

# 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 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

| <h1>CHARACTER</h1>  |  |
|---|--|
| Name:   | Class:   |
| <p><b>Special skills:</b></p> <div style="display: flex; justify-content: space-between;"> <div style="width: 48%;"> <p><b>Skill 1:</b></p> </div> <div style="width: 48%;"> <p><b>Skill 2:</b></p> </div> </div> <div style="display: flex; justify-content: space-between; margin-top: 20px;"> <div style="width: 48%;"> <p><b>Skill 3:</b></p> </div> <div style="width: 48%;"> <p><b>Skill 4:</b></p> </div> </div> |  |
| <p><b>Weapon skills:</b></p> <p>Skill 1: Rank: ○○○○●○○○○●○○○○●○○○○●</p> <p>Skill 2: Rank: ○○○○●○○○○●○○○○●○○○○●</p> <p>Skill 3: Rank: ○○○○●○○○○●○○○○●○○○○●</p>   | <p><b>Attributes:</b></p> <p>Strength: XX</p> <p>Dexterity: XX</p> <p>Mental Power: XX</p> <p>Constitution: XX</p> <p>Hitpoints: XXX/XXX</p> |

Figure 1.2: Character Screen

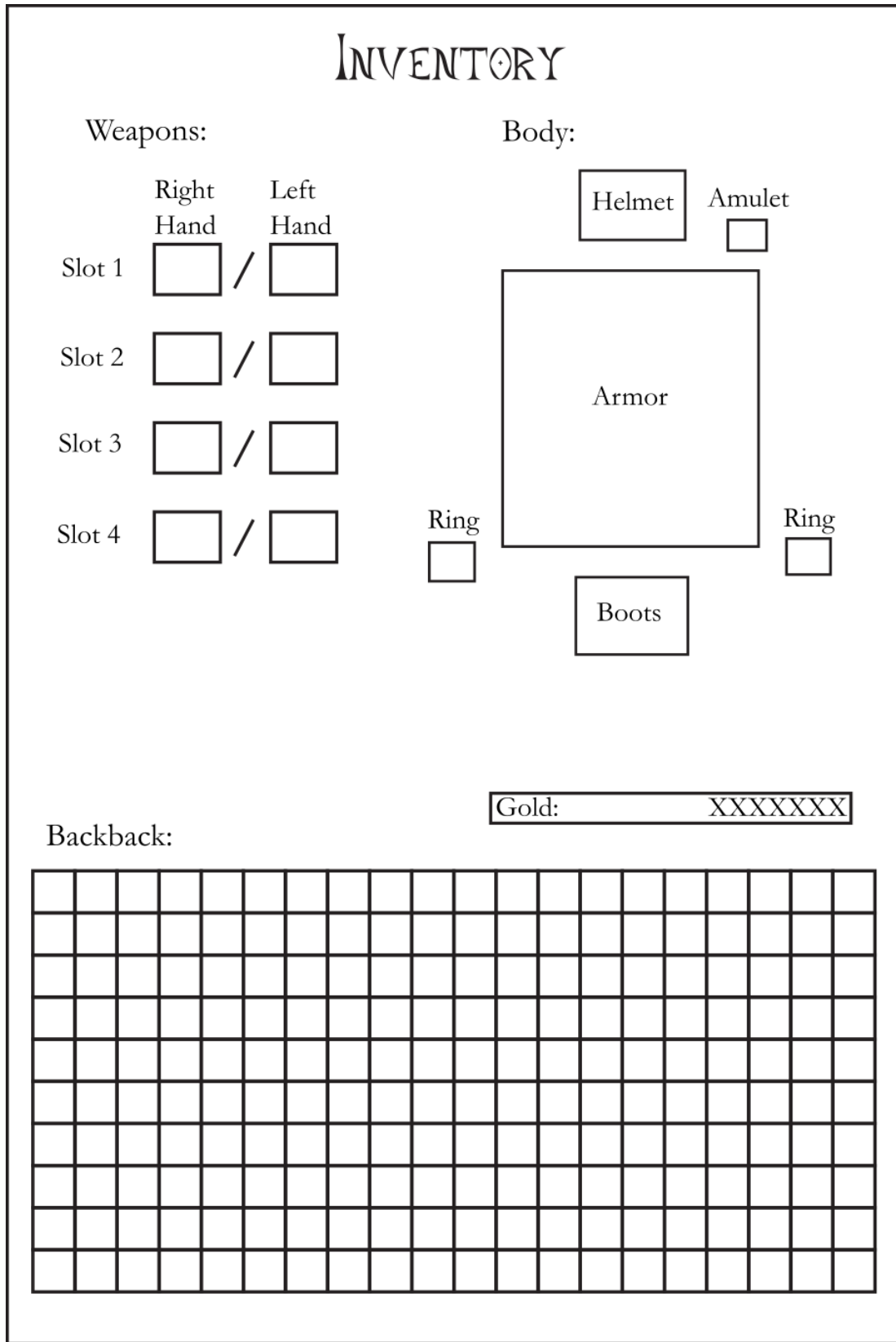


Figure 1.3: *Inventory Screen*



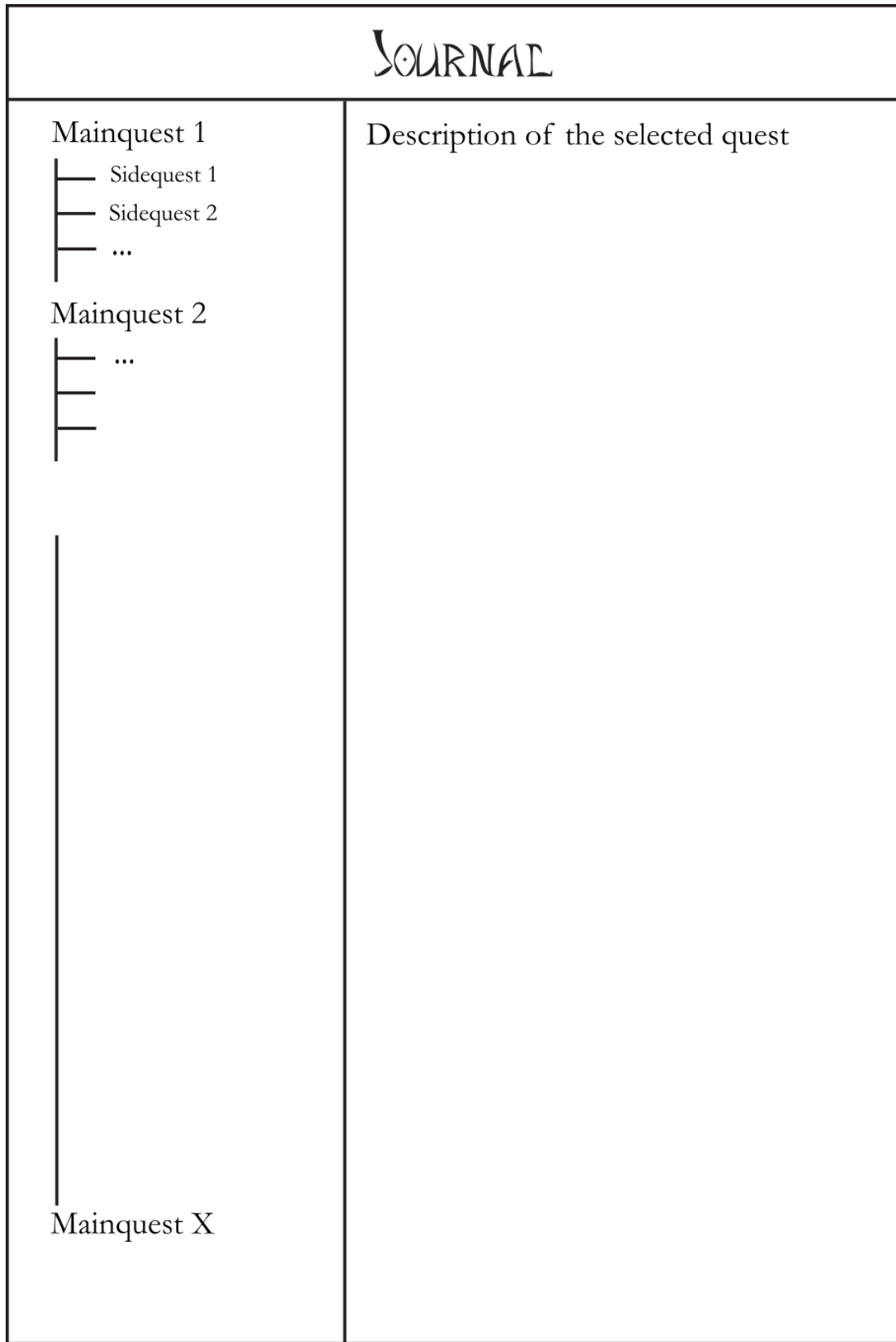


Figure 1.4: *Journal Screen*

# 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

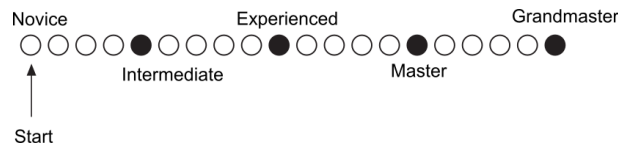


Figure 2.1: *Weapon Skill Tree*

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

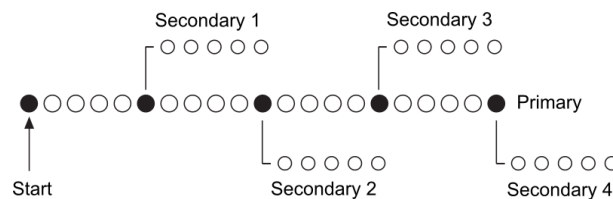


Figure 2.2: *Special Skill Tree*

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.



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.

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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.



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



Figure 2.6: *Dwarven Cleric*

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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 Xylanth 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 Xylanth 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

## 2 Roleplaying System

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  
Warstuffs

### 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  $(\text{base damage} / 10)$  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 shortwords

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                |

#### Warstuffs

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 |
|-----------------|----|------|

### 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 |

### 3 Items

|                          |   |
|--------------------------|---|
| 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 |
| Meteorstorm      | 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

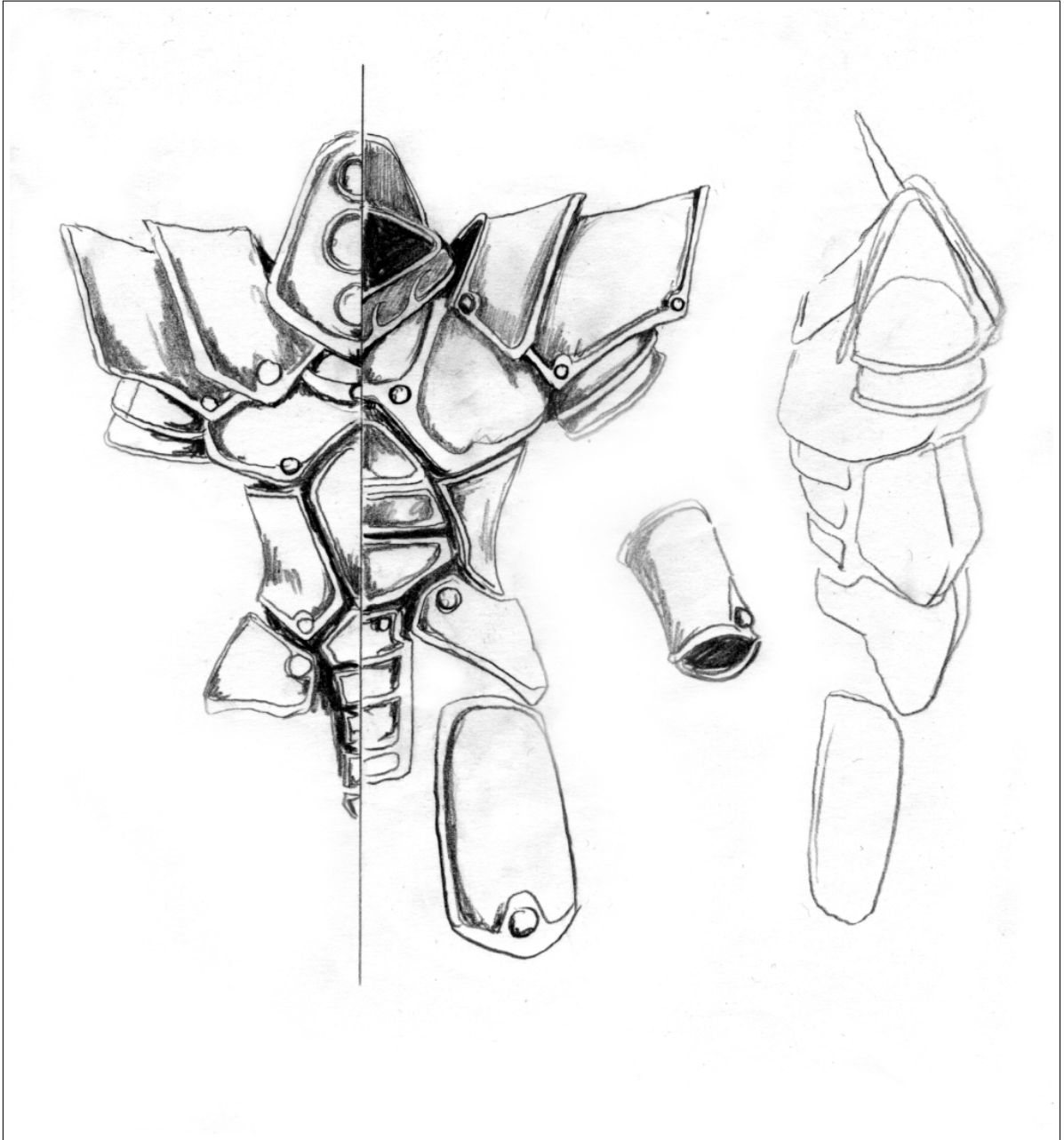


Figure 3.1: *Plate Armor*



### 3 Items

#### 3.2.2 Magic spell crystal enchantments

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

#### 3.2.3 Body armor enchantments

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

#### 3.2.4 Helmet enchantments

| Category | Effect | Price |
|----------|--------|-------|
|----------|--------|-------|

### 3 Items

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

#### 3.2.5 Shield enchantments

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

#### 3.2.6 Boots enchantments

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

### 3 Items

|        |                            |      |
|--------|----------------------------|------|
| 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     |       |
| weak            | +5 strength            | 1000  |
| minor           | +10 strength           | 2000  |
| medium          | +15 strength           | 4000  |
| major           | +20 strength           | 8000  |
| of dexterity    | increases dexterity    |       |
| weak            | +5 dexterity           | 1000  |
| minor           | +10 dexterity          | 2000  |
| medium          | +15 dexterity          | 4000  |
| major           | +20 dexterity          | 8000  |
| of mental power | increases mental power |       |
| weak            | +5 mental power        | 1000  |
| minor           | +10 mental power       | 2000  |
| medium          | +15 mental power       | 4000  |
| major           | +20 mental power       | 8000  |
| of constitution | increases constitution |       |
| weak            | +5 constitution        | 1000  |
| minor           | +10 constitution       | 2000  |
| medium          | +15 constitution       | 4000  |
| major           | +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                           |

### 3 Items

|                      |    |
|----------------------|----|
| 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.

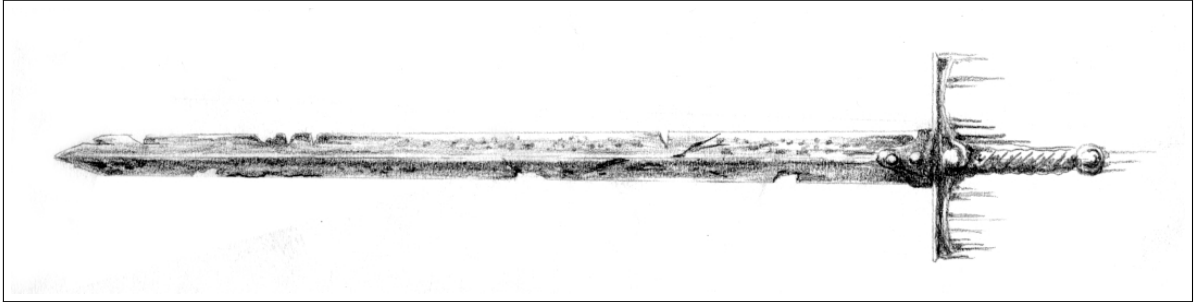


Figure 3.2: *Runeklang*

#### **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

#### **Noyar 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.

### 3.4.1 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



Figure 4.1: *Goblin Warlock*

## 4 Monsters and Traps

### 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.

## 4 Monsters and Traps

### 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.

## 4 Monsters and Traps

### 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

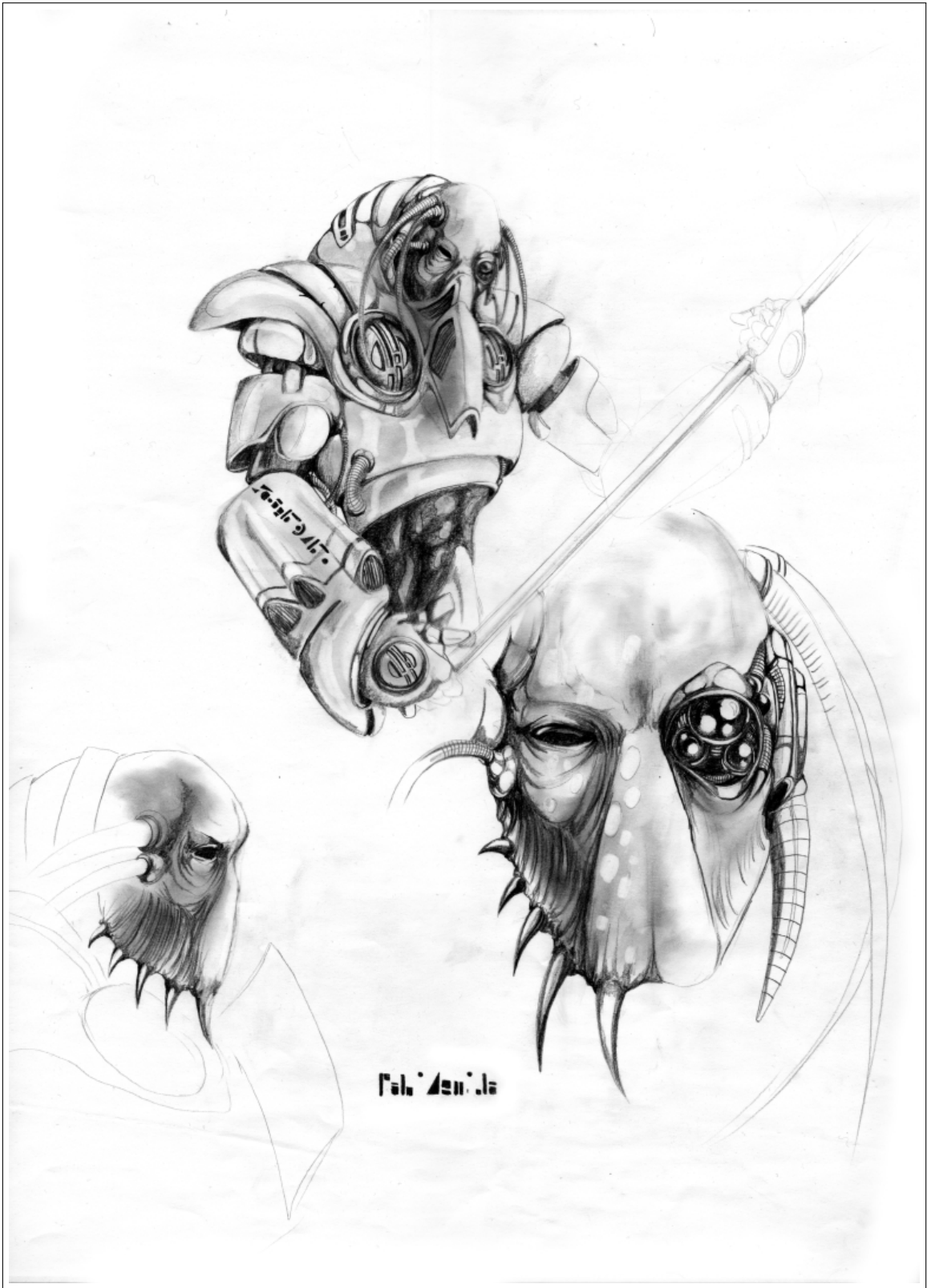


Figure 4.2: *Tar'Gon'La Scout*

## 4 Monsters and Traps

### 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 Snagrash

*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.

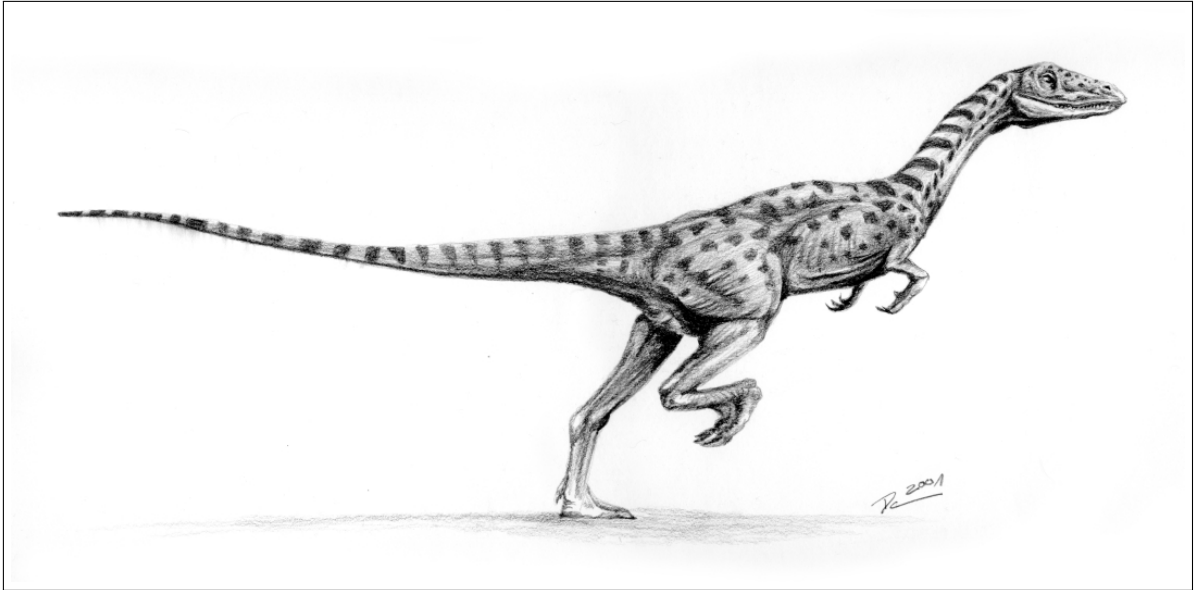


Figure 4.3: *Velociraptor*

### **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

## 4 Monsters and Traps

### **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

## 4 Monsters and Traps

*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.

## 4 Monsters and Traps

### **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

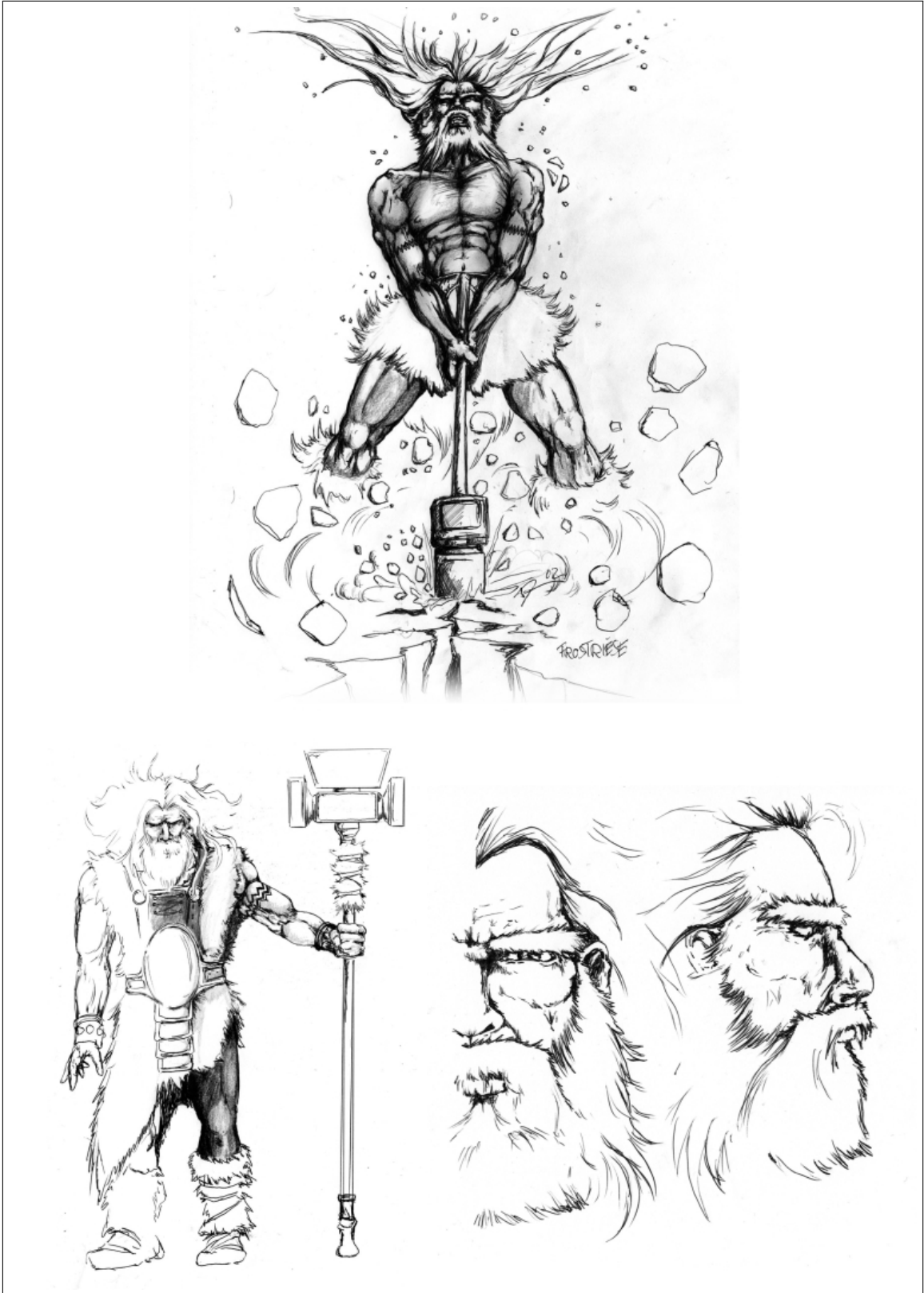


Figure 4.4: *Frost Giant*

## 4 Monsters and Traps

*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

Deflectionshields

*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

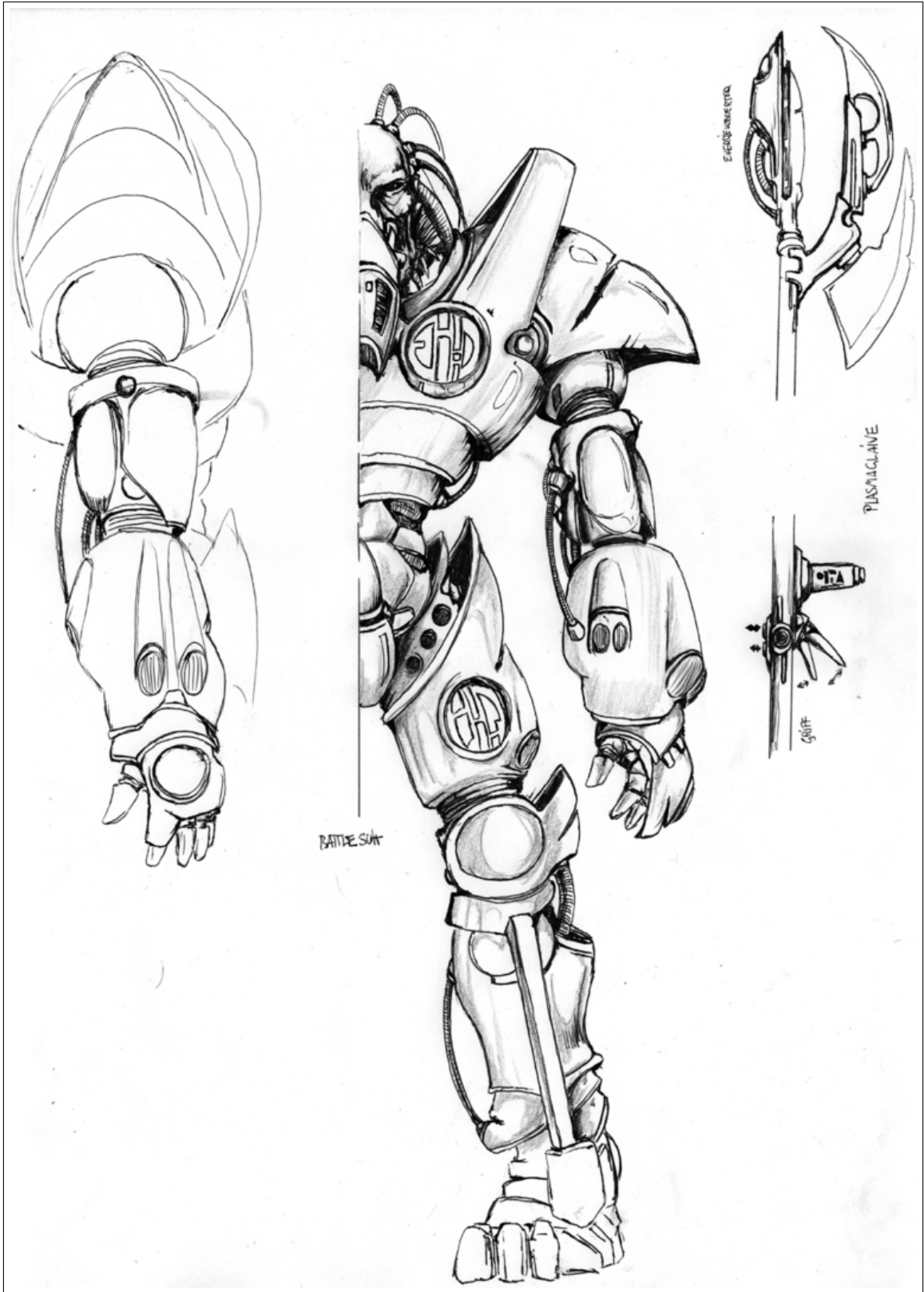


Figure 4.5: *Tar'Gon'La Soldier*

## 4 Monsters and Traps

*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.



## 4 Monsters and Traps

### 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

## 4 Monsters and Traps

### **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

## 4 Monsters and Traps

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.

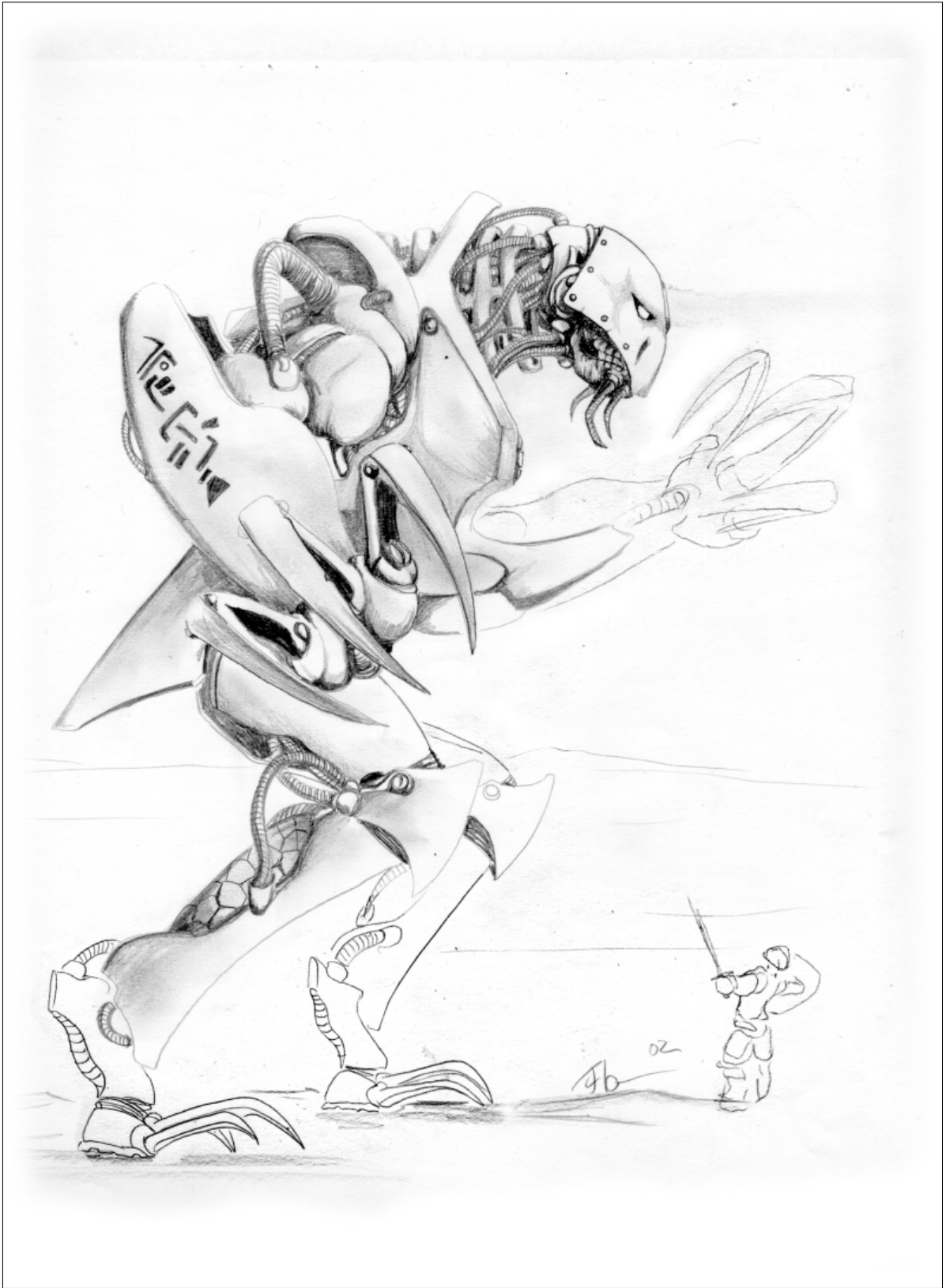


Figure 4.6: *Tar'Gon'La Guardian*

## 4 Monsters and Traps

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:

## 4 Monsters and Traps

*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



## 4 Monsters and Traps

*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

## 4 Monsters and Traps

*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

## 4 Monsters and Traps

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**

#### **Moors**

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.

## *4 Monsters and Traps*

### **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 condensates 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 Alomee (goddess of harvest)
7. Month of Kraa'Maaz (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 Xylanth, 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



Figure 5.1: *Krunark*



Figure 5.2: *Human*



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 Xylanth

#### Appearance and occurrence

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

#### Culture and religion

The Xylanth 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 Xylanth 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



Figure 5.4: Dwarf



Figure 5.5: *Xylanth*





Figure 5.6: Geographic World Map





Figure 5.7: *Politic World Map*

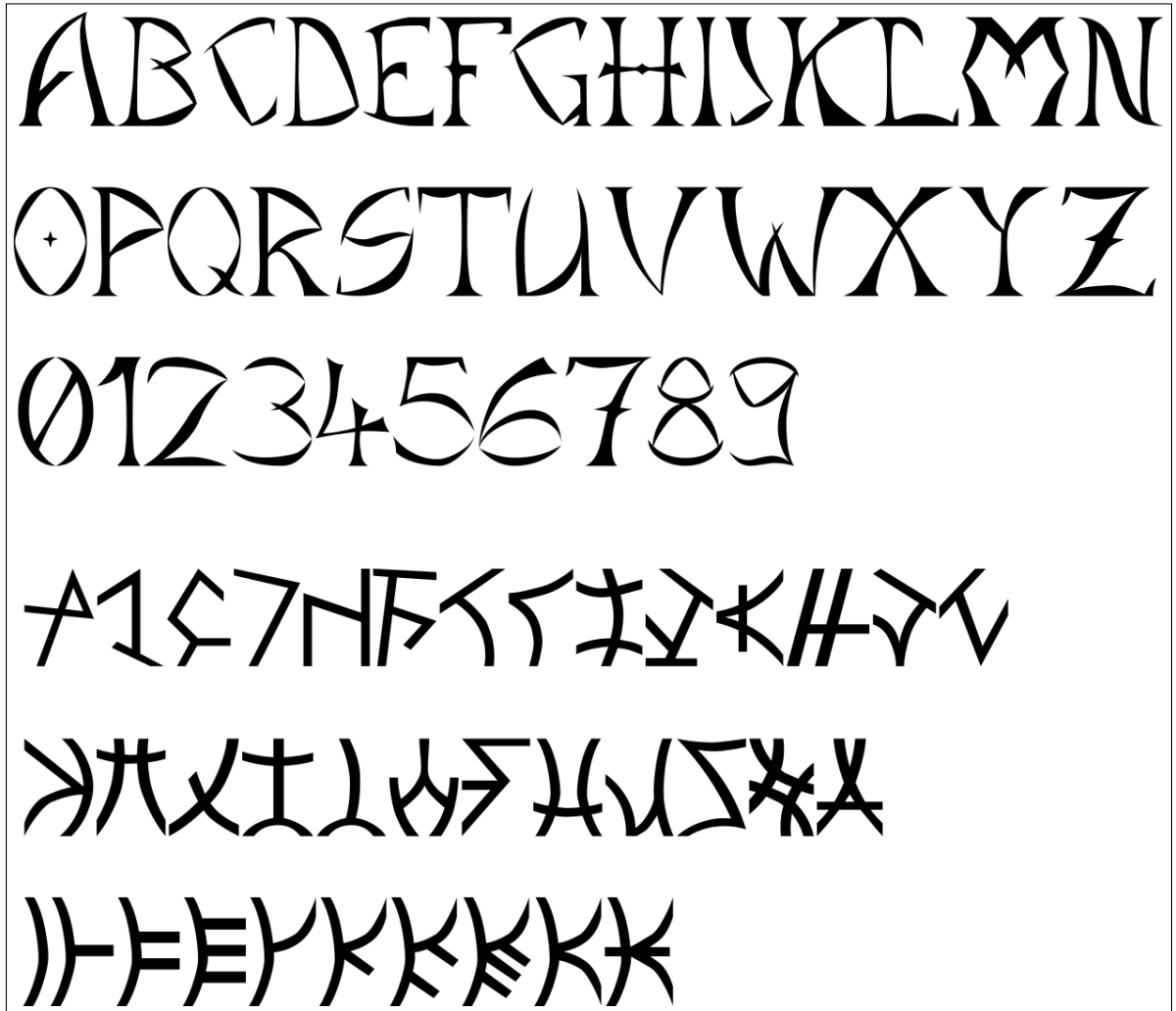


Figure 5.8: *Noghal normal font and rune font*

## 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, epic.*

*Machines get charged (pulsing sound).*

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

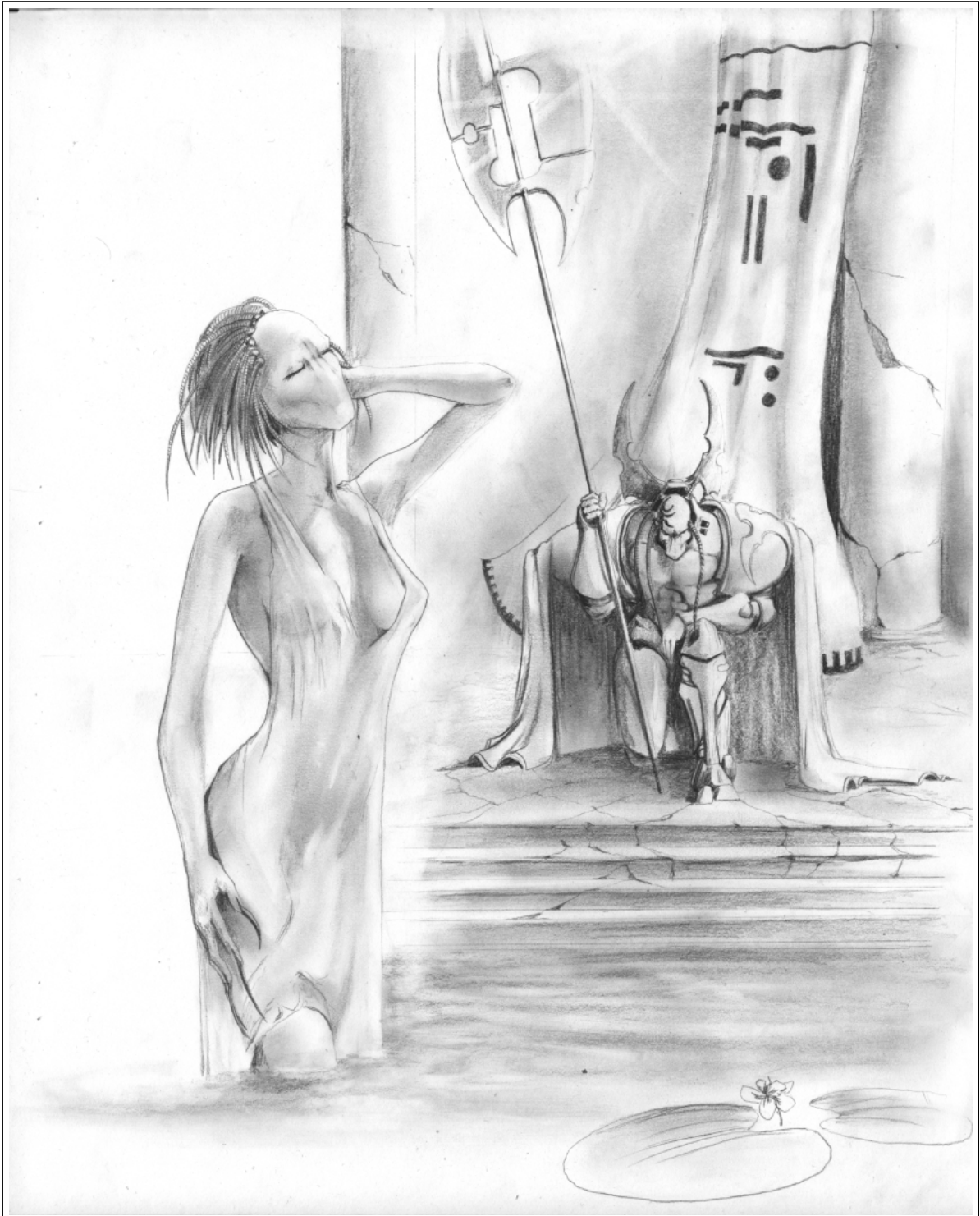


Figure 6.1: *Tar'Gon'La Matriarch Sha'Lei Tar takes a Bath*

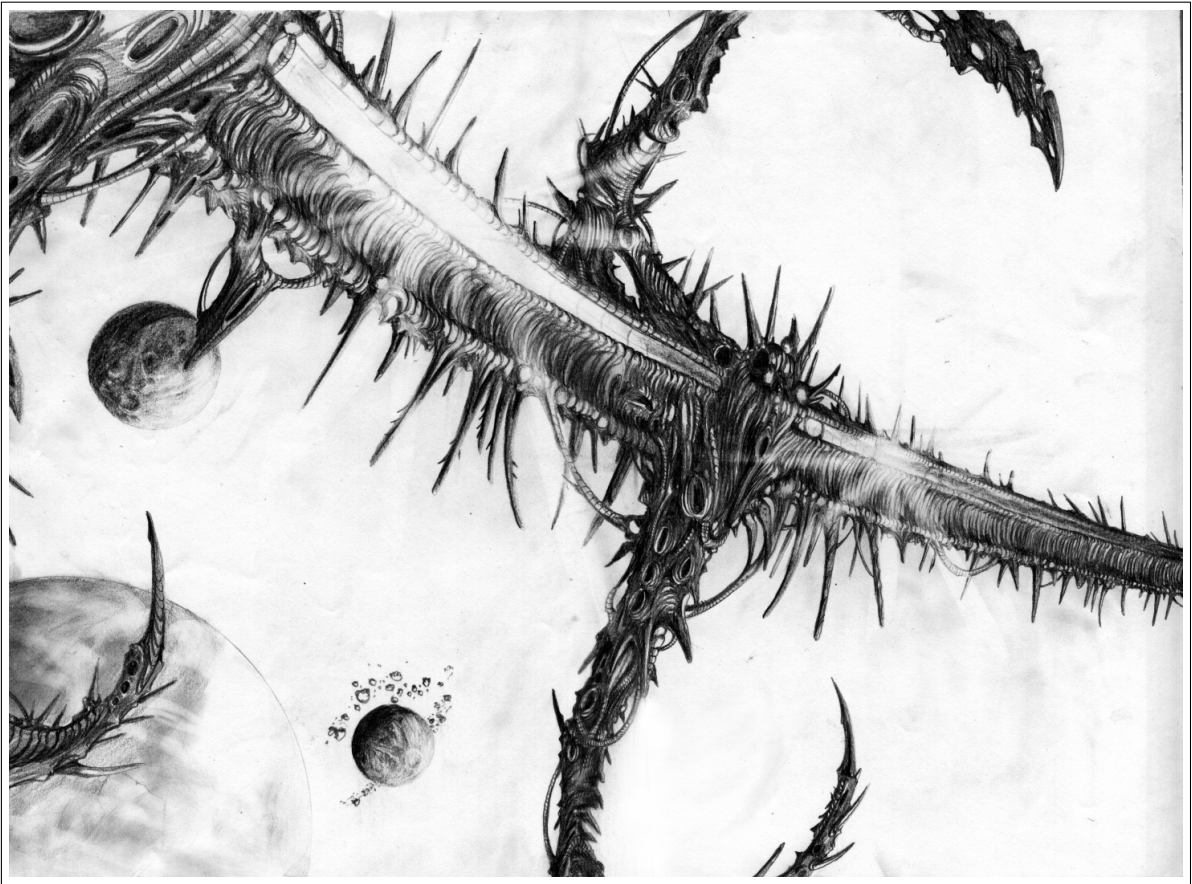


Figure 6.2: *Tar'Gon'La Mothership*

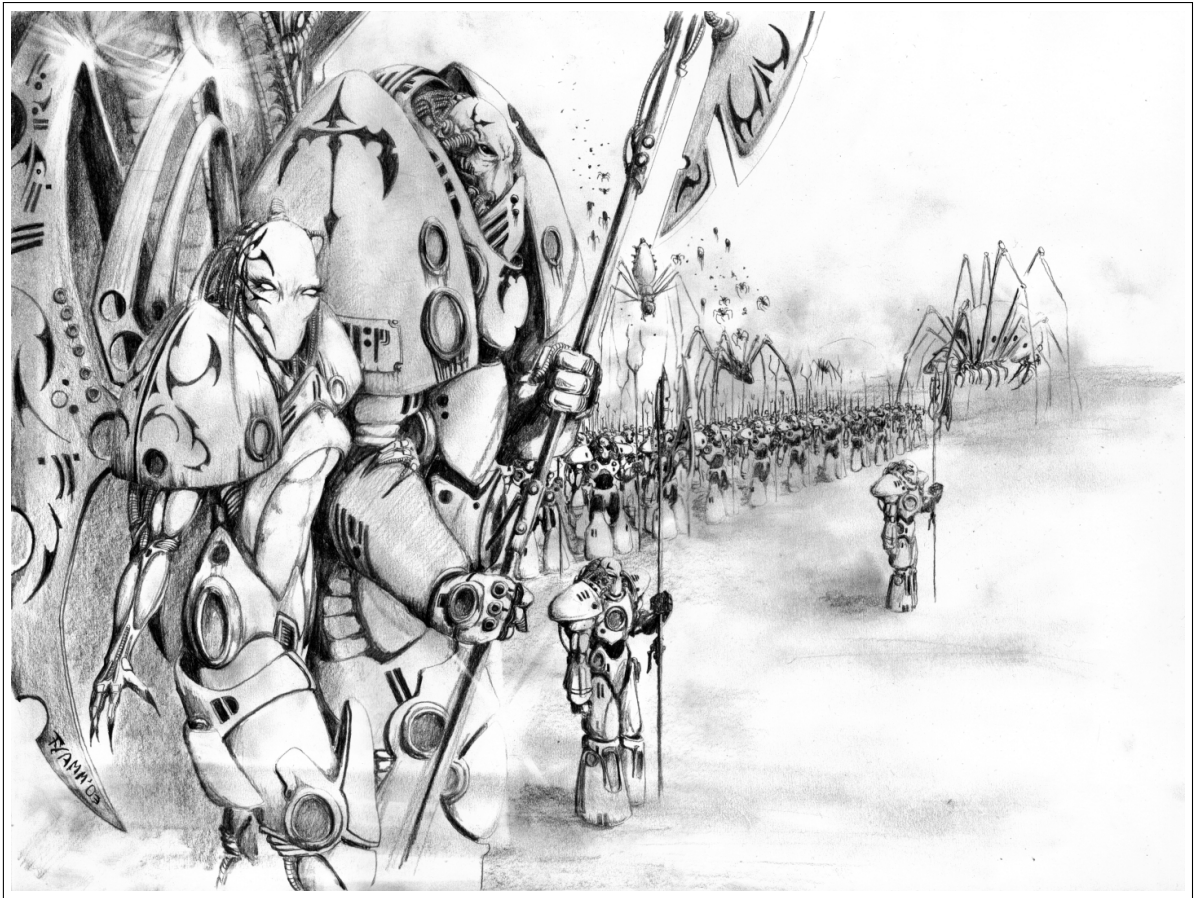


Figure 6.3: *Tar'Gon'La Arrival at Noghal*

## 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



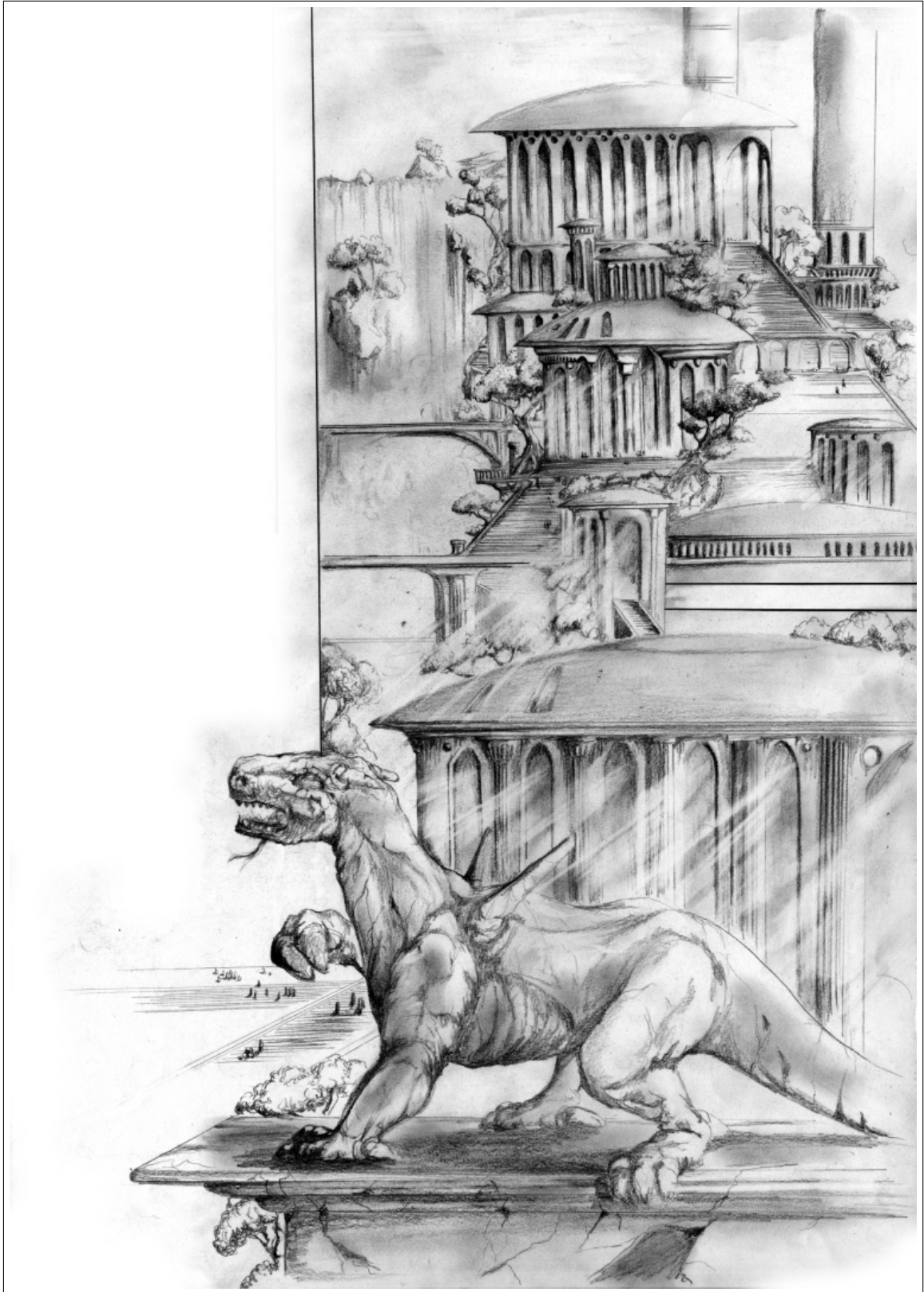


Figure 6.4: *Elven City Quan'tal*



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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 Brota 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 a also part of it. The step, that the council of our brothers - the Tar'Gon'La - is now planning, goes too far."

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Figure 6.5: *Intact Tar'Gon Senate*

6 Story

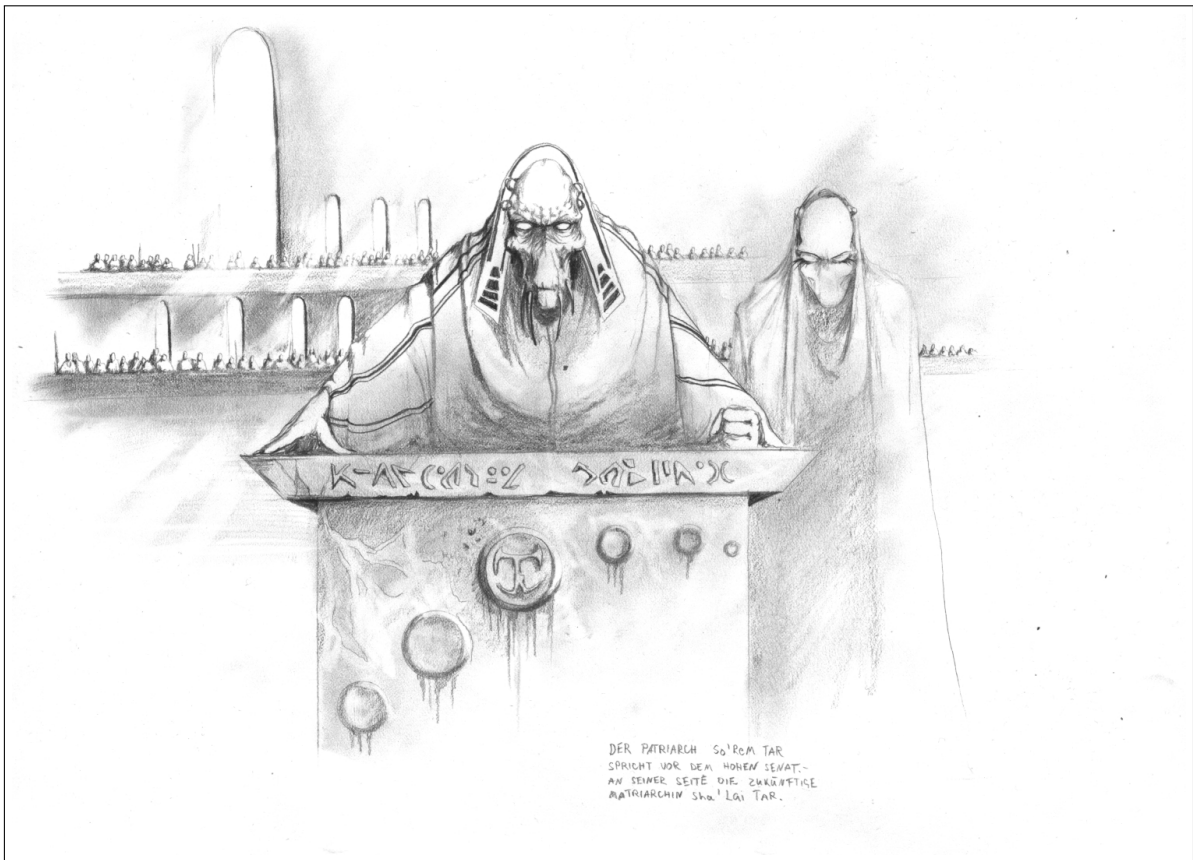


Figure 6.6: *Tar'Gon Senate*

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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

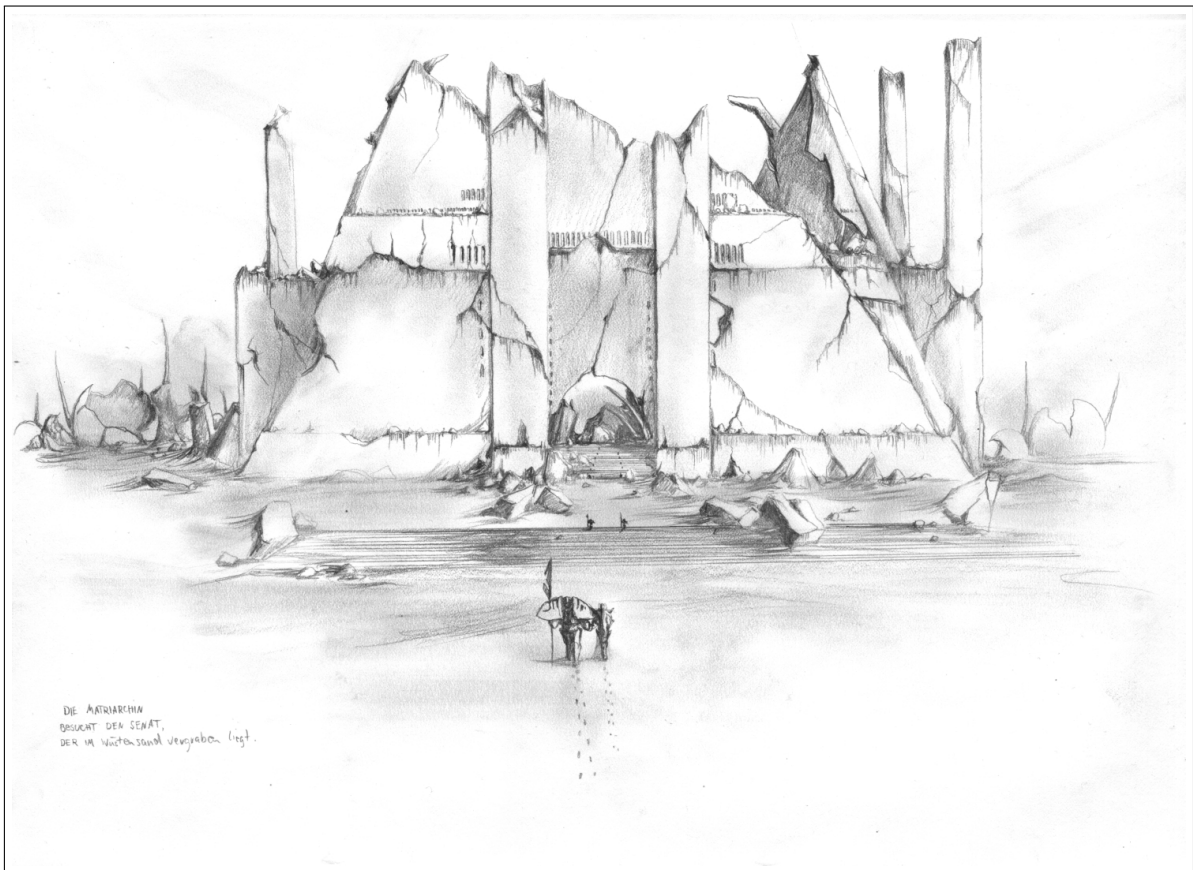


Figure 6.7: Ruins of the Tar'Gon Senate

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

## 6 Story

*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*

## 6 Story

*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 Xylanth 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.

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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 the power of the Lo'Gaan that is in you.

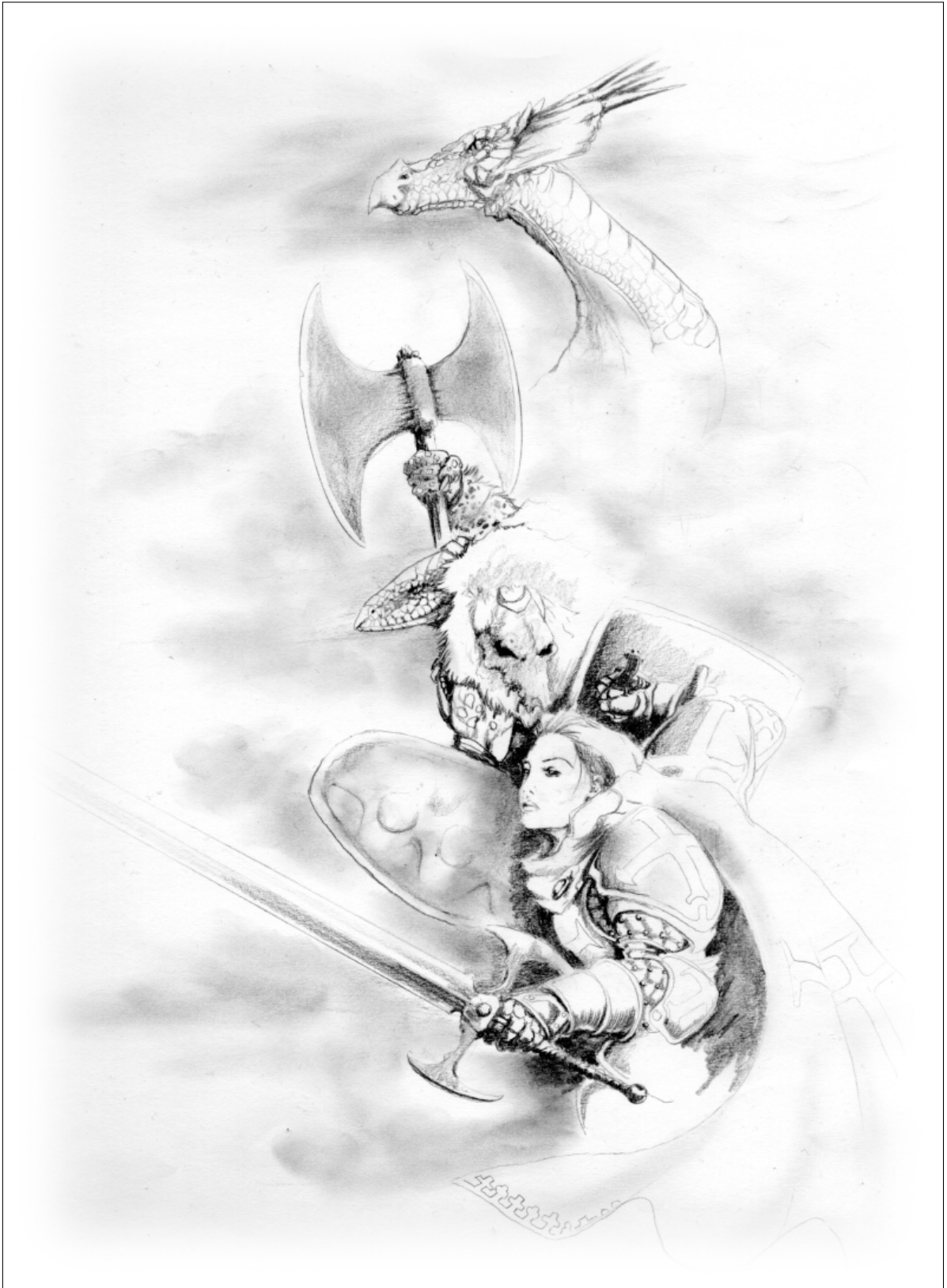


Figure 6.11: *Battling Heroes*



Figure 6.12: *Dragon flies over the Battlefield*



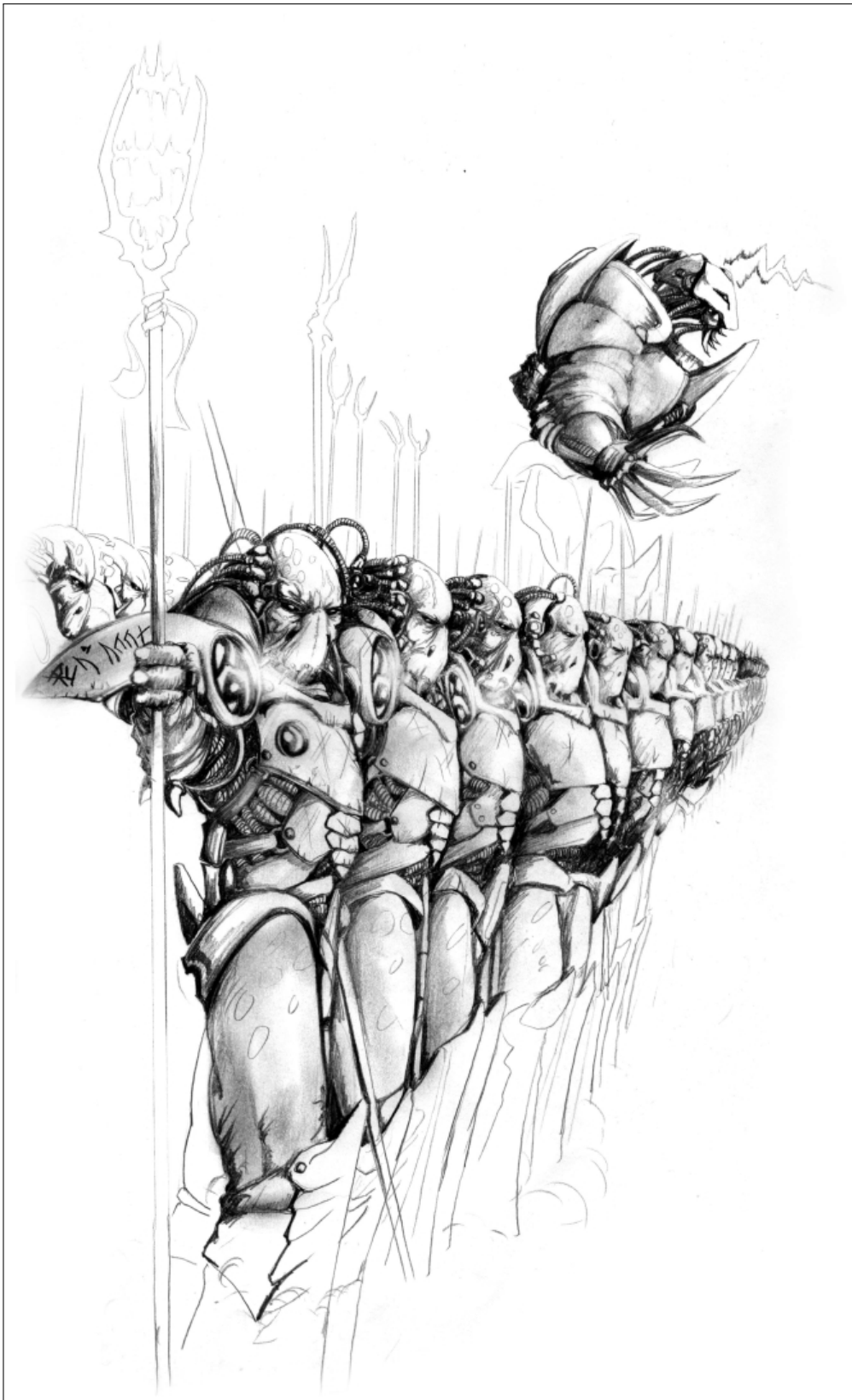


Figure 6.13: *Tar'Gon'La Army before the final Battle*

## 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): "Nooooooooooooo!!!"

*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 ...*