

This is mostly early phase design, some of them is not in final game. Most of them all in chinese since we are more comfortable with it

RE-Fairy Tale

队友设想：

爱丽丝-奶奶(预设出现在序章)；和主角一样的迷失之人，为了在童话世界有自保之力接受了爱丽丝的身份(名字会给予力量)

彼得潘-弓手/剑士(预设出现在第二章，位于监牢)(预设20-30级)；大名鼎鼎的小飞侠，曾经领导着迷失男孩(lost boy)。在一次路过城堡时被堡主夫妇邀请留宿，醒来后所有迷失男孩都被变作了魔化家具。只有彼得潘因为小精灵的庇护逃过一劫，后被关在监牢。

索菲亚-法师(预设出现在第三章，位于森林小屋)(预设40-50级)寻找失踪弟弟？儿子(匹诺曹)的法师。听闻自己的弟弟曾经出现在白雪王后身边(neta十万个冷笑话)，但是苦于无法找到进到王宫的方法。(在匹诺曹的故事的前期索菲亚是类似于姐姐的存在，后期莫名变成了妈妈般的存在)

主角设想：

如果想在童话世界活下去就需要从信物中寻求力量。于是你向择了齐格鲁德(战士)/梅林(法师) /罗宾(射手)借用了力量。

经验单位:Fairy Essence

金钱单位:Fairy Mass

故事书:当一个故事终结时，其故事将成为书。每本书都拥有神奇的力量。

世界观

童话世界是由意外进入影世界的人们的想象故事构成的。最初进入这个世界的人们希望将其塑造成一个真实的童话世界，但随着更多人进入，这些人的怀疑和不满逐渐扭曲了原本的故事。

逐渐地，这个世界的故事变得愈加扭曲和混乱，最终出现了一个以“幕后黑手”为概念的精灵。这位精灵开始掳走大量现实世界中的人，将他们带入童话世界，从而导致了更加严重的故事扭曲和混乱。

为了阻止进一步的扭曲和混乱，最初的进入者采取了限制各个世界之间沟通的措施，并努力将心思纯净的人引入童话世界，以期修正已经扭曲的故事。

信物：

尼伯龙根的指环-曾经属于爱丽丝的好友的童话信物，后来因故事的不可更改性而迎来了命定的结局-因违背誓约被友人杀死。能够自动吸取附近的童话物质，

魔导书-曾经属于爱丽丝的好友的童话信物，后来因故事的不可更改性而迎来了命定的结局-被莫甘娜囚禁于树中。能够将死亡的敌人化作力量强化自身

罗宾的箭-曾经属于爱丽丝的好友的童话信物，后来因故事的不可更改性而迎来了命定的结局-被背叛者重伤并葬于他最后一箭的落点。给予发现素材的能力

鲁米娜的纺锤-曾经属于爱丽丝的好友的童话信物，后来因故事的不可更改性而迎来了命定的结局-掉坑里消失了。基于制作物品的能力

故事大框架：

主角因为未知的原因穿越到了一个神秘的童话世界，在这里他遇到了一位同样被卷入的旅人——爱丽丝。从爱丽丝口中得知，想要回到现实世界，他们必须从三个童话故事中收集到特定的信物。

小红帽篇：(假信物-小红帽的帽子 真信物-血红帽子)

童话世界中的森林中，居住着许多熟悉的童话角色。主角决定前往这片森林寻找线索。在森林的边缘，主角遇到一个受伤的小女孩，她告诉主角自己是被住在森林深处的狼袭击了。主角为她治伤后，小女孩为了表达感谢，邀请主角去她奶奶家做客。

然而，当他们抵达小女孩的奶奶家时，却发现这里似乎遭遇了袭击，奶奶也不见了踪影。此时，主角才意识到，这个小女孩就是小红帽。显然现在不是索要信物的好时机，但主角决定先帮助小红帽救出她的奶奶，再谈其他。

在冒险过程中，主角与小红帽遭遇了三只野猪的袭击，最终他们在一片空地上找到了大灰狼。在激战中，小红帽再次受伤，但主角最终成功击败了大灰狼。在大灰狼的厨房里，他们找到了被困的小红帽的奶奶。为了感谢主角的帮助，小红帽将自己的红色帽子作为信物交给了主角。拿到信物后，他们再次踏上了旅程。

隐藏结局：

如果主角在冒险途中发现了三只野猪的笔记，会得知更为隐秘的真相。在抵达大灰狼的领地之前，小红帽被另一只更为狡猾的大灰狼劫走。击败大灰狼后，它向主角透露了真相。回到小红帽家后，主角与小红帽及她的奶奶爆发了一场最终对决。

****美女与野兽篇:**(假信物-魔法玫瑰 真信物-玫瑰种子)**

在与小红帽一家告别后，主角和爱丽丝继续他们的旅程。他们来到一个小镇，镇上流传着关于北方城堡的神秘传闻。在小镇的酒馆里，主角团遇到了一对自称是城堡主人的夫妇——亚当和贝儿。他们讲述了自己被逐出城堡的悲惨经历，并请求主角帮助他们夺回城堡。经过一番询问和收集情报后，主角决定前往城堡一探究竟。

进入城堡后，主角发现王座上坐着一对与亚当和贝儿极为相似的人。他们宣称自己才是城堡真正的主人，并展现出强大的力量，将主角团打倒在地。主角苏醒后，发现自己被关在阴暗的地牢里。在隔壁的牢房中，关着一个自称彼得潘的小男孩。他告诉主角，他受小镇上那对夫妇的委托前来击败城堡中的野兽。他解释说，这野兽是城堡诅咒的具象化，只要诅咒未被解除，它就拥有无与伦比的力量。

随后，主角和彼得潘成功通过引诱守卫靠近并将其击败后逃出了地牢。回到大厅时，发现野兽/黑王已经不在，他们决定深入探索城堡。在探索的过程中，他们破解了象棋士兵的机关，获得了象征力量的双王棋子。利用这对棋子，他们在大厅的王座上打开了一个隐藏的房间，并在此与黑王展开了一场激战。经过一场惊心动魄的战斗，黑王被打败。

战斗结束后，亚当和贝儿夫妇赶到现场，向主角团表示感谢，并提出以金钱作为报答。然而，主角拒绝了金钱，要求将诅咒的根源——魔法玫瑰，作为奖励。

隐藏故事：如果主角收集齐14枚棋子，黑王在临死前会揭示真相：亚当真正的计划并非夺回城堡，而是维持一种永恒的权力，为了阻止这一计划，主角团与亚当展开了最后的决战。

****白雪公主篇:**(假信物-毒苹果 真信物-魔镜) (didn't make it due to time issue)**

离开巨大城堡后，主角和爱丽丝在背包中发现了一封神秘的邀请函。白雪王后表示，她早已注意到主角的行踪，并知道他们在寻找信物。她提议与他们达成交易。读完信后，主角和爱丽丝被传送到了白雪王后的城堡。

白雪王后告诉主角，在西边的森林里居住着前任王后的私生女，一个拥有白发红眸的小巫婆。她对现任国王施展了诅咒，白雪王后希望主角能将这个巫婆除掉，并承诺事成之后将自己的信物——毒苹果——交给主角。

****隐藏故事：****

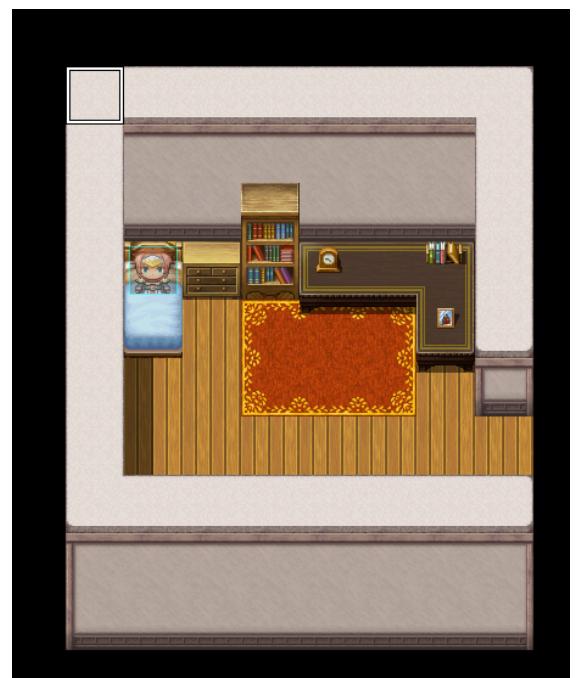
在森林中击败了七个被魔法控制的矮人后，主角获得了完整的矮人小屋钥匙，并揭示了红眸小巫婆其实是白雪王后的女儿。白雪王后因嫉妒她的美貌和天赋，企图除掉她。主角回到城堡与白雪王后对峙，真相大白。

****结局：**(Changed)**

1. **坏结局：**如果未能收集齐全部信物，主角会遇到童话守卫(作者)。若未能击败守卫，爱丽丝将牺牲自己，送主角安全回到现实世界。

2. **假结局:** 如果成功击败童话守卫, 虽然成功回到了现实世界, 但童话世界还是会侵蚀现实, 童话世界还会继续捕捉其他人成为其中的一员。

3. **真结局:** 如果收集到了全部信物并击败童话守卫, 信物会给予守卫强大的力量。若主角能在这场最终决战中击败守卫, 他和爱丽丝将成功回到现实世界。



故事细纲

场景-现代公寓

《此处禁止打开菜单》

角色-主角，主角母亲

主角躺在床上，其母在给他读睡前故事

主角母亲：就这样公主和王子永远的幸福生活了下去

主角：这些故事真的发生过吗

主角母亲：当然，只是在一个离我们很远很远的地方而已。

主角母亲：好了，故事已经讲完了。你该睡了，明天还要早起呢。

主角：晚安

主角妈妈将故事书放在主角床旁的桌子上离开了屋子

《已完成》

黑屏显示字幕-在世上有一则传说，在日与月与星的光辉无存之刻。隐于阴影之中世界将会以书为媒介将纯净的灵魂引入其中。《已完成》

场景变换-窗外颜色 书自动翻开 并发出(特效)将主角带走

《已完成》

(视觉：画面从黑暗中逐渐恢复)

主角从昏迷中醒来，发现自己躺在一片陌生的森林里。阳光透过枝叶斑驳地洒在地上，空气中弥漫着树木与湿土的气息。他身旁是一块奇怪的石头，石头上刻有不明的符文，微微泛着黄光。主角对周围环境感到极为陌生，心中充满疑惑和不安。《已完成》

主角环顾四周，不知道自己身处何处，也不明白自己是如何到达这里的。

内心OS：“我怎么在这里，我不是应该在自己的房间吗？”

由于缺乏其他线索，主角决定四处走走，看看是否能找到其他人或者出路。《已完成》

主角沿着森林中的小路前行，森林中安静得有些诡异，偶尔能听见远处传来的鸟鸣。走了一段时间后，他在一片林间空地发现了一个小小的营地。营地中央燃起了篝火，一个白发女性正坐在篝火旁，熟练地翻动着火上的烤肉。

(视觉：白发女性的穿着简约，但带有一丝神秘感，她的双眼锐利但不失温和。)

主角警觉地靠近，但白发女性似乎早已察觉到他的存在。她抬头看向主角，轻轻一笑并点破了他的身份。

主角略带惊讶地看着她，不确定该如何回应。《已完成》

主角试探性地向前几步，询问这里是哪和她是谁。《已完成》

白发女性交代她的名字，这里的是哪还有她也是和他一样的人。《已完成》

在用餐的过程中，白发女性向主角透露了关于森林的更多信息。她同样因为未知的原因被卷入这个世界。她的神情平静而神秘，似乎已经在这里生活了一段时间。《已完成》

爱丽丝告诉主角，她也被困在这个童话世界中，并且一直在寻找回家的方法。《已完成》

爱丽丝透露，想要从这个童话世界回到现实，必须从收集七个童话信物。每个信物都与一个经典的童话相关，而这些信物隐藏在童话中的关键场景里。她已经收集到了4个。《已完成》
她警告主角，这些童话角色和情节并非如书中那般简单，每个故事都有暗藏的危机。《已完成》
爱丽丝神色凝重：“这些童话故事是真实的，但远比书中的版本复杂和危险。你必须小心每一个选择，不然可能永远困在这里。”她顿了顿，接着补充道：“所以，你必须拥有自保的能力。”《已完成》

爱丽丝继续说道：“在这个世界，获得力量有两种方式。第一种是成为故事中的角色，像我一样。我通过完成故事的重演，获得了角色的力量。”她的语气中带着一丝自豪，但也透露出一丝隐忧。“另一种方法，”她继续说道，“是借助这信物的力量。”她解释道：“每个信物都有独特的力量，在这四个信物中有三个可以借助童话来让你临时获得某个童话角色的力量。”说着，爱丽丝指向远方，“正巧你来的路上有一块损坏的故事石碑，那里留存着一些童话质。我们可以利用它，来增强你的力量。”她将信物递到主角面前：“选择一个吧，这将决定你借用的角色能力。”《完成》

她还详细解释了一种神秘的“合成系统”：借助童话物质和信物的力量，主角可以临时提升能力，或获得特定的技能。爱丽丝自己通过这个系统获得了童话角色的部分力量，正是依靠这些力量，她才能在这个充满危险的世界中生存下来。《完成》

随着两人逐渐深入森林，气氛变得愈发紧张。四周的树影似乎在移动，森林里的声音也变得不再像是简单的风声和鸟鸣。主角和爱丽丝开始遇到越来越多的挑战，偶尔还能听到远处传来的低沉嚎叫声。森林中的魔物似乎正在靠近。《完成》

然而，爱丽丝冷静地提醒道：“尽管我们已经找到了一些线索，但这个世界的谜团依然深不可测。每一个故事都暗藏杀机，任何一个错误的选择都可能让我们陷得更深。”她停顿了一下，凝视着森林的深处，语气中透着些许警觉：“但别忘了，收集信物只是开始。揭开这个世界背后真相的谜团，才是我们能否回去的关键。”《完成》

主角和爱丽丝继续向森林深处前行，在森林的边缘，忽然听到轻微的哭泣声。主角循声而去，发现一位小女孩趴在地上，脸色苍白，衣服破损，腿上有明显的抓痕。

出于同情，爱丽丝立即用回复术为小女孩治疗。小女孩醒后。她神情惊恐，告诉主角她叫鲁比刚刚在森林中被一头巨大的狼袭击了，幸好逃了出来。

女孩对主角非常感激，治伤后，她想起那只狼好像跑向了她奶奶家的方向，并希望我们能和她一起去救她奶奶。

前往鲁比奶奶的路上我们发现了一个耗尽魔力的魔法阵，听鲁比说那是可以引导出身体里隐藏的力量的法阵。在森林深处我们发现有个奇怪的女巫，她好像从森林中找到了一个充满魔力的剑。在打败她以后主角决定用剑里的魔力激活之前的魔法阵。魔法阵使主角和爱丽丝的力量得到了引导，并习得了一个强大的技能。《隐藏boss：巨大树灵，在击杀了十个小精灵后森林深处传出一声怒吼》

当主角抵达鲁比奶奶的家时，映入眼帘的是一片狼藉，空无一人。经过一番仔细调查后，他们发现鲁比的奶奶并没有丧命，而是被人掳走了。地上遗留的狼毛揭示了罪魁祸首的身份——森林深处

栖息的一种特殊的狼群。意识到情况紧急，主角决定立即出发。然而，鲁比拦住了他，坚定地表示自己也要同行。她回到卧室，准备换上战斗装备。不久后，鲁比现身：她头戴深红兜帽，手持巨大的镰刀，周身披挂鲜红战袍，宛如一位浴血的武神，目光中充满了不容置疑的决心。

为什么，为什么你就是不肯放过我。我已经抛弃了力量，智慧，甚至尊严。为何苦苦相逼？
 既如此，便战罢。让你见识一下曾经征服特洛伊的英雄的荣光吧---猪老大
 嗯？你来了，看来老三说的没错。我可不是老大那个懦夫，荒废武艺。也不是老三那个杞人忧天，沉迷外物的废物。来，屠夫！见证吾之武艺，吾之尸首之上唯有强者！---猪老二
 我知道你迟早回来的，当初的约定。。。呵，废纸罢了。若要吾命，便要堵上汝命--猪老三
 有猎，就有兽。有欲，就有戮。有英雄，就有恶魔。我逃不掉，你也逃不掉。---大灰狼
 啊，亲爱的姐姐。看上去又有迷途者到了，让我们在他堕落之前给予其安眠吧。---贝儿姐姐
 母亲曾经说过，芸芸众生自有其责，兽也，怪也，民也，王也。不可僭越。你又是什么呢？---小巫女

Scratch for player's skills

角色技能树

战士-卢恩系(强化自身)

等级	技能名	技能描述	伤害公式	消耗
SP	化龙	使自身攻击防御翻3倍		TP100
1	二连斩	快速进行两次斩击，造成物理伤害	(a.atk * 3.5 - b.def * 2)	TP 15
10	卢恩-火焰斩击	进行一次斩击并赋予自身火属性附魔	(a.atk * 5.5 - b.def * 2)	TP 25 MP 25
20	蓄力斩击	短暂蓄力并进行一次强力斩击	(a.atk * 8.5 - b.def * 2)	TP 40
30	卢恩-天击	跳至空中并对自身进行强化(敏捷强化)，再砸向对手	(a.atk * 4.5 + a.agi * 3 - b.def * 2)	TP 35
40	气旋斩	旋转自身并对敌方全体造成伤害	(a.atk * 4 - b.def * 2) + (a.mat * 2.5 - b.mat * 1.5)	TP 45 MP70
50	战争怒吼	跳到敌人面前，造成少量伤害并提高自身防御和仇恨值	(a.atk * 2.5 - b.def * 2) + (a.mhp * 0.2)	TP 25 MP5
60	卢恩-雷霆斩	进行一次斩击并解除身上的异常状态	(a.atk * 6 + a.mat * 3 - b.def * 2)	TP 50 MP 50
70	龙狩	强化自身(全属性强化)	_____	TP20

		50%) 并获得30%吸血		MP100
80	格拉姆	进行一次超牛逼的攻击	(a.atk*10+a.mat*10)-(b.def +b.mdf)*2	TP90 MP500

理论最高输出(化龙) +(卢恩-火)+龙狩+格拉姆=(a.atk*54+a.mat*54)-(b.def +b.mdf)*2

射手-游侠系(弱化敌人(debuff))

等级	技能名	技能描述	伤害公式	消耗
sp	天义终箭	舍弃自身30%血量对单体造成大量伤害	$(a.atk+a.mhp/10)*(1+(a.level*0.1))*4-b.def*3$	TP 100
1	三连射	快速射出三箭对单个敌人造成三次伤害	$a.atk*2-b.def*1$	TP 15
10	破甲箭	射出一箭对敌人造成伤害并减少敌人的防御并概率陷入流血状态	$(a.atk * 4.5 - b.def * 2)$	TP 25 MP 50
20	蓄力刚射	短暂蓄力并进行一次强力射击，并概率陷入重伤状态(敏捷下降)	$(a.atk * 8.5 - b.def * 2)$	TP 40
30	上毒	进入毒附魔状态，60%概率使敌人中毒。30%概率中剧毒	—————	TP 25 MP 45
40	散射	向天空射出一箭，形成箭雨攻击敌人。对每个敌人造成4次伤害，概率使敌人陷入混乱	$a.atk*2.5-b.def*2$	TP 30 MP 90
50	隐匿	降低仇恨值，并提升暴击率和伤害	—————	TP:30 MP:70
60	孢子箭	向敌人射出一发携带大量孢子的箭。使敌方全体陷入弱化状态(命中率，攻击力，敏捷下降)	$(a.atk * 3.5 - b.def * 2)$	TP 25 MP 100
70	一掷千金	消耗10%的精灵物质对敌人造成巨额伤害，概率砸晕目标	$(g.lost+a.atk)4.5-b.def^2$	TP 30 MP:130
80	异常引爆 (设想)	移除敌方所有debuff，并提升此箭伤害	$(a.atk*5)*debuff_removed -b.def*2$	TP 90 MP 400

法师-元素系(多种法术, 火雷冰风)

等级	技能名	技能描述	伤害公式	消耗
Sp	禁咒-天陨	召唤大量陨石袭击敌人	$a.mat*(1+(a.level/10)) *5-b.mdf*2$	TP:100 MP:200
1	火焚	召唤火焰焚烧一个敌人 (概率进入焚烧)	$100 + a.mat * 2 - b.mdf * 2$	MP 5
5	雷击	召唤闪电劈击敌人 (概率眩晕)	$100 + a.mat * 2 - b.mdf * 2$	MP 5
10	风斩	召唤风刃攻击敌人 (概率破甲)	$100+a.mat*3-b.mdf*1.5$	MP 10
15	冰绝	用寒气将敌人冻住并爆破(概率进入冰冻, 迟缓)	$100+a.mat*3-b.mdf*1.5$	MP 10
20	火柱焚	召唤火焰柱焚烧一个敌人(概率进入焚烧)	$200+a.mat*4.5-b.mdf*2$	MP 50
25	天雷击	召唤一个雷球困住并伤害敌人 (概率眩晕)	$200+a.mat*4.5-b.mdf*2$	MP 50
30	风连斩	召唤多个风刃攻击敌人 (概率破甲)	$100+a.mat*3-b.mdf*2$	MP 50
35	冰绝坠	冰冻并引爆敌人 (概率进入冰冻, 迟缓)	$200+a.mat*4.5-b.mdf*2$	MP 50
40	冥想	回复魔法值并提高回魔效率	$30\%mana+10\%mana reg$	MP 100
45	火柱焚天	召唤多个火焰柱焚烧敌人(概率进入焚烧)	$200+a.mat*6.5-b.mdf*2$	MP 200
50	鸿天雷击	召唤多道闪电伤害敌人	$200+a.mat*6.5-b.mdf*2$	MP 200
60	狂风连斩	召唤多个风刃攻击所有敌人	$200+a.mat*6.5-b.mdf*2$	MP 200
65	连冰绝坠	在目标头上召唤多个坚冰袭击敌人	$200+a.mat*6.5-b.mdf*2$	MP 200
70	天人合一	大量增加自身法术伤害，并减少敌人元素抗性	自身法术增加80%, 并减少20%敌人所有抗	MP 500

			性	
80	元素暴乱	召唤多种元素攻击敌人 (4次伤害)	$(a.mmp/10+a.mat)^*7-$ $b.mdf^*2$	TP 90 MP 1000

爱丽丝-奶妈(召唤师) (6个元素, 游戏内已有)+(大回复术)+(sp 复活术加回满血)

等级	技能名	技能描述	伤害公式	消耗
sp	无上天恩	升至空中并召唤圣灵, 复活所有已死队友并恢 复全体70%生命	_____	TP 100 MP 200
1	回复术	回复一名队友的生命	$200 +$ $a.mat+b.mhp^*0.1$	MP 15
10	水灵	召唤水灵对敌人进行攻 击		
20	土灵	召唤土灵对敌人进行攻 击		
30	光灵	召唤光灵对敌人进行攻 击		
40	暗灵	召唤暗灵对敌人进行攻 击		
50	水灵(绝)	召唤水灵对敌人降下洪 水		
60	土灵(绝)	召唤土灵对敌人进行踩 (玉)踏(足)攻击		
70	光灵(绝)	召唤光灵对敌人进行光 剑打击		
80	暗灵(绝)	召唤暗灵进行暗黑打击		

小飞侠系/双刀(速攻, 多段伤害, 高tp回复)

等级	技能名	技能描述	伤害公式	消耗
sp	影斩	快速进行多次斩击(基础5次, 每100点敏捷追加一次最多10次)		
1	速斩	快速闪到敌人背后进行一次斩击		
10	连斩	对敌人进行三次斩击		
20	防反架势	进入防反状态, 减少30%收到伤害并提高反击概率		
30	蓄力居合	快速蓄力并对敌人闪去, 造成两次高伤害		
40	乱舞	对敌人进行多次打击(5次)		
50	乱影	以极速对三名随机敌人进行共6次打击		
60	化风	提高属性免疫与攻击次数并使攻击附带风属性		
70	旋风斩	在敌人中心释放旋风斩, 如果有化风状态使打击次数翻倍		
80	斩	进行一次超牛逼的攻击	$(a.atk*5+a.agi*10)-b.def*2$	

索菲亚系/人偶师(无属性魔法, 无视抗性)

等级	技能名	技能描述	伤害公式	消耗
sp	命定之死	对全部敌人造成其最大生命值20%伤害。并概率即死	b.mhp*.2	
50	夺灵	对敌人造成10%最大生命值伤害并回复队友的生命(3%)	b.mhp*.1	
60	控灵	对敌人造成5%最大生命值伤害并概率给予线偶 debuff(攻击队友)		
70	坏灵	对敌人造成5%最大生命值伤害, 若击杀回复血量最低的队友的生命(回满)		
80	崩灵	消耗自身60%的生命值和魔法值, 使敌人即死(80%)		

小红帽系(单体, 回复, 自带10%吸血)

等级	技能名	技能描述	伤害公式	消耗
被动	血劫	回复每次攻击10%伤害的血量, 并5%概率给予血印记		
1	双斩	随机对两名敌人攻击		
10	快斩	对一名敌人造成两次伤害		
20	嗜血斩击	对敌人造成伤害并回复30%造成伤害的血量并给予血印记(降低20%回复, 5回合)		
30	鲜血征收	对全部敌人进行一次斩击, 回复50%的生命。对有血印记的敌人造成一次额外伤害		

游戏关卡预计(场景)

- 序章
 - 现代场景, 交代主角穿越理由。(待选:车祸, 被雷劈, 魔法, 阴谋)(已完成)
 - 童话世界入口/主角出生地(待选:魔法大殿, 空地, 小村庄)
 - 若选村庄:屋内场景
 - 战斗关卡(可选)
- 第一章-小红帽
 - 森林入口《已完成》
 - 前往小红帽家的路《已完成》
 - 小红帽家《已完成》
 - 森林内部(3-4张地图)《已完成》
 - 猎户小屋(存档点)《已完成》
 - Boss场地(三只野猪+大灰狼, 可以和森林内部是同一张地图)
 - 过度图
- 第二章-美女与野兽
 - 城堡下的镇子
 - 前往城堡的路
 - 城堡内部(大厅, 监牢, 书房, 待客室.etc)
 - 存档点(某些卧室)
 - Boss场地
- 第三章-白雪公主
 - 城堡内部
 - 城堡下的小镇
 - 前往森林的路
 - 森林外层(1-2张图)
 - 森林中层(2-3张图)
 - 矿坑(1-3张图)
 - 森林内测(1-2张图)
 - 小矮人家
 - 过度图
- 终章
 - 前往boss场地的路
 - boss场地

◦

Parameter reference

General Monsters

Level	HP	MP	ATK	DEF	MAT	MDF	AGI	LUK
1	100	10	15	10	10	10	12	10
10	600	50	80	55	60	50	65	40
20	1300	100	160	110	120	100	120	70
30	2200	160	260	170	200	160	180	100
40	3300	230	370	250	290	240	260	140
50	4600	320	500	330	400	320	340	180
60	6000	400	650	430	520	400	430	220
70	7500	500	800	530	650	500	530	260
80	9200	600	970	640	790	600	640	300
90	11000	700	1150	760	940	710	760	350
100	13000	800	1350	880	1100	830	880	400

Boss

Level	HP	MP	ATK	DEF	MAT	MDF	AGI	LUK
10	2,500	200	120	80	100	80	70	50
20	6,000	400	220	160	200	160	140	100
30	12,000	600	350	230	320	230	210	150
40	20,000	800	500	300	450	300	270	200
50	30,000	1,000	650	400	600	400	330	250

60	45,000	1,200	800	500	750	500	400	300
70	60,000	1,500	1,000	600	900	600	470	350
80	80,000	2,000	1,200	700	1,100	700	540	400
90	100,000	2,500	1,500	800	1,300	800	600	450
100	150,000	3,000	2,000	1,000	1,500	1,000	700	500

Weapon parameter(sword)

Level	ATK	DEF	MAT	MDF	AGI	LUK
1	10	0	0	0	0	0
10	35	10	0	0	5	5
20	70	20	0	5	15	15
30	120	30	5	10	25	25
40	180	40	10	15	35	35
50	250	50	20	25	45	45
60	340	60	25	30	55	55
70	450	70	35	40	65	65
80	580	80	45	50	75	75
90	730	90	55	60	85	85
100	900	100	70	70	100	100

黄('兵' → '车' → '骑' → '教')

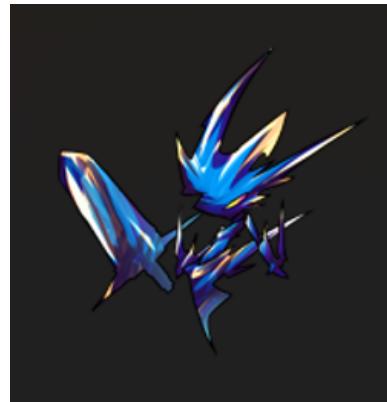
蓝('教' → "骑" → '兵')
紫('骑' → "车" → '后' → '王')
黑

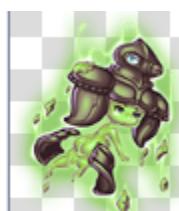
黄('骑' → '兵' → '教' → '车')
蓝('车' → '骑' → '后' → '王')
紫('兵' → '骑' → '车' → '教')

Enemies **This form is not use when we realize it won't help**

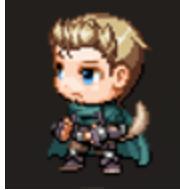
Name	Image	skills
Enhanced wolf		Attack Claw attack
Wolf		Attack
White wolf		Attack Moon shine Claw attack

Grand Sprit of the Forest		Attack Root Snare Forest's Furry
Snake		Attack Poison splash
Mushroom spirit		Attack Healing
Grass spirit		Attack Wind blade
Snake lord		Attack Serpent Swarm Frenzy Poison mist

Snow-witch		Attack Freezing burst Freezing Falling
Ice spirit		Attack Ice Burst
Boar		Attack Boar's charge
Lazy boar-man(Romus)		Attack Boar's charge Spit Spit mist Heaven Smash

Python		Attack
bear		Attack Beast Roar
Forest Spirit		Attack Root Drain
Strong Boar-man(Anteias)		Attack Overhead Slash Master smash Infinite slash

Armed Boar-Man(Ateias)	A boar-headed warrior wearing armor and holding a spear and shield.	Attack Shield charge Healing mist Chaotic roar Guard Stance
Blood wolf	A dark, feral-looking wolf with sharp claws and a fierce expression.	Attack Claw attack Wolf assault Blood Thirsty
Wolf_man_Alex	A brown, hairy humanoid with a wolf's head and claws.	Attack Claw attack Beast roar Heaven Smash
Forest wolf	A white and blue forest-themed wolf with a long, bushy tail and glowing red markings.	Attack Claw attack Frenzy Blade Moon Shine

Alex		Attack Double Attack Quick shot Poison enhance
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Skill list

Skill name	Description
Dual attack	Attack on enemy twice
Double Attack	Attack 2 random enemy
Heal	Heal one person
Fire	Summon flames from the ground and consume your enemies in a furious blaze. Extra effective to animal and woods.
Spark	Summon a powerful lightning orb to strike your foe, channeling the strength of gods. Deal extra damage to evil.
Blood Strike	Release a strong slash on enemy, and recover health.
Quick Shot	Shot 3 arrow at same time.
Blood slash	Slash twice on an enemy and greatly recover from those attacks
Frenzy Blade	Summon multiple wind blade to slice your enemy
wind blade	Summon one wind blade to slice your enemy
Last shot of Justice	Unleash an powerful shot that will damage both user and target
Grand Spell-Falling sky	Unleashes a massive meteor shower from the heavens, dealing devastating area damage and leaving enemies in shock and disarray.
Curse of Fafnir	Roar of wrath of dragon, triple user's defense and attack
Claw attack	Deal 2 damage to your enemy
Moon shine	Summon the moon to shine on you and increase defense
Rune-Flame slash	Invoke an ancient flame rune to engulf your blade in fire, then strike your enemy.
charged slash	Focus your energy into your blade, building power for a devastating charged slash that delivers a powerful strike to your enemy.

Rune-Sky Ride Strike	Leap into the sky, cast a rune of sky, then strike down from above with a powerful, magic-infused blow.
Ice Burst	Cold is the reaper of life, and anyone who dares to challenge it shall be consumed by the cruel winter. Effective to being with life.
Flame pillar	Call upon the fury from hell, unleashing a torrent of flames that boil your enemies in a searing blaze.
lightning strike	Once a power that belonged solely to the gods, lightning is said to be a form of divine punishment.
Freezing burst	Conjure a powerful explosion of ice that erupts from the ground, freezing your enemies in their tracks.
Piercing Arrow	Unleash a swift arrow that shatters the enemy's defenses, weakening their protection.
Strength shot	Fire a powerful, force-enhanced arrow that delivers a devastating blow, dealing critical damage to your target.
Poison enhance	Infuse your attacks with toxic energy, causing each strike to deal lingering poison damage over time, weakening your enemies further.
Celestial Bless	Soar into the sky and call upon the spirit of light, reviving all fallen allies and restoring their HP with radiant energy.
Water spirit	Ascend into the sky and summon the spirit of water, commanding it to unleashing a powerful waves on your target.
Ancient cure	Cast an ancient spell to remove abnormal states from the target, healing them and restoring their vitality.
Earth Spirit	Call upon the spirit of earth to summon a sudden surge of rocks that rise up and strike your target with crushing force.
Divide Spirit	Invoke the holy spirit to summon a celestial arrow from the heavens, striking your target with divine precision and power.
Dark Spirit (EX)	Command the dark spirit to tear open a rift in the dark dimension, releasing a swarm of shadowy dragons that strike your enemy with overwhelming dark energy
Dark Spirit	Channel the dark spirit to conjure a shadowy orb that consume your target, followed by slicing attack infused with dark energy.
wind blade	Call upon the spirits of nature to unleash their wrath upon your enemy.

	Deal more damage to formless creature.
Root Snare	Call the up root from forest bind and drain life from your enemy
Forest's Furry	Call the vine to wisp you enemies
Freezing Falling	Summon ice above your enemy and strike them hard
boar's charge	Charge to you enemy
Poison splash	Spit poison to your enemy
Serpent Swarm Frenzy	Call up the serpents in the forest to charge and bite you enemy
Beast roar	Roar on your enemy and cause them in confusion
Poison mist	Spit poison to the air and pollen pollen all enemy in that area
Spit	Spit poison on the face of your enemy
Spit mist	Spit poison to the air and pollen pollen all enemy in that area
Heaven Smash	Jump to the sky and smash hard on your enemy
Root drain	Call up a root to bind and drain life from your target
Overhead Slash	Sent your enemy to float with your weapon and slash him hard against ground
Master Smash	Grab you enemy and jump to the sky, then smash him back to the ground
Infinite slash	Slash all you enemy in an Incredibly speed.
Shield charge	Charge to your enemy and slap him hard with your shield
Healing mist	Cast a mist of healing to heal all your allies
Chaotic roar	Jump to the center of your enemies and cast roar drive them to chaos
Guard stance	Enhance your defense, ready to counter any coming attack
Wolf assault	Leap to your enemy and tear your enemy with your claws
Bloodthirsty	Call up the beast inside increase strength and increase blood drain from attack.
Dagda's miracle	Recreate the miracle of dagda, which he used the lorc brings his son back from death. But soon dead because of the other end.
shadow slash	

Weapon and Armor

Weapons

ID	Name	Description	Type	Params (HP, MP, ATK, DEF, MAT, MDF, AGI, LUK)
1	Iron Sword	An ordinary sword made of simple materials.	Sword	0, 0, 10, 0, 0, 0, 0, 0
2	Wood Club	No description	Club	0, 0, 10, 0, 0, 0, 0, 0
3	Wood Cane	A ordinary cane could be use medium to cast spells.	Cane	0, 0, 5, 0, 10, 0, 0, 0
4	Wood Bow	Simple bow made with wood.	Bow	0, 0, 10, 0, 0, 0, 5, 0
5	Wood Club	No description	Club	100, 0, 20, 0, 0, 0, 5, 0

6	Wolf Fang Blade	Blade enhanced with wolf fang, may cause bleed when attacked.	Sword	0, 0, 30, 0, 0, 0, 2, 0
7	Wolf Cane	Blade enhaced with wolf fang, may cause bleed when attacked.	Cane	0, 0, 10, 0, 20, 0, 0
8	Bow of Wolf	A bow used to shot down wolf.	Bow	0, 0, 30, 0, 0, 0, 15, 0
9	Red Moon	Lifestealing Sticle	Sword	0, 0, 45, 0, 10, 0, 5, 0
10	Alice's Adventures in Wonderland	This enchanted book, held by Alice herself, contains the whimsical tales of her journey through a bizarre and enchanting land.	Book	0, 0, 50, 0, 50, 0, 0, 30

11	Stone Sword	A stone sword, too heavy as a weapon. Maybe it's a ritual Vessel.	Sword	0, 0, 80, 0, 0, 0, -30, 0
12	Gram		Sword	500, 100, 100, 50, 50, 25, 20, 300
13	Witch's Staff		Staff	0, 50, 15, 0, 40, 0, 0, 0
14	Full Moon		Bow	0, 0, 50, 0, 0, 15, 60, 0

15	Cobra's Bite	Poison Inflicting sword	Sword	0, 0, 50, 0, 0, 0, 20, 0
16	Viper Touch	Venomous bow	Bow	0, 0, 60, 0, 0, 0, 30, 0
17	Serpentcoil Staff	Staff for venomous magic, reduces mana cost	Staff	300, 0, 30, 0, 60, 0, 35, 0
18	Tusk Sword	Fang-like blade	Sword	50, 0, 60, 0, 0, 0, 15, 0

19	Great Bow of Odysseus	Legendary bow	Bow	0, 0, 100, 0, 0, 0, -50, 0
20	Fool's Cane	Magical staff with whimsical design, potential for miracles	Cane	0, 0, 80, 0, 20, 0, 0, 0
21	The Three Little Pigs	The book holds the tale of three little pigs, though their fate diverges from the original.	Book	80,20,120,0,0,0, 300
22	The Bloody Red Riding Hood	Within the book lies the tale of Luby, a story unlike the familiar one. Here, fragments of her true power are hinted at.	Book	90,0,130,0,0,0,0,2 00

23	White beast sword	The sword, forged from the essence of the forest's beasts, grants its wielder the will of the creatures within the woods.	Sword	80,0,0,0,25,0,100,0
24	Proof of hunter	Whoever wields this bow is bestowed with the honor to conquer the forest, commanding its secrets and its might.	Bow	100,0,0,0,35,0,0,0
25	Dagda's lorc	A lorc that was said lore once owned by Dagda, leader of the Irish gods, the smooth end that can revive life and a other causes instant death.	Cane	0,0,85,0,0,0,0,0
26	Steel Sword	A finely crafted blade with a gleaming, razor-sharp edge, the steel sword is both durable and versatile, ideal for seasoned warriors.	Sword	45,0,0,0,0,0,0,0

27	Knife	A simple, unassuming blade that Peter Pan borrowed from a celebration banquet to commemorate his daring adventure.	Dagger	24,0,0,010,0,0,0
28	Silver sword	A polished silver sword with enchanting aura, this weapon not only excels against supernatural enemies but also slightly enhances the wielder's magic defense.	Sword	65,0,0,0,0,0,50
29	Cane	A standard yet mystical item sold in regular weapon stores, the magic cane boosts magical abilities, making it accessible for aspiring spellcasters.	Cane	25,0,45,0,0,0,0
30	Master Cane	The Master Cane, a finely crafted staff with intricate engravings, slightly enhances magic damage, making it a prized tool for seasoned mages.	Cane	25,0,75,0,0,0,0

31	Hunting Bow	A sturdy and well-balanced bow designed for precision, the hunting bow is perfect for tracking and taking down prey from a distance.	Bow	55,0,0,0,25,0,0,0
32	Recurve Bow	The recurve bow, with its elegantly curved limbs, enhances accuracy, making it a favored weapon for skilled archers seeking precision in every shot.	Bow	75,0,0,0,30,0,0,0
33	Sword of Black Stone	A fearsome blade forged from a silver sword and a cursed stone shard, its dark power radiates from the blackened steel.	Sword	75,20,0,35,0,0,0,0
34	Soulshatter	A blade made with a dark, unholy light, its edge hungry for the souls of the fallen, as if it were forged in a realm of darkness.	Sword	135,30,0,50,0,-20,0,0

35	Bow of Black Stone	The stone shards imbue the arrows with dark energy that corrupts the armor of its target, though the bow's weight increases as a consequence.	Bow	85, 10, 0, 15, 15, 0, 0, 0

Items (potions, craft materials, key item/quest item)

Name	Description	Effect	Type	Recipe
Life dew	Potion server for general purpose healing.	Recover 20%+200 hp	consume	Result: Item 1 Material1: Item 18, 1 Material2: Item 18, 1 Description: Potion server for general purpose healing. Requirement: Item 7 Cost:10
mana dew	Potion that able to restore mana.	Recover 10%+100 mp	consume	<recipe> Result: Item 2 Material1: Item 18, 1 Material2: Item 19, 1 Description: Potion that able to restore mana. Requirement: Item 7
Iron Ore	Common material used to craft weapon.		Material	

Wood	Regular wood, could be found in forest.		Material	
Alice's craft book	Craft book once belonged to a Leprechaun, many parts of it were lost.	Add basic craft recipe	Key item	
Wolf skin	A durable hide from a common wolf. Valued for its toughness, it's often used in crafting sturdy armor and clothing.		Material	

Name	Description	Effect	Type	Recipe
White Wolf skin	A mystical white wolf with snow-like fur, believed to bring good fortune to those who encounter it.		Material	
Ring of Nibelungen	Once worn by the mighty Siegfried, the Ring of Nibelungen is a symbol of both power and tragedy. By owning this ring, Fairy mass will be automatically attarct to you.	Automatically collect fairy mass (gold)	Key item	
Grimoire of Merlin	An ancient tome said to contain the knowledge and spells of the legendary wizard Merlin. The Grimoire can collect fairy essence near by.	Automatically collect fairy essence(EXP)	Key item	
Arrow of Robin	The final arrow shot by the legendary Robin Hood, said to mark the spot of his grave. This arrow enable you to see treasure others can't see.	Grant skill to see weapon parameter	Key item	

Name	Description	Effect	Type	Recipe
Wolf Fang	A sharp fang from a fierce wolf, known for its strength and ferocity.		Material	
Hunter's note	A book written by a hunter, fulled with knowladge of wolf.	Add wolf craft recipe	Key item	
Sweet wine	Sweet wine made with Luby's secret recipe. Speed up the charge rate of TP.	Speed up TP charge rate by 1.15	Consume	<recipe> Result: Item 2 Material1: Item 18, 1 Material2: Item 19, 1 Description: Potion that able to restore mana. Requirement: Item 21 Cost:30 </recipe>
Stimulants	Potion made with mandrake, slightly toxic but will stimulate user.	Gain 20 TP	Consume	<recipe> Result: Item 16 Material1: Item 17, 1 Material2: Item 13, 1 Description: Potion made with mandrake, slightly toxic but will stimulate user. Requirement: Item 14 Cost:10 </recipe>
Mandrake	Mandrake is a common plant found in forests, known for its slight toxicity, but in small doses, it can be used as a stimulant.		Material	

Name	Description	Effect	Type	Recipe
Glass Lily	The Glass Lily is a translucent plant found in forests, known for its beauty and mild restorative properties in small doses.		Material	
Dracaena	Dracaena is a tropical plant known for its striking foliage and air-purifying qualities, providing a mild mana restoration when consumed.		Material	
Intivat	Intivat is a rare, vibrant herb found in mystical groves, known for its potent potion-boosting properties when brewed into a potion.		Material	
Luby's secrete recipe	Luby's secret recipe is a closely guarded culinary treasure that allows players to craft powerful potions, combining unique spices and fresh ingredients for enhanced effects.		Material	

Name	Description	Effect	Type	Recipe
Sylvan Dewdrop	A rare, shimmering potion distilled from forest dew, known to quietly mend wounds and restore vitality to those who partake in it.	Recover 30%+100 hp	Consume	<recipe> Result: Item 22 Material1: Item 1, 1 Material2: Item 20, 1 Description:Potion that restore more mana. Requirement: Item 21 Cost:50 </recipe>
Fae Blossom Brew	Wine infused with rare blossoms, offering a gentle restoration of one's magical essence with each sip.	Recover 40%+ 100 mp	Consume	<recipe> Result: Item 23 Material1: Item 2, 1 Material2: Item 20, 1 Description:Potion that restore more mana. Requirement: Item 21 Cost:50 </recipe>
Snake Hide	A flexible yet durable material shed by snakes, often used in crafting lightweight armor or exotic accessories.		Material	
Rumpelstiltskin's bag	Once owned by a powerful dwarf, this enchanted bag possesses the extraordinary ability to transform matter into various forms.	Allow craft	Key Item	
Rust orb	A orb from blood wolf, throw it into the fireplace may reveal something.		Key Item	

Name	Description	Effect	Type	Recipe
Verdant Whisper	A common herb found in swampy areas, with its potent roots containing a substance capable of neutralizing even the deadliest poisons.		Material	
Ateias's letter	A letter from Ateias to his brother, warning him regarding his status. At end there is few recipe regarding snakes.	Add snake craft recipe	Key item	
Venom Purge	Medicine popular among adventurers, known for its effectiveness against most poisons.	Remove poison and venom states and recover 50 hp	Consume	<recipe> Result: Item 31 Material1: Item 29, 2 Material2: Item 31, 1 Description: medicine popular among adventurers, known for its effectiveness against most poisons. Requirement: Item 30 Cost:60 </recipe>
Snake Teeth	poisonous snake teeth that still contain traces of venom.		Material	
Serpent Scale	Poisonous snake teeth that still contain traces of venom.		Material	

Name	Description	Effect	Type	Recipe
Serpent Scale	The scales shimmer in shades of green, gold, and black, reflecting light in mesmerizing patterns.		Material	
Venomous Brew	A volatile mix of snake teeth and stimulants that boosts TP but poisons the user shortly after use.	Gain 40 TP 60% chance been poison	Consume	<recipe> Result: Item 34 Material1: Item 16, 1 Material2: Item 24, 2 Description:A volatile mix of snake teeth and stimulants Requirement: Item 30 Cost:80 </recipe>
Hydra blood	A drop of blood said to contain the power of a legendary serpent with an ancient bloodline tracing back to the hydra.		Material	
Boar hide	Boar hide is a rugged and durable material sourced from the tough skin of wild boars.		Material	
Tusk	The tusk of a boar is a formidable and striking feature, characterized by its long, curved shape and sharp edge.		Material	

Name	Description	Effect	Type	Recipe
Tusk	The tusk of a boar is a formidable and striking feature, characterized by its long, curved shape and sharp edge.		Material	
Bear skin	Bear skin is a robust and luxurious material derived from the hide of bears, known for its thickness and warmth.		Material	
Ateias's Material list	A letter from Atias to his brother, requesting some material for craft.	Add boar craft recipe	Key item	
Ateias's Craft book	A book full of wisdom of ancient, some said it's the grace from Hephaestus.	Add hero craft recipe	Key item	
Cell key	The key to Belania's dungeon—its castle was once the beginning of a romantic story, but now only horror remains.	Open the dungeon cell door	Key item	

Name	Description	Effect	Type	Recipe
Cursed Stone Shard	A fragment from the stone guardians of Belania, unnaturally hard and far tougher than ordinary stone.		Material	
Cursed Stone Core	The heart of Belania's stone guardians, radiating an eerie power and possessing an unyielding hardness far beyond ordinary stone.		Material	
Black King Piece	A chess piece shaped like a king, it whispers a tale of tragedy—the curse of a prince turned beast by a witch's envy of his beauty.	Trigger hidden ending	Key item	
Black Queen Piece	A chess piece shaped like a queen, it tells of a beast's desperate search for true love, but who would listen to the words of such a monstrous creature?	Trigger hidden ending	Key item	

Name	Description	Effect	Type	Recipe
Black Bishop Piece	A chess piece shaped like a bishop, it reveals the story of a monster who used wealth to lure women into marriage, only to be betrayed once they took his gold.	Trigger hidden ending	Key item	
Black Knight Piece	A chess piece shaped like a knight, it speaks of a castle guarded by living furniture—once humble servants, now transformed into guardians.	Trigger hidden ending	Key item	
Black Rook Piece	A chess piece shaped like a rook, it echoes the tale of a cursed castle once filled with glory and honor, now abandoned to decay and ruin.	Trigger hidden ending	Key item	
Black Pawn Piece	A chess piece shaped like a pawn, it whispers of a living castle ruled by a beast, where riches and glory await—but at what cost?	Trigger hidden ending	Key item	

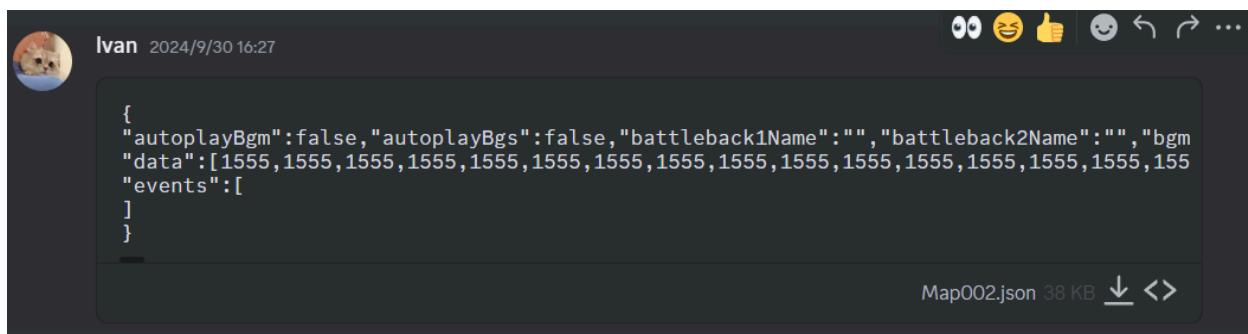
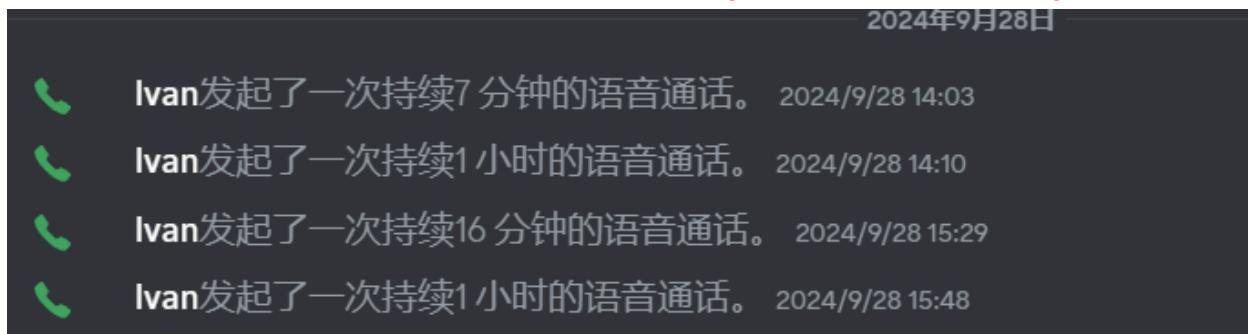
Name	Description	Effect	Type	Recipe
White King Piece	A chess piece shaped like a king, it tells of a curse undone by true love, freeing the prince from his monstrous form.	Trigger hidden ending	Key item	
White Bishop Piece	A chess piece shaped like a bishop, it whispers a tale of the girl who saw past the beast's vile exterior and offered her heart in exchange for his humanity.	Trigger hidden ending	Key item	
White Knight Piece	A chess piece shaped like a knight, it whispers of a merchant spared by the castle's master, who stole a forbidden rose and now faces the consequences.	Trigger hidden ending	Key item	
White Pawn Piece	A chess piece shaped like a pawn, it echoes the story of a prince and a girl who lived happily ever after—yet, what lies ahead when the story ends?	Trigger hidden ending	Key item	

Name	Description	Effect	Type	Recipe
White Rook Piece	A chess piece shaped like a rook, it speaks of a castle once full of magic and glory, now powered not by curse, but by the enduring force of love.	Trigger hidden ending	Key item	
Break Knight Piece	A shattered chess piece, its fragments pulse with a restless energy, whispering of agility and swift movements once unmatched.		material	
Break Rook Piece	A fractured chess piece, its remnants radiate an unyielding force, echoing the strength and resilience it once embodied.		material	
Break Pawn Piece	A broken chess piece, seemingly fragile, yet brimming with boundless potential and untold possibilities.		material	

Name	Description	Effect	Type	Recipe
Break Bishop Piece	A shattered chess piece, radiating an aura of mystic power, its fragments pulsating with arcane energy.		material	
Heart of Light	A pulsating crystal heart that whispers of enduring love; press it to your ear, and you may hear the echo of a devotion that banished all misfortune.		material	
Core of Darkness	A shadowy core that roars of eternal loneliness; when held, it radiates an unshakable chill, as if grasping the void itself.		material	
Diary of the Fallen	The final work of Dvergar, a renowned smith; within its pages lie clues to the castle's fate and recipes that may aid you on your journey.	Add black stone/ cursed stone craft recipe	Key Item	

Ritual of Chess	The pieces themselves hold power, and if we gather the broken fragments, we might be able to transform our weapons with their dark energy.	Add chess craft recipe	Key item	

Here is some of our screen shot of our conversation on game, all in chinese though



2024-10-14 14:11

Ivan 2024/10/14 16:32

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Map003.json 235 KB [↓](#) [🔗](#)

Ivan 2024/10/14 16:49

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ShenOVO 2024/10/20 20:30

<https://great-castles.com/floorplans.html>

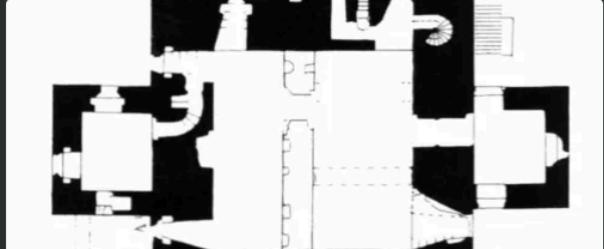
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SOCKS

Fosco Lucarelli

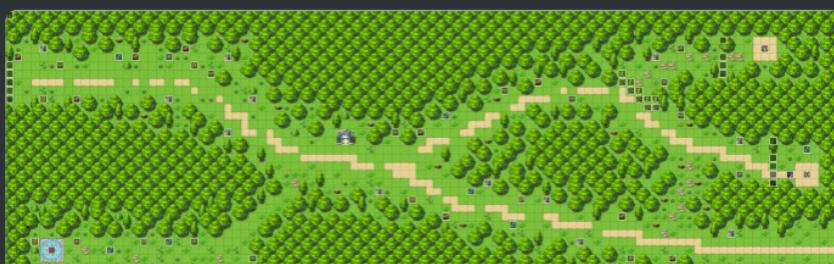
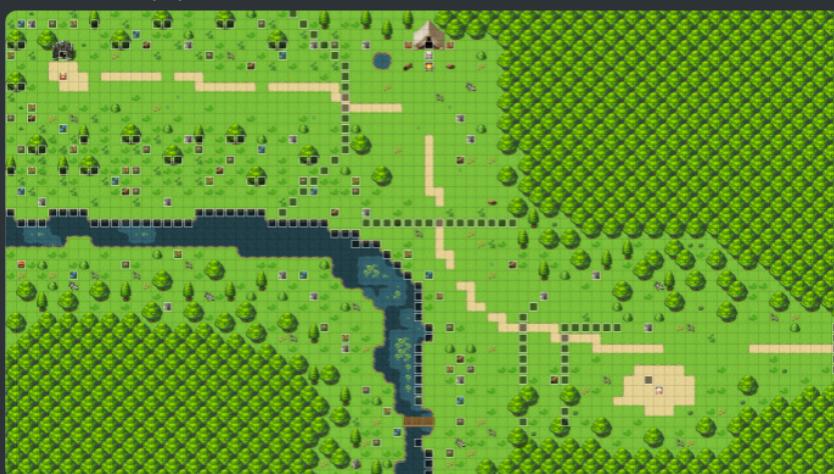
[Walls as Rooms: British Castles and Louis Kahn](#)

Louis Kahn was known for his interest in Scottish Castles, by which he elaborated the distinction between 'served' and 'servant spaces', "with great central living halls and auxiliary spaces nestled into thick outside walls". The castles were a strong inspiration for later works such as the...

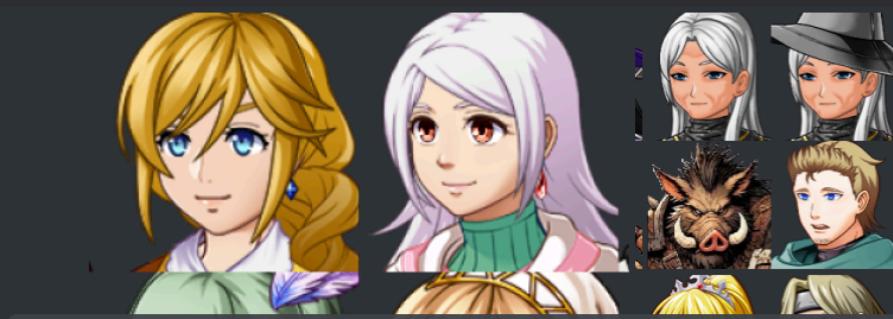




ShenOVO 2024/10/26 23:31



ShenOVO 2024/10/26 23:43



A small circular profile picture of a fluffy, light-colored cat with dark eyes and a pink nose, resting its head on a blue surface.

Ivan 2024/10/28 17:10



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Map010.json 42 KB [↓](#) <>

— 2024年10月30日

1

Iyan 2024/10/30 16:45



The image contains six distinct concept art pieces arranged in two rows of three. The top row includes: 1) A tall, slender figure in dark robes with a long, flowing cape, holding a staff topped with a large, ornate cross. 2) A knight in full plate armor, standing in a dynamic pose with a sword drawn. 3) A figure in dark, flowing robes and a hood, standing with a sword at their side. The bottom row includes: 4) A winged figure in dark robes, holding a staff. 5) A figure in ornate, metallic armor, holding a large hammer or mace. 6) A figure mounted on a dark, ethereal horse, wearing elaborate armor and a cape.

黑王: 召唤，不可被最先攻击，指挥小兵作战（每次小兵打人前举手下杖），大招随机召唤一个boss单位棋子
黑后: 灵活，高闪避（闪避1/4的攻击），高攻击频率（基本每次我方一个角色行动下一次又是她/主角团行动点越
黑主: 给护盾，上虚弱，大招给自己全体上攻击buff（来个狂暴图标）大幅加数值但是自己扣血
黑马: 骑马从敌人边上走过然后划拉，马走到面前战争践踏，大招直接冲刺到敌人阵营然后造成混乱or恐惧or眩晕
黑车: 大范围踩地板大aoe，一段世界自己给自己上个小盾，大招走到一个人脸上，蓄力大锤一下，造成2回合眩晕
黑兵: 随便拉扯技能给点就行

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