalistic compared to entering. The party will not be allowed to explore if they are under an approximate level estimation of party power vs the level of the dungeon.
  + Enter: Enters the 3D view of the dungeon to allow for live play.
  + Raid: Pulls up a raid queue which identifies players of the approximate same level range of the leader and/or are in guild (and friends of guild) that wish to join a raid for that dungeon. Players can put adventurers into the queue in the Adventurer’s Hall. If pulled into a party, that member will be instantly transported to the party location and returned to town when removed/quit the raid.

Dungeons will have a randomized level that will shift each day on reset (this timer will be shown clearly to the player). They will not change level if a party is stationed, exploring or entered in it. The levels for the initial level go from 1 to 30 and can go as far as 50th level. Each level is approximately targeting a party of 6+ players of a minimum of 3\*the dungeon level. (Composition of the party will affect this some). As such, a level 1 should be for a 1-3rd level full party whereas a level 18 would be for 56th level party. Dungeons of level 34+ are assuming party members who have gone to 100 and reset at least once.

In the dungeon crawling 3D view, the player will be able to wander around the level. It will automap based on a 360 degree avatar-visible view (see Map 5.22). Terrain and textures will vary based on the dungeon type. A small subset of models will be available for each section to add to the area’s appeal. Stairwells (or equivalent) up and down will be on every level except level 50 (as that is the bottom). The level will be randomized unless it is a quest level (determined by the leader if in raid mode). Maps will be frozen once entered the first time unless the party leaves the dungeon. Spirae will not recharge while inside the dungeons unless through the use of special items and enchantments. Parties resting in at the entrance will recover health and spirae over time.

While not in combat but exploring the dungeon, players will have the ability to view inventories for the party (though only for the adventurers they control). They can also use an item, cast a spell, excersise a skill, look at the map or pull up the quest list..

While wandering in the dungeon crawling area, parties will run across traps, treasures, combats and friendly NPCs.

* Traps: These can be disarmed if detected. The type and effectiveness will vary based on the level of the dungeon.
* Treasures: Uncommon, but occasionally, treasure can be found through exploring. Generally, the loot will be in a chest or similar, though not always (lower levels are more likely to find items without protection). Chests may have locks or traps that will need to be overcome.
* Combats will have multiple ranks of enemies with groups of varying size and strength. The maximum number of ranks (each type of mob is categorized by one or more ranks) is limited to 10. The maximum number of troops per rank is 999 though few battles will have more than 10-20 per rank. Battles will always result in treasure of some sort though sometimes it may just be money and experience. One or more items will be found after 75% of combats, most especially at higher levels will be in chests and protected. There will be the potential for a boss battle on each level. They may be in a specific location(s) in a quest level.
* Friendly NPCs: They may offer advice (random but specific to the dungeon), may be a quest interaction (if on an applicable quest), provide an enchantment or minor item, or may offer to join the party if the party is not full.

If exploring in a raid, experience and treasure will be 15% high / better (+5% for each additional player beyond 2 in the party). Therefore a party with 5 players (regardless of number of adventurers/npc’s in the party), will have a 30% bonus to each adventurer’s experience and gold. Levels will also have a more than one boss battle per level. Combats will have 15% more enemies. Treasure will be distributed based on an even split for money and a pure random for items. Players can opt to transfer looted items to other raiders (but cannot access adventurer inventories for anyone else). If a raid member goes unresponsive during combats, his or her turn is passed. If the player does not show activity within 20 minutes, then they (and all adventurers belonging to them) are removed from the raid (and returned to their hometown). If the party is in a dungeon and there is only one player in the raid party left, then they will have 10 minutes to find another member to join or the party will be transported back to the surface of the dungeon (after any combat or looting that may be going on when the timer expires). If the leader is the one to go inactive, then the raid will be disbanded, the party will return to the surface and other members will be sent to their respective hometowns. Of course, the leader can opt to transfer leadership voluntarily and leave the party at any time. If this happens, all members who were ported in (from LFR queue) will be returned to their hometown when done and the player who ran the original party will have his/her players reformed into their own party and returned to the surface. Players can only assume leadership if they have an available party slot. Any players in the party after a leadership transfer that are not of the correct level will have 10 minutes before being booted (giving time to shift the leadership again if necessary). Also, obviously, the looking for raid (LFR) queue will continue being available both at the surface and inside the dungeon.

## Combat

Combat is done inside of the dungeon-crawling 3D area or in the arena. The combats are turn-based with a partially randomized ordering; coordination as a base with a randomized +/- modifier of 5% of coordination rerolled each turn, duplicates will be randomly ordered.

## NPC (Dungeon-Crawling)

In an NPC fight, the NPC’s can consist of 1-10 groups of 1-999 NPCs per group. When NPCs of a group are determined for their ordering, the group goes based an individual’s comparison. When the NPC group goes, the group is split into the potential actions for that group and the percentage of them that does each will do it accumulatively and at the same moment. For example, if I have 10 rogues in a group against the player, and if they have the options of say run, attack physical, kick skill and backstab. Then on their turn, the player may see something like: 1 rogue runs away, 3 backstab John with 1 missing and the others doing 42 points of damage, 4 physically attack Jane for 11 points of damage and two kick out at Fred for 9 damage. Note that damage of the same category and cluster will go to the same person.

NPCs will have the options of Run, Physically Attack, Defend and up to 3 skills/spells each. Each will be assigned an AI category which will include: basic, advanced and special. Basic will be percentage based and random. Advanced will use limited intelligence to adjust the percentages. For example, an advanced NPC may note that a mage is the target and will try to use skills that are more favorable against a magic user (such as silence or stun). Special is for boss NPCs or otherwise specially scripted or fixed percentage enemies. Bosses may have up to 10 skills and spells at their disposal. The first three slots in a party are assumed to be in the front row and will be the primary focus of attacks unless the NPC has ranged options (either for physical or their skills/spells). If the NPC is in the back row and cannot do the attack slated (ie slated to do physical but it would require a ranged attack that the npc can’t do, then it will defend).

NPC’s do not worry about spirae deductions when doing their skills/spells; assume they have infinite.

Their percentage chance of fleeing will be 10% + (party average level – NPC level). Fleeing will have a minimum of 1% and a maximum of 90%

There will be party options that can be executed at any time which include flee, change party order and +/- scrolling speed. Flee and change party order are executed as a paused combat at the end of a party member or npc group’s turn. If waiting for a response to a menu choice, then these options will supersede and restart any timer.

Adventurer options will be: physical attack, defend, run, skill/spell, use and equipment change. Like with the NPC’s, the first 3 groups are assumed to be in the front row and physical attacks, skills and spells will need to be identified as ranged to attack other groups.

* Physical Attack: After selecting will then ask the target group. If the target is out of range, the option will error. The chance to hit will be based on: success = base hit (of the adventurer) + (adventurer level – npc level) – avoidance (of the target). NPC’s will have an avoidance of 0. Minimum is 5% and maximum is 95%. Damage is computed. Damage is base on the damage attribute and damage type against the target’s resistances. For example, if the attacker Does 200 damage of type physical and the target has a Damage Resistance of 10, then they receive 180. Resistance’s are in percentage.
* Defend: Essentially passes the turn but lowers the chances of hitting by 10% and decreases any damage that round by 50%. This holds until the adventurer’s next round of choice.
* Run: Success is automatic but will randomly place the player somewhere on the level which may or may not be known to them. Experience will be awarded for any npc’s that are killed before fleeing but no treasure will be awarded.
* Skill / Spell: The player will have a dropdown of the last 5 that that adventurer has used (which are combat oriented). They can also pull up a menu to take the time and select another from any they know. If applicable, it will then ask the target group. Some skills and spells require a hit roll (see Physical Attack above for formula) and will have a corresponding damage type that requires the applicable resistance to be checked when computing damage.
* Use: There are two equipable slots for usable items like potions and scrolls that a player may wish to utilize. If consumed, slot is emptied for the combat unless the player spends the turn changing the equipment.
* Equipment: A player may review the adventurer’s inventory to decide if they wish to change a piece of armor, weapon or usable item. The turn is consumed if an item is changed. Usable item slots do not maintain the stack of an item. Meaning if he or she has a stack of 10 healing potions, only 1 is put in the use slot to be consumed at a time. It’ll take two turns per use (1 to use and 1 to replace it though the second is at the discretion of the player).

If an adventurer is dead or disabled, then they will automatically be moved to the back of the party.

If the party is in raid mode, then each player will have a 30 second timer to choose. If they do not choose in that time, then the adventurer automatically passes. If the member does not receive some input within 20 minutes from the first auto-pass, then they are removed from the party as per Section 5.20 (Exploration).

If all PCs are dead or disabled, then the party is disbanded and the player is returned to his or her respective hometown. The adventurer’s can then be resurrected or cured at the Monastery (or equivalent named building).

When all NPC’s are defeated, then the player is awarded treasure and experience. Experience will be divided evenly between all PCs who were not disabled at the beginning of battle (if previously dead or disabled the no, but if yes during the combat, then they get their full share). Gold is given to the party, the respective guild(s) get their share of the experience, and items are found. If chests are found then the player will be offered the option to inspect (or use magic/items) for traps, unlock the chest (through skills/spells/items). After completed and any potential damage is meted out, then the items are distributed. Items that exceed carrying space are offered for magical transference to the player’s vault (or transferred to another party member if in raid). In raid, items are randomly distributed to active participants (meaning, if a player goes afk in the combat and does not return before the battle completes, then they are not entitled to a share).

Spirae and health are not recovered in a dungeon unless through the aid of spells and items.

## PC (Arena)

Arena combat works much the same way as NPC except that flee simply counts as a loss. Treasure results in very little experience, but a chance at rare items (the tier of which will be based on the average party’s level). The possible tier level is the floor of the average party level divided by 10 + a random of 1-3. Meaning a level 3 party will have a chance to get items from tier one through three (no tier 0). At level 100, the items are from tier 10 to 13. The chance rate is 15% - the tier level of the item.

## Map

The main terrain view will be open drag scrolling with a randomized set of dungeons and player towns scattered around. Random NPC encounters will also be visible. It will be set into a cardinal x,y coordinate system that coordinates will show up in tooltips when highlighting points of interest (towns, dungeons, etc). Selecting a given POI will provide a menu for sending a party to that location or display any party that happens to already be there. Parties will be able to be sent from location to location without returning back to the player’s city. Similarly, they can even have their destination changed when still in-route to a target (beyond just recalling them to where they were sent from).

Clicking on a town of another player that is in your guild, then you can send him or her items. You can also offer them technology (skills/spells) but only by “training” them which will lock an adventurer of the appropriate skill for 24 hours (only one such can be trained at a time). If they are not friendly, then you can arrange for a theft of technology.

For the details on dungeons, beyond transporting a party to the location see section 5.19 Exploration.

In addition, there will be a map will be of the dungeons. This mini-map will be visible on the HUD to show a 2D top-down view of the surrounding mapped area. It can be clicked to launch a full map of the current dungeon level. This map will be revealed as a player goes through the area but will expand based on what the avatar can see (regardless of viewpoint orientation). It will also track points of interest like stairs up and down, secrets doors, traps, treasure, portals, special boss battles, special geographic points and events. The dungeons will remain mapped for that party for each level of the dungeon that they are in and the map can be switched to see them any currently known as needed. They will be forgotten once the party leaves the dungeon.

## Treasure

Treasure can be found directly while exploring dungeons or after a battle. When a battle is done, then the player is awarded treasure and experience. Experience will be divided evenly between all PCs who were not disabled at the beginning of battle (if previously dead or disabled the no, but if yes during the combat, then they get their full share). Gold is given to the party, the respective guild(s) get their share of the experience, and items are found. If chests are found then the player will be offered the option to inspect (or use magic/items) for traps, unlock the chest (through skills/spells/items). After completed and any potential damage is meted out, then the items are distributed. Items that exceed carrying space are offered for magical transference to the player’s vault (or transferred to another party member if in raid). In raid, items are randomly distributed to active participants (meaning, if a player goes afk in the combat and does not return before the battle completes, then they are not entitled to a share) (also see combat section).

If exploring in a raid, experience and treasure will be 15% high / better (+5% for each additional player beyond 2 in the party). Therefore a party with 5 players (regardless of number of adventurers/npc’s in the party), will have a 30% bonus to each adventurer’s experience and gold (also see exploring section).

Chests may include locks and or traps. Both can be neutralized with skills, spells and items. Locks will vary in difficulty based on the level of the NPCs or dungeon that it is found in. Traps include trip (explosive), stoning (spell), poison dart, psionics, dazing, dissolve and false bottom.

The resulting items may or may not be fully identified to the player when it comes out. If not, the item will need to be ID’d through spells or shop

## PvP

## Arena

The player may also wish to join a queue for an arena battle. This is done in the Adventurer’s Hall building (See Section 4.2.2.1.6.1). This allows him or her to submit a single adventurer or party into a queue that will find the first match based on level range. The level range will be +/- 2 levels for single adventurer. For party, the total number of adventurers needs to be within +/- 1 (ie if one person has 4 adventurers in the party, then they can face someone with 3-5 total). Additionally, the total levels must be within+/- 1 per adventurer capped at 3. NPCs are allowed but they count towards the level and adventurer count for balancing. Raid parties do not qualify. Before the party or adventurer can leave the town or be set on any other task, they must be removed from the queue first. Both parties will have to actively respond that they are ready before the battle will begin to ensure they are not afk.

In addition to the Adventurer’s Hall queue, a player may challenge a player directly by clicking on their town or in the list of options by clicking on the person’s name in the chat windows. If such is done and the player is online and accepts the request, he or she will then need to select the adventurer or party as to match the submitter’s request. If they cannot or change their mind, they can choose to decline the combat up until the battle is joined.

Metrics will be recorded for win/loss ratios. Rare random drops and experience will be awarded to the winner (the loser will still get a small amount of experience for their characters). Some of the rare drops will be used in crafting and can be obtained in no other way.

## Town Espionage

A player may try to steal from other players. It will include minor items that the player did not lock tight in the vault or knowledge based on skills and spell levels that the player has researched.

The vault will protect one item per five levels as unstealable (for clusters of items like crafting mats, this is for the category). Skills and spells are not stopped this way. A spy attempt can have one of five results.

* An item was successfully pilfered: An item is randomly taken from the allowable vault list.
* A scroll or tome with information about a skill or spell was successfully acquired. This includes both the learning of a skill and a skill’s level (only up to the level that the thief’s player can use). So if the target has a level 7 energy bolt, but the thief doesn’t have the spell, then the spy will learn it at level 1.
* The spy finds nothing.
* The spy gets caught but barely escapes with his or her life.
* The spy is captured. If captured, he or she can be bought back for denarii or staters (with a 10:1 conversion) within 14 days. After that, the adventurer is executed and permanently lost.

The percentages are out of 100 possible. The chance of success is:

Success (where success is option 1 or 2 above) = 50 + (thief level – vault level – defender level) with a maximum of 90% chance of success and a minimum of 10% chance of success.

If the spy fails, then the chances are 25% capture + 25% (if there is a defender), else a 50:50 chance of either of the other two options (nothing or barely escapes).

## Skill / Spell Research

Each skill and spell is level restricted as to when an adventurer of a given class can learn it. Even then, the town must be able to teach it. To do so, the player must assign an adventurer of a class and level appropriate to a skill to the building applicable for that skill or spell to research it. For example, an Elementalist learning one of their spells would need to go to the Mystic Tower (or equivalently named building). There will be a cost in both time and denarii to complete the research. Similarly, the spell / skill itself can level to up to 25 levels of expertise. The cost for research in denarii will be: 1000 \* level of the class needed to learn the spell \* the level of the spell. So, if it was a level 5 Elementalist spell training to level 2 expertise of the spell, then it would cost 10000 denarii. A level 100 skill moving to level 25 expertise would cost 2.5 million denarii. The time required is 5 minutes \* character learn level \* level of expertise. So again, in the previous two examples, the time cost would be 50 minutes for the first and 208 hrs 20 minutes for the second. When research is completed, the adventurer is automatically returned to the available status and a message is sent to the player. That adventurer automatically learns the skill or spell in question. Any other adventurer of the appropriate level can just buy the skill or spell (once learned by the building) for 50% of the denarii training cost (no research time is needed).

Note: level 1 of each skill and spell is handled specially and is only researched by completing a quest. The above formulas only apply to level 2+ of expertise.

Another way to learn the skill or spell is through espionage. If an initial level skill or spell or an upgrade is obtained through successful spying, it will be found in the building that trains those skills and spells (for the same purchase cost as if it had been researched previously).

If an adventurer has changed classes, then all previous skills and spells known are still available but frozen at their current level (no expertise upgrades, nor quests for initial skills that would have been available at that class’s level are allowed for previous classes). Only the current class and level matter for what can be learned or researched.

## Building Upgrading

Each building of the city will have a level range of 0 (non-existent) to 100 (maximum size and level indicating how well equipped and staffed it is). Like with skills, the level 1 is obtained only through questing. Level 2+ requires adventurers assigned to oversee construction and money paid to cover expenses.

Each building has an adventurer class (or two) assigned as who is needed to oversee construction. The number of overseer’s is 1 per 25 levels of the building level it is moving to. So, for a level 24 moving to level 25, it will need 2 adventurers of the right class(es). To build to level 100, a building will need 4 such adventurers. At least one of the adventurers must be equal to or greater than the building level as it is now. So to move a building from level 55 to level 56, you need 3 adventurers of the right classes with one being at least level 55.

The monetary cost will be 500 denarii \* the target level of the building \* 2 ^ (target level / 20). So a level 2 building moving to level 3 will cost 500\*3\*1 = 1500 denarii. A level 99 building moving to level 100 will cost 500 \* 100 \* 32 = 12.8 million denarii.

The time cost will be 5 minutes \* target building level \* 2^(target building level / 50). As such a level 2 building going to level 3 will cost 15 minutes. A level 99 to 100 construction will cost 5 \* 100 \* 4 = 2000 minutes or 33 hrs, 20 minutes.

At the end of construction, a message will be generated to the player and the adventurers will be returned to available status.

## Game Start

The main game menu will provide ways to create an account, login, perform a server transfer and will give information on current events and a small overview of the game.

## Account Creation

This will prompt the user for an email address, password. The player will then be sent a validation email with a random authentication code that must be done before a character can be created. Once validated, the player will be transported to the character list. An account will also be flagged with the access level. They are:

* Owner: This is a special superuser account that allows access to the logs and creating Administrator and Moderator Accounts.
* Administrator An administrator is the top in-game staff member. They will have access to all administrator commands except account creation and log viewing.
* Moderator: This is a junior staff member. They will have access to mail and announcements as well as be able to post to the forum in the name of the staff. They will be the first level to review player problems and determine if it meets the policy for some action. If so and they can do it, they will. If so and they can’t, he or she will forward it to an Administrator. Else, if not, they will respond with the reason that no action can be done and provide an option for follow-up.
* Player: This is the average active and verified player will full access to gameplay.
* Unverified: This is an account that has been created but not verified. They cannot enter the game yet, but can request another verification email to be sent and a change of the email address if needed.
* Inactive: This is the status of a character that has not accessed the server in more than four weeks. They will be removed from the server (for access by other players), but the account will still exist in the database and can be reconnected if the player returns. However, their location in the game will be re-randomized.
* Banned: These are accounts that have done something wrong and have been banned from the game. They can connect to the game and submit mail to the staff petitioning for removal of the banned status. They can also update their email address.

## Login

On the main entry page, a player will be able to login. If they already have an account, they can login using their email address and password. The password will be hidden. Options will be provided to reset the password if the player cannot remember it.

Once logged in, players will be able to select existing characters to play or create a new one. He or she can have multiple character accounts. They can have more than one character per sever as well to a max of 3 per server. Interactions will be forbidden between characters of the same account. For example, a player cannot have two or more characters from the same account take part in the same raid, be members of the same alliance, or do PvP (either Arena or theft) against themselves. This also holds with item transfers.

## Character Creation

If a player creates a new server game instance, then he or she will need to determine which server, what the character name they want to use (must be unique to that server and free from illegal name types such as a basic list of obscene words and illegal characters. Only allowed characters for a name are alpha, numeric (must start with a letter), case-sensitive, hyphen (can’t start or end with it), apostrophe (can’t start or end with it) or space (can’t start or end with it and no more than 1 next to each other). Names must have at least 2 alpha characters to be valid.), and what faction they wish to join. Location of their city will be randomized in the game (though the player will be able to shift in later if he or she wants and has the appropriate item.

The player name will be assigned to the first adventurer the player gets (his or her avatar). The player will also be prompted for the class to choose. Each class has a different bonus that a party (or raid) will gain if the player’s avatar is included in that party. In the case of a raid, these benefits are accumulative.

*Defender*: +5% Physical resistance for party members

*Berserker*: +5% Physical Damage

*Elementalist*: +5% Magic Damage

*Summoner*: +5% increased chance for NPCs to offer to join the party if the party is not full.

*Tempus Diem Fur*: +5% bonus to gold and item gathering

*Scout*: +5% bonus to experience received from combats.

*Hand of Grace*: +5% to Healing done per spell

*Enhancer*: +10% to duration of enhancements.

## Server Transfer

Players can transfer their characters between servers if he or she is not a part of an adventurer guild and has not done a theft in the last 48 hrs. Only one transfer per character can be done per week. The character name will also need to be unique on the new server as well (though if it is not, the player will be given the option of changing the name if he or she has the appropriate item. PvP statistics will be reset on transfers. Also the player will be prompted for confirmation before doing this action with explanation as to the potential costs of transfer. This only applies when there are 2+ servers. Otherwise, this option is not shown.

## Administration (player)

The player will need to be able to set a few configurations and changes to their account.

## Change Password

This will allow the player to update his or her password. It will require prompting of the old password even if logged in.

## Change Email

This will allow the player to update his or her email address that the game account is associated with. The previous will be stored in the player notes and the account will be moved back to a verify state (with a verify email sent). It will also require them to reenter his or her password. If they are logged into a character, the verify change will not affect gameplay until he or she tries to login the next time.

## Resolution

This will allow the player to adjust the game graphics to a lower resolution so that he or she can play from a lower bandwidth connection.

## Administration (moderator only)

Some commands are needed for the staff or moderators of the game. There should be three levels of moderator permission; owner, moderator, administrator. All moderator commands will be logged.

## Server Announcement

This command will allow a separate announcement to everyone active on the game. This will be a text message that will appear in the middle of game play and in the chat window. All levels can use this.

## Server Mail

This command will allow a mail to go to everyone with one or more accounts on a given server. All levels can use this.

## Server Reboot

Only an administrator can do this. Typically this will include a server announcement as well and a timer to give peoples a chance to wrap things up.

## Staff Account Creation

This is an owner-only command. It allows for a moderator or an administrator account to be created.

## Ban / Unban

This is to move a player account to banned or unbanned status. It requires a note to identify the reason for the ban (or removal) which will be logged. Only an administrator can ban.

## Silence / Unsilence

This is to apply a silence to a player so that they cannot use any of the game public communication channels including mail, private chat, server chat, and alliance chat. Mail can still be used to communicate with a staff member. Private chat can be used to respond to a staff-initiated communication. A reason for the silence/unsilence will need to be given and logged. A moderator and an administrator can use this command.

## Account Status

Only the owner can permanently delete an account. This command will return the current status of any account name given by email or player name / server combination. It will display basic information such as the email address, when created, which character accounts to which servers they have and any account status. It will also allow them to set the status to inactive, verification, player, banned or deleted. Deleted accounts are permanently gone (though it is logged and requires a reason). Deleted accounts allow the player name to be reused on the server, and a new account can be created with the same email address.

## Note

A note is a message that is attached to a player. It may be a warning for some borderline behavior, or it could be the staff response to a problem the player had. All staff can look up the notes on a player and set a new note. It will include the date / time and staff members account name.

## Item Load

This command is only held by the administrator. It allows them to load any in-game item so that it can be given to a player based on a reported issue. A note will be automatically logged as part of the load.

## Set

This is an administrator command that allows an administrator to set properties on a player (such as money), adventurers (such as experience, skills/spells or skill/spell level) and items (such as item level). A note is required.

## Administrator Log

This is the log of all administrator commands (including owner actions). It is a rolling log with a max of 10 megs or 60 days. Only an owner can access this command. It can be filtered on staff account and command types (so I can look at all the commands a given moderator has been doing or look at all of the banned accounts in the last 60 days).

## Server Metrics

Any staff member can run a metrics command that will provide useful data about the server including average load, current number of active players, maximum number of active players since last reboot, total number of players on the server, etc.

## Lock / Unlock

This is an administrator command to bring the server into a locked state. This will boot all players and not allow anyone who is not a staff member to login until unlocked. It will have a notification announcement and an optional timer. This will usually be done in case of hacking or code updates. The message will also be posted on the login screen until unlocked.

# Interface

## Visual Systems

### HUD

Medium scale of interface controls. There will be three primary views; town, terrain and dungeon. General control system will be the same for the town and terrain views. The dungeon view will have a few differences to identify active party members, who is the leader of the party, active affects (like light), minimap will be active, and raid options will be available if applicable.

### Menus

There will be numerous menus throughout the game. Each building will have one in town. There will also be some for communications, spells, purchasing Staters, and modifying controls. The moderators will have to have a menu of commands available that are specific to the level of staff account they are logged in as. The menus should include:

#### Town Buildings\*: Bullets below use the Order of the Enlightened Building name but they will need to be environmentally customized to each Faction (and therefore building name).

#### Adventurer Hall: See Section [4.2.2.1.6.1](#_Adventurer’s_Hall_/)

#### Shop: See Sections [4.2.2.1.6.2](#_Shop_/_Shop) and [5.16](#_Shop)

#### Administrator’s Hall: See Section [4.2.2.1.6.3](#_Administrator’s_Hall_/)

#### Blacksmith Shop\*\*: See Sections [4.2.2.1.6.4](#_Blacksmith_Shop_/) and [5.12](#_Crafting) (Berserkers Skills)

#### Training Field\*\*: See Section [4.2.2.1.6.5](#_Training_Field_/) (Defender’s Skills)

#### Market: See Sections [4.2.2.1.6.6](#_Market_/_Trader’s) and [5.17](#_Auction)

#### Monastery\*\*: See Section [4.2.2.1.6.7](#_Monastery_/_Shrine) (Hand of Grace’s Spells)

#### Mystic Tower\*\*: See Section [4.2.2.1.6.8](#_Mystic_Tower_/) (Elementalist’s Spells)

#### Amphitheater: See Section [4.2.2.1.6.9](#_Amphitheater_/_Gathering)

#### Archery Range\*\*: See Section [4.2.2.1.6.10](#_Archery_Range_/) (Scout’s Skills)

#### Vault: See Section [4.2.2.1.6.11](#_Vault_/_Niche)

#### Portal: See Section [4.2.2.1.6.12](#_Portal_/_Portal) (Enhancer’s Spells)

#### Stables: See Section [4.2.2.1.6.13](#_Stables_/_Holding)

#### Graveyard\*\*: See Section [4.2.2.1.6.14](#_Graveyard_/_Field) (Summoner’s Spells)

#### Sewers\*\*: See Section [4.2.2.1.6.15](#_Sewers_/_Deep) (Tempus Diem Fur’s Skills)

#### Login / Account Creation Menu: See Section [5.27](#_Game_Start)

#### Administration Menu (Player): See Section [5.28](#_Administration_(player))

#### Administration Menu (Staff): See Section [5.29](#_Administration_(moderator_only))

#### Party Creation: See Section [5.8](#_Party)

#### Dungeon Icon: See Section [5.20](#_Exploration)

#### Player Cities Icon: See Sections [5.20](#_Exploration) and [5.24.2](#_Town_Espionage)

#### Arena: See Sections [5.24.1](#_Arena) and [5.21.2](#_PC_(Arena))

#### Character Information / Inventory / Leveling: See Sections [5.3](#_Character_Attributes_/), [5.7](#_Items), [5.18](#_Inventory_/_Attributes) and [5.19](#_Leveling_/_Switching)

#### Map: See Section [5.22](#_Map)

#### Combat: See Section [5.21.1](#_NPC_(Dungeon-Crawling))

#### Mail: See Section [5.14](#_Mail)

#### Guild: See Section [5.9](#_Adventure_Guild)

#### Ranking: See Section [5.13](#_Ranking)

#### Journal (Quests) / Quest History / Quest Status: See Section [5.10](#_Journal_(Quests))

#### Achievements: See Section [5.11](#_Achievements)

#### Skill / Spells: See Sections [5.4](#_Skills) and [5.5](#_Spells)

#### Treasure: See Section [5.23](#_Treasure)

\*Note: All basic town buildings will have building construction options as well found described in Section [5.26](#_Building_Upgrading).

\*\*Note: Many of the town buildings will have research options for the applicable class skills and spells. This includes listing out skills and spells with their current level, and listing out the various costs for upgrading (including level, class and number of appropriate adventurers). This is described in Section [5.25](#_Skill_/_Spell).

### Rendering System

* + - * 1. Flash CS4/CS5/ ActionScript 3.0 - Browser

### Camera

* + - * 1. Town: 2D First Person, Terrain: Overhead 2 ½D, Dungeon: 3D First Person

## Control Systems

* + - * 1. Control systems will work by the mouse.

### Keyboard

* + - * 1. None

### Mouse

## Audio

* + - * 1. Sound requirements will be a basic sound card and consolidate with using .wav format.

## Music

* + - * 1. None

## Sound Effects

* + - * 1. The sound effects will be triggered by walking on different ground types and background sounds such as birds, grass moving in the wind, torches guttering and water splashing at the streams and waterfalls. Combat will have its own based on weapon armor types (melee) and a series of spell sounds.

## Voice

* + - * 1. None

## Help System

* + - * 1. This systems administration option will display key mappings for each command. Additional controls will be provided to request help from a staff member with regards to a bug, player dispute or general issue.

# Artificial Intelligence

## Enemy Characters

Enemies with specific scripting will generally be a boss (which does not necessarily indicate its relative strength). They can do a limited conversation script. Combat can also be assigned tactics; 3 for basic npc’s and up to 5 for bosses.

## Friendly Characters

They will have a number of scripting options. They include:

* Conversation Tree
* Assigning rewards such as experience, random treasure (of a given level), and specific items.
* Toggle Quest Flags : including initiating or completing quests.
* Join or dismiss from party
* Combat tactics : They will be able to be assigned up to 5 actions, skills / spells that they can do with a percentage chance of each.
* They can toggle to unfriendly or friendly based on specific conditions such as quest flag state, possession of an item or level.

# Technical

## Target Hardware

* + - * Any modern OS that has Flash ActionScript 3.0 support

## Development Hardware and Software

### Hardware

* + - * 1. PC, memory 2G, Graphics Card, Mouse, Keyboard, HD 2G+

### Software

Adobe Flash CS4 / Actionscript 3.0

Autodesk Maya 2010 – Modeling, Materials and Animation

Adobe Photoshop CS4 – Textures

Away3D / preFab – ActionScript Graphics Open-Source Libraries

Microsoft MySql

MS Word / MS Excel – Documents

WinCVS – Version Control

Rally Software – Bugs and Features

## Development Procedures and Standards

### Naming Conventions

* Standard naming conventions will be used.
* Files will be named after the primary function of the file. Capitalize the first letter of each word. IE:

Combat.cpp

* Functions will be named reasonably to describe activity. Capitalize the first letter of each word. IE:

ApplyDamage (tar tarTarget, int intDamage);

* Variables will begin with lowercase, and capitalized on first letter of additional words. Type of variable will be abbreviated before it.

intFoo

strFoo (string)

flFoo (float)

chFoo (char)

### Directory Structure

Directory for database files

Directory for Maps

Directory for Art Work

Directory for Text / Dialog / Quests

### Code Comments

Comments will be required at the head of each new function added to the engine to include inputs, outputs and a description of function purpose.

Comments are required at any hard to understand section of code.

### Review Requirements

Documents are required to be reviewed when possible by other leads of the project.

### Check-in Policy

When multiple people are interacting with the code, communication and testing of all changes needs to be completed before final check-in occurs.

### Internationalization

Though initial plans do not require internationalization, flexibility will be planned for by applying appropriate development techniques in case this decision is revisited later. This includes centralizing all text and dialog into files contained in the TextDialog directory.

## Game Engine

In-house, based on Flash ActionScript with HTML, Away3D, preFab, JavaScript and MySQL.

## Network

Browser-Based

## Scripting Language

N/A

# Game Art

## Concept Art

All combat NPC’s will be shown in the combat system with polished 2D concept art.

## Style Guides

See external documents, TyrantsRealm\_ArtGuideLines.doc and Tyrant\_2DartDoc.doc.

## Characters

Players will have a 2D image in the character screen with skins for currently worn items. Multiple sizes of 2D version will be used for the main screen where the player can increase or decrease the icon sizes.

## Environments

Game will use 2 ½ D view for the town and external map. It will switch to a 3D perspective for dungeon crawling.

## Items

Each item will have a 2D image for it.

## Software

Autodesk Maya

Adobe Photoshop

## Cutscenes

Backstory will be crafted into a demo cutscene for the browser page to get potential players interested in it.

# Secondary Software

None

# Management

## High Level Schedule

48 month target schedule broken down:

* 36 months art
  + 6 months PCs
  + 12 months NPCs
  + 6 months HUD and menus (overlapping with pc/npc art)
  + 12 months items
  + 3 months building and terrain icons
* 18 months engine
  + 6 months prototype
  + 12 on main engine and level design tookit
* 3 months level design scripting
* 3 months sound
* 12 months animations
* 6 months internal QA and beta
* 6-12 months external beta

## Risk / Market Analysis

Found in separate document, Marketing Analysis – Tyrant’s Realm.ppt

## Document Repository

[www.draconisdev.com](http://www.draconisdev.com) (login to members section to get to files)

## Localization Plan

None initially, but localization practices will be applied to development in case a port to Chinese, Japanese, German, Spanish and or French is needed in the future.

## Test Plan

Testing will be performed at different levels as we go through the process. They will include:

Design, test plan and artwork reviews.

Unit testing of code and levels

Functional testing of levels, interface, game components and engine

Systems and stress testing of levels and engine

Open Beta

* + - * + At each point, bugs will be recorded and tracked to correction, identification that it isn’t a problem or that it will not be fixed. Testing will be using manual testing only (no automation) with a test specification to be written and reviewed before the beta is entered.
        + Quality goal is that there will be no crashing bugs, no serious bugs that interfere with playability, progression or interface and at least 75% of minor bugs such as typos to be corrected. Due to the limited team size, the communications and reviews will be limited to as needed meeting or exceeding the minimum needed for coordination and test plan document coverage.

# Appendices

## Levels Creation Toolkit

Most levels will be randomized by level type and area characteristics (clusters of common rooms and the like). However, some levels will need to be created and be special based on the player (or party leader in raid situations) being on a quest. Therefore, all special levels will be associated with a quest step (the reverse is not necessarily so).

### 12.1.1 Levels Creation

Creating a level will require a few things:

* Name of the level
* Type of Dungeon
* The name of the quest flag trigger
* Grid to hold the map
* A way to add a list of NPC party combinations for wandering battles in the dungeon.
* Treasure and trap level settings for the level.
* A way to place appropriate walls, rooms and textures.
* A way to place specific NPCs (bosses, specific friendly NPCs, etc). NPCs will need the ability to know if and how they attack (on-sight, after talking, friendly – join, friendly – quest). If combat, then some identification of what the NPC’s party consists of (including some mechanism for random).
* Define conversation trees on NPCs as needed.
* Placement of points of interest. These include models, animation, treasure (which can be defined with random or specific), stairs (up and down), traps (and the type), and dialog or triggered messages at specific locations.
* Define a mechanism for completing and initiating new quest(s) and quest steps based on completion of combat, step in dialog tree, enter to a specific point or exit through a specific direction from a specific point.

### NPC Information

NPCs are for combat and occasionally positive player interaction. Their attributes are largely the same as that with a player (See [Section 5.3 Character attributes / Traits](#_Character_Attributes_/)). Friendly NPCs cannot level. Combat NPC’s experience and gold fields will represent how much they are individually worth. They will not have worn or useable items, but they will have up to 3 skills/spells (10 for bosses) that can be weighted with percentages on frequency of use (the percentages must sum to 100 if even one is included). They will also have up to 5 items that can be also given percentages for dropping treasure (though most treasure will be random. This will be used primarily for quest and boss npcs).

Base NPC information has been generated with:

tyrantNPCEstimatorGenerator.py.

### Attack Values

The first 200 (1-200) are numbered by the skills and spell section (first column for the appropriate skill and spell found in the Skills and Spells – Tyrant’s Realm.docx file).

Additional NPC attacks that are not skill or spell related will be added the this table.

|  |  |
| --- | --- |
| **Attack ID** | **Attack String** |
| 500 | takes a swipe at you. |
| 501 | thrusts at you. |
| 502 | claws at you. |
| 503 | bites at you. |
| 504 | attacks you. |
| 505 | takes a swing at you. |
|  |  |
|  |  |
|  |  |

### Quests

In general, quests are used to train the player in how to play the game, create each building to level 1 and advance the story elements. Some quests are new daily, and others require the use of raids. Dungeons can be special if the leader is on a specific quest and NPCs may only show up if the player has completed or is on a specific quest. Quests have the options to have dialog scripts and specific unique battles. They are also tracked in the quest log.

## Major NPCs

### Sebastian (Order of the Enlightened)

#### Backstory

He is a town elder and was a friend to your late father for many years. He has

historically, second in command of the village.

#### Personality

He is an even-tempered thoughtful man who shows wisdom in his guidance of his best friend’s son.

#### Physical Characteristics

He is in his mid 50’s with black and white hair. He was obviously once a very strong man and is still imposing in his height of nearly 6’5”.

#### Relevance to Game Story

He is a strong supporter of you, advising you in your new role as village leader. Eventually, you come to learn that many of the misunderstandings with the other factions originated with him. He is, in fact, working for the Tyrant, to bring down the three factions.

#### Relationship to Other Characters

He basically assumes the role of godfather to the main character as well as town elder and advisor. He has a sometimes antagonistic relationship with Jaren.

### Jaren (Order of the Enlightened)

#### Backstory

He is an enhancer on the council with a conservative defensive view and therefore against attacking anyone

#### Personality

Jaren is an intelligent thoughtful man. His arguments tend to be good but shows a reluctance to commit forces to any conflict (or pull out as soon as possible once in).

#### Physical Characteristics

He is slender, medium height, long blonde (with slight graying highlights), always very neat and conservative.

#### Relevance to Game Story

His advice gives balance to the drive to exact revenge for the death of the main character’s father.

#### Relationship to Other Characters

He is on the council of elders for the town so is frequently voicing his opinion, advising the main character and occasionally recommending activities and quests to clarify before committing to anything. He has an antagonistic relationship with Sebastian.

### Isabel (Order of the Enlightened)

#### Backstory

Isabel is the oldest member of the elder’s council. She has seen many leaders come and go, including her own father decades before. Her own life has been full of loss. A few months before, her son died while trying to save a family of farmers from the attack of a hungry black bear seeking an easy meal of the livestock. Ever since then, she has been easily distracted and her health is failing.

#### Personality

She is a social conservative and tends to be one for letting things work themselves out. Isabel is an aged ailing lady on the elder council who goes back and forth on issues.

#### Physical Characteristics

She is a small older woman who leans forward (hunches) particularly as she moves around. Thin silver hair frequently has errant strands that reinforce the impressions that she is a bit scatterbrained, but when she focuses or has a strong opinion, you can see the strength in her face and voice.

#### Relevance to Game Story

She goes back and forth supporting the main character on council decisions based on her lucidity and if it seems to have a tie to her son’s death.

#### Relationship to Other Characters

She is an advisor, sometimes supporter and sometimes political obstacle for the main character.

### Damian (Order of the Enlightened)

#### Backstory

Damian has been the main character’s friend for years. You grew up together and he’s always followed your lead in all things related to mischief. He has some skill at crafting things but he is more interested in getting into fights, particularly with the enemies of mankind (the other factions).

#### Personality

He is a friendly eager young man always short on common sense or self preservation. He has romanticized the idea of saving some damsel from the hordes of enemies and is looking forward to getting into his first sword fight. His interest has helped him well on his way to being a competent swordsman, if he just didn’t tend to go berserk when pressed in mock or training fights. Otherwise, he regularly eyes the women around with the hopes that one will show him interest, though he’s too shy to approach them directly.

#### Physical Characteristics

Muscular, athletic build, his dark brown hair always seems like it needs a haircut. He is a bit unkempt in his appearance, but has a quick infectious smile.

#### Relevance to Game Story

He will establish a love interest with Chloe eventually and go into battle whenever and however needed. He soon learns that battle and death are not the heroic conquest of legends which tends to season him over time. Though the main character has a lot of advisors, Damian is the one person usually able to change the mood.

#### Relationship to Other Characters

He is the main character’s best friend and throughout the story, becomes romantically involved with Chloe. He is Jaren’s son, which creates a lot of friction between the two based on their very different personalities.

### Chloe (Order of the Enlightened)

#### Backstory

Chloe is a young attractive woman who has taken care of her verbally abusive father for many years. As such, she covers her looks to avoid attention from men with male clothing and an aggressive nature.

#### Personality

She is an angry person easily able to take offense at the slightest thing. She has no patience for others and has no problems making it abundantly clear. Her manner is very much that of a tomboy. However, she will do most anything reasonable she’s asked to, though with a sharp comment often on her lips.

#### Physical Characteristics

Chloe is an athletic young woman in her early twenties of dark complexion and darker hair. The later is cropped short and kept hidden under a cap most of the time and she often has her hands dirty in whatever tasks she’s been asked to do.

#### Relevance to Game Story

The main character meets up with her early while talking to Damian. His eyes say volumes as to his interest but he does nothing about it even when encouraged. Eventually, she gets saved by him while getting an injury leading her to consider him less negatively. They eventually get married and give hope for the future to the main character, reducing the need or drive for revenge.

#### Relationship to Other Characters

Becomes a friend with the main character and eventually hooks up with Damian.

### Amorik (Circle of Tribes)

#### Backstory

Previous chieftain to the den, he led the tribe through a period of relative peace that was not making some of the warriors in the tribe happy. He has a wife, Ella, who is also the tribal shaman and daughter, Shoshana.

#### Personality

He was a bit of a bully but had enough wisdom than to actively seek war with the external factions. In fact, he maintained his influence through a monopoly of the spirae crystal mines instead of through his military strength.

#### Physical Characteristics

Brute of a man, Amorik was the leader for a reason. Still, he was beginning to show signs of aging with a number of scars.

#### Relevance to Game Story

He was a bit of a bully but had enough wisdom than to actively seek war with the external factions. In fact, he maintained his influence through a monopoly of the spirae crystal mines instead of through his military strength. This lack of direct show of strength made him look weak to some of the warriors. These warriors (particularly Malik) pushed you into testing Amorik’s strength after he insulted the main character about having no mate. Malik disliked Amorik due to his lack of promotion to warchief (which was due to Malik’s obvious aggressive behavior and naked desire for authority). His death at the beginning of the game paves the way for the main character to assume authority though with Malik and others trying to influence and control from behind the throne. Amorik, though frequently making jokes and comments at others expense to keep him looking strong) always had many plans and reasons for what he did that leave the main character to continue to learn about those around him/her while trying not to appear weak and get him/herself challenged and killed. This included pitting tribe members against each other, holding the factions under his foot by control of the mining resource and even manipulating those around him with his wife’s summoning arts and daughter’s looks.

#### Relationship to Other Characters

Husband to Ella and father to Shoshana

### Ella (Circle of Tribes)

#### Backstory

She is descended from a family of chieftains and so married one in Amorik. She was trained in the spiritual arts of summon and became the den’s shaman. This gave her the right of first wife to Amorik and enough strength to keep him from ever taking a second or third wife.

#### Personality

She is a strong woman who understood more of what her husband was trying to accomplish then even he realized. She doesn’t trust or respect the main character as he/she killed her husband. Her quiet intelligence and wisdom is wasted without that trust slowly earned through the game. Her eyes tell more of her thoughts and feelings then her short direct sentences ever do.

#### Physical Characteristics

She is a middle-aged woman, still showing some of her original attractiveness. Now, she is a little heavier and busty, but in a well proportioned way (stocky). Her hair is pure black and her eyes are ghost white from the abusive spirae rituals she has done over the years. She wears almost African tribal garb; eagle feathers on her shoulder garment, embroidered shift and a staff. She goes barefoot.

#### Relevance to Game Story

She becomes owned by the main character as a result of the combat. She resents the main character, but eventually forgives him the attack realizing he/she was manipulated by Malik. Eventually, she begins to advise him much the way she did her husband.

#### Relationship to Other Characters

Amorik’s first (and only) wife, mother to Shoshana, and eventually primary advisor to the main character, particularly in all manner of magical questions.

### Shoshana (Circle of Tribes)

#### Backstory

Shoshana is Amorik’s young daughter just turning of age. She has her eye on a handsome strong warrior named Malik, but she knows she will have little say about whom she is married off to.

#### Personality

A bit spoiled and strong willed using her looks to get what she wants. She pouts, cries and otherwise manipulates any way she needs to. She is angry with the loss of her father but hopes that it may mean more freedom for her once she realizes the main character isn’t interested in using her. Of course, he/she is also not interested in paying the dowry required by Malik, the warrior who shows her attention and whom she thinks she loves.

#### Physical Characteristics

Attractive and young, she wears inappropriately short outfits.

#### Relevance to Game Story

Her running away prompts a number of conflicts with the enemy factions.

#### Relationship to Other Characters

### Granther (Circle of Tribes)

#### Backstory

Granther is a battle-hardened warrior and was the assigned warchief of the tribe. Though there had been little need of a warchief and the title was mostly out of respect, it did allow him to provide a level-headed advice to Amorik.

#### Personality

He was friends with Amorik and does not take his death lightly. Never having much love for the main character, he is not the advisor he had been. Still, he has a place near you as warchief. He makes snide comments but still gives you warning that others will covet the title just as the main character did. He may not be counted as a friendly sort, but he is honest and does not harbor ambitions of his own.

#### Physical Characteristics

He is a talented warrior though he does not show off much. His weapons and armor keep him from being frequently challenged, though a scar on his cheek reminds everyone that he can and has defended himself when needed.

#### Relevance to Game Story

He will be one of the only honest people that the main character will associate with. Everyone wants something from the main character, everyone but Granther who will only give advice if he can do so at the character’s expense (verbally speaking that is).

#### Relationship to Other Characters

Advisor and friend to the previous chieftain, he is a limited advisor to the main character.

### Hakon (Circle of Tribes)

#### Backstory

Hakon is the den’s blacksmith and master craftsman. His attention to detail and his ability to see into the heart of matters quickly makes him a valuable ally in consolidating power and understanding the threats internally to the chieftain.

#### Personality

Hakon has a relatively good personality though he will happily manipulate the main player to get what he needs in exchange for the information and advice the main character needs. His keen eye and attention to detail rarely misses anything and a eidetic memory and creative imagination makes him great at creating new items with only bare information or quickly seen books.

#### Physical Characteristics

His muscles bulge almost obscenely, even for a strong race as the orcs. He tends to wear singed armor around his bushy eyebrows and subtle skin tones.

#### Relevance to Game Story

He will trade knowledge to the main character regularly in exchange for goods and services needed for his crafting. However, his insight into political intrigue will save the character more than once, both internally and externally.

#### Relationship to Other Characters

Advisor to the main character.

### Malik (Circle of Tribes)

#### Backstory

Malik is a strong warrior second only to Granther but with bigger plans. He hopes to be the next chieftain, though the main character beat him to the challenge. Malik actually nudged the main character so as to challenge Amorik in the first place, but he did not actually expect the main character to win. As such, he watches for his chance with the main character.

#### Personality

Malik is amicable and eager for any kind of authority and conflict. He will

take credit for being right to push the main character into the challenge. As such he will try to manipulate the situation into gaining the warchief’s position.

#### Physical Characteristics

He is a ta\l and imposing figure. He is charismatic and good looking (for his race). Even so, his preferred weapon is actually a longbow. Of course a poisoned dagger works well for him, something he has sheathed at the small of his back.

#### Relevance to Game Story

Malik will always show himself to be a charismatic manipulator with ambition. It will always be clear that he is the kind to have on your side, not against you, and the main character will understand early that Malik covets the chieftain position. As such, he/she will balance giving him whatever wanted with recognize that it may not always be in his/her best interests. Ultimately, the story will show Malik has even bigger ambition then believed and has been working with the Tyrant.

#### Relationship to Other Characters

He is advisor to the main character.

### Xaviera (Houses of the Risen)

#### Backstory

This female Houses of the Risen barely survived the attack on the crypts. She is the only other member of the ruling family still alive besides the main character (distant cousin), but her legs were crushed when the lid of a sarcophagus fell on her. Healing doesn’t seem to be repairing it or at least not very fast so she is bed-bound.

#### Personality

She is aristocratic and vain. She is more concerned about how the injury makes her look than being bedridden. She also spends some time being flirty with her male caretaker (nameless).

#### Physical Characteristics

She is an older female Houses of the Risen with the hints of beauty. Her long well-groomed hair and thin revealing clothing makes her a sensual desirable woman. She spends most of the time in bed, often sitting up. The injury on her leg is never really seen (as its under the blankets).

#### Relevance to Game Story

She actually coordinated the initial attack on the Houses of the Risen and manipulates everyone to attack while staying relatively safe back in her bed. Her injury also is able to create a bit of sympathy and limit anyone’s belief that she is actually an agent of the Tyrant.

#### Relationship to Other Characters

Xaviera does provide the main character with basic advice on prioritization and where the main character can go to solve some of his/her problems.

### Wynne (Houses of the Risen)

#### Backstory

This female Houses of the Risen has been around for centuries keeping herself alive anyway needed. Her history of being a bit standoffish and absorbed into her experiments has kept her from having many friends. As such, most people avoid her whenever possible.

#### Personality

She enjoys her head in books and attempting dark rites, rituals and spells to create new creatures. As such, she is somewhat quiet, self-absorbed and aloof.

#### Physical Characteristics

She is often wearing somewhat mismatched clothing and her dark hair is pulled back in an uninterested pony tail. She is average height and looks.

#### Relevance to Game Story

Wynne’s experiments provide help to the leader in combating the enemies. Of course, she is constantly needing items and body parts of different animals/monsters to help in her necromancy.

#### Relationship to Other Characters

She will assist the main character in his/her war efforts in exchange for the raw materials.

### Torin (Houses of the Risen)

#### Backstory

When Torin was alive, he was a defender, strictly holding to his own spiritual guidance and helping others. After he died and was reborn to the eternal life, he maintained some level of his previous personality. This makes him less evil than most, able to think through problems and see it from the living’s perspective as well as that of the dead. This makes him a useful and powerful advisor. During the battle that made the main player the leader, he lost his hand, yet remains a strong warrior despite the handicap.

#### Personality

He is a thoughtful, insightful warrior. However, he is prone to mild depression over his loss of hand. When Torin is focused or distracted, he has a good humor about him and is helpful with whatever is needed.

#### Physical Characteristics

Like most warriors, he tends to wear heavy armors when going into combat and generally wears at least a chainmail hauberk. He is no beauty and the scars show he has spent much of his living and Houses of the Risen existence in one scrap after another, some well over his head.

#### Relevance to Game Story

Torin becomes an advisor and personal defender of the main character. Additionally, his ability lends him to give good strategy pointers with regards to the wars the player will fight through.

#### Relationship to Other Characters

Torin is somewhat an outcast for his belief in maintaining ties to his former Order of the Enlightened existence. He becomes a friend of the main character.

### Victoir (Houses of the Risen)

#### Backstory

This Houses of the Risen is angry and bitter at being stabbed in the back by his best friend while living so as to take his wife. Now, all life is an insult and he seeks it out to crush it when he can, and not just destroy it but do so sadistically. He actively manipulates everyone to get things to align with battle and death.

#### Personality

A bitter negative Houses of the Risen, he is sadistic and aggressive. Even so, he knows how to make strong arguments that can manipulate the main character into doing what he wants. He has another agenda and comes across as evil but is actually fairly straightforward with his motivations and loyalties (though they only sometimes align with what is in the main character’s best interest).

#### Physical Characteristics

He is a little over medium build and height but his eyes show his bloodlust and madness when the situation allows him to partake. He wields weapons of a particularly vicious look to them.

#### Relevance to Game Story

He approaches warfare different with the philosophy that you crush your enemies without mercy and do things so over-the-top to those that surrender or die that they inspire pure fear in anyone against him. His strategy works well when the enemy is overwhelmingly powerful or on all sides (particularly in chapter 4).

#### Relationship to Other Characters

Has knowledge that is useful to advising the main character. He is at odds often with Torin who approaches things differently.

### Waylon (Houses of the Risen)

#### Backstory

This NPC used to be human, but was recently made an Houses of the Risen. He has no solid memory of who he was before, how he died or even who raised him. He wants answers and will take any opportunity to find out his background.

#### Personality

He is curious but solemn; he is driven by his need to fill in his memory gaps.

#### Physical Characteristics

This Houses of the Risen wears mismatched items of clothing. He shows a previous head injury (possibly the cause of his original death and definitely of his memory loss). He finds he has the skills of a [Tempus Nox Fur](#_Tempus_Diem_Fur).

#### Relevance to Game Story

He spends time trying to find out how and why he died and became Houses of the Risen. This leads him to do things that are reckless.

#### Relationship to Other Characters

Likable new friend to the main character.

### Sebastian (Tyrant)

#### Backstory

He was the Order of the Enlightened elder working to help the Tyrant take control of the realm so that he might become the Order of the Enlightened leader and provided riches beyond measure. The avarice and power hungry nature of Sebastian does not get identified until the end of Part 4.

#### Personality

He is overconfident in his strength and that of his master. He will be happy to brag about what he has done and plans to do.

#### Physical Characteristics

Only change is that his armor is now that of the Tryant’s army (Black stylized plate with silver dragon rampant on the test. He also wears or holds his helmet which complements the chest plate.

#### Relevance to Game Story

He will be one of the lieutenants of the Tyrant’s army after his exposure to the Order of the Enlightened of his village. He takes his orders from Wryntheril, but does not know he is actually the Tyrant.

#### Relationship to Other Characters

He will be the leader or boss of some of the quests/battles that the player or raids will face.

### Malik (Tyrant)

#### Backstory

He betrayed his den and the last two chieftains in his own power ploy to become the overlord of the Circle of Tribes faction. Of course, he did so under the corrupting guidance of Wyrntheril (the Tyrant). He does not know that Wyrntheril is the Tyrant.

#### Personality

He is driven by a need for respect and power, though he begins to show signs of concern/doubt for what he has given up to get where he is.

#### Physical Characteristics

He has changed armor to the black and silver of the Tyrant in an embroidered padded tunic.

#### Relevance to Game Story

This form of him is after part 4 when he is revealed to be a betrayer of the Circle of Tribes faction. From here, he will be a boss lieutenant of the Tyrant and the main goal of some of the quests. He will regret his actions and end up betraying the Tyrant and letting the player kill him (in a raid battle of part 5).

#### Relationship to Other Characters

He is a Lieutenant of the Wyrntheril.

### Xaviera (Tyrant)

#### Backstory

After setting the battle in motion against her kind, she pulled the sarcophagus seal over onto her legs to hide through the battle. She was not as crippled as she let others believe while she manipulated the player from her bed. All the while, she was doing the Tyrant’s business by sewing chaos and death so that she could rule as leader of the Houses of the Risen under his authority and as General Wyrntheril.

#### Personality

She is still vain and fanatical about her protection and interest in pleasing Wyrntheril. She believes that by serving who she believes to be the Tyrant’s general, she will earn her place to rule by proxy the Houses of the Risen.

#### Physical Characteristics

She wears blue and black leather with the Tryant’s silver rampant dragon stylized onto the front. She accents the low bodice line with a necklace the shape of a dragon holding onto a dragon egg (where the egg is a large blue sapphire).

#### Relevance to Game Story

She is Wyrmtheril’s consort (when in human form), and will be fanatical in support of his goals and his protection. She will lead his forces and be a minor boss during part 5.

#### Relationship to Other Characters

Consort of Wrymtheril, previous advisor to the Houses of the Risen leader and enemy of all factions.

### Captain Olethea (Tyrant)

#### Backstory

Olethea has a scar down the side of her neck where a band of mercenaries had tried to kill her after using her for their pleasure. The band was mixed of all three factions. They had left her for dead and she managed to survive after being found by Wryntheril. He used his magic to save her life and made her into a powerful captain of his forces so that she could exact her revenge.

#### Personality

She is driven by hate and revenge, particularly for anything male. The only person who can touch her without losing body parts is Wyrmtheril who can do anything he wishes with her with her acceptance.

#### Physical Characteristics

Scar down the side of her neck. Olethea has skills of both a Tempus Nox Fur and a Berserker. Her body is well proportioned but covered in tailored leather armor. She has the black chest with the standard silver dragon, but the arms are blood-red. She wields a pair of swords.

#### Relevance to Game Story

Her wicked pair of swords allows her to exceed at such combat and assassination and is often in charge of information gathering and the point of contact for the faction spies, Sebastian, Xaviera and Malik. She will be particularly brutal to Order of the Enlightened men (and will get a combat bonus against all men).

#### Relationship to Other Characters

However, as Wyrmtheril treats her with favor, it creates tension between her and Xaviera who feels this is her position. She suspects he is the Tyrant, not just a general, but does not care.

### General Erhard (Tyrant)

#### Backstory

This draconis-kind is half dragon, half elf. He is far larger than any normal man though his features more closely resemble his dragon parentage. Blessed with the long life of a dragon, he has spent centuries learning how to fight, heal and craft powerful magic’s beyond what most have ever seen. He long since sought out his father, Wryntheril and joined with him in their mutual quest for domination of the lesser races and factions.

#### Personality

Erhard is a well educated and articulate enemy general. His refined nature allows him patience and wisdom though he still feels that diversity is only good if controlled and focused, that by taking over, he will save millions in the long run by eliminating war.

#### Physical Characteristics

His own scale mail armor is plate and highly stylized to contain his tail and different physiology. Half-dragon and half elf, he is very tall, dragon-like face (still point ears of though), and tail (think modified lizardman).

#### Relevance to Game Story

He will be a part of the story from part 4 onwards. As such, he will be the second in command of the Tyrant’s battle forces. As the Tyrant’s son, he is given information that no one else has and is fully trusted. This allows for him to take the point on most critical campaigns.

#### Relationship to Other Characters

Son of Wryntheril and general of his army with parallel ambitions. He is the only one who knows for sure that his father is the Tyrant though he sometimes things that he may be able to use that to his advantage eventually.

### Wryntheril aka the Tyrant (Tyrant)

#### Backstory

This dragon has been around for eons and seen civilizations rise and fall. He has come to be tired of the chaos and death, the petty affairs of those with short spans of life, or those of the corruption based in undeath. All of this frustrates him as he sees the decline of the superior dragon-kind. The trigger for his change in behavior began with the death of his mate at the hands of a trophy hunting adventurer party. Now, this ancient black dragon seeks to manipulate the intelligent races of the continent to wipe each other out allowing him and dragon-kind to assume power over the region as they once did centuries before. Despite what his lieutenants think, his goal is to weaken them all until he can destroy them directly with his legions of dragons and other loyal forces. Most dragons can shape-change into other forms and he does so as a human frequently so as to manipulate Xaviera and others.

#### Personality

He is a patient creature, happy taking his time chatting with you as if you were a dear old friend before consuming you as a light snack. He actually dislikes directly taking life as that was how he was personally hurt through the loss of his mate. He will usually leave this to his son or others. He took pity on Olethea because of her abuse as he saw her attack as similar to his mate and still views her as his mate reincarnate.

#### Physical Characteristics

He will have a form for each faction (an Order of the Enlightened, an Houses of the Risen and an orc shape) as well as his dragon form. As such, the player will face him in part 4 and in part 5 and believe he is just a general in the Tyrant’s army. Only his son knows that he is also the dragon. Everyone else of his army assumes he is just a warrior mage of strong enough arts to assume the three known shapes. All three faction forms have similar armor and he wields the same sword. The dragon form is huge, his scales are gleaming and his eyes burn red.

#### Relevance to Game Story

He is the mastermind behind the attacks and wars that plague the realm. Even others of his kind either fear or support him openly. There will be daily raid battles to fight him in part 5.

#### Relationship to Other Characters

Manipulates Xaviera with sex and compliments about her beauty, but considers her expendable.

Manipulates Sebastian through his avarice, but considers him expendable.

He manipulates Malik with whispers of respect and promises of authority. He considers him expendable.

He controls and inspires Olethea with his honest concern for her, though she has some control in return as he associates her with his dead mate, allowing him whatever he wants.

He treats his son as almost a peer, though he does use his son to take the brunt of the fighting and shoulder the risks. At the same time, he is not blind to the inkling of ambition within his son and knows that if and when the war was over, his son may make a play for full control.

All other factions do not even know the Tryant has been behind the scenes manipulating their wars until the end of part 4, though there were some hints earlier.

## Asset List

### Art

#### General Art

##### PC Portraits

There will be two - three general portraits per gender per player faction. This works out to 18. Other variations will be provided to the player through changes in overlays of hair, eyes, skin tone, etc.

|  |  |  |  |
| --- | --- | --- | --- |
| **Image** | **ID#** | **Description** | **File Name** |
|  | 1 | Human Male |  |
|  | 2 | Elf Male |  |
|  | 3 | Human Female |  |
|  | 4 | Elf Female |  |
|  | 5 | Circle of Tribes #1 Male |  |
|  | 6 | Circle of Tribes #2 Male |  |
|  | 7 | Circle of Tribes #3 Male |  |
|  | 8 | Circle of Tribes #1 Female |  |
|  | 9 | Circle of Tribes #2 Female |  |
|  | 10 | Circle of Tribes #3 Female |  |
|  | 11 | Houses of the Risen #1 Male |  |
|  | 12 | Houses of the Risen #2 Male |  |
|  | 13 | Houses of the Risen #3 Male |  |
|  | 14 | Houses of the Risen #1 Female |  |
|  | 15 | Houses of the Risen #2 Female |  |
|  | 16 | Houses of the Risen #3 Female |  |

##### NPC Portraits

|  |  |  |  |
| --- | --- | --- | --- |
| **Image** | **ID#** | **Description** | **File Name** |
|  | 1 | a hungry brown bear |  |
|  | 2 | a knoll wanderer |  |
|  | 3 | a ratenoid scavenger |  |
|  | 4 | an apprentice orc spirit guide |  |
|  | 5 | a grey wolf |  |
|  | 6 | an angry grey wolf |  |
|  | 7 | a knoll scout |  |
|  | 8 | an orc bully |  |
|  | 9 | an alpha grey wolf |  |
|  | 10 | a rabid brown bear |  |
|  | 11 | a ratenoid spirae dabbler |  |
|  | 12 | an orc pyromaster |  |
|  |  |  |  |
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|  |  |  |  |
|  | 20000 | Sebastian – Order of the Enlightened |  |

##### Items

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| **Image** | **ID#** | **Description** | **File Name** |
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|  |  |  |  |
|  | 50000 | a claw of a brown bear |  |
|  | 50001 | blood of a she-knoll |  |
|  | 50002 | tuft of grey wolf fur |  |
|  | 50003 | powdered ratenoid fingernail |  |
|  | 50004 | lice from an unwashed orc |  |

##### Buildings / Town

|  |  |  |  |
| --- | --- | --- | --- |
| **Image** | **ID#** | **Description** | **File Name** |
|  | 1 | Order of the Enlightened Town Backdrop |  |
|  | 2 | Circle of Tribes Town Backdrop |  |
|  | 3 | Houses of the Risen Town Backdrop |  |
|  | 4 | Adventurer’s Hall (Order of the Enlightened) |  |
|  | 5 | Headhunter’s Tavern (Circle of Tribes) |  |
|  | 6 | Open Grave (Houses of the Risen) |  |
|  | 7 | Shop (Order of the Enlightened) |  |
|  | 8 | Shop (Circle of Tribes) |  |
|  | 9 | Shop (Houses of the Risen) |  |
|  | 10 | Administrator’s Home (Order of the Enlightened) |  |
|  | 11 | Chief’s Hut (Circle of Tribes) |  |
|  | 12 | Master Lich’s Demesne (Houses of the Risen) |  |
|  | 13 | Blacksmith (Order of the Enlightened) |  |
|  | 14 | Forge (Circle of Tribes) |  |
|  | 15 | Black Iron Crypt (Houses of the Risen) |  |
|  | 16 | Training Field (Order of the Enlightened) |  |
|  | 17 | Field of Bones (Circle of Tribes) |  |
|  | 18 | Meadow of War (Houses of the Risen) |  |
|  | 19 | Market (Order of the Enlightened) |  |
|  | 20 | Trader’s Market (Circle of Tribes) |  |
|  | 21 | Black Market (Houses of the Risen) |  |
|  | 22 | Monastery (Order of the Enlightened) |  |
|  | 23 | Shrine of Trachamen (Circle of Tribes) |  |
|  | 24 | Dark Temple (Houses of the Risen) |  |
|  | 25 | Mystic Tower (Order of the Enlightened) |  |
|  | 26 | Shaman’s Hut (Circle of Tribes) |  |
|  | 27 | Death Tower (Houses of the Risen) |  |
|  | 28 | Amphitheater (Order of the Enlightened) |  |
|  | 29 | Gathering Point (Circle of Tribes) |  |
|  | 30 | Platform of Command (Houses of the Risen) |  |
|  | 31 | Archery Range (Order of the Enlightened) |  |
|  | 32 | Archery Range (Circle of Tribes) |  |
|  | 33 | Archery Range (Houses of the Risen) |  |
|  | 34 | Vault (Order of the Enlightened) |  |
|  | 35 | Niche (Circle of Tribes) |  |
|  | 36 | Locked Coffin (Houses of the Risen) |  |
|  | 37 | Portal (Order of the Enlightened) |  |
|  | 38 | Portal (Circle of Tribes) |  |
|  | 39 | Portal (Houses of the Risen) |  |
|  | 40 | Stables (Order of the Enlightened) |  |
|  | 41 | Holding Pens (Circle of Tribes) |  |
|  | 42 | Wings of Perdition (Houses of the Risen) |  |
|  | 43 | Graveyard (Order of the Enlightened) |  |
|  | 44 | Field of Ancestors (Circle of Tribes) |  |
|  | 45 | Crypt of Forgotten Parts (Houses of the Risen) |  |
|  | 46 | Sewers (Order of the Enlightened) |  |
|  | 47 | Deep Caves (Circle of Tribes) |  |
|  | 48 | Silent Warrens (Houses of the Risen) |  |

##### Terrain Icons and Backdrop

|  |  |  |  |
| --- | --- | --- | --- |
| **Image** | **ID#** | **Description** | **File Name** |
|  | 1 | Terrain Backdrop |  |
|  | 2 | Den |  |
|  | 3 | Submerged City |  |
|  | 4 | Swamp |  |
|  | 5 | Ruins |  |
|  | 6 | Caverns |  |
|  | 7 | Forest |  |
|  | 8 | Crypts |  |
|  | 9 | Village |  |
|  | 10 | Temple |  |
|  | 11 | Volcano |  |
|  | 12 | Order of the Enlightened City Backdrop |  |
|  | 13 | Circle of Tribes City Backdrop |  |
|  | 14 | Houses of the Risen City Backdrop |  |
|  | 15 | River (topography) |  |

##### Dungeon Models / Textures

|  |  |  |  |
| --- | --- | --- | --- |
| **Image** | **ID#** | **Description** | **File Name** |
|  | 1 | Base Den #1 – lv1-6 |  |
|  | 2 | Base Den #2 – lv7-12 |  |
|  | 3 | Base Den #3 – lv13-18 |  |
|  | 4 | Base Den #4 – lv19-24 |  |
|  | 5 | Base Den #5 – lv25-30 |  |
|  | 6 | Base Submerged City #1 – lv1-6 |  |
|  | 7 | Base Submerged City #2 – lv7-12 |  |
|  | 8 | Base Submerged City #3 – lv13-18 |  |
|  | 9 | Base Submerged City #4 – lv19-24 |  |
|  | 10 | Base Submerged City #5 – lv25-30 |  |
|  | 11 | Base Swamp #1 – lv1-6 |  |
|  | 12 | Base Swamp #2 – lv7-12 |  |
|  | 13 | Base Swamp #3 – lv13-18 |  |
|  | 14 | Base Swamp #4 – lv19-24 |  |
|  | 15 | Base Swamp #5 – lv25-30 |  |
|  | 16 | Base Ruins #1 – lv1-6 |  |
|  | 17 | Base Ruins #2 – lv7-12 |  |
|  | 18 | Base Ruins #3 – lv13-18 |  |
|  | 19 | Base Ruins #4 – lv19-24 |  |
|  | 20 | Base Ruins #5 – lv25-30 |  |
|  | 21 | Base Cavern #1 – lv1-6 |  |
|  | 22 | Base Cavern #2 – lv7-12 |  |
|  | 23 | Base Cavern #3 – lv13-18 |  |
|  | 24 | Base Cavern #4 – lv19-24 |  |
|  | 25 | Base Cavern #5 – lv25-30 |  |
|  | 26 | Base Forest #1 – lv1-6 |  |
|  | 27 | Base Forest #2 – lv7-12 |  |
|  | 28 | Base Forest #3 – lv13-18 |  |
|  | 29 | Base Forest #4 – lv19-24 |  |
|  | 30 | Base Forest #5 – lv25-30 |  |
|  | 31 | Base Crypts #1 – lv1-6 |  |
|  | 32 | Base Crypts #2 – lv7-12 |  |
|  | 33 | Base Crypts #3 – lv13-18 |  |
|  | 34 | Base Crypts #4 – lv19-24 |  |
|  | 35 | Base Crypts #5 – lv25-30 |  |
|  | 36 | Base Village #1 – lv1-6 |  |
|  | 37 | Base Village #2 – lv7-12 |  |
|  | 38 | Base Village #3 – lv13-18 |  |
|  | 39 | Base Village #4 – lv19-24 |  |
|  | 40 | Base Village #5 – lv25-30 |  |
|  | 41 | Base Temple #1 – lv1-6 |  |
|  | 42 | Base Temple #2 – lv7-12 |  |
|  | 43 | Base Temple #3 – lv13-18 |  |
|  | 44 | Base Temple #4 – lv19-24 |  |
|  | 45 | Base Temple #5 – lv25-30 |  |
|  | 46 | Base Volcano #1 – lv1-6 |  |
|  | 47 | Base Volcano #2 – lv7-12 |  |
|  | 48 | Base Volcano #3 – lv13-18 |  |
|  | 49 | Base Volcano #4 – lv19-24 |  |
|  | 50 | Base Temple #5 – lv25-30 |  |
|  | 51 | Stone Floor |  |
|  | 52 | Vertical Grass Path |  |
|  | 53 | Horizontal Grass Path |  |
|  | 54 | Clearing |  |
|  | 55 | Sky - Blue |  |
|  | 56 | Sky - Night |  |
|  | 57 | Stone Ceiling |  |
|  | 58 | Cave Ceiling |  |
|  | 59 | Stone Block Ceiling |  |
|  | 60 | Wood Table |  |
|  | 61 | Sarcophagus |  |
|  | 62 | Stalagmite - Large |  |
|  | 63 | Stalactite - Large |  |
|  | 64 | Stalagmite – Small |  |
|  | 65 | Stalactite - Small |  |
|  | 66 | Dirt with flowers |  |
|  | 67 | Brazier - Large |  |
|  | 68 | Throne |  |
|  | 69 | Chair – Knocked Over |  |
|  | 70 | Crate |  |
|  | 71 | Stone Door |  |
|  | 72 | Wood door |  |
|  | 73 | Secret Door |  |
|  | 74 | Gate |  |
|  | 75 | Stairs Up |  |
|  | 76 | Stairs Down |  |
|  | 77 | Sword – Leaning |  |
|  | 78 | Sword – Laying |  |
|  | 79 | Mace – Laying |  |
|  | 80 | Box – Plain |  |
|  | 81 | Box – Engraved |  |
|  | 82 | Chest – Wooden |  |
|  | 83 | Chest – Stone |  |
|  | 84 | Chest – Bronze |  |
|  | 85 | Chest –Rot Iron |  |
|  | 86 | Chest – Jade |  |
|  | 87 | Chest – Silver |  |
|  | 88 | Chest – Gold |  |
|  | 89 | Statue - Man |  |
|  | 90 | Statue - Woman |  |

##### Animation List

|  |  |  |  |
| --- | --- | --- | --- |
| **Image** | **ID#** | **Description** | **File Name** |
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##### Effects List

|  |  |  |  |
| --- | --- | --- | --- |
| **Image** | **ID#** | **Description** | **File Name** |
|  | 1 | Torch Fire – Orange |  |
|  | 2 | Fire – Blue |  |
|  | 3 | Fire – Green |  |
|  |  |  |  |
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##### Interface Art List

|  |  |  |  |
| --- | --- | --- | --- |
| **Image** | **ID#** | **Description** | **File Name** |
|  | 1 | Town Framework |  |
|  | 2 | Terrain Framework |  |
|  | 3 | Dungeon Framework |  |
|  | 4 | Minimap Framework |  |
|  | 5 | Automap Menu |  |
|  | 6 | Adventure Hall |  |
|  | 7 | Shop |  |
|  | 8 | Administrator’s Hall |  |
|  | 9 | Blacksmith Shop |  |
|  | 10 | Training Field |  |
|  | 11 | Market |  |
|  | 12 | Monastery |  |
|  | 13 | Mystic Tower |  |
|  | 14 | Amphitheater |  |
|  | 15 | Archery Range |  |
|  | 16 | Vault |  |
|  | 17 | Portal |  |
|  | 18 | Stables |  |
|  | 19 | Graveyard |  |
|  | 20 | Sewers |  |
|  | 21 | Administration Menu (Player) |  |
|  | 22 | Login |  |
|  | 23 | Account Creation |  |
|  | 24 | Validation |  |
|  | 25 | Server Selection |  |
|  | 26 | Party Creation |  |
|  | 27 | Administration Menu (Staff) |  |
|  | 28 | Arena Queue |  |
|  | 29 | Raid Queue |  |
|  | 30 | Character Information |  |
|  | 31 | Inventory |  |
|  | 32 | Character Leveling |  |
|  | 33 | Combat |  |
|  | 34 | Mail |  |
|  | 35 | Treasure |  |
|  | 36 | Guild |  |
|  | 37 | Ranking |  |
|  | 38 | Journal |  |
|  | 39 | Quest History |  |
|  | 40 | Achievements |  |
|  | 41 | Skills List |  |
|  | 42 | Spells List |  |

### NPC List

**Template**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| <Image> | | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii Minimum | | | | | | | | | | Denarii Maximum | | | | | | | | | | | |
| Boss ID# | | | | Dmg Res | | | | Cold Res | | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell / Attack | | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % | Mi n \* | max | ID#2 | % | Mi n | max | ID#3 | % | | Mi n | | max | ID#4 | % | Mi n | max | ID#5 | % | Mi n | max |
| ID#6 | % | Mi n | max | ID#7 | % | Mi n | max | ID#8 | % | | Mi n | | max | ID#9 | % | Mi n | max | ID#1 | % | Mi n | max |
| Item(s) | | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | | |

\*Note that if the ID translates to a skill or spell, then the Min/Max field represents the skill/spell level (or range). This will be checked each time the skill or spell is used. If you do not wish to have a range, just put the same value in both min and max fields. Ie 1 1 would mean that the spell or skill level is level 1 only.

If an NPC has a skill or spell (spirae-using attack) they must have at least 1 attack that is physical (500+ id range) at a minimum of 5% frequency.

Similarly note that all of the attacks combined must equal 100% frequency.

**List**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1000 | | | | | | | | | | | | | | | | | | | | |
| a hungry brown bear | | | | | | | | | | | hungry brown bears | | | | | | | | | |
| A medium-brown bear eyes you back like he recognizes food when he sees it. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 20 | | | | 10 | | | | 17 | | | | | 0 | | | | 18 | | | |
| 5 | | | | 5 | | | | 54 | | | | | 1 | | | | Male | | | |
| 0 | | | | | | | | | | | 30 | | | | | | | | | |
| 11 | | | | | | | | | | | 17 | | | | | | | | | |
| 51000 | | | | 0 | | | | 0 | | | | | 0 | | | | 0 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 500 | 100 | 1 | 3 | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| 1 | | 20% | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50000 | | 2% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1001 | | | | | | | | | | | | | | | | | | | | |
| a knoll wanderer | | | | | | | | | | | knoll wanderers | | | | | | | | | |
| A young female knoll looks back at you nervously. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 15 | | | | 15 | | | | 10 | | | | | 15 | | | | 20 | | | |
| 10 | | | | 10 | | | | 56 | | | | | 2 | | | | Female | | | |
| 0 | | | | | | | | | | | 30 | | | | | | | | | |
| 14 | | | | | | | | | | | 21 | | | | | | | | | |
| 51001 | | | | 0 | | | | 0 | | | | | 0 | | | | 0 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 5  0  11 | 100% | 2 | 3 | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| 2 | | 10% | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50001 | | 2% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1002 | | | | | | | | | | | | | | | | | | | | |
| a ratenoid scavenger | | | | | | | | | | | ratenoid scavengers | | | | | | | | | |
| This rat-faced creature looks at you appraising, his eyes flicking to something shiny. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 18 | | | | 18 | | | | 12 | | | | | 14 | | | | 20 | | | |
| 15 | | | | 15 | | | | 58 | | | | | 3 | | | | Male | | | |
| 0 | | | | | | | | | | | 40 | | | | | | | | | |
| 17 | | | | | | | | | | | 26 | | | | | | | | | |
| 51002 | | | | 0 | | | | 0 | | | | | 0 | | | | 0 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 502 | 100% | 2 | 4 | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| 3 | | 20% | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50003 | | 2% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1003 | | | | | | | | | | | | | | | | | | | | |
| an apprentice orc spirit guide | | | | | | | | | | | apprentice orc spirit guides | | | | | | | | | |
| This young orc slowly traces unknown mystic symbols in the air. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 20 | | | | 20 | | | | 20 | | | | | 20 | | | | 20 | | | |
| 20 | | | | 200 | | | | 60 | | | | | 4 | | | | Male | | | |
| 10 | | | | | | | | | | | 25 | | | | | | | | | |
| 20 | | | | | | | | | | | 30 | | | | | | | | | |
| 51003 | | | | 0 | | | | 0 | | | | | 0 | | | | 0 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 1  2  7 | 7  0  % | 2 | 5 | 126 | 25% | 1 | 1 | 504 | 5% | 1 | | 10 | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| 4 | | 15% | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50004 | | 2% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1004 | | | | | | | | | | | | | | | | | | | | |
| a grey wolf | | | | | | | | | | | grey wolves | | | | | | | | | |
| The grey wolf growls while circling you. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 22 | | | | 15 | | | | 22 | | | | | 14 | | | | 20 | | | |
| 50 | | | | 50 | | | | 62 | | | | | 5 | | | | Male | | | |
| 5 | | | | | | | | | | | 50 | | | | | | | | | |
| 23 | | | | | | | | | | | 35 | | | | | | | | | |
| 51004 | | | | 0 | | | | 0 | | | | | 0 | | | | 0 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 503 | 100% | 3 | 5 | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| 5 | | 15% | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50002 | | 2% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1005 | | | | | | | | | | | | | | | | | | | | |
| an angry brown bear | | | | | | | | | | | angry brown bears | | | | | | | | | |
| The angry brown bear roars furiously as he paws the ground. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 20 | | | | 17 | | | | 22 | | | | | 17 | | | | 21 | | | |
| 60 | | | | 60 | | | | 64 | | | | | 6 | | | | Male | | | |
| 0 | | | | | | | | | | | 35 | | | | | | | | | |
| 26 | | | | | | | | | | | 39 | | | | | | | | | |
| 51005 | | | | 5 | | | | 0 | | | | | 0 | | | | 0 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 500 | 50% | 1 | 8 | 503 | 50% | 2 | 6 | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| 1 | | 18% | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50000 | | 3% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1006 | | | | | | | | | | | | | | | | | | | | |
| a knoll scout | | | | | | | | | | | knoll scouts | | | | | | | | | |
| The scout sinks into a defensive stance while scanning you to evaluate what you can do. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 20 | | | | 21 | | | | 18 | | | | | 20 | | | | 24 | | | |
| 70 | | | | 70 | | | | 66 | | | | | 7 | | | | Female | | | |
| 5 | | | | | | | | | | | 30 | | | | | | | | | |
| 29 | | | | | | | | | | | 44 | | | | | | | | | |
| 51006 | | | | 0 | | | | 0 | | | | | 0 | | | | 0 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 500 | 50% | 2 | 8 | 76 | 50% | 2 | 2 | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| 2 | | 20% | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50001 | | 3% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1007 | | | | | | | | | | | | | | | | | | | | |
| an orc bully | | | | | | | | | | | orc bullies | | | | | | | | | |
| The oversized stocky orc flexes in anticipation before you. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 24 | | | | 20 | | | | 24 | | | | | 24 | | | | 24 | | | |
| 80 | | | | 80 | | | | 68 | | | | | 8 | | | | Male | | | |
| 15 | | | | | | | | | | | 25 | | | | | | | | | |
| 32 | | | | | | | | | | | 48 | | | | | | | | | |
| 51007 | | | | 5 | | | | 0 | | | | | 0 | | | | 0 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 505 | 50% | 1 | 12 | 26 | 50% | 3 | 3 | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| 8 | | 10% | | 9 | | 10% | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50004 | | 3% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1008 | | | | | | | | | | | | | | | | | | | | |
| an alpha grey wolf | | | | | | | | | | | alpha grey wolves | | | | | | | | | |
| An aggressive oversized grey wolf stares at you with bared teeth. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 24 | | | | 24 | | | | 24 | | | | | 24 | | | | 24 | | | |
| 90 | | | | 90 | | | | 70 | | | | | 9 | | | | Male | | | |
| 5 | | | | | | | | | | | 35 | | | | | | | | | |
| 35 | | | | | | | | | | | 53 | | | | | | | | | |
| 51008 | | | | 5 | | | | 5 | | | | | 0 | | | | 0 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 503 | 100% | 3 | 12 | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| 6 | | 20% | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50002 | | 3% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1009 | | | | | | | | | | | | | | | | | | | | |
| a rabid brown bear | | | | | | | | | | | rabid brown bears | | | | | | | | | |
| The diseased bear before you is frothing at the mouth. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 25 | | | | 18 | | | | 18 | | | | | 18 | | | | 26 | | | |
| 150 | | | | 150 | | | | 72 | | | | | 10 | | | | Male | | | |
| 0 | | | | | | | | | | | 15 | | | | | | | | | |
| 38 | | | | | | | | | | | 57 | | | | | | | | | |
| 51009 | | | | 10 | | | | 0 | | | | | 5 | | | | 0 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 500 | 100% | 1 | 15 | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| 7 | | 10% | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50000 | | 5% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1010 | | | | | | | | | | | | | | | | | | | | |
| a ratenoid spirae dabbler | | | | | | | | | | | ratenoid spirae dabblers | | | | | | | | | |
| The ratenoid before you has her eyes closed concentrating on her spell. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 20 | | | | 26 | | | | 26 | | | | | 20 | | | | 22 | | | |
| 165 | | | | 500 | | | | 74 | | | | | 11 | | | | Female | | | |
| 10 | | | | | | | | | | | 10 | | | | | | | | | |
| 41 | | | | | | | | | | | 62 | | | | | | | | | |
| 51010 | | | | 0 | | | | 0 | | | | | 0 | | | | 20 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 180 | 25% | 5 | 5 | 176 | 70% | 5 | 5 | 504 | 5% | 1 | | 8 | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| 10 | | 19% | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50003 | | 5% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID #1011 | | | | | | | | | | | | | | | | | | | | |
| an orc pyromaster | | | | | | | | | | | orc pyromasters | | | | | | | | | |
| Flames dance across the wiggling fingers of the pyromaster before you. | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| 25 | | | | 28 | | | | 28 | | | | | 26 | | | | 28 | | | |
| 180 | | | | 500 | | | | 76 | | | | | 12 | | | | Male | | | |
| 10 | | | | | | | | | | | 20 | | | | | | | | | |
| 44 | | | | | | | | | | | 66 | | | | | | | | | |
| 51011 | | | | 0 | | | | 0 | | | | | 25 | | | | 5 | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| 504 | 5% | 1 | 20 | 101 | 60 | 5 | 5 | 109 | 35% | 1 | | 1 | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | 20% | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| 50004 | | 5% | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
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| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | |
| <Image> | | | | | | | | | | | | | | | | | | | | |
| NPC ID # | | | | | | | | | | | | | | | | | | | | |
| Short Name (Single) | | | | | | | | | | | Short Name (Plural) | | | | | | | | | |
| Description | | | | | | | | | | | | | | | | | | | | |
| Image File Location | | | | | | | | | | | | | | | | | | | | |
| Fitness | | | | Mental Prowess | | | | Spirituality | | | | | Eloquence | | | | Coordination | | | |
| Health | | | | Spirae | | | | Experience | | | | | Level | | | | Gender | | | |
| Avoidance | | | | | | | | | | | Hit | | | | | | | | | |
| Denarii | | | | | | | | | | | | | | | | | | | | |
| Boss | | | | Dmg Res | | | | Cold Res | | | | | Heat Res | | | | Magic Res | | | |
| Skill / Spell | | | | | | | | | | | | | | | | | | | | |
| ID#1 | % |  |  | ID#2 | % |  |  | ID#3 | % |  | |  | ID#4 | % |  |  | ID#5 | % |  |  |
| ID#6 | % |  |  | ID#7 | % |  |  | ID#8 | % |  | |  | ID#9 | % |  |  | ID#1 | % |  |  |
| Item(s) | | | | | | | | | | | | | | | | | | | | |
| Id#1 | | % | | Id#2 | | % | | Id#3 | | % | | | Id#4 | | % | | Id#5 | | % | |
| MatId | | % | |  | | | | | | | | | | | | | | | | |

### Item List

**Template**

Note: All lines with light green can be duplicated as needed for each NPC/Script in the level. Light blue fields are section headers and are not filled out.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| <Image> | | | | | | | | | |
| Item ID # | | | | | | | | | |
| Title | | | | | | | | | |
| Short Name | Tier | | | Value | | Type\* | | | Slot\*\* |
| Tooltip Description | | | | | | | | | |
| Constructed | | Enhanceable | | | Stackable | | | Sellable | |
| Dropable | | | Tradeable | | | | Cursed | | |
| Benefit | | | | | | | | | |
| Type\*\*\* | | | | | Value | | | | |
| Material Needed to Craft | | | | | | | | | |
| Item ID # | | | | | Quantity | | | | |

\* Options are: Melee, Ranged, Robe, Tunic, Chain, Plate, Speedup, Benefit, Material, and Quest.

\*\* Options are: Head, Torso, Legs, Feet, Hands, Shoulders, Cloak, Off, Ring, Neck, Belt, Attachment, Trailing, None

\*\*\* Options are: Fitness, Mental, Spirit, Eloquence, Coordination, Health, Spirae, Experience Bonus, Gold Bonus, Avoidance, Hit, Dmg Res, Cold Res, Heat Res, Magic Res, Max Phys Dmg, Min Phys Dmg, Max Magic Dmg, Min Magic Dmg, Wander, Construction Cost

**List**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | | | | | | | | | |
| <Image> | | | | | | | | | |
| Item ID # | | | | | | | | | |
| Title | | | | | | | | | |
| Short Name | Tier | | | Value | | Type\* | | | Slot\*\* |
| Tooltip Description | | | | | | | | | |
| Constructed | | Enhanceable | | | Stackable | | | Sellable | |
| Dropable | | | Tradeable | | | | Cursed | | |
| Benefit | | | | | | | | | |
| Type\*\*\* | | | | | Value | | | | |
| Material Needed to Craft | | | | | | | | | |
| Item ID # | | | | | Quantity | | | | |
|  | | | | | | | | | |
| <Image> | | | | | | | | | |
| Item ID # | | | | | | | | | |
| Title | | | | | | | | | |
| Short Name | Tier | | | Value | | Type\* | | | Slot\*\* |
| Tooltip Description | | | | | | | | | |
| Constructed | | Enhanceable | | | Stackable | | | Sellable | |
| Dropable | | | Tradeable | | | | Cursed | | |
| Benefit | | | | | | | | | |
| Type\*\*\* | | | | | Value | | | | |
| Material Needed to Craft | | | | | | | | | |
| Item ID # | | | | | Quantity | | | | |
|  | | | | | | | | | |
| <Image> | | | | | | | | | |
| Item ID # | | | | | | | | | |
| Title | | | | | | | | | |
| Short Name | Tier | | | Value | | Type\* | | | Slot\*\* |
| Tooltip Description | | | | | | | | | |
| Constructed | | Enhanceable | | | Stackable | | | Sellable | |
| Dropable | | | Tradeable | | | | Cursed | | |
| Benefit | | | | | | | | | |
| Type\*\*\* | | | | | Value | | | | |
| Material Needed to Craft | | | | | | | | | |
| Item ID # | | | | | Quantity | | | | |
|  | | | | | | | | | |
| <Image> | | | | | | | | | |
| Item ID # | | | | | | | | | |
| Title | | | | | | | | | |
| Short Name | Tier | | | Value | | Type\* | | | Slot\*\* |
| Tooltip Description | | | | | | | | | |
| Constructed | | Enhanceable | | | Stackable | | | Sellable | |
| Dropable | | | Tradeable | | | | Cursed | | |
| Benefit | | | | | | | | | |
| Type\*\*\* | | | | | Value | | | | |
| Material Needed to Craft | | | | | | | | | |
| Item ID # | | | | | Quantity | | | | |

### Dungeon List

**Template**

Note: All lines with light green can be duplicated as needed for each NPC/Script in the level. Light blue fields are section headers and are not filled out.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | | | | | | | | | |
| Dungeon ID # | | | | | | | | | |
| Type | | Level | | | Generation\* | | | Texture # | |
| NPC | | | | | | | | | |
| NPC ID # | | | Minimum Found / Group | | | | Maximum Found / Group | | |
| Items / Models | | | | | | | | | |
| Item ID # | | | Location X | | | | Location Y | | |
| Quests | | | | | | | | | |
| Quest ID # | | | Location X | | | | Location Y | | |
| Special / Script | | | | | | | | | |
| Name | | | | | | | | | |
| Special ID # | | Type | | | Location X | | | Location Y | |
| Introduction Text | | | | | | | | | |
| Answer | | | | | | | | | |
| Flag Added | Flag Removed | | | Item Given | | Item Removed | | | Item Possessed |

\* 0 = Random, # for Quest Trigger

**List**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | | | | | | | | | |
| Name | | | | | | | | | |
| Dungeon ID # | | | | | | | | | |
| Type | | Level | | | Generation\* | | | Texture # | |
| NPC | | | | | | | | | |
| NPC ID # | | | Minimum Found / Group | | | | Maximum Found / Group | | |
| Items / Models | | | | | | | | | |
| Item ID # | | | Location X | | | | Location Y | | |
| Quests | | | | | | | | | |
| Quest ID # | | | Location X | | | | Location Y | | |
| Special / Script | | | | | | | | | |
| Name | | | | | | | | | |
| Special ID # | | Type | | | Location X | | | Location Y | |
| Introduction Text | | | | | | | | | |
| Answer | | | | | | | | | |
| Flag Added | Flag Removed | | | Item Given | | Item Removed | | | Item Possessed |
|  | | | | | | | | | |
| Name | | | | | | | | | |
| Dungeon ID # | | | | | | | | | |
| Type | | Level | | | Generation\* | | | Texture # | |
| NPC | | | | | | | | | |
| NPC ID # | | | Minimum Found / Group | | | | Maximum Found / Group | | |
| Items / Models | | | | | | | | | |
| Item ID # | | | Location X | | | | Location Y | | |
| Quests | | | | | | | | | |
| Quest ID # | | | Location X | | | | Location Y | | |
| Special / Script | | | | | | | | | |
| Name | | | | | | | | | |
| Special ID # | | Type | | | Location X | | | Location Y | |
| Introduction Text | | | | | | | | | |
| Answer | | | | | | | | | |
| Flag Added | Flag Removed | | | Item Given | | Item Removed | | | Item Possessed |
|  | | | | | | | | | |
| Name | | | | | | | | | |
| Dungeon ID # | | | | | | | | | |
| Type | | Level | | | Generation\* | | | Texture # | |
| NPC | | | | | | | | | |
| NPC ID # | | | Minimum Found / Group | | | | Maximum Found / Group | | |
| Items / Models | | | | | | | | | |
| Item ID # | | | Location X | | | | Location Y | | |
| Quests | | | | | | | | | |
| Quest ID # | | | Location X | | | | Location Y | | |
| Special / Script | | | | | | | | | |
| Name | | | | | | | | | |
| Special ID # | | Type | | | Location X | | | Location Y | |
| Introduction Text | | | | | | | | | |
| Answer | | | | | | | | | |
| Flag Added | Flag Removed | | | Item Given | | Item Removed | | | Item Possessed |
|  | | | | | | | | | |
| Name | | | | | | | | | |
| Dungeon ID # | | | | | | | | | |
| Type | | Level | | | Generation\* | | | Texture # | |
| NPC | | | | | | | | | |
| NPC ID # | | | Minimum Found / Group | | | | Maximum Found / Group | | |
| Items / Models | | | | | | | | | |
| Item ID # | | | Location X | | | | Location Y | | |
| Quests | | | | | | | | | |
| Quest ID # | | | Location X | | | | Location Y | | |
| Special / Script | | | | | | | | | |
| Name | | | | | | | | | |
| Special ID # | | Type | | | Location X | | | Location Y | |
| Introduction Text | | | | | | | | | |
| Answer | | | | | | | | | |
| Flag Added | Flag Removed | | | Item Given | | Item Removed | | | Item Possessed |

### Quest List

**Template**

Note: All lines with light green can be duplicated as needed for each NPC/Script in the level. Light blue fields are section headers and are not filled out.

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Quest Title | | | | | | | | | | | | |
| Quest ID # | | | | | | | | | | | | |
| Short Description | | | | | | | | | | | | |
| Introduction Text | | | | | | | | | | | | |
| Prerequisite Quests ID# | | | | | | | | | | | | |
| Raid | | Daily | | | Location\* | | | Dungeon Type | | | Dungeon Level | |
| Acceptance Flags Added | | | Acceptance Flags Removed | | | | Completion Flags Added | | | Completion Flags Removed | | |
| Goal | | | | | | | | | | | | |
| Type\*\* | ID # (Item/NPC) | | | Qty | | Timer | | | Location X | | | Location Y |
| Answer | | | | | | | | | | | | |
| Reward | | | | | | | | | | | | |
| Type\*\*\* | | | | ID | | | | | Qty | | | |
| Message | | | | | | | | | | | | |

\* Location options are Dungeon ID # or City Building Name.

\*\* Options are Kill, Get, Goto, PvP, Construction, Riddle

\*\*\* Options are Gold, Item, Chest, CP, Building

**List**

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | | | | | | | | | | | | |
| Quest Title | | | | | | | | | | | | |
| Quest ID # | | | | | | | | | | | | |
| Short Description | | | | | | | | | | | | |
| Introduction Text | | | | | | | | | | | | |
| Prerequisite Quests ID# | | | | | | | | | | | | |
| Raid | | Daily | | | Location\* | | | Dungeon Type | | | Dungeon Level | |
| Acceptance Flags Added | | | Acceptance Flags Removed | | | | Completion Flags Added | | | Completion Flags Removed | | |
| Goal | | | | | | | | | | | | |
| Type\*\* | ID # (Item/NPC) | | | Qty | | Timer | | | Location X | | | Location Y |
| Answer | | | | | | | | | | | | |
| Reward | | | | | | | | | | | | |
| Type\*\*\* | | | | ID | | | | | Qty | | | |
| Message | | | | | | | | | | | | |
|  | | | | | | | | | | | | |
| Quest Title | | | | | | | | | | | | |
| Quest ID # | | | | | | | | | | | | |
| Short Description | | | | | | | | | | | | |
| Introduction Text | | | | | | | | | | | | |
| Prerequisite Quests ID# | | | | | | | | | | | | |
| Raid | | Daily | | | Location\* | | | Dungeon Type | | | Dungeon Level | |
| Acceptance Flags Added | | | Acceptance Flags Removed | | | | Completion Flags Added | | | Completion Flags Removed | | |
| Goal | | | | | | | | | | | | |
| Type\*\* | ID # (Item/NPC) | | | Qty | | Timer | | | Location X | | | Location Y |
| Answer | | | | | | | | | | | | |
| Reward | | | | | | | | | | | | |
| Type\*\*\* | | | | ID | | | | | Qty | | | |
| Message | | | | | | | | | | | | |
|  | | | | | | | | | | | | |
| Quest Title | | | | | | | | | | | | |
| Quest ID # | | | | | | | | | | | | |
| Short Description | | | | | | | | | | | | |
| Introduction Text | | | | | | | | | | | | |
| Prerequisite Quests ID# | | | | | | | | | | | | |
| Raid | | Daily | | | Location\* | | | Dungeon Type | | | Dungeon Level | |
| Acceptance Flags Added | | | Acceptance Flags Removed | | | | Completion Flags Added | | | Completion Flags Removed | | |
| Goal | | | | | | | | | | | | |
| Type\*\* | ID # (Item/NPC) | | | Qty | | Timer | | | Location X | | | Location Y |
| Answer | | | | | | | | | | | | |
| Reward | | | | | | | | | | | | |
| Type\*\*\* | | | | ID | | | | | Qty | | | |
| Message | | | | | | | | | | | | |
|  | | | | | | | | | | | | |
|  | | | | | | | | | | | | |
|  | | | | | | | | | | | | |
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### Cutscene List

#### Demo Cutscene – Order of the Enlightened Backstory

### Sounds

#### Environmental Sounds

TBD

#### Weapon Sounds

None

#### Interface Sounds

None

#### Music

TBD

#### Ambient

TBD

#### “Action”

None

#### Victory

None

#### Defeat

None

### Voice Over ([Cut-Scene](#_Demo_Cutscene_–))

1. Main Character for Humans
2. Sebastian – Human Male, Elder

## Design Discussions

### Review Feedback

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **#** | **Priority** | **Description** | **Action** | **Status** |
| 1 | High | Duplication building name under the Circle of Tribes faction. | Change the name of one to remove conflict. | Fixed |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

### Design Issues

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **#** | **Priority** | **Description** | **Action** | **Status** |
| 1 | Medium | Some building names do not feel right and should be changed / updated. | Review and update building names and corresponding art lists. | Open |
| 2 | High | Should each dungeon and building have a single icon to represent it or should there be a set of them to show different levels? And if so, how many for each? |  | Open |
| 3 | High | Crafting system could be expanded/adjusted to have materials crafted into other materials instead of them all being found through combats, quests and treasure. |  | Open |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

### Feature Request

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **#** | **Priority** | **Description** | **Action** | **Status** |
| 1 | High | Needs raiding option for dungeons | Added Raiding | Done |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |