Custom Geim

1. **Setting:**

Town with a bunch of NPCs – wander around (make as random as possible). OR make recognizable npcs do different jobs (farmers/shop/caravan drivers)

**AIs which control the environment:**

* + Open/Close Gates
  + Markets to buy items => required by some NPCs to be bribed?/ Can hire sappers ( MUST HAVE TECHIES) to destroy walls.
  + Raise bridges

**Environment:**

Invisibility

(Feels weird)Fog of War => disabled by Light sources/Lamps around the map (there are probably props for those)

NPCs can be hired by Guards to ‘pose’ as bribable NPCS creating an alert for the guards when someone tries to bribe that NPC.

1. **Players**

*1 Team of Assassins – Time 25-30 min – then guards get bonus vision/Keeper of the light /NS aghs ult style vision/ Assassins get bonus move speed/dmg*

Kill all Guards OR

Kill High Value targets (mayor/bishop/admiral/judge)

Destroy High Value Buildings

Disguised as normal Citizens of the town/Can change disguise when they kill a citizen leaving a body for guards to discover.

Can pick up items and trade in market.

*1 Team of Guards/Police/Vigilante style group*

Kill all Assassins OR

Protect at least of 10 objectives (High value objectives)

Can pick up items and trade in market.

Can inspect bodies for extra information about where the citizen was heading/what his occupation was – easy to find NPCs which don’t belong in certain areas.