

COMBAT – BUILD 13

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Version 1 Jun 19 2020

Notes:

- You are reading a work in progress. It will change.
- You are reading our intent, not promises. Due to difficulty, resources, or time, features may be cut or changed.
- Many of the images are placeholders, references for the artists. Some of the creature art is already complete and in the game.

GOALS

Join the Discussion:

[HTTPS://STEAMCOMMUNITY.COM/APP/506480/DISCUSSIONS/0/2515771867780133632/](https://steamcommunity.com/app/506480/discussions/0/2515771867780133632/)

COMBAT SHOULD BE ENGAGING

1. It makes the player feel **Smart** and **Powerful**
2. Combat should feel **Deadly**
 - a. Not annoying or frivolous. Like starting a fight in real life, I am taking my life into my hands, do I really want to be doing this?
3. It should feel strategic. The player has many “interesting choices”, but choosing the best requires thought and knowledge.
 - a. No meaningless or obvious choices
4. It should feel **Fresh**
 - a. Each encounter is a fresh, unique, special situation requiring new solutions to new problems
 - b. Not the same 2 goblins in the same 2 spots doing the same 2 things and I counter with the same 2 things.

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COMBAT ENCOUNTERS SHOULD BE FEW, SERIOUS, ABOUT 7 ROUNDS, AND 5 MINUTES

1. Fighting a single minion is not very engaging. Better to face multiple opponents or a monster designed to be a full encounter on its own
2. Each round should be about 30 seconds, with 80% of that being the player thinking and doing, and 20% the monsters acting
3. The sweet spot for regular combat is about 7 rounds taking just under 5 minutes of play.
4. Big boss battles should be completed in 15 rounds, under 10 mins

COMBAT SHOULD LOOK AND FEEL GOOD

1. Explosions. Lots of explosions.
 - a. This is where we need to invest our energy into aesthetics. Particle effects, shaders, etc.
2. The visuals and audio need to communicate this is an exciting, well-crafted game.
 - a. Many RPG players make their buying decision on how the combat looks/plays.

THIS IS A SINGLE CHARACTER GAME, BUT EVERYTHING IS COOL WHEN YOU'RE PART OF A TEAM

1. This is not a party based game and it should not feel that way.
2. The ability to bring a NPC companion with you on an adventure is compelling:
 - a. risk an NPC's death and have their family hate you,
 - b. build friendship through adventuring together,
 - c. get some help on a difficult combat, which later you can do yourself when you improve, feels great
3. The player can only control their character, everyone else is driven by AI

COMBAT SHOULD BE REWARDING

1. Combat is a chance to try out new strategies, new spells, new gear
2. It is the payoff of investment made in other aspects of the game

SOMETHING WE CAN BUILD FROM IN ARCHMAGE RISES 2

Meaning take the time to architect it well, like you are going to be working on it for a while, not fast & loose like yer never going to see it again

DESIGN PILLARS

VARIABLE BATTLEFIELD

1. breakables like crates, barrels, chairs
2. block certain positions at the start
3. Mixture of terrain types

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BATTLEFIELD DEPTH

1. terrain type matters
2. Dynamic ground effects - like pools of water, oil, mud

POSITION MATTERS

1. spells can only be cast at certain ranges
2. player can reposition enemies
3. player can setup traps & combos
4. Line of Sight - spell effects hit first available target
5. Spell effect by Column or Row

COMBOS & CHAINING

1. the order in which spells or player actions are taken matter
2. The player can plan ahead - casting a spell early in combat creates rewards for later

FIVE WAYS OF HANDLING DAMAGE

Up until now the Shield spell was an obvious required non-choice because there were no other options
The player can now face monster damage in these ways:

1. Block with armor
2. Block with summoned walls onto the battlefield
3. Absorb with spell shield
4. Incapacitate the monster – blind, polymorph, etc.
5. Tank it – a risky choice due to chance of injury (broken arm/leg) and status effect (poison, bleeding)
 - a. Players are no longer locked into a max HP of 30

WEAPONS & ARMOR MATTER

1. Change weapons mid battle for tactical needs
2. Player prepares the kind of armor they wear ahead of time for what type of creatures they are facing
3. Items (gear, weapons, anything really) can enter a new state: Broken
 - a. Broken items must be repaired to become usable again.
 - b. Rewards having multiple equipment choices
 - c. Rewards investment in crafting skill
 - d. Gives a reason to seek out someone of sufficient skill to fix something

WELLBEING MATTERS

Players receive bonuses/negatives during combat based on their character wellbeing

THE COMBAT ENCOUNTER

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AMBUSHES

Before an encounter begins it must be determined if anyone has advantage.

Game rolls a stealth check. If it comes back 1 (5%), the player is ambushed.

If it comes back 20 (5%), the player ambushes the monsters.

The higher the players stealth skill the more likely they are to ambush the monsters, up to a total of 20% chance.

If the player fails a trap, or bashes a door and becomes attacked, the player is ambushed.

STANDARD

Neither side has advantage. Player goes first.

PLAYER ADVANTAGE

Player goes first. Enemy skips their first turn. Player gets to go again.

MONSTER ADVANTAGE

Monsters go first.

ROUND SEQUENCE

Play repeats until one side is gone

1. Player
2. Player mount/pet
 - a. Attack or Run
3. Player NPC companion(s)
 - a. Attack or Run
4. Monsters
 - a. Chance of monster saying something
 - b. Chance of monster fleeing
5. Victory check
 - a. All of one side is gone
 - i. Either dead or ran
 - ii. If the player ran, his entire side is considered to have run with him
 - b. All of the monster side is incapacitated
 - i. If all enemies are asleep, webbed, etc
 1. It's a victory, all monsters considered killed
 - ii. If all remaining enemies are netted (the player is trying to capture them)
 1. It's a victor, the netted monsters are considered killed for Lair purposes, the creature(s) are added to the player inventory
 - iii. If a creature is incapacitated but has a chance of getting free in the next 3 turns, combat continues. If everyone is frozen for 4+ turns, you win. Good job using blizzard.
 - iv. Combat doesn't end if the player is the only one on his side and incapacitated, it just continues allowing the player to regain control or is killed through damage
 - c. Duel

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- i. Once one of you is below 20% max health, the battle is over.

NON-LETHAL COMBAT

The player needs the choice to deal lethal or non-lethal combat damage. This is a feature of all tabletop RPG systems. It is used for:

1. Resisting guards
 - a. If you kill a guard, your wanted status goes way up and they will imprison for a long time or hang you
 - b. If you use non-lethal damage to incapacitate a guard, they are out of the combat (unconscious) but not dead. So the player is just resisting arrest. This is a combat way out of a guard encounter.
2. Bar fights
 - a. If you fight with non-lethal damage the bar fight is a minor incident. If the player wins, town reputation goes up. If they lose, it goes down, but it doesn't affect wanted status or people hating you (other than the ones you defeated).
3. Capturing prisoners
 - a. The opponent is dealt enough non-lethal damage to knock them unconscious. Now they can be netted to be a prisoner
 - b. This is how creatures can be captured for the player mounts or zoo
 - c. This is how the player can capture slaves for sale or work

PLAYER ACTIONS

All player actions come down to these and they all have an Action Point (AP) cost:

1. Weapon attack – weapon specific
2. Cast – spell specific
 - a. on spot on battlefield
 - b. on monster
 - c. on self
 - d. on companion
 - e. can miscast due to extreme situation
3. Use Item – item specific
4. Pass
 - a. Save remaining AP to another turn
5. Switch weapon – 3 AP
6. Tell companion to run

COMPANIONS

Companions are anything that accompanies the player and can be involved in combat

1. NPC friends that join the player
2. Hired hands – maybe a mercenary or other adventurer agrees to join you
3. Creatures – non-rideable like a dog, or a draught animal like an ox, that just accompany the player and participate in combat (many do not)
4. Mounts – a rideable creature with combat stats (many do not)

Companions in combat:

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1. They get one turn and can do one of the following
 - a. Attack
 - i. Targeting
 1. Normal – anything in range previously damaged by the player
 - a. So it looks like they are working together
 2. Stupid or Wild – random target in range
 - b. Run
 - i. If a fear value exceeds a certain threshold
 - ii. If HP is below 25%
2. Companions can be targeted by enemies
 - a. 75% of the time opponents target the player, 25% a companion
 - i. I don't want the game suddenly way easier because the number of potential monster targets went up from 1 to 3, dropping the player chance of being hit to 33%
 - b. If there is more than one companion, then a specific companion is chosen
 - c. Companions can be damaged by AoE attacks.
 - i. So a tail swipe from a Crocodon hits all combatants on the player's side
3. Companions take splash damage of spells cast on the player, and vice versa. They are considered adjacent.

HIRELINGS

More will be done with hirelings in the future, but for now:

1. They are average human fighters
 - a. standard armor
 - b. standard weapon
2. Are a special kind of NPC that travel from town to town
 - a. They don't have a hometown, for all the purposes a hometown usually provides.
3. Once arriving in a town, they are available and stay at the inn for a week able to be hired
 - a. After a week they move on
4. Paid 100g immediately upon hiring.
 - a. Then Paid by the week for 100g
 - i. If you don't have the cash at the end of the week, they insult your poor ass and leave and your relationship with them is –

OVEREXERTION

Currently the player can run out of stamina and not be able to cast. Items and weapons provide a fallback. Players will now be able to *Overexert*, gaining stamina at great cost to wellbeing, leading to all kinds of negative effects. Overexertion stacks if done again before sleeping 8hrs.

Overexertion	Stamina Gain	Consequence
1 st	20%	-40 wellbeing
2 nd	15%	-40 wellbeing, 10% chance of heart attack
3 rd	10%	Wellbeing 0, 50% chance of heart attack

LOOT

Reference:

[HTTPS://STEAMCOMMUNITY.COM/APP/506480/DISCUSSIONS/0/2440336391124068321/](https://steamcommunity.com/app/506480/discussions/0/2440336391124068321/)

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THEORY

Surviving combat should be its own reward. Picking a fight with anything and everything in order to loot up is not what Archmage is about. Emphasis on combat is what every other game does *and* it de-emphasizes every other aspect of Archmage if we do that. At the tabletop talking one's way out of a combat situation, or sneaking past it, or cleverly avoiding it, still results in achieving the same rewards as fighting it out. This is why we do not hand out loot after winning combat.

Except... There are a number of situations where we do want to hand out loot.

On a “kill the chieftain” quest, we want to take back the body/head as proof of completion. That means a loot item must drop after combat. We solved this, temporarily, by adding a “ground” tab to the inventory and putting the head there. The player could then drag & drop it into their inventory, if they could carry it. The ground inventory tab would only show if there was something here to pick up.

Spiders cause poison, so they should drop venom sacks as a crafting ingredient for making antidote. Skeletons can drop bone meal. Wolves pelts. This creates a reason to go out and hunt specific creatures, and that is a good for volition.

The trouble is that players wouldn't notice the inventory tab and wouldn't know there was something to pickup. It wasn't front & center enough.

Tabletop games and old CRPGs would bog down with pages of loot the players can wade through at the end of every combat.



It was realistic: if you fought 8 draconians, there were 8 ring mail armors and 8 broad swords from which to loot. The player could take whatever they wanted and could carry. But we realized this was tedious and all this mundane equipment, which could be sold for just a few coppers or silvers, was ultimately meaningless. Better to drop some coins which are easily carried than all this heavy junk, and just speed up the gameplay.

So then we reached the point where we would just identify the special items, like killing a unique creature or story boss, where fancy things would be available. This was much more interesting as it was rare and you would only slow down the adventure for something truly worthwhile.

This is the approach we should take. Loot should be rare, and to ensure people aren't being overly rewarded for fighting, the spoils should be on the smaller side. So if delivering a letter to another town is 25g, then winning a fight with humanoids also provides 35g. This makes the letter more efficient, attractive, and safe. But if I risk injury or death, I do get something slightly more, which I feel is realistic and fair.

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I always think less drops, more valuable, is the right way to go. So rather than every wolf encounter dropping a pelt or every spider encounter a venom sac, it is 1/3 times. But when you do get it, it is worth something significant. So instead of one venom sac making 1 antidote. 1 sac would make 5 or 10 antidotes. This eliminates tedious loops from the fight, loot, craft cycle, keeping the game playing fast/streamlined.

SOLUTIONS

- Utilize the preexisting inventory transfer window for showing loot after a battle. It shows items that are on the ground and the player can drag & drop items as they desire.



- Have a loot table per monster.
 - Each monster in a combat has a small, 1/6 17%, chance of dropping its item. So if you fight 1 wolf you probably won't get a pelt. If you fight 4, chances are pretty good of getting 1.
 - A Dreadspinner causes poison therefore can drop a venom sack, but a Bloodstalker does not.
 - Humanoids have a chance of dropping coin.
- The form of killing blow on a creature determines if it drops loot. If you immolate it in fire, there is nothing left to loot. If you polymorph it to a chicken, then kill it, there is no venom sac. This should be a consideration when choosing attacks in combat.

THE BATTLEFIELD

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DYNAMIC BATTLEFIELD

BLOCKING PROPS

Decorative items that appear on the battlefield and **affect combat**. They react to combat actions. They make the battlefield look different and play different every time.

1. Block a spot in the battlefield, preventing a creature from entering it
2. Some props can break, others cannot, based on toughness
 - a. A barrel breaks, a boulder may not
 - b. Props have a specific amount of HP and armor. Once HP is exceeded, the prop is destroyed.
 - c. Wood props can burn.
3. Props in combat can come from the context of the player location
 - a. So if in a dungeon room that has a table in it, the combat can have a table in it
 - b. If these connected objects are destroyed, then they are destroyed from the room when returning from combat.
 - i. If the item was a searchable and not yet searched, possibly containing a quest item, too bad.
4. Some props are half height,
 - a. Do not block line of sight
 - b. Provide partial cover blocking 50% of damage
 - c. Rendered at 100% opacity
 - d. Examples
 - i. chair
 - ii. table
 - iii. barrel
 - iv. bush
 - v. Stone
 - vi. Chest
 - vii. Wall
5. Some props are full height
 - a. Block line of sight
 - b. Provide full cover, blocking 100% of damage
 - c. Rendered at 50% opacity
 - d. Examples
 - i. Tree
 - ii. Column
 - iii. Stalagmite
 - iv. Block of ice
6. Creatures colliding with a blocking prop take damage

NON-BLOCKING PROPS

Elements of the battlefield that affect combat, but do not block creatures from entering it

1. Gaseous clouds – like a stink cloud or Fog
2. Fire
3. Mud, or Webs

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DECORATIVE PROPS

Decorative items that appear on the battlefield, but do not affect combat. They can react to combat actions. They make the battlefield look slightly different every time.

1. Flowers, sticks, pebbles, stone rubble, wood rubble, ash, corpses, bodies, blood, etc.
2. They react in simple ways to the General Elements
 - a. If a spell hits a barrel, it is destroyed, and wood rubble is placed in the square
 - b. If a fire spell hits a square with wood rubble, the rubble turns to ash
 - c. If a square with ash is hit with wind, the ash disappears

TERRAIN TYPE

1. Every square of the battlefield subscribes to one and only one terrain type.
2. The terrain type affects Ground Effects and secondary effects

Terrain	Effect
Dirt	Water pool is turned into Mud pool
Stone	Water pool remains
Wood	Any fire effect has a chance of igniting a Fire Fires burn +2 turns longer
Snow	Fire never ignites Fire spells create a water pool
Sand	Absorbs water, oil Fire never ignites Fire ceases

GROUND EFFECTS

Another kind of prop, but one that reacts and changes based on elemental affects on the square

Terrain	Effect	Reaction
Fire	Any creature in space takes 1d6 fire damage Any creature in space has 50% chance of gaining Burning Fire goes out after X turns	+ water = gone + ice = gone
Water	None	+ freezing becomes Ice + fire = Fog + electricity = every adjacent creature in water takes the same damage
Ice	chance of falling prone on entry and attack	+ fire = water
Oil	chance of falling prone on entry and attack	+ fire = this and every adjacent square gains Fire
Mud	Double movement cost to enter 33% chance of Stuck instead of attacking	+ fire = baked, creature Stuck

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POSITIONING

LAYOUT

1. 5 x 3 grid remains
2. 1st row is Close Range
3. 2nd row is Mid Range
4. 3rd row is Long Range

LINE OF SIGHT

1. Regular projectiles hit the first creature/blocking prop it encounters
2. Some spells and abilities have the *arc*ing ability meaning it is unaffected by line of sight restrictions
3. Weaker enemies will seek cover if possible

COLLISIONS

1. Pushing a creature into something causes damage to both
 - a. Breakable props break
2. Collisions require two footed standing creatures to make a 50% slip check or fall prone

CAMERA

1. 3d perspective with 2d animated Spine sprites in world space (not UI images)
2. Put in all the animated enemies, they are all done, just not implemented
3. Eliminate the fish eye rounding on the edges
4. Back up camera so the full front row squares can be seen, including terrain and ground effects (covered by UI now)
5. Movements
 - a. Bounce the camera down to simulate going “prone”
 - b. Raise it up to show the player is now standing again
 - c. Raise it even higher to show the player is now floating off the ground

UI

CASTING

1. Spell list must accommodate 60 spells in 5 schools
 - a. We should no longer show set blanks in the spell list



- b. Instead, show the spells the player knows, by school, with a blank to finish the row if necessary, then move on to the next school. So in the picture above it would be

Fire:

Light, Fireball

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Storm:

...

2. Targeting
 - a. Specifically target self
 - b. Target companion
 - c. Some spells have multi-step targeting on the battlefield
 - i. Player chooses an origin
 - ii. Player then chooses a direction
 - d. Some spells allow for multiple targets to be selected, like 3 magic missiles, so the player must make a selection for each missile.
 - e. Some spells choose an start and destination
3. When targeting on the battlefield an arrow will display for the line of sight, showing where the spell will travel and what it will impact along the way if it cannot reach the intended spot



- a.
- b.

4. Some spells (Imbue, Mage Sword, Elemental Armor) have multiple elemental choices for their affect, so you can have a flame sword or ice armor depending on who you are fighting
 - a. Each of the 5 schools are displayed with icons with a tooltip showing the element name
 - b. An element must be chosen before the spell can be cast

MONSTER

Information to display

1. Name
2. Monster level
3. HP bar (red, with black background), with numbers superimposed
4. Status effects/buffs
5. If a creature causes disease, we can put buzzing flies on top of it to indicate it to the player
6. Text bubble for speech

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CREATURE TOOLTIP

1. Name
2. Class (Eternal Squire, Cutter, etc)
3. Race
4. Monster level
5. Details of each status effect/buff (like Slay the Spire)

GENERAL

1. Show Companion(s)
 - a. HP
 - b. Status effects
 - c. Tooltip
 - i. Race
 - ii. Weapon
 - iii. Armor
 - iv. Any Status Effects
 - d. These companion portraits are targetable by spells.
2. All Player Actions must be accessible and obvious
3. Some way of announcing prominently the special action the monster is using
4. It is possible to do a skill check during combat, initiated by a monster
 - a. Rogue tries to flank vs player Perception

AUDIO EXPERIENCE

1. Convert the system over to Master Audio
2. Setup reverb zones
 - a. Based on the terrain - dungeon, mountain, forest, plains
 - b. Based on the size – size of dungeon room you are in
3. Play background ambiance based on terrain
4. Damage taken to player, companions, plays male/female versions

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5. Music
 - a. Current 3 combat songs are too generic, they don't fit for fighting one little spider. So we need 3 songs to denote the "threat" level of the encounter
 - i. Simple
 - ii. Normal
 - iii. Epic
 - b. Layer in a unique instrument layer to the song for the race type being fought
 - i. Goblins – percussion. Spiders – strings, etc.
 - c. 2 Tavern brawl songs
6. Event sounds
 - a. Suffered a wound (broken bone)
 - b. Suffered bleeding
7. State sounds
 - a. Repeating low stamina sound (low health can be represented by the heartbeat)
8. Action sounds
 - a. Wait
 - b. Run
 - c. Companion run
 - d. Switch weapon (equipment shuffle)
 - e. Punch/kick
 - f. Sword (swing)
 - g. Dagger (puncturing thrust)
 - h. Axe (different swing from sword)
 - i. Club/Hammer
 - j. Bow
 - k. Polearm – for a spear or halberd
 - l. Staff
9. Each spell sound effect has 5 layers to it
 - a. The higher the power level cast at, the more layers played, leading to bigger sound effects
 - b. 1-9 – base
 - c. 10-19 – Layer 1
 - d. 20-39 – Layer 2
 - e. 40-59 – Layer 3
 - f. 60+ - Layer 4
10. Effort sound (male/female) plays when casting based on stamina
 - a. $\leq 1\%$
 - b. 2-16%
 - c. 17-24%
 - d. 25%

STATUS EFFECTS

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GENERAL ELEMENTAL EFFECTS















1. Fire – chance to Burn
2. Ice – chance to Slow and/or Freeze
3. Acid – lowers physical armor (it melts)
4. Stone – chance to fall Prone
5. Electricity – chance to cancel any Buff on the target (good or bad)

COMBAT STATUS EFFECTS

1. Status effects are for a set number of rounds (Frozen, Burning) determined at the time they are applied
OR
until cancelled (Bleeding, Disease)
2. Dispel magic/abilities cancel most, but not all, status effects. If you are on fire you need a bucket of water, not a dispel spell.

Icon	Status	Effect	To cancel
	Blinded	80% chance of moving in random direction each turn -50% chance to hit	Dispel
	Bleeding	30% current hp loss per turn, down to 1hp	Bandage Wolves lick
	Burning	X fire damage per turn	Water in square Ice spell Bucket of water
	Charmed	Fights on the opposite side	Dispel Taking any damage
	Deafened	50% chance of miscast for verbal spell casters -25% dodge	Dispel
	Disease	No combat effects, long term effects	
	Exhausted	skips next turn, then removed	
	Feeding	skips turn restores 20% max HP per turn	Taking any damage
	Float	cannot move can still attack as normal off the ground, so no ground effects occur immune to prone	Dispel
	Flying	-50% be hit by melee can be hit by ranged close range immune to prone	Dispel
	Frenzy	+25% damage to physical attacks	Dispel

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			Scared
	Haste	+50% AP per round - 1 month of lifeforce (Player)	Dispel
	Hidden	66% chance of missing	
	Incapacitated	Skips turn +33% damage from all sources	
	Invisible	+4 to run -50% to be hit by ranged/melee attacks	Dispel
	Muted	Cannot cast or use any spell like ability	Dispel
	Nauseated	-20% chance to hit	Dispel Ginger
	Phased	Same as hidden	
	Pinned	Cannot move until broken Can still attack as normal	Float
	Poisoned	15% max hp loss per turn -20% chance to hit	Antidote
	Prone	+33% damage from all sources Half AP to stand up -50% to be hit by ranged attacks	Stand up
	Slow	50% AP restored per turn	Dispel
	Sleep	Incapacitated	
	Scared	+20% chance of miscast -20% chance to hit +10% chance of running away	Dispel Frenzy
	Shielded	Has a temporary shield that absorbs damage first	
	Unconscious	Same as incapacitated Restores 10% non-lethal damage 20% chance of waking up	

MONSTERS

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BASIC ATTRIBUTES

1. Race – goblin, skeleton, wolf
2. Class
 - a. Class name – Hunter, Guard, Warrior
 - b. Class level – Dire, Ancient, Veteran
 - c. Class abilities
 - i. Name
 - ii. AP cost
 - iii. Range
 - iv. Optimal range
 - v. Damage
 - vi. Status effect(s)
 - vii. Target(s)
 - viii. Animation
 - ix. Cooldown – some abilities have a multi-turn cooldown so they don't spam it at the player
3. Image assets – to allow for swapping and color changes while still using same animation data
4. Name – individualized to tell them apart in battle, the guard “Henry” vs “William”
5. Max hitpoints
6. Current hitpoints
7. Max AP
8. Current AP
9. Weaknesses – Dry skeleton bones go up in flames pretty easy!
10. Resistance – Goblin skin resists burning
11. Immunity – can't bleed a skeleton, or poison a spider!
12. Current Buffs/statuses
13. Size width & height (in squares) – most are 1x1
14. Combat location
15. Weight – how much force it takes to push them

MONSTERS CAN...

1. Join an existing combat – being summoned in by other monsters
2. Leave combat
 - a. Individual enemies can run away
 - b. If they are losing, they can all run away
 - c. Spells like Banish can send them away for good
3. Revive – undead can come back to life if not burnt

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4. Phase in and out of combat – they are still technically part of the combat, but they do not act and cannot be acted upon. But any statuses on them still take affect, so a creature on fire that is phased out for 4 turns, still takes burn damage across those turns
5. Upon death, drop a corpse on the ground as a decorative prop
6. Humanoid creatures can speak during combat
 - a. Threats
 - b. Responses

DIFFICULTY

The player will progress in power from weakest at the beginning to strongest at the end. We need to provide consistent challenge for them.

Monsters do not scale with the player, they have a fixed health, abilities, and damage. Their base stats make them an appropriate challenge at a point in the players life, and inappropriate at other times. So if a new player encounters the undead, they should run. It's just too hard for them.

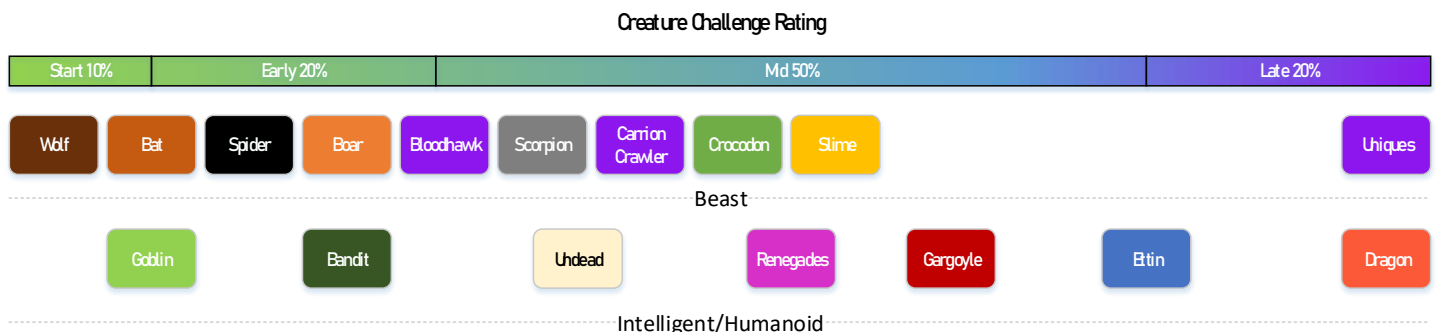
If you scale up goblins to level 12, then where is the sense of achievement, of progress, that D&D should be about.

I stopped playing Everquest 2 when at level 80ish, I went to a new area, and I was given a quest to kill 10 snakes. Snakes! Sure, they were level 80 snakes, but that killed the last bit of magic for me. That was over three years ago and I don't miss it.

- The_Plundered_Tombs, 2018

There is a lot of variability to any specific encounter. 1 Bandit is easy even for a new character to overcome, perhaps at great stamina cost. 5 of them could be challenging for a midlife character.

Here is the basic structure of when an encounter of 2-3 creatures can be successfully overcome with 20% stamina usage:



COMBAT – BUILD 13

MONSTER LEVELS

[HTTPS://STEAMCOMMUNITY.COM/APP/506480/DISCUSSIONS/0/2243301553222233665/](https://steamcommunity.com/app/506480/discussions/0/2243301553222233665/)

To fill out the world with more variety, monsters can be increased in level to make a stronger version of it. This scaling can be done up to 3 times, creating a total of 4 versions. Each level of a monster has a prefix or suffix to notify the player of its increased difficulty. The rules in **tabletop** are complicated.

- +100% HP
- +100% Damage
- +50% Armor
- +50% Will
- + new ability

So a regular goblin with 40hp 10dmg becomes a Ravager Goblin 80hp 20dmg.

SKELETONS

Weak	Fire 150%
Resists	Ice 75%
Immune	Poison Fear Nausea Blind Deaf
Racial Abilities	<ol style="list-style-type: none"> Each round, a skeletal corpse has a 25% chance of resurrecting as an eternal squire in the same or adjacent square. A skeletal corpse that is hit with fire (spell, torch, item) turns to ash and therefore does not resurrect

ETERNAL SQUIRE – MINION

Concept A basic skeleton warrior armed with a simple spear. He had little in life, and little in death. Weak looking, push over skeleton.

<i>Cost</i>	33
<i>HP</i>	3-7
<i>AP</i>	2
<i>Resistance</i>	Weight: 7 Will: 90
<i>Armor</i>	5

COMBAT – BUILD 13



Abilities

Stab (AP: 1, R: 2) 2-5 – draws spear back and stabs forward at the player

HONORED DEAD – SOLDIER



Concept

Well trained and well equipped. These soldiers were buried with their magical weapons and armor to take into the next life. Have a powerful two handed attack that shatters shields.

<i>Cost</i>	125
<i>HP</i>	20-30
<i>AP</i>	2
<i>Weight</i>	8
<i>Armor</i>	10
<i>Abilities</i>	The sword is very heavy, like he can barely carry it. So the beginning and end of the animation needs to sell its weight. Swing (AP: 1, R: 1) 4-10 – one hand quick horizontal swing Cleave (AP: 2, R: 1) 8-16; +100% damage to shields/walls

ETERNAL HUNTSMAN – ARTILLERY

Concept

Hunting guides to the nobility, their deadeye shot is still effective after centuries.

<i>Cost</i>	125
<i>HP</i>	20-30
<i>AP</i>	2
<i>Weight</i>	7
<i>AI</i>	Always wants to be in the back row

COMBAT – BUILD 13



<i>Abilities</i>	<p>Deadeye Shot (AP: 1, R: 3) 4-10, 50% chance of <i>Bleed</i></p> <p>Slip (AP: 1) Can move to the back row for only 1 AP – this is like a ninja move, disappearing from the front row and appearing in the back. It's idea is being a silent hunter</p>
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ETERNAL GUARD – SOLDIER



<i>Concept</i>	Sworn bodyguard to the nobility. These heavy warriors follow the mantra “Life for liege”, intercepting all incoming damage with their oversized magical shields.
<i>Cost</i>	200
<i>HP</i>	20-30
<i>AP</i>	2
<i>Weight</i>	10
<i>Armor</i>	20
<i>AI</i>	Always wants to be in the front row
<i>Abilities</i>	<p>Shield Block (passive) 50% chance targeted damage (not AOE) to allies in this row or behind will be taken by the guard instead – raise the shield somewhat and push forward to show he is absorbing the damage.</p> <p>Swing (AP: 2, R: 1) 4-8</p>

REVENANT - CONTROLLER



<i>Concept</i>	A once powerful battle mage who centuries ago lived a rich pride filled life. Now cursed he hates all living and enjoys the challenge of killing those foolish enough to challenge him. The arrogant strength of his will causes weakness in opponents.
<i>Cost</i>	500
<i>HP</i>	50-75
<i>AP</i>	3
<i>Weight</i>	50
<i>Armor</i>	5
<i>AI</i>	Always wants to be in the last row If takes fire damage, stops heal
<i>Abilities</i>	<p>Selfish Pride (passive, start of round) – heals self for 25% of Max HP – eyes glare a different color</p> <p>Beckon (AP: 3) – summons any other skeleton (not a revenant) to mid or front row – hand up, fold fingers inward like calling a person or pet</p>

COMBAT – BUILD 13

Fierce Pride (AP: 3, R: all) 5-10 ice damage to all other combatants – both hands out, eyes glow. Kinda like a triangle of casting between hands and head

Penetrating Gaze (AP: 3, R: 3) 75% chance of dispel any shield spell – head forward, eyes glare a certain color

Patronizing Gaze (AP: 2, R: All) 75% chance of *Scared* – head forward, eyes glare another color

Gravegrasp (AP: 1, R: 1) 4-8 ice damage – hand out, cast from palm

SPIDERS

Weak	Ice 150%
Resists	
Immune	Poison Fear Nausea
Racial Abilities	Every attack has a 33% chance of poison

GHOSTCREEPER – MINION



Concept Small albino, almost translucent, spider with red eyes. About the size of a rabbit.

Attacks with bite or small leap attack. Dangerous in groups.

<i>Cost</i>	50
<i>HP</i>	3-6
<i>AP</i>	2
<i>Weight</i>	3
<i>Armor</i>	
<i>AI</i>	
<i>Abilities</i>	Bite (AP: 1, R: 1) 1-4 Leap (AP: 2, R: 3) 4-10; moves immediately to front row

BLOOD STALKER – SOLDIER



Concept These hunters have tiny feelers which can detect warm blood from up to half a mile away. With no web ability, these excellent hunters leap upon an unsuspecting prey then quickly rip and shred them with their front 6 spiny legs. About the size of a man, these feared killers are the most commonly encountered spiders far from the nest.

<i>Cost</i>	150
<i>HP</i>	20-30
<i>AP</i>	4
<i>Weight</i>	8
<i>Armor</i>	5
<i>AI</i>	
<i>Abilities</i>	Flurry Attack (AP: 1, R: 2) 2-6 – leans back on its abdomen and back two legs and stabs and rips with the other 6.

VENOM SPITTER - ARTILLERY

Concept Fires poisonous venom from afar. Never wants to get close to its victim until it stops moving.

<i>Cost</i>	150
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COMBAT – BUILD 13



HP	15-20
AP	3
Weight	5
Armor	
AI	
Abilities	Poison Burst (AP: 2, R: 3) 4-9; 66% chance of poison – shoots poison from the spouts in abdomen

DREAD SPINNER - CONTROLLER



Concept Black as night with a deadly intelligence. Dreadspinners can use their webs to immobilize targets or shield their allies.

Cost	150
HP	30-40
AP	3
Weight	5
Armor	
AI	Prioritizes webbing over attacking
Abilities	Bite (AP: 1, R: 1) 1-3 – doesn't need to bite, could be a strike with 2 legs Web (AP: 2, R: 3) 1-3; web barrier 5-10 hp – quickly forms and throws a web net at player Web Shield (AP: 2, R: 3) (ally); adds web barrier of protection 5-10 hp – quickly forms and throws web shield on ally. Same knitting motion as previous is fine

WOLVES

Weak	
Resists	Ice 50%
Immune	
Racial Abilities	<ol style="list-style-type: none"> 1. Pack attack - +100% damage for wolf to left or right 2. Feeds - Can be distracted for 3 turns by meat/fish 3. Lick Wounds – free action to end Bleed status 4. Go for the Legs! – 33% chance of prone on hit

YOUNG WOLF – MINION



Concept A young sleek wolf. Roughly wolf sized :-)
Attacks the legs with its jaws, attempting to drag the prey to the ground.

Cost	33
HP	5-8
AP	2
Weight	5
Armor	
AI	Tries to position to left or right of other wolves in front row
Abilities	Bite (AP: 1, R: 1) 1-3;

COMBAT – BUILD 13

TIMBER WOLF – SOLDIER



Concept A larger muscular wolf.

<i>Cost</i>	100
<i>HP</i>	50-80
<i>AP</i>	2
<i>Weight</i>	6
<i>Armor</i>	
<i>AI</i>	
<i>Abilities</i>	Bite (AP: 1, R: 1) 3-8; 33% chance of <i>Bleed</i> Swipe (AP: 2, R: 1) 5-10; 50% chance of <i>Prone</i>

ALPHA WOLF – CONTROLLER



Concept The pack leader.

<i>Cost</i>	200
<i>HP</i>	25-40
<i>AP</i>	2
<i>Weight</i>	6
<i>Armor</i>	
<i>AI</i>	
<i>Abilities</i>	Pounce (AP: 2, R: 3) 5-10 Growl (AP: 2) Frenzy all other wolves Pack Howl (AP: 2) 50% chance of calling young wolf into battle (appears in row 3) Bark (AP: 2) +20% <i>Scared</i> to miscast Dash (passive) 25% chance of <i>Dodge</i>

RIPJAW WORG – BRUTE



Concept A horse sized muscled wolf with powerful forelegs and razor sharp teeth. Always hunts alone.

<i>Cost</i>	500
<i>HP</i>	125-200
<i>AP</i>	4
<i>Weight</i>	25
<i>Armor</i>	Bite (AP: 1, R: 1) 3-8; 20% chance of <i>Bleed</i> Swipe (AP: 2, R: 1) 5-10; 40% chance of <i>Prone</i> Pounce (AP: 4 R: 3) 10-20; 80% chance of <i>Prone</i> , 20% chance of <i>Bleed</i> Lick Wounds (AP: 2) heal 10-20
<i>AI</i>	
<i>Abilities</i>	

GOBLINS

Small 3 ½ - 4ft savage dirty creature that is barely sentient and mostly cowardly. Goblins eat what other races refused to. Skin color depends on environment, ranging from dark swamp green to bright yellow green of the grasslands to an almost turquoise in coastal areas. Annoying pests to the other races. They hop around the battlefield, making their small bodies difficult to hit.

Weak	Scared Lightning 150% Poison 150%
Resists	Fire 50%
Immune	Nausea

COMBAT – BUILD 13

Racial Abilities	<ol style="list-style-type: none"> 1. Small & Swift - +30% dodge chance on all weapons and projectiles 2. Safety in Numbers - +10% dodge for each adjacent orthogonal goblin, stacks 3. I'm outta here! – If injured this round, 20% chance of running 4. Not him! - If an ally died this round, 20% chance one of remaining goblins runs 5. Changed my Mind! – Any goblin that runs away has a 50% chance of returning 1-3 turns later and says "I'm baaaaaack!"
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GOBLIN CUTTER – MINION



Concept Attacks with the pointy end of a sword. Usually.

Cost	20
HP	5-8
AP	2
Weight	4
Armor	
AI	
Abilities	Slice (AP: 1, R: 1) 2-4 – basic attack, horizontal, or angled, whatever. He's kinda like a mean toddler hitting you with a foam bat if that helps. 😊



Concept This lightly armored warrior earned his equipment and status by being one of the few *not* to immediately run from danger.

Cost	100
HP	25-40
AP	2
Weight	5
Armor	8
AI	
Abilities	Stab (AP: 1, R: 1) 5-10

GOBLIN SCAVENGER – LURKER

Concept The quick and the clever are able to avoid detection and live another day to enjoy their loot. These goblins have fast reflexes and are able to quickly hide in cover. Then emerge with deadly thrown knives.

Cost	150
HP	25-40
AP	2
Weight	5
Armor	
AI	

COMBAT – BUILD 13



GOBLIN VEXER – CONTROLLER

<i>Abilities</i>	Throw (AP: 1, R: 2) 4-7 Conceal (AP: 1) – drops a smokestick and gains <i>Hidden</i> for 2 turns
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GOBLIN MOONHOWLER – CONTROLLER

<i>Concept</i>	An intelligent caster goblin, able to use rudimentary magic for foul results.
<i>Cost</i>	175
<i>HP</i>	25-40
<i>AP</i>	2
<i>Weight</i>	5
<i>Armor</i>	
<i>AI</i>	
<i>Abilities</i>	Stink Cloud (AP: 2, R: 1) Causes <i>Nauseated</i> for 3 Turns Force Pulse (AP 1, R: 3) 3-6 force damage, 33% chance <i>Prone</i> Barkshield (AP 2) Adds 5-20 shielding to two ally, adds weakness to Fire



<i>Concept</i>	Tattooed and slightly mad these goblin chanters cause fear in their enemies while rallying their allies.
<i>Cost</i>	200
<i>HP</i>	25-40
<i>AP</i>	2
<i>Weight</i>	4
<i>Armor</i>	
<i>AI</i>	
<i>Abilities</i>	Moonsong (AP: 2) haste to all goblins for two turn, heals 20% max hp to all goblins – 3 turn cooldown Moonhowl (AP: 2) <i>Scared</i> Moonmirror (AP: 2) adds +100% dodge to ally until attacked Moonbeam (AP: 1) 3-6

COMBAT – BUILD 13

WORG RIDER – BRUTE



Concept A goblin elite soldier mounted on a worg. A long spear is used for charging and stabbing attacks while the worg does its work.

<i>Cost</i>	500
<i>HP</i>	150-250
<i>AP</i>	4
<i>Weight</i>	30
<i>Armor</i>	5
<i>AI</i>	
<i>Abilities</i>	This is a mounted ripjaw, so the wolf animations would be similar. Bite (AP: 1, R: 1) 3-8; 20% chance of <i>Bleed</i> Spear (AP: 1, R: 1) 5-10 Swipe (AP: 2, R: 1) 5-10; 40% chance of <i>Prone</i> Pounce (AP: 4 R: 3) 10-30; 50% chance of <i>Prone</i> 20% chance of <i>Bleed</i>

BANDITS & RENEGADES

A mixture of down-on-their-luck peasants and those who enjoy the thrill of a kill.

<i>Weak</i>	
<i>Resists</i>	
<i>Immune</i>	
<i>Racial Abilities</i>	1. Smokesticks – drops a smokestick that creates a cloud of smoke granting anything inside <i>Hidden</i>

OUTLAW - MINION



Concept A hungry peasant that turned from working the fields to working over travelers.

<i>Cost</i>	20
<i>HP</i>	5-8
<i>AP</i>	2
<i>Weight</i>	6
<i>Armor</i>	
<i>AI</i>	
<i>Abilities</i>	Stab (AP: 1, R: 1) 4-6 – a terrible thrust that gets the job done but leaves him wide open Low Morale – <i>Scared</i> effects doubled

THIEF – HARASSER

Concept Likes the bandit life, will never return to a day job again.

<i>Cost</i>	150
<i>HP</i>	25-40
<i>AP</i>	2
<i>Weight</i>	5
<i>Armor</i>	

COMBAT – BUILD 13



<i>AI</i>	<ol style="list-style-type: none"> 1. Conceals 2. Tries to get in close and hit for a pickpocket. 3. Then tries to run away by moving to the 3rd row. 4. If starts in the 3rd row, automatically runs. The money is gone and so is the bandit!
<i>Abilities</i>	<p>Pickpocket (AP: 1, R: 1) 1 HP armor piercing – if damages player, takes 10% of players current gold. If killed, after battle ground contains purse of what was stolen</p> <p>Conceal (AP: 1) – drops a smokestick and gains <i>Hidden</i> for 2 turns</p>

ROGUE - LURKER



<i>Concept</i>	Hides in shadows, then tries to backstab for 4x damage
<i>Cost</i>	150
<i>HP</i>	25-40
<i>AP</i>	2
<i>Weight</i>	6
<i>Armor</i>	
<i>AI</i>	<p>If not concealed, tries to conceal</p> <p>If begins turn concealed, attempts Flank</p> <p>If successful, following turn Backstabs</p> <p>Otherwise, knife attack</p>
<i>Abilities</i>	<p>Knife (AP: 1, R: 1) 6 –</p> <p>Conceal (AP: 2) – drops a smokestick and gains <i>Hidden</i> for 2 turns</p> <p>Flank (AP: 2) – DC 15 against perception. If successful, leaps off the closest screen edge (left/right)</p> <p>Backstab (AP: 2, R: Any) – 75% chance to hit, armor piercing, 4x damage of Knife attack, 50% chance to bleed</p>

HIGHWAYMAN - SOLDIER



<i>Concept</i>	
<i>Cost</i>	100
<i>HP</i>	25-40
<i>AP</i>	2
<i>Weight</i>	8
<i>Armor</i>	10
<i>AI</i>	
<i>Abilities</i>	Club (AP: 1, R: 1) 7-14

MERCENARY - BRUTE

<i>Concept</i>	Former military, this double axe wielding elite warrior now fights out of pure greed
<i>Cost</i>	200
<i>HP</i>	100
<i>AP</i>	2
<i>Weight</i>	10
<i>Armor</i>	20
<i>AI</i>	

COMBAT – BUILD 13



<i>Abilities</i>	<p>Double Strike (AP: 2, R: 1) 15-25 – <i>Breaker</i> +50% damage against shields & barriers</p> <p>Immune - Scared</p>
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CONCLAVE/RENEGADE MAGE – CASTER

1. A mage is just as capable as the Player.
2. They have a magic school they are strongest at. This determines their spell set. Their robe color indicates it:
 - a. arcane – purple
 - i. Shield, Dispel, Mage Bolt, Imbue
 - b. earth – green
 - i. Stone Shield, Web, Acid, Weakness
 - c. storm - white/yellow or light blue
 - i. Chaos storm shield, Lightning bolt, Fly, Gale
 - d. fire – red
 - i. Haste, Flame Shield, Light, Fireball
 - e. ice - blue
 - i. Ice shield, Ice Lance, howling blast, Freeze
3. Mages come in 4 ranks
 - a. Novice
 - b. Adept
 - c. Acolyte
 - d. Master



<i>Concept</i>	A mage that is opposing the player in combat
<i>Cost</i>	300
<i>HP</i>	30
<i>AP</i>	6
<i>Weight</i>	6
<i>Armor</i>	0
<i>AI</i>	Try random spell selection and we'll go from there
<i>Abilities</i>	Cast Spell – same rules for AP and range

COMBAT – BUILD 13

BLOOD HAWK

We need an annoying flying creature that can appear in any terrain.

Weak	Earth
Resists	
Immune	
Racial Abilities	Always ambushes in combat Flying



Concept While its talons are vicious, it is the beak you must really be careful of.

Cost	
HP	100
AP	2
Weight	
Armor	
AI	Prefers long distance for diving attack.
Abilities	Dive (AP: 2, R: 1-3) – 5-10, armor piercing, 66% chance of Bleed

CARRION CRAWLER

A burrowing aberration that scavenges the dead and occasionally preys on the living. Similar to a giant toothed centipede, carrion crawlers were often accompanied by a foul odor of death warning of its approach. A magical beast highly resistant to magic, they are thought to be created through a mad mage's experiments.

Weak	
Resists	80% damage reduction for magic: Arcane, Fire, Earth, Ice, Storm
Immune	Blind, Poison, Nausea, Prone, Deaf
Racial Abilities	Can eat a body in combat to restore health



Concept A random creature to encounter underground regardless of lair race type.

Cost	
HP	100
AP	2
Weight	20
Armor	
AI	If below 60% HP, attempts to feed on any corpses <i>Combat encounter should have at least one corpse generated on the playfield for this to work</i>
Abilities	Stench (Passive) – Every 3 rounds casts Stink Cloud upon player which lasts 3 rounds. Feed (AP: 2) – Eats a corpse in the square it is in, restoring all health Tentacle Lash (AP: 2, R: 1) – 5-10 50% chance of slow Bite (AP: 2, R: 1-2) – 5-10 33% chance of poison

COMBAT – BUILD 13

BATS

Weak	Deaf
Resists	
Immune	Blind
Racial Abilities	<ol style="list-style-type: none"> 1. Flying 2. Bats attack in large packs, more than other creatures 3. Immune to Blind, but if Deafened it behaves like it is Blind (random movement, lower attack) 4. Light (spell or torch) 80% chance to flee

BROWN BAT - MINION



Concept A regular bat.

Cost	
HP	
AP	
Weight	2
Armor	
AI	
Abilities	Bite (AP: , R: 1)

VAMPIRE BAT - SOLDIER



Concept A black bat that sucks health from its victim.

Cost	
HP	
AP	
Weight	3
Armor	
AI	
Abilities	Bite (AP: , R: 1) Heals = to physical damage dealt.

FIRE BAT - CASTER



Concept A fire breathing bat.

Cost	
HP	
AP	
Weight	5
Armor	
AI	
Abilities	Immune: Fire Weak: Ice Fire Spray (AP: 2, R: 2) 5-10 Fire damage, 50% chance of Burn

DEATHWING - BRUTE

Concept Looks like a flying wolf that can shoot a spray of acid from its mouth at will.

COMBAT – BUILD 13



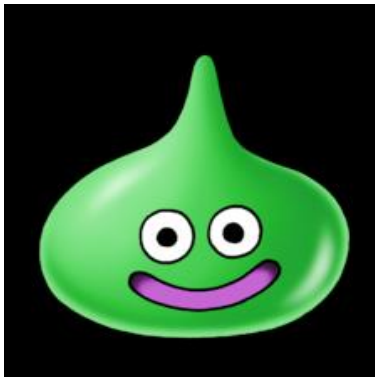
<i>Cost</i>	
<i>HP</i>	
<i>AP</i>	
<i>Weight</i>	12
<i>Armor</i>	
<i>AI</i>	Calls every 3 turns
<i>Abilities</i>	Call (AP: , R:) - summons 2 brown bats or 1 vampire bat Acid Spray (AP: , R: 2) – 5-10, hits all opponents

SLIMES & OOZES

Sometimes you just need to switch it up. Slimes are intended to be rare (like 1 per dungeon) encounters where the usual way of defeating a monster is turned upside down. With no eyes, ears, or even a formed body they cannot be blinded, or pushed. They can only be damaged by magically enhanced weapons, normal weapons are just caught and absorbed into their viscous form. These would be mixed into dungeons with other races, so you never know when you will encounter a slime.

<i>Weak</i>	Each slime is weak to a different school of magic
<i>Resists</i>	
<i>Immune</i>	Blind, deaf, nausea, poison, fear, bleeding, prone, earth, force push, charm, and non magical weapons
<i>Racial Abilities</i>	<ol style="list-style-type: none"> 1. If a non-magical weapon hits a slime it is instantly destroyed 2. Each slime is infected with a randomized disease. Being physically hit catches the disease

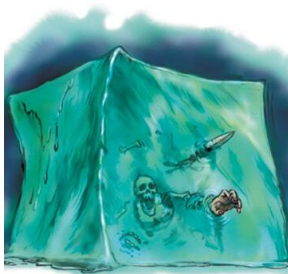
GREEN SLIME - SOLDIER



Concept An homage to Dragon Quest slimes. Looks cute, but is really nasty and makes an angry face when attacking.

<i>Cost</i>	
<i>HP</i>	
<i>AP</i>	
<i>Weight</i>	
<i>Armor</i>	
<i>AI</i>	
<i>Abilities</i>	Weak: Ice Hop (AP: , R:) - hops at the player with an angry face, causing acid damage

PURPLE GELATINOUS CUBE - SOLDIER



Concept An even more annoying slime, immune to all schools but Storm

<i>Cost</i>	
<i>HP</i>	
<i>AP</i>	
<i>Weight</i>	
<i>Armor</i>	
<i>AI</i>	
<i>Abilities</i>	Immune: Fire, Ice, Earth, Arcane

COMBAT – BUILD 13

Bump (AP: , R:) - rolls forward to try and absorb the target

OCHRE JELLY - SOLDIER



Concept A spiteful shape shifting ooze that can split during battle. It forms temporary limbs to smack down a target with great physical force so it can later be absorbed.

<i>Cost</i>	
<i>HP</i>	
<i>AP</i>	
<i>Weight</i>	
<i>Armor</i>	
<i>AI</i>	
<i>Abilities</i>	Immune: Fire, Ice, Earth, Arcane Weak: Storm Smack (AP: , R:1-2) Chance of prone Split – upon going below half health, splits into 2 separate smaller jellies. This can happen twice, resulting in 4 small jellies fighting the player

BLACK PUDDING - BRUTE



Concept The most vile and feared of all slimes. It blinds its targets then whips tentacles at it. It's only weakness is fire.

<i>Cost</i>	
<i>HP</i>	
<i>AP</i>	
<i>Weight</i>	
<i>Armor</i>	
<i>AI</i>	Casts darkness every 3 turns
<i>Abilities</i>	Weak: Fire Immune: Ice, Storm, Earth, Arcane Darkness – Blinds everything Whip (AP: , R:)

SCORPIONS

Spiders are delicate & silent. Scorpions are tough brutes that can take a lot of punishment.

There is a concept that I ultimately couldn't find a use for: Scorpions carry their young on their backs. So it seems obvious that they would be a summoner, but I felt like there was enough of those kinds of creatures already so I went with burrowing.

Weak	Ice
Resists	
Immune	nausea, poison, fear
Racial Abilities	<ol style="list-style-type: none"> 1. Performs a deadly, severe, tail attack every 3 turns. So it does little to no damage, then WHOMP big damage 2. After attacking with tail, they have a 50% chance to burrow 3. A burrowed scorpion heals 10% HP each turn, does not attack, and takes 75% damage 4. Burrow can be cancelled with Float/Fly

COMBAT – BUILD 13

5. An unborrowed scorpion attacks with two claws until it can use it's tail again

STORMTAIL



Concept Electrical scorpion

Cost	
HP	
AP	
Weight	
Armor	Medium
AI	
Abilities	Immune: Storm Tail (AP: , R: 1-2) electrical damage, % chance of poison Claw L & R (AP: , R: 1-2) - physical

FLAMECLAW



Concept Fire scorpion

Cost	
HP	
AP	
Weight	
Armor	Medium
AI	
Abilities	Immune: Fire Tail (AP: , R: 1-2) fire damage, % chance of poison Claw L & R (AP: , R: 1-2) - fire

BLUEBACK



Concept Ice scorpion

Cost	
HP	
AP	
Weight	
Armor	Medium
AI	
Abilities	Immune: Ice Tail (AP: , R: 1-2) ice damage, % chance of poison Claw L & R (AP: , R: 1-2) - physical

ARMORED



Concept A large, tough, fat tailed scorpion that can take a world of punishment. It's not especially vicious, just takes forever to kill.

Cost	
HP	
AP	
Weight	
Armor	Very High
AI	
Abilities	Tail (AP: , R: 1-2) physical damage, % chance of poison

COMBAT – BUILD 13

Claw L & R (AP: , R: 1-2) - physical

DEATHSTALKER



Concept What it lacks in size it makes up for in deadliness. In real life a sting can stop your heart, which we'll represent with paralysis. Also casts Mute on everything else in the battlefield.

Cost	
HP	
AP	
Weight	
Armor	Medium
AI	casts mute every 3 turns
Abilities	<p>Tail (AP: , R: 1-2) physical, % chance of poison, 25% chance of paralysis for 1-3 turns.</p> <p>Claw L & R (AP: , R: 1-2) - physical</p> <p>Mute – mutes everything for 2 turns</p>

CROCODON

Creatures that live in swamps and like to chomp and wrestle anything that moves. They suck AP as the player has to keep standing up.

Weak	Storm
Resists	
Immune	Fear, Prone
Racial Abilities	<ol style="list-style-type: none"> 1. Wrestle – a successful bite attack has 50% chance to pull a creature prone 2. Mud armor – whenever a crocodon is standing in mud, it gains high armor. Therefore crocodons seek out mud on the battlefield. If none is available, they position themselves in terrain that could then be converted to mud 3. Make mud – if the terrain the creature is standing in is water or dirt, it is converted to mud

STEELBACK



Concept A tough crocodon

Cost	
HP	
AP	
Weight	
Armor	Medium high
AI	
Abilities	Bite (AP: , R:)

SNAPJAW

Concept Shorter snout, almost like a turtle beak, but shreds with razor sharp teeth rather than grappling.

Cost	
HP	
AP	

COMBAT – BUILD 13



<i>Weight</i>	
<i>Armor</i>	medium
<i>AI</i>	
<i>Abilities</i>	Bite (AP: , R:) - 50% chance of bleed

Matriarch



Concept

<i>Cost</i>	
<i>HP</i>	
<i>AP</i>	
<i>Weight</i>	
<i>Armor</i>	
<i>AI</i>	
<i>Abilities</i>	Bite (AP: , R:) Ground Pound – beats the ground causing all opponents to fall prone

ETTIN

These two headed behemoths are top of the food chain in Vaelun. Everything scurries at the rumble of their steps. Ettins are powerfully muscled, Large-sized giants, about 13 feet tall, equipped with thick, bulging muscles. They are dirty and disgusting, reeking of their own body odors, as they never bathe if they can help it.

<i>Weak</i>	Earth
<i>Resists</i>	
<i>Immune</i>	Scared, Blind, Charm, Deaf, Incapacitated
<i>Racial Abilities</i>	<ol style="list-style-type: none"> Bash – +50% damage to defenses: shields & walls Breaker – if a physical attack lands, 66% chance of an equipped gear becoming Broken Tires – starting in the 4th round the Ettin begins to tire. After a physical attack, gains Exhausted causing it to miss next turn Big & Loud – Player can never be ambushed by an Ettin. Double attack – Ettins always attack twice – left arm then right arm

MARAUDER

Concept

A massive 2 headed muscleman that can one-shot kill young adventurers.

<i>Cost</i>	
<i>HP</i>	500
<i>AP</i>	1
<i>Weight</i>	Massive – almost impossible to push around
<i>Armor</i>	25
<i>AI</i>	

COMBAT – BUILD 13



Abilities **Club** (AP: 1 , R: 1-2) 50 damage per attack, 33% chance of prone

BERSERKER



Concept **A buffing ettin**

Cost	
HP	600
AP	
Weight	
Armor	15
AI	Always tries to end turn next to an ally
Abilities	Club (AP: 1 , R: 1-2) 40 damage per attack, 33% chance of prone Warcry (free, every 3 turns) – Casts Frenzy (3 turns) to itself and anyone next to Berserker

WARCASTER



Concept **A spell casting ettin**

Cost	
HP	400
AP	
Weight	
Armor	
AI	
Abilities	Fists of Flame (AP: 1 , 1 target)– ally gains +25% fire damage First of Frost (AP: 1 , 1 target) – ally gains +25% ice damage Freeze (AP: 1, R: 1-3) Fireball (AP: 1, R: 1-3)

BOARS

Large as a man, these wild aggressive hogs charge at anything that violates their territory. Like wolves, they can be found in any climate, but they are bigger and tougher than wolves.

COMBAT – BUILD 13

Weak	
Resists	
Immune	
Racial Abilities	<ol style="list-style-type: none"> 1. Wallow – +20% health if ending turn in mud 2. Charge – Boars attack by charging into their opponent. They do this from anywhere as long as the path is clear. They gallop from their location down and towards the player, then randomly reappear somewhere in the back row. For each row back they are they gain +50% damage for building up speed.

HULKER



Concept A big tough bag of HP

Cost	
HP	
AP	2
Weight	
Armor	10
AI	Move left or right to get a free path to bottom of screen to charge.
Abilities	Charge (AP: 2, R: 1-3) - 100% chance of prone

GORETUSK



Concept A regular boar, more pronounced set of tusks for goring victims

Cost	
HP	
AP	
Weight	
Armor	3
AI	
Abilities	Charge (AP: 2, R: 1-3) - 100% chance of bleeding

QUILLER



Concept A boar that shoots

Cost	
HP	
AP	3
Weight	
Armor	0
AI	
Abilities	<p>Shoot (AP: 2, R: 1-3) 2-4 x 5 – shoots quills up in the air that then rain down on the target. 66% chance to hit</p> <p>Thorns (passive) – any close range attack deals 10 damage back</p>

COMBAT – BUILD 13

GARGOYLES

An intelligent bestial race of muscled winged humanoids. Gargoyles are easily identified by their red skin, wings, small horns, sunken eyes, and long claws. Accidentally created by magic during the first age, gargoyles have been an embarrassing annoyance to humanity ever since. Their magical nature explains their immunity to arcane magic. Gargoyle young are born from eggs. Whatever magic created them seems to keep flowing as there is uncertainty of what kind of gargoyle will emerge from a given egg. Living far from humanity, gargoyle culture has developed richly over the centuries. Humans know little of this, and care even less.



Weak	Earth
Resists	Fire, Ice
Immune	Arcane
Racial Abilities	<ol style="list-style-type: none"> 1. Flying – 2. Groundwalker – if unable to fly, still fights effectively 3. Magical – All attacks are considered magical not physical

IMP

Concept A small, quick, flying enemy that can immolate when close

Cost	
HP	
AP	
Weight	
Armor	
AI	

COMBAT – BUILD 13



RAZORTALON

<i>Abilities</i>	<p>Immune: Fire</p> <p>Claw (AP: 1, R: 1)</p> <p>Immolate (AP: 1, R: 1) – bursts into flame causing fire damage and 100% burn</p>
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ORIONA

Concept A tough fighter than rips its opponent with long razor sharp claws

<i>Cost</i>	
<i>HP</i>	
<i>AP</i>	
<i>Weight</i>	
<i>Armor</i>	
<i>AI</i>	
<i>Abilities</i>	Slash (AP: , R:) - 100% chance of bleed

VILEHORN



Concept Caster with slightly longer horns that bend back

<i>Cost</i>	
<i>HP</i>	
<i>AP</i>	
<i>Weight</i>	
<i>Armor</i>	3
<i>AI</i>	
<i>Abilities</i>	<p>Magic Missiles (AP: , R: 1-3) - fires 3 arcane projectiles</p> <p>Fire Spray (AP: R: 2) – 100% chance of burn</p> <p>Stone Shield (AP:) – adds a stone shield to ally</p>

SPELLS

Join the Discussion:

[HTTPS://STEAMCOMMUNITY.COM/APP/506480/DISCUSSIONS/0/2515771867780143999/](https://steamcommunity.com/app/506480/discussions/0/2515771867780143999/)

Spell casting is in two forms:

1. World level – meaning everything outside of combat, like during encounters or in the wilderness
2. Combat – during combat

Spells in this document are focused on combat effects. Notes are made of world level effects if applicable or known as of now. Later we will try to have a world effect for every combat spell, and a combat effect for every world spell.

SCHOOLS

Each spell is part of a primary school (or energy source). Each school behaves differently allowing players a freedom in play style.

Arcane - simple expected outcomes, low volatility

Fire – fast damage and Area of Effect spells

Ice - all about controlling the battlefield, slowing things down, stopping or blocking opponents

Storm - is bottled chaos, potentially high impact or can backfire

Earth - consistent, steady, uniform outcomes with no volatility

UPGRADES

Upgrades can be gained in two ways:

1. Finding a spell book with the exact upgrade.
2. Accumulating *knowledge* within a spell school, then expending it in experimentation for a specific upgrade.

CASTING & KNOWLEDGE

Every time a spell is cast, there is a small chance of gaining knowledge in that School. The more you use fire school, the more points you gain in it and are able to cash it in for new spells, school power points, or upgrades.

SPELL OVERVIEW

Legend:

Defense	Attack	Status Change	Buff	Utility
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COMBAT – BUILD 13

SPELL	COMBAT PURPOSE	WORLD PURPOSE
ARCANE		
SHIELD	Temp HP (1)	
ELEMENTAL ARMOR	Temp Armor with resistance (1)	
MAGIC MISSILE	Basic projectile damage, basis for everything else (1)	
DAGGERFALL	Basic AoE damage (3x1)	
DARKNESS	Blind opponents (All)	Unrest
SILENCE	Mute opponent using spell like abilities (1)	
VULNERABILITY	Add weakness to element (1)	
BANISH	Temporarily remove target from combat (1)	Cause great trouble to NPCs!
POLYMORPH	Disable target, but still able to damage it (1)	Cause great trouble to NPCs!
MAGE'S SWORD	Conjure a weapon for times when you need it	
IMBUE	Enchant a weapon for Battlemages, and times you need a magical weapon	
ARCANE INSIGHT	See vulnerabilities and gain dodge bonus from attacks (1)	Find traps
DISPEL MAGIC	Cancels most status effects and active spells (All)	Open magic locks
CHARM	Disables a target but makes them fight for you (1)	Make NPC highly suggestable
TELEPORT	Move target anywhere on battlefield (1+)	Travel between hexes
FIRE		
FLAME SHIELD	Temp HP that damages first row (1)	
FIRESTORM	Adds burning effect to random spots (all)	Wreck crops
SHRINK	Reduces damage (1)	Cause trouble with NPC
SCORCHING HEAT	Global rule change: Fire +%, Ice -%	Wreck crops, unrest
FIRESPRAY	AoE damage with burn chance (3x1)	
FIREBALL	Damage with splash damage (1)	
IGNITE	DoT that applies damage after N turns (1)	
FLAMEWAVE	Damage row, burn chance (5)	Destroy buildings, crops
LAVA	DoT on battlefield spot (1)	Change Hex terrain
LIGHT	Blind target (1)	Explore underground
HASTE	Extra AP for N rounds, costs life (1)	Increase map travel speed
ICE		
ICE SHIELD	Temp HP starts very high but melts away (1)	
ICE WALL	Temporary blocks in a row (5)	
FROSTBITE	Low damage, adds Scared to row (5)	
WINTER'S WRATH	Slows melee attackers, row (5)	
FREEZE	Disable target (1)	
COLD SNAP	Global rule change: Fire -%, Ice +%	
BLIZZARD	Damages diagonal strip, leaves snow, freezes (3)	Ruin crops, put snow on ground
ICE LANCE	Damage column (1x3)	
CONE OF COLD	AoE damage with chance of freeze (3x1)	
INVISIBILITY	Much harder to hit (1)	Bonus to stealth
RAIN	Places random pools of water (all)	Enhances crops, end droughts. Puts out fires, turns lava to stone.
STORM		
CHAOS STORM SHIELD	High risk anti-ranged defense, damages front row (1)	
TORNADO	Redistribute enemies on battlefield (all)	Cause unrest, damage buildings
THUNDERCLAP	Deafen everyone (all)	
FOG	Block line of site (1)	+ run away
GALE	Change battlefield, affect flyers, reduce ranged attacks (all)	
FLY	Disable creature, become difficult to hit, unbury hidden (1)	Fly over terrain, go over walls
FORCE PUSH/PULL	Moves combatants (N)	
AIR POCKET	Immune to nausea and stink clouds (1)	+ swim
LIGHTNING STORM	High risk/reward AOE, multiple lightning strikes, including player (all)	Unrest, ruins crops
LIGHTNING BOLT	Damage column	Destroy building
EARTH		
STONE SHIELD	Highest temp HP, only blocks some ranged attacks (1)	
WALL OF STONE	Permanent blocks in a row (5)	
STINK CLOUD	Cause nausea and incapacitate a group (2x2)	Unrest
QUICKSAND	Creates mud pools on the battlefield (varies)	
WEB	Disable target, damage flyers (1)	
EARTHQUAKE	Knock everyone prone (all)	Damage buildings
EARTH GRASP	Incapacitate, DoT (1)	
ROLLING STONE	DoT in a different location each turn (row/column)	
ACID BLAST	Damage and lower armor (3x1)	
SANDBLAST	Small damage and causes blindness to row (5)	

COMBAT – BUILD 13

ARCANE

SHIELD

Shield	Arcane	Defense
<i>A shimmering bubble of purple energy cocoons you in a protective shell.</i>		
<i>At times, survival must outweigh all other considerations.</i>		
Purpose	Generic, basic, low efficiency shield for temporary hit points.	
Combat	Target: Self Power: $P \times 4 + (P/5) \times d8$	AP Cost: 3
	Power	Range Average
	5	21-28 24
	10	42-56 48
	25	105-140 120
	50	210-280 240
	100	420-560 480
Utility	None.	
Upgrades	Cost	Effect
	Affinity I	50 +10% HP
	Stalwart	75 50% chance to resist Stumble, Trip, Prone
	Panacea	150 50% chance to resist Poison, Disease
	Silence	200 50% chance to resist Fear, Sleep, Stun
	Affinity II	250 +15% HP
	Second Wind I	300 10% chance when shield ends, returns at 25% of previous health
	Affinity III	400 +20% HP
	Second Wind II	500 +10% chance of second wind

ELEMENTAL ARMOR

Elemental Armor	Arcane	Defense
Purpose	Increases player physical armor. Upgrades allow the choice of adding an elemental resistance	
Combat	Target: Ally Power:	AP Cost:
	Power	Range Average
	5	
	10	
	25	
	50	
	100	
Utility	None.	
Upgrades	Cost	Effect
	Fire	Adds +25% resistance
	Ice	Adds +25% resistance
	Electric	Adds +25% resistance
	Acid	Adds +25% resistance
	Earth	Adds +25% resistance
	Arcane	Adds +25% resistance

COMBAT – BUILD 13

MAGIC MISSILE

Magic Missile Arcane Attack

*A pink bolt of arcane energy flies out from your fingers towards the foe.
The simplest things are often the finest.*

Purpose always works, least efficient way to do damage, starter spell

Combat Target: 1 Power: $P \times 4 + (P \times d3)$ AP Cost: 3
Range: 1,2,3

Power	Range	Average
5	25-35	30
10	50-70	60
25		
50		
100		
1000		

Utility None.

Upgrades

	Cost	Effect
Force I		Push back
Force II		Knock prone
Weakening		Add weakness
Fork		Fork to two targets
Blinding		Blindness

DAGGERFALL

Daggerfall Arcane Attack

A series of magical daggers streak down from the sky striking a small area.

Purpose A multi-hit spell that spreads damage across 3 squares

Combat Target: 3x1 Power: $P \times 4 + (P \times d3)$ AP Cost: 2
Range: 1,2,3 Missiles: 3

Missiles fly out in a volley (slight delay between each) hitting random opponents.

Power	Range	Average
5		
10		
25		
50		
100		
1000		

Utility None.

Upgrades

	Cost	Effect
Bleeding I		+25% chance of bleed
Bleeding II		+25% chance of Bleed
Force		Knock back

COMBAT – BUILD 13

Volley I
Volley II
Volley III

+1 dagger randomly hits
+1 dagger randomly hits
+1 dagger randomly hits

DARKNESS

Darkness	Arcane	Status
----------	--------	--------

Black magical smoke fills the eyes of anyone caught in the area.

Purpose Tries to blind all opponents

Combat Target: Battlefield Power: AP Cost:

Power	Range	Average
5		
10		
25		
50		
100		

Utility

Cause unrest in towns.

Power	Days
5	0.5
10	1
25	2.5
50	5
100	10

Upgrades

Howl

Cost

Effect

25% chance of fear for those affected by the blindness

SILENCE

Silence	Arcane	Status
---------	--------	--------

Purpose Chance to mute opponent from using spell like abilities

Combat Target: 1 Power: AP Cost:

Power	Range	Average
5		
10		
25		
50		
100		

COMBAT – BUILD 13

Utility	None.		
Upgrades	Cone Fortify	Cost	Effect Chance adjacent are affected Lasts +2 turns

VULNERABILITY

Vulnerability	Arcane	Status
----------------------	--------	--------

Purpose Makes creature Weak against a certain element
Power determines how many turns

Combat	Target: 1	Power:	AP Cost:
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Power	Range	Average
5		
10		
25		
50		
100		

Utility	None.		
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Upgrades	Cone Fortify	Cost	Effect Chance adjacent are affected Lasts +2 turns
-----------------	-----------------	-------------	-----------------------------------------------------------------

BANISH

Banish	Arcane	Status
---------------	--------	--------

Purpose Phase out a creature in combat. Power must be greater than the creature Weight

Combat	Target: 1	Power:	AP Cost:
---------------	-----------	--------	----------

Power	Range	Average
5		
10		
25		
50		
100		

Utility	None.		
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Upgrades		Cost	Effect
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COMBAT – BUILD 13

POLYMORPH

Polymorph	Arcane	Status
------------------	--------	--------

Purpose Turns a creature into another creature for N turns.
 Chicken is weak to electricity
 Sheep is weak to fire
 20% chance of turning into a carrion crawler or ooze

Combat	Target: 1	Power:	AP Cost:
---------------	-----------	--------	----------

Power	Range	Average
5		
10		
25		
50		
100		

Utility	None.
----------------	-------

Upgrades	Cost	Effect
Control I		-10% chance of carrion crawler
Control II		-10% chance of carrion crawler

MAGE'S SWORD

Mage's Sword	Arcane	Buff
---------------------	--------	------

Purpose Summon a magical weapon and equip it

Combat	Target: 1	Power:	AP Cost:
---------------	-----------	--------	----------

Power	Range	Average
5		
10		
25		
50		
100		

Utility	None.
----------------	-------

Upgrades	Cost	Effect

COMBAT – BUILD 13

IMBUE

Imbue	Arcane	Buff
Purpose	Add damage from one of the element types	
Combat	Target: 1	Power: AP Cost:
	Power	Range Average
	5	
	10	
	25	
	50	
	100	
Utility	None.	
Upgrades	Cost	Effect

ARCANE INSIGHT

Arcane Insight	Arcane	Utility
<i>The motives of others, past or present, come pouring into your mind like a waterfall.</i>		
<i>Do not lie again, it insults both you and I. – Racul the Dreaded</i>		
Purpose	Displays stats, weaknesses, resistances for that creature type for X rounds	
Combat	Target: 1	Power: $P \times 0.6$ round down = rounds AP Cost:
	Target -25% dodge (easier to hit)	
Utility	Target: Self	Power: $P \times 0.3$ = hours
	Town: +4 to Persuasion	
	Adventure: +4 to Perception	
	Power	Hours Rounds
	5	1 3
	10	3 6
	25	8 15
	50	15 30
	100	30 60

Upgrades

Trigger Effect

DISPEL MAGIC

Dispel Magic	Arcane	Utility
---------------------	--------	---------

Purpose Cancels all status effects for everyone in battle

Combat Target: All Power: AP Cost:

Utility Target: Self Power: $P \times 0.3 = \text{hours}$

Town:
+4 to Persuasion

Adventure:
+4 to Perception

Power	Hours	Rounds
5	1	3
10	3	6
25	8	15
50	15	30
100	30	60

Upgrades

Trigger Effect

CHARM

Charm	Arcane	Utility
--------------	--------	---------

Purpose Target fights for caster. Must overcome resistance which is weight

Combat Target: 1 Power: AP Cost:

Power	Range	Average
5		
10		
25		

COMBAT – BUILD 13

50
100

Utility Target: NPC Power: $P \times 4 = \text{relationship}$
 $P \times 0.3 = \text{hours}$

Relationship boosted

Power	Hours	Relationship
5	1	20
10	3	40
25	8	100
50	15	200
100	30	400

Upgrades

Trigger Effect

TELEPORT

Teleport Arcane Utility

Purpose Pick a source and destination N times. Must overcome Weight

Combat Target: N Power: AP Cost:

Power	Effect	Choices
5		
10		
25		
50		
100		

Utility Target: Location Power: $P \times 0.1 = \text{distance in hexes}$
 $P \times 1 = \text{hours teleport remains}$

Relationship boosted

Power	Hours	Distance
5	1	0
10	3	1
25	8	2
50	50	5
100	100	10

Upgrades

Trigger Effect

FIRE

FLAME SHIELD

Flame Shield Fire Defense

A vortex of red flame swirls around you. Scorching heat radiates in concentric waves away from you.

Purpose An offensive shield that allows the caster to constantly damage the front row at personal cost

Combat Target: Self Power: $P \times 3 + P/5 \times d6$ absorption AP Cost: 6
 $1 + P/10 \times d6$ heat damage

Start of each round causes heat damage to front row.

Start of each round causes heat damage to self 1d3+modifiers.

Always at least 1.

Shield takes double damage from ice/water damage.

Power	Range	Average	Heat Dmg
5	16-21	18	1-6
10	32-42	36	2-12
25	80-105	90	3-18
50	160-210	180	6-36
100	320-420	360	11-66
1000	3200-4200	3,600	101-606

Utility None.

Upgrades

	Trigger	Effect
Intensity I	25	+25% heat damage, +1 self-damage
Heat Shield I	50	-1 self-damage
Blaze I	75	+15% chance melee attacker turned back by heat
Flare I	100	10% chance double heat damage to front row
Scorch	150	15% chance melee attacker takes 50% Heat Damage
Immolation	200	physical ranged attack 15% chance to be burned up causing no damage
Intensity II	250	+25% heat damage, +1 self-damage
Heat Shield II	300	-1 self-damage
Flare II	350	15% chance double heat damage to front row
Intensity III	400	+50% heat damage, +1 self-damage
Blaze II	450	+15% chance melee attacker turned back by heat
Heat Shield III	500	self-damage is always only 1

FIRESTORM

Firestorm Fire Status

COMBAT – BUILD 13

Purpose Damages everything a small amount and leaves random parts of the ground burning

Combat Target: N Power: AP Cost:

Power	Effect	Burning
5		
10		
25		
50		
100		

Utility Target: Power: Px

Power	Hours	Distance
5		
10		
25		
50		
100		

Upgrades Trigger Effect

SHRINK

Shrink Fire Status

Purpose Superheats a target causing it to shrink for N turns and weakening its physical attacks by %

Combat Target: 1 Power: AP Cost:

Power	Effect	Burning
5		
10		
25		
50		
100		

Utility Target: Power: Px

Power	Hours	Distance
5		
10		
25		
50		
100		

COMBAT – BUILD 13

Upgrades	Trigger	Effect
----------	---------	--------

SCORCHING HEAT

Scorching Heat	Fire	Buff
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An invisible heat source beats down on the battlefield

Purpose Fire spell +% more effective. Ice spells -% less effective.
Any water on battlefield evaporates. All ice on battlefield melts to water.

Combat	Target: N	Power:	AP Cost:
--------	-----------	--------	----------

Power	Effect	Choices
-------	--------	---------

5

10

25

50

100

Utility	Wrecks crops, causing unrest?
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Power	Hours	Distance
-------	-------	----------

5

10

25

50

100

Upgrades	Trigger	Effect
----------	---------	--------

FIRESPRAY

Firespray	Fire	Attack
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Purpose Sprays fire at the chosen location in first row

Combat	Target: 3x1	Power: $P \times 1.5 + (P/2 \times d2)$	AP Cost:
--------	-------------	-----------------------------------------	----------

COMBAT – BUILD 13

Range: 1

Power	Range	Average
5	11-16	11
10	20-25	22
25	50-62	56
50	100-125	113
100	200-250	226

Utility None.

Upgrades

Cost **Effect**

FIREBALL

Fireball

Fire

Attack

You compress and superheat raw magic into an orb. You hurl it towards a foe where it explodes on impact.

Purpose A simple straight forward targeted AOE damage spell

Combat Target: 1 Power: $P \times 2 + (P \times d2)$ AP Cost: 6
Range: 2,3

75% of damage is applied to adjacent (1 left/ 1 right) as splash damage

Power	Range	Average
5	15-20	18
10	30-40	35
25	75-100	
50		
100		
1000		

Utility None.

Upgrades

Cost **Effect**

Burn I	15% chance add burn for 20% of damage for 2 turns
Burn II	25% chance add burn for 25% of damage for 3 turns
Explosive I	+10% splash damage
Explosive II	+15% splash damage
Explosive III	+20% splash damage

COMBAT – BUILD 13

Blaze	+ 1 adjacent target on each side
Heat Shield	Can be used at range 1
Burst	+1 targets
Burn III	Splash damage can cause burn

IGNITE

Ignite

Fire

Attack

A small pocket of heat begins to intensify within a target, ultimately consuming them from inside out.

Purpose An escalating fire & forget DoT that doesn't apply damage until it detonates

Combat Target: 1 Power: $P \times 1 + (P/4 \times d6)$ AP Cost: 1
Range: 1

Target is marked as "lit" and 25% chance to become stunned.

Beginning of each round each lit target:

1. Potential damage increases by rising amount
2. Potential of detonating increases

Turn	Damage	Detonate	Example 6	Example 11
1	150%	20%	15	28
2	250%	30%	30	55
3	400%	40%	54	99
4	600%	50%	90	165
5	800%	60%	138	253
6+	1000%	70%	198	363

When spell detonates all cumulative damage is applied, not before.

Initial damage effect:

Power	Range	Average
5	6-11	8
10	12-22	16
25	31-61	43
50	62-122	86
100	125-250	175
1000	1250-2500	1750

Utility Target ? Power: ?

Use on doors or for assassination.

Upgrades

	Trigger	Effect
Control		Chance to detonate reduced to 20% all turns, player can now click to detonate
unstable Flammable		Damage gained each turn is now a range 25% Chance to ignite adjacent targets on detonation
Flammable II		75% Chance to ignite adjacent targets on detonation
combustible Blistering		Second target Skips to second turn of damage right away

COMBAT – BUILD 13

Scorching	25% of damage applied as splash damage to adjacent
Impact	+50% chance to stun on ignite

FLAME WAVE

Flame Wave Fire Attack

A sweeping wind rolls across the battlefield then suddenly bursts into flame burning an area for a few seconds.

Purpose Row attack, higher top end than targeted damage, chance to add burn DOT effect

Combat Target: Row Power: $P \times 2 + (P/5 \times d10)$ AP Cost: 2
Range: 2,3

Hits all enemies in the specified row.
20% chance of adding burn (25% damage) for 3 turn

Power	Range	Average	Burn
5	11-20	15	3-5
10	22-40	30	6-10
25	55-100	75	14-25
50	110-200	150	28-50
100	220-400	300	60-100

Utility Lighting buildings on fire

Upgrades

	Trigger	Effect
Incendiary I		+20% Burn chance
Incendiary II		+20% Burn chance
Scorch I		+10% Burn damage
Scorch II		+20% Burn damage
Persistent I		+1 burn turn
Persistent II		+1 burn turn
Second Wind		50% chance row 3 affected at 50% damage

LAVA

Lava Fire Attack

The ground falls away revealing a pool of searing hot magma.

Purpose DoT on a specific battlefield location for 3 turns.

Combat Target: 1 Power: $P \times$ AP Cost: 4
Range: 1,2

Power	Range	Average	Burn
5			
10			
25			
50			

COMBAT – BUILD 13

HASTE

Haste	Fire	Utility
-------	------	---------

Purpose Burns life essence for increased speed now

Combat Target: 1 Power: $P/4$ (round down) = rounds AP Cost: 1
Reduces wellbeing

Power	Duration
5	1
10	2
25	3
50	12
100	25

Utility Adventure – move faster on the map?

Power
5
10
25
50
100
1000

Upgrades

Cost Effect

ICE

ICE SHIELD

Ice Shield	Ice	Defense
------------	-----	---------

You generate a frozen pocket of air which suddenly sucks all surrounding moisture into it. In front of you floats a giant thick sheet of ice.

Purpose A short term invulnerability shield that slowly melts away

Combat Target: Self Power: $P \times 10 + (P/2) \times d10$ AP Cost: 1

Each round 35% of the shields hitpoints will melt off. The melting happens at the end of the round, so enemy damage is against the part that would have melted off anyway. (Meaning if it started at 100

COMBAT – BUILD 13

33 will melt off end of round, so if enemies do 20, it loses an additional 13 to melting. If enemies did 40, no melting happens)

Fire spells/abilities cause double damage.

Any fire spells/abilities used by either side increase melting this turn by 50%.

Any ice spells by the player this turn reduces melting by 25%

Power	Range	Average
5	52-70	60
10	105-150	125
25	262-370	310
50	525-625	625
100	1050-1500	1250
1000	10500-15000	12500

Utility None.

Upgrades

	Trigger	Effect
Coldsnap I	25	ice spells cast by player add 5% to the shield
Packing Snow	50	Ice spells/abilities add their damage value to the shield
Freezing Cold	75	10% chance melee attackers are slowed
Crystalize I	150	melting reduced by 5%
Insulation I	200	-25% melting from fire spells
Coldsnap II	250	ice spells cast by player add 5% to the shield
Insulation II	400	-25% melting from fire spells
Crystalize II	500	melting reduced by 10%

ICE WALL

Ice Wall

Ice

Defense

A massive wall of ice drops to the ground with a sickening thud.

Purpose Creates ice blocks in empty spaces that melt away

Combat Target: Row Power: $P \times 2 + (P/5) \times d6$ AP Cost: 2

Ice blocks start as full height cover. They melt 25% of max HP each turn. At 50% there are half cover. They are gone within 4 turns.

Power	Range	Average
5	11-16	13
10	22-32	26
25	55-80	65
50	110-160	130
100	220-320	260
1000	2200-3200	2600

Utility None.

Upgrades

	Trigger	Effect
Density		+1 turn before melt
Frosty I		+10% Ice block hp
Frosty II		+15% Ice block hp

COMBAT – BUILD 13

FROSTBITE

Frostbite		Ice	Status
<i>Icy ethereal jaws materialize, scream, and bite each combatant.</i>			
Purpose	Low damage spell that adds Scared to all creatures		
Combat	Target: Row	Power: $P \times$	AP Cost:
	Power	Range	Average
	5		
	10		
	25		
	50		
	100		
	1000		
Utility	None.		
Upgrades		Cost	Effect

WINTER'S WRATH

Winter's Wrath		Ice	Status
<i>A bitterly cold wind howls down upon an area you designate, slowing everything there.</i>			
Purpose	Slow down a row of melee attackers by cutting AP with chance of freezing.		
Combat	Target: Row	Power: $P \times 2 + (P/5) \times d6$	AP Cost: 2
	25% chance to freeze in block of ice. HP of ice block is set by power. If resisted, target is slowed.		
	Power	Range	Average
	5	11-16	13
	10	22-32	26
	25	55-80	65
	50	110-160	130
	100	220-320	260
	1000	2200-3200	2600
Utility	None.		
Upgrades		Trigger	Effect
	Sleet		+10% chance to freeze

COMBAT – BUILD 13

Hail	+15% chance to freeze
Frosty I	+10% Ice block hp
Frosty II	+15% Ice block hp
FrostBite	25% chance Ice block causes damage (25% of initial block hp) each round

FREEZE

Freeze Ice Status

Instantly encases the target in a block of ice.

Purpose Freezes an opponent

Combat Target: 1 Power: $P \times$ AP Cost:

Power	Range	Average
5		
10		
25		
50		
100		
1000		

Utility None.

Upgrades Cost Effect

GOLD SNAP

Cold Snap Ice Buff

The air suddenly plunges below freezing.

Purpose Ice spell +50% more effective. Fire spells -50% less effective.
Any water on battlefield freezes. All ice on battlefield gains 25% HP.

Combat Target: N Power: AP Cost:

Power	Effect	Choices
5		
10		
25		
50		
100		

Utility Wrecks crops, causing unrest?

Power	Hours	Distance
5		
10		
25		
50		

100

Upgrades	Trigger	Effect
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BLIZZARD

Blizzard	Ice	Attack
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Purpose Ice damages a diagonal strip of the battlefield, with chance of freezing, leaving snow on the ground.

Combat	Target: N	Power:	AP Cost:
--------	-----------	--------	----------

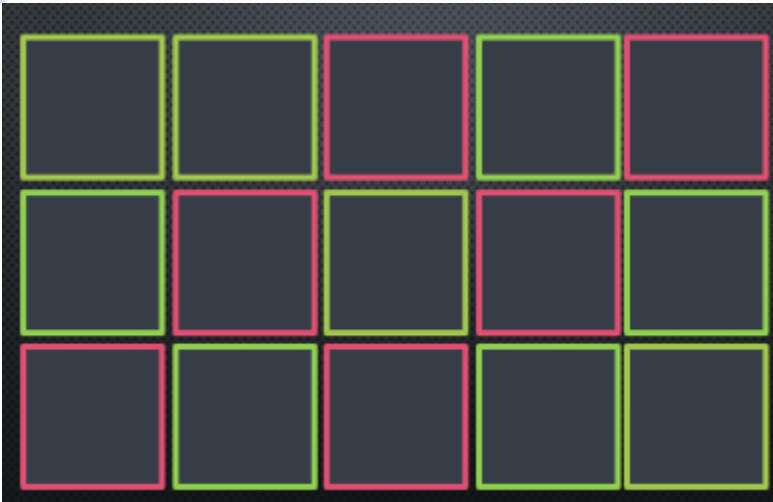
Power	Effect	Choices
5		
10		
25		
50		
100		

Utility	Target:	Power: $P \times$
---------	---------	-------------------

Power	Hours	Distance
5		
10		
25		
50		
100		

Upgrades	Trigger	Effect
Storm Front I		Additional diagonal strip
Subzero		Higher chance of freezing

COMBAT – BUILD 13



ICE LANCE

Ice Lance	Ice	Utility
------------------	-----	---------

Purpose Damages whole column with ice

Combat Target: N Power: AP Cost:

Power	Effect	Choices
5		
10		
25		
50		
100		

Utility Target: Power: $P \times$

Power	Hours	Distance
5		
10		
25		
50		
100		

Upgrades Trigger Effect

CONE OF COLD

Cone of Cold	Ice	Attack
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COMBAT – BUILD 13

Purpose Sprays ice at the chosen location in first row with chance of freezing

Combat Target: 3x1 Power: $P \times 1.5 + (P/2 \times d2)$ AP Cost:
Range: 1

Power	Range	Average
5	11-16	11
10	20-25	22
25	50-62	56
50	100-125	113
100	200-250	226

Utility None.

Upgrades

Cost Effect

INVISIBILITY

Invisibility Ice Utility

*Water like a mirror clings to your body and you vanish from sight.
I see you, shiny soldiers, but you won't see me.*

Purpose Go places you are not allowed and escape ones you'd rather not be in.

Combat Target: Self Power: $P \times 0.1$ round down = rounds AP Cost: 1

+4 to Athletics for running away
-50% to hit ranged and melee attacks
Casting or attacking has 33% chance of breaking the spell

Utility Target: Self Power: $P \times 0.1$ = hours

Town - +20 Stealth

Adventure – cannot be ambushed

Power	Hours	Rounds
5	0.5	0
10	1	1
25	2.5	2
50	5	5
100	10	10
1000	100	100

Upgrades

Trigger	Effect
Silence	Harder to hear therefore harder to detect, +20 stealth
Mass	Apply to pet and entourage

COMBAT – BUILD 13

RAIN

Rain	Ice	Utility
------	-----	---------

Purpose Makes pools of water at random locations on the battlefield

Combat Target: N Power: AP Cost:

Power	Effect	Choices
5		
10		
25		
50		
100		

Utility Target: All Power: $P \times$

Brings rain to crops, ending droughts. Puts out fires, turns lava to stone.

Power	Hours	Distance
5		
10		
25		
50		
100		

Upgrades Trigger Effect

STORM

CHAOS STORM SHIELD

Chaos Storm Shield	Air	Defense
--------------------	-----	---------

Dark storm clouds swirl about the caster like a concentrated hurricane. Electricity sparks and crackles on the surface of the storm.

Purpose A high risk anti-ranged defense
immune to ranged, absorbs only 50% of melee damage,
chance to cause 25% electrical feedback damage to
attacker, chance of ending each turn

COMBAT – BUILD 13

Combat Target: Self Power: $P \times 3 + (P/5) \times d8$ AP Cost: 2
 $1 + P/5 \times d10$ damage

All ranged (non spell) attacks are reduced to 0 damage.
 Absorbs only 50% of melee damage
 15% chance melee attacks take electrical feedback damage
 After 1 round, 20% chance of shield end at beginning of each round
 Earth based attacks and spells cause double damage

Power	Range	Average	Damage
5	16-23	19	2-10
10	32-46	38	3-20
25	80-115	95	6-30
50	160-230	190	11-60
100	320-460	380	21-110

Utility None.

Upgrades	Trigger	Effect
Core Burst	25	when spell ends, causes damage & prone to front row
Chaos Control I	50	+1 guaranteed rounds
Windspeed I	100	+10% melee absorption
Power surge I	150	+10% chance of electrical feedback damage
Chaos Lightning	200	randomly attacks any opponent with electrical feedback
Chaos Control II	250	+1 guaranteed rounds
Windspeed II	300	+10% melee absorption
Power surge II	400	+15% chance of electrical feedback damage

TORNADO

Tornado Air Status

A swirling funnel of air suddenly appears sucking all combatants in then spitting them out in a random direction.

Purpose Redistribute the enemies, potentially to disadvantageous locations

Combat Target: Self Stamina: 7% AP Cost: 2

All enemies are shuffled and redistributed to new locations in the battlefield. Pinned or webbed creatures are not moved.
 10% chance of landing prone

Utility Effect: $P / 10 =$ Days

Cause unrest in towns.
 5% chance each day of damaging a building.
 A building damaged twice is destroyed.

Power	Days
5	0.5
10	1
25	2.5
50	5
100	10
1000	100

Upgrades	Trigger	Effect
Bad Landing		+25% chance of landing prone

COMBAT – BUILD 13

THUNDERCLAP

Thunderclap	Storm	Status
-------------	-------	--------

Purpose Deafens everyone

Combat Target: N Power: AP Cost:

Power	Effect
5	
10	
25	
50	
100	

Utility Target: Power: $P \times$

Power	Hours	Distance
5		
10		
25		
50		
100		

Upgrades Trigger Effect

FOG

Fog	Storm	Status
-----	-------	--------

Purpose Blocks line of sight for any monsters within, for X turns

Combat Target: N Power: AP Cost:

Power	Effect
5	
10	
25	
50	

COMBAT – BUILD 13

100

Utility Target: Power: $P \times$

Power	Hours	Distance
5		
10		
25		
50		
100		

Upgrades Trigger Effect

GALE

Gale Air Buff

A strong wind whips through the battlefield ruining ranged attacks.

Purpose Ranged attacks and splash damage diminished

Combat Target: Battle Stamina: 8% AP Cost: 2

- 50% to hit ranged attacks
- No splash damage effects
- Any clouds (smoke, stink, fog) immediately removed
- Starting at 0%, +10% chance Gale ends at beginning of round
- Mud returns to dirt, water evaporates
- Flyers crash, take damage, and are incapacitated for the turn
- Strength of the gale can cause creatures to be force pushed, causing collisions

Utility None.

Upgrades Trigger Effect

COMBAT – BUILD 13

FLY

Fly	Air	Utility
-----	-----	---------

You are sealed in a small cocoon of force. You can now push the force wherever you will.

Here I am using my legs like a sucker! – Remoh, windward, 1st degree

Purpose Way to overcome physical obstacles, become difficult to hit by melee, way to get out of combat. When cast on creatures, immobilizes them if they don't know how to fly.

Combat Target: Self Power: $P \times 0.1$ round down = rounds AP Cost: 1

+8 to Run away

-25% melee attacks to hit

Negates all front row cover

Negates Flame Shield heat damage to enemies

Causes buried (hiding) creatures to become exposed

When cast on creature it is given Float status

Utility Target: Self Power: $P \times 0.2$ = hours

Town - Allows flying over the town walls, no need to go through the gate and security checks

Adventure - Instant success of jumping gaps or flying pitch changes

Power	Hours	Rounds
5	1	0
10	2	1
25	5	2
50	10	5
100	20	10
1000	200	100

Upgrades	Trigger	Effect
Troposphere		Can now fly high enough to go over mountains on map
Evasion		-10% melee attacks to hit
Charge		50% chance of doing triple damage with weapon attack
Mesosphere		Flight distance doubled

FORCE PUSH/PULL

Force Push/Pull	Storm	Control
-----------------	-------	---------

A large open hand of shimmering translucent force crashes into the target.

Get over here! – Hanzo, unarmed warrior specialist

Purpose Moves combatants on the battlefield by one square. Player defines the direction

Combat Target: 1 Power: $P \times 4$ AP Cost: 2

Range: 1,2

COMBAT – BUILD 13

Average human is 10 weight, small is 5, large is 50+, force must exceed weight to make it move

Collisions cause damage and chance to fall prone

Power	Force
5	20
10	40
25	100
50	200
100	400

Utility

Upgrades

	Trigger	Effect
Gravity		+25% chance to cause prone
Reach		+1 range

AIR POCKET

Air Pocket

Air

Utility

A sealed bubble of fresh air surrounds you. New clean air continually streams in.

Purpose A way to pass swim challenges, get to water locations

Combat Target: Self Power: $P \times 0.3$ round down = rounds AP Cost: 1
Immune to stink cloud

Utility Target: Self Power: $P \times 0.3$ = hours

Adventure – swim tests pass automatically, travel water hexes, enter underwater lairs

Power	Hours	Rounds
5	1	1
10	3	3
25	8	8
50	15	15
100	30	30
1000	300	300

Upgrades

Trigger Effect

LIGHTNING STORM

Lightning Storm Air Attack

An electrical storm system moves into the area buzzing with energy. Peals of thunder punctuate random lightning strikes.

Purpose High risk high reward AOE, multiple lightning strikes, including player

Combat Target: All Power: $0.5 \times P + (P / 5 \times d6)$ AP Cost: 6
Strikes: $3 + \text{Stamina} / 2$ (max 13)

All spots (including player and empty spots) have equal chance of being struck.

Once struck, is not struck again until all other options have been exhausted.

Power	Range	Average
5	4-9	6
10	7-17	11
25	18-43	28
50	35-85	55
100	70-170	110

Utility Calls down rain on a specific region. Power / 10 = number of days.

Upgrades

	Cost	Effect
Strikes Twice		Strikes can now hit the same target multiple times
Stunning		25% chance to Stun upon strike
Blinding		25% chance to Blind upon strike
Merciless		Strikes no longer strike empty spots

LIGHTNING BOLT

Lightning Bolt Air Attack

From your outstretched hand erupt brilliant strokes of blue-white lightning.

Purpose Everything in column is hit

Combat Target: Column Power: $0.5 \times P + (P / 5 \times d6)$ AP Cost: 3

Everything in column is hit

Power	Range	Average
5		
10		
25		

50
100**Utility****Upgrades**

Cost Effect

EARTH**STONE SHIELD****Stone Shield** Earth Defense

You pull stone from deep beneath the battlefield into a protective wall around you. Durable, dependable stone.

Purpose A high HP shield that only blocks some ranged attacks. Has the highest amount of damage absorption

Combat Target: Self Power: $P \times 6$ AP Cost: 2

50% of Ranged damage hits hp

Power	Range	Average
5	30	30
10	60	60
25	150	150
50	300	300
100	600	600

Utility None.**Upgrades**

	Trigger	Effect
Deeper Stone I	25	+5% chance of invulnerable to melee strike
OBSIDIAN	75	-25% Spell damage
FERRUM	100	On melee strike 5% chance of Reverberation causing stun to attacker
GRANITE	150	-20% melee damage
quartz	250	+20% HP
Cobalt	300	-30% melee damage
Deeper Stone II	400	+10% chance of invulnerable to melee strike
Diamond	500	+10% chance of melee Reverberation

WALL OF STONE**Wall of Stone** Earth Defense

A massive wall of stone erupts from deep beneath the ground.

Purpose Fills empty spots with rocks

COMBAT – BUILD 13

Combat Target: Row Power: $P \times 1.5$ AP Cost: 6

Rocks provide low cover.

Power	Rock HP
5	8
10	15
25	38
50	75
100	150

Utility None.

Upgrades Cost Effect

STINK CLOUD

Stink Cloud Earth Status

You call forth vapors of putrid rot buried in the earth and expose it to a small area.

Purpose Cause nausea and incapacitate a group for N turns

Combat Target: 2x2 Power: $P / 10 + 2$ rounds AP Cost: 3

100% chance to cause Nauseated each turn
25% chance to cause Incapacitated each turn

Power	Rounds
5	2
10	3
25	4
50	7
100	12

Utility Effect: $P / 10 = \text{Days}$

Cause unrest in towns.

Power	Days
5	0.5
10	1
25	2.5
50	5
100	10

Upgrades

	Trigger	Effect
Bilious		3x2 cloud size
Choking		+25% chance to cause incapacitated when first appears, +10 unrest
Lingering		+1 turns/days

COMBAT – BUILD 13

Stinging

25% chance to cause blindness, +10 unrest

QUICKSAND

Quicksand	Earth	Status
-----------	-------	--------

A whistle shrieks like a kettle from the ground and suddenly the ground bubbles like a liquid sucking in whomever is there.

Purpose Creates mud pools on the battlefield

Combat Target: V Power: $P / 6 + 1 \times 1$ AP Cost: 3

Power = Area, which tries to be square, widening first before adding a row

Power	Area
5	1x1
10	2x1
25	2x2
50	4x2
100	5x3

Utility Wrecks farmland?

Upgrades

	Cost	Effect
Coverage		+1 target
Viscous		-10% chance to break free
Sticky		Adds Exhausted to target

WEB

Web	Earth	Status
-----	-------	--------

Heavy sticky strands erupt from your hand trapping those caught within it.

Purpose Pins any creature to the ground. Spiders are immune.

Combat Target: 1 Power: $P \times 4$ AP Cost: 3

The force of the spell must equal or exceed the weight of the target to succeed, otherwise it misses.

COMBAT – BUILD 13

Flying creatures take damage crashing into the ground = Force / 2
 Each round the target's weight is reduced from the force (struggling),
 if there is not enough force remaining the target breaks free,
 otherwise the target remains helpless.

Power	Force
5	20
10	40
25	100
50	200
100	400

Utility None.

Upgrades

Trigger **Effect**

Burst

Chance to encase adjacent creatures

EARTHQUAKE

Earthquake

Earth

Status

A whistle shrieks like a kettle from the ground and suddenly the ground bubbles like a liquid sucking in whomever is there.

Purpose Knocks everyone prone

Combat Target: All Power: $P \times 4$

AP Cost: 6

The force of the spell must equal or exceed the weight of the target to succeed, otherwise it is ineffective.

Flying creatures are immune

Power	Force
5	20
10	40
25	100
50	200
100	400

Utility Wrecks buildings, causes unrest.

Upgrades

Trigger **Effect**

COMBAT – BUILD 13

EARTH GRASP

Earth Grasp Earth Attack

A giant hand roars out of the earth and clutches the creature, slowly squeezing the life from it.

Purpose Target is incapacitated until it struggles free, DoT

Combat Target: 1 Power: $P \times 4$ AP Cost: 3

The force of the spell must equal or exceed the weight of the target to succeed, otherwise it misses.

Flying creatures are immune

Each round the target's weight is reduced from the force (struggling), if there is not enough force remaining the target breaks free, otherwise the target remains helpless.

Power	Force	Damage
5	20	
10	40	
25	100	
50	200	
100	400	

Utility None.

Upgrades	Trigger	Effect
Squeeze		+50% damage
Crush		Add damage +50% of current HP per turn
Enlarge		Grasps target and 1 adjacent. All weights struggle against force.

ROLLING STONE

Rolling Stone Earth Attack

Purpose Conjure a stone somewhere and give it a direction. Each turn it moves one space crushing enemies until it rolls off the battlefield

Combat Target: N Power: AP Cost:

The boulder can occupy the same space as a creature. It only causes damage upon entering a space.

Power	Effect	Choices
5		
10		
25		
50		
100		

Utility Target: Power: $P \times$

COMBAT – BUILD 13

Power	Hours	Distance
5		
10		
25		
50		
100		

Upgrades

Trigger Effect

ACID BLAST

Acid Blast Earth Attack

Purpose Damages and lowers defenses

Combat Target: 3x1 Power: AP Cost:

Power	Effect	Choices
5		
10		
25		
50		
100		

Utility Target: Power: $P \times$

Power	Hours	Distance
5		
10		
25		
50		
100		

Upgrades

Trigger Effect

COMBAT – BUILD 13

SANDBLAST

Sandblast

Earth

Attack

Purpose Small damage and causes blindness**Combat** Target: Row Power: AP Cost:
75% chance of blindness

Power	Effect	Choices
5		
10		
25		
50		
100		

Utility Target: Power: $P \times$ **Upgrades** Trigger Effect

COMBAT – BUILD 13

COMBAT ITEMS

Join the Discussion:

[HTTPS://STEAMCOMMUNITY.COM/APP/506480/DISCUSSIONS/0/2515771867780147524/](https://steamcommunity.com/app/506480/discussions/0/2515771867780147524/)

Item	Value	Effect	Crafting Ingredients
Oil		Places flammable pool on the ground 2-3 rounds	
Torch	5	Adds burn to target	
Tanglefoot Bag		Tar, resin, and other sticky substances, entangles creature 2-3 rounds, prevents flying for rest of combat	
Liquid Fire		Makes area burn for 2-3 rounds	
Acid		Makes an acid pool on ground 2-3 rounds, causes X damage and lowers armor Y each turn	
Sleep Dart		Puts creature to sleep	
Smokestick		Creates 2x2 smoke cloud 2-3 rounds	
Thunderstone		Deafens target and adjacent creatures	
Sunstone		Blinds target and adjacent creatures	
Net		Binds target making it possible to capture if no combatants are left	
Meat		Causes feeding on carnivores	
Bandage		Stops bleeding	
Antidote		Stops poison	

ARMOR

Join the Discussion:

[HTTPS://STEAMCOMMUNITY.COM/APP/506480/DISCUSSIONS/0/2515771867780147524/](https://steamcommunity.com/app/506480/discussions/0/2515771867780147524/)

Reference:

[HTTPS://STEAMCOMMUNITY.COM/APP/506480/DISCUSSIONS/0/1621726179581655668/](https://steamcommunity.com/app/506480/discussions/0/1621726179581655668/)

1. Armor provides a straight damage reduction to physical damage.
 - a. 12 damage with 10 points of armor means 2 points hit
 - b. If all damage is absorbed by the armor, no status effects that are transferred because of damage or physical contact (blind, bleed, poison) are applied
2. Monsters have armor
3. Cloth Armor
 - a. Designed for spell casting
 - b. All enchantments/buffs/stats can be put on cloth. It is the most versatile material
4. Light Armor
 - a. Most enchantments can be placed on light armor.
 - b. Body only: +1% stamina for casting
5. Heavy Armor
 - a. Only a few kinds of enchantments can be placed on metal
 - b. Body only: +3% stamina for casting

WEAPONS

Join the Discussion:

[HTTPS://STEAMCOMMUNITY.COM/APP/506480/DISCUSSIONS/0/2515771867780147524/](https://steamcommunity.com/app/506480/discussions/0/2515771867780147524/)

Reference:

[HTTPS://STEAMCOMMUNITY.COM/APP/506480/DISCUSSIONS/0/1496741765127465428/](https://steamcommunity.com/app/506480/discussions/0/1496741765127465428/)

1. Each weapon has a required WeaponSkill to use it
 - a. Basic weapons are <10 so you have choices, but they do low damage
 - b. Better made weapons do more damage, but have a higher WS requirement
2. Swords
 - a. Close range, 1 target
3. Dagger
 - a. Close range, 1 target, 100% chance to hit, armor piercing
4. Axe
 - a. Close range, 1 target + 1 adjacent
5. Club/Hammer
 - a. Close range, 1 target, pushback on hit
6. Bows
 - a. Mid, long range, 1 target
 - b. Crossbows cause pushback
7. Polearms
 - a. Mid, long range, 1 target + the target behind
8. Weapons can be enchanted temporarily in combat
9. Weapons can be enchanted permanently in the world
 - a. costs stamina
 - b. casts the spell at max power (limited by enchanting skill)
 - c. requires a power source to sustain it

STATISTICS

We need to know how players are *actually* playing the game, not how we guess they are. This will lead to better balance decisions and knowing where to put our efforts. If no one is using Winters Grasp or buying Tanglefoot bags, it should be cut or rebalanced. Unity's analytics is entirely optional, all data is anonymous, and only sends if there is a data connection. This is an offline single player game.

What we need to know:

1. How long people are playing a life (in hours)
2. Per Combat Encounter
 - a. Upon start
 - i. Stamina
 - ii. Health
 - iii. School power levels
 - iv. Creatures

COMBAT – BUILD 13

- v. Companions
 - vi. Gold
 - b. Player Actions
 - i. Each spell used
 - 1. Slider value
 - ii. Item used
 - iii. Weapon used
 - iv. Weapon switch
 - v. Pass
 - vi. Companion command
 - c. Upon end
 - i. Result: Won, Ran, or Died
 - ii. Rounds
 - iii. Time in minutes
 - iv. Stamina
 - v. Health
 - vi. Loot provided
 - vii. Captures
- 3. Time mark
 - a. Learned new spell
 - b. Learned upgrade
 - c. Gained School power
- 4. Quests
 - a. Kind
 - b. Received - time
 - c. Completed – time
- 5. Every purchase
 - a. What they bought
 - b. How much
- 6. Every sleep