* 1. There are 2 important non-playable characters in this story

1. Masendor king (previously the prologue hero) who gives out the quests to the player.
2. Masendor king’s advisor and military commander.

So as mentioned before, the King selected a group of heroes to take on the quest to save the Masendor Kingdom. The truth is that the king is actually the hero in the prologue mission. This hero went on the journey in the prologue chapter to satisfy his lust for a challenge to his skill and strength in combat. After killing a dragon, albeit gravely injured, the fairy tribes that he saved in that mission give him an immortal potion.

With him being immortal, he continued his quest for challenges for many years and ended up saving the Masendor Kingdom from the dragon attack crisis. The previous Masendor's royal family died in said crisis, so the king's advisor, who knew that the hero was immortal, chose to convince the hero to become king to make the kingdom (the advisor believed that an immortal king would make an eternally strong empire).

A deal is made between the two, with the hero being the ruler who acted with the advisor from the advisor, and the hero can use the kingdom's resources (in a reasonable amount) to pursue his. Now to the game's main story, the heroes are selected for their growth potential to become strong enough to challenge the king. Most of the invasions, quests, and conflicts are orchestrated by the king himself to make the heroes stronger.

## Character Stat

1. Each character start with a specific set of stat they specialise in. For example, warrior class character start with higher Strength, Dexterity, and Constitution, while mage character starts with higher Intelligence. Most of their attacks and skills performance will also be based on those stats most of the time. All stat can be used to unlock choice for story and quests, especially charisma.
2. Strength + Min physical attack, item number carry and slot (100 stat should make max attack can deal 3x damage of based attack)
3. Dexterity + Max physical attack, critical chance, skill cast speed (100 stat should make min attack always deal base damage)
4. Agility + animation speed, dodge (max stat should double animation speed from base)
5. Constitution + hp, block, knock resistant
6. Intelligence + Max non-physical attack, skill cast speed, resource generation bonus (same as strength damage)
7. Wisdom + Min non-physical attack, everything a bit (same as dex damage)
8. Charisma + price improve, quest unlock, quest option unlock, improve companion stat

Each char at lv 1 start with some stat already pre-defined, player can reassign them at will. Level 1 give 100 points to assign. Then each lv up give 30 points

Stat 1-10 cost 1 stat point to increase, then increase by 1 every 10 points, stat max at 100 for player char.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Ability** | **Score** | **Point Cost** | **Racial Bonus** | **IGNORE THIS COLUMN** | **Total** | **Modifier** |  |
| Strength | 12 |  |  |  |  |  | Strength |
| Dexterity |  |  |  |  |  |  | Dexterity |
| Constitution |  |  |  |  |  |  | Constitution |
| Intelligence |  |  |  |  |  |  | Intelligence |
| Wisdom |  |  |  |  |  |  | Wisdom |
| Charisma |  |  |  |  |  |  | Charisma |
|  |  |  |  |  |  |  |  |
| **Race:** |  |  |  |  |  |  | **Points Left:** |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Char** | STR | DEX | AGI | CONS | INT | WIS | CHR | **Total** |
| Vars |  |  |  |  |  |  |  |  |
| Vraesier | 16 | 15 | 10 |  |  |  |  | **41** |
| Orsanoas | 24 | 8 | 12 |  |  |  |  | **44** |
| Minara |  |  |  |  |  |  |  | **0** |
| Rodhinbar |  |  |  |  |  |  |  | **0** |
| Omshle |  |  |  |  |  |  |  | **0** |
| Iri Kada Whe |  |  |  |  |  |  |  | **0** |
| Elmaliern | 4 |  |  |  |  |  |  | **4** |
| Pasgelo | 1 | 10 | 9 | 12 | 20 | 13 | 10 | **75** |
| Yuawies |  |  |  |  |  |  |  | **0** |
| Duskuksa |  |  |  |  |  |  |  | **0** |
| Nayedien |  |  |  |  |  |  |  | **0** |
| Soheh |  |  |  |  |  |  |  | **0** |
| **Total** | **45** | **33** | **31** | **12** | **20** | **13** | **10** | **0** |

## Character Skill

1. There are 2 types of skill in this game, common skills that all characters can use and specific character skill. Skills can be unlocked and improved when player level up. Characters also start with some skills already unlocked. All skill max lv at 5.
2. **Common Skill**

* Ground movement,

1. slide attack move (can knockdown), press weak attack when run
2. tackle move (can knockback), press strong attack when run
3. backward jump back, double press back move
4. weight no longer affect move speed
5. unlock dodge move during running (i-frame during animation) press defend when run

* Air movement,

1. can double jump
2. jump forward dash
3. half weight effect on jump
4. higher knock resistant in air
5. unlock triple jump

* Tinkerer skill

1. start with free items
2. 35% chance to not consume item when use
3. food increase more stat
4. unlock new item effect
5. unlock summon random item skills.

* arm master

1. unlock combo for pick-up weapon
2. increase more usage
3. i-frame during pick-up weapon attack
4. unlock weapon unique power
5. unlock summon random weapon skills.

* Wealth

1. coin also increase score
2. coin also increase resource (mana, arrow)
3. all enemy killed by user drop coins or items (before only limited random one can)
4. robbing failure now can be forgiven with gold payment
5. unlock lord of money skill (use money to deal damage to inflict charm to all enemies on screen)

* Immunity

1. knockback and knockdown can be cancel with jump to quickly standing up
2. shorten cc duration by half
3. when die rescue team come to resurrect once for free
4. Immune to weather effect
5. unlock immune barrier that block damage once every 10 seconds

* Resourceful

1. automatically regen resource
2. hitting enemy now also increase resource
3. blocking and crashing increase resource
4. increase resource generation, double resource cap
5. Unlock control fate, complete replenish source, cooldown 30 secs

* Combat contest

1. increase max block
2. attack crashing buff agi
3. can crash with boss attack
4. can walk while blocking
5. attack crashing make the next attack deal 100% more damage

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Char** | GMV | AMV | T | AM | W | IMM | RS | CC | **Total** |
| Vars | 2 | 2 |  |  |  | 1 |  | 1 |  |
| Vraesier |  | 1 |  | 1 |  |  |  |  | **2** |
| Orsanoas |  |  |  |  |  | 1 |  | 1 | **2** |
| Minara |  |  | 1 |  |  |  | 1 |  | **2** |
| Rodhinbar |  | 1 |  |  |  |  | 1 |  | **2** |
| Omshle | 1 |  |  |  | 1 |  |  |  | **2** |
| Iri Kada Whe | 1 |  | 1 |  |  |  |  |  | **2** |
| Elmaliern |  |  |  |  |  | 1 | 1 |  | **2** |
| Pasgelo |  | 1 |  |  | 1 |  |  |  | **2** |
| Yuawies | 1 |  |  |  |  | 1 |  |  | **2** |
| Duskuksa |  |  | 1 |  |  |  |  | 1 | **2** |
| Nayedien |  |  |  | 1 |  |  |  | 1 | **2** |
| Soheh |  |  |  | 1 | 1 |  |  |  | **2** |
| **Total** | **3** | **3** | **3** | **3** | **3** | **3** | **3** | **3** | **0** |

**Character specific skill**

All skills are active skill that require specific command input to use. Level 1 unlock the skill.

# Character List

Prologue/demo

Vars, human male

Play style: Close melee, medium speed

Weapon: sword, heater shield

Special ability:

**Couch:**

Weak: Shield punch, jab, pummel punch

Strong: Sword jab, sword slash out, then slash down

**Ground:**

Weak: Shield punch, shield semi bash up, sword pierce

Strong: Sword slash 3 times

Combo:

1 weak + strong = downward sword slash that can knockdown enemy

2 weak + strong = upward slash that can lift normal weight enemy

3 weak + strong = all direction spin slash

Special: Determination, activate when hp reach 0, no cooldown, increase all stats, defence, heal full hp, last 30 secs

**Air:**

Weak: sword slash,

Strong: shield bash

Down Strong: diving sword pierce

Skill:

1. Triple Slash (increase crit chance)
2. Endure (no stagger, immune debuff)
3. Great Offensive (7 fast melee attacks, can stun enemy, bleed)

## Warrior Characters

**Vraesier**, human female

Class: Demon Warrior

Path: Demoness (Special no longer require activation, blood no longer decrease overtime, special move use more blood but has larger aoe effect)/ Justiciar (Special move no longer use blood, blood decrease slightly slower than before)

Age: 19

Play style: Close melee, slow to medium speed, bleeding

Weapon: Longsword, Greatsword

Special ability: Demonic blood, gain special resource (blood) from enemy damage to unlock demon state to use greatsword for powerful attack, nearby bleeding dot also increase blood resource

**Normal Attack:**

**Couch:**

Weak: ground kick, kick up, rotate slash

Strong: Sword lower slash out, slash in, punch

**Ground:**

Weak: punch, Sword small slash, quick jab

Strong: Sword large slash,

Combo:

1 weak + strong = upper sword slash that can lift light weighted enemy

2 weak + strong = fast slash that inflict minor bleeding

3 weak + strong = all direction spin slash

Special: Greatsword swing, great sword downward slash, greatsword upward slash (can lift normal weight enemy up)

**Air:**

Weak: down kick, front kick, left down right slash

Strong: full arc slash

Special: Greatsword swing, great sword downward slash, greatsword upward slash (can lift normal weight enemy up)

**Skill:**

1. Double Slash (fast 2 hits attack)
2. Parry, counter attack (1 hit), counter cross slash (2 hits), also gain blood when parry,
3. Vital Piercing (bleeding dot), add slow debuff,
4. Second Wind (recover 20% hp 15 secs cd), also add 2% hp regen for over 10 secs, remove all debuff,
5. Eclipse Slash (greatsword)
6. Brutal blow (greatsword, hold to charge attack power), full charge also unleash a wave in both direction

**Demoness:**

1. Beheading (greatsword 100% crit chance)
2. Blood Drain (grapple if possible, drain enemy hp and give blood resource), also regenerate hp, also drain nearby enemies
3. Fatal Blood,
4. Blood Flood (summon wave of blood from left to right, cover whole screen),
5. Demonic Sight (all enemy in screen get fear), enemy also get slow, enemy also get

**Justiciar:**

1. Pommel Smash (25% stun), add disorient effect, unlock 2nd move close slash
2. Onslaught
3. Great Cleave (special)
4. Justice above all (+all stat, dmg reduction, stun all enemy on screen),
5. Punishing crime (grappel if possible, headbutt, punch, knee, then jump back and slash), headbutt now deal stun, punch now deal disorient, knee now deal slow, slash now deal bleeding

**Orsanoas,** human male

Class: Berserker

Path: Wrath / Jovial (Ozna companion)

Age: 23

Play style: Very close to close melee, medium to fast speed, crash counter

Weapon: Knuckles, Greataxe

Special ability: Unleash, gain special resource (fury or joy) overtime. Used for special moves that depend on selected path.

### Skill:

1. Grapple
2. Super punch (knockback), if crash triple power, stun enemy
3. Spinning slash
4. Iron Wall (can not be stagger), also immune to all debuff,
5. Taunt, enemy reduce stat,
6. Chopping Crash (smash with handle first, if crash with attack then slash with very high power), completely immune to damage during animation,

**Wrath:**

1. Berserk (increase STR, AGI, CON, all skill increase stun power), berserk also taunt all enemy
2. Crushing Wave
3. Bone Reconstruction (Grab)
4. World breaker (deal damage to whole screen, stun and disorient all enemy on screen)
5. Brawling

**Jovial:**

1. Cheer (increase all nearby friend stat)
2. Tag team whirlwind
3. Pure World (+speed for all friend, immune damage)
4. Combo assault
5. Tag team beat up

## Archer Characters

**Minara,** dwarf female

Class: Depth Hunter

Path: Tradition / Innovation

Age: 48

Play style: Medium to long range, slow to medium speed

Weapon: Twin pistol crossbows, Heavy Crossbow (Arbalest)

### Skill:

1. Pinning shot (pistol crossbow, pin enemy in place)
2. Blunt bash (can stun),
3. Heavy bolt (heavy crossbow shot ignore enemy defence, penetrate enemies)
4. Combined arms (attack with pistol crossbows 2 times, heavy crossbow 1 time, throw fire bomb reload and shoot it, has super armour)
5. Ricochet shot (heavy crossbow shot ricochet different enemy 3 times)

**Tradition**

1. Harpoon shot
2. Bayonet

**Innovation**

1. Barrage
2. Serrated Bolt

**Rodhinbar**, human male

Class: Combat Archer

Path: Conflict / Peace

Age: 25

Play style: Close melee to medium range, medium speed

Weapon: Shortsword, Bow

Special ability: Arrow resource require to shoot, can use special arrow depending on path

### Skill:

1. Pinpoint shot
2. Charged shot
3. Arrow shower
4. Precision slash
5. Retreating Shot
6. Rapid Acceleration (increase attack speed)

**Conflict:**

1. Explosive arrow, blind nearby (outside dmg aoe) enemy, knockback enemy, burn effect

**Peace:**

1. Imbue poison, add slow, add paralysis, poison can spread to nearby enemy

## Thief/Assassin Characters

**Omshle**, male moon town elf

Class: Assassin

Play style: Very Close melee to close range, fast speed

Weapon: Throwing dagger, dual daggers

Special ability:

### Skill:

1. Rising Moon (throw knife left up right 20 totals)
2. Into shadow
3. Blades of decay (dual daggers)

**Iri Kada Whe**, Hafling female

Class: Trapper

Play style: Close to medium range, medium speed

Weapon:

Special ability:

### Skill:

## Mage Characters

Elmaliern, human female

Class: Necromaner

Path: Love Eternal (binding strength+wisdom) / Grieving Friends (pact int+charisma)

Age: 29

Play style: Close melee to medium range, slow to medium speed

Weapon: Book

Special ability:

**Pasgelo,** sun high elf male

Class: Elemental wizard

Path: Infusion /

Age: 21

Play style: Close melee to medium range, very slow to slow speed

Weapon: Staff

Special ability:

## Support Characters

**Nuawies, female nymph**

Class: Druid

Path: Salty / Sweet

Age:

Play style: Close melee to medium range, slow to medium speed, food item

Weapon:

Special ability: Hunger, resource can be refill with food item, can carry more food and food effect triple

### Skill:

**Salty**

**Sweet**

**Duskuksa**, male dwarf

Class: Rune sage

Path:

Age:

Play style: Close melee to close range, medium to fast speed

Weapon: A set of rune hammers

Special ability:

### Skill:

## Special Characters

**Nayedien Traitor of Elvenkind,** female sun wood elf

Class: Arcane warrior

Path:

Age: 188

Play style: Close melee to medium melee to long range, medium to fast speed

Weapon: 8 element summon weapons

Special ability: Stamina health, all attacks require stamina to perform unless stamina is at 0 then they use health instead.

### Skill:

**Soheh,** male halfling

Class: Veteran Mercenary (Landsneckt)

Path:

Special ability:

Age: 46

Play style: close melee, fast speed or medium melee, medium speed

Weapon: Halberd

Special ability: Stance swap, swap combo (something like score for different attack combo in dmc) higher score unlock new combo move

### Skill:

Slashing swap

## Missons

Prologue Vars (later king) origin, forest, wildlife, goblin, troll, boss black dragon

6 main chapters, each chapter happens a few years after the previous one:

1. Bandit = forest:

Mission 1: forest road stage human bandit Boss Adaqua (human)

Mission 2: rabbit tribe

Mission 3: wildlife and rabbit tribe Boss Armina (old elf)

Mission 4: human, dwarf, bandit camp mission Boss Mengkja (human)

Mission 5: human bandit citaldel mission Boss Pao La Sin (orge) and Mengkja

Western late medieval art style

World events: chronicler member attempt flying, Noise from heaven, sight of moving trees

6 months skip

1. War = field, village and fortress:

Mission 1: Boss Remance

Mission 2: Eona (Musician escort mission)

Mission 3: Boss Niavesia

Mission 4: Boss Gaf Ra Naf

Mission 5: Venvilov

Western renaissance art style

World events: tornado sight at, (human) bone fertiliser discovery, triple rainbow

special personal story mission for class branch

2 years 3 months skip

1. Orc and goblin = mountain,

Mission 1: steppe stage centaur

Mission 2: mountain stage harpy, goblin

Mission 3: cave stage troll, orc, goblin

Mission 4: cyclop

Mission 5: elite orc, war troll, goblin, Boss Vok

Aztec+ tribal art style

World events: Solar flare (Aurora in town sky), hell gate sighted near Masendor, Mounniley band visit Masendor (NPC group in town for lore)

1 year skip

1. Undead = wasteland: Boss Adupelel,

Western high medieval art style + spanish

World events: gunpowder discovery in northern dwarf kingdom, dancing plague, st.elmo fire tale

3 years skip

1. Assassin = civilisation, Boss Unsi Ed, Miyilya Cui An

Black hour book style

World events: breakthrough in astronomy, questioning heaven, mages population booming

6 months skip

1. Demon = hell, Boss

mixed Christian + Indian + Buddhist art style

World events: trouble at east side of continent, dragon priestesses bark like dogs and bite people for days, comet

(Maybe) special personal story ending mission

Bonus boss missions after story

1. Little Boy and Little Girl, run + dodge game

Kid fairy tale art

1. Hona vs Bahmarn and Feydiavy, 3 teams free for all
2. Sonagsha

Fairy tale manuscript style

1. Aunnial

Middle East + Buddhist + Christian

1. Vars

## Difficulty level

Difficulty affect enemy health, damage, attack speed/cooldown, enemy aggressiveness/randomness

1. Normal
2. Challenging
3. Macabre (Also add blood and gore)
4. End Game, similar to Macabre but now all enemies in all chapters get maximum buff, with same difficulty level

## Important NPC

### Town Masendor:

Player can buy/sell item for golds, they can also attempt to rob by threaten store seller (and church) for free item with strength and charisma stat.

1. King (Vars) Masendor king that give out story questioning
2. Vurus as king’s advisor and military commander
3. Amunsa as blacksmith that craft and upgrade gear
4. Duhon as bar owner sell food and give bounty/side quest?
5. Sasinola as potion seller sell potion and material, give material collection side quest
6. Lisha as Magic shop seller sell spell scroll, accessory, talisman
7. Monnirl Maaeir as Church nun for healing/resurrect? sell holy item
8. Da Kedeus as gambling den master?
9. Musical band

### Party NPC:

1. Dashisi as Fairy carrying speaker (play music during battle)
2. Chronicler team
3. Rescue team (6 people)

## Random event / NPC (can occur in any stage except boss):

### Rare event:

1. Kidnapper
2. Toosiavi Beggar
3. Devil contact
4. Bounty hunter attack (become more severe each time win against them)
5. Flying hand attack
6. Filia thief (pay money to rob random store)
7. Oanogoht and Vellese Archaeologist digging mini game
8. Rock paper scissor game
9. Wolf mockery reduce hp to everyone
10. Lamorkul Red Dragon fire
11. Unsi Ed assassinate someone or monsters on screen
13. Surprise boss, killer bunny, vampire,
14. Champion duel event (lose not mean end mission), every player regain hp to full after event
15. Shedna Dryad request
16. Olsilin Fairy trick
17. Rescue team rescue
18. Wandering priest in background, buff and heal nearby players

### Common events:

1. Shrine buff
2. Travelling merchant
3. Goblin + Orc squads attack
4. Undead spawn
5. Demon teleport
6. Wildlife attack, wolf, bear, boar, eagle, bat,
7. Big chest/ mimic/ trap
8. Extra traps
9. Save villager from monsters
10. Resting Camp, can sleep to heal, cooking?, sleep + slime Item eater, random bandit ambush,
11. Alcohol maker (give random drink buff, drunk)
12. Mission Challenger (pay money, finish mission to get more money)
13. Investor
14. Random spell attack
15. Weather/ rain, snow, windy, (with different strength)

# Expansion?

Characters:

1. Dancer: Eona human female songstess, Chavu halfling male bard
2. Enchanter: Amunsa human male blacksmith,
3. Beastmaster
4. Jester?
5. Engineer
6. Puppet doll
7. Gremlin musketeer

Campaigns:

1. gremlin
2. high elf
3. dragon
4. magic empire
5. changing dungeon
6. giant northern mountain
7. doll factory

## Chronicle of

## Message

Text in bracket means marginalia.

### Defeat:

1. In the greatest show of bravery, the heroes rush back to town fearing that enemies will attack it after their defeat.
2. The enemies prove too much to bear. A tactical withdrawal is a necessary step for our quest from time to time. (why our king waste wealth to hire these people again?)
3. With the grace of God, the heroes safely return to the city, albeit not in triumph.
4. The illustration may show the heroes running in the opposite direction of the enemies. But this is simply the moment of an ingenious feign retreat! (or not)
5. Every journey has a return trip, although some are just a bit earlier than others.
6. The heroes claim that they heard a retreat signal from the king himself, or else they would never leave the battle midway like that. Their loyalty to the king is truly unequal.
7. This record is the stage of skirmishes that the heroes executed against the kingdom's greatest threats. The main combat and coup d'état parts are yet to come.
8. This is not a defeat for the heroes, only a momentary delay to the inevitable glorious victory.
9. Some people are good at fighting, and some are better at fleeing. It is likely that the hero may be too good at one of these.
10. No citizen in the fair city of Masendor blamed the heroes during their tattered return. Or at least we haven't really heard of such things from our Scriptorium.
11. Our finest rescue team get their wage paid once again. Hopefully, the treasury will still hold tight after all this is over.
12. A troubled day indeed that our foes become so strong. May the heroes return with vengeance in hands and valour in hearts.
13. Another day, another chance for the journey of the greatest heroes of Masendor. (I wonder how many pages this chronicle will be about the heroes' retreat.)
14. By the grace of our king and his brightest mind that the heroes will never fall into the wretch of enemies' hands. Death is not an option in this quest.
15. Through hell and high water, our children back home sigh in relief to still have the chance to hear the next tale of the heroes.
16. This failure resonates in every citizen's heart that the foes we faced are no doubt the crisis we will never be able to overcome just by ourselves. Glory be to the heroes and may God give them the strength to safeguard all that is good in the world.
17. Failure is often an important lesson and stop for success. Of course, if that lesson does not incur too much of the learner's life or the sponsor's wealth.
18. One may think the heroes take too much time to finish the quest, but patience is a necessary component that no generation of readers should ever forget.
19. The heroes of yore all faced failure before, and so do the heroes of nonce.
20. The heroes feared not death but failure in their quests and anguish in their beloveds' hearts. Now they march back to reprepare for triumph.
21. Only soulless celebrate our failure this day. All children of the lord God wept for a better day. Come next morn, the heroes will set things right.
22. Serene heart and calm mind, a failure is not the end. The greater sky possesses no limit, and so neither the rescue squad in vigilance.
23. The temple will be full of commitment for this day. Scapels will sink, dungs will drop, and healers will be here to help.