

NOGHAL

DARK ELYSIUM



Game Design Document

Noghal: Dark Elysium

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"Ever burning battles between light and shadow,
Crafted into two stones - Lo'Gaan and Run'Noor,
 One should not exist without the other -
It is the balance, which holds the universe together
And the knowledge which leads to ultimate destiny -
 Light and shadow in balance."

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1 Gameplay

1.1 Game Principles

Noghal is an action adventure role-playing game, which combines the following elements:

1. The choice between five different character classes.
2. The basic combat system of a 3rd-person shooter.
3. The extension of typical character special skills and weapon skills.
4. The opportunity to improve your character by:
 - a) Upgrading its special skills and weapon skills.
 - b) Upgrading its equipment.
5. Embedding of these principles into an epic story with adventure elements.

1.2 Game Flow

The player takes on the role of the protagonist in a fantastic and epic story.

Thereby he walks as his character through atmospheric landscapes and fights enemies with his sword, his axe, his spells and other weapons, which get more powerful as the player advances. To advance, tactical ability and the purposeful use of special skills and weaponry are necessary. At many places, the player must overcome not only enemies, but also other dangers, such as avalanches, traps, falling rocks, torrential rivers and sometimes riddles.

By overcoming danger, the player receives experience points, which he can use to improve his character skills, and gold coins, which he can use to improve his character equipment. If the player is content to encounter some additional danger, he can solve side quests to get special equipment, which cannot be bought. While the player is advancing in the game world, the story is told with in-game sequences and cut-scenes, so that he is driven deeper and deeper into the story.

1.3 Game Modes

The player has the choice between two game modes:

1. The single player mode.
2. The multi player mode.

The single player mode is described in section 1.2. For the multi player mode, the game flow extends via the opportunity to play with others over LAN or internet with up to eight players in total. The difficulty level of defeating enemies automatically increases according to the number of players, so teamwork is necessary to defeat them.

1.4 Controls

The character is controlled using a 3rd-person perspective. In the middle of the screen is an aiming helper, which determines the character's interaction direction. This interaction direction is used for attacks, spells, special skills and other actions, such as talking to NSCs or picking up items.

Control	Effect
W	move character forward
A	move character left
S	move character backward
D	move character right
SPACE	character jumps
LEFT CTRL	character crouches
Mouse moved right	turn character right
Mouse moved left	turn character left
Mouse moved up	character looks more upwards
Mouse moved down	character looks more downwards
Mouse left click	cast spell / attack
Mouse right click	use special skill
F1	choose weapon / spell from slot 1
F2	choose weapon / spell from slot 2
F3	choose weapon / spell from slot 3
F4	choose weapon / spell from slot 4
F5	choose special skill 1
F6	choose special skill 2
F7	choose special skill 3
E	pick up / interact with object, talk to NSC
1-9	use consumable item in consumable slot 1-9
F9 or C	show / hide character screen
F10 or I	show / hide inventory screen
F11 or B	show / hide journal screen
ESC	show / hide general menu screen (for saving / loading and so on)
TAB	toggle free mouse mode

By pressing a movement key together with the jump key, the character jumps in the movement direction. By pressing a movement key together with the crouch key, the character crouches in the movement direction. The possible view angles are between -70 degrees and 70 degrees (at 0 degrees, the character is viewing horizontally).

While pressing *TAB*, the free mouse mode is active. In free mouse mode, the player can move the mouse cursor freely and can click menu buttons. When the free mouse mode is activated, the cursor starts at the position of the aiming helper. If at least one menu is open (character screen, inventory screen, journal screen or general menu screen), the free mouse mode is automatically activated.

1.5 Interfaces

The following screens show how the interfaces will look in the game.



Figure 1.1: *In-Game Interface*

1 Gameplay

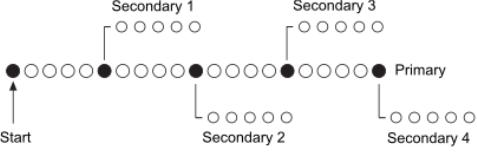
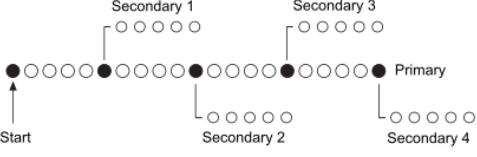
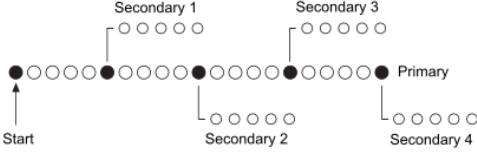
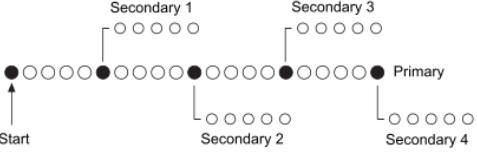
CHARACTER	
Name:	Class:
Special skills:	
Skill 1:	Skill 2:
	
Skill 3:	Skill 4:
	
Weapon skills:	Attributes:
Skill 1: Rank: 	Strength: XX
Skill 2: Rank: 	Dexterity: XX
Skill 3: Rank: 	Mental Power: XX
	Constitution: XX
	Hitpoints: XXX/XXX

Figure 1.2: *Character Screen*

1 Gameplay

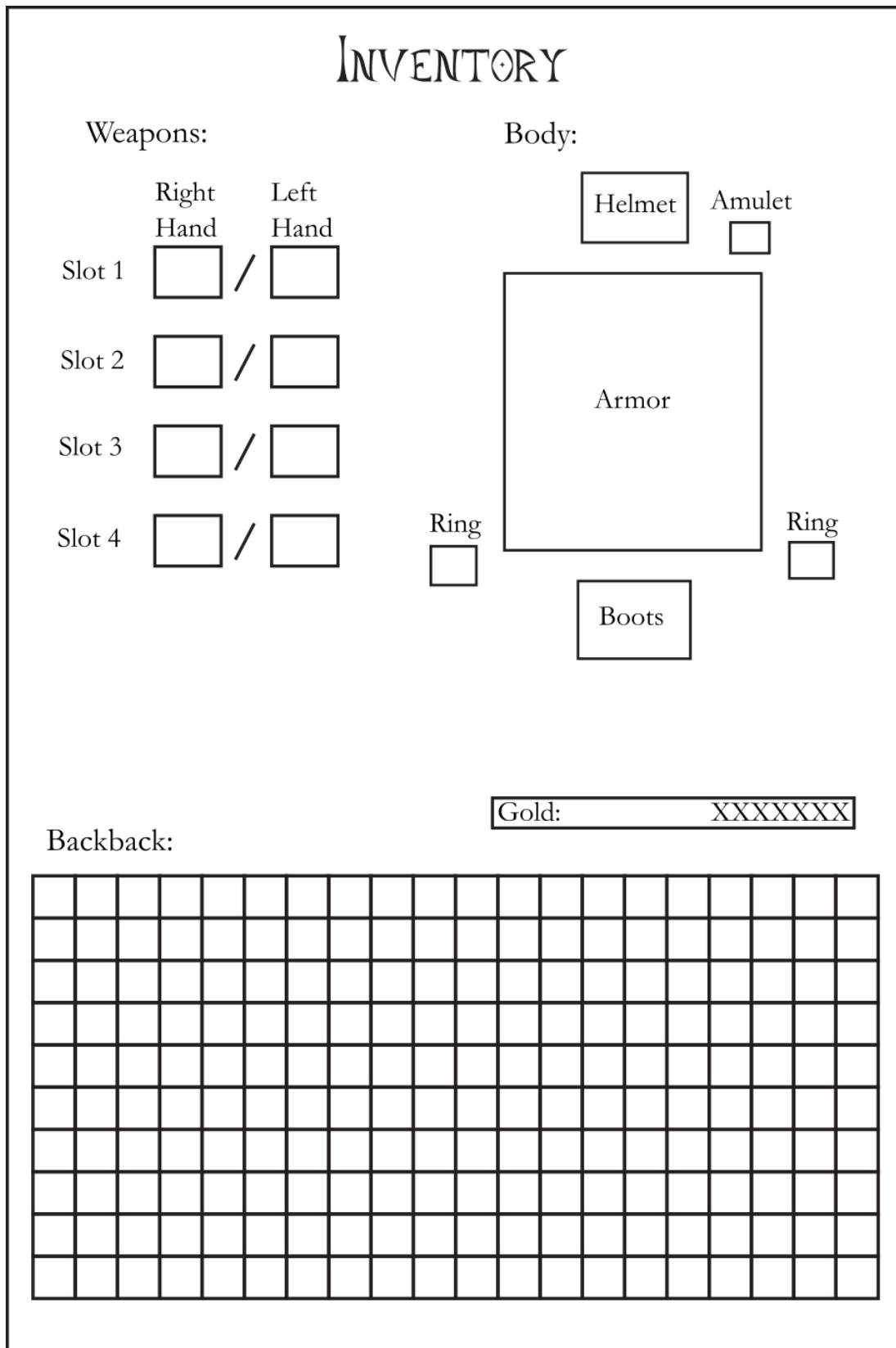


Figure 1.3: *Inventory Screen*

1 *Gameplay*

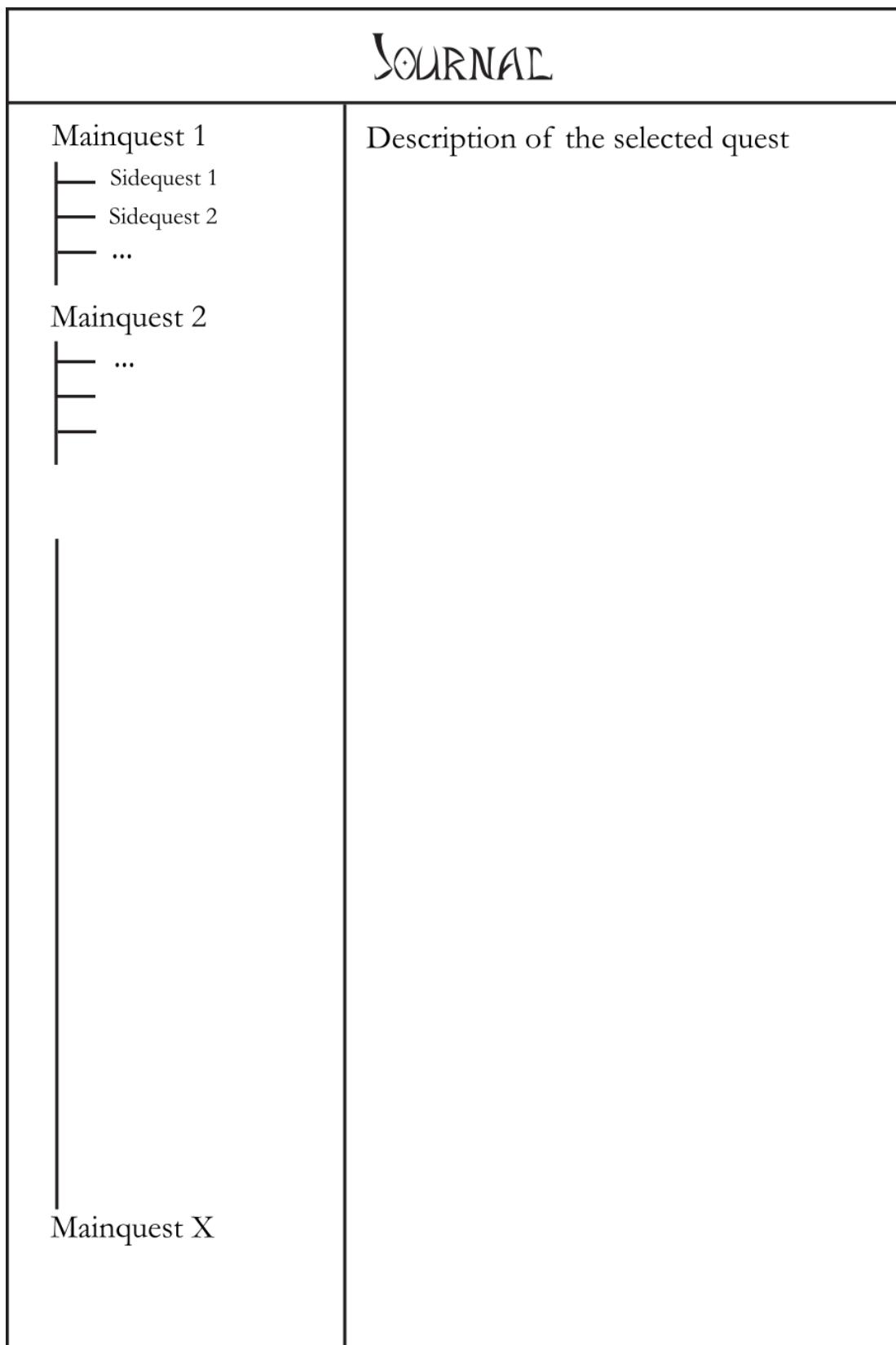


Figure 1.4: *Journal Screen*

2 Roleplaying System

2.1 Skills

Each character has 3 weapon skills and 4 special skills, that can be improved by gaining additional character levels.

2.1.1 Weapon skills

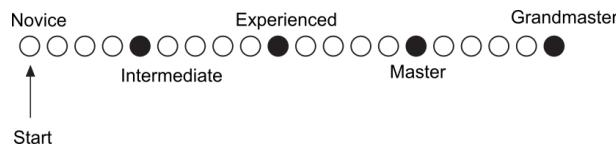


Figure 2.1: *Weapon Skill Tree*

For each weapon skill, there are 20 levels. They are divided into the categories, which are listed in Figure 2.1.

Each weapon skill is assigned to a specific weapon or spell category, with the exception of shields, which are their own category. Each level in a weapon skill brings 2.5 percent to the weapon damage (for weapons), spell effect (for spells) or relative block chance (shields). Each weapon skill starts at Level 1 (bonus of 2.5 percent) and can reach up to Level 20 (bonus of 50 percent).

Costs for leveling a weapon skill:

- Up to Intermediate: 1 point.
- Up to Experienced: 2 points.
- Up to Master: 3 points.
- Up to Grandmaster: 4 points.

2.1.2 Special skills

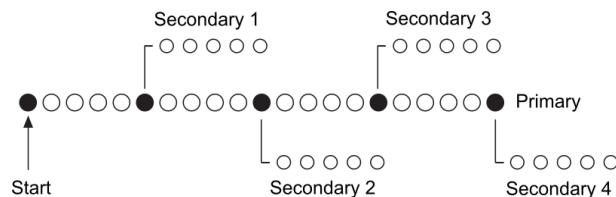


Figure 2.2: *Special Skill Tree*

Each special skill has one primary trait and four secondary traits with the relationship shown in Figure 2.2. The primary trait is the core trait for the special skill, while the secondary traits are for enhancing the special skill with additional improvements.

2 Roleplaying System

Each primary trait starts at Level 1 and can reach up to Level 21. The secondary traits reach up to Level 5. Precondition for learning a secondary trait is raising the primary trait to the connected black dot shown in Figure 2.2.

Costs for leveling a special skill:

- Primary trait up to Level 6: 1 point.
- Primary trait up to Level 11: 2 points.
- Primary trait up to Level 16: 3 points.
- Primary trait up to Level 21: 4 points.
- Secondary trait 1: 2 points.
- Secondary trait 2: 3 points.
- Secondary trait 3: 4 points.
- Secondary trait 4: 5 points.

Except for passives, each special skill has a downtime, that is triggered upon using this skill. This downtime determines, how long the player has to wait before he can use another non-passive special skill.

2.1.3 Character leveling

Each character starts with 100 experience points at Level 1. He gets 10 points to raise his weapon skills and 12 points to raise his special skills. On every level after Level 1, he gets 2 points to raise his weapon skills and 7 points to raise his special skills.

The maximum character level is 50, which means every character can get 111 of 150 (about 74 percent) weapon skill points and 355 of 480 (about 74 percent) special skill points. The necessary experience points for leveling the character equal (new level * 100 points) for each successive character level, which means 127.500 experience points are necessary to reach Level 50.

2.2 Attributes

2.2.1 Basic attributes

Every character and enemy has the following seven basic attributes:

- *Hitpoints*: Determine how much damage the subject can take before it dies.
- *Movement speed*: Determines how fast the subject can move. The basic value for player controlled characters is two meters/second.
- *Attack/Cast speed*: Determines how fast the subject can attack or cast a spell. The basic value for player controlled characters depends on the weapon/spell. For player controlled characters, who wield two one-handed weapons at the same time, the attack speed of each weapon is decreased by 30 percent.
- *Armor*: Determines by what percentage is the incoming damage reduced. Minimum value is 0, maximum value is 90. The basic value for player controlled characters is 0.

2 Roleplaying System

- *Dodge chance*: Determines how likely the character is able to completely avoid an attack by dodging, expressed by a percentage. Minimum value is 0, maximum value is 75. The basic value for player controlled characters is 0.
- *Block chance*: Determines how likely the character is able to completely avoid an attack by blocking, expressed by a percentage. Minimum value is 0, maximum value is 75. The basic value for player controlled characters is 0.
- *Regeneration*: Determine how many hitpoints per second are healed. The basic value for player controlled characters is 0.

These values vary for different enemy types. Player controlled characters can improve these values by having better equipment and special skills.

2.2.2 Additional character attributes

Player controlled characters have the following additional attributes:

- *Strength*: Affects the damage of most melee weapons and some ranged weapons.
Resulting damage = Basic damage * Strength / 100.
- *Dexterity*: Affects the damage of most ranged weapons and some melee weapons.
Resulting damage = Basic damage * Dexterity / 100.
- *Mental power*: Affects the effects (e.g. damage, buff values or duration) of all spells.
Resulting effect = Basic effect * Mental power / 100.
- *Constitution*: Affects the hitpoints of the character.
Hitpoints = 100 + Constitution * 2.

These attributes can only be increased by equipment.

2.3 Character classes

2.3.1 Krunark Berserker

With the might of a polar bear, the speed of a leopard and the cunning of a fox, the Krunark Berserker combines all the raw power of animal nature. Coming from the vast wilderness of the snow-covered Krun-Triplets, the Berserker is well prepared to deal with the dangers of an adventurous life.

The Krunark are a nomadic lizard culture that lives in the high north of Noghal. Their tribes wander around to find new places to hunt and live, always living in balance with their natural environment. Each tribe is associated with one totemic animal that guards the Krunark.

In combat, the Berserker is a real powerhouse of damage-dealing, but is also able to take a good deal of damage. He is capable of using several abilities to support his natural melee focus. He can jump into combat, go into blood-lust or use his mighty voice to bring new courage to his allies and intimidate his enemies. Not the least of his abilities is his mastery of two-weapon fighting.

2 Roleplaying System



Figure 2.3: *Krunark Berserker*

2 Roleplaying System

Attributes

Attribute	Value
Strength	70
Dexterity	40
Mental Power	30
Constitution	60
-> Hitpoints	220

Weapon skills

Axes and Polearms

Throwing Weapons

Nature magic

Special skills

Blood-lust: Sends the character in a berserker-like frenzy in which he can easily walk through hordes of enemies.

Parameters:

- *Duration:* 30 seconds.
- *Downtime:* 60 seconds.
- *Range:* no.
- *Targets:* self.

Effects:

- *Primary:* increased damage, starting with +20 percent, increases per point by +4 percent.
- *Secondary 1:* increased hitpoints, per point +10 hitpoints.
- *Secondary 2:* increased regeneration, per point +2 hitpoints per second.
- *Secondary 3:* increased movement speed, per point +10 percent.
- *Secondary 4:* increased attack speed, per point +10 percent.

Jump attack: Enables the character to jump and attack enemies from the air with a mighty blow.

Parameters:

- *Duration:* 0 seconds.
- *Downtime:* 30 seconds.
- *Range:* 20 meters.
- *Targets:* single enemy.

Effects:

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- *Primary*: increased damage, starting with +40 percent, increases per point by +8 percent.
- *Secondary 1*: increased range, per point +4 meters.
- *Secondary 2*: stunning, per point +0.5 seconds.
- *Secondary 3*: multiple targets, per point +1 target.
- *Secondary 4*: armor breaking, per point -10 armor.

War-cry: The character releases a powerful war cry that intimidates enemies and goads allies to new strength.

Parameters:

- *Duration*: 10 seconds.
- *Downtime*: 30 seconds.
- *Range*: 10 meters.
- *Targets*: all subjects in range.

Effects:

- *Primary*: slows movement of enemies, starting with -20 percent, increases per point by -4 percent.
- *Secondary 1*: increased range, per point +4 meters.
- *Secondary 2*: increased attack speed for allies, per point +10 percent.
- *Secondary 3*: increased duration, per point +2 seconds.
- *Secondary 4*: bonus damage for allies, per point +2 damage per attack.

Improved two-weapon fighting (passive): Enables the character proficiency use of two one-handed melee weapons at the same time with better efficiency.

Effects:

- *Primary*: decrease of attack speed penalty, starting with -20 percent, increases per point by -4 percent.
- *Secondary 1*: bonus damage, per point +2 damage per attack.
- *Secondary 2*: increased armor, per point +2 armor.
- *Secondary 3*: chance for critical hit (2*damage), per point +5 percent.
- *Secondary 4*: increased attack speed, per point +4 percent.

2 Roleplaying System



Figure 2.4: *Human Assassin*

2.3.2 Human Assassin

Stealthy, sneaky and ever hidden in the shadows, the Human Assassin is there where you don't see her - mostly behind you with a sharp blade in her fingers. She comes from a large Human city on Grandaar, where she learned to trust only herself and her skills.

The Humans are a very mixed race made up of many sub-cultures. The biggest part of Human society lives in large cities ruled by the local regents, all of whom are obligated to the King of Malron. Within the Human society there are large differences in life quality and rights. This creates a situation in which many individuals, who do not accept their pre-assigned roles, choose to go their own way instead. Such is the Human Assassin.

In combat, the Assassin focuses more on stealth and sneak tactics than other classes. She is trained in several abilities that allow her to hit accurately and to hit hard. So, she can sneak straight through enemy guards and kill their leader with one skilled blow from her deadly blade. She also can lay traps and is a master of evading enemy blows.

Attributes

Attribute	Value
Strength	40
Dexterity	70
Mental Power	50
Constitution	40
-> Hitpoints	180

Weapon skills

Daggers and Shortswords

Crossbows

Shadow magic

Special skills

Lay traps: The character lays a trap, that activates if an enemy comes near it, damaging all nearby enemies.

Parameters:

- *Duration:* 5 seconds to lay the trap, 10 minutes active.
- *Downtime:* 90 seconds.
- *Range:* 3 meters for activation, 10 meters effect.
- *Targets:* all enemies within range.

Effects:

- *Primary:* damage, starting with 20 damage, increases per point by +4 damage.
- *Secondary 1:* increased activation radius, per point +1 meter.
- *Secondary 2:* stunning, per point +0.5 seconds.
- *Secondary 3:* increased effect radius, per point +1 meter.

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- *Secondary 4:* poison damage, per point +5 damage per second.

Assassinate: The character lands a hefty blow on an unprotected part of an enemy's body, hurting him very badly.

Parameters:

- *Duration:* 0 seconds.
- *Downtime:* 30 seconds.
- *Range:* melee.
- *Targets:* single enemy.

Effects:

- *Primary:* increased damage, starting with +40 percent, increases per point by +8 percent.
- *Secondary 1:* increased damage, per point +4 damage.
- *Secondary 2:* stunning, per point +1 second.
- *Secondary 3:* decreasing enemy attack speed, per point -10 percent.
- *Secondary 4:* chance for mortal blow (4*damage), per point +10 percent.

Sneaking: Enables the character to sneak undiscovered through enemy guards and then attack them from the shadows.

Parameters:

- *Duration:* until detection.
- *Downtime:* 60 seconds.
- *Range:* at 5 meters in enemy range automatically detected or on attack / casting spells / using special skills.
- *Targets:* self.
- *Addition:* -50 percent movement speed.

Effects:

- *Primary:* reduces chance for detection, starting with -50 percent, increases per point by -2.5 percent.
- *Secondary 1:* reduces movement speed reduction, per point -10 percent total.
- *Secondary 2:* reduces detection radius, per point -1 meter.
- *Secondary 3:* improved damage 5 seconds after visibility, per point +4 damage per attack.
- *Secondary 4:* increased stealth duration after detection, per point +1 second.

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Evading (passive): Enables the character to evade enemy attacks without taking damage.

Effects:

- *Primary:* increased dodge chance, starting with +10 percent, increases per point by +1 percent.
- *Secondary 1:* increased dodge chance versus spells, per point +2 percent.
- *Secondary 2:* increased dodge chance versus ranged attacks, per point +2 percent.
- *Secondary 3:* increased dodge chance versus melee attacks, per point +2 percent.
- *Secondary 4:* increased movement speed, per point +5 percent.

2.3.3 Elven Archer

With sharpened eyes and superior dexterity the Elven Archer is unmatched in ranged combat. Coming from the deep forests in the low north of Grandaar the Elven Archer is an expert in using bows and is also able to deal with the energy from of the surrounding nature.

The Elves are a long-living culture that has its homes in deep forests far away from other civilizations. They live in harmony with their surrounding natural environment, with the plants and the animals. They protect their forests against invaders with all manner of consequences for trespassers. The Elves love their freedom, nature and the art of archery.

In combat the Archer excels with any kind of bow because of her natural dexterity and thorough intense practice. Her skills include the ability to let loose a rain of arrows on her enemies or simply shoot them away one by one. If an enemy comes too close she can also call mighty elementals of her environment to support her in combat. Her superior speed allows her to easily increase the range between her and any threat.

Attributes

Attribute	Value
Strength	40
Dexterity	80
Mental Power	50
Constitution	30
-> Hitpoints	160

Weapon skills

Bows
Light magic
Swords

Special skills

Aimed shot: The character fires an arrow across a long distance that lands precisely within in a weak point of the enemy's defense.

2 Roleplaying System



Figure 2.5: *Elven Archer*

2 Roleplaying System

Parameters:

- *Duration*: 0 seconds.
- *Downtime*: 30 seconds.
- *Range*: 30 meters.
- *Targets*: single enemy.

Effects:

- *Primary*: increased damage, starting with +20 percent, increases per point by +4 percent.
- *Secondary 1*: increased range, per point +10 meters.
- *Secondary 2*: increased damage, per point +2 damage.
- *Secondary 3*: armor breaking, per point -10 armor.
- *Secondary 4*: chance for critical hit (2*damage), per point +10 percent.

Hail of arrows: Enables the character to fire a hail of arrows on incoming enemies to stop them quickly.

Parameters:

- *Duration*: 10 waves for 1 second each.
- *Downtime*: 60 seconds.
- *Range*: range of weapon, cone attack with 40 degrees cone.
- *Targets*: all enemies in area.

Effects:

- *Primary*: increased damage, starting with +20 percent, increases per point by +4 percent.
- *Secondary 1*: increased damage, per point +1 damage.
- *Secondary 2*: enlarged cone, per point +4 degrees.
- *Secondary 3*: stunning, per point +1 seconds.
- *Secondary 4*: increased wave number, per point +1 wave.

Elemental spirit: The character summons an elemental from an element nearby, which then attacks enemies.

1. *Water*: targets per attack: 1, attack speed: 1 attack per 0.5 seconds, damage: 30 physical, ranged attack
2. *Ice*: targets per attack: 1, attack speed: 1 attack per 0.5 seconds, damage: 30 cold, melee attack

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3. *Fire*: targets per attack: all within 10 meters' range around the elemental, attack speed: 1 attack per 0.75 seconds, damage: 40 fire, ranged attack
4. *Earth*: targets per attack: 1, attack speed: 1 attack per 0.5 seconds, damage: 100 physical, melee attack

Movement speed of elementals: 3.5 meters per second.

Parameters:

- *Duration*: 10 seconds.
- *Downtime*: 120 seconds.
- *Range*: 10 meters.
- *Targets*: water, ice, fire, earth.

Effects:

- *Primary*: increased damage of elemental, starting with +20 percent, increases per point by +4 percent.
- *Secondary 1*: duration of water elemental, per point +2 seconds.
- *Secondary 2*: duration of ice elemental, per point +2 seconds.
- *Secondary 3*: duration of fire elemental, per point +2 seconds.
- *Secondary 4*: duration of earth elemental, per point +2 seconds.

Light-footed (passive): Enables the character to move with superior speed even through rough terrain.

Effects:

- *Primary*: increased movement speed, starting with +10 percent, increases per point by +2 percent.
- *Secondary 1*: ignore difficult terrain movement speed penalties, per point -10 percent.
- *Secondary 2*: ignore slope terrain movement speed penalties, per point -10 percent.
- *Secondary 3*: increased dodge chance, per point +5 percent.
- *Secondary 4*: increased attack speed, per point +5 percent.

2.3.4 Dwarven Cleric

The Dwarven Cleric is strong, tough and always ready to defeat even the worst enemy and then drink beer afterwards. Coming from a city in the high and rough mountains of Lork - the continent of the Dwarves and Giants - the Dwarven Cleric is blessed with an unmatched natural toughness.

Dwarves are known for affection for beer, combat and of course gold. Most of them live in large mountain cities built entirely of massive stone. They search for gold, ore, gems and magic crystals in the mountains, which they have had to defend against the Giants for

2 Roleplaying System



Figure 2.6: *Dwarven Cleric*

2 Roleplaying System

centuries. They have developed also an intense knowledge of mining and combat - because they like both.

In combat the Cleric can take a lot more damage than most other individuals could survive. He is capable of a great variety of combat skills, such as defensive fighting, dealing massive blows and even calling upon the wrath of the gods themselves. He also has a legendary nose for gold and metal, which makes it possible for him to find more gold and other treasure.

Attributes

Attribute	Value
Strength	60
Dexterity	30
Mental Power	40
Constitution	70
-> Hitpoints	240

Weapon skills

Hammers and Maces
Light magic
Shields

Special skills

Destroying blow: The character crushes the armor and even the bones of a given enemy with a mighty blow.

Parameters:

- *Duration:* 0 seconds.
- *Downtime:* 30 seconds.
- *Range:* melee.
- *Targets:* single enemy.

Effects:

- *Primary:* increased damage, starting with +40 percent, increases per point by +8 percent.
- *Secondary 1:* stunning, per point +1 second.
- *Secondary 2:* increased damage, per point +4 damage.
- *Secondary 3:* chance for critical hit (2*damage), per point +15 percent.
- *Secondary 4:* armor breaking, per point -10 armor.

Defensive fighting: The character uses his shield and light magic to get into a position where he can take off a huge amount of damage.

Parameters:

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- *Duration:* 30 seconds.
- *Downtime:* 60 seconds.
- *Range:* no.
- *Targets:* self.
- *Addition:* -50 percent movement speed.

Effects:

- *Primary:* increased block chance, starting with +20 percent relative, increases per point by +4 percent relative.
- *Secondary 1:* decreased movement speed penalty, per point -10 percent total.
- *Secondary 2:* increased regeneration, per point +1 hitpoints per second.
- *Secondary 3:* increased hitpoints, per point +20 hitpoints.
- *Secondary 4:* increased armor, per point +4 armor.

Might of the gods: Enables the character to call upon the might of the gods to weaken enemies and strengthen allies.

Parameters:

- *Duration:* 60 seconds.
- *Downtime:* 120 seconds.
- *Range:* 10 meters radius.
- *Targets:* all subjects in range.

Effects:

- *Primary:* holy damage for enemies, starting with 20 damage, increases per point by +8 damage.
- *Secondary 1:* movement speed slowing of enemies, per point -10 percent.
- *Secondary 2:* increased range, per point +2 meters.
- *Secondary 3:* bonus hitpoints for allies, per point +10 hitpoints.
- *Secondary 4:* armor breaking for enemies, per point -5 armor.

Find treasures (passive): Enables the character to find more gold and better items than other characters could find.

Effects:

- *Primary:* increased gold gain, starting with +20 percent, increases per point by +4 percent.
- *Secondary 1:* increased chance to find consumables, per point +20 percent.
- *Secondary 2:* increased chance to find equipment, per point +20 percent.
- *Secondary 3:* increased damage for weapons, per point +2 percent.
- *Secondary 4:* increased armor, per point +1 armor.

2.3.5 Xylanth Mage



Figure 2.7: *Xylanth Mage*

Powered by the energies of living nature themselves, the Xylanthen Mage is someone who can evoke powerful magic against the enemies of their jungles. Living far apart from any civilization on the jungle and volcano covered continent of Xyr, the Xylanthen Mage can use several powerful natural abilities to protect themselves and the nature around them.

The Xylanths are a species which is more plantlike than humanoid. They live separated in small groves with magic sparkling wells where they can meditate and refresh their magical energy. By living in a strong symbiosis with nature, the Xylanths have prescribed their life to its protection using all necessary means.

In Combat, the Mage is unmatched in the use of magic. He has the power to enlarge his spells with astral energy so that the spells pose a real threat to any enemy. However he can also summon up the might of nature, which gives him the abilities to enter into symbiotic

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relationship with his surroundings, empowering himself with the wrath of nature or using his roots to entangle enemies.

Attributes

Attribute	Value
Strength	30
Dexterity	50
Mental Power	50
Constitution	40
-> Hitpoints	180

Weapon skills

Elemental magic

Nature magic

Warstaffs

Special skills

Power of nature: The character uses his roots and tendrils to entangle and hurt enemies.

Parameters:

- *Duration:* 0 seconds.
- *Downtime:* 45 seconds.
- *Range:* 10 meters.
- *Targets:* all enemies within a 5 meter radius around the target.

Effects:

- *Primary:* damage, starting with +40 damage, increases per point by +8 damage.
- *Secondary 1:* increased range, per point +4 meters.
- *Secondary 2:* rooting, per point +5 seconds.
- *Secondary 3:* increased radius, per point +1 meter.
- *Secondary 4:* poison damage, per point +2 damage per second.

Avenger of nature: The character's bark mutates to a type of camouflage-skin, which is covered with dangerous spikes and magic reflecting crystals.

Parameters:

- *Duration:* 30 seconds.
- *Downtime:* 90 seconds.
- *Range:* no.
- *Targets:* self.

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Effects:

- *Primary*: increased dodge chance, starting with +10 percent, increases per point by +2 percent.
- *Secondary 1*: increased movement speed, per point +5 percent.
- *Secondary 2*: melee damage is thrown back to attacker, per point +5 percent.
- *Secondary 3*: damage to ranged attackers, per point +2 poison damage.
- *Secondary 4*: chance to throw back hostile spells on caster, per point +5 percent.

Symbiosis: The character uses his connection to nature to gain new power and later also provides his allies with this benefit.

Parameters:

- *Duration*: 30 seconds.
- *Downtime*: 120 seconds.
- *Range*: 10 meters radius (with secondary 4).
- *Targets*: self and allies (with secondary 4).

Effects:

- *Primary*: increased hitpoints, starting with +20 hitpoints, increases per point by +4 hitpoints.
- *Secondary 1*: increased armor, per point +2 armor.
- *Secondary 2*: increased regeneration, per point +2 hitpoints per second.
- *Secondary 3*: increased dodge chance, per point +5 percent.
- *Secondary 4*: multiple targets, per point +1 ally.

Astral connection (passive): Enables the character to use the astral energy to empower his spells with additional force.

Effects:

- *Primary*: increased casting speed, starting with +10 percent, increases per point by +1 percent.
- *Secondary 1*: increased spell range, per point +2 meters.
- *Secondary 2*: increased spell area for area of effect spells, per point +1 meter.
- *Secondary 3*: increased spell effect, per point +2 percent.
- *Secondary 4*: chance for double spell effect, per point +5 percent.

2.4 Combat

In combat it is important to detect dangers early and to determine the appropriate tactics to use against them. Here effectively timed special skills of the character and the right choice of weapons are very important. Also manual evasion of attacks is very useful, this includes jumping or moving to the side or back.

The following attacks are possible:

- *Melee attacks*: They have a range of 0 to 2 meters and do high damage.
- *Ranged attacks*: They have a range of 2 to 25 meters (maximum range depending on weapon) and do moderate damage.
- *Spells*: They have varying ranges and effects.
- *Special skills*: They have varying ranges and effects.

These attacks then are one of the following:

- *Direct attacks*: These attacks only affect a single target.
- *Radius attacks*: These attacks have a radius of effect.
- *Cone attacks*: These attacks have a cone of effect.

If an attack hits, there are 2 possibilities that the hit is not registered:

1. If the subject dodges the attack (test for dodge attribute).
2. If the subject blocks the attack (test for block attribute).

If the hit is registered, then the effects of the attack affect the subject. If damage is one of the effects, the resulting damage is computed as
 $(100 - \text{Armor})/100 * \text{Damage}$.

There are 2 different hit zones:

1. *Standard*: (Complete body without head) The torso armor value is used for player controlled characters and the normal armor is used for enemies.
2. *Head*: (Head) The head armor value is used for player controlled characters and the normal armor is used for enemies. Damage to enemies is increased by 50 percent.

2.4.1 Damage types

The following damage types exist:

- *Physical damage*: Armor has full effect.
- *Fire or electric damage*: Armor has full effect.
- *Cold damage*: Armor has full effect. Subject is slowed down to 75 percent movement and attack speed for (base damage / 10) seconds.

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- *Holy or unholy damage:* Armor has half effect.
- *Vampiric damage:* Armor has half effect. Attacker is healed for resulting damage in hitpoints.
- *Poison damage:* Armor has no effect.

3 Items

3.1 Weapons, armor and spells

This chapter provides an overview of all items which can be bought to equip the character. A character can wear the following items:

- 1 body armor.
- 1 helmet.
- 1 pair of boots.
- 2 rings.
- 1 amulet.
- 4 out of the following:
 - one-handed weapon + one-handed weapon.
 - one-handed weapon + shield.
 - two-handed weapon.
 - magic spell crystal.

Note: The listed prices of the following items are for buying those items. If the items are sold back to the vendor, the player gets half of the price back in gold coins.

3.1.1 Melee weapons

Daggers and shortswords

The primary attribute is dexterity. The attack speed is 0.6 seconds per attack. These weapons are one-handed.

Item	Damage	Price in gold coins
Sting dagger	14-22	90
Curved dagger	19-29	260
Shortsword	24-36	510
Long dagger	29-43	850
Shortblade	34-50	1280
Runedagger	38-58	1790
Tusk sword	43-65	2380
Crystal dagger	48-72	3060

Swords (one-handed)

The primary attribute is strength. The attack speed is 0.9 seconds per attack.

Item	Damage	Price in gold coins
Longsword	20-34	110

3 Items

Scimitar	30-50	420
Justiciar sword	39-65	950
Knight sword	49-81	1680
Runesword	58-97	2630
Crystal sword	68-113	3780

Swords (two-handed)

The primary attribute is strength. The attack speed is 1.2 seconds per attack.

Item	Damage	Price in gold coins
Bastardsword	41-68	150
Bihander	59-99	580
Greatsword	78-131	1310
Warsword	97-162	2320
Heroesword	116-194	3630
Tar'Nogh sword	135-225	5220

Axes and Polearms (one-handed)

The primary attribute is strength. The attack speed is 1.0 seconds per attack.

Item	Damage	Price in gold coins
Hatchet	18-42	100
Battleaxe	26-62	390
Ripping axe	35-81	880
Stormblade	43-101	1570
Berserker axe	52-120	2450
Tar'Nogh axe	60-140	3530

Axes and polearms (two-handed)

The primary attribute is strength. The attack speed is 1.4 seconds per attack.

Item	Damage	Price in gold coins
Greataxe	38-88	140
Halberd	55-129	560
Stormscythe	73-171	1260
Runeaxe	91-212	2320
Battlerage axe	108-253	3500
Crystal axe	126-294	5040

Hammers and maces (one-handed)

The primary attribute is strength. The attack speed is 1.1 seconds per attack.

Item	Damage	Price in gold coins
Club	17-50	110
Blacksmith's hammer	24-73	440

3 Items

Mace	32-96	990
Warhammer	40-119	1760
Heavy mace	47-142	2750
Tar'Nogh hammer	55-165	3960

Hammers and maces (two-handed)

The primary attribute is strength. The attack speed is 1.5 seconds per attack.

Item	Damage	Price in gold coins
Greatclub	34-101	160
Large warhammer	50-149	620
Battleflail	65-196	1400
Runehammer	81-243	2480
Battlehammer	97-290	3880
Crystal hammer	113-338	5580

Warstaffs

The primary attribute is dexterity. The attack speed is 1.0 seconds per attack. These weapons are two-handed.

Item	Damage	Price in gold coins
Wooden staff	32-59	140
Reinforced staff	42-78	410
Naginata	53-98	810
Spiked staff	42-117	1350
Blackwood staff	74-137	2030
Warstaff	84-156	2840
Battlestaff	95-176	3780
Crystal staff	105-195	4860

3.1.2 Ranged weapons

Bows

The primary attribute is dexterity. The attack speed is 1.4 seconds per attack. The range is 25 meters. These weapons are two-handed.

Item	Damage	Price in gold coins
Shortbow	21-38	130
Longbow	27-51	400
Composite shortbow	34-64	790
Composite longbow	41-76	1320
Hunter's bow	48-89	1980
Warbow	55-102	2770
Runebow	62-115	3700
Crystal bow	69-127	4750

3 Items

Crossbows

The primary attribute is dexterity. The attack speed is 1.8 seconds per attack. The range is 20 meters. These weapons are two-handed.

Item	Damage	Price in gold coins
Light crossbow	30-45	130
Light composite crossbow	40-60	390
Heavy crossbow	50-76	780
War crossbow	60-91	1300
Repeating crossbow	71-106	1950
Heavy repeating crossbow	81-121	2730
Storm crossbow	91-136	3640
Tar'Nogh crossbow	101-151	4680

Throwing weapons

The primary attribute is strength. The attack speed is 1.6 seconds per attack. The range is 10 meters. These weapons are one-handed.

Item	Damage	Price in gold coins
Throwing star	20-47	130
Throwing arrow	27-63	380
Throwing knife	34-78	760
Throwing axe	40-94	1260
Javelin	47-110	1890
Throwing battleaxe	54-125	2650
Warjavelin	60-141	3530
Crystal spear	67-157	4540

3.1.3 Armor

Body armor

Item	Armor	Price in gold coins
Leather armor	10	600
Studded leather armor	20	1400
Chain mail	30	3000
Scale mail	40	5400
Plate armor	50	8300
Knight's armor	60	12600

Helmets

Item	Armor	Price in gold coins
Leather helmet	10	300
Chain helmet	20	1000
Plate helmet	30	2800

3 Items

Knight's helmet	40	5000
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Shields

Item	Block chance in percent	Price in gold coins
Buckler	10	400
Dragon shield	20	2000
Tower shield	30	6400

Boots

Here are the prices in gold coins and the terrain movement speed penalties in percentages for the different boots.

Boots	Price	Normal	Forest	Swamp	Desert	Mountains	Snow	Water
Barefooted	0	-10	-30	-60	-40	-40	-40	-40
Wanderer's boots	200	0	-20	-50	-30	-30	-30	-30
Adventurer's boots	350	0	-10	-40	-20	-30	-30	-30
Mountain boots	600	0	-20	-50	-30	-20	-20	-30
Scout's boots	1100	0	-10	-40	-20	-20	-20	-20

3.1.4 Magic spell crystals

Light magic

Name	Effect
Smaller healing	healing of 10 hitpoints
Blessing	+10 % movement and attack speed, +10 maximum hitpoints
Holy light	20 holy damage to the enemy
Circle of healing	healing of 20 hitpoints of all allies within the radius
Help of the gods	+20 % movement and attack speed, +20 maximum hitpoints
Holy word	45 holy damage to the enemy
Recuperation	complete healing, removes all debuffs
Godly might	+30 % movement and attack speed, +30 maximum hitpoints
Sunbeam	80 holy damage to the enemy
Mass recuperation	complete healing, removes all debuffs of all allies within the radius
Holy avatar	+40 % movement and attack speed, +40 maximum hitpoints
Wrath of the gods	150 holy damage to the enemy

Name	Price	Range	Duration	Cast time
Smaller healing	200	self / 10 meters	instant	0.5 seconds
Blessing	300	self / 10 meters	45 seconds	4.0 seconds
Holy light	500	20 meters	instant	1.0 seconds
Circle of healing	800	10 meter radius	instant	1.0 seconds
Help of the gods	1200	self / 10 meters	45 seconds	4.0 seconds
Holy word	1700	20 meters	instant	1.5 seconds
Recuperation	2300	self / 10 meters	instant	6.0 seconds

3 Items

Godly might	3000	self / 10 meters	45 seconds	4.0 seconds
Sunbeam	3800	25 meters	instant	2.0 seconds
Mass recuperation	4700	10 meter radius	instant	7.2 seconds
Holy avatar	5700	self / 10 meters	45 seconds	4.0 seconds
Wrath of the gods	6800	25 meters	instant	3.0 seconds

Shadow magic

Name	Effect
Fog	for enemies: visibility 8 meters, -20% movement speed, -10% dodge
Vampire grip	13 vampiric damage
Curse of dusk	for enemies: -10% attack speed, -15 armor
Darkness	for enemies: visibility 6 meters, -40% movement speed, -20% dodge
Finger of death	30 vampiric damage
Curse of shadow	for enemies: -20% attack speed, -30 armor
Shadow of night	for enemies: visibility 4 meters, -60% movement speed, -30% dodge
Ray of shadow	52 vampiric damage
Curse of darkness	for enemies: -30% attack speed, -45 armor
Fog of death	for enemies: visibility 2 meters, -80% movement speed, -40% dodge
Vortex of night	100 vampiric damage
Curse of death	for enemies: -40% attack speed, -60 armor

Name	Price	Range	Duration	Cast time
Fog	200	30 meters, 6 meters radius	60 seconds	6.0 seconds
Vampire grip	300	15 meters	instant	1.0 seconds
Curse of dusk	500	12 meters	30 seconds	4.0 seconds
Darkness	800	30 meters, 6 meters radius	60 seconds	6.0 seconds
Finger of death	1200	15 meters	instant	1.5 seconds
Curse of shadow	1700	12 meters	30 seconds	4.0 seconds
Shadow of night	2300	30 meters, 6 meters radius	60 seconds	6.0 seconds
Ray of shadow	3000	15 meters	instant	2.0 seconds
Curse of darkness	3800	12 meters	30 seconds	4.0 seconds
Fog of death	4700	30 meters, 6 meters radius	60 seconds	6.0 seconds
Vortex of night	5700	15 meters	instant	3.0 seconds
Curse of death	6800	12 meters	30 seconds	4.0 seconds

Nature magic

Name	Effect
Root growth	25 poison damage, enemies are rooted for 5 seconds
Might of the wolf	+30 maximum hitpoints, +25% damage
Call of the spirit wolf	summons a spirit wolf as ally
Thorn brambles	50 poison damage, enemies are rooted for 5 seconds
Might of the bear	+60 maximum hitpoints, +50% damage
Call of the spirit bear	summons a spirit bear as ally
Thorn jungle	75 poison damage, enemies are rooted for 5 seconds

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Might of the tiger	+90 maximum hitpoints, +75% damage
Call of the spirit tiger	summons a spirit tiger as ally
Jungle growth	100 poison damage, enemies are rooted for 5 seconds
Might of the lion	+120 maximum hitpoints, +100% damage
Call of the spirit lion	summons a spirit lion as ally

Name	Price	Range	Duration	Cast time
Root growth	200	18 meters, 6 meter radius	instant	6.2 seconds
Might of the wolf	300	self / 10 meters	60 seconds	3.0 seconds
Call of the spirit wolf	500	5 meters	120 seconds	10.0 seconds
Thorn brambles	800	18 meters, 6 meter radius	instant	6.2 seconds
Might of the bear	1200	self / 10 meters	60 seconds	3.0 seconds
Call of the spirit bear	1700	5 meters	120 seconds	10.0 seconds
Thorn jungle	2300	18 meters, 6 meter radius	instant	6.2 seconds
Might of the tiger	3000	self / 10 meters	60 seconds	3.0 seconds
Call of the spirit tiger	3800	5 meters	120 seconds	10.0 seconds
Jungle growth	4700	18 meters, 6 meter radius	instant	6.2 seconds
Might of the lion	5700	self / 10 meters	60 seconds	3.0 seconds
Call of the spirit lion	6800	5 meters	120 seconds	10.0 seconds

Elemental magic

Name	Effect
Lightning shield	10 electric damage to the attacker on each received melee hit
Firebolt	30 fire damage within a radius of 5 meters
Frostray	30 cold damage
Static field	30 electric damage per 5 seconds on all enemies within a 7 meter radius
Fireball	75 fire damage within a radius of 6 meters
Frostbreeze	45 cold damage within a 60 degree cone from the caster
Lightning sphere	20 electric damage to the attacker on each received melee hit
Infernoball	160 fire damage within a radius of 7 meters
Snowstorm	90 cold damage within a 90 degree cone from the caster
Thunderstorm	30 electric damage per 5 seconds on all enemies within a 10 meter radius
Meteorswarm	300 fire damage within a radius of 7 meters
Arctic inferno	150 cold damage within a 120 degree cone from the caster

Name	Price	Range	Duration	Cast time
Lightning shield	200	self / 10 meters	30 seconds	4.0 seconds
Firebolt	300	20 meters	instant	1.5 seconds
Frostray	500	25 meters	instant	1.0 seconds
Static field	800	10 meter radius	30 seconds	6.0 seconds
Fireball	1200	20 meters	instant	2.5 seconds
Frostbreeze	1700	10 meters	instant	2.0 seconds
Lightning sphere	2300	self / 10 meters	30 seconds	8.0 seconds
Infernoball	3000	25 meters	instant	4.0 seconds
Snowstorm	3800	15 meters	instant	3.0 seconds

3 Items

Thunderstorm	4700	self / 10 meters	30 seconds	10.0 seconds
Meteorswarm	5700	25 meters	instant	6.0 seconds
Arctic inferno	6800	15 meters	instant	4.0 seconds

3.2 Enchantments

Every item from section 3.1 can carry enchantments, which improve the item.

3.2.1 Weapon enchantments

Category	Effect	Price
burning	additional fire damage	
weak	+20 fire damage	500
minor	+40 fire damage	1000
medium	+60 fire damage	2000
major	+80 fire damage	4000
shocking	additional electric damage	
weak	+20 electric damage	500
minor	+40 electric damage	1000
medium	+60 electric damage	2000
major	+80 electric damage	4000
freezing	additional cold damage	
weak	+20 cold damage	1000
minor	+40 cold damage	2000
medium	+60 cold damage	4000
major	+80 cold damage	8000
holy	additional holy damage	
weak	+20 holy damage	1000
minor	+40 holy damage	2000
medium	+60 holy damage	4000
major	+80 holy damage	8000
stunning	slows movement and attack speed	
weak	-20 percent for 2 seconds	1000
minor	-40 percent for 3 seconds	2000
medium	-60 percent for 4 seconds	4000
major	-80 percent for 5 seconds	8000
leeching	additional vampiric damage	
weak	+20 vampiric damage	2000
minor	+40 vampiric damage	4000
medium	+60 vampiric damage	8000
major	+80 vampiric damage	16000
poisoning	additional poison damage	
weak	+20 poison damage	2000
minor	+40 poison damage	4000
medium	+60 poison damage	8000
major	+80 poison damage	16000

3 Items

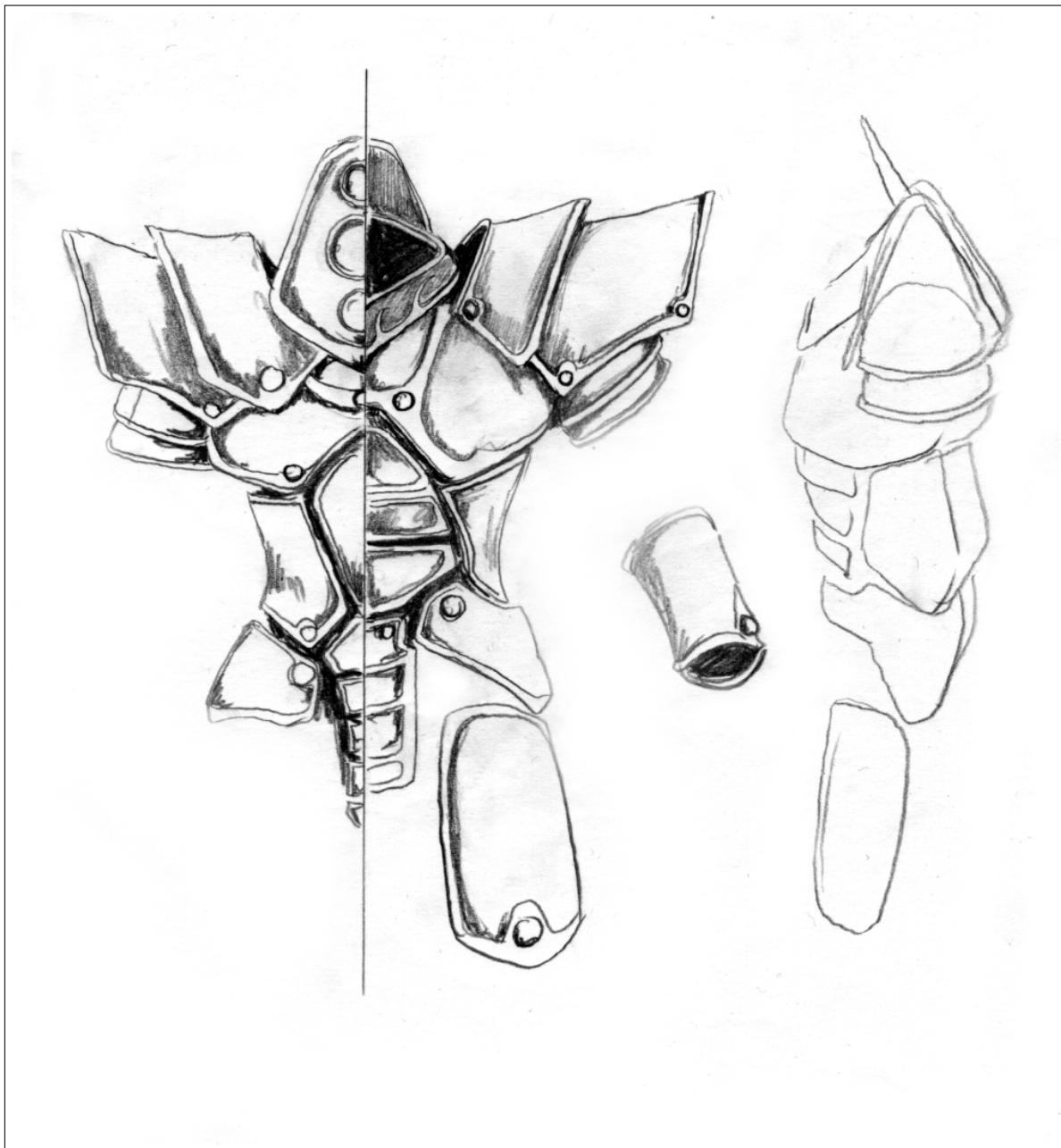


Figure 3.1: *Plate Armor*

3 Items

3.2.2 Magic spell crystal enchantments

Category	Effect	Price
arcano vastus	increased spell range	
	+5 meter range	500
	+10 meter range	1000
	+15 meter range	2000
	+20 meter range	4000
arcano grandus	increased spell radius	
	+2.5 meters radius	500
	+5.0 meters radius	1000
	+7.5 meters radius	2000
	+10.0 meters radius	4000
arcano destructere	increased spell damage	
	+10 percent damage	1000
	+20 percent damage	2000
	+30 percent damage	4000
	+40 percent damage	8000
arcano tempus	increased spell duration	
	+10 seconds duration	1000
	+20 seconds duration	2000
	+30 seconds duration	4000
	+40 seconds duration	8000

3.2.3 Body armor enchantments

Category	Effect	Price
of life	increased maximum hitpoints	
	+10 hitpoints	500
	+20 hitpoints	1000
	+30 hitpoints	2000
	+40 hitpoints	4000
of dodging	increased absolute dodge chance	
	+5 percent dodge chance	1000
	+10 percent dodge chance	2000
	+15 percent dodge chance	4000
	+20 percent dodge chance	8000
of regeneration	increased regeneration	
	+1.25 hitpoints per second	2000
	+2.5 hitpoints per second	4000
	+3.75 hitpoints per second	8000
	+5.0 hitpoints per second	16000

3.2.4 Helmet enchantments

Category	Effect	Price
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3 Items

of life weak minor medium major	increased maximum hitpoints +10 hitpoints +20 hitpoints +30 hitpoints +40 hitpoints	1000 2000 4000 8000
of knowledge weak minor medium major	decreased special skill downtime -12.5 percent downtime -25.0 percent downtime -37.5 percent downtime -50.0 percent downtime	2000 4000 8000 16000

3.2.5 Shield enchantments

Category	Effect	Price
of life weak minor medium major	increased maximum hitpoints +10 hitpoints +20 hitpoints +30 hitpoints +40 hitpoints	500 1000 2000 4000
of fire weak minor medium major	fire damage to the attacker on each successful melee block +15 fire damage +30 fire damage +45 fire damage +60 fire damage	500 1000 2000 4000
of lightning weak minor medium major	electric damage to the attacker on each successful melee block +15 electric damage +30 electric damage +45 electric damage +60 electric damage	500 1000 2000 4000
of cold weak minor medium major	cold damage to the attacker on each successful melee block +15 cold damage +30 cold damage +45 cold damage +60 cold damage	1000 2000 4000 8000

3.2.6 Boots enchantments

Category	Effect	Price
of life weak minor medium major	increased maximum hitpoints +10 hitpoints +20 hitpoints +30 hitpoints +40 hitpoints	1000 2000 4000 8000
of speed weak minor	increased movement speed +10 percent movement speed +20 percent movement speed	1000 2000

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medium	+30 percent movement speed	4000
major	+40 percent movement speed	8000

3.2.7 Ring and amulet enchantments

Category	Effect	Price
of strength	increases strength	
	+5 strength	1000
	+10 strength	2000
	+15 strength	4000
	+20 strength	8000
of dexterity	increases dexterity	
	+5 dexterity	1000
	+10 dexterity	2000
	+15 dexterity	4000
	+20 dexterity	8000
of mental power	increases mental power	
	+5 mental power	1000
	+10 mental power	2000
	+15 mental power	4000
	+20 mental power	8000
of constitution	increases constitution	
	+5 constitution	1000
	+10 constitution	2000
	+15 constitution	4000
	+20 constitution	8000

3.2.8 Enchantment points

Each item has a maximum number of enchantments and each item has a maximum number of enchantment points. Each enchantment costs enchantment points.

Category of enchantment	Enchantment points cost
weak	1
minor	2
medium	3
major	4

Category of item	Available enchantment points
Weapons with 8 steps	
Step 1	2
Step 2	3
Step 3	4
Step 4	6
Step 5	8
Step 6	9
Step 7	10

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Step 8	12
Weapons with 6 steps	
Step 1	2
Step 2	4
Step 3	6
Step 4	8
Step 5	10
Step 6	12
Magic spell crystals	
Step 1	3
Step 2	3
Step 3	3
Step 4	6
Step 5	6
Step 6	6
Step 7	9
Step 8	9
Step 9	9
Step 10	12
Step 11	12
Step 12	12
Body armor	
Step 1	2
Step 2	4
Step 3	6
Step 4	8
Step 5	10
Step 6	12
Helmets	
Step 1	2
Step 2	4
Step 3	6
Step 4	8
Shields	
Step 1	4
Step 2	8
Step 3	12
Boots	
Step 1	2
Step 2	4
Step 3	6
Step 4	8
Rings and amulets	
Step 1	4

3.3 Artifacts

Artifacts are ancient and very powerful items. They are usually hidden in well guarded, ancient dungeons. Each artifact is unique and only exists once. The power of the artifacts exceeds the power of normal items by far.

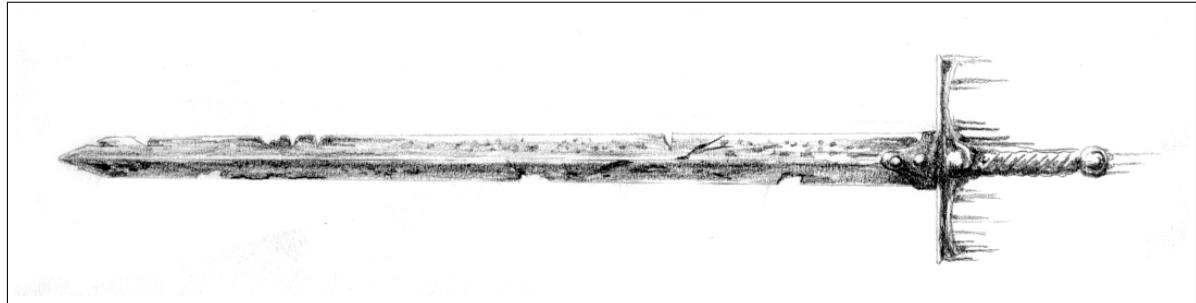


Figure 3.2: *Runeklang*

Runeklang

Type: melee weapon

Location: Temple of Re'Lak

Statistics:

Basic weapon: highest weapon based on character class

-20 percent of current hitpoints per hit

+80 electric damage

+10 strength, dexterity, mental power and constitution

Avatar of the Wild

Type: magic spell crystal

Location: jungles of Xyr, in a village of the Snakemen

Statistics:

Magic school: unique

Effect: summons a nature avatar

Casting time: 20 seconds

Duration: 4 minutes

Grimarmor

Type: body armor

Location: in a cave in the Giants Mountains

Statistics:

Armor class: 60

+10 percent block chance

3 Items

+20 holy damage to each attacker on each attack
+50 maximum hitpoints

Helmet of Ages

Type: helmet
Location: Northern Claw, gift from the dragon

Statistics:

Armor class: 50
-50 percent downtime duration for special skills
+15 strength, dexterity, mental power and constitution

Shield of Archons

Type: shield
Location: in the holy site of the Lo'Gaan

Statistics:

Block chance: 35 percent
+20 fire damage to attacker on a successful melee block
+20 electric damage to attacker on a successful melee block
+20 cold damage to attacker on a successful melee block
+30 maximum hitpoints

Noyer Tar'Quats whirling Elven Boots

Type: boots
Location: sold by a trader in Sorae

Statistics:

Subtype: Scout's boots
+50 percent movement speed
+10 percent dodge chance
+10 maximum hitpoints

Amulet of Ner'Ash

Type: amulet
Location: in an old temple in a forest north of Sorg Mountains

Statistics:

+15 poison damage for all weapons
+10 strength, dexterity, mental power and constitution

3.4 Consumables

Consumables are items that vanish after a single use.

3 Items

3.4.1 Herbals

Sunshamrock

Effect: healing of 100 hitpoints, removes all debuffs

Time to use: 5 seconds

Price: 50 gold

Sambaroot

Effect: complete healing, removes all debuffs

Time to use: 5 seconds

Price: 200 gold

Wolfherb

Effect: +20 strength for 5 minutes

Time to use: 5 seconds

Price: 500 gold

Tigerflower

Effect: +20 dexterity for 5 minutes

Time to use: 5 seconds

Price: 500 gold

Greengrass

Effect: +20 mental power for 5 minutes

Time to use: 5 seconds

Price: 500 gold

Bloodmoss

Effect: +20 constitution for 5 minutes

Time to use: 5 seconds

Price: 500 gold

Moonherb

Effect: completes current special skill downtime

Time to use: 5 seconds

Price: 2000 gold

3.4.2 Potions

Healing potion

Effect: healing of 100 hitpoints, removes all debuffs

Time to use: 2 seconds

Price: 200 gold

3 Items

Recuperation potion

Effect: complete healing, removes all debuffs

Time to use: 2 seconds

Price: 500 gold

Invisibility potion

Effect: grants invisibility for 60 seconds

Time to use: 2 seconds

Price: 1000 gold

4 Monsters and Traps

4.1 Normal monsters

This section covers monsters, that are more commonly seen in the world of Noghal. They are roughly ordered by their appearance in the game. This means, that later monsters also appear later in the game. Earlier monsters can also appear later in the game, but then in bigger numbers and together with other monsters.

Goblin warrior

Experience points: 10

Hitpoints: 100

Armor class: 20

Movement speed: 1.5 meters per second

Attacks and abilities:

Attack with rusty short sword (melee)

Skill duration: 1.2 seconds

Skill range: 1 meter

Damage: 25-35 physical

Goblin warlock

Experience points: 15

Hitpoints: 80

Armor class: 20

Movement speed: 1.5 meters per second

Attacks and abilities:

Attack with firebolt (ranged)

Skill duration: 1.5 seconds

Skill range: 20 meters

Damage: 35-45 fire

Orc warrior

Experience points: 20

Hitpoints: 150

Armor class: 30

Movement speed: 2.0 meters per second

Attacks and abilities:

Attack with two-handed axe (melee)

Skill duration: 1.5 seconds

Skill range: 1 meter

Damage: 43-57 physical

4 Monsters and Traps



Figure 4.1: *Goblin Warlock*

Orc crossbowman

Experience points: 25

Hitpoints: 150

Armor class: 30

Movement speed: 2.0 meters per second

Attacks and abilities:

Attack with crossbow (ranged)

Skill duration: 1.8 seconds

Skill range: 18 meters

Damage: 32-43 physical

Orc shaman

Experience points: 30

Hitpoints: 120

Armor class: 20

Movement speed: 2.0 meters per second

Attacks and abilities:

Attack with lightning bolt (ranged)

Skill duration: 1.4 seconds

Skill range: 15 meters

Damage: 40-56 electric

Healing

Skill duration: 2.0 seconds

Skill range: 15 meters

Special: Heals 10 hitpoints.

Brownbear

Experience points: 40

Hitpoints: 200

Armor class: 0

Movement speed: 1.8 meters per second

Attacks and abilities:

Attack with two claws (melee)

Skill duration: 1.5 seconds

Skill range: 1 meter

Damage: 50-70 physical

Attack with bite (melee)

Skill duration: 2.0 seconds

Skill range: 1 meter

Damage: 70-85 physical

Special: Only attacks with bite, when both claws have hit. Attack hits automatically.

Wolf

Experience points: 35

Hitpoints: 150

Armor class: 0

Movement speed: 2.5 meters per second

Attacks and abilities:

Attack with bite (melee)

Skill duration: 1.2 seconds

Skill range: 1 meter

Damage: 40-52 physical

Attacks and abilities:

Sprintattack

Skill duration: 1.0 seconds

Skill range: 1 meter

Damage: 80-104 physical

Special: Movement speed is doubled.

Zombie

Experience points: 35

Hitpoints: 120

Armor class: 30

Movement speed: 1.0 meters per second

Attacks and abilities:

Attack with two claws (melee)

Skill duration: 1.5 seconds

Skill range: 1 meter

Damage: 20-40 unholy, 8 poison

Troll warrior

Experience points: 45

Hitpoints: 180

Armor class: 40

Movement speed: 2.1 meters per second

Attacks and abilities:

Attack with 2 claws (melee)

Skill duration: 1.4 seconds

Skill range: 1 meter

Damage: 62-73 physical

Regeneration

Special: Regeneration of 2 hitpoints per second.

Troll shaman

Experience points: 55

Hitpoints: 160

Armor class: 40

Movement speed: 2.1 meters per second

Attacks and abilities:

Attack with mage staff (melee)

Skill duration: 1.0 seconds

Skill range: 1 meter

Damage: 30-48 physical

Attack with flaming sphere (ranged)

Skill duration: 2.5 seconds

Skill range: 22 meters, 3 meters radius

Damage: 43-65 fire

Regeneration

Special: Regeneration of 2 hitpoints per second.

Ogre

Experience points: 65

Hitpoints: 200

Armor class: 10

Movement speed: 2.2 meters per second

Attacks and abilities:

Attack with two-handed club (melee)

Skill duration: 1.8 seconds

Skill range: 1 meter

Damage: 85-98 physical

Giant spider

Experience points: 60

Hitpoints: 180

Armor class: 10

Movement speed: 2.5 meters per second

Attacks and abilities:

Attack with bite (melee)

Skill duration: 1.2 seconds

Skill range: 1 meter

Damage: 20-22 poison

Spiderweb

4 Monsters and Traps

Skill duration: 10.0 seconds

Skill range: 10 meters

Special: Slows target down to 50 percent movement and attack speed for 30 seconds.

Tar'Gon'La scout

Experience points: 80

Hitpoints: 180

Armor class: 50

Movement speed: 2.2 meters per second

Attacks and abilities:

Attack with Tar'Gon'La energy lance (melee)

Skill duration: 2.0 seconds

Skill range: 1 meter

Damage: 78-108 electric

Attack with Tar'Gon'La energy lance (ranged)

Skill duration: 2.0 seconds

Skill range: 18 meters

Damage: 68-98 electric

Jungle orc warrior

Experience points: 40

Hitpoints: 140

Armor class: 20

Movement speed: 2.1 meters per second

Attacks and abilities:

Attack with scimitar (melee)

Skill duration: 1.2 seconds

Skill range: 1 meter

Damage: 43-58 physical

Jungle orc warlock

Experience points: 55

Hitpoints: 110

Armor class: 20

Movement speed: 2.1 meters per second

Attacks and abilities:

Attack with poisonbolt (ranged)

Skill duration: 1.8 seconds

Skill range: 14 meters

Damage: 15-22 poison

4 Monsters and Traps

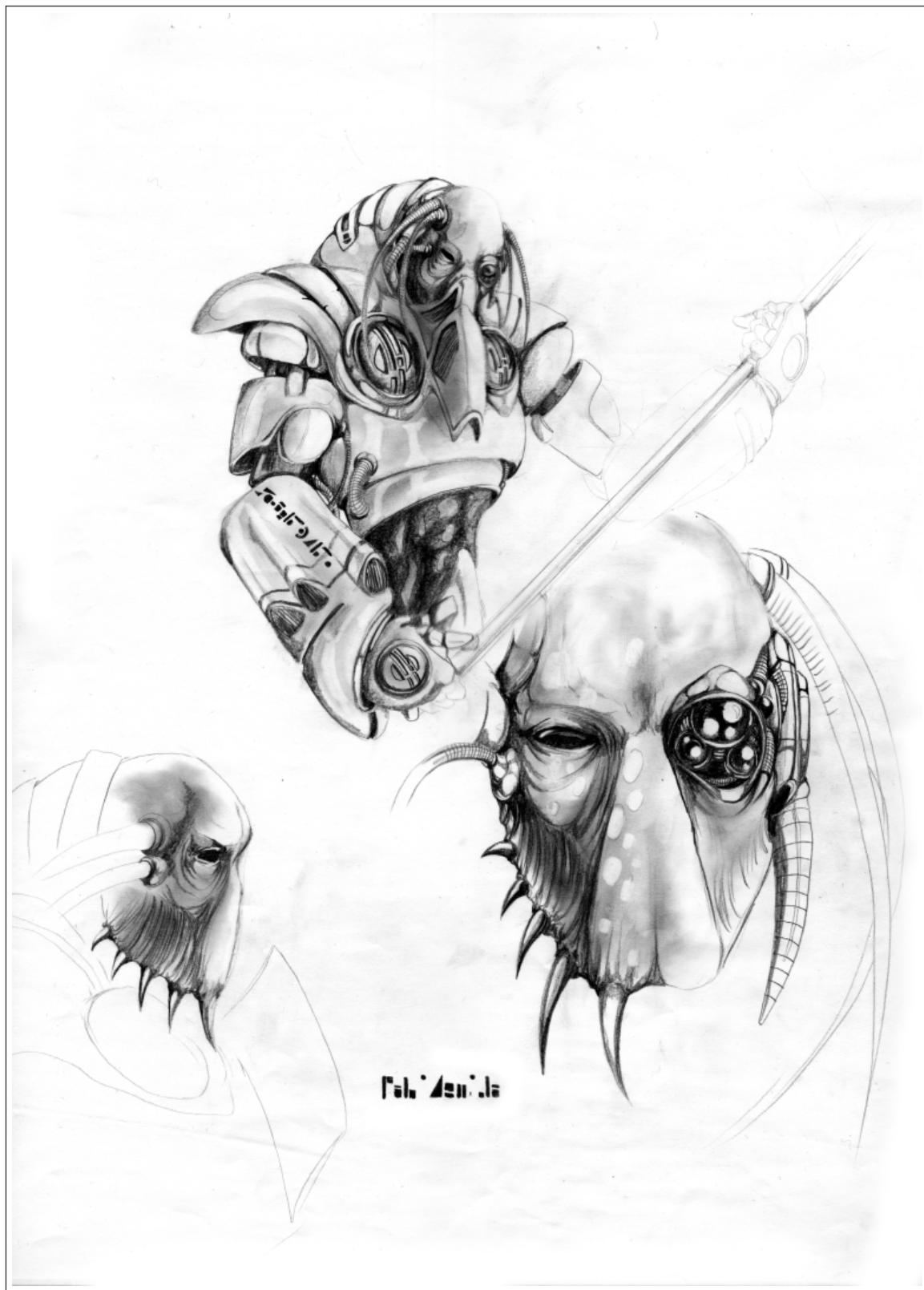


Figure 4.2: *Tar'Gon'La Scout*

Curse of Xan'Trath

Skill duration: 2.5 seconds

Skill range: 12 meters

Special: Target suffers a reduction of armor class by 20 and movement speed by 25 percent for 20 seconds.

Snakemen warrior

Experience points: 60

Hitpoints: 180

Armor class: 20

Movement speed: 2.3 meters per second

Attacks and abilities:

Attack with throwing spears (ranged)

Skill duration: 1.5 seconds

Skill range: 10 meters

Damage: 42-73 physical, 12 poison

Snakemen mage

Experience points: 75

Hitpoints: 160

Armor class: 20

Movement speed: 2.3 meters per second

Attacks and abilities:

Attack with lightning sphere

Skill duration: 3.0 seconds

Skill range: 18 meters, 4 meters radius

Damage: 21-56 electric

Might of Snagrasch

Skill duration: 2.1 seconds

Skill range: 15 meters

Special: Target gains a bonus of 20 percent to movement and attack speed for 30 seconds.

Velociraptor

Experience points: 80

Hitpoints: 190

Armor class: 0

Movement speed: 3.0 meters per second

Attacks and abilities:

Attack with bite (melee)

Skill duration: 1.2 seconds

Skill range: 1 meter

4 Monsters and Traps

Damage: 48-73 physical

Sprintattack

Skill duration: 1.3 seconds

Skill range: 1 meter

Damage: 96-146 physical

Special: Movement speed is doubled.



Figure 4.3: *Velociraptor*

Hillgiant

Experience points: 100

Hitpoints: 300

Armor class: 10

Movement speed: 2.5 meters per second

Attacks and abilities:

Attack with two-handed hammer (melee)

Skill duration: 2.0 seconds

Skill range: 1 meter

Damage: 75-225 physical

Ogre mage

Experience points: 95

Hitpoints: 200

Armor class: 10

Movement speed: 2.2 meters per second

Attacks and abilities:

Attack with frostwind (ranged)

Skill duration: 2.5 seconds

Skill range: 5 meters, 30 degrees cone

Damage: 50-70 cold

Summon wolf

Skill duration: 7.0 seconds

Skill range: 4 meter

Special: Summons a wolf, who fights for the mage. The wolf does not give any experience points.

Close wounds

Skill duration: 3.0 seconds

Skill range: 10 meters

Special: Heals 20 hitpoints.

Skeleton warrior

Experience points: 75

Hitpoints: 180

Armor class: 40

Movement speed: 1.8 meters per second

Attacks and abilities:

Attack with 2 rusty one-handed swords (melee)

Skill duration: 1.0 seconds

Skill range: 1 meter

Damage: 52-73 physical, 10 poison

Skeleton archer

Experience points: 80

Hitpoints: 160

Armor class: 40

Movement speed: 1.8 meters per second

Attacks and abilities:

Attack with rotten bow and rusty arrows (ranged)

Skill duration: 1.5 seconds

Skill range: 18 meters

Damage: 43-68 physical, 8 poison

Skeleton mage

Experience points: 85

Hitpoints: 140

Armor class: 30

Movement speed: 1.8 meters per second

Attacks and abilities:

Attack with unholy bolt (ranged)

Skill duration: 2.0 seconds

Skill range: 20 meter

Damage: 34-48 unholy, 12 poison

Warg

Experience points: 95

Hitpoints: 240

Armor class: 0

Movement speed: 2.5 meters per second

Attacks and abilities:

Attack with bite (melee)

Skill duration: 1.4 seconds

Skill range: 1 meter

Damage: 62-83 physical

Sprintattack

Skill duration: 1.4 seconds

Skill range: 1 meter

Damage: 124-166 physical

Special: Movement speed is doubled.

Icebear

Experience points: 100

Hitpoints: 300

Armor class: 0

Movement speed: 1.9 meters per second

Attacks and abilities:

Attack with two claws (melee)

Skill duration: 1.8 seconds

Skill range: 1 meter

Damage: 70-101 physical

Attack with bite (melee)

Skill duration: 2.0 seconds

Skill range: 1 meter

Damage: 85-125 physical

Special: Only attacks with bite, when both claws have hit. Attack hits automatically.

Frostgiant

Experience points: 120

Hitpoints: 350

Armor class: 20

Movement speed: 2.4 meters per second

Attacks and abilities:

Attack with two-handed hammer (melee)

Skill duration: 2.2 seconds

Skill range: 1 meter

Damage: 80-230 physical

Attacks and abilities:

Thunderclap

Skill duration: 3.5 seconds

Skill range: 5 meters radius

Damage: 55-160 electric

Special: Enemy movement and attack speed is slowed by 50 percent for 20 seconds.

Shadow knight

Experience points: 110

Hitpoints: 180

Armor class: 60

Movement speed: 2.0 meters per second

Attacks and abilities:

Attack with runeblade (melee)

Skill duration: 0.9 seconds

Skill range: 1 meter

Damage: 58-97 physical, 10 vampiric

Special: Equipped with a shield, 30 percent block chance.

Tar'Gon'La soldier

Experience points: 120

Hitpoints: 200

Armor class: 60

Movement speed: 2.0 meters per second

Attacks and abilities:

Attack with plasmaglaive (melee)

Skill duration: 2.0 seconds

Skill range: 1 meter

Damage: 111-146 fire

Attack with plasmaglaive (ranged)

4 Monsters and Traps

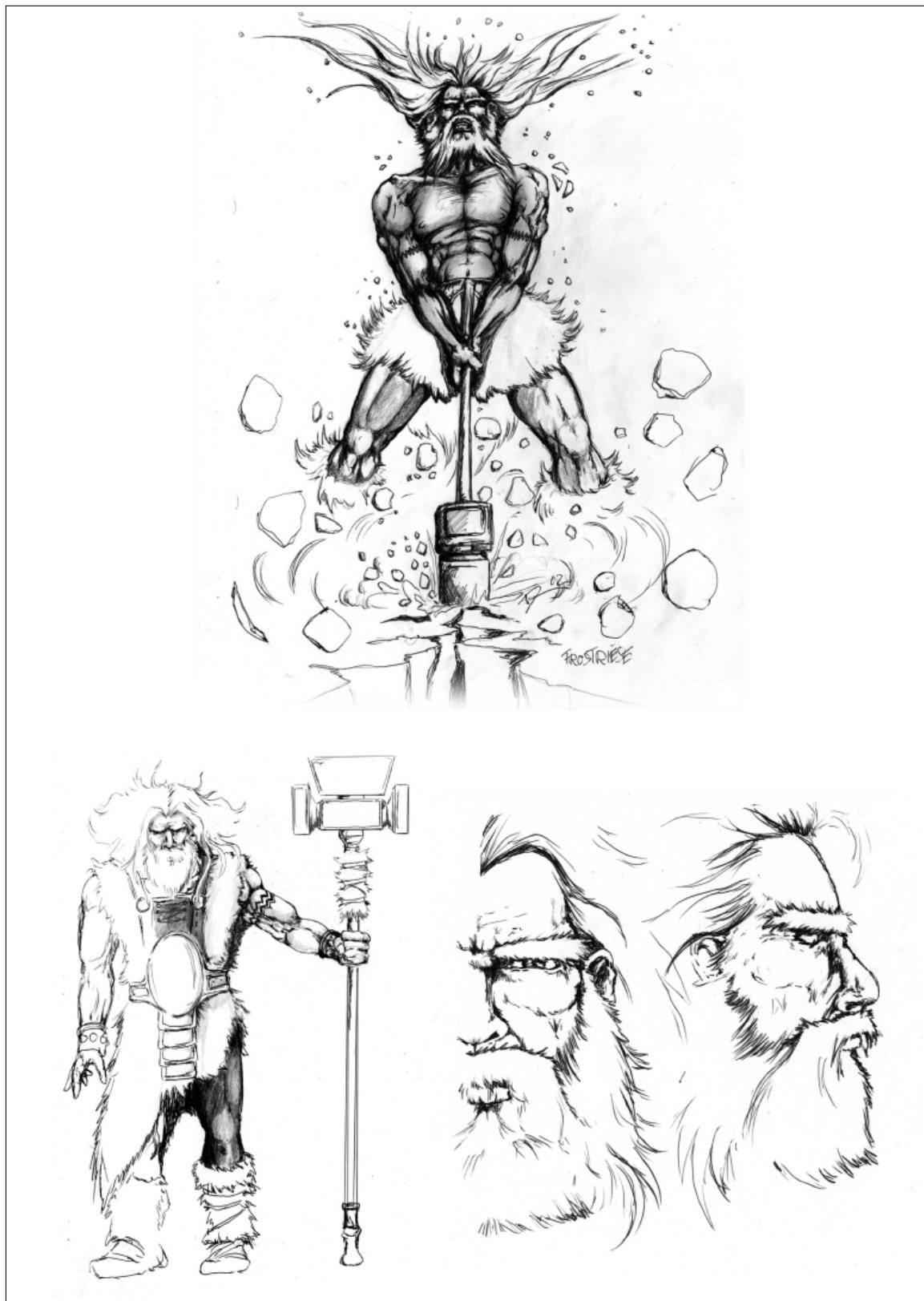


Figure 4.4: *Frost Giant*

Skill duration: 2.2 seconds

Skill range: 15 meters, 1 meter radius

Damage: 89-122 fire

Tar'Gon'La assault drone

Experience points: 80

Hitpoints: 100

Armor class: 25

Movement speed: 4.0 meters per second (flying)

Attacks and abilities:

Attack with 2 bundled energy cannons, fly-by-attack (ranged)

Skill duration: 0.2 seconds

Skill range: 10 meters

Damage: 10-15 electric

Deflectionscreens

Special: 50 percent dodge chance

Ettin

Experience points: 105

Hitpoints: 220

Armor class: 20

Movement speed: 2.1 meters per second

Attacks and abilities:

Attack with two-handed club (melee)

Skill duration: 2.1 seconds

Skill range: 1 meter

Damage: 102-156 physical

Fung'Li

Experience points: 115

Hitpoints: 280

Armor class: 5

Movement speed: 1.2 meters per second

Attacks and abilities:

Attack with twines (melee)

Skill duration: 3.0 seconds

Skill range: 1 meter

Damage: 60-89 physical, 20 poison

Attack with fungal spores (ranged)

Skill duration: 4.0 seconds

4 Monsters and Traps

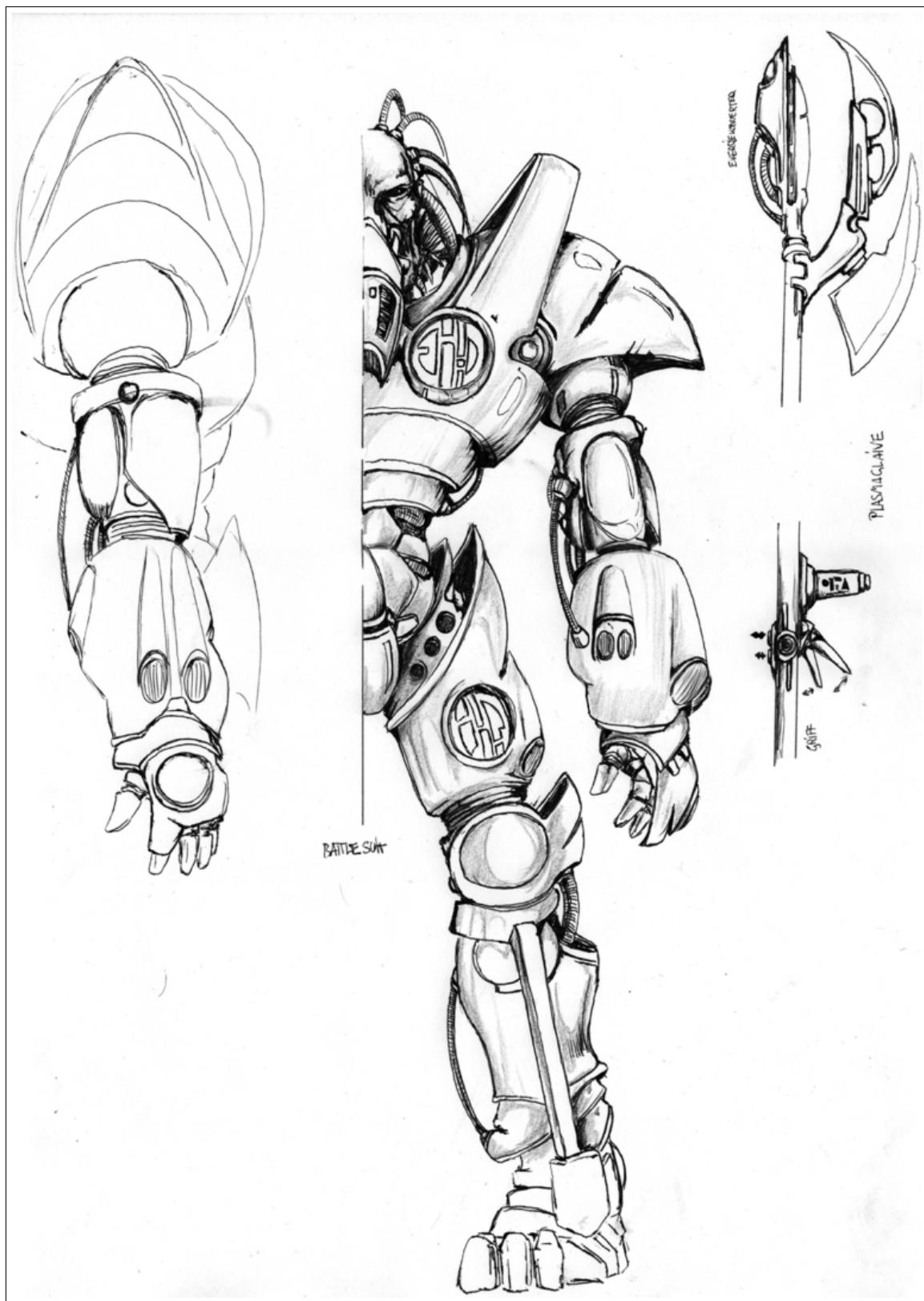


Figure 4.5: *Tar'Gon'La Soldier*

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Skill range: 8 meters, 60 degrees cone

Damage: 40-50 poison

Tar'Gon'La officer

Experience points: 150

Hitpoints: 220

Armor class: 70

Movement speed: 2.0 meters per second

Attacks and abilities:

Attack with 2 energy claws (melee)

Skill duration: 1.0 seconds

Skill range: 1 meter

Damage: 60-75 electric

Attack with explosion dart launcher (ranged)

Skill duration: 1.5 seconds

Skill range: 15 meters, 3 meters radius

Damage: 60-120 fire

Mobile weapon controller

Special: Plus 10 percent damage for all Tar'Gon'La units within 20 meters range.

Mobile shield generator

Special: Plus 10 percent dodge chance for all Tar'Gon'La units within 20 meters range

Sabertooth tiger

Experience points: 130

Hitpoints: 280

Armor class: 0

Movement speed: 2.8 meters per second

Attacks and abilities:

Attack with bite (melee)

Skill duration: 1.4 seconds

Skill range: 1 meter

Damage: 75-89 physical

Sprintattack

Skill duration: 1.5 seconds

Skill range: 1 meter

Damage: 150-178 physical

Special: Movement speed is doubled.

Ent

Experience points: 135

Hitpoints: 400

Armor class: 40

Movement speed: 1.8 meters per second

Attacks and abilities:

Attack with vines (melee)

Skill duration: 2.3 seconds

Skill range: 1 meter

Damage: 90-250 physical

Rooting

Special: Roots the target until the ent has taken 80 damage.

Giant scorpion

Experience points: 130

Hitpoints: 200

Armor class: 50

Movement speed: 2.4 meters per second

Attacks and abilities:

Attack with 2 claws (melee)

Skill duration: 1.0 seconds

Skill range: 1 meter

Damage: 80-140 physical

Attack with poison sting (melee)

Skill duration: 3.0 seconds

Skill range: 4 meter

Damage: 60-100 poison

Giant scarabaeus

Experience points: 130

Hitpoints: 220

Armor class: 60

Movement speed: 2.6 meters per second

Attacks and abilities:

Attack with forceps (melee)

Skill duration: 2.0 seconds

Skill range: 1 meter

Damage: 120-160 physical

Burrow

4 Monsters and Traps

Skill duration: 5.0 seconds

Special: Burrows itself into the ground. Can move while burrowed.

Regeneration

Special: Regeneration of 40 hitpoints per second while burrowed.

Unburrow:

Skill duration: 5.0 seconds

Special: Unburrows itself from the ground.

Xol'Rok

Experience points: 140

Hitpoints: 300

Armor class: 20

Movement speed: 3.0 meters per second

Attacks and abilities:

Attack with 2 claws (melee)

Skill duration: 1.2 seconds

Skill range: 1 meter

Damage: 89-130 physical, 25 poison

Regeneration

Special: Regeneration of 5 hitpoints per second.

Vampire

Experience points: 150

Hitpoints: 250

Armor class: 30

Movement speed: 2.5 meters per second

Attacks and abilities:

Attack with bite (melee)

Skill duration: 1.5 seconds

Skill range: 1 meter

Damage: 48-73 vampiric

Regeneration

Special: Regeneration of 6 hitpoints per second.

Nol'Rosh demon

Experience points: 170

Hitpoints: 350

Armor class: 40

Movement speed: 2.8 meters per second

Attacks and abilities:

Attack with rune ornamented two-handed sword (melee)

Skill duration: 1.2 seconds

Skill range: 1 meter

Damage: 135-225 physical, 40 vampiric

Xer'Ghul demon

Experience points: 190

Hitpoints: 400

Armor class: 20

Movement speed: 2.4 meters per second

Attacks and abilities:

Attack with grip of death (melee)

Skill duration: 2.0 seconds

Skill range: 1 meter

Damage: 60-70 vampiric

Attack with hail of doom (ranged)

Skill duration: 4.0 seconds

Skill range: 15 meters, 4 meters radius

Damage: 140-200 unholy

Shadow dragon

Experience points: 220

Hitpoints: 600

Armor class: 50

Movement speed: 2.5 meters per second (walking), 5.0 meters per second (flying)

Attacks and abilities:

Attack with 2 claws (melee)

Skill duration: 2.3 seconds

Skill range: 1 meter

Damage: 120-189 physical

Attack with bite (melee)

Skill duration: 3.0 seconds

Skill range: 1 meter

Damage: 250-400 physical

Attack with flaming breath

Skill duration: 5.0 seconds

Skill range: 12 meters, 30 degrees cone

Damage: 140-190 fire

Regeneration

Special: Regeneration of 10 hitpoints per second.

Tar'Gon'La guardian

Experience points: 250

Hitpoints: 800

Armor class: 80

Movement speed: 3.0 meters per second

Attacks and abilities:

Attack with 2 claws (melee)

Skill duration: 3.0 seconds

Skill range: 1 meter

Damage: 300-450 physical

Attack with eye of the destroyer

Skill duration: 4.0 seconds

Skill range: 10 meters, 1 meter radius

Damage: 200-275 fire

4.2 Endbosses

At the end of each of the 9 main quests, the player encounters an endboss for the quest. These endbosses are much stronger than the usual enemies and cannot be skipped. The following endbosses are ordered by their appearance in the game.

Trok Bloodfist

Warchief of the Orcs.

Experience points: 500

Hitpoints: 500

Armor class: 40

Movement speed: 2.3 meters per second

Attacks and abilities:

Attack with two-handed frost axe (melee):

Skill duration: 1.5 seconds

Skill range: 1 meter

Damage: 80 - 123 physical, 20 frost

Assault attack:

Skill duration: 1.0 seconds

Skill range: 10 meters

Damage: 160 - 246 physical, 40 frost

Special: Movement speed is doubled.

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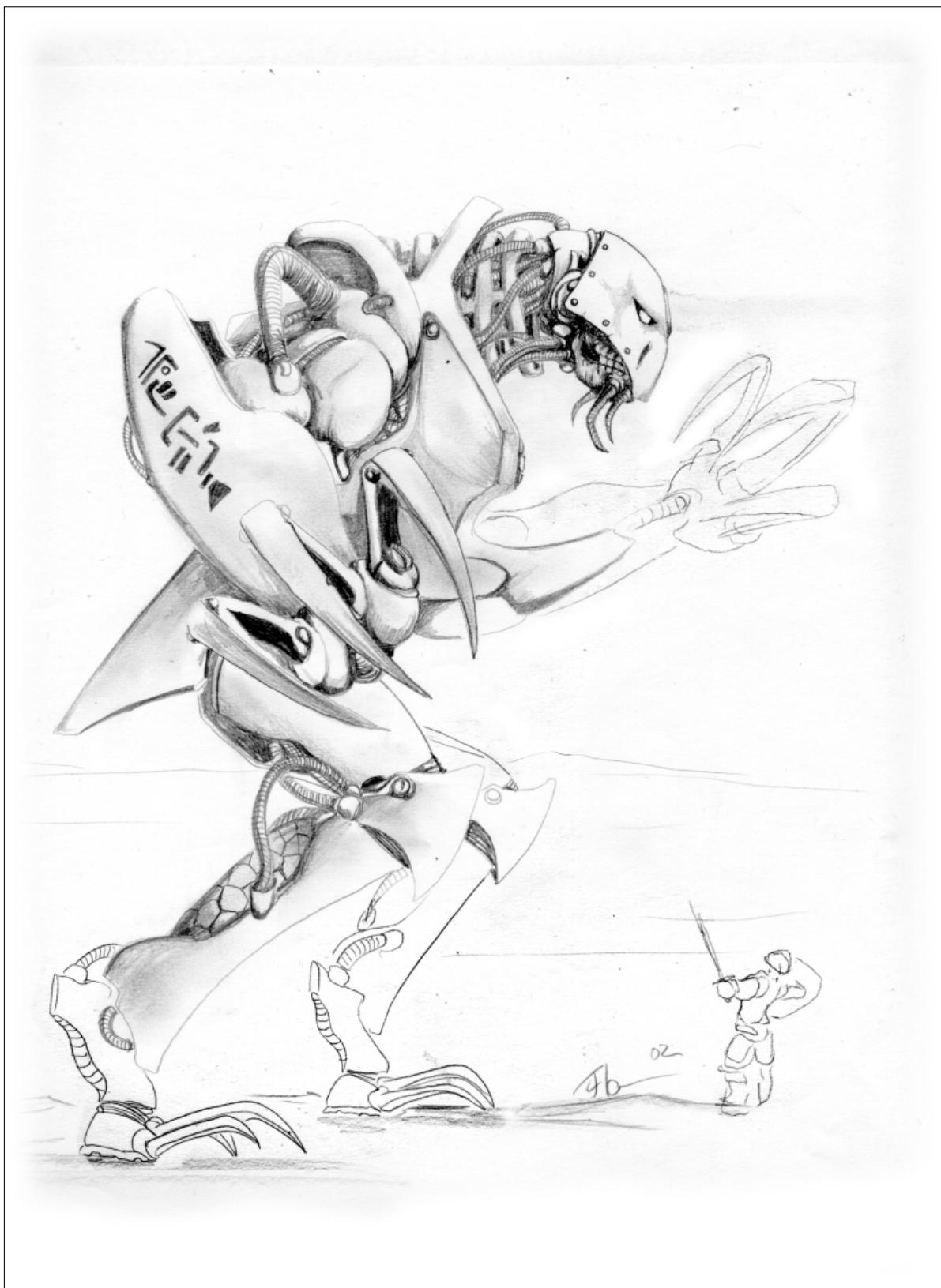


Figure 4.6: *Tar'Gon'La Guardian*

Whirlwind attack:

Skill duration: 2.0 seconds

Skill range: 2 meter radius

Damage: 80 - 123 physical, 20 frost

Special: All enemies in the area take full damage.

Evasion:

Special: 30 percent dodge chance.

Gragga Snolkar

Troll general.

Experience points: 1000

Hitpoints: 800

Armor class: 50

Movement speed: 2.4 meters per second

Attacks and abilities:

Attack with 2 one-handed hammers (melee):

Skill duration: 1.2 seconds

Skill range: 1 meter

Damage: 87-109 physical

Wardrums:

Skill duration: 4.5 seconds

Skill range: 7 meters radius

Special: All enemies in the area receive 20 percent penalty to damage for 60 seconds.

Regeneration:

Special: Regeneration of 4 hitpoints per second.

X-104 A

Samurai golem guardian bot of the Tar'Gon.

Experience points: 1700

Hitpoints: 1400

Armor class: 50

Movement speed: 2.0 meters per second

Attacks and abilities:

Attack with 4 one-handed energy swords (melee):

Skill duration: 0.5 seconds

Skill range: 1 meter

Damage: 50-73 fire

Selfrepairing:

4 Monsters and Traps

Special: If killed, it regenerates to full health. The energy supply has to be disabled to inhibit this skill.

Ssnaark Poisontooth

Warchief of the Snakemen.

Experience points: 3000

Hitpoints: 2200

Armor class: 30

Movement speed: 2.5 meters per second

Attacks and abilities:

Attack with 2 one-handed magical swords (melee):

Skill duration: 1.0 seconds

Skill range: 1 meter

Damage: 60-83 physical

Attack with energybolt (ranged):

Skill duration: 3.0 seconds

Skill range: 10 meters

Damage: 80-101 electric

Evasion:

Special: 30 percent dodge chance.

Grosch Thunderfoot

Leader of the hill giants of Lork.

Experience points: 4500

Hitpoints: 3000

Armor class: 40

Movement speed: 2.8 meters per second

Attacks and abilities:

Attack with two-handed hammer of lightning (melee):

Skill duration: 2.0 seconds

Skill range: 1 meter

Damage: 75-225 physical, 50 electric

Attack with thunderstrike (ranged):

Skill duration: 4.0 seconds

Skill range: 15 meters

Damage: 50-150 electric

Thunderfoot:

Skill duration: 2.0 seconds

Skill range: 5 meters radius

Special: All enemies in the area are slowed to 50 percent movement and attack speed for 20 seconds.

Sol'Rek - Keeper of Wisdom

Guardian of the Temple of Re'Lak.

Experience points: 6200

Hitpoints: 3500

Armor class: 60

Movement speed: 2.5 meters per second

Attacks and abilities:

Attack with one-handed mace (melee):

Skill duration: 1.1 seconds

Skill range: 1 meter

Damage: 55-165 physical

Special: Equipped with a shield, 30 percent block chance.

Attack with two-handed bow (ranged):

Skill duration: 1.4 seconds

Skill range: 25 meters

Damage: 69-127 physical

Xel'Nodrasch

Forest dragon, addicted to the shadow.

Experience points: 8000

Hitpoints: 5000

Armor class: 50

Movement speed: 5.0 meters per second (flying), 2.5 meters per second (walking)

Attacks and abilities:

Attack with 2 claws (melee):

Skill duration: 2.3 seconds

Skill range: 1 meter

Damage: 120-189 physical

Attack with bite (melee):

Skill duration: 3.0 seconds

Skill range: 1 meter

Damage: 250-400 physical

Attack with poison breath (ranged):

Skill duration: 5.0 seconds

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Skill range: 12 meters, 30 degree cone

Damage: 70-95 poison

Crush:

Damage: 9999 physical

Special: Dragon flies into the air and lands at a position. All enemies in the area take full damage.

Regeneration:

Special: Regeneration of 8 hitpoints per second.

Barrash - the murdering

Ancient vampire lord.

Experience points: 10000

Hitpoints: 7000

Armor class: 40

Movement speed: 5.4 meters per second (flying as bat), 2.8 meters per second (walking)

Attacks and abilities:

Attack with bite (melee):

Skill duration: 1.3 seconds

Skill range: 1 meter

Damage: 60-85 vampiric

Hypnosis:

Skill duration: 2.0 seconds

Skill range: 5 meters

Special: Enemy is stunned for 10 seconds.

Regeneration:

Special: Regeneration of 7 hitpoints per second.

Transform to bat:

Skill duration: 2.0 seconds

Special: Transforms into a flying bat. 70 percent dodge chance. Cannot attack.

Transform to vampire:

Skill duration: 2.0 seconds

Special: Transforms into a vampire.

Zhaa'Krull - the Destroyer

Demonlord of the planes of darkness.

Experience points: 12000

Hitpoints: 10000

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Armor class: 60

Movement speed: 3.0 meters per second

Attacks and abilities:

Attack with two-handed shadow sword (melee):

Skill duration: 1.2 seconds

Skill range: 1 meter

Damage: 116-195 unholy

Attack with flaming beam (ranged):

Skill duration: 4.0 seconds

Skill range: 10 meters, 1 meters width

Damage: 100-150 unholy

Special: All enemies in the area take full damage.

Attack with sphere of darkness (ranged):

Skill duration: 3.0 seconds

Skill range: 15 meters

Damage: 200-400 unholy

Regeneration:

Special: Regeneration of 7 hitpoints per second.

Aura of unholy flames:

Skill range: 2 meters radius

Damage: 30 unholy per second

Special: All enemies in the area take full damage.

Aura of no traceability:

Special: Ranged attacks and spells have a miss chance of 50 percent on this creature.

4.3 Summonings

The player can summon allies with certain spells. The following creatures can be summoned:

Spirit wolf

Hitpoints: 200

Armor class: 20

Movement speed: 2.5 meters per second

Attacks and abilities:

Attack with bite (melee):

Skill duration: 1.2 seconds

Skill range: 1 meter

Damage: 50-70 physical

Evasion:

Special: 10 percent dodge chance.

Spirit bear

Hitpoints: 300

Armor class: 20

Movement speed: 2.5 meters per second

Attacks and abilities:

Attack with bite (melee):

Skill duration: 1.2 seconds

Skill range: 1 meter

Damage: 70-100 physical

Evasion:

Special: 20 percent dodge chance.

Spirit tiger

Hitpoints: 400

Armor class: 20

Movement speed: 2.5 meters per second

Attacks and abilities:

Attack with bite (melee):

Skill duration: 1.2 seconds

Skill range: 1 meter

Damage: 100-140 physical

Evasion:

Special: 30 percent dodge chance.

Spirit lion

Hitpoints: 500

Armor class: 20

Movement speed: 2.5 meters per second

Attacks and abilities:

Attack with bite (melee):

Skill duration: 1.2 seconds

Skill range: 1 meter

Damage: 140-190 physical

Evasion:

Special: 40 percent dodge chance.

Nature avatar

Hitpoints: 450

Armor class: 40

Movement speed: 2.4 meters per second

Attacks and abilities:

Attack with roots (ranged):

Skill duration: 2.0 seconds

Skill range: 5 meter

Damage: 75-125 physical, 20 poison

Regeneration:

Special: Regeneration of 4 hitpoints per second.

4.4 Remarks to the artificial intelligence

Each monster type has a special AI-script that covers the following areas:

Basic behavior

This covers how the monster acts regarding its use of using different skills and attacks in various situations.

Group behavior

This covers how the monster behaves toward other monsters. It includes hostile or neutral behavior toward other monsters, helping other monsters with certain skills or with fighting the same enemies and others, e.g. a call for help.

Intelligence

This defines how clever the monster is at evading attacks and aiming its skills.

4.5 Traps

During the game, the player not only encounters monsters, but also other dangers, such as traps. Traps can be activated if the player moves into a certain area or they can be permanently active.

Traps have different effects: from simple traps that do damage up to traps that kill. Some of the traps can also be used against monsters, because they have the same effect on them as on the player controlled character.

4.5.1 Natural traps

Moor

Moors are mainly found in swamps. Moors slow the character's movement speed by 50 percent. If the character does not move, he starts to sink. If he remains unmoving for 3

4 Monsters and Traps

seconds, he dies.

Quicksand

Quicksand is mainly found in deserts and is recognizable by its slightly different sand color. If a character enters a quicksand area, he starts to sink immediately and dies.

Lava

Lava is mainly found in mountain areas, especially in jungle areas. If a character enters a lava torrent, then he burns and dies.

Vulcan

Vulcans are mainly found in mountain areas, especially in jungle areas. A vulcan hurls burning rocks at certain areas. If a character is hit by one of these rocks, he dies.

Piranha swarm

Piranha swarm are present in some water areas and are recognizable by turbulent areas at the water's surface. If a player enters a piranha swarm, he is torn to pieces immediately and dies.

Falling tree

Falling trees mainly appear in forest. These are trees that monsters prepared, to fall down easily. If a character is hit by a falling tree, he takes 150 physical damage and his movement and attack speed is slowed by 50 percent for 15 seconds.

Snow avalanche

Snow avalanches appear in mountain areas. They can be set into motion actively or passively, e.g. by shooting it or making a loud noise. If a character is caught by a snow avalanche, he takes 350 cold damage.

Rock avalanche

Rock avalanches appear in mountain and hill areas. They can be set into motion actively and passively, e.g. by shooting it or making a loud noise. If a character is caught by a rock avalanche, he takes 250 physical damage and his movement and attack speed is slowed by 75 percent for 20 seconds.

4.5.2 Constructed traps

Pitfall

Pitfalls are recognizable by a slightly altered surface. If a character falls into a pitfall, the spears spike into his body and he dies.

Rolling rock

A rolling rock is a large rock that rolls down a corridor. If a character is hit by a rolling rock, he is crushed and dies.

Blade trap

Blade traps are seen in both vertical and horizontal designs. A sharp blade swishes through the air and divides the character, causing death. The trap reloads within 10 seconds.

Sinking ceiling

Sinking ceilings are found in large rooms in dungeons. If the character in the room does not manage to escape quickly, he is crushed by the sinking ceiling and dies.

Collapsing dungeon

Collapsing dungeons are mainly activated, when a character steals some ancient item. The dungeon collapses piece by piece. If the character does not manage to escape in time, he is crushed and dies.

Tar'Gon energy barrier

Tar'Gon energy barriers are recognizable by red laser rays in the air. If a character is touched by one of these rays, he dies.

Poison dart volley trap

Poison dart volley traps are recognizable by holes in a wall. If a character activates such a trap, then a volley of poison darts shoots out of the wall and does 120 poison damage. The trap reloads within 5 seconds.

Poison gas trap

Poison gas traps occur in tight corridors and rooms. When a poison gas trap is activated, the room or corridor fills with poisonous fumes. Characters in the area take 10 poison damage per second. The trap reloads within 30 seconds.

Lightning trap

Lightning traps are recognizable by two electrically-charged metal pieces. If a character moves through these metal pieces, he takes 150 electric damage. The trap reloads within 20 seconds.

Poison dart trap

Poison dart traps are recognizable by 4 holes in a wall. These traps fire a poison dart from one of its holes (in order) every 0.5 seconds. If a character is hit by such a dart, he takes 30 poison damage.

4 Monsters and Traps

Flame trap

Flame traps are seen in both vertical and horizontal designs. Every 3 seconds a flaming pillar shoots out of a slapping and does 150 fire damage.

Tar'Gon spring gun

Tar'Gon spring guns are intelligent traps. They target a character and shoot at him and do 200 electric damage per attack. The attack speed is one attack per second.

5 World

5.1 General

5.1.1 Magic

Hidden deep beneath the earth of Noghal lie endless deposits of some crystal. Of course this is not just any crystal - no, it's the reason why the world of Noghal is so full of magic. Magic literally condenses on these crystals, like water droplets on a cold glass.

For ages, these crystals were known to the inhabitants of this worlds, but no one appreciated their full worth. The dwarfs mined them for centuries and used them together with gold as their currency.

The Xylanths were the first to discover the capability of these strange stones. They discovered that it was possible to use them to invoke magic. This knowledge was passed from generation to generation, but the Xylanths hid it from other races, for fear of what dreadful things they could be done using this magic. Eventually the elves also discovered the secret of these crystals by coincidence. Soon, all other races learned about the power of these stones.

In the elven culture, crystal smiths evolved. These elves who were able to form the crystal matrix of these called Tar'Nogh ("the essence") stones by their will. This allowed the purposeful use of magic to evolve aswell. Soon, active trading began between the elves and the dwarfs - the elves wanted raw Tar'Nogh stones and the dwarfs were interested in gold and magical items. In the current time, formed Tar'Nogh crystals are a common but precious commodity - only through these can magic be invoked in the magically abounding world of Noghal, because all magic flows magnetically through these stones.

5.1.2 Religion

Multiple gods exist in the universe of Noghal, each with their own domain. They achieve their power mainly through the people, who worship them, but also through the powers they represent (e.g. fire for a fire god). For each power in the universe, even for the natural laws, a god exists, who represents this power. Many of these gods belong to one of the 2 big powers: the good or the evil.

5.1.3 Calendar

Each day has 20 hours. The planet Noghal has 3 moons. Every 42 days, all three moons meet in the night sky. This time span is called a month. Noghal orbits its two suns within 8 months. This time span is called a year. Each month is devoted to a specific god, who has more influence within their specific month.

1. Month of Yar'Lona (goddess of magic)
2. Month of Baa'Loo (goddess of nature)
3. Month of Alos (god of balance)
4. Month of Sri (goddess of wisdom)
5. Month of Lazon (god of light)

6. Month of Alo mee (goddess of harvest)
7. Month of Kraa'Maa z (god of storms)
8. Month of Fro'Lak (god of frost)

5.2 Races

5.2.1 Krunark

Appearance and occurrence

The Krunark are a reptilian species, that lives in the high north on the Krun-Triplets. Their bodies are covered with blue scales and their physical strength is legendary.

Culture and religion

The Krunark live in a warrior culture with strict tribal rites, where honor has the highest status. They value and treat their homeland with great respect. Women mainly provide leadership for the tribes and care for the children, while men act as hunters and warriors. The Krunark mainly worship 3 major gods: Krun, the god of honor, Nok, the god of strength and Sri, the goddess of wisdom. To honor their gods, the Krunark named their homeland isles after them.

5.2.2 Humans

Appearance and occurrence

Humans are a humanoid species, about 1.70 meters tall on average. They can be found nearly anywhere on Noghal. Like the elves, humans have their origin in Grandaar, but live more south-sided than the elves.

Culture and religion

Humans are an adaptable and ingenious species, but besides that, humans have no real advantages or disadvantages. They worship all kinds of gods in all kinds of temples with all kinds of opinions. One of the more commonly worshiped gods is Lazon, the god of light.

5.2.3 Elves

Appearance and occurrence

Elves are a tall humanoid species. They are slim, graceful and have no facial hair. Their most common characteristic is their pointed ears. The elven species is often seen throughout Noghal. They have their origin in the Forest of Life in the north of Grandaar, but now they also reside in the forests of Lork and Gondaal.

Culture and religion

Elves are a strong magically talented species, that practices many arts. Like the Xylanths, their culture lives in close touch with nature. They reside mainly in forest cities, built high above the ground in the crowns of mighty trees. The elves worship Baal'Loo, the goddess

5 World

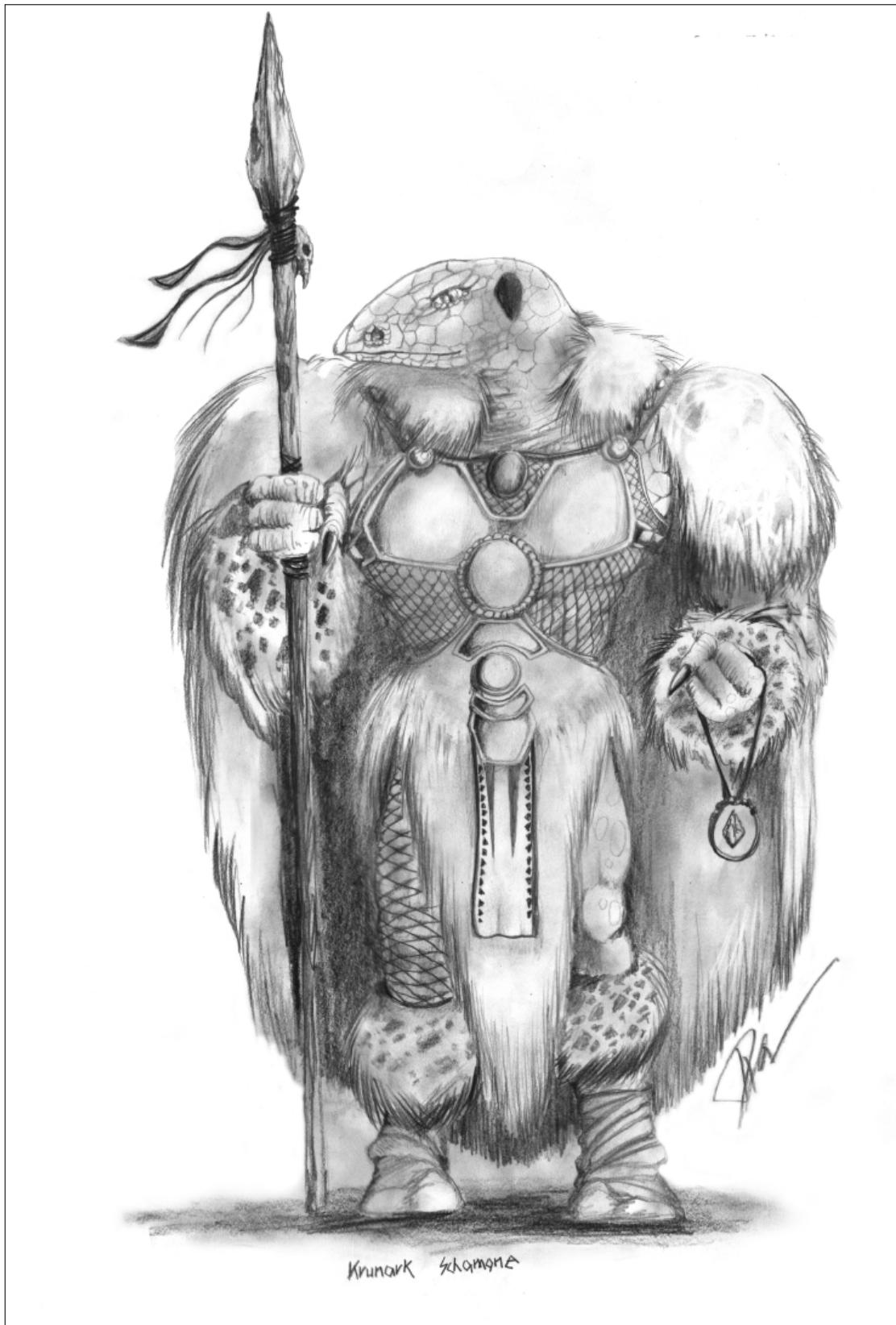


Figure 5.1: *Krunark*

5 World



Figure 5.2: *Human*

5 World

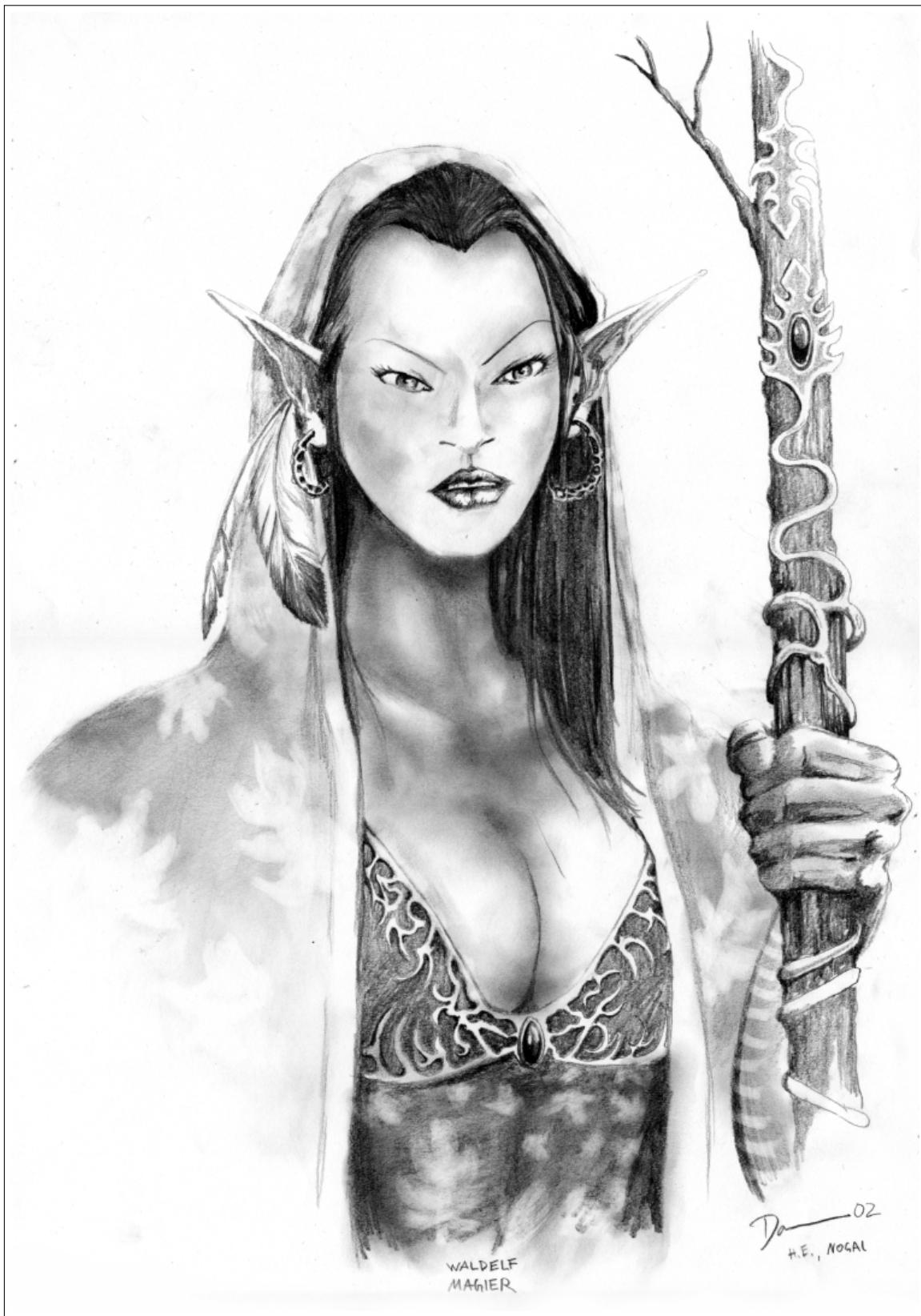


Figure 5.3: *Elf*

5 *World*

of nature and Alos, the god of balance. They also have great respect for Yar'Lona, the goddess of magic.

5.2.4 Dwarfs

Appearance and occurrence

Dwarfs are humanoid runty being, about 1.20 meters tall, which are nonetheless strong and tough. It's very likely that no one will ever meet a dwarf without a beard, because, like an old saying says, a dwarf without a beard is like a skeleton without bones. Their species is very common in the world of Noghal. They have their origin in the continent of Lork, but now they can be also found in Grandaar and Gondaal, where they settle in large trade centers.

Culture and religion

Dwarfs love combat, gold and beer. Their greed for gold (rumors tell that they can smell gold through rocks) made them become talented miners and traders and their love for combat made them become warriors. In their culture, there is a god for almost everything. Probably not even a dwarf can say, how many of them exist. Their most important gods are: Zrok (god of combat), Zrak (god of weapons), Zruk (god of war), Zrik (god of celebration), Grolark (god of gold), Gralork (god of trade) and about 1.000 others. Additionally, dwarfs are very superstitious, so one is more likely to encounter a flying mountain, than an atheistic dwarf.

5.2.5 Xylanths

Appearance and occurrence

The Xylanths are a plantlike species. They are equipped with many roots and tendrils and mainly reside in the jungles of Xyr.

Culture and religion

The Xylanths are in a very close touch with nature, because of their heritage as plants. Their long contact with magic led to the development of a strong magic talent, which they mainly use to protect their forests. The Xylanths mainly worship nature gods, such as Rulok, the god of forests and Inia, the goddess of water. The gods with the highest status are Baa'Loo, the goddess of nature and Alos, the god of balance, since they have the most respect for them.

5.3 Maps

5.4 Fonts

5 World



Figure 5.4: *Dwarf*

5 World



Figure 5.5: *Xylanth*

5 World



Figure 5.6: *Geographic World Map*

5 World



Figure 5.7: *Politc World Map*

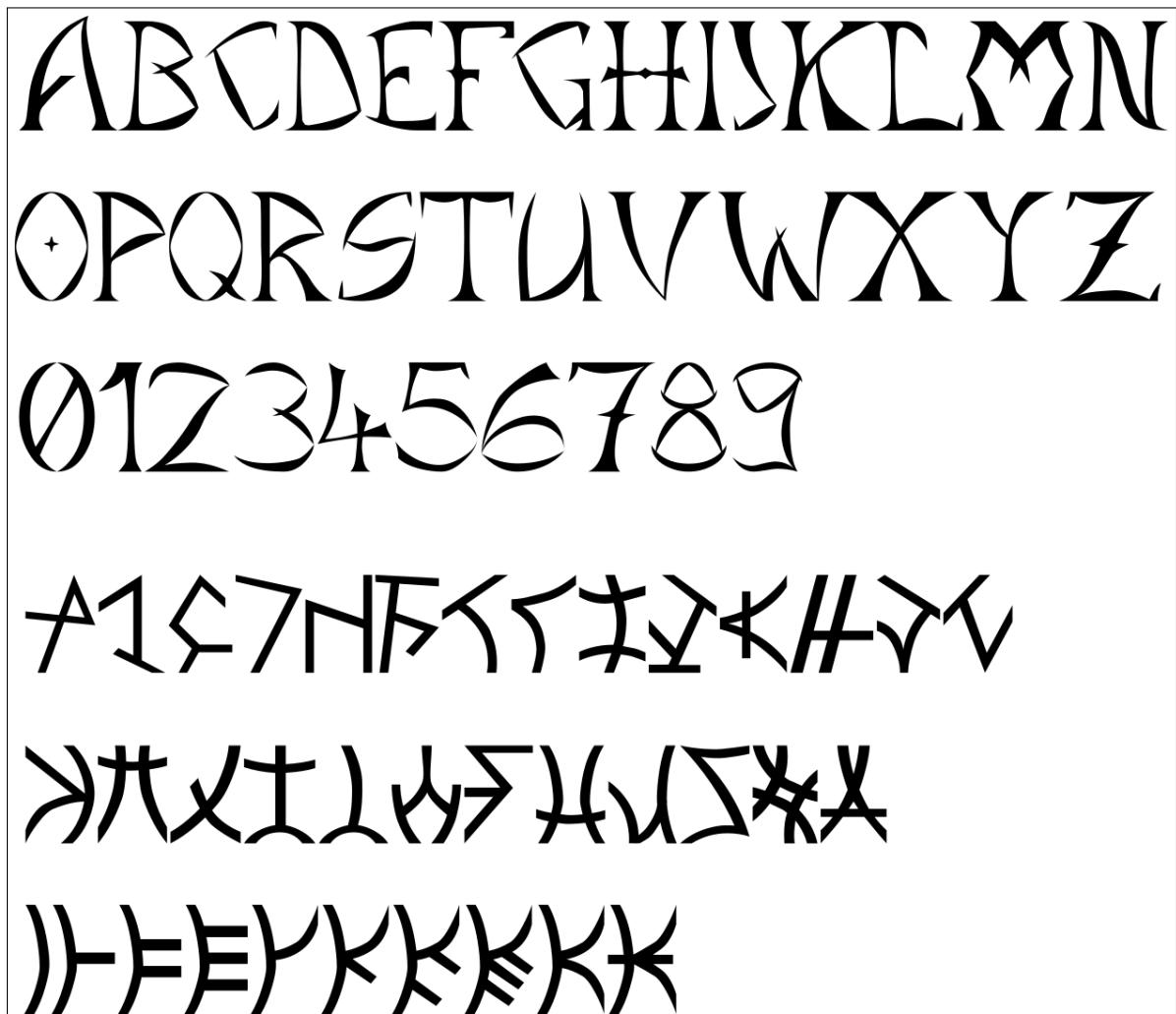


Figure 5.8: *Noghal normal font and rune font*

6 Story

The story is created from 9 main quests and several cut scenes. Within the main quests, the player occasionally encounters side quests. Solving side quests is not necessary to proceed with the main story, but rewards the player with gold, magical items or even artifacts.

6.1 Prelude

Cut scene: Landing of the Tar'Gon'La

Slowly building epic music.

Gamedeveloper into sequence.

Presents

Noghal - Dark Elysium (golden font in front of stars)

Writing fades out.

Camera pans slowly through the star background.

One after another the following writings fade in and then out (crystallize from fog and dissolve to fog):

A game by:

Graphics:

Programming:

Sound:

Etc. ...

During that, slow camera pan/drive through the space.

Till the Tar'Gon'La fleet.

Music changes, becomes threatening shortly.

Camera cut.

Matriarch takes a bath (big pool, Cleopatra-like)

Music a little bit less noisy, mystical.

Shadow behind a curtain.

Deep voice (Officer): "Excuse my disturbance, matriarch. We have found it."

Matriarch (sexy, mystical): "Good ... prepare a space jump."

Officer: "As you command, venerable matriarch!"

Sound of steps, officer leaves the room.

Camera cut to the bridge of the spaceship.

Tar'Gon'La officer is in the middle of the bridge.

Matriarch enters the bridge.

Officer: "We have prepared everything for a space jump."

Matriarch: "Start the initialization sequence."

Officer: "Navigator, start with the initialization. Jump-coordinates 314 point 579, space-sector 12..."

Music changes, becomes more fast-paced, epical.

Machines get charged (pulsing sound).

Matriarch: "So now, our destiny will be fulfilled. Noghal, we come..."

6 Story

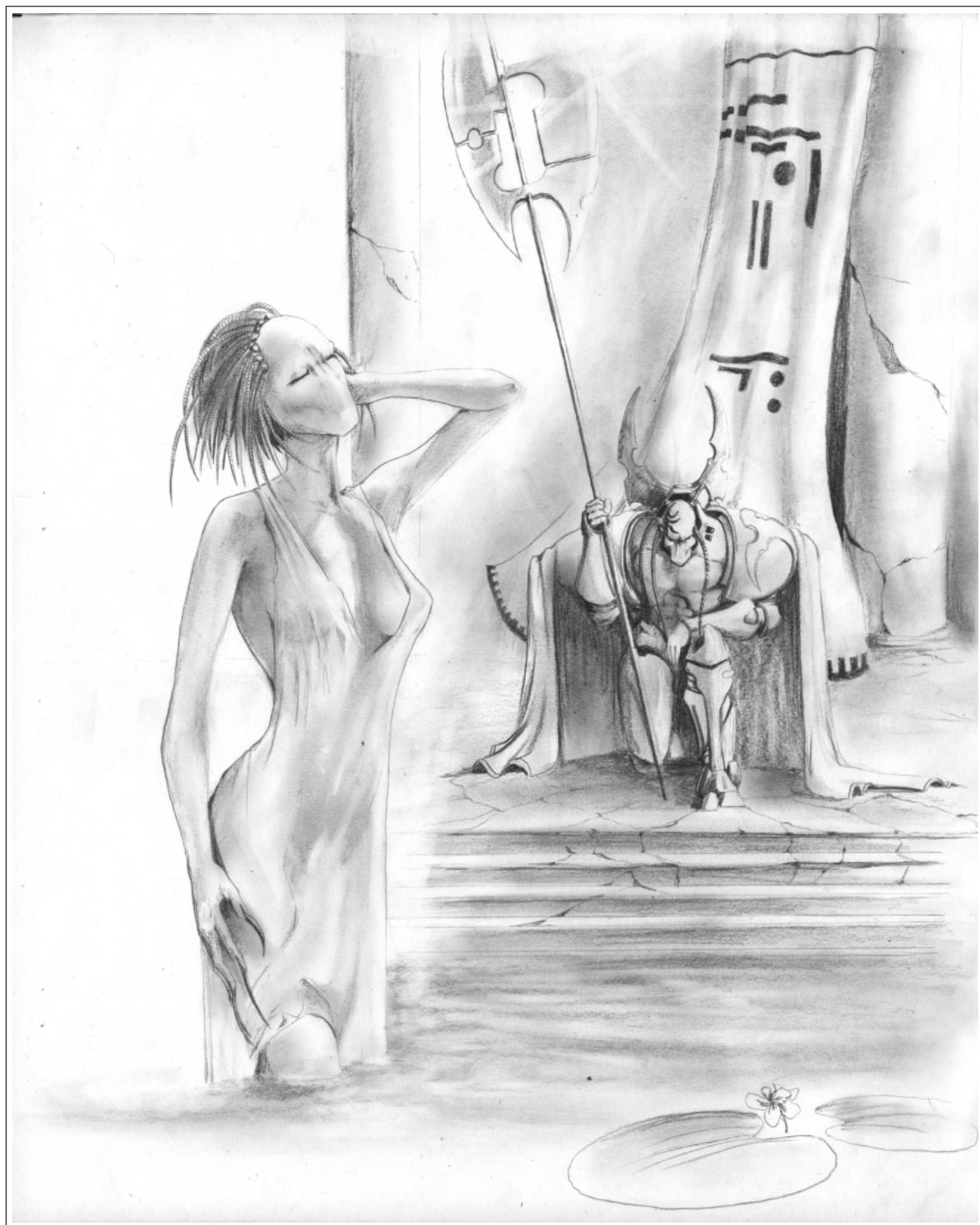


Figure 6.1: *Tar'Gon'La Matriarch Sha'Lei Tar takes a Bath*

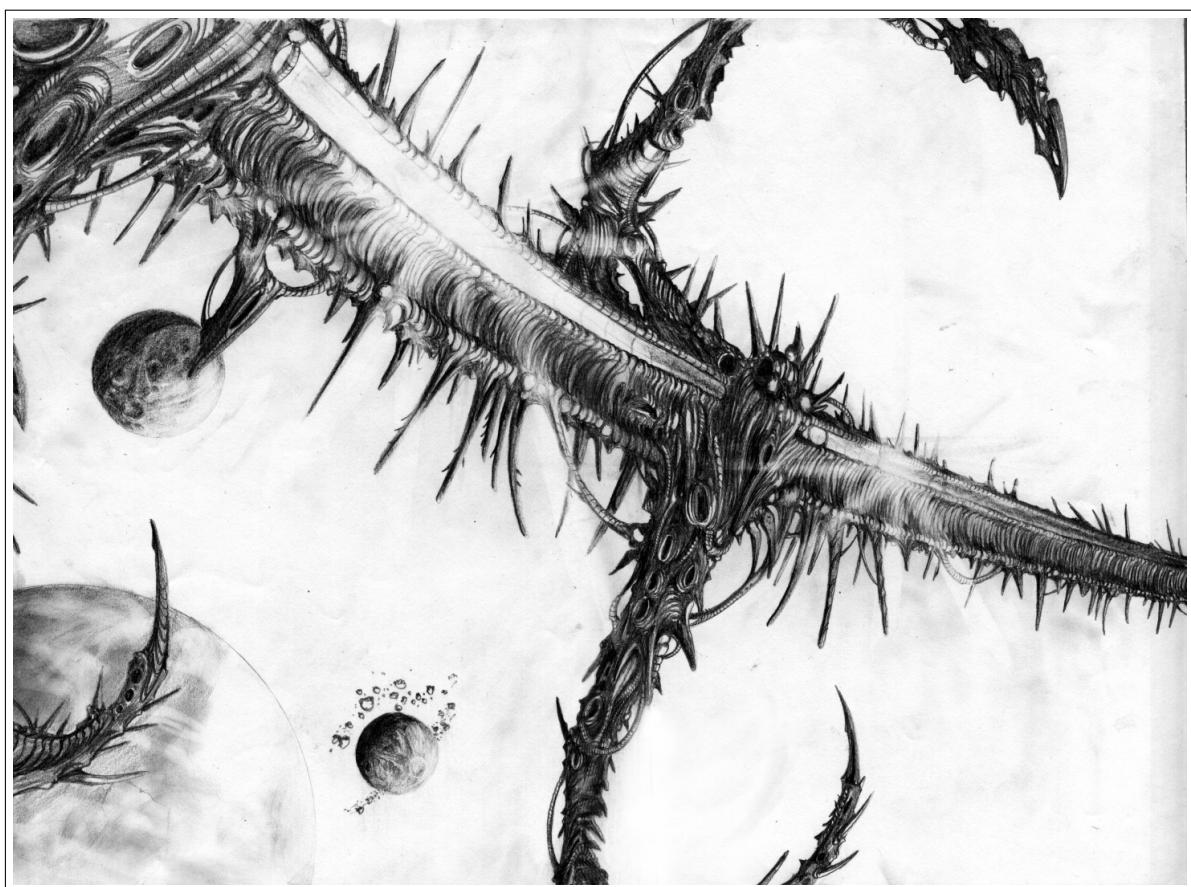


Figure 6.2: *Tar'Gon'La Mothership*

6 Story

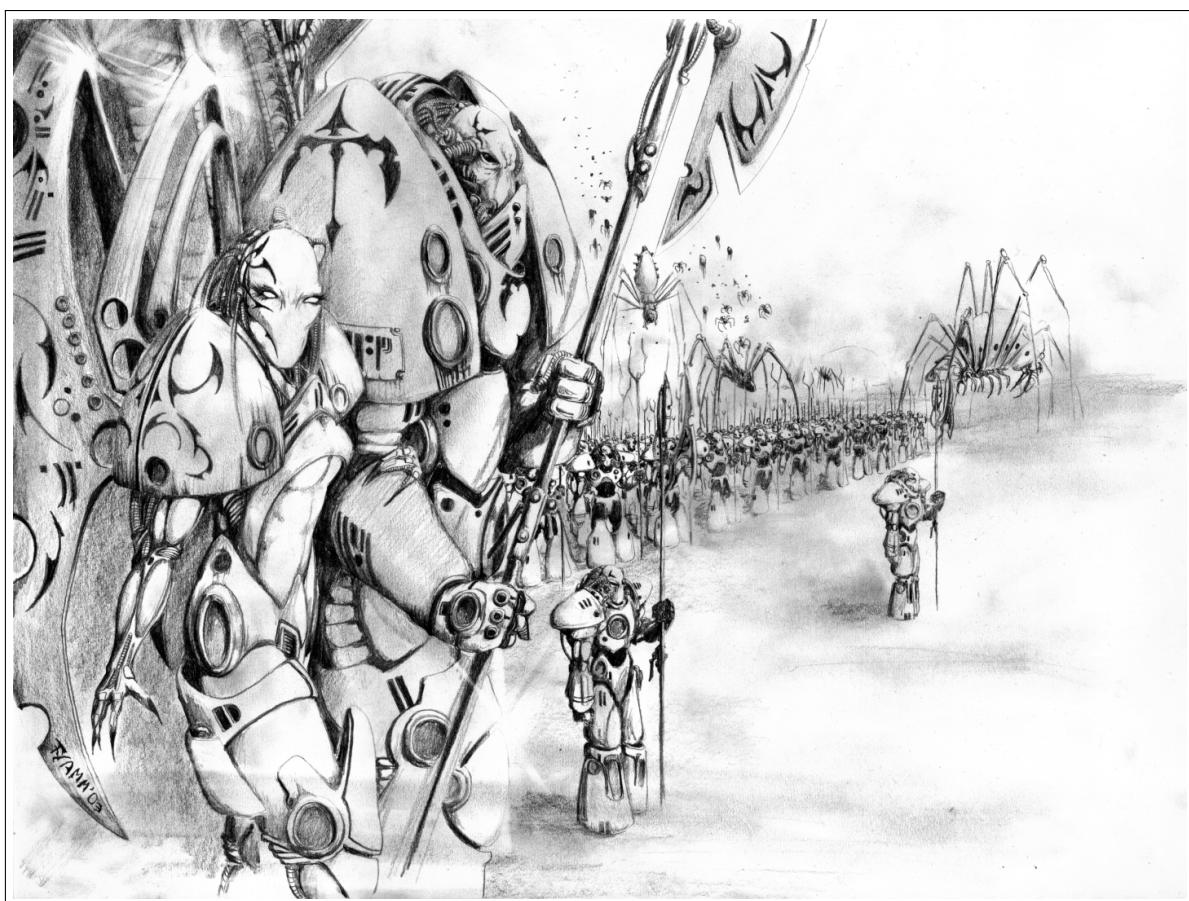


Figure 6.3: *Tar'Gon'La Arrival at Noghala*

6 Story

Fast camera drive away from the matriarch, over the bridge, through the hull of the ship. Warpfield charges and builds up.

At the same time, further camera drive until the fleet is in the total view.

Warpfield builds up and grows, until the full fleet is inside.

Then the warpfield collapses and takes the ships into the warp.

Camera cut.

Space and planet Noghal in the total view.

Narrator (male voice, powerful, wise, mystical): "Noghal - also known as the pearl of the universe. A planet rich in magic and manifold of life. The home of the Krunark, the Elves, the Dwarf, the Humans and the Xylanths."

While listing the species, short sequences of the corresponding character classes are shown between camera cuts, where the screen is fading over.

Narrator: "We write the third day in the month of Alos, in the year 872 after the discovery of the magic crystals."

During this, camera pans to the suns of Noghal (proceeding from the Xylanth sequence).

Tar'Gon'La fleet appears in front of the suns out of the warp.

Narrator: "The day of thunder - the day of the arrival of the strangers."

Ships move out of the orbit, past the camera (camera pan), toward Zraa.

Ships land in the Desert of the Damned on Zraa.

Narrator: "Mysteries surround the incomers and strange are the machines and skyships, they bring with them."

During this, the doors of the ships open and Tar'Gon'La, guardians, samurai golems and drones come out of the ships.

Narrator: "The inhabitants of Noghal wonder, where these strangers come from and what intentions they have. Rumors spread - rumors about the arrival of messengers of the gods. And strange events occur everywhere on Noghal. But no one can tell exactly what the future will bring. Or can one?"

During this, another camera pan over the scenery.

Ships are still being unloaded, machines are built up and the Tar'Gon'La matriarch leaves the habitat-ship.

The camera centers on the matriarch, zooming in close.

Matriarch turns her head and looks directly into the camera (on "Or does one?").

Matriarch: "Noghal, I see you..."

Camera cut, end.

6.2 Act I

Quest 1: Orcish Hordes

You begin your journey in the elven city of Quan'Tal, where the elven queen Ya'Elle Sindal gives you the order to stop the raids of the orc hordes on the human and elven settlements and caravans. The orcs have been relatively peaceful for the last few hundred years. But now, under their new leader Trok Bloodfist, they have become much more aggressive than ever before. Strangely, the rulership of Trok and the connected massive raids began shortly after the arrival of the strangers onto Noghal.

Therefore, you have to travel through the Forest of Life, past the northern foothills of

6 Story

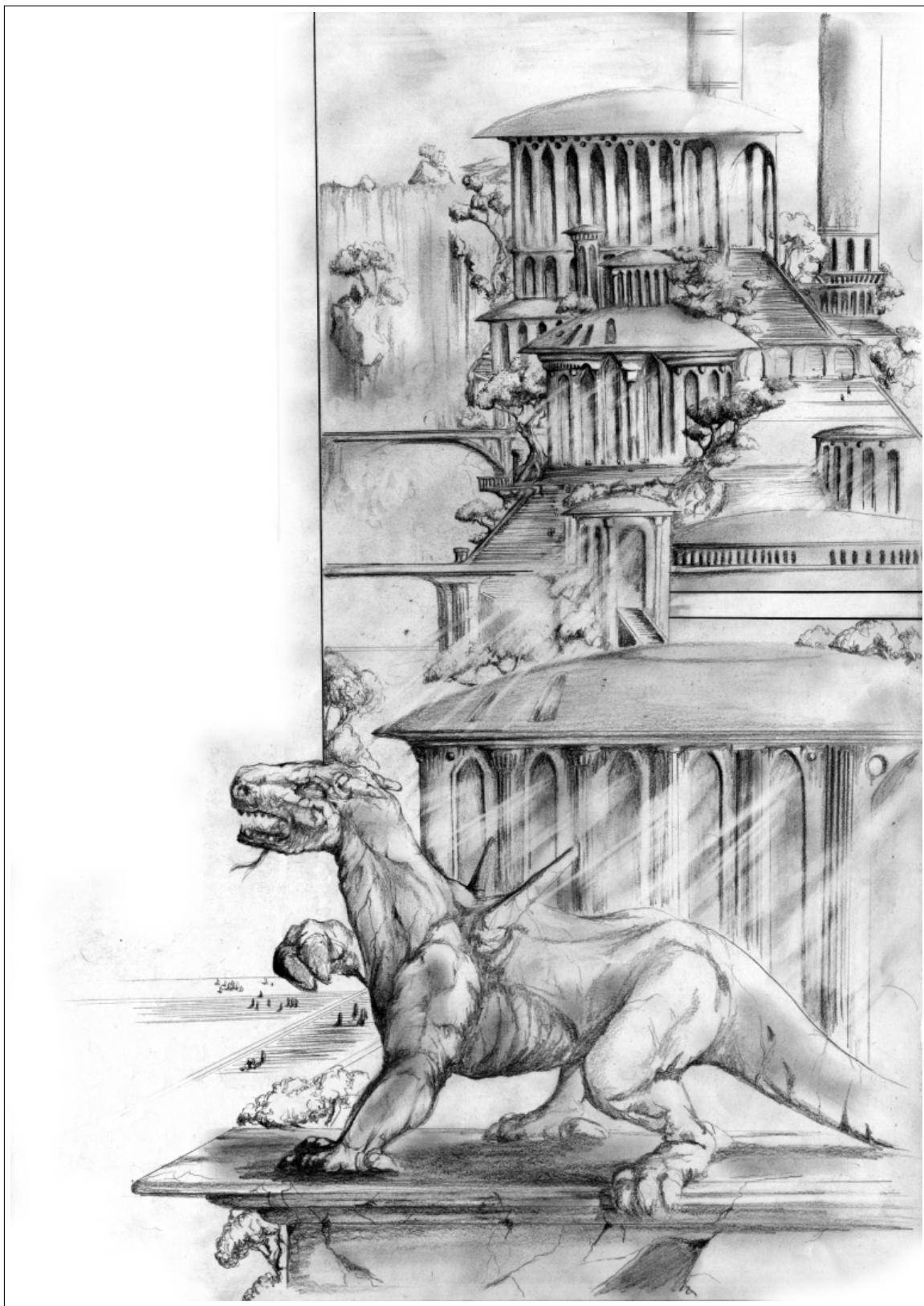


Figure 6.4: *Elven City Quan'tal*

6 Story

the Sorg Mountains and finally arrive in the orc populated Frontier Hills, to end Trok Bloodfist's predatory practices.

Quest 2: Siege of Malron

After you defeat the new ruler of the orcs, you free his prisoners. With them, you also find Arthur, the son of the king of Malron, who was on his way to ask the elves for help. Help to fight against the troll and orc armies, which started a siege on Malron. When Arthur was captured, he learned some information from the orcs, thanks to his basic knowledge of the orcish language. He tells you that the orcs and trolls are only the harbingers of a far more powerful invasion force of the strangers, who are allied with them.

Prince Arthur asks you to warn the king of this invasion, so that he can make arrangements to defend Malron and the other human cities. Arthur himself will travel to the elves to inform them and ask them for help.

Now you have to travel further south along the Frontier Hills, then to the east, crossing the middle of Grandaar, to eventually find a way past the trollish and orcish forces into the city of Malron.

Quest 3: Expedition to the Dragontooth Mountains

Rigon the III. (also known Rigon the Wise), the king of Malron, is not delighted about the message you bring him. But he is impressed by your courage and expertise and asks you for another favor. Strangely, more orc and troll hordes have been sighted near the Dragontooth Mountains. These hordes hold everyone back, who gets near the mountains. It seems that they are protecting something, maybe something that has to do with the arrival of the strangers.

Now, you shall travel to Breta with a small boat, and then wander to the south - to the Dragontooth Mountains - to scout what is happening there and what the enemy forces are trying to protect. When you arrive, you see that the orcs and trolls are guarding a large entrance to a subterranean cave. This entrance leads to a cave labyrinth, which soon reveals itself as an entryway to an ancient underground city. This city seems to be thousands of years old and countless powerful and dangerous looking machines seem to be waiting for their activation...

Cut scene: The Exodus of the Tar'Gon'La

*(starts when the player character stands in front of the ruins of the old Tar'Gon senate)
Camera perspective as before.*

Image slowly transfers from gaming graphic to movie graphic.

During this, the ruins transform to the old splendid senate.

Round senate, in one half, the Tar'Gon'Re with the Shando'Ra Su'Rei Tem at the speaker's desk.

In the other half, the Tar'Gon'La with the patriarch So'Rem Tar as speaker, at his side is the future matriarch Sha'Lei Tar.

During the conference sensitive glances between Su'Rei Tem and Sha'Lei Tar.

Su'Rei Tem: "We do not dare anymore to place ourselves above nature - our people are also part of it. The step, that the council of our brothers - the Tar'Gon'La - is now planning, goes too far."

6 Story



Figure 6.5: *Intact Tar'Gon Senate*

6 Story

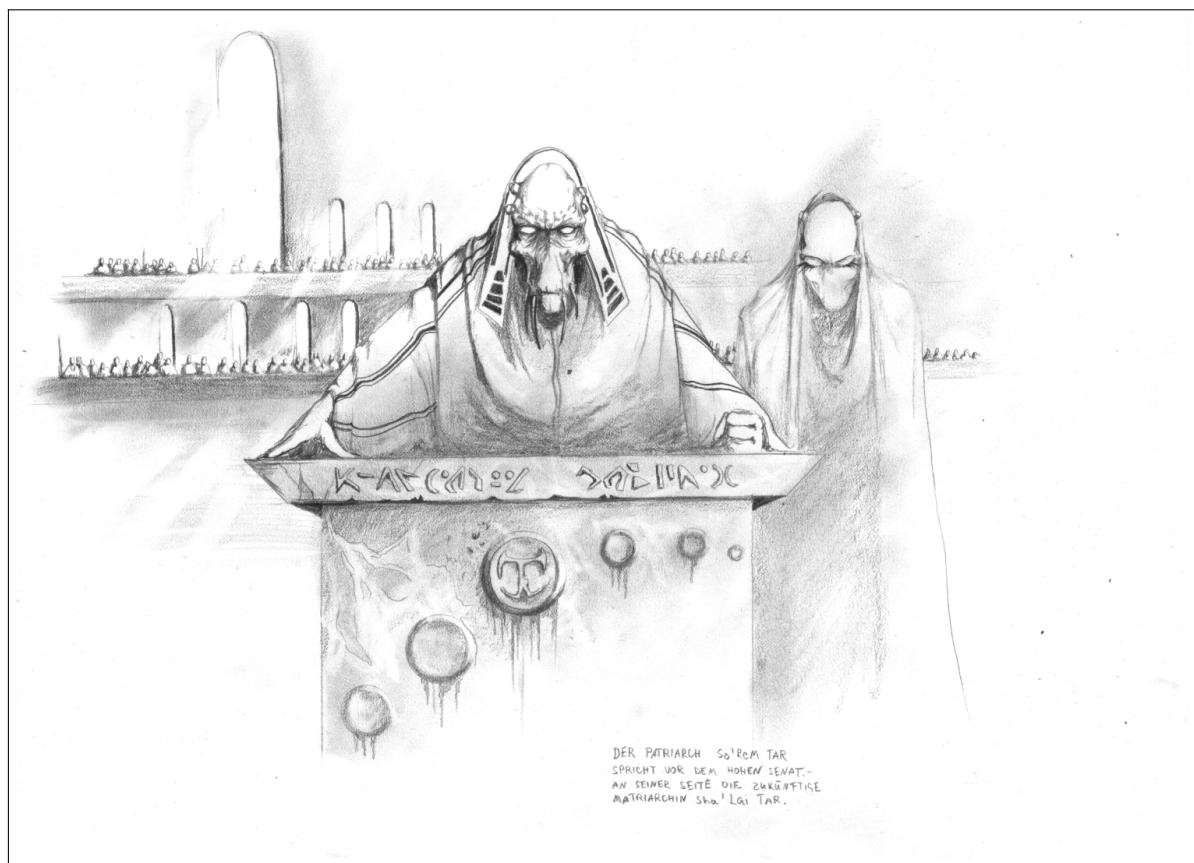


Figure 6.6: *Tar'Gon Senate*

DER PATRIARCH SO'ROM TAR
SPRICHT VOR DEM HÖHEN SENAT.
AN SEINER SEITÉ DIE ZUKÜFTIGE
Matriarchin SHO'LAI TAR.

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Patriarch: "You split off from our culture a long time ago. Don't speak about things that you don't understand, Shando'Ra Su'Rei Tem! Your people will not stop us on our path. We will follow the vision!"

Su'Rei Tem: "You take a truly dark path, patriarch. This vision was a warning, a warning about the consequences of your actions!"

Other Tar'Gon'La: "That's scandalous!"

Patriarch (to the other Tar'Gon'La): "Sit down Sho'Kar!"

Patriarch (to the Shando'Ra): "But he is right. All we want to do is to protect the planet. And we will use all means possible. As the fate wanted it, we have found what we were searching for."

Su'Rei Tem: "You truly have become blind. Don't you realize, that the one, who searches for darkness, will never reach the light? No, venerable patriarch - you do not dare to start this journey. I hereby convene a referendum of the senate about this concern."

Patriarch: "You do not have the right to convene a referendum of the senate! This is a concern of our people!"

Sha'Lei Tar: "He is right, father. This is a concern, that affects the future of the whole planet. The Tar'Gon'Re also have the right to vote on this."

Patriarch (after some hesitation): "Well, then we will vote on this. Shando'Ra, do you want to say some words beforehand?"

Su'Rei Tem: "Well, listen my brothers and sisters. We were once a united nation and still can be, despite our differences of opinion. Our goal should be to live in harmony with nature, instead of opposing it. And diplomacy and peace should always be preferred above war and violence. And so it can be no way of the good to search for a weapon. Because that is what you are searching for: darkness and shadow. And where darkness and shadow are, no light can shine. This vision we all had was a warning from the gods of what will happen if continue to follow this path. Let's do good instead of following the darkness, and together we can heal the planet and form a culture based on peace and harmony."

Applause in the rows of the Tar'Gon'Re.

Sha'Lei Tar looks sadly into the eyes of the Shando'Ra.

Patriarch: "Hear my words: Peace can only be made, if you are able to defend it. This vision warned us of a war. We will prevent this war by finding which what we are searching for. And we will do this by beginning on our journey. And how we can do this?"

Other Tar'Gon'La: "By our exodus from this planet!"

Patriarch: "By our exodus! By leaving the planet and beginning on our search. And when we hold this weapon in our hands, no one will ever harm our people and our planet!"

(Pause)

Patriarch: "Let us vote now."

Patriarch: "Whomever is against the exodus, please raise your hand."

The Shando'Ra and the majority of the Tar'Gon'Re raise their hands.

The Shando'Ra looks over to Sha'Lei Tar again, she looks back sadly, but does not raise her hand.

Patriarch: "And now everyone, who is for the exodus, raise your hand."

The patriarch raises his hand, as do all the Tar'Gon'La.

Slowly, looking sadly at Su'Rei Tem, Sha'Lei Tar also raises her hand.

He looks back at her, with an expression of huge sorrow on his face.

Patriarch: "So the senate has voted with the majority for the exodus. The decision has been made: Our fleet will leave the planet within the next moon, as it was planned."

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*Murmurs among the rows of the senators.
The senators slowly stand up and walk to the exit.
Camera cut, emotional music.
As Sha'Lei Tar is walking to the exit, Su'Rei Tem walks up to her.
Su'Rei Tem: "Wait..."
Sha'Lei Tar: "I am sorry, but I had to bow before the will of my people..."
Su'Rei Tem: "It feels like my soul is shattering into thousands of pieces, when I think about the boundaries dividing us..."
Sha'Lei Tar: "Sadly it is not upon us alone, to decide on our fate. But one thing you should know, although I am leaving soon: I will never stop loving you, Su'Rei Tem, the convinced proponent of the peace..."
She gives him the Tar'Gon equivalent of a kiss and then loosens her embrace from him to walk away, still holding his hand.
Su'Rei Tem: "I will never forget you Sha'Lei Tar."
*The hands unwind, and she turns around and walks away.**

Cut scene: Encounter with the Matriarch

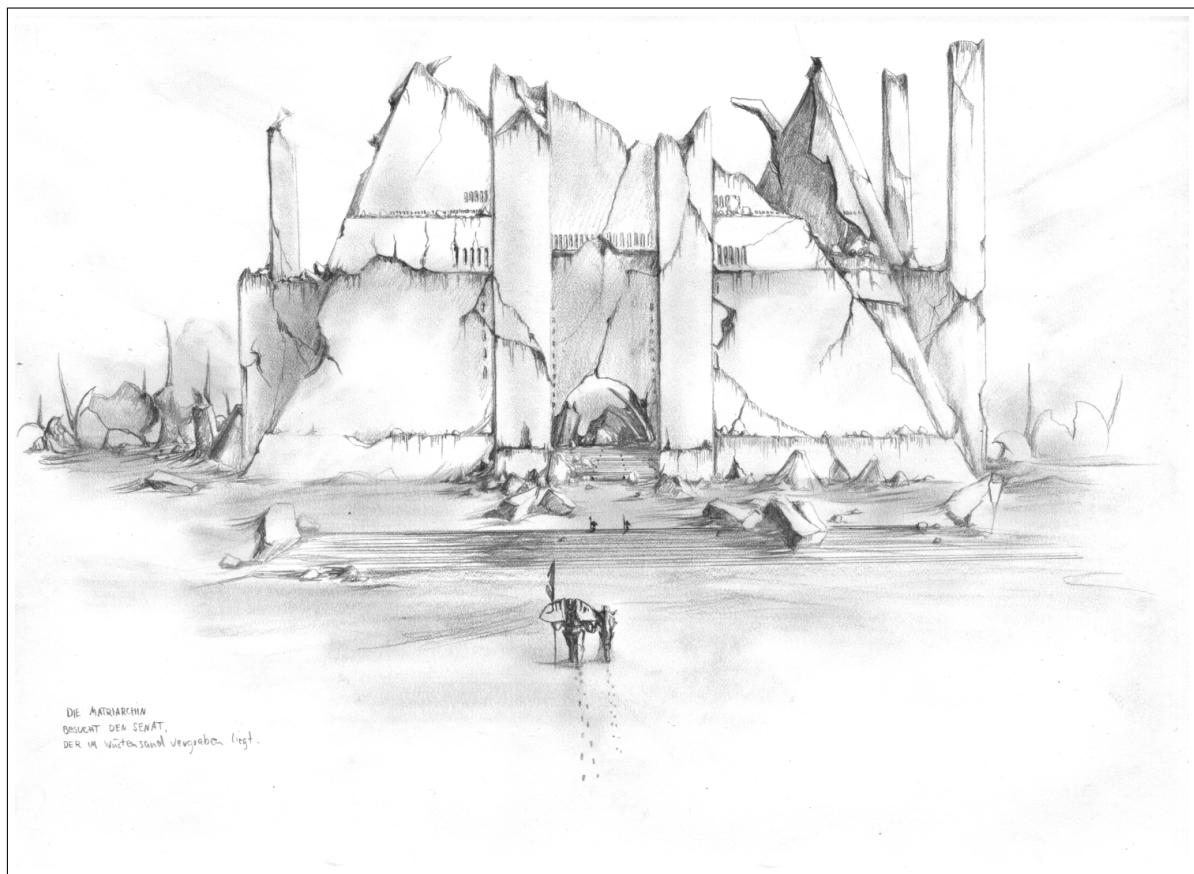


Figure 6.7: Ruins of the Tar'Gon Senate

The vision ends and the player character is again in the front of the old ruins of the

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Tar'Gon senate.

The matriarch is nearby the player character with her bodyguards.

Matriarch: "You see things, that you should not see, stranger. Now, your death is inevitable."

Player character: "I... I saw you... here. You were here at this place, long time ago."

Matriarch: "From where...? Shadows of the past... Kill him/her..."

The matriarch's bodyguards aim their weapons at the player character.

A shadow appears from the dark, activates a portal, grabs the player character and enters the portal with him.

In this moment the bodyguards fire their weapons.

6.3 Act II

Two weeks later:

The player character lies unconscious on a bed of leaves in a Xylanth grove. A Xylanth is trying to give him water.

Cut scene: Vision of the Temple of Re'Lak



Figure 6.8: *Temple of Re'Lak*

Snow Mountains.

Camera flies through wide ravines and tight passes.

Driving snow lies over the scenery.

Mysterious music, hiss of snowstorm in the background.

Unearthly female voice: "Travel to the north, chosen one - to the north in the Snow Mountains..."

Camera moves further until it is at the bottom of the steps of the Temple of Re'Lak.

At the horizon, the statues of Arod and Eluna and the huge entrance doors are visible through the driving snow.

Unearthly female voice: "There you will find the Temple of Re'Lak, the temple of true wisdom. It can give you answers to your questions and reveal new questions, for which the answers will be revealed by destiny."

Camera moves up the steps, along the 9 planes of the elements and passes the statues.

Music becomes more epic.

Unearthly female voice: "Hurry - hurry as fast as you can, chosen one... Now only the wisdom of the gods can help you on your quest."

The doors of the temple open.

Quest 4: Search for the Forgotten Portal

You awaken in the Xylanthe grove Lagon'In. The Xylanths found you unconscious not far from this place in an old ruin city near a portal. Two weeks they nursed you, to let you renew your strength. During that time, the Tar'Gon'La (whose name you know now) began their invasion of Grandaar. Many of the big cities have fallen under their mighty war machines and others will follow, if no one stops them.

However, not all hope is lost: During those two weeks you had the same dream over and over again, a vision of the gods themselves as the Xylanths believe. The vision showed you the path to the ancient Temple of Re'Lak - to the temple of the gods themselves, hidden deep in the Snow Mountains.

The Xylanths tell you how to leave Xyr and set forth on your journey: They have knowledge of another portal. The Xylanths have tracked the energy stream of this portal up to Lork, the continent of dwarfs and giants.

You leave to find this portal, which is located in the north of Xyr, near the Crall Hills. Your journey leads you into the deepest depths of the jungle of Xyr, past the Heart of the South and to an old ruin city, which is now inhabited by snake men. There you find the portal, which finally brings you to Lork.

Quest 5: The Rescue of Lork

You materialize near the Gold Sea at a dwarven front line. The dwarfs tell you, that the strangers, the Tar'Gon'La, and the giants of the Giants Mountains have completely occupied the middle of Lork. There is no breaking through to the north. At the moment they are searching for a volunteer to fight a path through the Giants Mountains to reactivate an thousands of years old crystal mirror facility. This would enable the armies in the north and south of Lork to communicate with each other and to coordinate their attacks for the liberation of Lork.

6 Story

Your journey leads you past the Gold Sea, directly to the Giants Mountains, with all its dangerous forests, valleys and ravines and finally to the dwarven city Bomrat. On your way, you reactivate the individual parts of the ancient crystal mirror facility bit by bit. As you arrive in Bomrat, the dwarven king Gragh Stoneaxe tells you, that the giants and the strangers were driven back by the dwarven forces, thanks to the crystal mirror facility. Lork is nearly liberated now. In gratitude for this, you receive a weapon of your choice from a dwarven master crystal smith.

A dwarven fleet gets ready in the moment to travel to Grandaar, where the strangers have landed with a gigantic army and mighty war machines. It seems there also lurks worse evil: shadows, grisly and dark shadows, who fight side by side with the Tar'Gon'La. You ask the dwarven king to be allowed to travel with their fleet to Grandaar. From there you want to continue your journey to the Snow Mountains.

Cut scene: Passage to Grandaar

Narrator: "After Gragh ensured you a place on his fleet, you leave with the dwarfs for the coast of Lork, where the dwarven fleet is ready to decamp."

*Player character and dwarfs are walking through a snowy steppe, punctuated with plants.
Camera cut.*

Narrator: "You enter the dwarven ship, which shall bring you to Grandaar, and bit by bit the dwarven fleet sets sail."

Player character sails in a small tender past some lined up dwarven warships, which lay at anchor at the coast.

The tender is tied down onto one of these ships and the player character enters it.

Camera cut.

The dwarven ships set sail and begin to move slowly.

Camera cut.

Narrator: "Twelve days you sail through the northern end of the Great Passage and again and again storms suspend your progress."

Ships strive against a storm.

It is dark and lightning is visible.

Snow is falling from the sky.

Ice floes are moving through the water.

Camera cut.

Narrator: "But finally you reach Grandaar and eventually you enter the dry land again." The ships lay at anchor, small tenders bring the crew to land, in one of them is the player character.

Camera panning over the scenery, player character and tender as center.

Camera zoom to the player and tender.

The tender with the player character lands at the coast.

Player character and dwarfs dismount.

Camera cut.

Narrator: "The dwarfs are now leaving to confront the dark menace, that threatens to flood Grandaar. They will fight side by side with the elves and humans. And you begin to make the last arrangements for your travel to the Snow Mountains..."

Quest 6: Quest for the Temple of Re'Lak

After you said goodbye to the dwarfs, who now want to help the humans and elves to defend Grandaar, you leave for the icy steppe to go directly to the myth-enshrouded Snow Mountains. In the icy steppe you encounter a Krunark tribe, that traveled together with other tribes from the Krun Triplets to Grandaar, after the Tar'Gon'La bombarded their homeland with assault drones. After you outfitted yourself there, you continue your journey to the Snow Mountains.

In the Snow Mountains you fight your way through twisted paths and icy ravines and eventually notice that some other dangers are also on your tail. Shadows, dark and grisly shadows attack you. It seems that they want to prevent you from reaching the temple. These shadows fight side by side with the Tar'Gon'La. Apparently more things are happening, than you anticipated for now. But you do finally reach the ancient and mysterious Temple of Re'Lak, which will hopefully provide you with answers to all those unsolved questions. You enter the temple and...

Cut scene: The Council of the Gods

Camera flash.

Scene with heavy fog, bright light and blurry divine shapes.

Sri - goddess of wisdom - exalted voice, knowing, but mystical: "For wisdom you have searched and wisdom you will find."

Camera flash.

Mystical music starts, dolly shot through fog.

Sri: "Two energies form the first element. Two energies, which flow in each living being: good and evil. And as the gods and other powers formed from the 9 elements, so also the powers of good and evil formed from them. The ones were following the ideals of empathy, peace and love, the others were addicted to hate, fear and sway. So different were their thinking, as much they followed their ideals and as much they defied the ones of the others. But they could not reach consensus and eventually the long great war began. This was the war of the gods, where armies of angels met armies of demons on the battlefield."

Camera moves further through the fog and finally reaches a huge battlefield, where armies of angels are battling armies of demons.

Sri: "Chaos descended upon the universe and countless lives and worlds were lost."

Angels and demons fight against each other on burning terrain.

Sri: "But the war continued."

Camera cut.

An angel and a demon battle each other.

Sri: "Until the creators of the universe itself, Arod and Eluna, decided to end this war and leave the mortals free to decide."

A magical barrier moves between the angel and the demon.

Screen becomes dark.

Sri: "Two crystals were created from the energies of the first element. The Run'Noor, the stone of darkness, which channels the powers of evil..."

Picture of the Run'Noor, a black crystal which glows dark red from inside.

Sri: "... and the Lo'Gaan, the crystal of light, which carries the power of the good."

Picture of the Lo'Gaan, a transparent crystal, which shines majestically bright blue.

Camera flash.

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Sri: "The evil has had their turn and the ones, who came once from your world, have returned and they have found what they searched for: shadows and darkness."

Back to the scene with the blurry divine shapes.

Sri: "And soon the gates to the dark plane will be opened and destruction will descend upon the universe again. Only those who follow their hearts, can confront the darkness. You have been chosen, chosen to defeat the evil. Walk through the inner doors of the temple, to the underground caves of your planet - and you will find..."

6.4 Act III

Quest 7: The Light of Lo'Gaan

You walk through the large gate in the inner of the temple, to begin your search for the Lo'Gaan in the depths of the subterranean caves of Noghal. For a long time, you travel through the cave system forging ahead until you arrive at the location where, according to the council of the gods, the Lo'Gaan is hidden. A huge cavern filled with ancient structures is in front of you. The walls and stone figures are covered with ancient runes. You continue to explore the cavern and the further you walk, the bigger and more splendid the stone figures are and the more mysterious the runes are. Finally you see a crystal - bright, sparkling, clear and a majestic bright blue shining from the inner: The Lo'Gaan is in front of you. You step forward and touch it with your hand. A bright radiance spreads from the crystal through the room.

Cut scene: The Darkness awakens

Desert of the Damned, gloomy and dark scenery, threatening music.

Camera long shot.

Matriarch stands on a small Aztec-temple-like building, in front of her is the Run'Noor.

A Tar'Gon'La counselor is beside her and bodyguards stand around the building.

Camera zooms in on the matriarch.

Matriarch: "Shadows, shadows over Noghal, shadow and darkness to destroy it all! Demons, awake from your sleep!"

The glow of the Run'Noor becomes stronger and a dark red, threatening light is cast over the scenery, starting from the Run'Noor.

Camera moves further away.

Matriarch: "We await you, oh darkness!"

The glow of the Run'Noor becomes blazing and dark billows move from the Run'Noor in all directions.

Camera moves further away until the full scenery is visible, music intensity increases.

Some of the billows mold slowly into demons.

Other billows move to the Tar'Gon'La, whose eyes begin to glow red after contact with the billows.

Demonprince (deep voice): "The dark gods will be pleased. Let us begin the war!"

Cut scene: Encounter with a Tar'Gon'Re

After the radiance of the Lo'Gaan fades out:

A figure steps forward from the shadows. It is the Shando'Ra Su'Rei Tem from your vision



Figure 6.9: *Tar'Gon'La Matriarch Sha'Lei Tar*

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of the Tar'Gon senate.

Su'Rei Tem: "I greet you stranger, what do you do at this holy place?"

Player character (shortly stumbles): "I could ask you the same... I am here, because the gods sent me on a mission - without asking me first."

Su'Rei Tem: "Well, my path led me here for praying - to gain power for my task. I have returned to this place, to save someone - someone I lost a long time ago."

Player character: "You don't want to tell me which person you mean, do you?"

Su'Rei Tem: "You know her. She was the one, who wanted to kill you in the Dragontooth Mountains."

Player character: "From where... ?"

Su'Rei Tem: "Well, I was the one, who saved you. You seemed to be a little bit distracted."

Player character: "You were that one? Then I thank you. Now I also remember from where I know you. You were also in this vision that I had there."

Su'Rei Tem: "A vision? Do you have often such ... visions?"

Player character: "Yes, they show me the past and the present. In this vision in the Dragontooth Mountains, I saw a session of the senate, which was about some kind of exodus. She was also there. Why do you want to save her? Didn't she fall to the shadows long ago?"

Su'Rei Tem: "This session of the senate you saw? The Tar'Gon'La - our brothers - were not always evil. But when the temple of Re'Lak was discovered, they searched for the wrong answers. They endeavored to gain power and so they found the passage about the Run'Noor in the books about the great war. Their desire for power grew in them and not even the warning of the gods could stop them from searching for the stone of darkness. But she wasn't like that, she was different. She also followed the ideals of peace and empathy. But she was the daughter of the patriarch and so she had to bow before the will of their people."

Player character: "Well, when I touched the Lo'Gaan, I had another vision, that now she seems to be trying to summon a huge demon army."

Su'Rei Tem (sad): "Now she has fallen to the darkness so much... But I believe, that there is still something good in her. And I will not surrender."

Player character: "Good luck with that, Tar'Gon'Re. I will try to find allies and to ban the Run'Noor with the power of the Lo'Gaan."

Su'Rei Tem: "Much luck to you also. But never try to activate the Lo'Gaan for battling the forces of darkness with the forces of light. This would start a new war of the gods - and this is exactly what the dark powers want to achieve."

Player character: "Thank you, Tar'Gon'Re. May the light be with you!"

Su'Rei Tem: "And with you, chosen one!"

Su'Rei Tem disappears in the shadows.

Quest 8: Journey to Relon

Now you carry a part of the power of the Lo'Gaan with you. You walk through a corridor, which brings you out of the room of the Lo'Gaan and leads you near the jungle city Sorae, which is your next destination. As you arrive there, you warn the local ruler Brozek Feron about the darkness that is coming. He sends out messengers, to inform the other rulers about it so that they will be able to rally their troops and stand together against the evil.

When you ask him, if he knows a way to Zraa, he tells you about the air ships of the city Relon. They could bring you safely across the Ocean of No Return. You decamp and

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travel through the Forest of Thyghaz and the Desert of Grobb and finally reach Relon. As you arrive there, a huge battlefield awaits you. Relon has been burned to the ground and there seem to be no survivors.

Cut scene: Intervention of Dragons



Figure 6.10: *Hero and Dragon*

Dragon flies through the air and lands near the player character.

Dragon: "What are you searching for? Here, you find nothing but ruins."

Player character: "It seems, that I arrived too late. The Tar'Gon'La were already here."

Dragon: "The Tar'Gon'La? Yes, that's hard to overlook."

Player character: "Now, i won't find a way to Zraa. All hope seems to be lost."

Dragon: "You want to travel to Zraa? What shall a small and weak being, like you, do in Zraa - where shadow and darkness now rule?"

Player character: "I shall banish the shadow and the darkness - by banning the Run'Noor."

Dragon: "Wait! You aren't the chosen one, are you? Many speak of you! I had envisioned you as larger somehow."

Player character: "Thanks, that's very encouraging. You don't know a way to Zraa, do you?"

Dragon (thinks shortly): "Well... Hmm... Oh well, maybe there is a way. I am not as young as I was 3000 years ago, but I think that I could still accomplish a flight to Zraa."

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Player character: "You want to bring me to Zraa? I didn't know that Dragons could be such generous beings."

Dragon: "Hmmpf... Mount up, before I change my mind."

Player character mounts up onto the dragon.

Dragon takes to the air.

Camera cut.

Dragon flies across desert and ocean.

Finally Zraa becomes visible at the horizon.

Dark black clouds are above the continent and lightning is visible.

Dragon: "Zraa, the continent of the damned. Are you sure that you want to go there?"

Player character: "No, I don't believe so. But nobody asks me, when it comes to being the chosen one."

Camera cut.

Dragon flies over the Northern Claw of Zraa.

Dragon: "This is Northern Claw of Zraa, I will drop you off here. You have to accomplish the rest of your way alone."

Dragon lands.

Player character dismounts.

Player character: "Thank you, venerable one. There still seems to be something good in you dragons."

Dragon: "In you small and insignificant beings also. But be careful. Some of our kind have fallen to the evil. Not all of us dragons have the foresight and the wisdom, that is common for us."

Player character: "I will be careful."

Dragon: "And I will try to wake up some of our people. There is still something that we can do against these demons. Good luck, little being!"

Dragon takes to the air again.

Quest 9: Against the Darkness

The dragon has brought you to the Northern Claw of Zraa. From there you fight your path through the desert of the damned in order to reach Nar'Sheech - the City of the Dead. It is dark and lightning storms interfere with you constantly. Demons, shadows, Tar'Gon'La and dark evil dragons attack you on your way. The closer you get to the city, the larger is the tide of the creatures of darkness.

When you finally reach Nar'Sheech, you are confronted by an army of demons, Tar'Gon'La and shadows, that is larger than anything you have seen before. But also the armies of the Noghal alliance have also arrived and the battle begins.

While the alliance army can bind a large number of the enemies in the battle, you keep fighting your path forward to the middle of the army of darkness. Finally you reach the Run'Noor and touch it with your hand, in order to ban the Run'Noor with the power of the Lo'Gaan that is in you.

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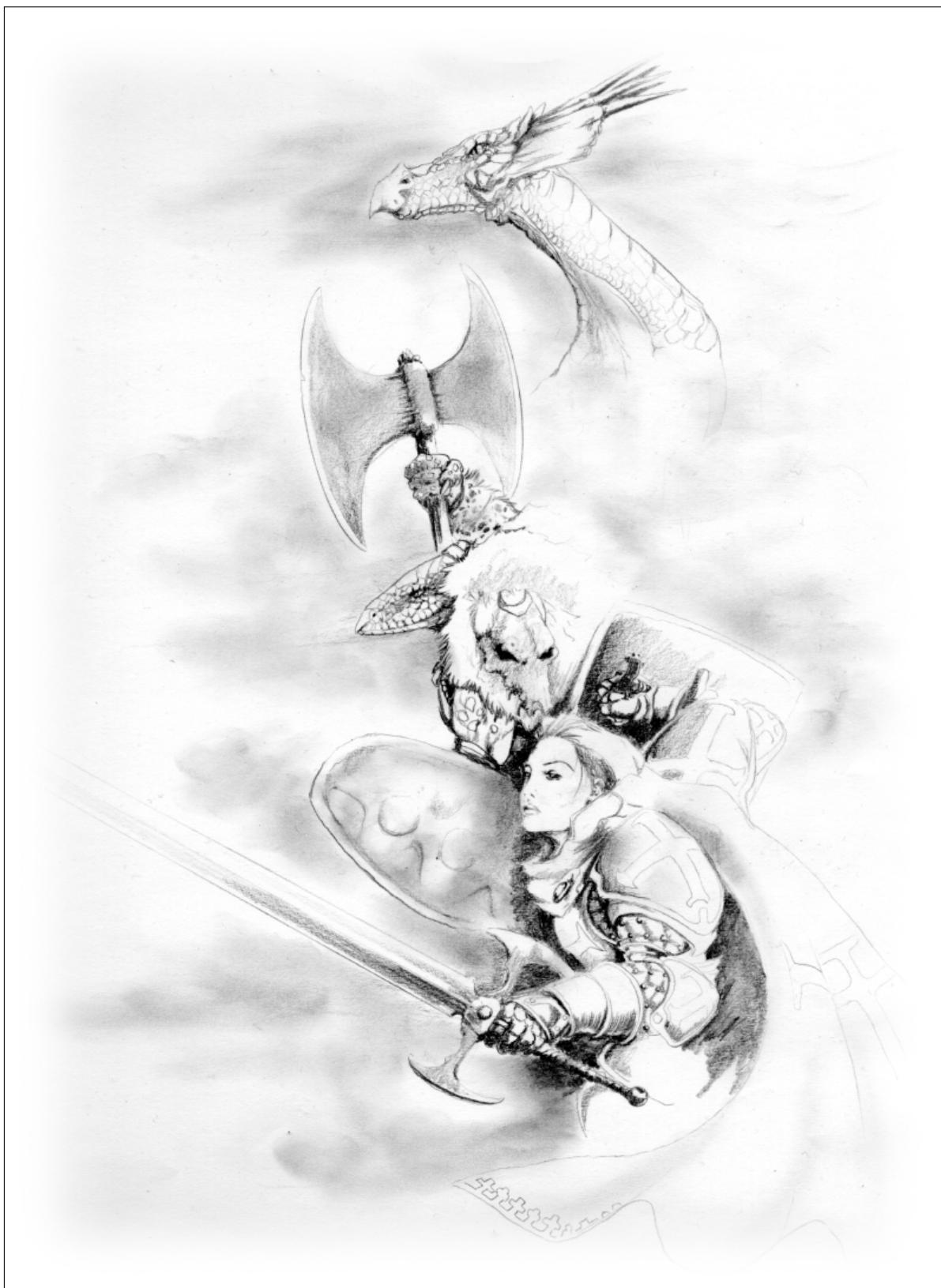


Figure 6.11: *Battling Heroes*

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Figure 6.12: *Dragon flies over the Battlefield*

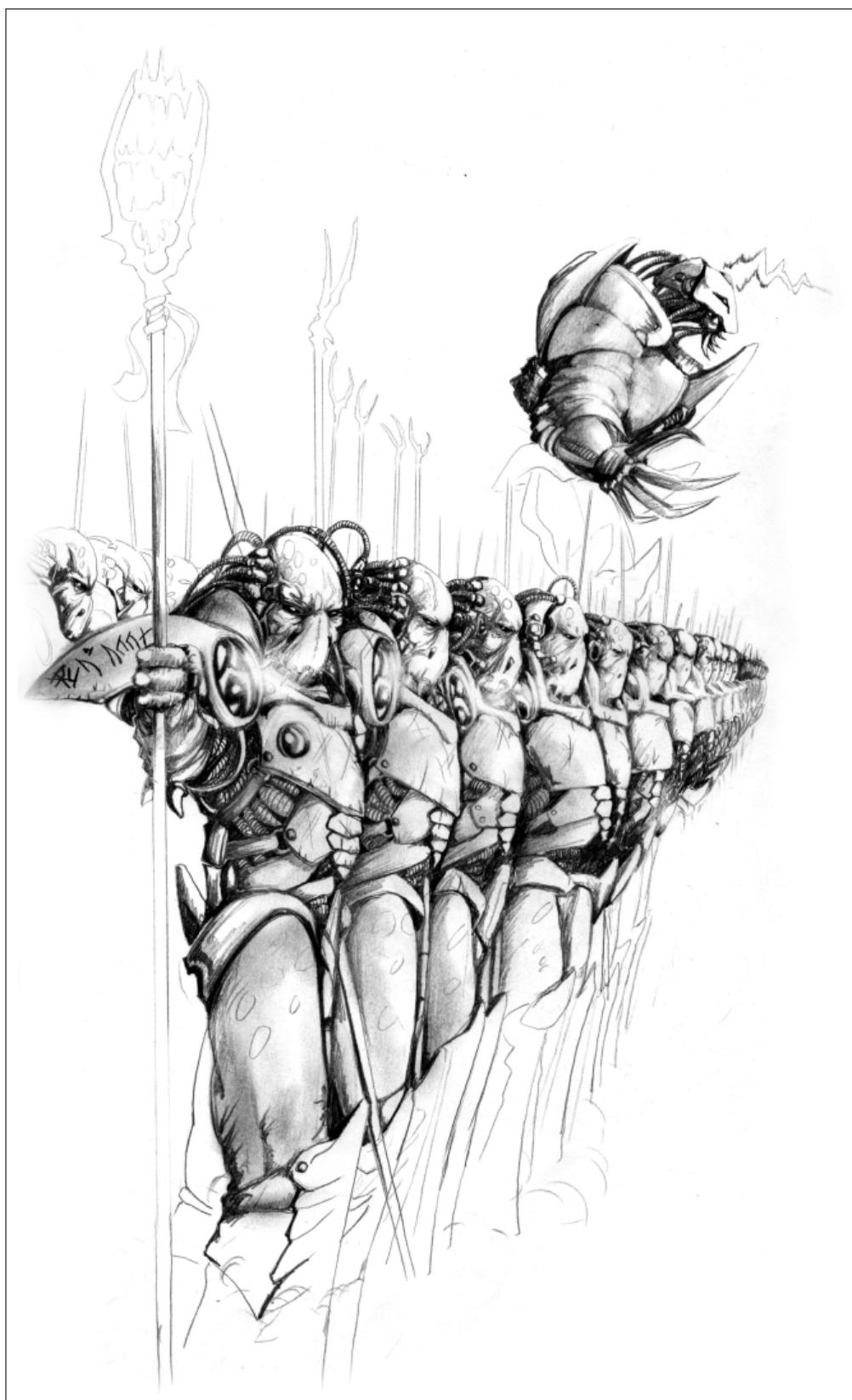


Figure 6.13: *Tar'Gon'La Army before the final Battle*

6.5 Extro

Cut scene: Light and Shadow

Mountain pass, a Tar'Gon'La guardian war robot stands in it.

Short combat sequence, where the player character battles the guardian and finishes it in character class typical way.

Camera looks sideways onto the guardian, the guardian falls down to ground with a loud groan.

Camera pans around the guardian so that it looks at it from the front.

At this moment a dragon flies over the falling guardian.

Dragon: "So we meet again, chosen one!"

Camera attaches to the dragon.

The dragon flies high into the air.

Music starts, epic soundtrack.

Narrator: "The day of decision had come."

Dragon flies, begins descent.

Camera zooms further away, the scenery is visible.

Other dragons join in to fly next to the first dragon, flanking both sides.

On one side of the scenery, the armies of the Noghal alliance: elves, dwarfs, humans, Xylanths and Krunark. On the other side the armies of the evil: Tar'Gon'La with huge war robots, shadows and demons.

Dragon continues descent, camera still attached.

Narrator: "And the armies of the alliance sounded the last big attack on the legions of darkness."

Dragon flies close over the Noghal alliance troops.

During that, the camera focuses on the king of Malron, the leader of the alliance armies.

King of Malron (raises his sword and wields it in the air): "For Noghal!"

Camera zooms out.

The other fighters join in: "For Noghal!"

Camera cut, camera total view, battlefield completely in view.

The armies of both sides run into each other.

(partly slow motion effects:)

Camera cut.

Melee combat between a knight and a Tar'Gon'La.

Camera cut.

Elvish archers unleash a volley of crystal arrows.

Camera follows these arrows, they hit a Tar'Gon'La war robot.

Camera cut.

A Tar'Gon'La guardian walks through a regiment of knights and leaves a trail of devastation.

Camera cut.

A dragon flies over a Tar'Gon'La regiment and roasts them with his fire breath.

After that a guardian slices him open with his claw.

Camera cut.

Krunark run into an army of shadows and battle them.

Camera cut.

A demon kills one dwarf after another.

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Camera cut.

On a cliff Xylanth mages cast fireballs into the happenings.

Camera zooms farther out, displaying total view again.

Battles everywhere.

Camera cut.

Matriarch in front of the Run'Noor.

Her counselor is behind her.

Counselor: "Now, matriarch. The time has come."

Battles in the background, noise of battle.

Camera quickly moves away from the matriarch to the edge of the battlefield.

There stands Su'Rei Tem, the Tar'Gon'Re.

Su'Rei Tem (communicates telepathically): "Hold on, Sha'Lei. You may not free it. Remember yourself, remember who you once were."

Camera cut.

Counselor, matriarch, Run'Noor.

Matriarch turns around, looks to the Tar'Gon'Re, noise of battle in the background, music like the farewell scene of Sha'Lei and Su'Rei.

Counselor: "Matriarch, you have to do it. The dark energies flow now. The time of the total release has come - for us and for our allies!"

Matriarch doesn't move, looks mesmerized at Su'Rei Tem.

Camera cut.

Player character is in the middle of combat.

Dragon flies over him.

Dragon: "Now, chosen one!"

Camera cut, music more dramatic.

Su'Rei Tem: "Think of the peace you once followed. Think of the empathy. And think of the love ... the love between us ... because I still love you."

Matriarch keeps looking to Su'Rei Tem, a tear runs over her face, tremendous sad music.

Camera cut to counselor.

Counselor (draws a knife from his side pocket): "Oh, no. I won't allow this."

Camera cut.

Player finishes a demon lord, in the background: the Run'Noor, the matriarch and the counselor.

Camera cut to Su'Rei Tem.

Slow motion, tremendous sad and dramatic music:

Su'Rei Tem (desperate): "Noooooooooooo!!!"

Su'Rei Tem starts running to the matriarch.

Camera cut.

Counselor stabs the matriarch, moves his other hand to the Run'Noor.

Camera cut.

Su'Rei Tem moves through the thick of the battle.

Camera cut.

Player character moves nearer to the Run'Noor.

Camera cut.

Matriarch sinks to the ground.

Camera cut.

Su'Rei Tem keeps moving through the thick of the battle, runs through the bodyguards of

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the matriarch and reaches her just when she hits the ground.

Camera cut.

Counselor turns to Su'Rei Tem.

Su'Rei Tem draws a rune sword and let it buzz through the air.

Counselor falls to the ground, in 2 pieces.

Camera cut.

Player character pushes the bodyguards in front of the Run'Noor away, jumps in direction of the Run'Noor and puts out his hand to the Run'Noor.

Camera cut to the Run'Noor.

A bright beam emits from the player character's hand onto the Run'Noor until the Run'Noor is covered by bright blue radiance.

Slow motion ends.

Camera cut, camera looks from above at the Run'Noor.

Silence.

Starting from the Run'Noor a sphere shaped force field spreads over the whole battlefield until it covers everything.

After that, it tightens again, quiet music begins.

Camera cut.

Demons mold back into dark billows, dark billows stream out of the Tar'Gon'La while the force field moves through their lines.

Camera cut, from above again.

Force field tightens toward the Run'Noor.

As it reaches the Run'Noor, nothing happens for a short time, then a bright flash of light spreads over the scenery.

The flash of light fades out, the battle has stopped.

Sad music begins.

Camera focuses on Su'Rei Tem and the player character.

Su'Rei Tem: "She is dead ... I ... I have not succeeded in saving her."

Player character: "But she and you - you have made it possible that the Run'Noor was banned. Through her sacrifice, the good achieved victory."

Su'Rei Tem: "May this pain be spared from other people."

A voice from behind.

King of Malron: "It will be, it will be."

Music becomes more heroic.

King of Malron joins the scene, camera zooms out slowly. The elvish queen, the dwarven king and some Krunark and Xylanths also join.

Camera zooms out further.

Narrator: "Through the heroic actions of those, who followed their hearts and defeated the evil this way, peace could finally rule on Noghal again. Even the orcs, trolls and giants - formerly known as warlike people - laid down their arms to search for harmony. And a new age of discovery began."

Screen fades out.

Font gold on black:

THE END ... but nobody knows what the future brings.

6.6 Aftermath

Short sequence.

A strange room, full of runes, sleek stones - it looks like a holy place.

The Run'Noor lies on a pedestal.

Beeps can be heard: "Beep ... beep ..." at regular intervals.

The camera zooms further onto the Run'Noor.

The beeps get louder.

Camera reaches the Run'Noor, the beeps are louder now.

Camera slowly moves around the Run'Noor, onto a part of the bottom.

A small device can be seen, sticking onto the Run'Noor.

Tar'Gon'La runes are on it.

And further characters, that are changing - a timer.

Set up to 5000 years ...