

Game Design Document: The Crimson Eclipse (Revised)

1. Vision Statement

Game Title: The Crimson Eclipse

Genre: Dark Fantasy Action RPG

Engine: RPG Maker MZ (with action battle system plugins)

Core Experience:

A narrative-driven single-player RPG set in the mythic world of Thalorrin. Players assume the role of Einar Solrenn, a survivor of an apocalyptic cosmic event known as the Harrowing Syzygy. The game features real-time action combat, a deep chakra-based progression system, moral-aligned professions, and spiritual exploration across multiple worlds. Combat and narrative are shaped by a player's alignment with the ancient force Netjerra and their resonance with the seven Chakras and the hidden Eighth.

2. World & Lore

The World of Thalorrin

A realm born from the pneuma of Netjerra, Thalorrin was once balanced by four elemental Aspects: Brígaeth (Earth), Nebt'Aset (Water), Yllra (Air), and Sekhetu (Fire). When the cosmic moon Sekhemar eclipsed Thalorrin's sun, chaos bled into the world through a broken metaphysical barrier known as the Vörðr, beginning the Crimson Weeping.

The Vörðr

A resonance lattice forged from the harmonics of Netjerra. Once maintained by the spiritual order Chor'Kaht, its collapse allowed Sins born from imbalance to manifest.

The Book of Lachromology

A sacred tome scattered into 30 pages across the worlds. Collecting these reveals forgotten truths, grants powerful magic, and eventually allows interpretation of the prophecy etched in pre-Chor'Kaht glyphs.

The Prophecy

"When Sekhemar drowns the sun in crimson pneuma, the Dust-Sung shall rise or fall by seven wounds.

One soul shall balance the coil and the axis—or unmake both in mirrored grace.

The Veil shall break not by force, but by remembrance.

And the last guardian shall be the first to forget."

3. Structure & Progression

Act I: The Fall and The Fonts

- **Hub City:** Vel Sahrad (London-inspired)
- **Main Dungeons (5):**
 - **Garn Caladrûn** (Earth) – Xoch'Zan Jungle
 - **Khenenu Deep** (Water) – Pelmara Coast
 - **Skývaldr Cliffs** (Air) – Skýthenos Cloud City
 - **Volkheth Sármaar** (Fire) – Imenthi Reach
 - **Sanctum of Hollow Winds** (Faction/Harmony) – Val Duivra (France-inspired)

Completing these unlocks the Aetheric Gate Array, allowing travel to seven Sin Worlds.

Act II: The Sins and Chakras

- **Seven Sin Worlds:** Each corrupted by one of the Cardinal Sins and linked to a Chakra.
- Vault of Hollow Gold (Greed / Root)
- Crimson Mirage Temple (Lust / Sacral)
- Maw of Endless Bloom (Gluttony / Solar Plexus)
- Garden of Withered Light (Sloth / Heart)
- Fortress of Broken Voices (Wrath / Throat)
- Mirror Sanctum (Envy / Third Eye)
- The Ecliptic Throne (Pride / Crown)

Each Sin World has: - A corrupted civilization twisted by the dominant Sin - Environmental puzzles and dungeon mechanics tied to that Sin's philosophy - Region-wide resonance that reacts to Einar's dominant Chakra and Karma state - Moral choices that influence how the Sin manifests and whether it can be purified, destroyed, or transformed

Sin Dungeon Design Samples:

Vault of Hollow Gold (Greed): - Mechanic: Resource hoarding vs altruistic distribution - Enemies grow stronger as the player accumulates gold - Moral Puzzle: Sacrifice wealth to protect others or hoard to gain shortcuts

Crimson Mirage Temple (Lust): - Mechanic: Illusion and emotional manipulation - Dungeon shifts depending on player desire/resistance - Puzzle: Distinguish real NPCs from false seductions

Maw of Endless Bloom (Gluttony): - Mechanic: Excessive buffs lead to corruption - Consumables can power up or mutate the player - Puzzle: Use spiritual fasting to open sealed gates

Garden of Withered Light (Sloth): - Mechanic: Time-stopped fields and emotional entropy - Resting too long allows darkness to grow - Puzzle: Rekindle faded pneuma-beacons with delayed actions

Fortress of Broken Voices (Wrath): - Mechanic: Sound-based combat puzzles and explosive memory echoes - Aggression fuels both player and enemy damage - Puzzle: Solve tonal sequences with companion dialogue syncs

Mirror Sanctum (Envy): - Mechanic: Identity-stealing illusions and duplicate fights - Boss mimics player's actions unless outmaneuvered via chakra countering - Puzzle: Determine the true Einar through karmic contrast

The Ecliptic Throne (Pride): - Mechanic: Ascension trials where humility vs dominance is tested - Players gain godlike power but risk isolation - Puzzle: Only by acknowledging weakness can the final gate be opened

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Act III: Revelation and Choice

- Unveil the Eighth Chakra: **The Lachrymal Gate**
 - Final Choice at the end of Ouroboric Cycle
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4. Combat & Chakra Progression

- Real-time combat using weapons and Chakra-based abilities
- Each defeated Sin unlocks a Chakra with unique active/passive abilities
- Collecting pages from the Book of Lachromology unlocks additional spells and hidden chakra resonances
- The Eighth Chakra grants access to metaphysical skills and alternative endings

Chakra Spell Trees

Each Chakra represents a distinct spell school. Players unlock spells progressively by defeating Sins, completing profession quests, aligning Karma, and collecting Lachromology pages.

Root Chakra (Greed) – Stone of Self - *Harmonic:* Earthbind Ward, Pillar of Endurance, Soil Sanctuary - *Dissonant:* Shackles of Covetousness, Petrifying Pulse, Hoard Leech - *Resonant:* Echoing Quarry, Goldblood Roots

Sacral Chakra (Lust) – Tide of Longing - *Harmonic:* Muse's Touch, Empathic Weave, Dreamlink - *Dissonant:* Veil of Desire, Siren's Pulse, Pleasure Binding - *Resonant:* Liquid Want, Unspoken Skin

Solar Plexus Chakra (Gluttony) – Blooming Flame - *Harmonic:* Flame of Nourishment, Inner Light, Searing Clarity - *Dissonant:* Maw Burst, Burning Greed, Hungering Loop - *Resonant:* Feastfire Nova, Devour Aspect

Heart Chakra (Sloth) – Pulse of Mercy - *Harmonic:* Tide of Return, Breath Mender, Embrace Field - *Dissonant:* Tear Harvest, Lethargy Bloom, Drain of Care - *Resonant:* Echo Reversal, Merciful Collapse

Throat Chakra (Wrath) – Voice Unbound - *Harmonic*: Resonant Cry, Clarion Tone, Oathkeeper's Word - *Dissonant*: Screech of Fracture, Curse Chant, Sonic Rupture - *Resonant*: Echo Devourer, Discord Pulse

Third Eye Chakra (Envy) – Sight Beyond - *Harmonic*: Wisdom Eye, Mirror of Others, Shared Vision - *Dissonant*: Mind Mirror, Greed's Reflection, Illusory Bane - *Resonant*: Duplicate Echo, Parallax Spike

Crown Chakra (Pride) – Throne of Light - *Harmonic*: Sigil of Unity, Star Breath, Path of All - *Dissonant*: Sovereign Ray, Crownbinding, Glare of Ascendancy - *Resonant*: Throne Spiral, Sun Cage

Eighth Chakra – Tear of Becoming - Pneuma-locked fusion spells: Harmonic Duets, Dissonant Chorus - Final Spell: *Pneuma of the Divine* – reshapes fate of regions, characters, and endings

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5. Professions, Companions & Karma System

Guild: The Guild of Echoed Hands (Introduced in Vel Sahrad)

- Players choose from seven professions linked to Chakras and Sins:
- **Warden** (Greed / Root)
- **Artisan** (Lust / Sacral)
- **Cook/Alchemist** (Gluttony / Solar Plexus)
- **Caretaker** (Sloth / Heart)
- **Orator/Chronicler** (Wrath / Throat)
- **Seeker/Scholar** (Envy / Third Eye)
- **Ritebearer** (Pride / Crown)

Karma System: - Actions in professions generate positive or negative Karma - Karma impacts NPC dialogue, regional state, and map appearance - Regional Karma pools unlock or lock quests and change dungeon layouts

Example Prototype – Pelmara Coast: Artisan Path - High Karma: Restores culture, opens healing aura in town - Low Karma: Corrupts town with illusion and addiction, adds Lust Wraith miniboss

Companion System – “Echoes of the Self” - Throughout the game, Einar meets 4–6 major companion characters, each representing a philosophical or spiritual facet of the world. - Companions cannot be fully controlled but offer dialogue, skill synergy, and moral reflection. - Their loyalty and effectiveness are shaped by: - Player's dominant Chakra alignment - Accumulated Karma tier (Harmonic, Dissonant, Resonant) - Key choices during personal companion quests

Companion Features: - **Affinity Conversations:** Unlock during campfires, after major dungeon events, or by gifting certain items. - **Soulbond Moments:** Major milestones where companions share their pneuma or inner memory. Choices affect final story outcomes. - **Echo Techniques:** Unique combo skills triggered in combat if conditions align (e.g., matching resonance or synchronized Chakra burst). - **Moral**

Divergence: Some companions may leave, transform, or become antagonistic if your Karma opposes their spiritual ideal.

Example Companion: Naeri, the Ember Scribe - Chakra Tie: Throat (Wrath) - Profession Bias: Chronicler - Affinity Trigger: Use high-Karma speech options, restore archives - Divergence: If player spreads dissonant speech, Naeri may lose her voice and become a Silence Wraith

Companions are central to emotional resonance, thematic exploration, and ultimate ending paths.

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6. Art & Audio

- **Visual:** Region-specific tile sets reflecting real-world inspiration (London, Greece, Tuscany, Egypt, Aztec, France)
- **Audio:** Dynamic layering of orchestral, electronic, and heavy metal elements
- Region and karma-influenced musical shifts

7. Optional Systems

- **The Silenced Chorus Faction:** Guides Einar toward harmonic alignment and hidden truths
- **Mini-Dungeons:** Such as Val Duivra's Chess Demon Belcour
- **World Memory Echoes:** Replay zones in alternate Karma alignments
- **Profession Events:** Permanent map changes, visual NPC shifts, harmonic side quests

Crafting System – "Forms of the Echoed Hand" - Tied to professions: Artisans, Alchemists, Wardens, and Seekers gain access to specialized crafting benches - Uses Netjerra-infused materials found in elemental and Sin worlds - Craftable categories: - **Echo Relics:** Equipment that resonates with Chakra alignment - **Glyphstones:** Consumables that pulse with temporary resonance for spells - **Tear Sigils:** One-time use charms that interact with specific moral or story branches - Karma and profession path determine crafting outcomes (e.g., virtuous recipes yield harmony-based effects, while dissonant blueprints yield selfish or risky powers)

Dreamwalking - "The Inner Spiral" - Unlocked after completing three Sin Worlds - Allows Einar to enter their own subconscious to resolve internal conflicts or echo past lives - Dreamwalking spaces are surreal, puzzle-heavy maps reflecting past choices, regrets, and unseen futures - Functions: - Unlock rare spells, new profession blueprints, or alternate companion memories - Change or cleanse Karma retroactively through high-risk choices - Encounter alternate versions of Einar, including corrupted forms or harmonic echoes - Dreamwalking also reveals fragments of the **Eighth Tone**, required for mastering the Pneuma of the Divine

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8. Closing Notes

The Crimson Eclipse blends mythic dark fantasy with cosmic spiritualism. It is a story of pneuma, balance, and becoming—where each battle, job, and moral choice alters the world, the player, and the very music of existence itself.

9. Final Spell

Pneuma of the Divine

The ultimate metaphysical spell unlocked only through full mastery of all Chakras, high Karma, and completion of the Book of Lachromology. This spell resonates with the entire world-state, reshaping the fate of a region, character, or echo. Once cast, it echoes permanently across save files, NPC reactions, and ending branches.