Dark Rising

Game Design Documentation

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Overview

Introduction

Dark Rising is a post-apocalyptic, spy-strategy, role-playing game for the PC depicting the struggling war between humans, vampires and werewolves. The game play involves the player, starting out as a human, to choose whether they would like to spy on the werewolves or vampires to gain information to help the humans gain an advantage over these monsters in the war. It is up to the player to make decisions based on the available information that will either help their faction win the war or turn them rogue against their own race.

Concept

The player will be placed in a world where man-kind's numbers are on the decline while rivaling monsters are rising while using mankind to reinforce their numbers by turning them to their side in the war. The player will play a human who is task to spy on these monsters to help the humans gain an edge to winning a foothold in the war. While following the storyline their paths twist and turn leading them to decisions that could allow the player the choice to turn against the humans while joining the faction that they spied on thus turning double agent.

The lure of becoming a double agent can be appealing to the target audience for it allows for them to continue the story and to see how the story plays out if they choose to go that route in the story line.

Background

The world cast into darkness and the human race on the brink of extinction. Dark creatures are on the rise. Vampires and werewolves are at war with one another over the shrinking resource of mankind. For years humans have been used as reinforcements for the werewolf and vampire war. The humans had no choice in the matter. Lucky ones were turned and the others were used as rations for the troops. A few humans escape the grasp of the werewolves and vampires.

As a human, of a small rebellion, you have been summoned to the captain's quarter for a mission. The captain looks at you as he gives the details of the mission. Only two others are in the quarters with you and the captain going over these plans. You are given the choice to spy on the werewolf encampment from the inside or to go to the vampire's seethe to discover their plans. Whichever camp you choose the other scout will go to the other faction. The final scout will be the one to relay the information discovered by you back to the human rebel camp.

The captain leaves the choice of which faction you would like to scout out. ***Do you choose to go with the werewolves? Or take a risk with the vampires?***

Key Features

Inventory –
Keep necessary items on your character to complete tasks and to aid in your espionage quest against your enemies.

Customizable avatar –
Create your avatar in the image that you desire with the available modification. Upon each achievement more features are unlocked to make the avatar even more unique.

Player Mode

Single Player

Genre

Adventure/Post-Apocalyptic/Espionage

Target Market

The intended target audience would be male and females who are late teens to mid-thirties. Their preferences would be sci-fi and fantasy genre type games like World of Warcraft, Final Fantasy and older versions of Diablo.

Gender: Male and females

Ages: 18-35

Preferences: Sci-Fi, fantasy, futuristic, role-playing, adventure, puzzle and strategy

Games of interest: Diablo III, World of Warcraft, The Witcher and Final Fantasy

Platforms

PC ONLY - Microsoft Windows 7 (32/64bit) with latest service packs

The Game World

The History

Earth, Year 2100
(20 years after the polar icecaps melted)

Many areas of Earth flooded thus changing the landscape of the continents. Places that were once arid became green forests while other places became cold and desolate areas that hardly supported any living beings. Twenty years before the icecaps melted other races such as vampires, werewolves and the undead started to emerge making demands on mankind. Deeply rooted in many of the parent companies that controlled the world stock were the vampires. Whereas the werewolves tried their best to keep from the public eye until the vampires blew their cover.

The undead, a small experiment gone wrong started by the vampires to make humans more compliant, had spread within cities taking out a large chunk of the human population.

War broke out as the humans tried to fight off the undead from taking over in hopes that they could stop the spread of their infectious disease. They used all of their war missiles, including the nukes, thus causing a huge unbalance to the eco-system which triggered the icecaps to rapidly melt. Technology fell rapidly as the manufacturing plants, power plants and all the other elements that helped build and support technology no longer worked.

Humans fearing for their lives against the undead flocked to the vampires for protection for they did not know that the vampires were the cause behind the undead. While others decided to side with the werewolves and seek their protection instead of becoming slaves to the vampires.

Over the years the werewolves forget their neutrality within the war and end up fighting the vampires head on while the status of humans become more like slaves in their culture as well.

To avoid a raid on their slaves from the vampires the werewolves have devised a way to keep their population of women hidden from the prying eyes of the vampires. Most of the werewolf owned villages look like it has only men. The women are encouraged to bind their breasts so that they can easily pass for young men/boys.

The towns/villages handled by the werewolves have two parts to them; an above ground and an underground village. This is so that the children can be hidden from spies and makes it appear that there is nothing worth raiding from the villages if there are only men in it. Women who cannot pass for men or are currently carrying are kept in the underground town to tend to the children and other duties. Most of the women keep their hair short too. Only a few have it shoulder length.

Vampires on the other hand treat their human slaves with no respect. The villages that are owned by the vampires are fenced off with guards at each tower. The women are sequestered to a section of town while the men are kept in another. They are only allowed to breed when matched with a suitable mate. They have also altered the humans to the point that they can reproduce faster but at the cost of their lives

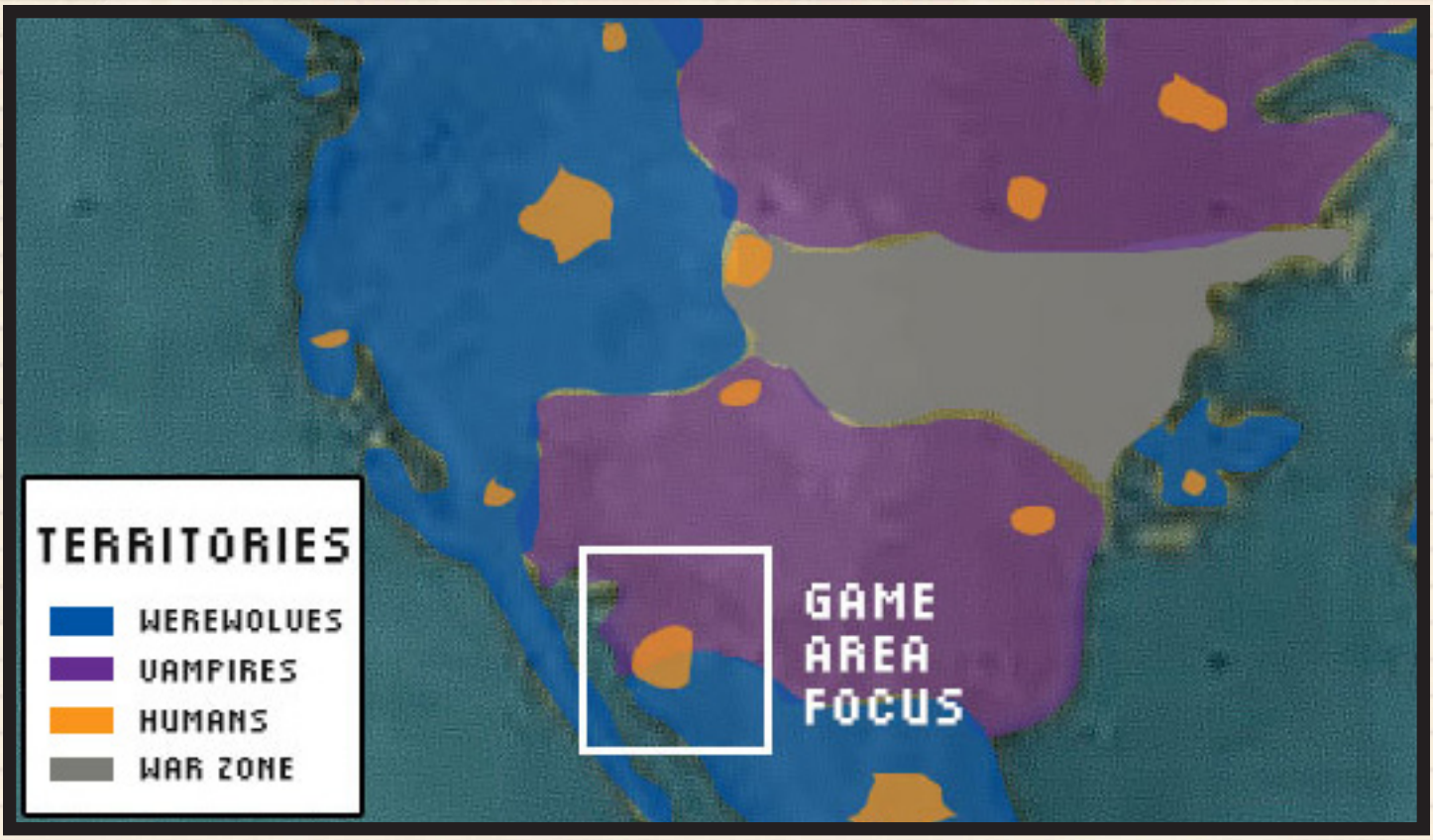
becoming shorter. The vampires have manipulated the DNA to the point that the humans that they own will overproduce blood cells and require at least one daily feeding to a vampire if that person was to not die of high blood pressure. The human that happens to die from this bleeds out of their orifices starting with their eyes first until they internally combust due to the pressure.
Vampires are allowed to have humans as pets and usually have one on a leash so that their food source isn't too far away. During the day the humans are penned up in the separated blood bank barns. Only a select few are used for guard duty. These are the most loyal of the humans.

The undead do make an appearance in this game and can be found in the forests and mazes of the game. The humans have set up a magical beacon system to alert them to any possible undead mob that may be crossing their borders so that they can be dealt with in a timely fashion and to keep the citizens safe from harm.

The humans that did not side with the vampires or werewolves banded together and escaped to high rocky areas that make it difficult for the undead to traverse. The most precious of the humans are the women and children so it is unlikely for any of them to enlist in the war against the vampires' tyranny or the werewolves. However there are some females who could not resist the urge to help their fellow mankind in the war. The humans use the tactics that seem to be working so far which is espionage, sabotage and surprise attacks against their enemies. Due to the war the technologies that humans were accustomed to were reduced to swords, daggers, bows and crossbows. Mainly the same weaponry that was used during the medieval period because advanced technology breaks and has no way of being repaired. However during the transition the humans did relearn magic which has helped them cope with the loss of technology. Humans have always had the ability to work magic it is just that it was forgotten as specific religions showed a disdain for it. When the human race is pitted against a formidable foe they will do anything to survive... even go back into their history to uncover the forgotten arcane weapons of their past.

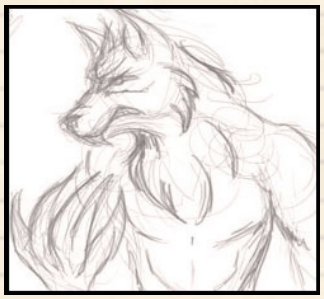
Location

In the reformed North America the area of focus is mostly what used to be the southern border of Texas and Mexico. Due to the influx of the world's ecosystem the weather is not predictable and different seasons can be experience from one week to the next.



Character Races

Werewolves



Strong and savage werewolves have taken on a tribal approach to running their clans. They rely heavily on their sense of smell to track their enemies and their brute strength, claws and sharp teeth to kill their enemies.

Vampires

Vampires are strong, stealthy and can hypnotize their enemies so that they may feed upon them. If they are hurt all they need to do is feed to regain their health.

Weaknesses – crosses, garlic and sunlight

Humans

Despite their sparse numbers humans are a resourceful race and have found the ability to work magic and alchemy to make charms and potions. Their instinct for survival runs strong and encourages stealthy attacks to improve their survival rates.

Weaknesses are that they do not have much in natural armor and rely heavily on potions or leather armor to protect them during battle.

Game Characters

NPCs

Humans

Captain David Ross –
He has deep-set gray eyes that are like two pools of mercury. When looking at his face you can see the years that have worn on him as his eyes slightly droop. His fighting spirit can still be seen in his eyes but it too has slightly faded over these wearing years at war. His thick, curly, milky-white hair is worn in a style that resembles dust-balls. He is very medium built with a slight pot belly with cream-colored skin. His hooked nose displays a battle scar from his fight with a werewolf when he escaped the werewolf slave camp. His mannerism could be considered to be rather gruff and curt when he interacts with others especially the player. The Captain does not consider light-hearted play to be a good quality of his small army and thus expects them to take their tasks seriously.

Douglas Parker –
The captain's main scout. Douglas will be the one that delivers the intel to the Captain that the player gets from their spying mission. He overall posture brings to mind of a savvy alley cat. His green hooded eyes that shine like emeralds always watch you no matter what where you may be in the area. His physique is tall with an athletic build. Douglas does not talk much and only smiles when you seem to be on the right track. Rarely does one see him scowl as a response. His long hair tied back into a low pony tail matches his ginger stubble on his chin. His skin is light colored which compliments his attractive wardrobe of dark greens and browns.

Vivian Curry –
Short, thin with a touch of an athletic build. Vivian's has chocolate brown eyes that compliment her tan skin tone. Her hair is worn short so that she does not need to worry about entanglement while she is on a scouting mission. She is the other recruit called forth to the Captain's office. Vivian is seen as warm and welcoming to others around her and has no problem striking up a conversation when needed.

Sneaky Slave -
Lanky and tall. Scruffy in appearance with weeks of dirt visible among his finger nails. His hair is a greasy blond with a slight wave. His eyes are a cold grey as they stare right through you. His clothing is somewhat rumpled and tattered. The knees and elbows are worn through as though this guy has been crawling a lot lately.

Werewolves

Nigel Byron Smyth of the Proudfoot Pack –
The first encounter with Nigel is when the player is woken up and then questioned by him. Nigel gives an air of tension about him as though he is ready to launch into a fight at any minute. His constant shifting narrow brown eyes can cause one to be on edge when they first meet him. Nigel's form is rather lean but still muscular. He has long, curly black hair bound in a large ponytail. Nigel does not trust you and is always watching your every move.

Chieftain Markus of the Proudfoot Pack –
His presence is that of a noble eagle while his physique is a masculine build. Chieftain Markus has the final say so of what each human slave is destined to become in his village. It would be wise to impress him so that one could be selected to be turned into a werewolf after many trials that he sets before you. He has silted grey eyes that are like two windows looking out on an overcast sky. He has fine, curly hair the color of black coffee which compliments his deeply-tanned skin and elegant nose.

Other werewolves –
These werewolves handle the management of the human slaves giving them the chores that they must accomplish before the day's end. Some of these werewolves provide necessary items that the player may need during their mission. To avoid suspicion the player must be cautious about how much they buy from the vendors. If the player happens to raise the alarm they will have the opportunity to knock the vendor out or bribe them with something else.

Vampires

Violet Valentine Vondrack –
This witty vampiress has slanted eyes the color of milk chocolate. Her fine, wavy, amber hair is medium-length and is worn in a complex, elegant style. She is very short and has an athletic build. Her skin is brown. She has pheromones that can render people suggestible. Her risqué outfits are usually white. Violet handles most of the vampire slaves or delegates the task to one of her thralls during the day. Angelus looks to her to choose the best out of the slaves to turn into a vampire to replenish their numbers during the war.

Angelus Damian Vondrack –
Angelus is somewhat mad is rather foul-mouthed. He has deep-set eyes the color of an overcast sky. His silky, curly, medium-length hair is the color of black coffee, and is worn in an uncomplicated style. He's got a prominent moustache. He is inhumanly tall and has a lithe build. His skin is light-colored. He has high cheekbones and full lips. He can turn into a crow. He has pheromones that can render people suggestible. His outfits are weird.

Other vampires –
Other vampires can be rather tricky to deal with and the player will encounter many during their mission. Some of the vampire vendors will require blood in exchange for their goods. Buying too much could deplete the character of all of their blood or cause the character to act funny thus raising an alarm within the vampire slave camp. It would be wise for the player to not buy too much so that they can continue their espionage with no problems. The player will have the time to create weapons, such as small wooden stakes, in which they can use against vampires that may pose a problem to them in the game.

Vampire Guards -
Rigid, vicious and mean. Willing to take the life of a slave if they prove to be too much trouble. Their eyes are cold burning coals while their skin is a pale blue. All the guards' hair is cropped short for easy maintenance and easy recognition of soldiers/guards.

PCs

In the game the player will be able to customize the look of their character. The adjustments that they make to the character are purely cosmetic. Though if they choose either female or male then it changes the range of the voice for the player character.

The player will have the option to choose the following on their character:
Gender, height, body build, skin tone, eye color, eye slant, eye narrowness, lips, nose, facial contour, hair (color, length, style), facial hair (if they choose male) and accessories like eye patches, scars, and earrings.

The appearance of their character is merely cosmetic and does not affect the game play.

Levels

Werewolf Path

Prologue – The Mission

Upon choosing the werewolf path the captain then orders for your current cloths to be stripped of your body and then replaced with rags. A bag is then placed upon your head as you are escorted to your intended meeting spot with the werewolves. The small band that brought you to this spot hit you on the back of your head before they remove the bag. You are awoken by puffs of hot air and the sound of snuffling. Your eyes focus on a dark muzzle as the figure steps away from your body as you stir. It is at this point that you fear for your life and hope that your general was not wrong in how this farce was staged. The wolf like figure then rumbles a question in your direction in which you are given two options for an answer. You answer knowing that the wrong one will end your life. The wolf narrows his eyes back at you and then nods to its comrades who pick you up and take you back with them to the their clan.

Chapter 1 – Gain their trust

In order to gain the trust of the werewolves the player must do several side tasks to earn honor points. Finally they must race through the obstacle course with little to no penalties in order to be considered werewolf material. Between tasks the player learns of how slaves that do not meet the merit of werewolf material become bartering chips or worse rations for the wolves due to the dwindling food supplies since the other monsters have eaten most of the surrounding wildlife.

Chapter 2 – Up the ranks

Honor points are still earned as the player continues to do side tasks such as clearing out monsters from the forests with the patrolling werewolf forces. During their raids the player is confined to within the village until they return with their ill-received earnings. It is during this chapter the player learns of how they can make their first rendezvous with their fellow messenger Douglas Parker. During the task of killing off zombies the player is placed on the walls with a bow and arrow. The player uses this time to wrap a letter onto an arrow and shoots it off to the area that Douglas is known to check during the mission. The player has to be quick or if they are caught then they must wait a few seconds before trying to send the letter again. If caught too many times (3x) then they are sent back to the slave pens and must wait until they are called forth to that particular task before they can try to send the message again.

Side Tasks

- **Kill the encroaching zombies** – upon the village walls shooting the zombies with flaming arrows
- **Retrieve [X] from [X]** – ends up being a "I'll give this item if you can get a particular item from [X] in exchange." Limit of 15 chaining requests.
- **Improve your aim** – shoot the hale bale target with javelins
- **Rat Stew** – Catch some rats for the village dinner stew
- **Clear the forest** – ride with the werewolves as they clear the forest of monsters such as zombies, ghasts, and ghosts
- **Clean the slaves** – clean the slaves… chase them down with soap and water as they make it very difficult for one to get them clean. The women scream and hit you while the men put up a fight. Rather hilarious battles ensue from this task.

Chapter 3 – Rendezvous

While the werewolves are out on a raid the player seizes the chance to sneak out of the village to meet with Douglas to let him know of the current findings. It is here that Douglas lets our hero know that Vivian has not been sending any sort of communication. It is feared that she has been caught by the vampires which was one of the concerns when she volunteered for that part of the mission. Douglas reassures our hero that he will continue to try and get in touch with Vivian after he relays the information that has been parlayed during this meeting. A branch snaps and the two turn to find themselves surrounded by some undead creatures. [battle ensues]

After the battle our hero must sneak back into the village without catching the attention of the patrolling guards near the wall. If timed correctly and kept to the shadow our hero is able to sneak back into the village undetected. Or so our hero thinks for we see the silhouette of werewolf watch them reenter the village.

Chapter 4 – A Stranger amongst wolves

Our hero is tasked with cleaning the slaves once again to get them ready for bartering.

[Cinematic] After cleaning the slaves a stranger in red comes into the town and is seen conversing with the Chieftain demanding more slaves in exchange for what seems to be ordinary rations/supplies. He recants and gives the red clad figure what they want. The figure takes half the rations away with them to show that the werewolves should not have defied their demands and thus as punishment they must do with half of what they've agreed upon. The red figure leaves with the slaves and the relinquished rations.

Werewolves commence around their chieftain demanding that they go out on a raid to make up the difference in rations. Our hero is then called upon to do certain tasks until they leave for their raid.

Polish the armor and weapons – must keep on cleaning the armor and weapons until time is up. Remove any spots that appear to avoid wreckage to the armor or weapons.

Chapter 5 – Shadowed Rendezvous

Our hero leaves the village shortly after the werewolves go on their raid. No message was sent ahead to Douglas so it is up to the player to go about in a maze of the forest whilst encountering monsters of different sorts before they find him. Douglas is intrigued to hear about the stranger and how the werewolves were so easily cowed into giving up half of their rations in addition to slaves so easily. He suspects along with the hero that there is more to the rations than what meets the eye. Douglas also imparts knowledge that Vivian has most certainly been caught by the vampires and that her fate is rather grim and thus considered lost. The two, our hero and Douglas, part and return to whence they

came from… however on the way back to the village our hero is found out by Nigel who has been suspicious of our hero from the start had stayed behind in the village to observe our hero's whereabouts during their raids since it was rumored that our hero disappeared during the last one. [Battle ensues]

Our hero defeats Nigel and makes it back into the village to find out who was making the rumors of their whereabouts during the raids. With questioning of several slaves and some punier werewolves our hero finds the culprit and disposes of them. During the questioning of one of the werewolves they let slip something interesting about the water rations they received from the stranger. Our hero is then tasked to take a closer look at said elixir.

Chapter 6 – Their Silver Secret

Sneaking into the rations tent, via a secret tunnel under a wooden crate, guarded by two werewolves in the front our hero slowly creeps over to the racks that hold the enchanted water. The player must make an agility and stealth check as they steal the bottle from the rack without attracting the attention of the guards.

The player must then sneak out of the tent and find a place to conduct an alchemy test on the potion to understand its qualities and what it does for the werewolves. The player is able to sneak away from the tent with the bottle in hand. They find a secluded spot to run a few tests on the potion and find out that it is the source of the werewolves' silver immunities but it is not permanent. As the player tries to figure out the time limitations on the potion they hear a branch behind them snap as a familiar voice is growled "Just can't stay out of it can you!" and our hero is snatched up by Nigel.

Chapter 7 – Caught!

Brought before the Chieftain our hero is given a chance to explain their recent actions that are considered treason to their kind. Nigel is seen in the background smirking as our hero is squirming to find their way out of this sticky situation.

The player is asked about their actions of slipping out of the village while the werewolves were not with them but out on a raid. The player has the choice to be silent [no honor] or to give an answer of "taking care of scummy monsters that encroach on the village" [honorable]

The hero is then asked why a fight between Nigel and them broke out. The player can choose to be quiet [no honor] or to state that the fight was to set who was in what place [honorable]

Finally the question about the stolen water and what they were doing with it is asked. The player can say nothing [no honor] or to state that they were merely trying to prolong the effects than the usual time limit [honorable]

Based on the answers given by the player the Chieftain either throws them back in with the slaves to find out where the vampires are keeping the elixir. This is the way the Chieftain believes our hero may redeem themselves with the werewolves. Nigel is not pleased with the verdict and glowers at our hero.

Chapter 8 – A party to slave away

As the player is made to look like a slave once again they are not deprived of their inventory so they have their necessary charms and gold if they need to persuade anybody that they find when they finally make it to the vampire's castle. Many of the slaves sneer at our hero as they are led back to the Vampire's castle for they feel that the hero is nothing but a traitor to them and their masters the werewolves.

At one point during the travel the slave train will stop momentarily. It is at this point that the player must leave a note for Douglas so that he knows where our hero is currently going and what our hero has found out about the seemly benign elixir. Several slaves will tattle on our hero so the player must leave the note on a specific rock when all the slaves' backs are turned (the puzzle will become active when their backs are turned).

After the note is left the slave train is then moved onwards to the castle and the slaves are then placed into the slave pens.

Chapter 9 – Appeal to their greed

Milling about the slave pens the player must find a way to escape the pens and wander the castle unnoticed. In addendum to that they must find out if any of them have heard about a room in which the vampires keep their treasures. As the player goes around the pen they must play a few gambling games to earn some information from some of the slaves. Some of the information is rubbish while the other information given is rather valuable. By the fifth game the player notices that the other slave is cheating and confronts them about it. It is then that the slave that has been there the longest makes his appearance from nowhere and starts making his demands from our player.

Our hero gains the knowledge of where the secret passage is and how to escape the pen from this rather sneaky fellow. They must watch the pattern of the patrolling guards and stick to the shadows while they make their move to the secret passage entrance. If caught by the guards or they do not knock out a slave close to the slave pen doors then the player must restart the escape from the slave pen. Each try changes the puzzle to the lock on the slave pen.

Chapter 10 – A-maze-ing Find

Wandering the maze our hero is found to be pit against traps, ghoulish creatures, undead slaves that never made it out of the maze and some patrolling vampires that know of the secret passages. They must navigate the maze to find the room that the artifact is contained within but they have to be careful of the patrolling guards so they do not get caught. If our hero is caught then they are returned to the slave pens and must re-escape and make it back to the artifact room to try and steal it once again. Each subsequent try becomes a bit more challenging in picking the lock (which is a puzzle) of the slave pen.

Once they are able to steal the artifact the player then are able to read it and find out that the source of the werewolves' silver immunity is due to a magical spring with special mineral properties that are harvested by the vampires for the werewolves in exchange for slaves. The player must find the laboratory to make a potion to destroy the mineral properties.

During the player's wanderings they do find Vivian and must decide if they want to try and save her or to leave her be with the vampires. If they do choose to talk to Vivian then there will be a battle scene with her in order to knock her out and to escape.

Chapter 11 – A potion to their cause

The laboratory is found but has two vampires currently occupying it. The player must find a way to clear the laboratory out without bringing attention upon oneself. The option of waiting, casting darkness, throwing a garlic bomb or casting a distracting light outside the lab are given to the player. The darkness and garlic bomb will give the player's position away and cause them to be locked up in the slave pens again.

Chapter 12 – Just a drop or two

In this chapter the player uses the map that they retrieved from the vampire's castle to track down the location of the werewolves' source of silver immunities.

When the player goes to destroy the artifact which is a spring with specific chemical properties that gives the werewolves their immunity to silver they are confronted by Nigel Byron Smyth who tries to persuade them over to the werewolves. Either choice leads to a fight with Nigel Byron Smyth.

"Well, well, well what do we have here? I knew not to leave you to your own devices…" Nigel Byron emerges from the shadows as he starts to circle around the spring pool towards you *"Come now why*

don't you give me that bottle and come back to the village with me so that we can let our Chieftain know where this spring is located…."

Option 1 (destroy the artifact) ----------

Ignoring Nigel Byron Smyth's persuasion you opt to empty the contents of the bottle into the pool.

"What have you DONE?!!! As I have suspected all this time with your sneaking about… I knew we should not have trusted you! ARRRROOOOOOOO!" [Battle ensues]

[Enter cinematic of humans winning battles against the werewolves who lost their silver immunities]

Option 2 (don't destroy the artifact) ----------

You give into Nigel's enticing words and hand him the bottle. He drops it on the ground and crushes it with his foot.

"Fool. You are no werewolf brethren to me! So weak… you must be destroyed! ARRRRROOOOOOO!" [Battle ensues]

[Player is given the choice to return to the werewolves to tell of Nigel's treachery or to return to the humans]

Epilogue – Final decision determines the ending cinematic

[If returning to the werewolves a cinematic is played of the turning and of them ransacking the human villages]

[If returning to the humans a cinematic is played of the humans returning to the pool to destroy it followed by the cinematic of humans winning battles against the werewolves who lost their silver immunities]

Vampire Path

Prologue – The Mission

Upon choosing the vampire path the general orders the awaiting officers to remove your current clothing to be replaced with those of a vampire slave's garb. Getting you into the vampire's territory will be tricky for there are many wards and scouts in place that will alert of escaping slaves or intruding parties. You have been given a charm to be used when caught and questioned by the enthralled scout to ensure a higher percentage of your survival. During daylight the small band leads you to the border of the vampire's empire and the leave you to embark on your mission. You decide to either cross the border now or wait until the small band is no longer seen before crossing. After making your decision you cross the border as the sound of breaching the wards goes off. Do you stay put? Or do you run? You start running further into the territory until you step onto a trap. While you hang upside down it is then that you notice the scout makes an entrance. She then demands an answer before she kills you. At this point your options are given with the choice to emphasize your words with the charm. The scout stands there for a second before letting you down. You are then led into a small pen with other human slaves waiting for their nighttime labor to begin.

See appendix B for sketch of the vampire path

Levels Details (9-10)

Chapter 9 Details

Gain the location to the secret passage

Quest Reward: 1000 Skill Points

Milling about the slave pens the player must find a way to escape the pens and wander the castle unnoticed. In addendum to that they must find out if any of them have heard about a room in which the vampires keep their treasures. As the player goes around the pen they must play a few gambling games to earn some information from some of the slaves. Some of the information is rubbish while the other information given is rather valuable. By the fifth game the player notices that the other slave is cheating and confronts them about it. It is then that the slave that has been there the longest makes his appearance from nowhere and starts making his demands from our player.

The sneaky slave

He looks at you curiously with his head cocked to one side while scratching his rather scruffy jaw as you approach him.

Sneaky Slave: I cutant halp o'haring tha yer looken t'get o'ta hare [I couldn't help overhearing that you're looking to get out of here]. Wals I's bes waling ta giv ya som enfo eff ya be waling t'par wif somthang ya half un yeas [Well I be willing to give you some info if you be willing to part with something you have on you].

Dialogue Note – the first sentence is to give a flavor of the sneaky slave's dialect. The dialogue tree afterwards is to give clarity of what is being said but in game will use the dialect of the slave to continue the overall flavor. The translation of what he is saying will be indicated immediately after the written dialogue in square brackets as shown above.

PC: What do you want?

Sneaky Slave: That there necklace seems fine and dandy. I'll take that for exchange. *<he points to the influence charm on the player>*

PC Option 1: Fine

Sneaky Slave: Goody *<he jumps up and down with glee>*… One more thing I want…

PC: You said you only wanted the necklace… give me the information or I will make you regret it.

Sneaky Slave: *<huffs>* What're you gonna do? Kill me? Then you won't' get out of here! <starts calling the guards>

PC: Fine… what else do you want?

Sneaky Slave: I want to know where the closest human camp is… I've been searching on my recent escapes but have found none…

PC: How did you escape and why should I trust you?

Sneaky Slave: *<sneaky slave stays silent>*

PC: I cannot trust you with that info because you have already lied to me. Tell me where the secret entrance is and then I might tell you.

Sneaky Slave: The passage is over yonder at them walls close to where the guards enter and leave. You can hide in the shadows. Oh and one more thing… remember that a cross will always be your path to salvation. *<Player receives location of secret passage entrance and clue to solve the puzzle>*

PC: The humans are located… *<Give the location the human camp>*

PC: Thanks and the humans are located. *<Give him a false location>*

PC Option 2: No, how about something else?

Sneaky Slave: It's the necklace or nothing.

PC: How about I break some teeth on you instead?

Sneaky Slave: The sneaky slave gives you a horrid look and then calls the guards over to tell on you.

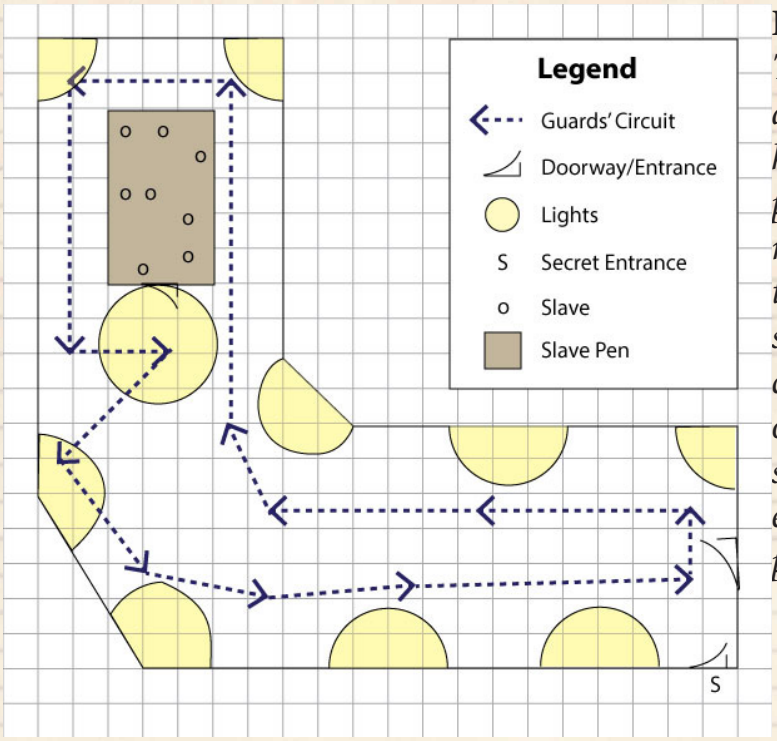
PC: Oh NO you don't! *<grab the slave and sock him one>*

NPC: *<Guards intervene and knock you out>* Player restarts dialogue after they wake up. The sneaky slave will be more difficult and demand more of the player.

PC: Hold on, wait! What do you want in return? *<grab the slave and recant your threat>* (follows dialogue tree from option 1)

Sneak past the guards

Quest Reward: 1500 Skill points, +1 Stealth and Intellect Stat Point

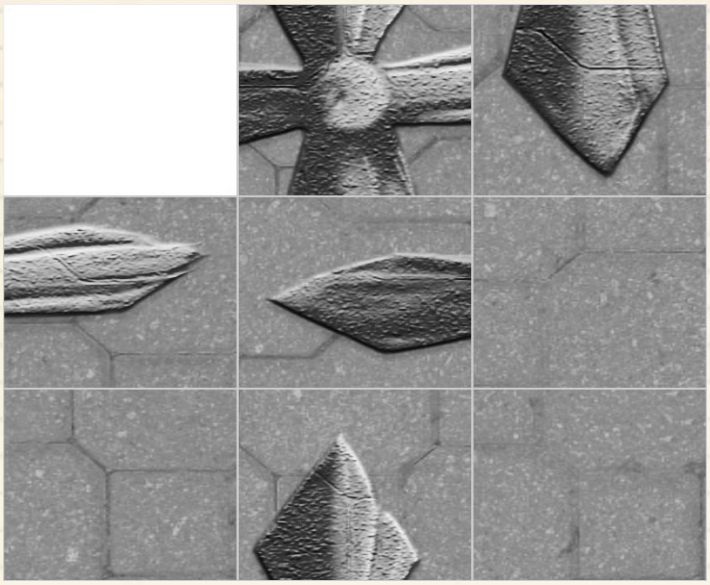


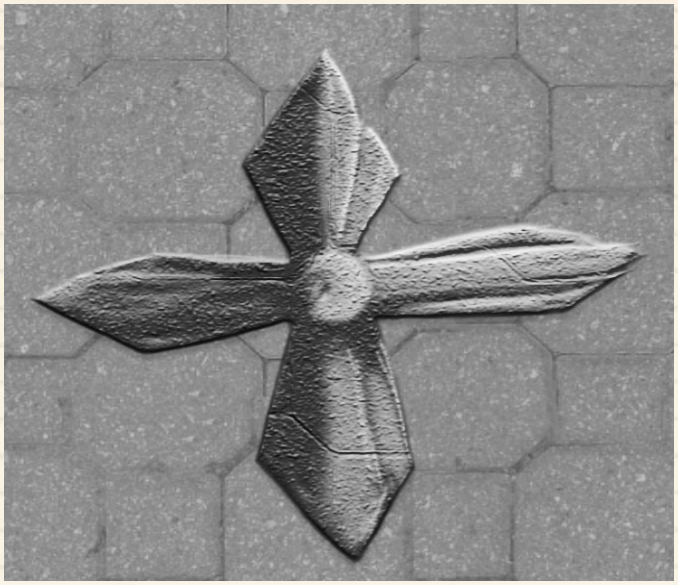
Part One: Escape the slave pen

The secret passage lies past the guards against a wall that has an open archway next to it. Our hero gains the knowledge of where the secret passage is and how to escape the pen from this rather sneaky fellow. They must watch the pattern of the patrolling guards and stick to the shadows while they make their move to the secret passage entrance. If caught by the guards or they do not knock out a slave close to the slave pen doors then the player must restart the escape from the slave pen. Each try changes the puzzle to the lock on the slave pen.

Part Two: Gain access to the Secret Passage

Upon making it to the section of the wall that has the secret passage the player must solve a slider puzzle to open the door. The sneaky slave did give a clue as to what the order of bricks needs to be in order for the passage to open. The player is presented the puzzle with the clue displayed in captions to remind them of what the clue is to the puzzle (a cross -|-). A small piece of paper falls from the opening that has iconography on it. This will help the player navigate the maze.



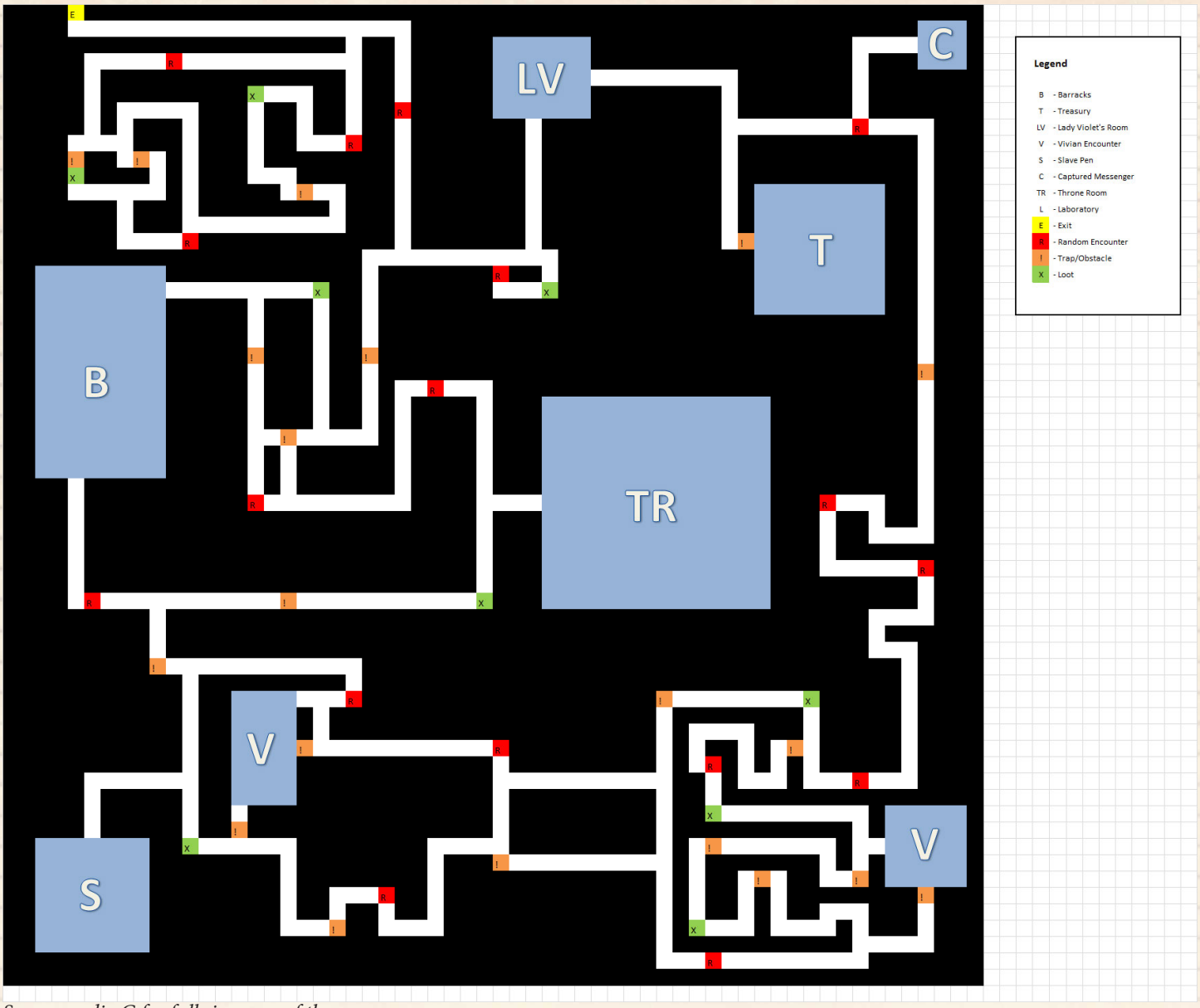


Chapter 10 Details

Navigate the labyrinth

Quest Reward: Story Advancement, Skill Points (for beating random encounters and obstacles)

The secret passage is a labyrinth that the player must navigate to find the room with the artifact. Certain points within the labyrinth will allow the player to spy on the NPC to gain additional knowledge to the artifact's room and the story (depending on if the player is working on the vampire or werewolf path). If the player is working on the werewolf path they may gain additional knowledge as to the werewolf's silver immunity (the parts that the werewolves left out of their story). Another point of discovery that the player will find out is the whereabouts of the other spy, Vivian, who went MIA. The maze passage ways will lead back onto itself but will also have icons at certain junctions that will help the player relate to the piece of paper to navigate through the maze. The maze is between the floors of the castle which is why the maze has passageways that mirror the hallways on the main floor. Random encounters will require the player to overcome the adversary using magic, stealth or combat. The player will also encounter traps or obstacles that will require some thinking to overcome them. Finally there are points within the maze with loot/treasure that will help the player within the maze. Some loot could be healing potions, food, money, armor, weapons or even invisibility potions.

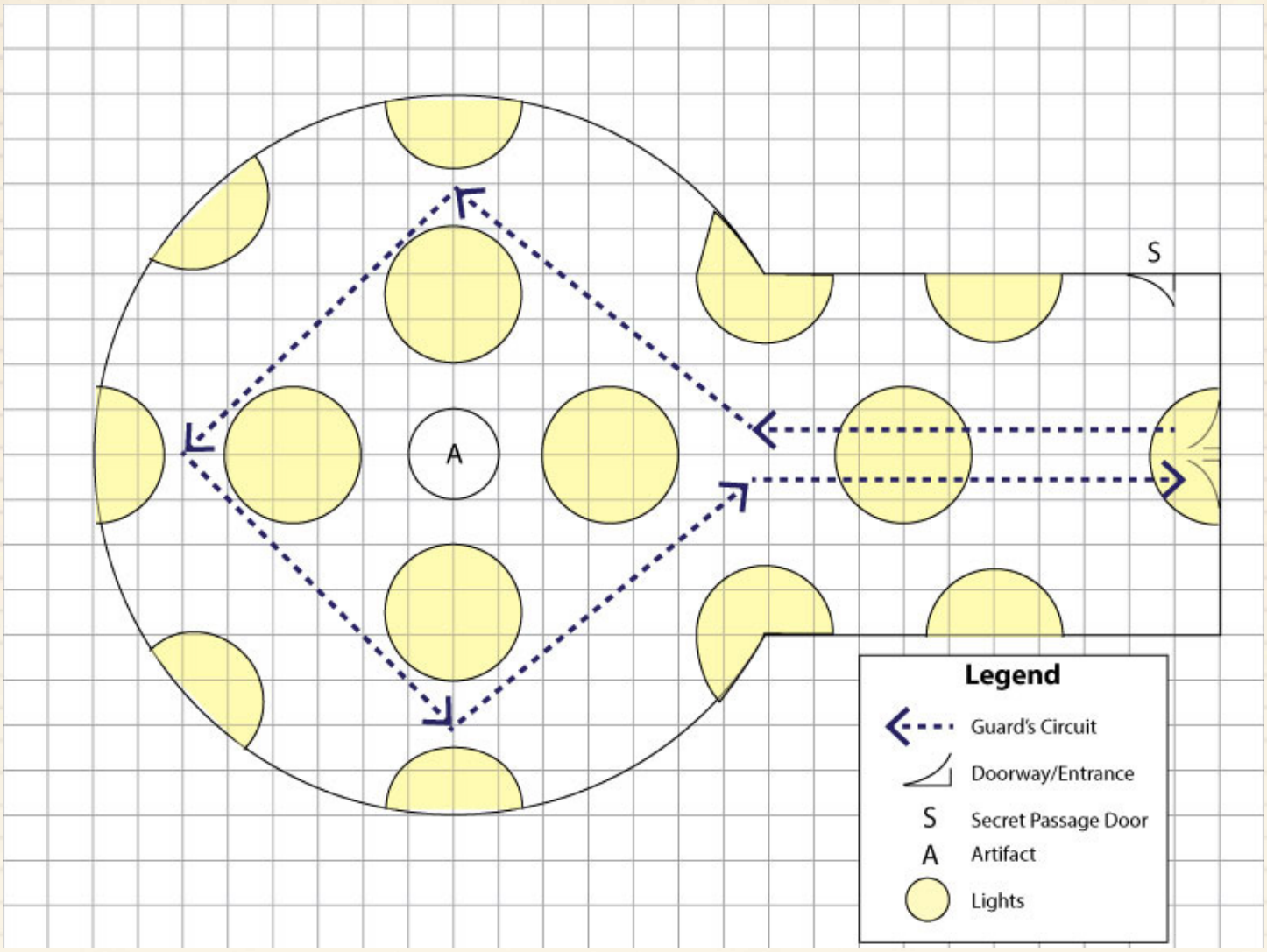


See appendix G for full size map of the maze.

Steal the artifact

Quest Reward: Artifact (map) and 2000 Skill Points

Before entering the artifacts room the player observes that there is a guard that enters the room every few seconds (about 45secs) makes his circuit and then leaves. There are areas within the room that the player can use to hide from the guard if the guard happens to enter the room when the player tries to make a grab for the artifact. The player will need to determine a pattern of the patrolling guard (just like with the escape from slave pens) in order to steal the artifact. They will need to wait for the guard to leave the room before they steal the artifact and then run to the secret passage. The player must place a piece of paper in the artifact's spot or the returning guard will notice that it is gone and sound the alarm. The player will have the necessary supplies to make the swap possible.



Vivian Encounter (Optional)

Quest Reward: 1000 Skill Points

This option within chapter 10 involves the player finding the MIA spy. The player has the option to talk to her, kill her or to not even bother. If the player chooses to talk with her the following dialogue takes place:

As you approach the young girl it become apparent that she is not herself and moves rather erratically while she stops and sniffs the air. Caution is taken as your light footsteps take you even closer. Do you want to continue?

Yes - takes the player to MIA spy
No - allows the player to retrace their steps cautiously and return to the labyrinth

MIA Spy, Vivian: Ah, a little lost sheep *<she smiles maliciously>* what shall I do with you?
PC: Don't you recognize me? Vivian, you have to snap out of it!
Vivian: I do not know who you are and how dare you speak to me as your equal! GUARDS!
PC: *<run>* - the player gets captured
PC: *<knock her out>* (this will still cause problems for the players escape for she does recover and alerts the guards of an intruder)
PC: *<don't hide the body>*- the guards find her knocked out and start searching for an intruder
PC: *<hide the body>* - the guards find nothing
PC: *<slit her throat>*
PC: *<don't hide the body>*- the guards find her knocked out and start searching for an intruder
PC: *<hide the body>* - the guards find nothing
PC: Nothing… for you are just seeing things
o **Vivian:** Perhaps I am and perhaps I am not… *<she reaches for the player>*
PC: *<slit her throat>*
PC: *<don't hide the body>*- the guards find her knocked out and start searching for an intruder
PC: *<hide the body>* - the guards find nothing
PC: *<knock her out>* (this will still cause problems for the players escape for she does recover and alerts the guards of an intruder)
PC: *<don't hide the body>*- the guards find her knocked out and starts searching for an intruder
PC: *<hide the body>* - the guards find nothing

Game Mechanics

Movement

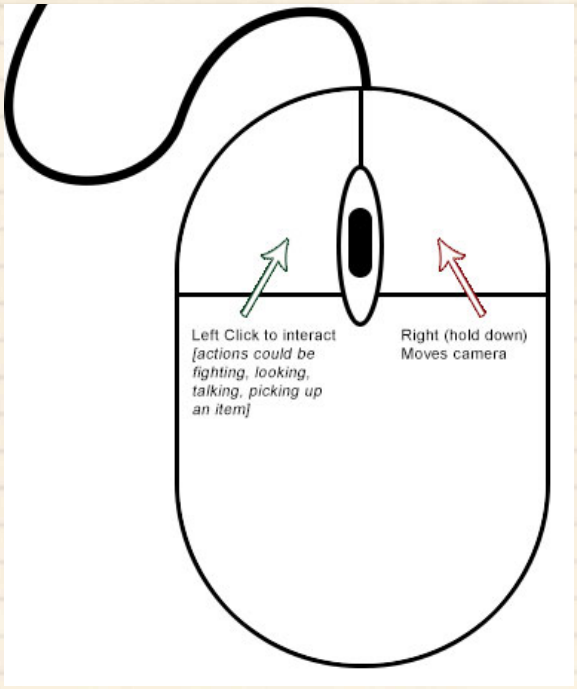
Keyboard keys

A (left)
W (forward)
S (backwards)
D (right)
Q (move sideways left)
E (move sideways right)
Spacebar (jump)
R (duck)
F (attack)

Number Keys

Each number key is tied to a specific skill like a fighting move, spell or stealth.

Mouse Buttons



Left (action icon indicates appropriate action)
Click to interact which can be looking, fighting, talking, picking up an item.

Right (held down)
move camera

There are no special movements based on where the player is located all movements are kept the same.

Combat system

The combat system works with melee and ranged methods. The methods depend on the player's stats to determine if their method makes a hit with their opponent.

Health of all player characters and NPCS will be calculated based on their combined stats x 10. If the player has a combined stat of 62 then times 10 it would be 620. As damage is done then their health is depleted but can be replenished by the use of healing potions or food. Bandages cannot be used during combat.

Melee

The player is armed with a melee weapon that is a branch. The melee weapon depends on their strength (let's say their strength is at 16) and its own ability (two eight sided dice plus 2) to determine if it is enough to hit above the enemy's leather armor amount which is 25.

The game roles for the character and receive 14 for the 2d8 and then adds it to the strength modifier +16 which should be 32. The branch hits the enemy and they get to role for damage. For the damage calculations we use 2d6 to calculate the damage given to the enemy. That damage is then deducted from the enemy's health bar.

Range

The character has in their possession a crossbow. The range weapon depends on the character's agility/stealth stat that will be added to the weapon's attack modifier of 2 + 1d10.

The game rolls a ten sided dice and gets a six then adds two and then the player's agility stat (let's give them 16 as well) to the amount. So 6 + 2 + 16 = 24… the player misses the opponent and now the opponent has to try and hit past our player's current armor of cloth which as an armor class of 15.

The adversary has a crossbow as well then tries for the player (rolling an 8 + 2 + 17 = 26) and then makes a hit. The roll for damage is calculated from 2 + 1d8 (rolling a 6 and 2) which is a damage of 10 points that the player will remove from their health.

Magic

Magic is dependent on the character's intelligence. Let's give the character 18 for the intelligence stat. Some spells may combine stats such as compel which needs charisma and intelligence for it to work.
Let's say our player will need to put our enemy to sleep then we use the following sleep spell to do it but first the necessary calculations need to be rolled before it can be considered successful.
Each character has a save roll which is the combination of adding ten to the total of their agility, intelligence and charisma combined. Our character's save roll modifier is 58. The enemy's save roll is 60. The sleep spell uses two d12 and adds 10 to it for the base total and then adds the player's character intelligence and agility stats to it. Let's say that the game rolled perfect twelves' on each roll and all stats added together equals a 66. The enemy has been put to sleep and our character can now easily slip away with no more confrontation.

Review of Combat

Melee weapons use the strength stat
Range weapons use the agility/stealth stat
Magic uses intelligence and agility/stealth stats

Player's character must meet or go over the amount needed to defeat their enemy's armor class or save roll in order to make a successful hit.

Damage & Healing System

Players can get hurt while battling other creatures or from falling a great distance. The amount of armor that they wear can negate some of the damage receive but it will not negate all the damage.

The health of the player can be regained over time or they will be able to find, create and use potions to regain their health immediately.

Object System

With the use of a bag players will be able to carry their items with them. The inventory slot in their bag is limitless so the player will not have to worry about running out of space. Weapons and armor do not count against their inventory.

Other Systems & Elements

Random Events

The only time that there is a possible random fight is when the player is sneaking out of the camp to meet up with the messenger.
The random event is triggered by a calculation of percentage. There is a (20% easy, 30% normal, 40% hard) chance of them getting caught. If they are caught then they will need to fight off their adversary in hand to hand combat. The player will have on them a necklace (magic charm), some magic that they can use and a branch.

The percentage is (20% easy, 30% normal, 40% hard) chance of getting caught. The ability to fight off their adversary will weigh heavily on their magic use to get away. They will have a sleep spell, confusion spell, lights and sparks spell, fireball spell and darkness spell. Depending on their choice will let them get away easier or call more adversaries into the mix. If the player dies then they can just restart where they were just playing.

Game Economy

As the player gains more reputation in the werewolf community then they will be able to interact with the shops to buy necessary ingredients for their charm (and to make more) and to buy weapons and armor. The player can earn money by doing simple chores for the werewolves within the camp or selling gear that they got off an encounter that they fought or stuff they find and then sell.

The player will want to keep gaining reputation with the werewolves that they are spying on so that they can carry weapons and armor to keep protected. If they happen to do something wrong then that notoriety will go down a few notches.

In the vampire area the player will need to kill their opponents and steal their stuff to arm themselves against future encounters.

Shops/Items

Players cannot affect the prices of items.

The stores are pretty much the same. The only places where there are no stores are in the vampire territories where the player will steal the items needed off the characters that they kill.

Prices are calculated based on the item's ability. The costs of those items are displayed in the chart at the end of this document.

Items will not be out of stock.

See appendix # for shop items

Player Stats & Skills

Stats

The player stats can be manipulated by the player at the beginning. They will have points (30 points Easy, 20 points Normal, 15 points Hard) that they can pour into the different wells. Each stat base will be the same for all player creation. As they progress through the game they may put points towards certain areas to give them a better chance at completing a specific part of a mission. All stats have a base of 15 and the player can add their points to any of the stats.

Strength (kill off opponents faster)
Charisma (easier to talk through difficult situations)
Stealth/Agility (hiding and sneaking)
Intelligence (higher means more spells)

Skills

The player can choose to focus on the skill trees in either of the following: combat, stealth or magic. When they start out they have access to all three but they can choose to place certain skill points into either tree branch to enhance their skills for those categories. There will be combat that allows the player to have a fighting chance when they are caught or when they need to steal clothing off their adversaries in the vampire area.

Characters will have growth in their stats, skills, stealth/reputation and better gear.

See appendix C for skill chart

Leveling Up

For the werewolves the notoriety system is used to show the player "leveling up" in the werewolf community.

The vampires section it will be based on stealth. The cleaner the kill with the least amount of noise and hiding the body will gain the player stealth points. Points that they can use later to "hide" from possibly encounters when they need to just get what they need done without needing to fight. This could be used when the player is low on health.

Both paths utilize health bars and it is in the good interest of the player to heal up with food, bandages

Play Modes

Player Modes

Dark Rising is a single player game.

Difficulty Levels

The difficulty levels will be easy, normal and hard.

The easy level of course will allow the player to play throughout the game with more ease whereas the harder levels will require more from the player. The harder levels will of course increase the difficulty of escaping, hiding, fighting and etc.

The difficulty levels will be available to the player but once they start a game with that level then they are stuck with it through the entire game.

Change rules of play

The player cannot change the rules of the game or add their own.

Editors/Mods

The editor will allow the player to customize their character at the beginning of the game. They will be able to choose the face, hair and colors of their character. These are all superficial and do not change the abilities of the character during game play.

The will be no option for players to share mods between each other.

There will be no downloadable content for this game.

Tutorials

There will be a tutorial section that they player may opt to play to get an idea of how to control the different skills that their character has at their disposal. They do not have to play the tutorial if they do not want to play it.

Goals & Victory Conditions

The game follows a linear path that has three pre-determined end. Depending on the player's choices within the game will determine the ending of the game. They must finish a specific event, finding and retrieving the artifact, before they can complete the game.

If they player has returned with the artifact to either the werewolves or the humans.

The player must be considered werewolf material for the game to continue on the werewolf path. The player must hide within the castle to gather information on the vampires and avoid being turned. There are three endings that the player can arrive at depending on their actions within the game. If the player chooses to side with the werewolves then they may return the artifact back to them however if the player wants to stay loyal to the humans then they may return the artifact to them. If the player chooses to be a vampire then they must simply get caught and be turned.

Saving the Game

There are options to save throughout the game. The player merely needs to interact with the menu to just save their spot. They have up to five spots that they can save different intervals so that they can go back and retry something if they get stuck later on in the game.

The game will have a special slot that saves the game automatically every five to ten minutes. The player can adjust the intervals for saving or can even turn off auto-save.

There will be no checkpoints since the player will be able to save their game at any time.

Players will have an infinite amount of slots that they can save their current game without fear of losing previous saved games. This allows for different players to have their specific game to be saved without infringing on other players' saved games.

Technical Specifications

Minimum System Requirements

PC with Windows 7 (32/64bit) with latest service packs, Intel Core 2 Duo 2.2 Ghz or AMD Athlon 64 X2 5000+, 512 MB of Ram, 2 GB of Hard Drive Space, DVD x8, Direct X9, Video Card that supports pixel Shader 3.0 (NVIDIA GeForce 8800 or ATI Radeon HD3850), Keyboard, Mouse with two buttons

Media

DVD or install from an internet download after game purchase

Internet/Multiplayer Capabilities

This game is a single player game and does not require connection to the internet in order to play the game.

Development Stage

Work in progress

Sound & Music

Sound Effects:

- Fighting – single and crowd fighting sounds.
- Huffs, snuffles, snorts, leaching, breaking elements like bones or chairs
- Environmental sounds like birds in a forest or lone wolf on a moonlit night
- Eerie sounds like a haunting moan, groan or clinking chains

Music:

- Haunting or eerie music for areas that are desolate and devoid of life. Such areas that would require this are the vampire controlled zones.
- Intense/tribal music for werewolf control zones. These would be mostly drumbeat like a beating heart with intermittent howls of a wolf off in the distance. It is allow the player know that they are in a werewolf controlled zone.

Camera system

Third person camera with a lock-strafe system; this is so that the camera's direction follows the direction that the character is facing. However the player can move the camera around while moving the mouse with the right mouse button pressed down.

Cinematic Screens

Screens that reveal story and plot advancement

2D Art & Animations

- GUI – screens, windows, pointers, markers, icons, buttons, interim screens and etc.
- Marketing & Packaging Art – box art, manual, print media, demo reels, website and AD space.
- Terrain – tiles, textures, objects and background

3D Art & Animations

Game Play Elements:

- Character animations such as idle, fighting, death, injured, stealth, running and jumping
- Interactive objects
- Weapons

Special Effects:

- Explosions, spells, blood and debris
- Environmental elements like fog, rain or dust clouds

Game Interface

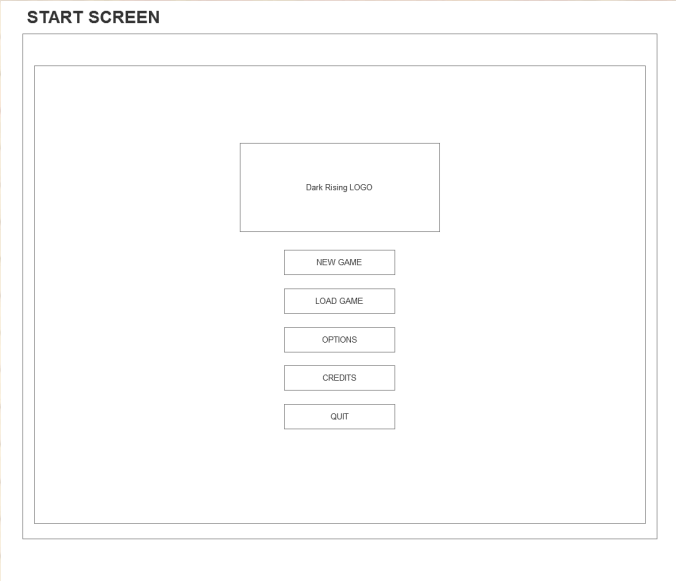
The elements within the screen can be toggled on or off. But the bottom portion will always be onscreen so that the player can have easy access to the buttons that toggle the other screens. The interface scales based on the window width/monitor's native resolution. Players will not be able to rearrange or change the layout of the interface. However they will have the option to turn certain elements on or off on the screen. There are HUD interfaces such as the Objectives, Character and Opponent Health & Mana bars, Inventory and a Mini Map.

Graphical Treatment

Wireframes

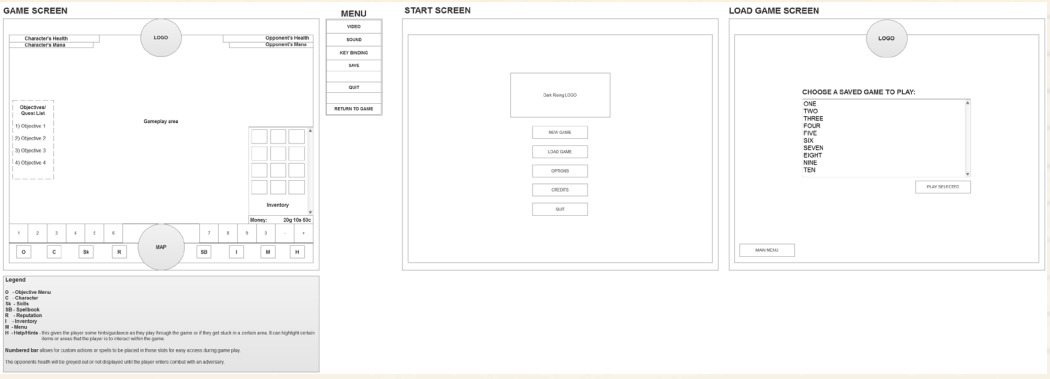
Start Screen

If the player has played before and has saved their game then the Load Game button will be enabled. If not then the load game button will be disabled.



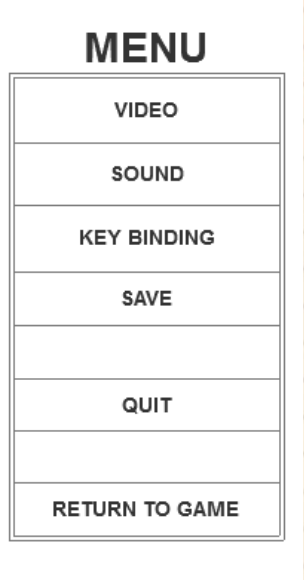
In Game Screen

The main interface for the game.



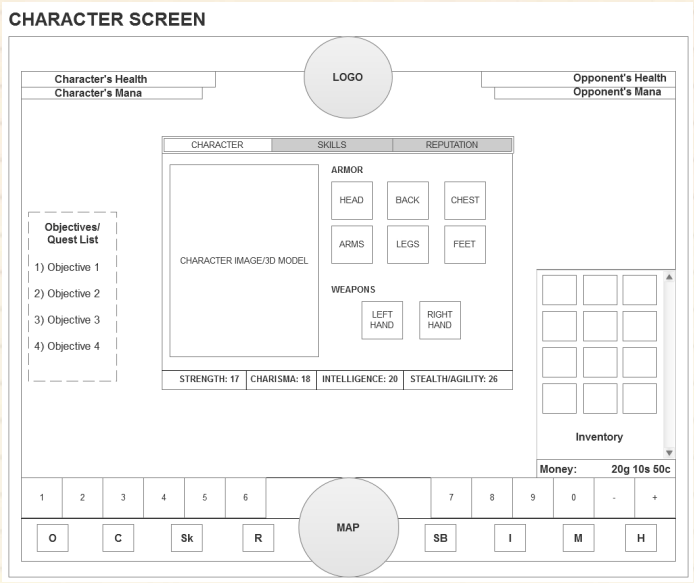
In Game Menu

This is where the player can choose to go change the video or sound of their game. They can even choose to save or just quit the game.



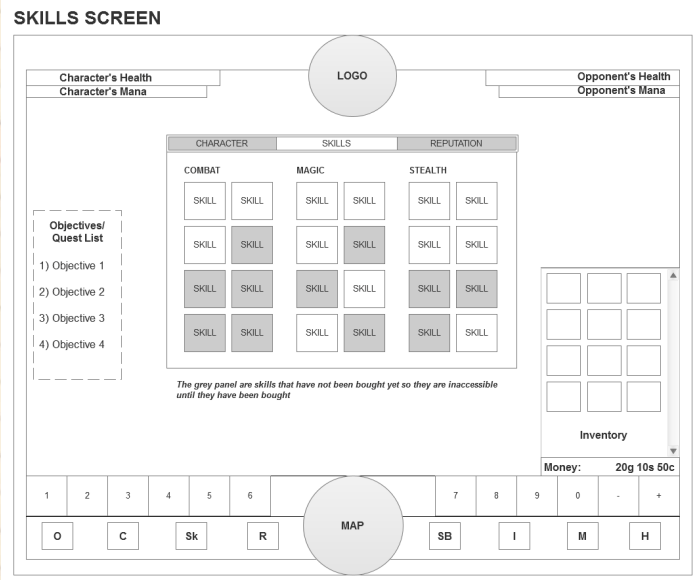
Character

Allows the player to change out the armor and weapons on their character. It gives them a quick overview of their character's ability points.



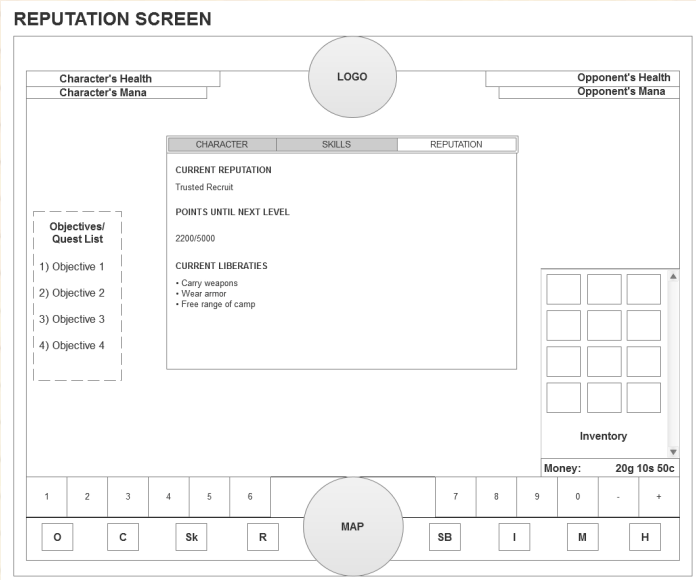
Skills

This is where the player can spend their earned skill points to unlock another skill that may let them cast different sets of spells or be stealthier when they sneak around. The grey panels are skills that have not been bought yet so they are inaccessible until they have been bought.



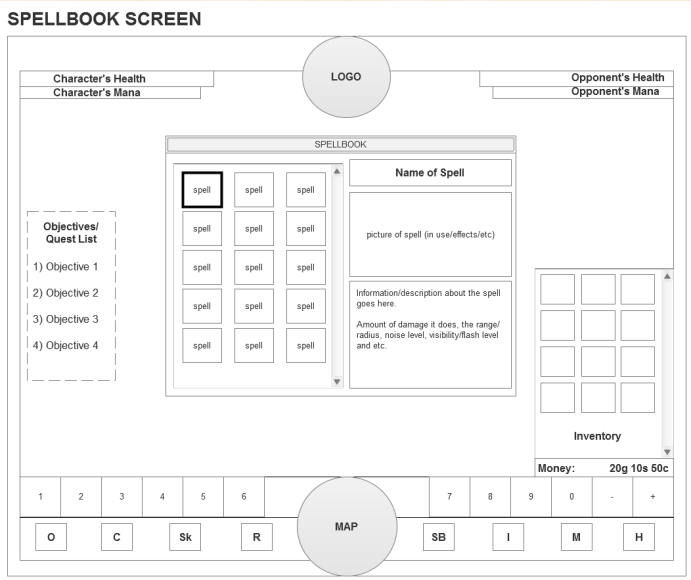
Reputation

This is where the player can see how much longer before they reach another milestone for reputation.



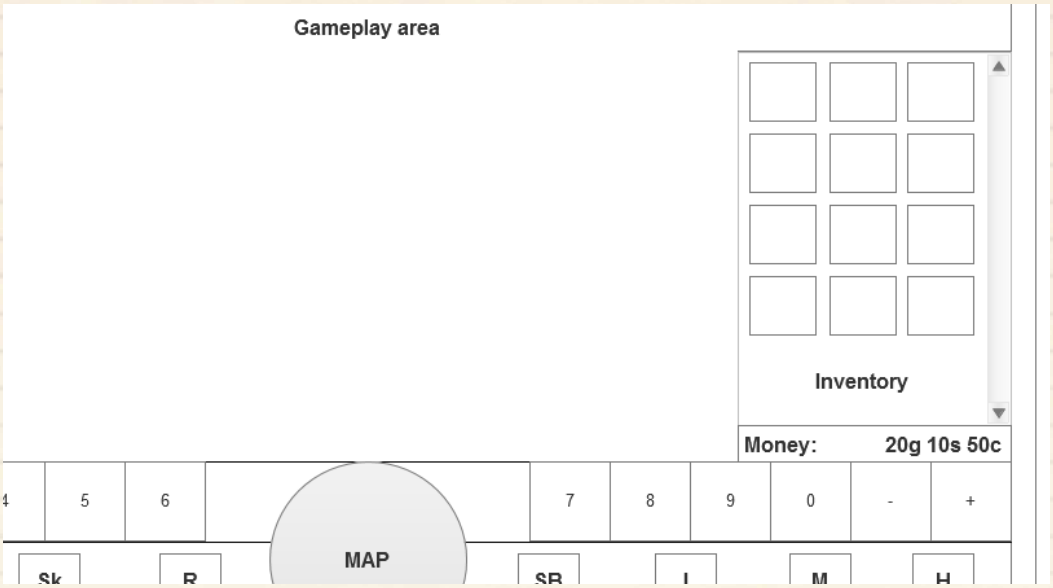
Spellbook

Here the player will see the available spells that their character can cast and they can drag it down to their numbered bar to have it handy during the game.



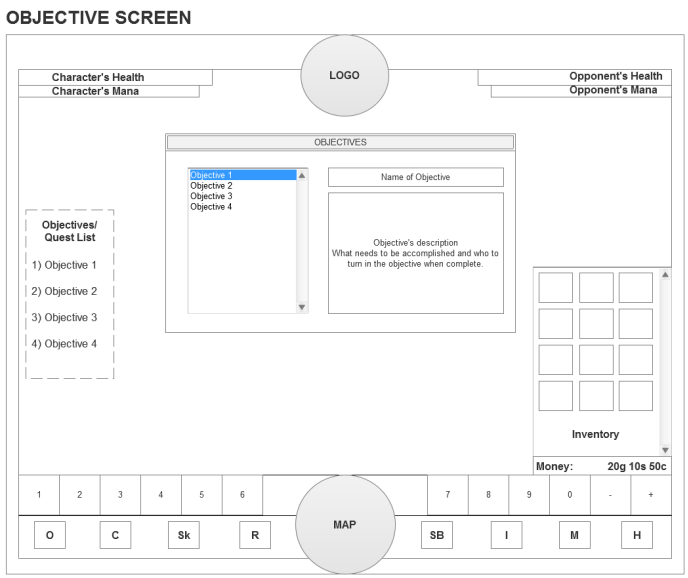
Inventory

The inventory will be a small window that shows up in the right corner of the screen.



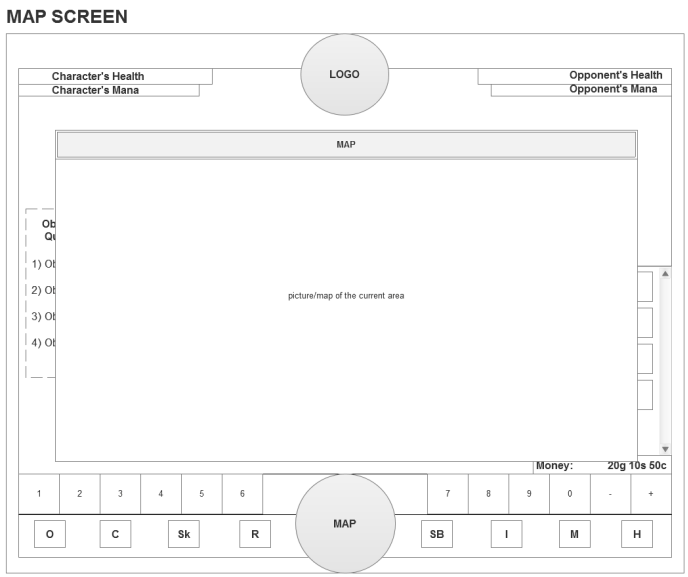
Objective/Quest

This is a small list over to the left side of the screen but can be opened up to a larger screen so that the player can read the overall objective to the quest/task.



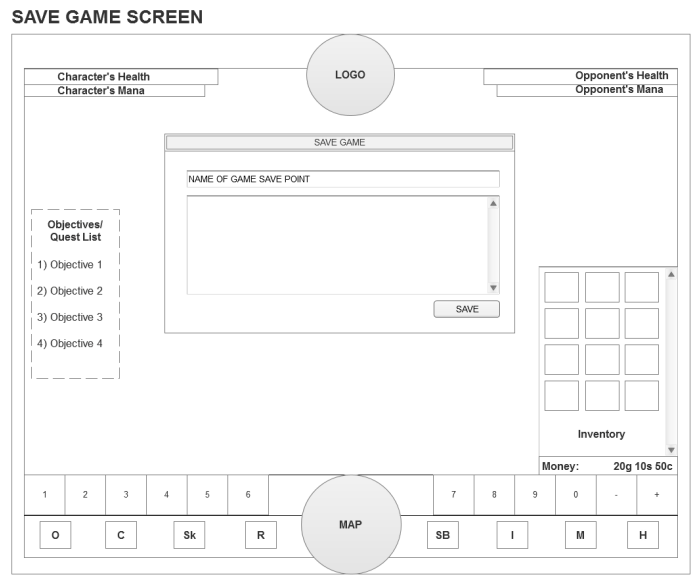
Map

Small version of the map is at the bottom with the other buttons. The player can click on this to open up a larger view of the area that their character is currently in or to see which direction they need to go to get something done.



Save Game

This is where the player will be able to choose a name for their save point and then save their current progress within the game.

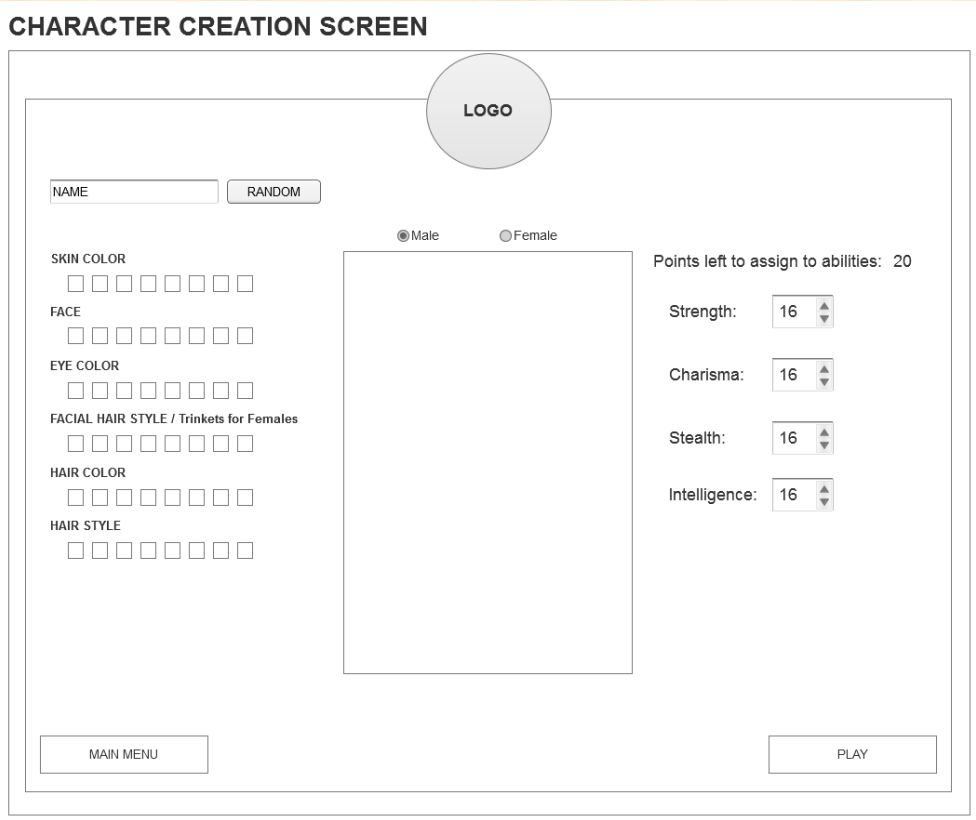


Load Game

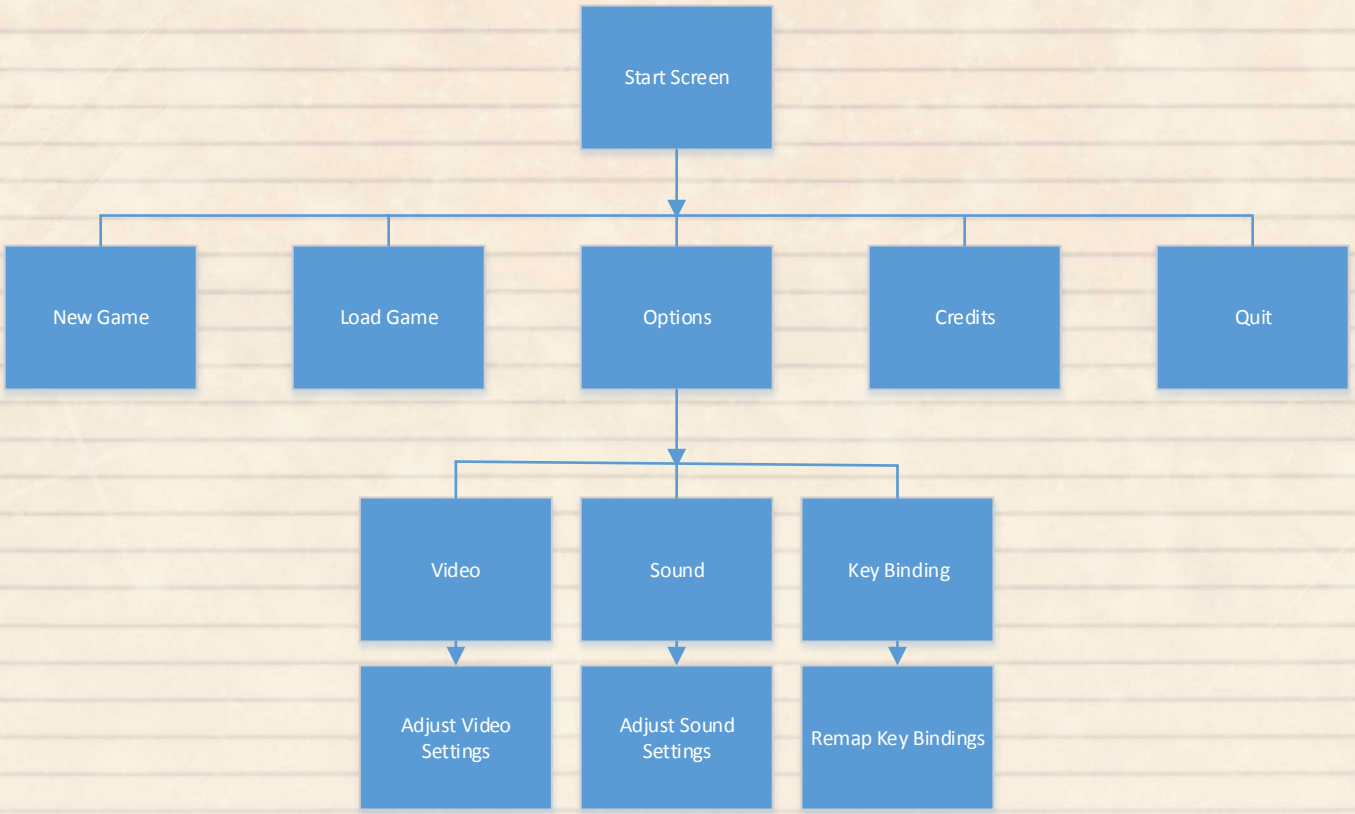
This is where the player will be able to choose a previously saved game to continue playing.

Character Creation

This is the screen that the player will be able to quickly create their character before they embark on a new game.



Menu Flow Map



Market Research

Competitive Analysis

Diablo III

An action role-playing game. It is the third installment of the Diablo franchise. It is available on the PC and many game consoles such as Xbox 360 and PS3. The game play is similar to the previous Diablo games with small tweaks to the game mechanics.

Platform: PC, PS3, Xbox 360 and PS4
Genre: Role-Playing
Total Sales as of 21st of Sep 2013: 3.19m

Game Features:

Skill Runes –
These are skill modifiers that are unlocked as the player levels up. Dark rising will not use skill runes but will allow the player to choose which skill that they would like their character to learn upon leveling up. Also upon leveling up the player will also have a chance to further customize their avatar.

The Witcher 2

An action role-playing hack and slash video game. It is the sequel to The Witcher. It contains many different paths and storylines with multiple endings.

Platform: PC – Microsoft Windows & Xbox360
Genre: Role-Playing
Total Sales as of 21st Sep 2013: 0.82m
Target Audience: 17+

Game Features:

Decisions –
Decisions in the game weigh heavily and can change the outcome of the non-linear story path. Darkrising's story uses a linear story path that still relies on the player's decisions but it gives cues to the player as to which is a better decision and less likely to lead them to their death. In The Witcher 2 some of their choices can lead to a dead end in the story path.

World of Warcraft (WoW) – Mist of Pandaria expansion

A massive multiplayer online role-playing game (MMORPG). It takes place in a 3D representation of the Warcraft universe which is a variation of genres such as fantasy, steampunk and science fiction.

Platform: PC – Microsoft Windows
Genre: Role-Playing
Total Sales as of 21st Sep 2013: 1.48m

Game Features:

Custom Avatars –
Players can make new characters with an array of customization choice. Dark Rising's avatar creation will go further in allowing for further customization of the players avatar thus creating an even more unique character. WoW's avatar system is somewhat flawed due to the limited choices in avatar customization. Also with WoW being an MMORPG the possibility of running into another avatar with the same custom choices are very high. Since Dark Rising will not be an internet game then the player does not have to worry about their character looking the same as someone else's character.

Varying talents/skills –
As the player's character advances in levels then they can learn different skills to make their characters unique. This system approach is ideal for players for this type of game. Dark Rising will enhance this feature by allowing the skills to play off one another so that the skills can morph into useful tactic within the game.

Subscription –
Players must pay a monthly fee to continue playing the game on the game servers.

Dark Rising **will not** require players to pay a monthly fee to play the game.

Budget & Schedule

Scope	Month	Tasks	Persons	Budget
Pre-Production	Jan-14	Story, character, artwork, rules and game balance	4	$25,000.00
	Feb-14		4	$25,000.00
	Mar-14		4	$25,000.00
	Apr-14		5	$35,000.00
Production	May-14	3d characters, level design, environment, game engine, beta testing, voice actors, cinematics, marketing, additional asset creation, rendering	10	$60,000.00
	Jun-14		10	$60,000.00
	Jul-14		10	$60,000.00
	Aug-14		10	$60,000.00
	Sep-14		10	$60,000.00
	Oct-14		10	$75,000.00
	Nov-14		10	$75,000.00
	Dec-14		10	$75,000.00
	Jan-15		10	$75,000.00
	Feb-15		10	$75,000.00
	Mar-15		10	$75,000.00
	Apr-15		10	$75,000.00
	May-15		10	$75,000.00
	Jun-15		10	$75,000.00
	Jul-15		10	$75,000.00
	Aug-15		10	$75,000.00
Post Production	Oct-15	testing, marketing, patches, promotional cinematic, packaging, site development	5	$65,000.00
	Nov-15		5	$65,000.00
	Dec-15		5	$65,000.00
	Jan-16		5	$65,000.00
	Feb-16		5	$65,000.00
	Mar-16		5	$65,000.00
	Total Months			**Total Budget:**
	26			$1,625,000.00

Employee	Cost Per Month	Work Months	Total
2D Artists (x3)	$ 4000.00	26	$ 312,000.00
3D Artists (x3)	$ 4500.00	16	$ 216,000.00
Lead Artist (x1)	$ 7000.00	26	$ 182,000.00
Level Designers (x1)	$ 3000.00	16	$ 96,000.00
Programmers (x2)	$10500.00	16	$ 336,000.00
Total:			$ 1,142,000.00

Additional Costs

Hardware/Software	Price	Qty	Total
Graphics Workstations (2.1GHZ/8GB/2G GeForce)	$6000.00	10	$ 60,000.00
3D Max	$3675	10	$ 36,750.00
Total:			$ 96750.00

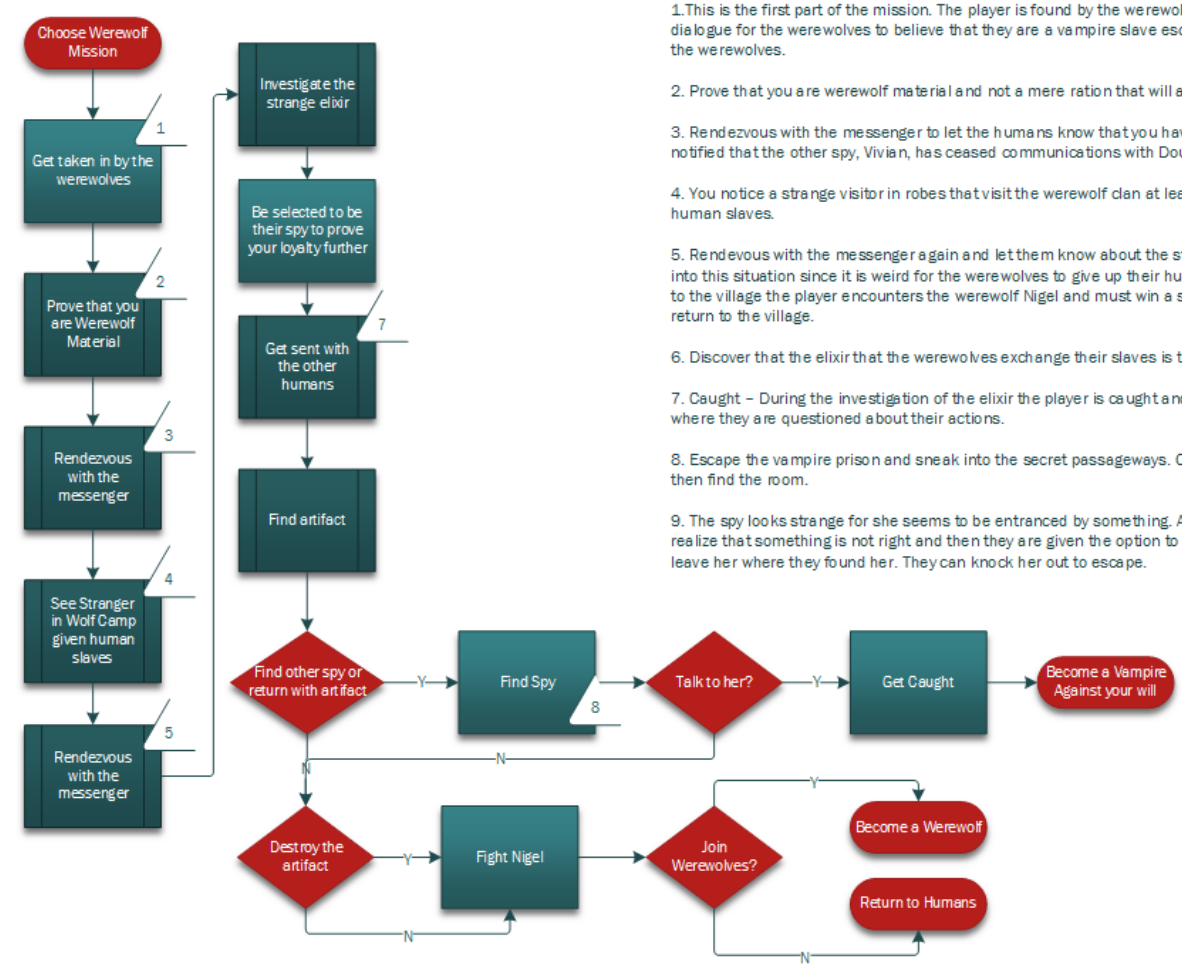
User testing – estimation of $5000

Suggested Retail Price

The suggested retail price of Dark Rising would be **$39.99**

Appendix

A - Werewolf Path Flowchart



1.This is the first part of the mission. The player is found by the werewolves and must choose the correct dialogue for the werewolves to believe that they are a vampire slave escapee searching refuge among the werewolves.

2. Prove that you are werewolf material and not a mere ration that will add to their dwindling food supply

3. Rendezvous with the messenger to let the humans know that you have the werewolves trust. You are notified that the other spy, Vivian, has ceased communications with Douglas the messenger.

4. You notice a strange visitor in robes that visit the werewolf clan at least once a week. They leave with human slaves.

5. Rendevous with the messenger again and let them know about the stranger. You are told to dig more into this situation since it is weird for the werewolves to give up their humans so easily. On the way back to the village the player encounters the werewolf Nigel and must win a small mini-battle before they can return to the village.

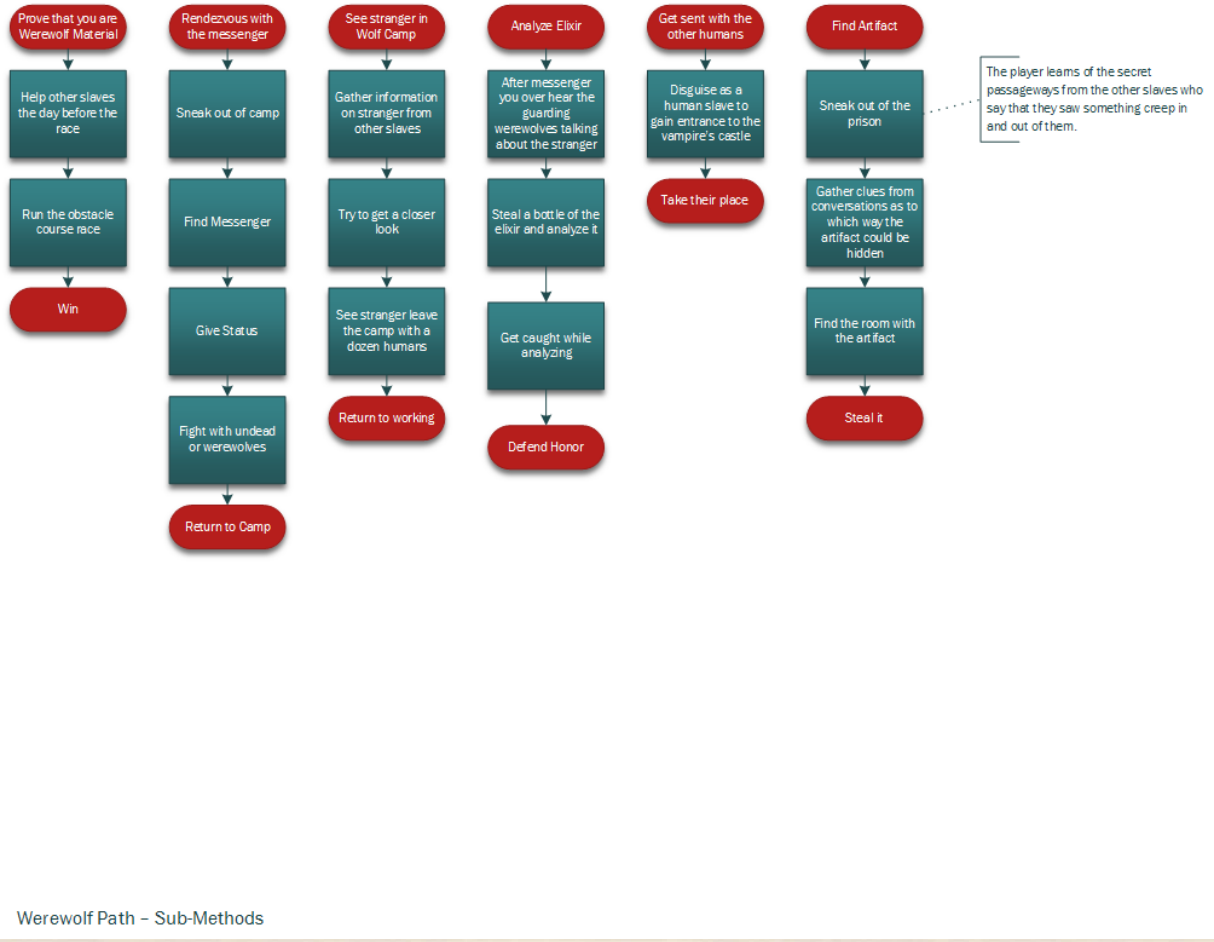
6. Discover that the elixir that the werewolves exchange their slaves is the key to their silver immunity

7. Caught – During the investigation of the elixir the player is caught and brought before the chieftain where they are questioned about their actions.

8. Escape the vampire prison and sneak into the secret passageways. Overhear about the artifact and then find the room.

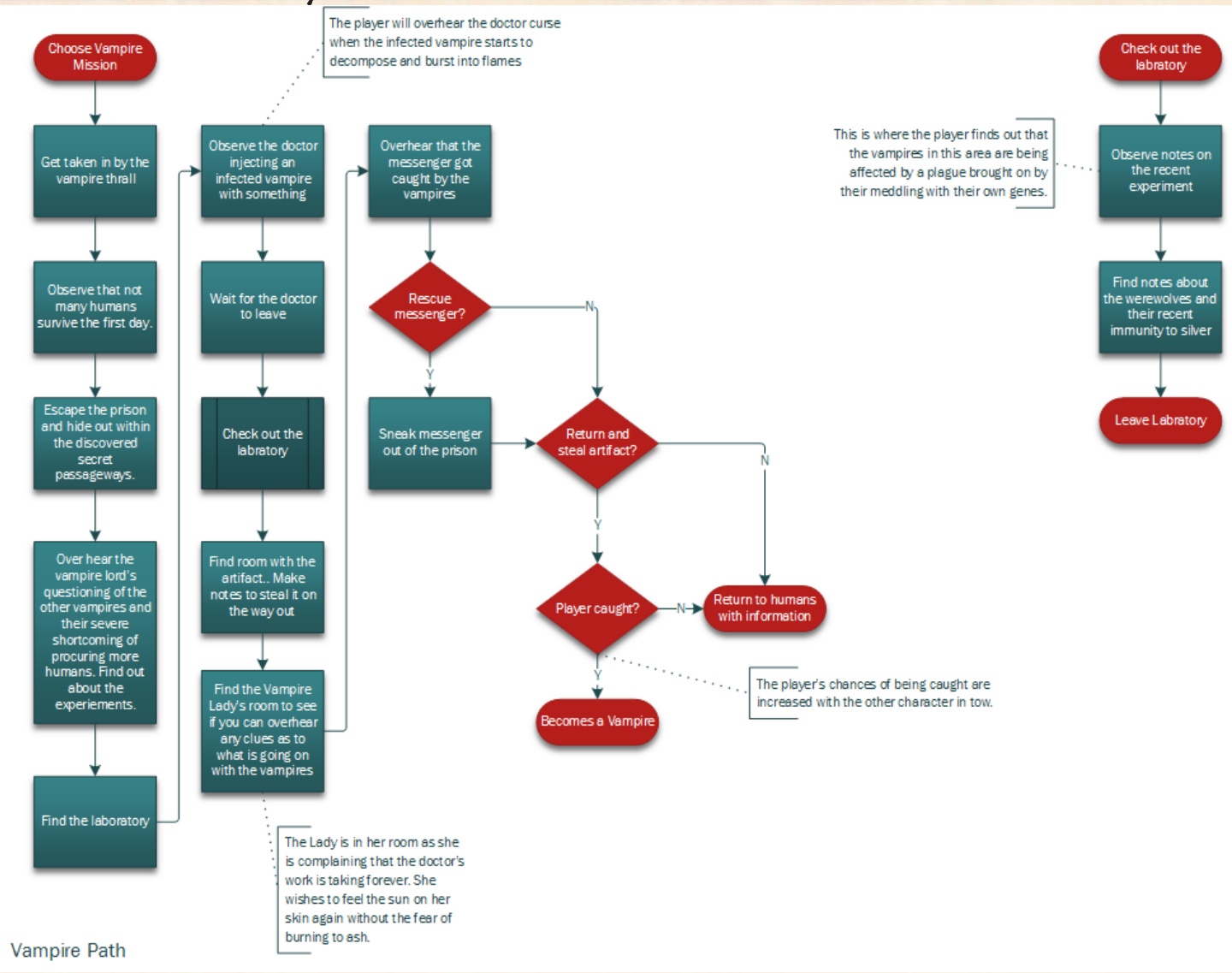
9. The spy looks strange for she seems to be entranced by something. As the player nears the spy they realize that something is not right and then they are given the option to talk to her to snap her out of it or leave her where they found her. They can knock her out to escape.

Werewolf Path



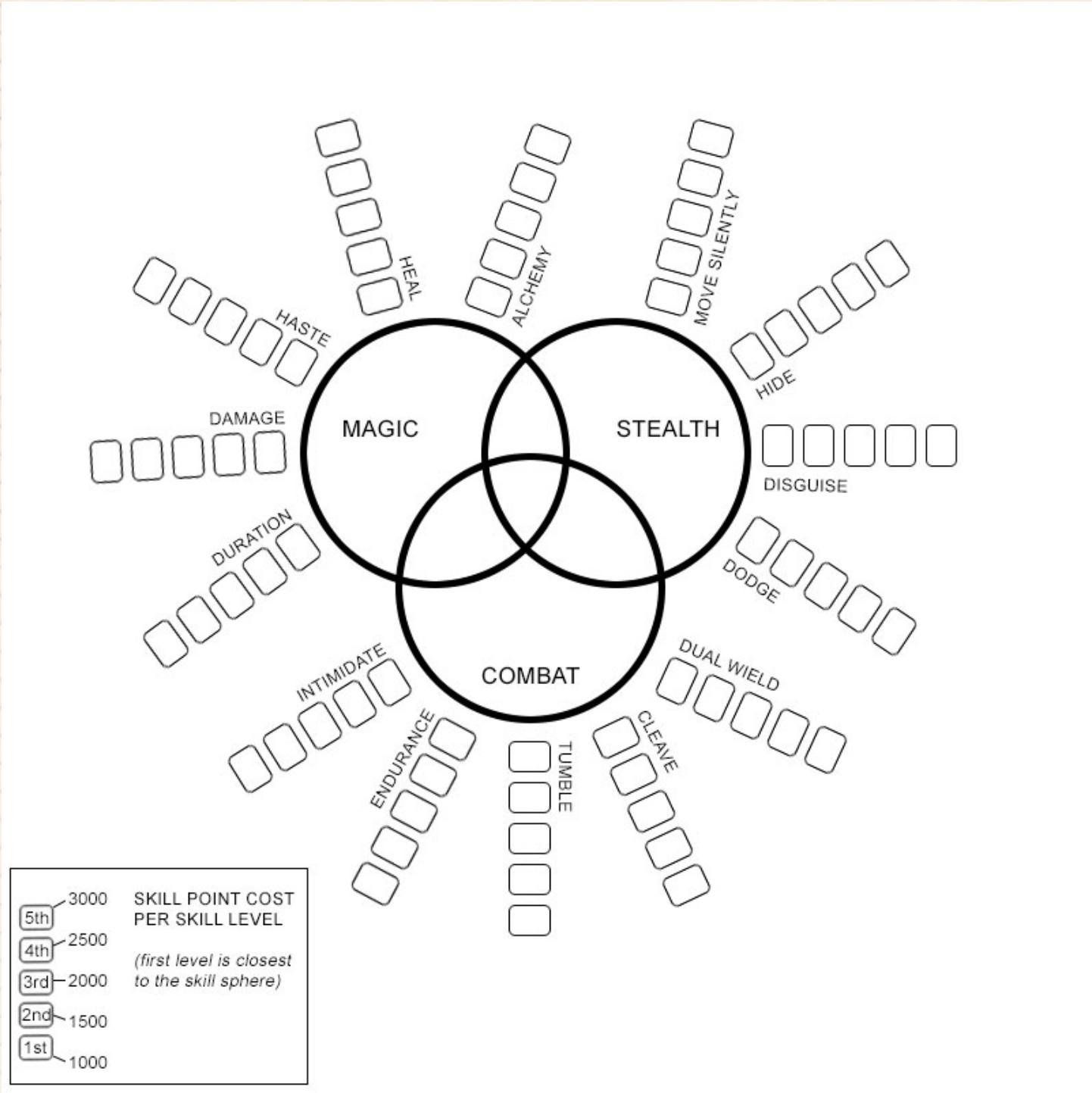
Werewolf Path – Sub-Methods

B - Vampire Path Flowchart



Vampire Path

C - Skill Chart



D - Shop/Items/Spells

1 - Weapons

Weapon	Type	Attack Modifier	Damage	Bonus	Cost
Dagger	Melee	3 + 1d8	3 + 1d6	0	2 copper
Sword	Melee	5 + 1d8	5 + 1d6	0	3 copper
Two handed Sword	Melee	4 + 2d10	4 + 2d6	0	5 copper
Hand Crossbow	Range	3 + 1d8	3 + 1d6	0	2 copper
Crossbow	Range	2 + 1d10	2 + 1d8	0	3 copper
Shortbow	Range	2 + 1d10	2 + 1d8	0	4 copper
Longbow	Range	3 + 1d10	3 + 1d8	0	5 copper
Branch	Melee	2 + 2d8	2 + 2d6	0	0 copper
Fists	Melee	1 + 2d8	1 + 2d6	0	0 copper
Special Weapons	**Type**	**Attack Modifier**	**Damage**	**Bonus**	**Cost**
Enchanted Dagger +1	Melee	3 + 1d8 + 1	3 + 1d6 + 1	1	15 copper
Enchanted Dagger +2	Melee	3 + 1d8 + 2	3 + 1d6 + 2	2	60 copper
Enchanted Dagger +3	Melee	3 + 1d8 + 3	3 + 1d6 + 3	3	1 silver
Stealth Dagger +1	Melee	3 + 1d8 + 1 (+1 stealth)	3 + 1d6 + 1 (+1 stealth)	1	15 copper
Stealth Dagger +2	Melee	3 + 1d8 + 2 (+2 stealth)	3 + 1d6 + 2 (+2 stealth)	2	60 copper
Stealth Dagger +3	Melee	3 + 1d8 + 3 (+3 stealth)	3 + 1d6 + 3 (+3 stealth)	3	1 silver
Poison Dagger +1	Melee	3 + 1d8 + 1 (+1 add'l poison damage)	3 + 1d6 + 1 (+1 add'l poison damage)	1	30 copper
Poison Dagger +2	Melee	3 + 1d8 + 2 (+1 add'l poison damage)	3 + 1d6 + 2 (+1 add'l poison damage)	2	80 copper
Poison Dagger +3	Melee	3 + 1d8 + 3 (+1 add'l poison damage)	3 + 1d6 + 3 (+1 add'l poison damage)	3	1 silver, 20 copper
Sword of Strength +1	Melee	5 + 1d8 + 1	5 + 1d6 + 1	1	30 copper
Sword of Strength +2	Melee	5 + 1d8 + 2	5 + 1d6 + 2	2	80 copper
Sword of Strength +3	Melee	5 + 1d8 + 3	5 + 1d6 + 3	3	1 silver, 30 copper
Crossbow of Long Range +1	Range	2 + 1d10 + 1	2 + 1d8 + 1	1	30 copper
Crossbow of Long Range +2	Range	2 + 1d10 + 2	2 + 1d8 + 2	2	60 copper
Crossbow of Long Range +3	Range	2 + 1d10 + 3	2 + 1d8 + 3	3	1 silver

2 - Charms

Charms	Effects	Costs
Charm of Convincing	Convinces the target into believing anything you say	10 copper
Charm of Invisibility	Able to go invisible for 5 mins but take a 30sec cooldown	50 copper
Charm of Stealth	Sneak around easier. Adds a +10 bonus to stealth/agility	20 copper
Charm of Speed	Adds +25 to agility	30 copper
Charm of Strength	Adds +10 to strength	25 copper

3 - Food

Food/Drink	Causes	% Chances	Cost
Mutton	Adds 10 to health		5 copper
Raw Meat	Adds 10/Minus 5 to/ from health	Chance of removing health: 5% Easy 10% Normal 20% Hard	1 copper
Fish	Adds 15 to health		5 copper
Strange red brew	Adds 60 to health but chance of hyp-notic stupor	50% Hard	Found
Black Icor	Removes sickness; Chance of poisoning	10% Easy 15% Normal 30% Hard	Found
Spring Water	Removes all ill effects and heals completely		Found
Water	Adds 20 to health		5 copper/Found

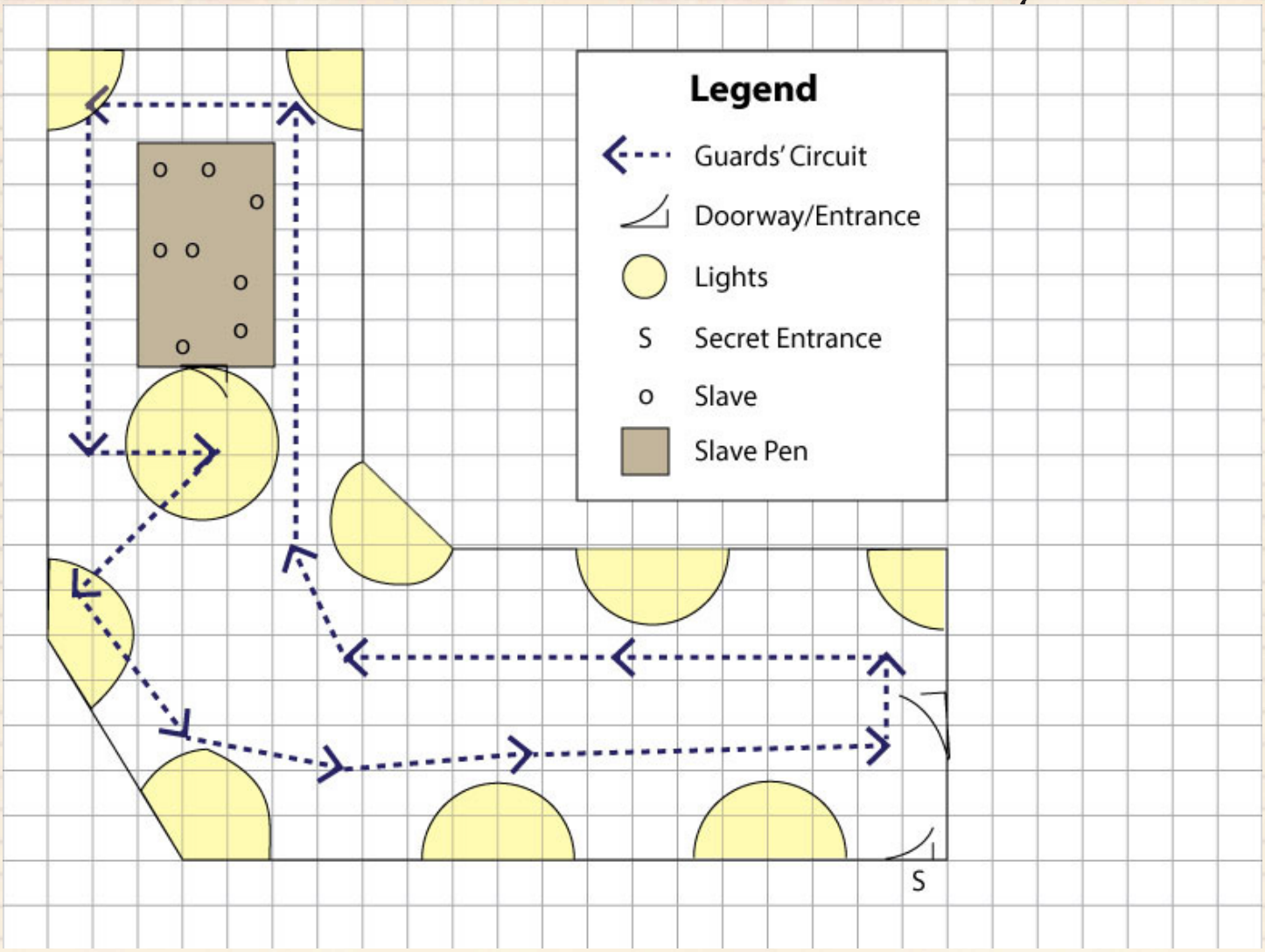
4 - Healing Items

Healing Items	Effects	Amount	Cost
Minor Healing Potion	Heals Health	Adds 15	5 copper
Healing Potion	Heals Health	Adds 30	15 copper
Major Healing Potion	Heals Health	Adds 60	30 copper
Minor Bandage	Heals Health	Adds 20	20 copper
Bandage	Heals Health	Adds 40	30 copper
Major Bandage	Heals Health	Adds 80	60 copper

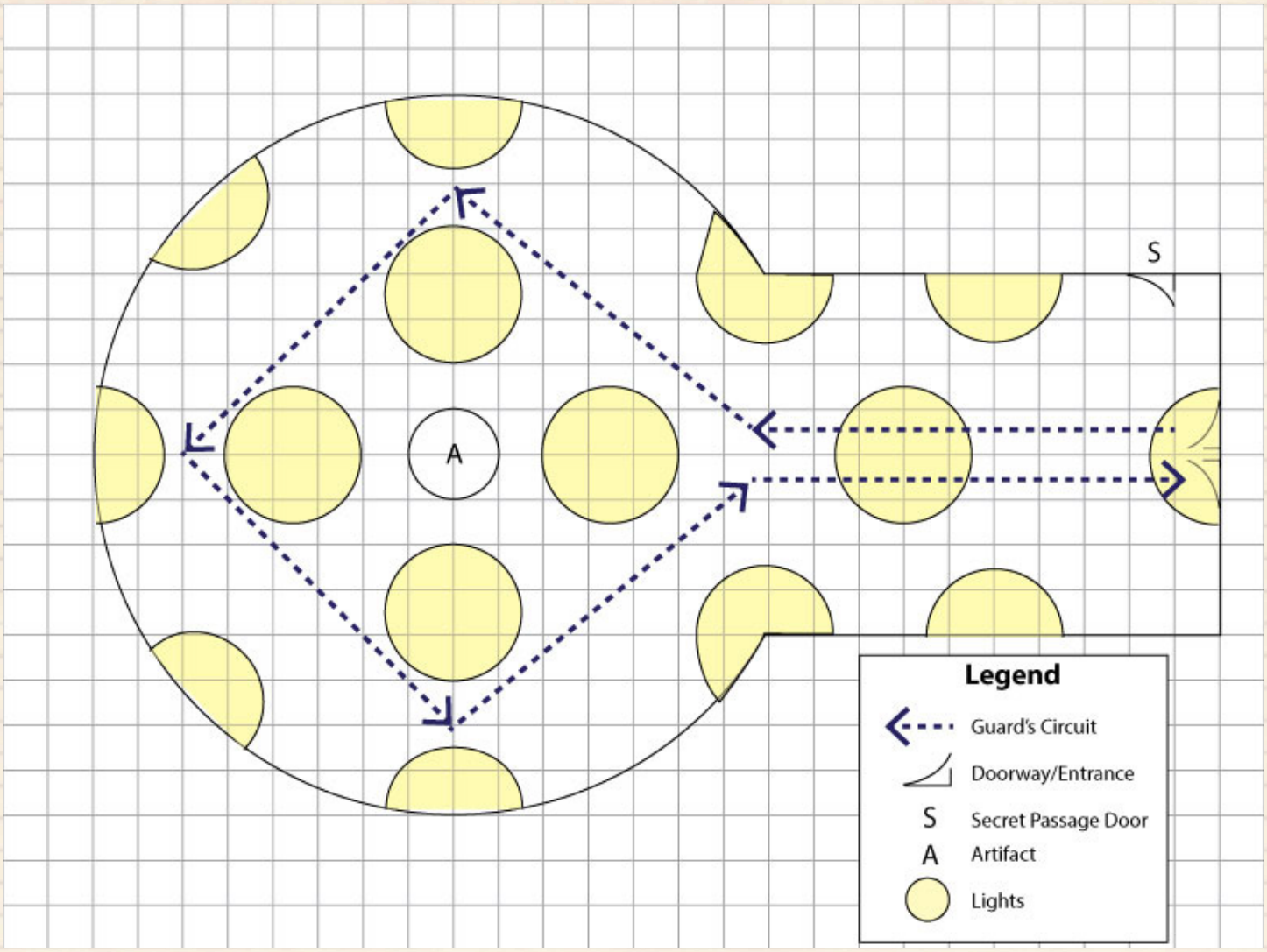
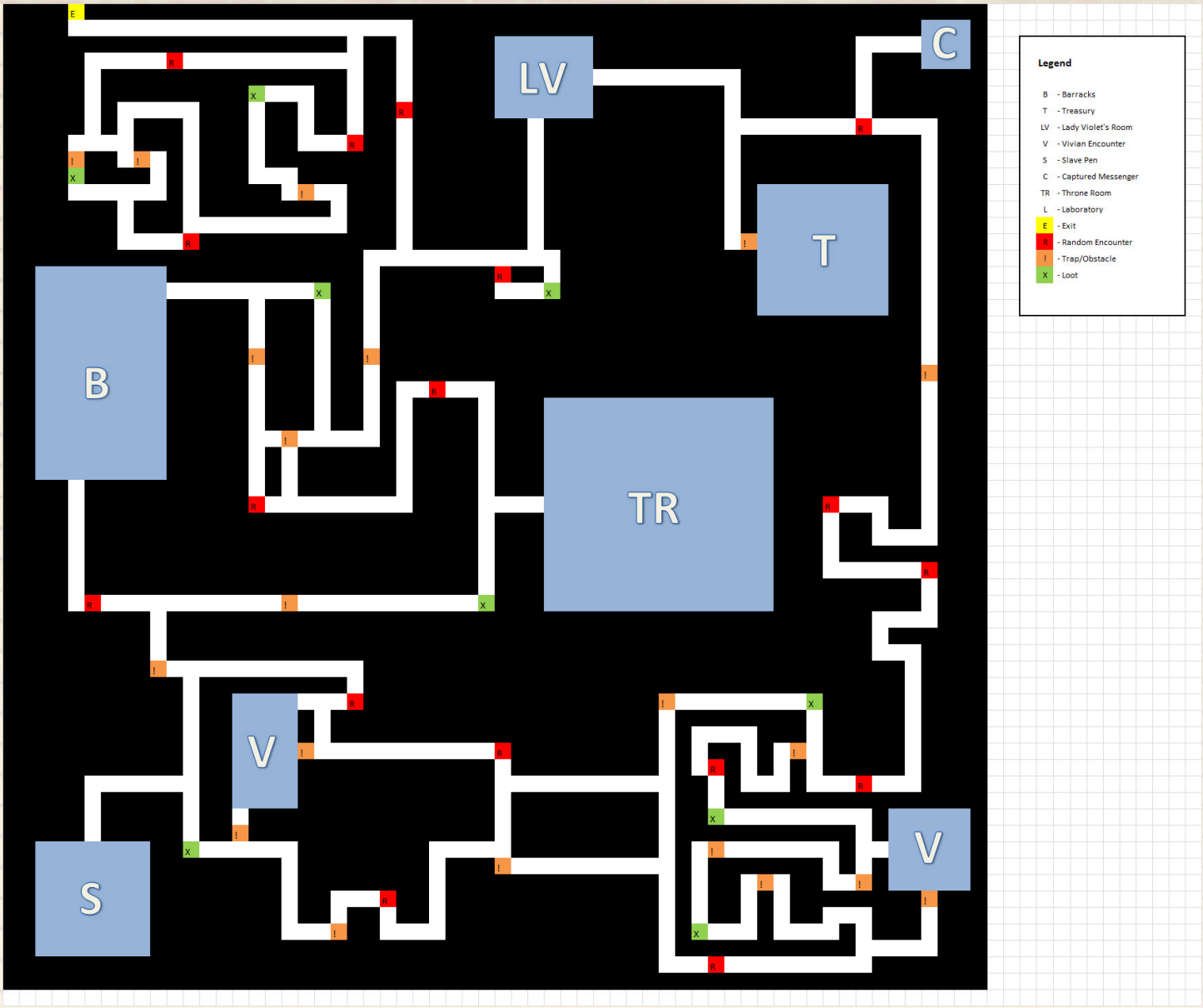
5 - Spells

Spells	Effects	Attack Modifier	Damage/Heal
Sleep	Makes target sleep	2d12 + 10	target sleeps for 1d6 rounds
Confusion	Confuses target to hurt themselves or to flee	3d12 + 5	target confused for 1d6 rounds
Sparkler & Lights	Blinds target	2d12 + 15	target is blind for 1d6 rounds
Fireball	Burns target for damage rolled	3d12 + 10	2d6 +10
Darkness	Conceals area giving player/NPC +20 to agility/stealth stat	2d12 + 15	darkness lasts for 1d6 rounds
Cure Poison	Removes Poison	Must roll above 3 for it to be successful cure	1d6
Heal	Heal damage for amount rolled	Must roll above 3 for it to be successful heal	1d6 for check 1d10 for heal

E - Level 9 Slave Pen Escape



F - Level 10 Artifact Room



G - Level 10 Maze