



Game Design Document for:



(Tides of Plague: Rise and Overwhelm)

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Tides of Plague (ToP)

Table of Contents

DESIGN HISTORY	7
VERSION 0.10	7
VERSION 0.20	7
VERSION 1.00	7
VERSION 1.10	7
VERSION 1.20	7
VERSION 1.30	7
VERSION 1.40	7
VERSION 1.50	8
VERSION 1.60	8
VERSION 2.00	8
GAME OVERVIEW	9
HIGH CONCEPT	9
PHILOSOPHY	9
<i>Hybrid Game Genre</i>	9
<i>Complete Player Customized Play Style</i>	9
FREQUENTLY ASKED QUESTIONS.	10
<i>What is Tides of Plague?</i>	10
<i>What does that mean? What do the terms RTS/RPG/Freeworld</i>	10
<i>Why create this game?</i>	10
<i>Where does the game take place?</i>	10
<i>How do I play? What do I control?</i>	11
<i>What is the main gameplay focus?</i>	11
<i>What's different?</i>	11
<i>Is there downloadable/user made content?</i>	12
<i>Is there multiplayer</i>	12
<i>How do you win?</i>	12
<i>When is ToP going to be released?</i>	12
FEATURE SET	13
GENERAL FEATURES	13
<i>New Hybrid Genre</i>	13
<i>Huge Dynamic Free World</i>	13
<i>Unique Customizable Game Play</i>	13
GAME PLAY ASPECTS	13
<i>Cut Scenes / Cinematic</i>	13
<i>Tutorial</i>	14
<i>Hybrid Mode System</i>	14
<i>RPG Mode</i>	14
<i>Customizing your Necromancer</i>	14
<i>Controlling your Necromancer</i>	15
<i>Leveling up</i>	15
<i>Controlling your army in RPG mode</i>	15

<i>Choosing your own Quests/Missions.</i>	15
<i>Enhancing your Necromancer</i>	16
<i>RTS Mode</i>	16
<i>Customizing your Army</i>	16
<i>Choosing your Battles and Creating Tactics.</i>	16
<i>Resource Management</i>	17
<i>Replay-ability</i>	17
EDITOR	17
SINGLE-PLAYER GAME	18
OVERVIEW	18
BEFORE YOU START	18
CREATING YOUR NECROMANCER	18
TRAINING MISSION	18
IN THE GAME!	19
RPG MODE	19
<i>Controlling your Necromancer</i>	19
<i>Leveling up</i>	20
<i>Using spells abilities</i>	20
<i>Collecting and Using Items</i>	20
<i>Controlling your army in RPG mode</i>	21
RTS MODE	21
<i>Customizing your Army</i>	21
<i>Choosing your Battles and Creating Tactics.</i>	21
<i>Resource Management</i>	22
TAKING ON QUESTS MISSIONS	22
BALANCED GAME PLAY	22
COMPLETING THE GAME	23
STORY	23
HOURS OF GAME PLAY	24
SAVING AND LOADING	24
VICTORY CONDITIONS	25
CAMERA	26
OVERVIEW	26
RPG MODE	27
RTS MODE	28
THE GAME WORLD	29
OVERVIEW	29
THE WORLD BEFORE	29
THE WAR	29
THE WORLD NOW	29
RACES	30
<i>The Undead</i>	30
<i>Humans</i>	30
<i>Lorthak (Humans)</i>	30
<i>Procilash (Humans)</i>	30
<i>Kingdom of Crenalluim (Humans)</i>	31
<i>The Righteous Kindred (Humans)</i>	31
<i>Lizardmen</i>	31

<i>Straglathorn (Barbarians)</i>	31
<i>The Order of the Hand of Trials (Nature Druids)</i>	32
THE WORLD MAP	33
<i>Overview</i>	33
<i>Stranglathron</i>	34
<i>Lorthak</i>	34
<i>Procilash</i>	34
<i>Crenalluim</i>	34
<i>Swamps</i>	34
<i>Forests</i>	35
<i>Black Tower</i>	35
<i>Grasslands</i>	35
<i>Travel</i>	35
<i>Scale of the World</i>	35
<i>Weather</i>	36
<i>Day and Night</i>	36
GAME CHARACTERS	37
OVERVIEW	37
CREATING A CHARACTER	37
PAGE 1: FACE	38
PAGE 2: APPAREL	38
PAGE 3: BODY / STRUCTURE	38
PAGE 4: NECROBIOSIS	39
PAGE 5: ATTRIBUTES	40
PAGE 6: HISTORY	41
NPC CHARACTERS	41
ENEMIES AND MONSTERS	41
WEAPONS	42
OVERVIEW	42
TRANSPORTATION	43
OVERVIEW	43
HORSE	43
PORTALS	43
USER INTERFACE - CONTROLS	44
OVERVIEW	44
HOT KEYS	44
<i>RPG MODE</i>	44
<i>Selection</i>	45
<i>RTS MODE</i>	45
USER INTERFACE - MENUS	48
OVERVIEW	48
IN GAME	51
<i>Esc Menu</i>	51
<i>Tome</i>	51
SCREEN FLOW DIAGRAMS	54

WORLD EDITING	56
OVERVIEW	56
<i>World Building</i>	56
<i>Customizing Units</i>	56
<i>Quest Creation</i>	56
<i>Sound editor</i>	56
MUSICAL SCORES AND SOUND EFFECTS	57
OVERVIEW	57
SOUND DESIGN	57
APPENDICES	58
<i>Competative Analysis Appendix</i>	58
<i>Menu Wireframe Appendix</i>	58
<i>Necromancer Appendix</i>	58
<i>Spell / Ability Appendix</i>	58
<i>Unit Appendix</i>	58
<i>Unit Spell / Ability Appendix</i>	58
<i>Quest Appendix</i>	59
<i>Item Appendix</i>	59
<i>Technical Specs Appendix</i>	59
COMPETITIVE ANALYSIS APPENDIX	60
MENU WIREFRAME APPENDIX	61
NECROMANCER APPENDIX	64
OVERVIEW	64
STATISTICS AND ATTRIBUTES	64
EXPERIENCE	65
SKILLS AND ABILITIES	66
SPELL / ABILITY APPENDIX	68
OVERVIEW	68
UNIT APPENDIX	72
OVERVIEW	72
UNIT SPELL / ABILITY APPENDIX	75
OVERVIEW	75
NPC APPENDIX	78
OVERVIEW	78
<i>Friendly NPC's</i>	78
<i>Nuetral NPC's</i>	79
<i>Enemy NPC's</i>	81
QUEST APPENDIX	84
OVERVIEW	84
ITEM APPENDIX	91

OVERVIEW	91
<i>Prefixes</i>	91
<i>Suffixes</i>	92
<i>Potions</i>	92
<i>Scrolls</i>	92
<i>Quest / Unique Items</i>	93
TECHNICAL SPECS APPENDIX	98
OVERVIEW	98
RENDERING SYSTEM	98
<i>Overview</i>	98
GAME ENGINE	99
<i>Overview</i>	99
<i>Water</i>	99
<i>Collision Detection</i>	100
<i>Advanced AI</i>	100
LIGHTING ENGINE	100
<i>Overview</i>	100

Design History

Here is a chronological history of the design document for Tides of Plague as it was worked on.

Version 0.10

Brainstorming session

- First concept of necromatic RTS/RPG game free world game, as well as two other concepts

Version 0.20

Tides of Plague chosen

- First draft high concept written and fleshed out for submission.
- Including competitive analysis
- Few general features listed

Version 1.00

Dedication of choice, continued work

- First implementation to Template
- Detailed high concept
- Wrote notes in various sections of intentions

Version 1.10

First Draft

- General areas fleshed out
- More detailed notes in areas of interest
- Start of appendixes

Version 1.20

Post-Peer review

- Revision of high concept
- Revision of features
- Fleshed out old notes
- More notes on areas of interest

Version 1.30

Continued Work

- Semi-completion of multiple appendixes
- Single player, game overview complete
- All other areas at least partial completion
- More notes on areas of interest

Version 1.40

2nd Peer Review

- Revision of high concept again
- Revision of feature list
- Cut Multiplayer

-Added common question, questions

Version 1.50

Post-Peer 2nd review

- Completion of all major areas.
- Implementation of concept art

Version 1.60

Continued work

- Slight revision of high concept
- Completed all appendixes
- Added in excel appendixes
(some as pictures due to formatting issues)
- Formatted document
- Touch up of ideas, grammar
- Fixed table of contents

Version 2.00

Completion of document

- Added in missing wireframe appendix
- Another pass of grammar/spelling
- Final overview
- Submitted

Version 2.01

Completion of document again

- Put my logo in at the top DUH !!! :S

Version 2.10

Revised and polished for portfolio

- Reworded high concept
- philosophy
- formatting
- general polish

Game Overview

High Concept

Tides of Plague is a RTS/RPG hybrid in a free world environment. You play as a customizable undead necromancer. By using your necromantic powers ravage present villages and resurrect their corpses to join your unholy army. By creating your own necromancer you choose your own style of play, focusing either on in-depth RTS tactics or intense RPG fighting and spell casting. Create a vast army of the undead as you sweep across the countryside, it's up to you to bring peace back to the world of Weltire.

Rise and overwhelm!

Philosophy

Hybrid Game Genre

Tides of Plague is a hybrid game that has that gives the player complete control of their game play. A full blend of real time strategy and role-playing, in a free world environment is something that will be a very different and rewarding experience for the player. The feeling of creating and controlling an army as well as being an intricate part of that army is a new experience that ToP will deliver to players.

Complete Player Customized Play Style

ToP has been designed to give the player complete control over how the game will be played. The free-world style of game play has not been fully explored with this type of genre. Because ToP is a RTS/RPG hybrid, this means that the player is given the opportunity to choose what style of play they want in a given scenario. In a small skirmish or inside a building a RPG style of play is more natural, where as out in a large field with dozens of units the battle is more easily controlled via the RTS mode. This means the player may adjust the game play to match their preferred style, but may still switch over with ease to the other if the situation warrants it. This variety of game play and choice will keep players engaged as they are constantly given the opportunity to play the game how they want, not the way the game wants.

Frequently Asked Questions.

What is Tides of Plague?

Tides of Plague is a concept for a PC computer game. Specifically, ToP is an RPG/RTS hybrid genre played in a free world environment.

What does that mean? What do the terms RTS/RPG/Free world

This means that ToP combines not just elements of both genres but provides the player with the all the options that would be available in both, in the same game. This allows the player to take control of the game and play the way they want.

RTS stands for Real Time Strategy and is a gaming genre that traditionally has to do with building up a base, managing an economy and commanding various units to complete ingame mission.

RPG stands for Role Playing Game and refers to games where you take on the persona of a fantastical character. This is a very loose term that spans an assortment of other genres. The relationship of ToP and RPG's is that ToP is closer to the "dungeon crawler" genre; like the Diablo, Dungeon Siege, Boulders Gate.

Free world means an environment where the player can go anywhere do anything. Unfortunately this term is also loosely used and the "free world" is limited to the "game world". In the case of ToP "free world" means you can do anything that a necromancer could do, and do within the territory of Weltire.

Why create this game?

Because a RTS/RPG game has never been done at this scale before. RPG/RTS blends have been done in the past to varying degrees, but it all boils down to one genre with a small aspect of the other, whether it's a typical RTS but you have units level up or an RPG where you command a small party. You never get the full feeling of being able to both command an army and be an active important member within it. That feeling of being a crucial aspect of a bigger army that you are also in direct control of is a unique feeling that ToP is bringing to gamers.

Where does the game take place?

ToP takes place in a fantasy world call Weltire. This world is set in a feudal medieval world, inhabited by a variety of different races. The physical world itself has

several borders, a sea to the north mountains to the west and south, deserts to the south/east and thick swamps to the east. Within these borders there is a multitude of different terrain and environments.

How do I play? What do I control?

ToP has two distinct play styles; RPG mode and RTS mode. Free camera rotation and zoom allows you to view whatever you want.

RPG Mode: In RPG mode you control your necromancer directly as you would a normal RPG. WASD movement and point click action commands with hotkeys for spells/abilities. By right clicking you can direct and control command groups that you set in RTS mode.

RTS Mode: Again it is handled like a traditional RTS game, but with more emphasis on your Necromancer as your key unit, as well as more combat strategy and less collecting resources and base building.

What is the main game play focus?

Hundreds of years ago you were banished from the world, it is your responsibility to, literally, resurrect, your forces and recreate your empire, and eventually conquer the world. The gameplay focus of the game is dependent on the player's choice. They are able to choose from a multitude of quests and missions. In general the player will be spending most of their time micromanaging units in battles in the RTS mode or fighting RPG style in both large battles as well as exploring small catacombs with none or few extra troops.

What's different?

ToP is unlike any game available on the market today. It is a hybrid of the RTS/RPG genres placed in a free world environment and this has not been attempted at this scale before. We think that the variety and complexity of player choice will draw in players of many different genres. What separates ToP from other games on the market that have similar aspects is the complete immersive feeling of being able to affect every aspect of the player's adventure. ToP gives the player the freedom to decide what to do, when to do it, and how they will go about it.

Is there downloadable/user made content?

Yes. ToP is completely customizable and will be released with a world creator as well as all the other tools that our development team used to create the game. Full support of the editor will be provided as well as 3rd party websites and user created submissions will be hosted/sponsored or linked from our main site.

Is there multiplayer

No. ToP does not support multiplayer functionality at this time. But look for updates in the future for information on expansion packs!

How do you win?

You win the game when you have completely staked your claim over the entire world of Weltire. This involves systematically destroying all of the major kingdoms and finally bringing an end to the Kindred of the Righteous.

When is ToP going to be released?

When Grayson Scantlebury is properly funded to make the game. :D

Feature Set

General Features

(Back of the box)

New Hybrid Genre

- RTS battles and tactics
without collecting resources
- RPG hero development
without grinding

Huge Dynamic Free World

- Huge world to explore
- Dozens of towns, caves and tombs to explore
- Races constantly in conflict with each other
Brings the world to life around you.

Unique Customizable Game Play

- Customizable Necromancer
- You decide where and when to go
- You choose how to fight your battles

Game Play Aspects

Cut Scenes / Cinematic

Cut scenes will be integrated to various quests but will allow the player to be moving around while storyline is being spoken or described. If a player leaves an area while important dialog is being said it will give the player the choice if they want to skip it. Cinematic will happen during major events into/outro. They two can be skipped. (But you won't want to)

Tutorial

After the opening cinematic you are inside the catacomb where you were encased. Your second in command was also entombed and he runs you through the RPG mode tutorial. This consists of learning the controls of combat and simple spells. After escaping the catacomb the game will transition to RTS mode for you and your second in command will again run you through the interface and controlling the RTS configuration through your first simple mission. The player can at any time skip this tutorial if they feel they have the necessary skills and go right to the point where they have escaped the tomb and run through the first mission. At the end of your first mission you will be given 1 experience point and shown the leveling up process, after that it's up to the player to decide what to do. (Hints of available quests/missions will be given throughout game play to suggest plot paths that can be taken.)

Hybrid Mode System

Tides of Plague has two distinct modes, RPG mode and RTS mode. Both simulate the traditional aspects of each genre, and by pressing the middle mouse button you can seamlessly transition from one to the other. Both modes allow the player to customize their style of play, at their own pace, as they play the game.

RPG Mode

RPG mode is viewed in 3rd person with a rotating camera and is for direct control of your necromancer. This is used for smaller missions where the rest of your army will not be with you (ie catacombs) As well as being right in the thick of a battle casting spells and swinging your sword about.

Customizing your Necromancer

This is done both when you create your character and as you play the game. The character creation scene allows you to customize your statistics appearance, general bonuses, and favorite units. When leveling up you are also given the freedom to allocate points to where they are needed most. Through quests and missions you can collect items that also give the player the choice in what sort of necromancer they are creating.

Controlling your Necromancer

The control system is given in more detail in the controls section but it is done in a tradition wasd format with a mouse for selecting targets or friendly units. By using command groups you can command your army and give orders without going back to RTS mode.

Leveling up

Your necromancer levels up and gains experience in several ways. Your necromancer has an overall level as well as leveled specific skills. Each time a player levels up a skill he is given access to the higher level abilities within that skill set. When your necromancer gains an overall level he is given attribute points to improve his overall statistics.

Specifically there are seven different skill trees that your necromancer can improve and he does so by repeating that action. For example the more spells you cast the better you are at arcane magic. Each of these skills has five levels and once reached each level unlocks more skills/abilities or passive improvements. The total experience gained from these seven skill trees will give you your overall total level. You can level up to 15 times and each time you will be given five attribute points to distribute, strength, agility, re-animation and energy.

Controlling your army in RPG mode

By using command groups you can select different parts of your army better suited to certain tasks and give them orders seamlessly without the need to go back to your overhead view. For example if you're in the heat of a battle and you notice that paladins are swooping in from behind with reinforcements you can quickly redirect your Fire Elementals to attack who are better suited to deal with such threat.

Choosing your own Quests/Missions.

Through game play you will be given hints or suggestions as to what sorts of conquests to endeavor upon. These will come from your second in command as well as other unique units, or npcs you come across. What order you choose to do these quests or whether you undertake them at all is up to the player.

Enhancing your Necromancer

Your necromancer can be improved in many ways, but one of the most fun ways is to go out and seek the biggest and best items possible. ToP is unlike most RPG's where there is an overabundance of items, most of which are useless. There is no gold system so there is no need for these useless items to 'farm' gold. All of the items in ToP have some use, many more than others. Items are randomly generated based on your character level so they are always improving as you proceed through the game. This is true for unique items as well. For example if you play through once and get the Plume Plate as your first unique it will be very useful. Where as if you play through again but get the Plume Plate much later in the game it will be a far better item than the first time you got it.

RTS Mode

RTS mode is in an overhead view and is simply the way in which you manage your army from afar. It allows the player to maneuver their units around the map, plan battles and tactics. A lot of what was described in RPG mode carries over to the RTS mode.

Customizing your Army

This is tied in with both the way you level up as well as what missions to decide to take on. The player has the complete control over what types of units your army will consist of (within the realm of the undead). Various missions allow you access to units that you would normally not have, like vampires or gorgons. By choosing to use one skill over another you can focus your army on zombies as opposed to skeletons for example. Certain resurrected or summoned units have characteristics that give them benefits in certain situations. The player must best decide what strategy they are going to use before deciding which units to utilize.

Choosing your Battles and Creating Tactics.

Since you choose what your missions and quests you get to decided where and how you will attack cities or strongholds. Quite often you can even choose to flee from a battle to recoup and attack smaller targets before

attempting to take a town again. This allows the player the freedom to 'test the water' before deciding to jump into a campaign. Of course there will be times when you must go back and defend certain positions otherwise you could lose key towers or castles.

Resource Management

Often these are two dreaded words. ToP does have a form of resource management but not in the traditional sense. Instead of having your followers go out and collect wood or gold the resource that is most valuable to you are corpses. By fighting and winning battles and raiding graveyards you are able to bolster your forces. And the second type of resource is your army themselves. Although in many situations some units are expendable, you don't have the luxury of hiding back in your base and cranking out more units, so you have to be smart with what you have.

Replay-ability

Because the entire world you are interacting with reacts to your choices, each player's experience will differ from another's. Players who play the game multiple times are able to test entirely different strategies, explore areas they chose not to the last time, and go about their quests and adventures in a completely different order.

Editor

A world editor will be included with the final shipped copy of ToP. The editor will include the same tools that our development team used to build the game. These comprise of the following:

World Building: creating terrain, towns, cities, caves

Customizing Units: this includes importing models and creating entirely new creatures.

Quest Creation: Users can create their own side quests/ adventures or a complete original storyline for their friend to play

Sound editor: similar to the unit editor players can import their own sounds and attach them to units, quests, background music.

Single-Player Game

Overview

ToP is currently a single player exclusive game. The single player game is a free world experience where players choose their own quests and missions to undertake. The single player game consists of a multitude of different aspects blended from both the RTS and RPG genres. All of the facets that the player will be exposed to are detailed below.

Before you Start

When you start the game you will be presented with the main menu screen. On this screen you will be given a series of choices, new game/ load game/ credits / cinematics / options. Load game can only be selected when there is a game to be loaded. Cinematics will show any of the cinematics have been unlocked. Credits will show you everyone who worked on creating the game. Options give you choice over video, audio, control settings. New game goes to the character creation screen.

Creating your Necromancer

Creating your necromancer is done on 6 pages. Face and body is structured similarly to the very successful Elderscrolls creation model. You can view different sides of your character by zooming in our out on the mouse wheel or pressing the rotation buttons on the side. Details on character creation are in the Character section.

Intro

When you are finished creating your character and typing in your name, you will then view the opening cinematic and it will flow into the game from there. (details on cinematic in storyline)

Training Mission

You see the full cinematic about the tomb raiders releasing you that's when the game starts. You're initially immobile until a skeleton approaches slays one of

the fleeing tomb raiders and introduces himself to you as your second in command. He takes you through the tutorial as you escape the tomb. This consists of learning the controls of combat and simple spells. Once out he instructs you on resurrecting skeletons and commanding them in the RTS mode. The player can at any time skip this tutorial if they feel they have the necessary skills and go right to the point where they have escaped the tomb and run through the first mission. At the end of your first mission you will be given 1 experience point and shown the leveling up process, after that it's up to the player to decide what to do.

In the Game!

Now the player is finally in the game, they should have a good understanding of how the game works. Here is where we will go into detail on what each aspect of RPG and RTS elements are being utilized and how they work independently and with collaboratively.

Which mode the player uses more often is completely up to the player, but no player will be able to completely finish the game in one mode as some situations will require the player utilize the functions of both.

RPG Mode

RPG mode is simply put the mode in which you are micromanaging your necromancer. There are several sub-divisions of the micro-management that you can perform. This is where all of your close combat situations are best suited to be controlled. As well inside certain tombs / caves will be required to be view in RPG mode.

Controlling your Necromancer

The control system is given in more detail in the controls section but it is done in a tradition wasd or up, down, left, right arrows format with a mouse for selecting enemy targets or friendly units. Combat is done in variety of different styles.

Melee combat/abilities simply run at your opponent and time your attacks to make contact.

Ranged items spells abilities these are preformed like a 3rd person adventure game, aiming and firing hopefully hitting the target.

AoE spells/abilities a highlighted area of ground will appear showing you where you will be casting, left click to cast.

Leveling up

Your necromancer levels up and gains experience in several ways. Your necromancer has an overall level as well as leveled specific skills. Each time a player levels up a skill he is given access to the higher level abilities within that skill set. When your necromancer gains an overall level he is given attribute points to improve his overall statistics.

Specifically there are seven different skill trees that your necromancer can improve and he does so by repeating that action. For example the more spells you cast the better you are at arcane magic. Each of these skills has five levels and once reached each level unlocks more skills/abilities or passive improvements. The total experience gained from these seven skill trees will give you your overall total level. You can level up to 15 times and each time you will be given five attribute points to distribute, strength, agility, re-animation and energy.

Specification on skills and abilities are provided in the Skills Abilities Index.

Using spells abilities

Once you have obtained skills to use them open up your spells / ability page and click and drag them onto your spell hotkey bar located at the bottom of the screen. By default spells/abilities will be hot keyed as f1-f9 left to right with [] cycling up and down through your various bars.

Collecting and Using Items

Items are collected as either rewards for completing quests, or by finding them strewn across the land in various tombs/ caves etc. Many items can be obtained by opening chests in the corners of caves or inside houses after a raid. Unlike most RPG's items are not an abundant resource, they have no monetary value, and they do not fall apart and need to be repaired at the smith. Once you pick up an item, by double clicking on it, it will appear within your inventory, which can be accessed by selecting 'I' or choosing the inventory tab in your tome. On this screen you will have a paper doll where you can add or remove various items. Some items have attribute bonuses that are

applied when worn, others effect your attack, while some grant you specific abilities, for example a healing potion or a magic scroll. You can link these items to your action bar the same way you would your spells/abilities.

Controlling your army in RPG mode

In RTS mode you can select multiple units and press ctrl+1 this links them to a command group. By pressing 1 and right clicking a location on screen it will command all the selected units to attack to the desired location.

RTS Mode

RTS mode is where you macro-manage your units as well as micromanage smaller groups of units. This is where the majority of your larger scale battle will take place

Customizing your Army

This is tied in with both the way you level up as well as what missions to decide to take on. The player has the complete control over what types of units your army will consist of (within the realm of the undead). Various missions allow you access to units that you would normally not have, like vampires or gorgons. By choosing to use one skill over another you can focus your army on zombies as opposed to skeletons for example. Certain resurrected or summoned units have characteristics that give them benefits in certain situations. The player must best decide what strategy they are going to use before deciding which units to utilize.

Choosing your Battles and Creating Tactics.

Since you choose what your missions and quests you get to decided where and how you will attack cities or strongholds. Quite often you can even choose to flee from a battle to recoup and attack smaller targets before attempting to take a town again. This allows the player the freedom to 'test the water' before deciding to jump into a campaign. Of course there will be times when you must go back and defend certain positions otherwise you could loose key towers or castles.

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Often these are two dreaded words. ToP does have a form of resource management but not in the traditional sense. Instead of having your followers go out and collect wood or gold the resource that is most valuable to you are corpses. By fighting and winning battles and raiding graveyards you are able to bolster your forces. And the second type of resource is your army themselves. Although in many situations some units are expendable, you don't have the luxury of hiding back in your base and cranking out more units, so you have to be smart with what you have.

Taking on Quests Missions

During the game, hints will be given to the player as to what potential quests are available. Some of these quests will be up to the player to decide whether or not they are worth investigation at their leisure, where as some quests require you to talk to a specific NPC and meet the requirements before undertaking the next step within the quest. The only missions that are required of the player to complete the game are the ones that pertain to crumbling the ruling class kingdoms that reign across the world.

Balanced Game play

Each kingdom/nation has units that are uniquely customized to that particular race. While this is true they all have foils and counters to the various other units, and to player's undead forces as well.

As the player eliminates a particular kingdom or completes major quests/missions the rest of the world becomes more aware of the players actions. Previous kingdoms that were at war with each other will ally against you. Also all the units will improve their stats and attributes in relation to yours, so while your army and your units do get stronger there is never a point in the game where the player can just mindlessly sweep through opposing armies.

As the player gets further into the game the computer AI will take a more pro-active stance in destroying you. Where once the player could be relatively safe to leave their borders thinly guarded in search of a relic. The AI will create entire armies to attack key areas to weaken your foothold in their domain. This keeps the

player engaged in the action so there is no downtime while they "farm" items or corpses for units.

Completing the Game

In order for the player to complete the game they must completely eliminate all of the Kingdoms around the whole in game world. This can be done in any order the player chooses. Keeping in mind that a kingdom that was easy to destroy the first time around may turn out to be your hardest challenge another time around if you chose to attack them last.

Story

Centuries ago, you and your undead legions lived in relative peace with the human kingdoms lizardmen and other races that inhabit Weltire. A small sect call The Righteous Kindred, a zealous religious group, made it their calling to purge you from the land. Unfortunately they gained political power and were able to not only unite the human kingdoms but align the Lizardmen and Barbarian hordes against you. A war waged for years, until you were finally beaten back. Unable to kill you or the more powerful of your followers they encased you in a tomb to "protect" the world from you. After the common threat that had unified all of Weltire against you had been eliminated the alliance began to crumble. Borders became rigidly guarded and skirmishes between the varying kingdoms and races became common day. The world became a worse place to live without you. The Righteous Kindred took full control of one of the larger human Kingdoms and still enforce their strict religious beliefs. It is often wondered if they will turn their attention to the barbarians or lizardmen and try to wipe the new "scourge" from the world. Because of the turmoil crime and bandits became far more prevalent throughout the land. You and your undead legions became nothing more than a fairytale or war songs sung drunken at taverns.

That brings us to today. Grave robbers decided to explore a catacomb that was not on any written record. Thinking if it was so secretive it must contain untold riches they eagerly decided to explore with delusions of grandeur. This was a mistake...

The cinematic goes to black...

Shows the stone slab being shifted off the top of your casket (camera view is inside the casket), and you emerging, this is where the game starts.
More story details in game world

Hours of Game play

Since ToP is an open world environment and the other nations in the world continue to get strong and work more co-operatively with each other as you progress the game can last as long as the player wishes it to. With the difficulty set to normal the game should take about 30-50 hours to complete. For players who wish to explore everything and try all that there is to do there is over 100+ hours, not including time spent replaying the game with a different strategy/necromancer. Here is a break down of what to expect play wise in a given length of time.

15-30 Minute game play

Go attack a small village; watch your undead army clash with the peasantry. Explore a small cave or tomb in hopes of an ancient weapon or scroll.

1-2 Hour Game play

Go exploring one or two catacombs collecting items or new creatures to join your army. Fight a major battle against a large town or city. Level up one or two times debate over where to allocate your skill/stat points.

Week + of Game play

See your growing army get stronger and larger and more complicated, micro manage your empire across the entire land, form extravagant plans to take key constructs around the world, make conquests seeking the last of ancient relics to complete your collection.

Saving and Loading

Saving your game can be done at any time by going to the in game menu and pressing on the save button. A menu will be shown giving the player a list of previous saved games to over write or a space to write a new saved game name. Loading can be done in game menu or the main menu. An auto-save is preformed every 5 minutes or after a quest is completed.

Victory Conditions

You finish the game when you have completely destroyed the last remaining kingdoms of all the nations in the world. At this point you will be given the choice of leaving the game, or going back into it to explore the rest of the world. (ie Caves / tombs that you skipped earlier in the game)

Camera

Overview

ToP has two distinctly different modes that transition seamlessly. RPG mode and RTS mode. RPG mode for getting right into the heat of things and micro managing your necromancer. And RTS mode for controlling battles in the big picture. To go from one mode to the other simply press the middle mouse button and you will see the interface transition, then you know you've switched modes. Scrolling the mouse wheel up and down zooms the camera in and out.

RPG Mode

The camera is fully rotatable 360 around your necromancer and can be zoomed out as far as you want, so the player can see areas of battle that need help, future goals, where to go etc Pressing "home" returns you to a 3rd person perspective behind your necromancer.

More details in controls.



(Sample screenshot from Oblivion)

RTS Mode

The camera will be a traditional overhead view, with the option to zoom right in to the point that you would see in RPG mode. (so you can see how much havoc your undead army is wreaking on your opponents.). Pressing "home" returns the camera centered above your necromancer.

More details in controls.



(Sample screenshot from Warhammer)

The Game World

Overview

Welcome to Weltire.

Weltire is a land of many different cultures and creatures. Weltire exists in a medieval fantasy world of mythology and kingdoms.

The World Before

While many were uneasy to the point of terrified at the sight of the resurrected or the soulless wanderers. The powers that be had a lasting treaty with the undead empire. In general the various nations and kingdoms worked together for common goals of farming and construction, trade and commerce.

The War

A small sect call The Righteous Kindred, a zealous religious group, made it their calling to purge you from the land. Unfortunately they gained political power and were able to not only unite the human kingdoms but align the Lizardmen, Nature Druids and Barbarian hordes against you. A war waged for years, until you were finally beaten back. Unable to kill you or the more powerful of your followers they encased you in a tomb to "protect" the world from you.

The World Now

After the common threat that had unified all of Weltire against you had been eliminated the alliance began to crumble. Borders became rigidly guarded and skirmishes between the varying kingdoms and races became common day. The world became a worse place to live without you. The Righteous Kindred took full control of one of the larger human Kingdoms and still enforce their strict religious beliefs. It is often wondered if they will turn their attention to the barbarians or lizardmen and try to wipe the new "scourge" from the world. Because of the turmoil crime and bandits became far more prevalent throughout the land. You and your undead legions became nothing more than a fairytale or war songs sung drunken at taverns. This is until you once again arise.

Races

Weltire consists of many different races although several have established themselves as dominant powers in various regions across the world.

The Undead

The undead empire consisted of a multitude of factions under your control. Your allies of the vampires escaped during the war as well as dozens of some of your more power creatures. Some of them may be at your disposal if you were to locate them.

Some of your underlings that survived the war have started to rebuild their own armies. They may or may not be overjoyed to see your return. Deal with them accordingly

Game play: This you, this is your army this is everything that you are. When facing your own race keep in mind they have all the same tricks you do. They might steal those ever so precious corpses before you have a chance to.

Humans

Humans in Weltire in general are your typical medieval humans, mostly industrious and hard working, but as you rise in class they get progressively lazier.

Lorthak (Humans)

Lorthak is a medium sized kingdom with its main stronghold being that of Bridge City. Lorthaks territory consists of most of the coastal towns. They are a medium class society with many traders and merchants.

Game play: Expect to see more archers and better defended towns.

Procilash (Humans)

The smallest of the human kingdoms. They took the most brunt of the attacks during the war. Many of their smaller villages are still struggling to make a living. Procilash has a major Castle in the middle of the Laslisgale fields. Its territory expands over a large area mostly rural farms and villages.

Game play: Mostly small farmstead, lots of militia, mostly foot soldiers, few archers / cavalry.

Kingdom of Crenalluim (Humans)

The largest and most powerful kingdom in Weltire. Their main fortress is the almost impenetrable Waterfall City. The Kingdom of Crenalluim was the one taken over by The Righteous Kindred

Game Play: The hardest of the human races to attempt to engage. Heavily fortified strongholds with numerous paladins and knights. Smaller towns will be ignored though to protect larger cities, making edge towns easy targets.

The Righteous Kindred (Humans)

This mysterious cult has made its religious region to purify Weltire. Specifically this means you. Now that you are (seemingly) out of the picture there are rumors that a conquest against the lizardmen may not be to far from the future.

Game Play: although they have no specific strongholds they are present in all of the major cities. Paladins as well as priests make of the majority of their troops. Expect surprise attacks on key areas from them later in the game once the world is aware again of your presence

Lizardmen

Not much is know about the lizardmen. They joined the war against you but were the first to tighten up their borders after the war concluded. It is suspected that they only joined out of fear that they would be the next target of Righteous Kindred

Game Play: lizardmen have a very high hp recovery rate and relatively high magic resistance, they are not an easy race to defeat in long battles, quick short timed attacks work better.

Straglathorn (Barbarians)

Straglathorn was the name of a great warrior who was a leader among his people. Centuries before our story takes place the Nordic barbarian people were enslaved by legions of goblins to work in the mines deep in the

mountains. Straglathorn lead his people in a revolt succeeding in overthrowing them. The survivors traveled east across the mountains before finally settling on its edges into Weltire. Not much is know about what happened to the goblin empire or its inhabitants although some of the barbarians dragged some along as pets or slaves. A few scattered goblins roam the mountains by themselves. There has been an uneasy peace between them and the various human kingdoms. The Barbarians in general see them as lazy unaccomplished people unworthy of the peace they have.

Game play: In general they are very strong physically but slow moving and weak to magic.

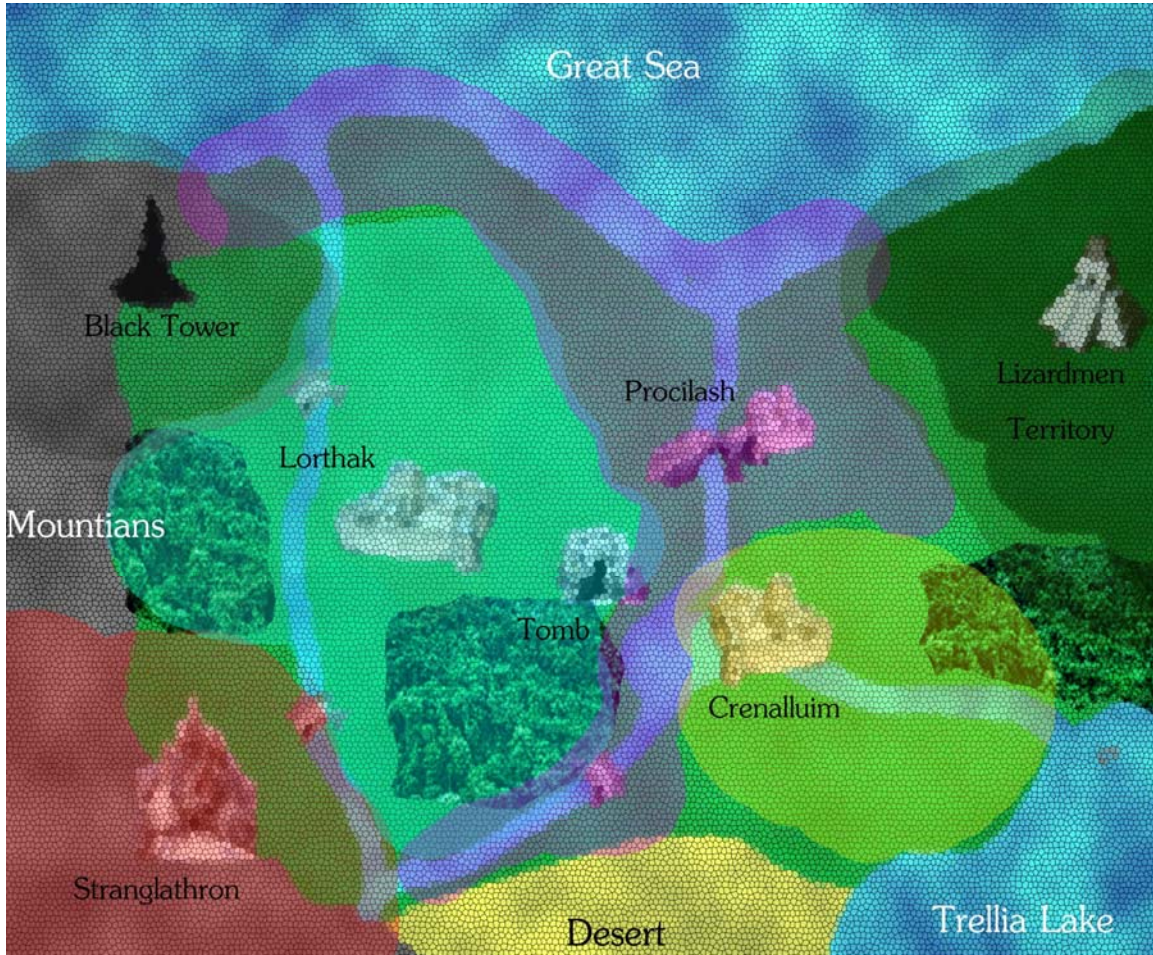
The Order of the Hand of Trials (Nature Druids)

In order to save on space the rest of this document refers to them as druids. This race consists of centaur, humans who are more accustom to the forest, various creatures, and a mysterious druidic cult.

Game play: Overall they are a grab-bag of different types of units. Centaurs being much faster and strong, druids rely more on magic, animals relying on numbers and quick attacks.

The World Map

Weltire



(rough concept map)

Overview

Weltire is a land of many different cultures and creatures. Weltire exists in a medieval fantasy world of mythology and kingdoms. The physical world consists of several different regions, as well as different kingdom territories. They are indicated below.

Stranglathron

Barbarian Territory (Red)

Units: Barbarian units, wolves, goblins

Terrain: Rocky, high cliffs

Ambiance: Snow, cold icy feeling

Sound: high wind, lulling distant sounds

Lorthak

Human Territory (Light Blue)

Units: Human units most peasants

Terrain: grassland plains, farms

Ambiance: sunshine, calm rolling hills

Sound: happy lulling songs, birds chirping

Procilash

Human Territory (Purple)

Units: human units lots of archers, soldiers

Terrain: grasslands/ ports rivers sprawling villages

Ambiance: merchant bustle, traders/ workers constantly moving

Sounds: bustling market/ busy shipyard sounds

Crenalluim

Human Territory (Gold)

Units: Human units, knights paladins

Terrain: grasslands large cities

Ambiance: structured, powerful, imposing visuals

Sound: trumpets clear defined powerful sounding

Swamps

Barbarian Territory (Dark Green)

Units: Lizardmen units, lots of neutral creatures

Terrain: swamp, marsh, large trees, small lakes

Ambiance: dark mysterious, mist

Sound: lurking ominous sounds, gaseous noises

Forests

Druid Territory (anywhere there is forest)

Units: druidic units, neutral creatures

Terrain: trees, lost of them

Ambiance: thick wooded areas dark brooding in deeper sections

Sounds: animal sounds, cheery/mysterious

Black Tower

Undead Territory (black)

Units: all undead units

Terrain: Rocky, high cliffs, dead foliage, barren wildlife.

Ambiance: dark clouds, mist blackness, night

Sounds: Wailing, screams, moans, heavy drums

Grasslands

Grass (neutral)

Units: human peasants neutral wandering creatures

Terrain: grasslands in all directions sparatic forests.

Ambiance: rich luscious grass, relaxing

Sounds: sunshine happy lulling songs

Travel

Traveling around the world is done mainly by foot. Later in the game the player gains access to a horse and can use portals to transport to various towns/cities around Weltire. This is described in detail in transportation section.

Scale of the World

The scale of the physical world is real life scale. All items and characters as well as towns are meant to feel as if they could be real, although filled with fantastical creatures. The world itself depending on movement speed should take roughly an hour and a half to cross. Keeping in mind there are underground tunnels caves as well as varying levels of terrain and a variety of ways to get to any given place.

Weather

Weather is purely aesthetic. In the mountains there is sporadic snow. Swamps generally have a rainy atmosphere, grasslands usually sunny with light showers. The more massive your undead army becomes the gloomier the ambiance becomes around you.

Day and Night

Yes, night and day cycles, similar to weather, purely aesthetic. An ingame day is 4 hours of real world time. This means that it will transition from night to day and vice versa every 2 hours. Some spells or certain events will set the day/night settings for added effect.

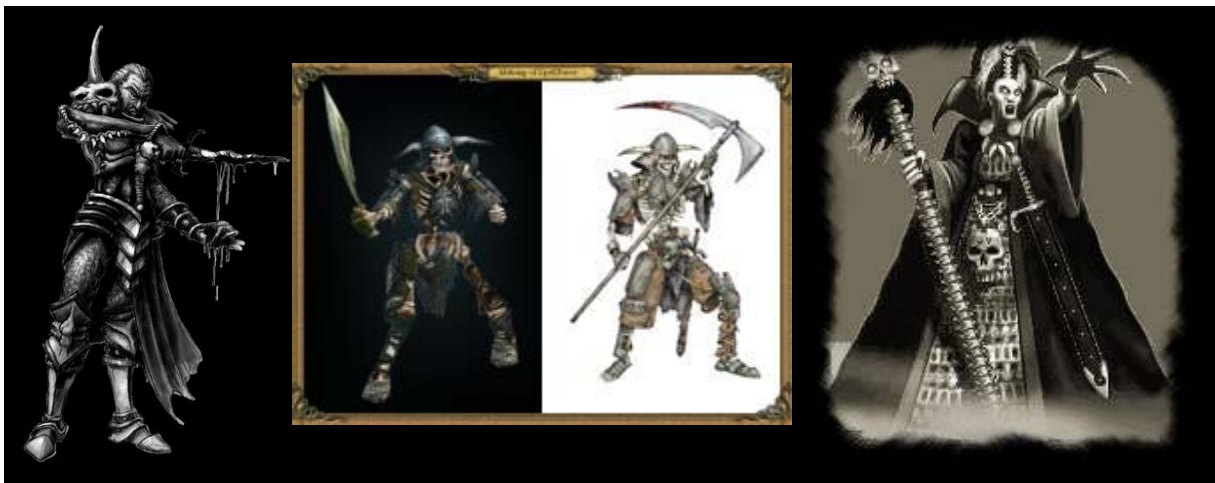
Game Characters

Overview

Hundreds of years ago you were an undead king, well respected across the land. An understanding had been come to between you and the other kingdoms that inhabit. Unfortunately this treaty was only a ruse. The zealous Kindred of the Righteous plotted an all out attack claiming that you needed to be purged from the land. A war wagged for many years but eventually you were defeated but you could not be killed. Without other option the Kindred of the Righteous sealed you in a tomb deep in an old catacomb. After the war there was peace, but it did not last long. Alliances withered and once what had united the kingdoms had disappeared they began to bicker amounts each other. Territories became much more rigid and uneasiness crept across the land. This is when you awaken. Tomb raiders seeking riches have inadvertently released you. Wreak your vengeance on the land and conquer all that would oppose you.

Creating a Character

Creating your necromancer is done on 6 pages. Face and body is structured similarly to the very successful Elderscrolls creation model. You can view different



sides of your character by zooming in our out on the mouse wheel or pressing the rotation buttons on the side.

Page 1: Face

The face page gives you several slider bars that allow you to reconfigure what your necromancer's facial features are. There are several sub pages for the multitude of varied attributes. They consist of;

- Hair: length / style / color
- Eyes: size / shape / color
- Nose: size / shape
- Chin: size / shape
- Cheek Bones: size / shape
- Facial Hair
- Scars / tattoos
- Level of decomposition

Page 2: Apparel

The armor screen allows you to customize the beginning look of the armor/ clothing that your necromancer is wearing. This will be changed when certain items are equipped or certain spells/ abilities are in effect.

- Overall Style- this will have a multitude of preset armor / robe / clothing
- Styles
- Decomposition – level of decay on apparel
- Primary Tones
- Secondary Tones
- Extra Features
- Auras Glows

Page 3: Body / Structure

The body and structure page is similar to the face, but affects the overall physical appearance of your necromancer. The modifiers consist of

- Level of decomposition
- Bone Structure: height / girth / thickness
- Bone Tone: color
- Flesh Tone: color
- Scars Tattoos

- Posture:
- Movement style
- Stances
- Auras/ Glows

Page 4: Necrobiosis

This page has to do with the relationship between the necromancer and his undead minions. There are two parts: favored unit and necrobiosis.

For the favored unit you will be given several thumbnails of different units. Selecting one will give that unit bonuses to all of its attributes for the rest of the game. This will affect which units you will be focusing your attention around.

The necrobiosis page provides you with 5 slider bars; HP, Mana, Damage, Attack Speed and Movement Speed. By sliding any of these bars you will remove 1% of the specified attribute from you units and give it to your necromancer, or vice versa. Each slider bar, to start, is set at neutral position and may only be moved a maximum of 10% in either direction. When you are finished you may double click one of the slider bars to highlight it. Highlighting it gives your necromancer and your units both a 10% bonus in that particular attribute.

This is the first important step towards customizing your army and play style. For players that wish to focus more on their army they may want to push the sliders for hp and damage to the units while moving mana to the necromancer for support spells. Whereas a player that wishes to make an undead 'tank' sort of necromancer they would be better suited putting all the hp, damage, attack speed to the necromancer himself.

(example picture next page)



Page 5: Attributes

On this page you will be presented with the same attribute screen as you would in game, but you will be given the opportunity to build up your starting statistics as much as you'd like, or roll the dice to have them randomly generated.

Your necromancer has 4 base attributes Strength, Dexterity, Re-animation and Energy. For each point they improve your other statistics.

Strength: +1% Damage, +2 HP, +.05 HP Regen

Dexterity: +1% Attack Speed, +.2% Movement Speed, +.2% evade

Re-animation: +6HP +.1 Armor, +0.03 HP Regen, +0.03 Mana Regen

Energy: +5 Mana, +.1 Mana Regen, +0.5% Spell Damage

Each stat starts at a base of 5 and you are given 25 points to distribute (a maximum of 15 total per attribute to start)

Your Necromancer also has a series of other attributes that can be viewed and altered.

Health: your maximum health

HP regen: the amount of health you regain per second

Mana: your maximum mana

Mana regen: the amount of mana you regain per second

Damage: The range of damage you can do. (This statistic is based on what weapon you are holding, to start you are unarmed. not literally)

Attack speed: the time between attacks

Armor: the reduction in damage dealt to you on attacks (Your necromancer does not have an armor class all damage dealt to him is rated at 100% minus effects of abilities/items.

Movement speed: how fast your necromancer can move

Page 6: History

For players who wish to take more of a role-playing experience here is where they can write themselves a back-story. On this screen you can also set your starting difficulty.

NPC Characters

There are dozens of characters that are in the game. Many play roles in smaller side quests and many more are for adding depth to the game. See the NPC's appendix for more details on specific characters about who they are, what they look like and why they are important.

Enemies and Monsters

In the world of Weltire there are dozens of different races and cultures to interact with. For more details see the storyline sections as well as the units appendix.

Weapons

Overview

In ToP your necromancer uses a variety of weapons to defeat his enemies. Your most powerful weapon is your necromancer himself, through the various skills and abilities you can learn. You also have your throng of undead to lead and use as tools to tear paths through the legions of good.

The necromancer has melee as well as ranged attacks, these are dependent on the weapon you are using. He also has a variety of ranged, melee and AoE spells and abilities. Your units have a variety of skills and abilities that can be used in conjunction with each other.

All of this put together means it will be up to the player to decide what sort of combos or techniques may be most effective. Some strategies will be more effective than others depending on what the situation is, and it will be up to the player to discover them. Unfortunately this is far too much to discuss in this section alone so...

For more details:

See spell/ability appendix for details on spells/abilities.

See item appendix for more details on items.

See unit appendix for more details on units.

Transportation

Overview

Traveling around the world of Weltire will be done mostly be foot. This is based on 'movement speed' which is the relative amount of terrain you can cross every second. Various spells, items and abilities can enhance this throughout the game. Later in the game you can use Horses or Portals to reduce your travel time.

Horse

A summonable undead horse, will be available to you later in the game. Its serves only to reduce your time running from one side of the map to the other, and its speed will be dependent on your summoned creature speed improvements. Access to the summon steed spell is granted at level 3 summoning that gives a 30% increase to movement. As well as a quest to find a nightmare will grant you a summonable steed with a 40% movement speed bonus.

Portals

Once you have erected towers or fortresses they can construct portals that can transport you between various other portals in your possession or friendly portals. Once you have created your first portal, you will learn the summon portal spell that will allow you to transport from anywhere on the map to any one of your portals.

User Interface - Controls

Overview

ToP has two distinctly different modes that transition seamlessly. RPG mode and RTS mode. RPG mode for getting right into the heat of things and micro managing your necromancer. And RTS mode for controlling battles in the big picture. To go from one mode to the other simply press the middle mouse button and you will see the interface transition, then you know you've switched modes. Below are categorized charts to show what keys do what

Hot Keys

Most hotkeys differ depending on which mode you are in. While some keys have the same purpose in both modes, most have slightly different effects so they are separated by mode. Here is a list of the hotkey and what it does. Camera movement is also slightly different in each mode so their controls are detailed here aswell.

RPG MODE

Screens

Esc - Main Menu

F10 - Main Menu

Tab - Tome

T - Tome

X – Statistics/ Character Page

Z – Abilities Spells

M – Map

I - Inventory / Paper doll

C – Creature Menu

Q - Quests

Pause – pauses the game

Camera

Hold alt + mouse movement pans the camera in and around

Scroll mouse button- zooms in and out

Home – centers view on necromancer 3rd person from behind

Middle mouse button – changes to RTS mode

Movement

Right click - attack

W - forward

A - back

S - left

D - right

Up arrow - forward

Down arrow - back

Left arrow - left

Right arrow - right

` - auto run forwards

Space - jump

Spells/ Abilities

F1-F9 – corresponds to spells/abilities in the action bar from 1-9

[- next action bar

] – previous action bar

Units

1 – 9 – select command groups 1 - 9

Right click (when command group selected) - attack to location

Selection

Left click select unit / npc / item

Left click for selecting items in inventory, skills/abilities

RTS MODE

In RTS mode your necromancer will attack with whatever the last weapon he was using and will show his current action bar when selected for quick use of spells.

Screens

Esc - Main Menu

F10 - Main Menu

Tab - Tome

T - Tome

X – Statistics/ Character Page

Z – Abilities Spells

M – Map

I - Inventory / Paper doll

C – Creature Menu

Q – Quests

Pause – pauses the game

Camera

(when camera is in default position)

Up arrow - north

Down arrow - south

Left arrow – west

Right arrow – east

Holding alt + moving mouse rotates view

(when camera has been rotated)

Up arrow - up

Down arrow - down

Left arrow – left

Right arrow –right

Holding alt + scrolling – Lowers camera down to a lower angle

Scroll mouse button- zooms in and out

Home – centers view on necromancer (resets rotation to north up south down etc..)

Middle mouse button – changes to RPG mode

Selection

Ctrl + # - creates command group # (1-9)

1 – 9 command groups 1– 9

Left click – selects unit

Hold left click and drag – selects units in area

Double click selects all similar units in area

Ctrl + click – selects all similar units in area

Ctrl + clicking unit portrait selects only that type of unit in currently selected group

Alt + click un selects a unit from current selection

Units Movement

(When units selected)

Right click (when command group selected) - attack to location

M- move

A- Attack (specified unit or to location)

S- Stop

H- Hold Position

P – Patrol

D – Defend (specified unit or location)

Shift + rightclickins que up movements

User Interface - Menus

Overview

ToP has several menu systems. First that which you see before starting your game. There is also an in game popup menu to adjust settings or go back to the main menu. And several tabs within your "tome" that describe various details you will need to know in game.

Main Menu

(concept art of main menu)



New Game

This takes you to the character creation screen.

Load Game

This takes you to the load game screen where you can choose pre-exciting games to load.

Options

This takes you to the options page with has 4 options.

Video

Takes you to the video control section where you can change:

Resolution

640 x 480

720 x 576

800 x 600

1024 x 768

1152 x 864

1280 x 960

1280 x 1024 (LCD)

Display mode

Full Screen

Run in a window

Aspect Ratio

Contrast

Gamma

Model Detail

Texture Detail

Shader Detail

Water Detail

Shadow Detail

Color Correction

Antialiasing

Filtering mode

Wait for Vertical sync

High Dynamic Range

Hardware DirectX Level

Software DirectX Level

Audio

This takes you audio controls page where you can change:

- Game Volume
- Music Volume
- Sound Effects Volume
- Closed Captions
- Test Speaker Settings

Controls

This takes you the control menu with all the in game commands and allows you to change the hotkeys. As well as sensitivity. See controls for more detail on hotkeys and interactivity.

Back to main menu

This takes you back to the main menu.

Credits

This will bring up a short cinematic of the who worked on the game.

Cinematics

This will give you a choice of all the cinematics that you have unlocked so far, selecting one will show that cinematic

Quit

This quits the game.

In Game

Esc Menu

This menu will pause the game and has several options;

Quit to main menu – Quits to the front screen

Video – takes you to the video options page

Audio – takes you to the audio options page

Controls – shows you all the in game commands and allows you to change the hotkeys

Return to Game – Closes this window and unpauses the game

Tome

Character Page

This page will have all the statistics and characteristics about your hero.

Strength, Dexterity, Re-animation, Energy.

Health: your maximum health and current health

HP regen: the amount of health you regain per second

Mana: your maximum mana and current

Mana regen: the amount of mana you regain per second

Damage: The range of damage you can do. (This statistic is based on what weapon you are holding, to start you are unarmed.)

Attack speed: the time between attacks

Armor: the reduction in damage dealt to you on attacks (Your necromancer does not have an armor class all damage dealt to him is rated at 100% minus effects of abilities/items.

Movement speed: how fast your necromancer can move

World Map

This page has your world map. It has a general grayed area of the entire world of Weltire. Scrolling with the mouse wheel zooms in and out. As areas are discovered the areas will be shown in more detail. Selecting particular caves / tombs / cities will bring up a more detailed map of that area.

Spell / Ability Page

This is broken down into 7 pages, one for each skill / ability. Each page has all the spells and abilities that can be learned in that necromantic area, as well as your current experience in that ability.

Inventory / Paper doll

This page will provide you with a Diablo 2 style inventory screen. Items will be displayed in a square titled area below. A paper doll on the top where you can click and drag to equip or unequip items.

Quests / Missions Page

On this page will be a list of all current quests / missions that you have available. By selecting one it will take you to another page with more detailed information on that quest

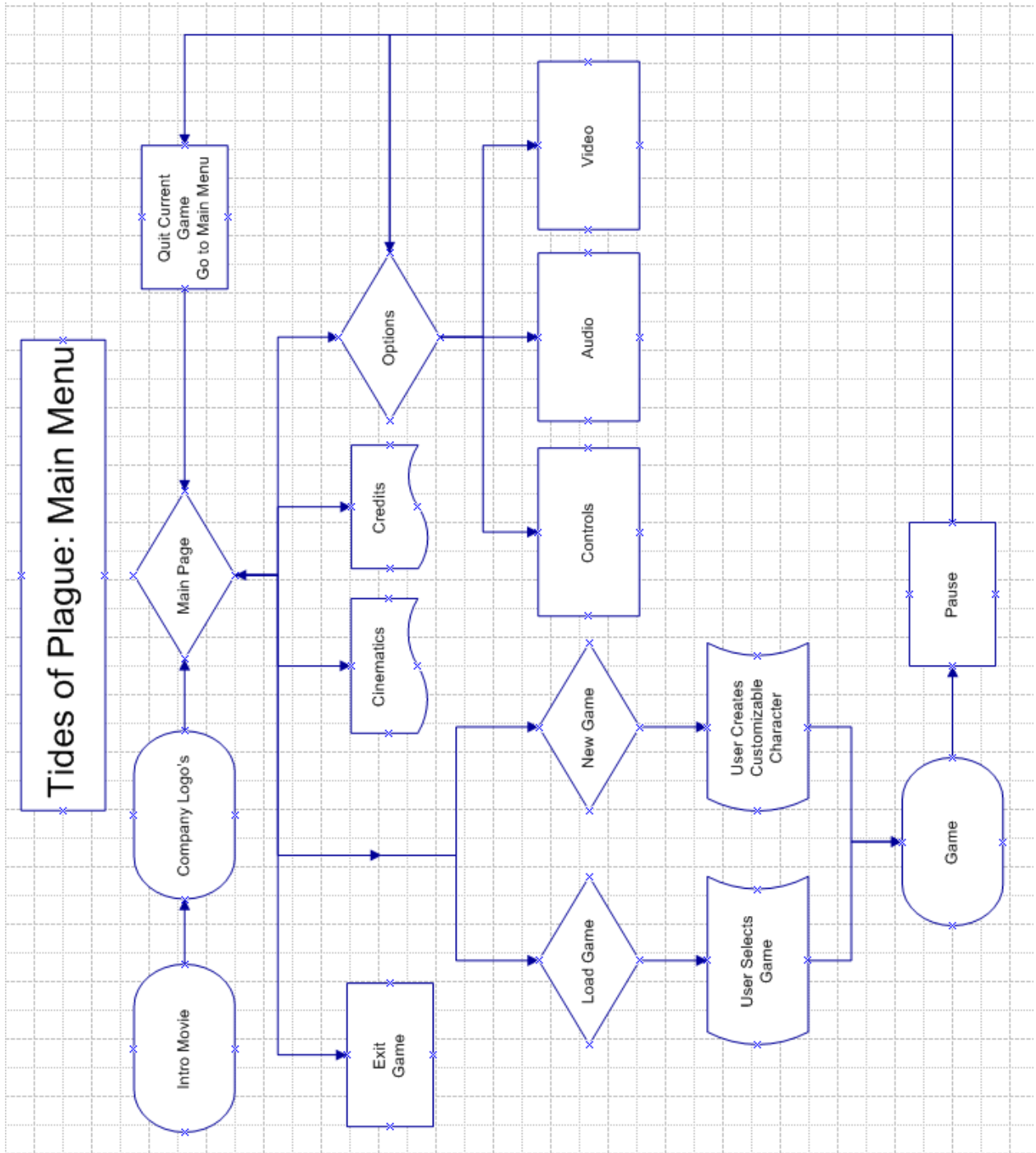
Creature Page

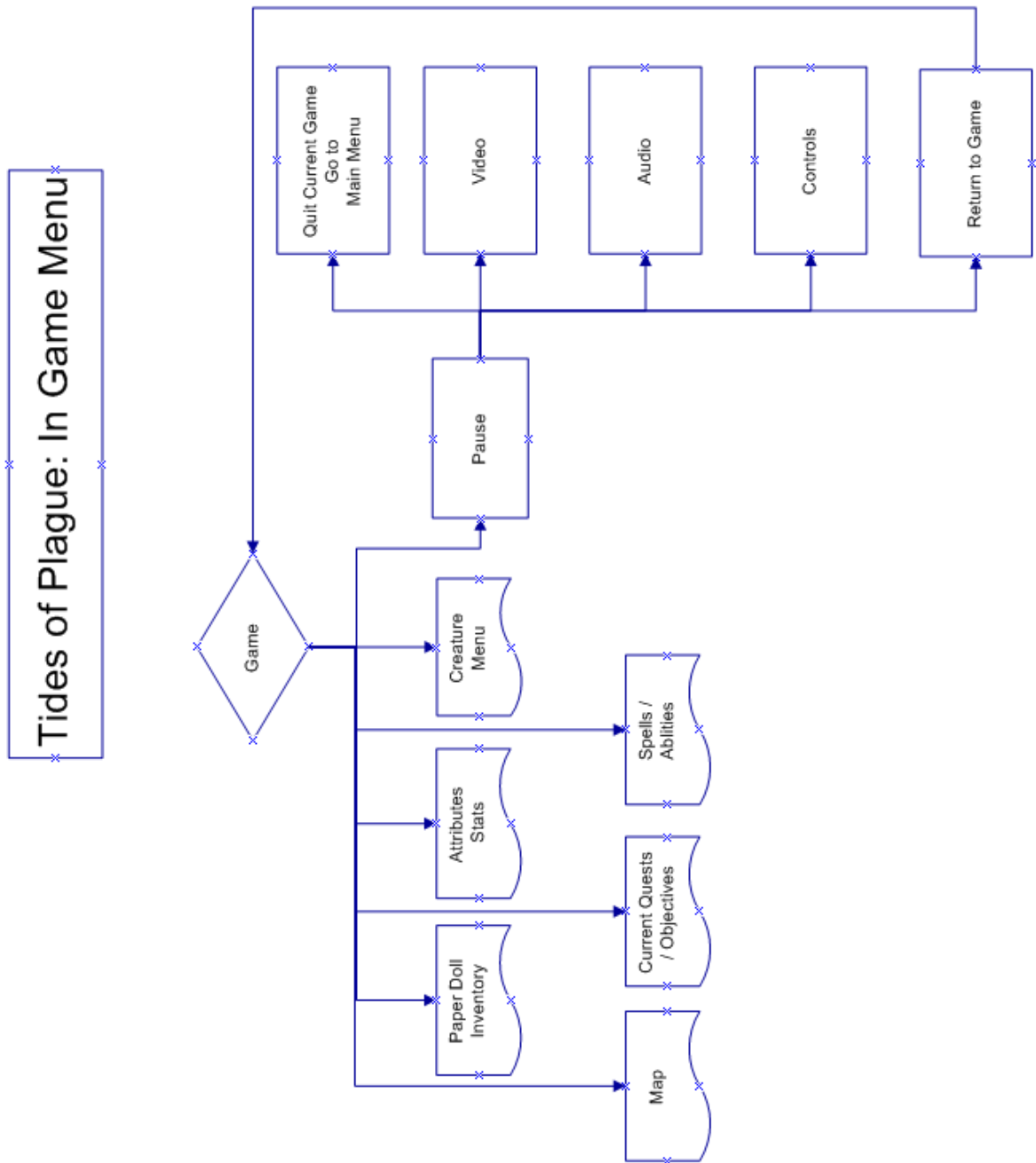
This will list all the creatures that you can command in the entire game. Ones not discovered will appear as a grey fuzzy outline. All creatures will have a thumbnail the # of them u currently command and a brief description. Selecting that unit will bring up a menu on the left side giving specific details about that unit, health / regen/ mana movement speed attack dmg/ speed/ abilities etc...(and in green beside that unit any bonuses that your necromancer has granted them ie: Movement Speed: 200 (220)

(concept art of creature page)



Screen Flow Diagrams





World Editing

Overview

A world editor will be included with the final shipped copy of ToP. The editor will include the same tools that our development team used to build the game. By allowing users access to the tools that the development team used to create the game we can hold a lasting interest in the game. Also we plan to fully support 3rd party development websites and encourage users to recreate and redefine the game in their own vision. Users will be given access to the following aspects of our development tools:

World Building

This consists of creating physical terrain, the look and feel. As well as creating entire towns, cities, caves, and forests. By giving easy importing from 3ds max and maya users skilled in 3rd art can create their own content or share it with friends to rapidly generate their own worlds.

Customizing Units

We are creating an extensive modifying engine for creating units as well as spells and abilities. By using these in conjunction users can create their own units with a unique look and feel. This includes importing models and creating entirely new creatures. This should be in a similar theme to the Warcraft 3 unit creation system.

Quest Creation

Users can create their own side quests/ adventures or a complete original storyline for their friend to play. This will be. This includes areas triggers and scripted events.

Sound editor

The sound editor is similar to the unit editor players can import their own sounds and attach them to units, quests, background music.

Musical Scores and Sound Effects

Overview

The overall sounds in the world of Weltire are a very subdued medieval ambiance. Each area around the world has a series of specifically tailored music to give each kingdom a unique feel. Each of these areas' sound effects will change dynamically based on weather (which is randomly generated) as well as the proximity and size of your undead army. When you are running through an area with few undead minions the sounds will remain pleasant and calm, where as if you are leading an army of hundreds the music will be dark and dreary. These sounds of wailing and death will follow you and your army around. Individual caverns and tombs will have a different set of sounds separate to the outside world as well, and these will depend on the type of catacomb or cave and its inhabitants.

-See '**Game World**' for details on ambient sound in specific areas.

Sound Design

Sound design is a very important aspect of the game. Each area as stated before has a unique feel to it and this translates past just ambient. Each areas' units should be speaking/yelling etc. in a similar language, and each area has slightly different mannerisms in language. Creating this asset list will be extensive but the majority of these sounds are arbitrary as you will not be in direct control of many of the units in the game.

As for your undead army each unit will have a series of random mumblings or phrases that they will say for selection, movement, during combat. Spells and abilities will have individual sounds best attributed to the effect the cause. Scorch sounds for fireballs, crackling for lightning etc.

NPC's that are intractable with, Veundor for example, will have an extensive list of saying. This is necessary as they act as both your guide and your quest givers during the game. Each unique NPC will have their own character voice-overs this will add extra layers of depth to the quests.

APPENDICES

The following appedices are listed in no particular order. Each provides specific information or statistics on various aspects of the game.

Competitive Analysis Appendix

This appendix details what games are similar to ToP current and in the upcoming future. It also details possible competitors and why ToP is better.

Menu Wireframe Appendix

This appendix shows concept wireframe to completion art for three different ingame screens.

Main Menu

Character Creation Menu

Creature Menu

Necromancer Appendix

This appendix details about what skills and abilities you will be granted at certain levels.

Spell / Ability Appendix

This appendix goes into further details about on what those particular skills do, how much they cost, cool downs etc.

Unit Appendix

This appendix lists all of the units in the game, what they look like, their features abilities etc.

Unit Spell / Ability Appendix

This appendix goes into further details about the unit abilities and effects, like mana cost, range AoE, etc.

Quest Appendix

This appendix goes through all of the quests that are in the game; how and where you get them, what is involved and your reward.

Item Appendix

This appendix describes in details all of the items that will be available to the player throughout the game.

Technical Specs Appendix

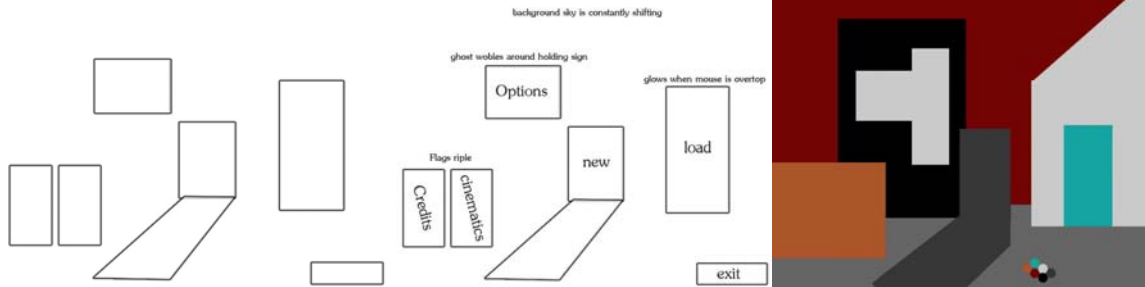
This appendix is here in place of a technical design document and it has details on rendering, graphics and lighting engines.

Competitive Analysis Appendix

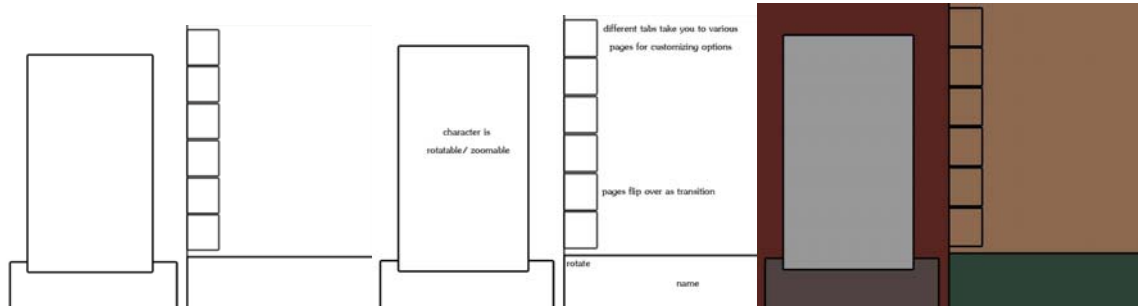
Title	Similar Features / Why they're a threat	Why we're better
Starcraft 2	Popular RTS franchise looks to be the next killer RTS game.	ToP is more than just a RTS. ToP is for people who want to break the mold of a traditional RTS.
Halo Wars	This game could go either way its something that we have to look into as more information is available.	Not enough information available yet.
Overlord	Similar single 'lord' commanding an army of gremlins	We have gremlins, and skeletons and zombies, and dozens of other unique creatures, and RTS strategy mode.
Heroes of Might and Magic IV	Extensive in-depth strategy franchise. Strong niche market we'd like to get in to.	Very different style of play. More customizability. Non-Linear game play.
Command and Conquer Supreme Commander	Currently one of the top RTS's on the market	ToP combines all complex tactical elements of C&C without all the base building and resource management.
Warhammer	Huge map in depth strategy RTS. Needs more research.	Needs more research.
Company of Heroes	RTS more based around capturing points. Needs more research.	Needs more research.
Warcraft 3	Rated as one of the best strategy games of all time. This game blends RPG and RTS elements but is essentially a RTS with only an RPG gimmick. It will be overshadowed by Starcraft 2.	Needs more research. ToP is both a RTS and RPG not only a RTS one with a small element of an RPG. You make your own hero in ToP WC3 give you one.

Menu Wireframe Appendix

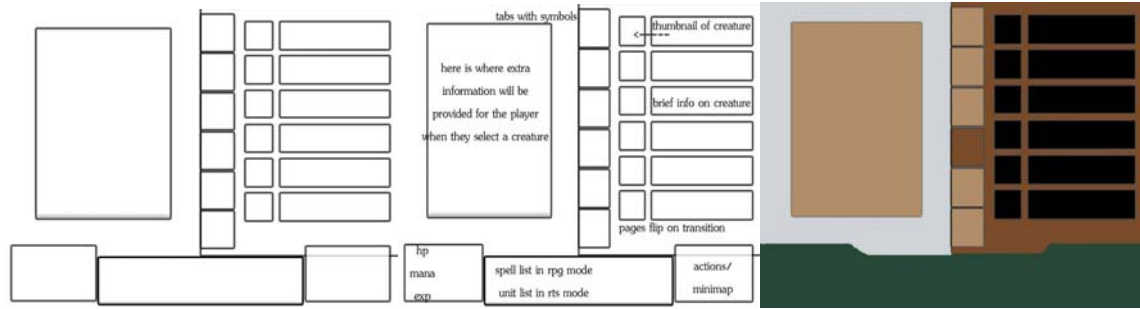
Main Menu



Character Creation



Creature Menu Tome



Necromancer Appendix

Overview

Your necromancer is everything in this game. You control the entire game through him/her. If they die you die. These are the basic statistics, attributes and



abilities that your necromancer can acquire throughout the game.

Statistics and attributes

These are the statistics that will be displayed on the character attributes page and what they mean

Statistics	Per point
Strength	+1% Damage, +2 HP, +.05 HP Regen
Dexterity	+1% Attack Speed, +.2% Movement Speed, +.2% evade
Re-animation	+6HP +.1 Armor, +0.03 HP Regen, +0.03 Mana Regen
Energy	+5 Mana, +.1 Mana Regen, +0.5% Spell Damage
Attributes	
Health (current and	Your maximum Health

max)

HP regen rate	The amount of HP you regain per second
Mana (current and max)	Your maximum mana
Mana regen rate	The amount of mana you regain per second
Dmg	How much damage you will deal with your current weapon or spell
Attack Speed	Determines how fast you can attack with your current weapon
Armor	Determines how much damage is reduced when attacked
Movement Speed	Determines how fast your hero will move

Experience

This is the level of experience your necromancer needs to reach the next level. At this point you will be given 5 stat points to distribute. This experience is based directly to your experience in the various skill classes.

Level	exp
Level 0	0
Level 1	1
Level 2	20
Level 3	45
Level 4	75
Level 5	125
Level 6	225
Level 7	350
Level 8	475
Level 9	625
Level 10	850
Level 11	1075
Level 12	1350
Level 13	1550
Level 14	1800
Level 15	2100

Skills and Abilities

These are various skills and abilities you can gain sorted by class and level requirement.

Necromancy

	Spells / Abilities	Passives
Level 1	Raise Skeleton	Shallow Grave
Level 2	Explosive Cadaver	Skeletal Mastery
Level 3	Puppeteer, Conjoined Horror	n/a
Level 4	Trapped Soul	Decomposing Growth
Level 5	Bone Dragon	Necromatic Mastery

Summoning

	Spells / Abilities	Passives
Level 1	Imp	n/a
Level 2	Flesh Golem	Improved Endurance
Level 3	Corpse Wagon, Fetid Sludge, Steed	n/a
Level 4	Succubus, Dark Dias	Unholy Resistance
Level 5	Fire Elemental	Cruel Imposition

Pestilence

	Spells / Abilities	Passives
Level 1	Zombify	n/a
Level 2	Inflict, Unholy Light	n/a
Level 3	Poison Wisp, Gravespike	Fetid Aura
Level 4	Noxious Cloud	Improved Poisons, Rapid Infestation
Level 5	n/a	Fetid Anointment

Arcane Sorcery

	Spells / Abilities	Passives
Level 1	Shower of Sparks	n/a
Level 2	Wall of Fire	Archaic Renewal
Level 3	Flicker, Soft Ground	n/a
Level 4	Abolish	Cerebral Bond
Level 5	Rain of Tears	Archaic Surge

Melee Proficiency

	Spells / Abilities	Passives
Level 1	Attack	Evade
Level 2	Block, Roll, Overpower	n/a
Level 3	Lunge	Improved Evade
Level 4	Breathless Howl	n/a
Level 5	Mindless Assault	Empowered Undercarriage

Wand/Staff

	Spells / Abilities	Passives
Level 1	Unholy Bolt	Wand Wielding
Level 2	Poison Tipped	Wand Proficiency I
Level 3	Renewal	Wand Proficiency II
Level 4	Multishot	Wand Proficiency III
Level 5	Scorch	Wand Proficiency IV

Coercion

	Spells / Abilities	Passives
Level 1	Speaking	Unholy Leadership
Level 2	Battle Orders	Unholy Leadership II
Level 3	Charge	Unholy Leadership III
Level 4	Reckless Requisition	Unholy Leadership IV
Level 5	n/a	Unholy Leadership V

Spell / Ability Appendix

Overview

These are details on the spells and abilities that your necromancer can learn. They are sorted by class as well as level requirement. There is also a brief explanation on what each column statistic means.

Necromancer Appendix !

Level: the level needed to unlock this ability

Mana: how much mana it cost to cast this spell/ use this ability

Cooldown: downtime between using a spell/ability

Duration: how long the spell lasts

Damage: how much damage does it deal

Range: how far u can cast this spell

AoE: Area of Effect that the spell effects

Effect: specifics about what the spell does

Necromancy

Level	Name	Mana	Cooldown	Duration	Damage	Range	AoE	Effect
1	Raise Skeleton	8	5	n/a	n/a	20	n/a	See Skeleton unit.
1	Shallow Grave	n/a	n/a	n/a	n/a	n/a	n/a	Allows Raise skeleton to be used on graves
2	Explosive Cadaver	12	12	n/a	*	15	5	Explodes a corpse dealing 20% of the units health in a 5 unit AoE
2	Skeletal Mastery	n/a	n/a	n/a	n/a	n/a	n/a	Skeletons gain +5 HP, +5 Movement speed +5 and +1-3 damage.
3	Pupeteer	16	30	n/a	n/a	20	n/a	See Pupeteer unit.
3	Conjoined Horror	35	300	n/a	n/a	20	n/a	See Conjoined Horror unit.
4	Trapped Soul	45	7	n/a	n/a	30	n/a	See Trapped Soul unit.
4	Decomposing Growth	n/a	n/a	n/a	n/a	n/a	n/a	Necromatic units gain +15% HP, +1 HP regen and +1-2 Armor
5	Necromatic Mastery	n/a	n/a	n/a	n/a	n/a	n/a	Necromatic units gain +10% Damage, +10% Resist, +10% Movement Speed and +15% Attack Speed.
5	Bone Dragon	240	900	n/a	n/a	n/a	n/a	See Bone Dragon unit.

Summoning

1	Imp	15	300	n/a	n/a	n/a	n/a	See Imp unit.
2	Flesh Golem	28	300	n/a	n/a	n/a	n/a	See Flesh Golem unit.
2	Improved Endurance	n/a	n/a	n/a	n/a	n/a	n/a	Summoned units gain +10% HP, and + 10% Movement speed
3	Corpse Wagon	30	300	n/a	n/a	n/a	n/a	See Corpse Wagon unit.
3	Fetid Sludge	42	450	n/a	n/a	n/a	n/a	See Fetid Sludge unit.
3	Steed	30	n/a	n/a	n/a	n/a	n/a	Summons rideable horse. Increases movement speed for necromancer by 30%
4	Succubus	75	600	n/a	n/a	n/a	n/a	See Succubus unit.
4	Unholy Resistance	n/a	n/a	n/a	n/a	n/a	n/a	Summoned units gain +15% resist +3 armor.
4	Dark Dias	45	180	20	n/a	n/a	n/a	Creates a platform that protrudes from the ground beneath you. Prevents melee attackers from reaching you.
5	Cruel Imposition	n/a	n/a	n/a	n/a	n/a	n/a	Summoned units gain +20% attack speed.
5	Fire Elemental	120	900	n/a	n/a	n/a	n/a	See Fire Elemental unit.

Pestilence

1 Zombify	9	45	n/a	5-10	melee	n/a	If unit is killed within 5 seconds of spell it turns into a zombie.
2 Unholy Light	14	30	15	n/a	20	15	Reduces all units in target area resistance by 15%
2 Inflict	13	45	5	8-12	20	n/a	If unit is killed within 5 seconds of spell it turns into a zombie.
3 Poison Whisp	16	15	10	2-4	25	n/a	Damage over Time.
3 Fetid Aura	n/a	n/a	n/a	5-12	n/a	5	Damage over time area of effect around you.
4 Noxious Cloud	75	60	5	8-16	25	20	(DoT) If any units are killed within 5 seconds of spell they turn into a zombie.
4 Improved Poisons	n/a	n/a	n/a	n/a	n/a	n/a	Improves all poisonous damage by 20%
4 Rapid Infestation	n/a	n/a	n/a	n/a	n/a	n/a	Decreased the zombify cooldown on zombies by 5 seconds.
5 Fetid Anointment	n/a	n/a	n/a	n/a	n/a	n/a	Applies fetid aura to all zombies.

Arcane Sorcery

1 Shower of Sparks	3	3.5	n/a	n/a	n/a	n/a	
2 Wall of Fire	22	20	12	2-6	15	15	Shork range damage.
2 Archaic Renewal	n/a	n/a	n/a	5-9	15	5*20	Creates a wall of fire 5 by 20 units perpendicular from cast. Damage over time.
3 Flicker	25	30	n/a	n/a	n/a	n/a	Improves mana regeneration by 50%
3 Soft Ground	38	45	8	n/a	20	15	Teleports caster to target location
3 Grav spike	44	30	3-5	n/a	15	0	All units in target area have movement reduced by 40% and armor by 2.
4 Abolish	52	60	n/a	10-20	40	n/a	A large spike bursts from the ground stunning the target for 3-5 seconds.
4 Cerebral Bond	n/a	n/a	n/a	45-65	n/a	n/a	Single target nuke
5 Rain of Tears	15*	20	15	n/a	30	30	Improves mana regeneration on yourself and all units by 100%
5 Archaic Surge	n/a	n/a	n/a	20-35	30	30	Drains 15 mana per second while casting.
				n/a	n/a	n/a	Reduces cooldowns on all spells by 10%

Melee Proficiency

1 Attack	n/a	n/a	n/a	n/a	n/a	n/a	
1 Evade	n/a	n/a	n/a	*	n/a	*	Allows necromancer to wield weapons. * Depends on weapon.
2 Block	n/a	n/a	n/a	n/a	n/a	n/a	Allows necromancer to evade certain attacks.
2 Roll	n/a	n/a	n/a	n/a	n/a	n/a	Allows necromancer to block attacks stunning the attacker.
2 Overpower	20	30	2-4	n/a	5	n/a	A quick roll to escape attackers
3 Lunge	n/a	5	n/a	5-15	melee	n/a	A quick attack the does additional damage and stuns the opponent
3 Improved Evade	n/a	n/a	n/a	n/a	10	n/a	A quick leap forwards towards target
4 Breathless Howl	35	30	2-4	n/a	n/a	n/a	Improves current evade percentage by 20%
5 Mindless Assault	50	45	n/a	0	n/a	10	Stuns all targets around necromancer temporarily.
5 Empowered Undercarr	n/a	n/a	n/a	*	n/a	n/a	Increases weapon damage by 50% and attack speed by 20%.
				n/a	n/a	n/a	Improves armor by 50% and HP regeneration by 20%.

Wand/Staff

1 Unholy Bolt	2	*	n/a	*	n/a	Adds 10% magic damage to attack.
1 Wand Weilding	n/a	n/a	n/a	n/a	n/a	Allows user to use wands/Staffs
2 Poison Tipped	4	*	3	*	n/a	Adds 7% poison damage for 3 seconds.
2 Wand Proficiency I	n/a	n/a	n/a	n/a	n/a	Adds +10% Dmg
3 Renewal	5	*	n/a	*	n/a	Heals friendly unit for 1.5* weapon damage.
3 Wand Proficiency II	n/a	n/a	n/a	*	n/a	Adds +12% Dmg, +10% Range
4 Multishot	15	n/a	n/a	*	n/a	Shoots two shots, one at original target and the other at the closest enemy.
4 Wand Proficiency III	n/a	*	n/a	*	n/a	Adds +15% Dmg, +13% Range, +10% Attack speed.
5 Scorch	30	**	5	*	*	Deals 25% fire damage that burns the ground for 5 seconds. **Cooldown x2.
5 Wand Proficiency IV	n/a	*	n/a	*	*	Adds +20% Dmg, +16% Range, +15% Attack speed, +7 AoE

*Spell damage, range and cooldown based on weapon stats

Coercion

1 Speaking	n/a	n/a	n/a	n/a	n/a	Allows necromancer to communicate with NPC's and accept quests.
1 Unholy Leadership	n/a	n/a	n/a	n/a	n/a	Allows you to control the undead
2 Unholy Leadership II	n/a	n/a	n/a	n/a	n/a	Improves all units under your command. +4% HP, +2%Dmg.
2 Battle Orders	20	120	15	n/a	30	All units gain +15% damage
3 Charge	35	240	20	n/a	45	All units gain +20% movementspeed until they attack something.
3 Unholy Leadership III	n/a	n/a	n/a	n/a	n/a	Improves all units under your command. +9% HP, +5%Dmg. +3%Attack speed
4 Unholy Leadership IV	n/a	n/a	n/a	n/a	n/a	Improves all units under your command. +14% HP, +9%Dmg. +5%Attack speed
4 Reckless Requisition	100	600	n/a	n/a	60	All units gain +15% movement speed and +20% attack speed.
5 Unholy Leadership V	n/a	n/a	n/a	n/a	n/a	Improves all units under your command. +18% HP, +12%Dmg. +7 %Attack speed +4% Movement speed +6% Resistance.

Unit Appendix

Overview

These are all of the units that will be in the game. Below is a guide on how damage is death according to armor. As well, there is a brief description of what each attribute means.

		Armor Type		
		Light	Normal	Heavy
Damage	Normal	100%	80%	60%
Type	Peirce	120%	100%	80%
	Magic	80%	80%	80%

Name: The name of the unit

Allegiance: What nationality this unit belongs to

Useable Corpse (UC): whether the unit drops a useable corpse upon death

HP: how much health this unit has

HP Regen: How much health this unit regens per second

Mana: How much mana this unit has

Mana Regen: How much mana this unit regens per second

Movement Speed (MS): how fast the unit moves

Damage: how much damage the unit can deal each attack

Attack Type: the type of damage the unit does

Attack Speed (AS): the time between attacks

Range: How far the unit can shoot

Armor type: the type of armor the unit has

Armor Rating (RT): how much damage is reduced on each attack

Spell Resistance (SR): This works in two ways: One the chance that a unit will evade a certain spell or ability

Abilities/spells: that names of the spells the units can cast

* = Later in the game * stats will vary based on the corpse/unit used

Undead Units

Name	Alligence	UC	HP	Regen	Mana	Regen	MS	Damage	Attack	AS	Range	Armor	AR	SR	Abilities / Spells
Skeleton	Undead	no	35 *	.3	0	0	260	1-4 *	Normal	1.5	melee	Light	0	3%	Bones
Zombie	Undead	no	55 *	.3	0	0	230	2-5 *	Normal	1.8	melee	Light	0	10%	Zombify
Flesh Golem	Undead	no	150	-1	0	0	250	12-15	Normal	1.8	melee	Medium	2	0%	Consume
Pupeteer	Undead	no	45	1	50	.3	250	3-7	Magic	2	30	Light	1	20%	Re-animate, Curse
Conjoined Horror	Undead	no	125 *	1	0	0	240	10-15 *	Normal	2.5	melee	Heavy	3.5	10%	Consume, Integrate
Trapped Spirit	Undead	no	90 *	0	0	0	300	15-20 *	Magic	1.7	melee	Ethereal	0	-25%	Condemned
Succubus	Undead	no	80	1.5	75	.5	280	11-15	Piercing	1.8	melee	Medium	3	25%	Possess, Drain Will
Imp	Undead	no	35	.5	45	.2	280	3-7	Magic	1.3	35	Light	0	15%	Taunt, Fire Ring
Fetid Sludge	Undead	no	60	2	40	.2	250	6-8	Magic	1.8	melee	Medium	2	40%	Nauseous Gas, Filth
Vampire	Undead	no	75 *	.5	0	0	280	8-12 *	Normal	1.7	melee	Medium	2	10%	Vampirize, Drain Health
Fire Elemental	Undead	no	115	1.2	0	0	275	4-14	Magic	1.4	8	Ethereal	2	25%	Engulfed in Flame
Bone Dragon	Undead	no	250	3	65	2	320	30-44	Magic	2.6	15	Heavy	6	30%	Bones, Fear, Black Breath
Gorgon	Undead	no	65	2.5	80	1	260	14-19	Piercing	1.8	30	Medium	2.5	25%	Stone Gaze, Drain Will
Beholder	Undead	no	80	2	120	2	275	15-27	Magic	2.1	20	Medium	4	30%	Fear
Corpse wagon	Undead	no	45	0	0	0	230	0	n/a	0	0	Heavy	3	10%	Load Corpses

Human Units

Name	Alligence	UC	HP	Regen	Mana	Regen	MS	Damage	Attack	AS	Range	Armor	AR	SR	Abilities / Spells
Peasant	Human	yes	25	.4	0	0	245	1-3	Normal	1.9	melee	Light	0	5%	Raise Militia
Town Militia	Human	yes	45	.5	0	0	250	2-4	Normal	1.7	melee	Light	1	8%	none
Footman	Human	yes	55	.6	0	0	260	5-8	Normal	1.8	melee	Medium	1	10%	Shield Wall
Preist	Human	yes	40	.6	35	.3	250	3-5	Magic	1.8	35	Light	0	14%	Purify, Faith, Bless
Archer	Human	yes	35	.4	0	0	260	1-5	Peircing	1.5	45	Light	1	10%	none
Knight	Human	yes	80	.7	0	0	290	8-12	Normal	1.7	melee	Heavy	2	15%	Charge
Paladin	Human	yes	100	.7	40	.2	280	11-13	Normal	1.7	melee	Heavy	3	15%	Purify, Holy Light, Faith
Balista	Human	no	70	0	0	0	210	15-32	Pericing	3.8	10-70	Heavy	4	0	none
Herbalist	Human	yes	45	1.1	40	.2	250	2-4	Magic	1.7	25	Light	1	20%	Revitalize, Heal, Bless

Barbarian Units

Name	Alligence	UC	HP	Regen	Mana	Regen	MS	Damage	Attack	AS	Range	Armor	AR	SR	Abilities / Spells
Warrior	Barbarian	yes	55	.6	0	0	255	6-8	Normal	1.8	melee	Light	0	5%	Bloodlust
Shaman	Barbarian	yes	45	.5	40	0	250	4-6	Normal	1.7	melee	Light	1	15%	Revitalize, Boon
Berzerker	Barbarian	yes	70	.6	0	0	265	12-16	Normal	1.5	melee	Medium	1	10%	Bloodlust, Battle Cry
Trained Goblin	Barbarian	yes	35	1	0	0	280	2-7	Normal	1.2	15	Light	0	20%	Taunt
Goblin on Goat	Barbarian	yes	50	1.3	0	0	310	2-7	Normal	1.2	15	Light	1	20%	Taunt
Lord	Barbarian	yes	125	2	60	1.2	290	15-23	Normal	1.8	melee	Heavy	3	15%	Battle Cry
Mounted Berserk	Barbarian	yes	140	2	0	0	290	18-26	Normal	1.6	melee	Heavy	4	15%	none

Forest Units

Name	Alligence	UC	HP	Regen	Mana	MS	Damage	Attack Type	AS	Range	Armor Type	AR	SR	Abilities / Spells
Woodsgman	Druids	yes	55	.7	0	270	4-6	Normal	1.6	melee	Light	1	8%	Call of the Forest
Druid	Druids	yes	40	.6	60	240	3-7	magic	1.3	30	Light	0	26%	Revitalize, Roots
Treant	Druids	no	250	3	35	220	20-35	Normal	2.5	melee	Heavy	6	15%	Thick Bark, Roots
Centaur Lancer	Druids	yes	90	1	0	320	14-17	Normal	1.8	melee	Medium	3	5%	Charge
Centaur Scout	Druids	yes	75	.8	0	305	5-12	Peircing	1.2	20	Light	1	5%	none
Centaur Warrior	Druids	yes	60	1.5	0	310	15-19	Normal	1.7	melee	Heavy	3	5%	Battle Cry
Centaur Priestess	Druids	yes	35	1	50	305	2-4	magic	1.7	15	Light	1	5%	Revitalize, Boon

Lizardmen Units

Name	Alligence	UC	HP	Regen	Mana	MS	Damage	Attack Type	AS	Range	Armor Type	AR	SR	Abilities / Spells
Lizardmen	Lizardmen	yes	35	1	0	250	2-4	Normal	1.8	melee	Light	1	30%	none
Lizardman	Lizardmen	yes	45	1.5	40	260	4-8	magic	1.7	30	Light	1	35%	Boon
Elder	Lizardmen	yes	60	2	0	280	6-14	Normal		melee	Medium	2	30%	Charge
Charger	Lizardmen	yes	80	5	0	240	12-17	Normal		melee	Heavy	3	30%	none
Brute	Lizardmen	yes	55	4	0	260	4-16	magic	2.5	15	Medium	2	30%	Fire Breath
Pyrite	Lizardmen	no	150	8	0	240	19-23	normal	.5	melee	Heavy	4	45%	Multi-Attack
Hydra	Lizardmen	no	65	.7	0	200	8-14	Normal	1.7	5	Medium	2	5%	Leap, Devour
Giant Frog	Lizardmen	no	135	3	0	275	16-21	magic	1.5	melee	Ethereal	2	45%	Devour

Neutral Units

Name	Alligence	UC	HP	Regen	Mana	MS	Damage	Attack Type	AS	Range	Armor Type	AR	SR	Abilities / Spells
Deer	Neutral	no	15	.3	0	290	1-3	Normal	1.7	melee	Light	0	5%	Passive
Cows	Neutral	no	25	.3	0	240	2-3	Normal	2.5	melee	Light	0	5%	Passive
Sheep	Neutral	no	10	.3	0	240	1-2	Normal	2.5	melee	Light	0	5%	Passive
Boar	Neutral	no	25	.3	0	260	3-5	Normal	1.9	melee	Light	2	5%	Passive
Wolf	Neutral	no	20	.3	0	270	1-4	Normal	1.3	melee	Light	1	5%	Passive
Minotaur	Neutral	yes	80	.8	0	250	14-24	Normal	2.0	melee	Heavy	5	15%	Aggressive, Gore
Ogre	Neutral	yes	120	1.5	0	250	18-26	Normal	2.3	melee	Heavy	5	20%	Aggressive, Bloodlust
White Dragon	Neutral	no	400	7	120	330	50-65	Magic	2.8	30	Ethereal	10	45%	Passive, Devour
Basalisk	Neutral	no	250	6	0	250	22-35	Normal	2.4	melee	Heavy	6	30%	Aggressive, Devour
Goblin	Neutral	yes	35	1	0	280	4-8	Normal	1.2	15	Light	0	20%	Taunt

Unit Spell / Ability Appendix

Overview

These are all of the units that will be in the game. Below is a guide on how damage is dealt according to armor. As well, there is a brief description of what each attribute means.

Mana: how much mana it cost to cast this spell/ use this ability

Cool down: downtime between using a spell/ability

Duration: how long the spell lasts

Damage: how much damage does it deal

Range: how far u can cast this spell

AoE: Area of Effect that the spell effects

Effect: specifics about what the spell does

Name	Mana	Cool down	Duration	Damage	Range	AoE	Effect
Aggressive	n/a	n/a	n/a	n/a	n/a	n/a	This unit will attack if within range
Battle Cry	0	60	40	0	0	30	Increases attack speed by 15% and HP regen by 1
Black Breath	45	60	0	35-45	20	30	Burns all units in a cone shaped wave. Units killed instantly turn into skeletons
Bless	10	30	0	0	20	0	increases spell resistance by 15% and armor by 2
Bloodlust	0	30	10	0	0	0	Increases attack speed by 20% and movement speed by 10%.
Bones	0	0	n/a	n/a	0	0	This unit is made of bones and takes 50% less damage from piercing attacks.
Boon	20	30	45	0	20	0	Improves units armor by 3
Call of the Forest	0	120	n/a	0	0	120	Calls all neutral units within range to aid in the battle.
Charge	0	30	0	0	50	0	Unit gains 20% bonus speed and locks onto target until first attack

Condemned	0	0	120	n/a	0	0	This unit will be destroyed unless it is in combat with another unit.
Consume	0	10	3	n/a	melee	0	Consumes corpse to regain 20% of max HP
Curse	25	30	30	n/a	40	35	Effected units have damage done to them increased by 25%
Devour	0	120	0	0	0	0	This unit has the ability to devour a unit whole.
Drain Health	0	0	0	0	0	0	Heals unit for 25% of damage dealt.
Drain Will	20	20	30	n/a	25	0	Effected unit cannot attack and will flee from the battle
Engulfed in Flame	0	0	0	2-6	0	5	Burns all units around unit.
Faith	0	0	n/a	n/a	0	45	Unit gains 1% more spell resistance for every other unit with faith nearby
Fear	30	60	0	0	0	40	All units within range flee from the battle temporarily
Filth	0	0	0	0	0	30	Increases spell resistance by 5% to all friendly units (does not stack)
Fire Ring	30	120	20	4-9	30	30	Creates a small ring of fire that burns the ground damaging the enemy (damage over time).
Gore	0	30	0	10-15	melee	n/a	Flings unit 20 units away and stuns them for 2 seconds
Heal	5	4	0	0	25	0	Heals unit for 15-25 HP
Holy Light	25	120	60	0	0	30	Stops regen of all undead units effected
Integrate	0	15	n/a	n/a	melee	0	Consumes corpse and adds 20 hp, .1 hp regen, 1-2 damage, and .3 armor.
Leap	0	45	0	0	25	0	This unit can leap from one place to another.
Multi-Attack	0	0	0	0	melee	0	Allows unit to attack multiple units at once.
Nauseous Gas	0	0	15	0	0	10	Any unit within range has movement reduced by 25% and armor reduced by 1.
Passive	n/a	n/a	n/a	n/a	n/a	n/a	This unit will not attack unless provoked

Possess	45	120	60	n/a	melee	0	Unit is under your control for duration of the spell.
Purify	15	25	n/a	10-20	40	0	Attempts to destroy an undead unit. (does not affect non-undead units or your Necromancer)
Raise Militia	0	0	n/a	n/a	n/a	50	If at least 5 other presents are within range they will form a militia group.
Re-animate	30	0	n/a	n/a	50	0	Turns corpse into a skeleton. That skeleton is condemned
Revitalize	25	30	0	0	25	30	Heals units for 25-35 HP, and increases attack speed by 10%
Roots	20	45	5	0	10	0	Immobilizes units with thick roots
Shield Wall	0	0	0	0	0	10	Footman gain +1 armor for each other footman within 10 AoE
Taunt	10	60	15	n/a	50	0	Effected unit will only attack the imp.
Thick Bark	n/a	n/a	n/a	n/a	n/a	n/a	Reduces damage by all non-magical attacks by 3.
Vampirize	0	300	0	0	0	0	Turns an enemy unit into a vampire.
Zombify	0	25	For one Attack	n/a	melee	0	30% Chance on attack to turn enemy into a zombie, if killed.

NPC Appendix

Overview

This is a list of all the NPC's that you will interact with in the game. Some units general stats are relative to your progress in game. This means that depending on how far in the game you have gone these units will be stronger to better reflect what stage you are at. (this helps balance out the game when players choose different paths)

Friendly NPC's

These NPC's will always have a positive disposition towards you regardless of what you do.

Veundor

Appearance/model: Skeleton but larger

Skills / Abilities: Blocks attacks, Lunge Attack, self resurrecting (will come back if defeated in a battle)

General Stats: about 80% strong that all of your other skeletons

Location: Start of Game

Description: This is the first character that you are introduced to. He is your second in command. You don't control him during the tutorial but he becomes one of your units after you complete it.

Lord Tuuryl

Appearance/model: Vampire

Skills / Abilities: Vampirism, self resurrecting (will come back if defeated in a battle)

General Stats: about twice as strong as all of your other vampires.

Location: Vampire Tomb

Description: Lord Tuuryl is a vampire lord during the war he disappeared and it is not know what became of him. If he survived it would be well worth the players effort to find him as he was a great

ally during the way. During the vampire quest you will come across Lord Turryl if you successfully complete it he will join you.
(will join your cause upon completing the vampire quest)

Neutral NPC's

These NPC's will start out neutral to you but depending on what sorts of quests you have completed or what stage in the game you are at they may set their alliance for or against you.

Pyre Femral

Appearance/model: Puppeteer black

Skills / Abilities: Summons Skeletons, zombies,

General Stats: Relative to your progress in game

Location: Black Tower area

Description: One of your old undead lords helping him rise back to power will allow you access to him and his units but set Gravik and Treyulk as enemies.

(may or may not join your cause)

Pyre Gravik

Appearance/model: Puppeteer green

Skills / Abilities: Summons Skeletons, High poisons AoE spells,

General Stats: Relative to your progress in game

Location: Black Tower area

Description: One of your old undead lords helping him rise back to power will allow you access to him and his units but set Femral and Treyulk as enemies.

(may or may not join your cause)

Pyre Treyulk

Appearance/model: Puppeteer purple

Skills / Abilities: Summons Skeletons, Has high level arcane spells.

General Stats: Relative to your progress in game

Location: Black Tower area

Description: One of your old undead lords helping him rise back to power will allow you access to him and his units but set Gravik and Femral as enemies.

(may or may not join your cause)

Kreal

Appearance/model: Paladin (black)

Skills / Abilities: Blocks attacks, Charge, self resurrecting (will come back if defeated in a battle)

General Stats: 2x as strong as other paladins + relative to progress in game

Location: Black Tower area

Description: This is a corrupt paladin that is wandering around the world. Nothing is known about him, he may approach you with an offer of joining or a quest or may just attack you outright.

(may or may not join your cause)

Nightmare

Appearance/model: Horse (black with red flames)

Skills / Abilities: Charge, self resurrecting

General Stats: relative to progress in game

Location: Swamp/Marsh

Description: Will be neutral to you until you start the nightmare quest. Once the quest has been accepted he will become an enemy and will attack you and flee. If you are able to complete the quest he will replace your summon steed spell.

Lycia

Appearance/model: Gorgon

Skills / Abilities: AoE stone from with low cool down

General Stats: Relative to your progress in game

Location: Lost Cavern

Description: Leader of the gorgons. Her and her sisters fight the beholder in the lost cavern. Help her defeat them and they will join you.

Zzuthre

Appearance/model: Beholder

Skills / Abilities: Has high level arcane spells.

General Stats: Relative to your progress in game

Location: Lost Cavern

Description: One of few beholders that have mastered langue, a skill that they feel is primitive. Help him defeat the gorogns and he will join your cause

Myststalker

Appearance/model: White Dragon

Skills / Abilities: Greater AoE attacks

General Stats: Relative to your progress in game

Location: Wanders around map

Description: One of the toughest units in the map see quest for more details.

Enemy NPC's

Breath

Appearance/model: Barbarian Lord

Skills / Abilities: Blood Lust, Charge, Battle Cry

General Stats: relative to game progress

Location: Stranglathron

Description: This is one of the decedents of Straglathron. He is the leader of the barbarians. Defeating him will effectively count as defeating the barbarians. (although this doesn't mean the remaining troops will stop attacking you.)

Lord Mire Farkun

Appearance/model: Footman

Skills / Abilities: Blocks attacks, Shield Wall, Faith

General Stats: relative to game progress

Location: Lorthak area

Description: This is the lord of Lorthak. He will stay in his castle till the bitter end. Defeating him will effectively count as defeating Lorthak. (although this doesn't mean the remaining troops will stop attacking you.)

Jyle Tabishal

Appearance/model: Archer

Skills / Abilities: Blocks attacks, Summon Steed, Faith

General Stats: relative to game progress extended range

Location: Procilash area

Description: This is the merchant lord of Procilash. He will venture out of his castle multiple times to join crusades sniping your units with his masterful archery but will flee from losing battles back to his stronghold. Defeating him will effectively count as defeating Procilash. (although this doesn't mean the remaining troops will stop attacking you.)

King Viucian

Appearance/model: Knight

Skills / Abilities: Blocks attacks, Charge, Faith, Arcane Magic.

General Stats: relative to game progress

Location: Crenalluim

Description: This is the King of Crenium. He is beginning to get old and is effectively the puppet of the Kindred of Righteous. Beware he knows strong arcane magic and will defend himself feverishly. Defeating him will effectively count as defeating Crenalluim. (although this doesn't mean the remaining troops will stop attacking you.)

Tribal Chech

Appearance/model: Lizardman Shaman

Skills / Abilities: Blocks, Arcane Magic, mass heals, boons

General Stats: relative to game progress

Location: Swamps

Description: This is the spiritual leader of the Lizardmen. He will venture in and around the swamps helping his people but will flee

losing battles. Defeating him will effectively count as defeating Lizardmen. (although this doesn't mean the remaining troops will stop attacking you.)

Magniroot

Appearance/model: Treant

Skills / Abilities: call of the wild, roots, Thick Bark

General Stats: relative to game progress 300% size of treants

Location: Forest

Description: This is the lord of Lorthak. He will stay in the forest, very slow moving, but massive with huge attack. Defeating him will effectively count as defeating nature druids. (although this doesn't mean the remaining troops will stop attacking you.)

Quest Appendix

Overview

Other than the first three, quests will be given out or can be accepted completely at the players discretion. Many quests will be randomly suggested to the player by their underlings after learning information in battles. (for example after a successful raid a quest may pop to further that exploration) Many other quests are dependent on others and may or may not show up depending on what other quests you have done.

Name: as seen in game in quests page of your tome

Requirements: what you need to have completed or obtained before you can start this quest, ie reached level have items completed quests etc...

Description: a generalized description of what would be seen in game

Objective: the actual direct goal of the quest

Rewards: only show the direct reward granted after completing a quest many quests have mini rewards or rewards as side effects of completing a quest, for example when killing off a king or lord a side effect reward is being able to capture his stronghold and claim it as your own

Dev notes: these are notes to the developer on what to include in this quest

Emerge

Requirements: start the game

Description: Escape the tomb

Objective: reach the outside of the tomb

Reward: Veundor joins your cause

Dev notes: this is the first quest and serves as the RPG tutorial

The First Culling

Requirements: completeting "Emerge"

Description: attack and destroy a small farm house

Objective: kill 10 peasants raise, 1 skeleton raise, 1 zombie

Reward: reach level 1

Dev notes: this is the second quest and serves as the RTS tutorial

Reconstruction

Requirements: completing "The First Cull"

Description: Reconstruct your army and take your first fortress to retake your claim on this world

Objective: Capture your first stronghold create a portal

Reward: Summon Portal spell

Dev notes: this is your first free will quest its meant to be very open ended the player can choose whatever they want to attack to try and complete this.

Recovery of Lord Tuuryl

Requirements: level 3

Description: Explore the ancient vampire burial chambers for any remains of Lord Tuuryl

Objective: Find Lord Tuuryl

Reward: Lord Tuuryl will join your cause

Dev notes: This quest is randomly given out after information is gathered during a raid. The location of the cave is hinted towards, the player needs to enter the tombs defeat the spirits / monsters inside and then escape with Tuuryl who will be barricaded in a room

Re-enforce the Gorgons

Requirements: none

Description: help the gorgons purge the beholders from their cave

Objective: kill all the beholders

Reward: gain access to gorgons

Dev notes: completing this quest stops you from completing rescue the beholders

Rescue the Beholders

Requirements: none

Description: defend the beholders from the gorgon attacks

Objective: defeat all the gorgons

Reward: you will gain access to beholders

Dev notes: completing this quest stops you from completing re-enforce the gorgons.

Nightmare

Requirements: level 3 summoning, level 5 overall

Description: capture the nightmare

Objective: capture and control nightmare

Reward: Nightmare will replace your summon steed spell

Dev notes: see nightmare NPC for more details. Quest randomly given out after successful raid.

Recovery of the Eye of Silis

Requirements: level 3

Description: Recover the lost amulet the Eye of Silis from the ancient tomb of the eyeless.

Objective: Find eye of silis

Reward: Obtain the eye of silis

Dev notes: See Eye of Silis Item for more details. Tomb should have lots of undead/ ghosts. Quest randomly given out after successful raid.

Recovery of the Fetid Arm

Requirements: level 5

Description: Find and recover the fetid arm from Lord Koorduk's tomb.

Objective: Find fetid arm

Reward: Obtain the Fetid Arm

Dev notes: See Fetid Arm item for more details. Fetid arm is located within a tomb of an old necromancer from before even your time. Lots of poisonous traps. Quest randomly given out after successful raid.

Plume Plate

Requirements: level 5

Description: Search out the Plume Plate and take it for your own.

Objective: Find Plume Plate

Reward: Obtain the Plume Plate

Dev notes: See Plume Plate item for more details. Plume plate is guarded within the swamps around the lizardman area as well as a very strong basalisk. Quest randomly given out after successful raid.

Crafting of the Ever Cleave

Requirements: level 7

Description: Recover the blood of Lord Turryl and the oils of Kulri.

Objective: Find the blood of Lord Tuuryl and the oils of Kulri

Reward: Obtain Ever Cleave

Dev notes: See Ever Cleave item for more details. If you have Lord Tuuryl he will give you the blood willingly, if not you are prompted to find him. The oils are from an ancient rival vampire, Kulri, it is said that the two together would produce a substance of unimaginable strength. Combine these items with Quest randomly given out after successful raid.

Kreal

Requirements: level 3

Description: Kreal the black paladin wishes to have his soul released

Objective: Either Trap Kreal's soul or Kill him and grant his wish

Reward: Gain control of Kreal, or Gain his black armor.

Dev notes: Kreal will not attack the player at first but depending rather avoid contact after the first meeting. If the player attacks kreal he will immediately defend himself, if the player goes into the tomb to attempt to capture kreal's lost soul he will immediately attack trying to stop you from obtaining it. Either way the player must face him.

Pyre Femral

Requirements: Level 3

Description: Help Pyre Femral regain power among the bickering liches

Objective: defeat Gravik and Treyulk

Reward: Pyre Femral and his troops will join your cause

Dev notes: completing this quest stops you from completing the quests for Gravik and Treyulk. All three of these undead groups will be in constant conflict with each other but will ignore you until you interfere.

Pyre Gravik

Requirements: Level 3

Description: Help Pyre Gravik regain power among the bickering liches

Objective: defeat Femral and Treyulk

Reward: Pyre Gravik and his troops will join your cause

Dev notes: completing this quest stops you from completing the quests for Femral and Treyulk. All three of these undead groups will be in constant conflict with each other but will ignore you until you interfere.

Pyre Treyulk

Requirements: Level 3

Description: Help Pyre Treyulk regain power among the bickering liches

Objective: defeat Gravik and Femral

Reward: Pyre Treyulk and his troops will join your cause

Dev notes: completing this quest stops you from completing the quests for Gravik and Femral. All three of these undead groups will be in constant conflict with each other but will ignore you until you interfere.

Destroy the great White Dragon

Requirements: Level 9

Description: Destroy the so-called benevolent white dragon

Objective: Kill Myststalker

Reward: Myststalker Essence item

Dev notes: Myststalker will wander around the map all game ignoring any and everyone and will even attempt to avoid battles. If the player is of the proper level and is able to sustain enough damage to goad him into a fight he will swoop down and attack.

Silence of the Banshees

Requirements: Level 5

Description: Eliminate the banshees that haunt the swamps within the lizardmen territory

Objective: Destroy all 5 banshees

Reward: Each banshee will drop a crystal shard. When all the shards are put together it creates the Glimmer Chain amulet item.

Dev notes: The 5 banshees wander around separately in the mists but an aura will stop units other than the necromancer from getting to close so he has to face them one on one. The banshees are regular spirits but with improved stats (without the degenerate passive so they don't die if not in combat)

Pirate Whispers

Requirements: Level 2

Description: Rumors of a pirate cove along the shore require investigation.

Objective: Explore the pirate cave grab any loot worth grabbing

Reward: 2 x Random stat Elixir

Dev notes: Filled with spirits... possibly with pirate hats? End of cave has chest with elixirs.

Conquer the Kingdoms (main quest)

This is part of the main quest and consists of defeating all the major powers in the world of Weltire. Defeating all the main leaders then finally defeating the kindred of the righteous.

Defeat Magniroot

Requirements: Reconstruction

Description: Defeat Magniroot and the Nature Druids

Objective: Kill Magniroot

Reward: Defeating Magniroot

Dev notes: completing this is part of the main quest, defeating all the kingdoms is the final goal of the game.

Defeat Tribal Chech

Requirements: Reconstruction

Description: Defeat Tribal Chech and the Lizardmen

Objective: Kill Chech

Reward: Defeating Chech

Dev notes: completing this is part of the main quest, defeating all the kingdoms is the final goal of the game.

Defeat Jyle Tabishal

Requirements: Reconstruction

Description: Defeat Jyle Tabishal and his armies

Objective: Kill Jyle Tabishal

Reward: Defeating Jyle Tabishal

Dev notes: completing this is part of the main quest, defeating all the kingdoms is the final goal of the game.

Defeat King Viucian

Requirements: Reconstruction

Description: Defeat King Viucian and his armies

Objective: Kill King Viucian

Reward: Defeating Viucian

Dev notes: completing this is part of the main quest, defeating all the kingdoms is the final goal of the game.

Defeat Lord Mire Farkun

Requirements: Reconstruction

Description: Defeat Lord Mire Farkun and his armies

Objective: Kill Lord Mire Farkun

Reward: Defeating Lord Mire Farkun

Dev notes: completing this is part of the main quest, defeating all the kingdoms is the final goal of the game.

Defeat Breath

Requirements: Reconstruction

Description: Defeat Breath and the barbarians

Objective: Kill Breath

Reward: Defeating Breath

Dev notes: completing this is part of the main quest, defeating all the kingdoms is the final goal of the game.

Defeat the Kindred of the Righteous

Requirements: Completion of "Conquer the kingdoms"

Description: Seek out and destroy the Kindred of the Righteous

Objective: Destroy the Kindred of the Righteous

Reward: Complete the game

Dev notes: This is the end of the game and will come down to a combination of one on one combat with the kindred zealots and army vs army. After the last kingdom has been defeated the kindred will spawn a giant army on the opposite side of the map in relation to whichever kingdom you last take. And start to push back towards you. Their army as you get closer starts to consist of holy priests knights and the undead as it turns out that the leader of the Kindred was a rival Necromancer. Dun dun dun

Item Appendix

Overview

This is where all the items that are in the game will be listed. There is a limited variety of item categories, but within those categories are dozens of possible prefixes as well as suffixes allowing for hundreds of different types of weapons to be found. Many of these items can be found on the ground after battles or by opening up chests inside building or inside caves. The items are randomly generated based on your current level. Each item has a randomly chosen present appearance and base statistics based on your current level. This appendix also includes unique items with preset statistics that can be obtained through quests.

There are three types of general items;

Weapons: axes, swords, staves, wands

Armor: Helm, Chest, Shield, Boots, Gloves

Misc: Amulets, Rings, potions, scrolls and other*

*other usually refers to quest items that have no other purpose

Prefixes

These are words/phrases that will come before an item and the corresponding effect that they will have on that item. The order of information is as follows, name, item that they can be affixed to, required level and effect. In general prefixes apply to your units.

Suffixes

These are words/phrases that will come after the item name and the corresponding effect that they will have on that item. The order of information is as follows, name, item that they can be affixed to, required level and effect. In general prefixes apply to your necromancer. (There is commonly a "of the" between the name of the item and the suffix.)

Potions

Potions come in a handful of varieties.

Returning stats

Healing HP: 15%, 25%, 35% of total

Revitalizing Mana: 15%, 25%, 35% of total

Increasing a statistics temporarily

+10%, 20% movement speed

+10%, 20% attack speed

+10%, 20% damage

+3%-5% life leach

+2, 4, 6 armor

Improving Stats indefinitely

+1 to strength

+1 to agility

+1 to energy

+1 to re-animation

Scrolls

Scrolls are useful for two things.

AoE buffs/debuffs

+10%, 20% movement speed

+10%, 20% attack speed

+10%, 20% damage

+2, 4, 6 armor

-1, 3 armor for enemy units

-10% movement speed on enemy units

Necromatic Spells

Scrolls will appear for a specific spell of a specific class and always one level above what you would normally be able to cast. (these do not include

passives) These are one time use spells and the scroll will disappear after use.

Quest / Unique Items

*****'s Necklass**

Type: Platemail

Appearance/Effects: none

Requirements: none

Effects: +1 to all attributes

Dev Notes: Starting Item, *** = players name

Black Paladins Armor

Type: Platemail

Appearance/Effects: Black glow

Requirements: 20 Str, level 3

Effects: +4 Armor, +5 Strength, 10% Reduced magic damage

Dev Notes: Attached to Black Paladin Quest

Eye of Silis

Type: Ammulet

Apperance/Effects: Black glow

Requirements: +5% Hp for necromatic units, +3 Energy, +3 Re-animation

Effects: +4 Armor, +5 Strength, 10% Reduced magic damage

Dev Notes: Attached to Black Paladin Quest

Fetid Arm

Type: Wand

Apperance/Effects: Zombie Arm

Requirements: 20 Re-animation

Effects: +6-8 Damage, %10 chance to cast zombify on attack, Poison spells improved by 10% damage

Dev Notes: Attached to Fetid Arm quest

Plume Plate

Type: Platemail

Apperance/Effects: Green glow

Requirements: 10 Str

Effects: +2 Armor, +3 Energy, Poisons Attackers for 1-3 Damage for 3 seconds

Dev Notes: Attached to Plume Plate Quest

Oils of Kulri

Type: potion

Apperance/Effects: none

Requirements: none

Effects: none

Dev Notes: Attached to Ever Cleave Quest

Lord Tuuryls Blood

Type: potion

Apperance/Effects: none

Requirements: none

Effects: none

Dev Notes: Attached to Ever Cleave Quest

Ever Cleave

Type: Axe

Apperance/Effects: Larger, double edged

Requirements: 20 Str

Effects: +10-14 Damage, AoE: 4 units in front of swing

Dev Notes: Attached to Ever Cleave Quest

Myststalker Escence

Type: Ring

Apperance/Effects: White glow

Requirements: lvl 7

Effects: +1 Hp regen 20% reduced damage from normal and peirce attacks.

Dev Notes: Attatched to Myststalker Quest. (essence is wrapped around the ring)

Glimmer Chain

Glimmer Chain

Type: amulet

Apperance/Effects: White glow

Requirements: lvl 4

Effects: +1.5 mana regen, +5 to enegery, +5 to re-animation

Dev Notes: Attatched to Banshee Quest

Shek'ol

Type: Sword

Apperance/Effects: Red Fire Glow

Requirements: lvl 5, 15 Str

Effects: +7-10 damage, +4-8 Magic damage, +5 to Strength

Dev Notes: Attatched to Myststalker Quest. (essence is wrapped around the ring)

Prefixes	Item possible	lvl	Effect	Prefixes	Item possible	lvl	Effect
able	helm/wand/staff	1	+3-6 HP to specific random unit	heal	helm/wand/staff	4	+3-6% HP to all units
durable	helm/wand/staff	3	+6-10 HP to specific random unit	rejuvenating	helm/wand/staff	6	+6-10% HP to all units
apt	helm/wand/staff	1	+3-6 Mana to specific random unit	recover	helm/wand/staff	4	+3-6% Mana to all units
adapt	helm/wand/staff	2	+6-10 Mana to specific random unit	renew	helm/wand/staff	6	+6-10% Mana to all units
fresh	army/ring/helm	1	+1-2 damage for specific unit	Hastened	helm/wand/staff	4	+3-6% Movement Speed to all units
clever	army/ring/helm	3	+3-4 damage for specific unit	Quickened	helm/wand/staff	6	+6-10% Movement Speed to all units
exciting	army/ring/helm	3	-1 attack cooldown for specific unit	activate	helm/wand/staff	4	+5-10% Attack Speed to all units
Intensify	army/ring/helm	5	-2 attack cooldown for specific unit	accelerate	helm/wand/staff	6	+11-15% Attack Speed to all units
freshening	army/ring/helm	2	+3 HP regen for specific unit	absorb	helm/wand/staff	5	+1 Armor to all units
revitalizing	army/ring/helm	4	+6 HP regen for specific unit	aegis	helm/wand/staff	8	+2 Armor to all units
recovered	army/ring/helm	2	+3 mana regen for specific unit	magic dampen	helm/wand/staff	6	-5-10% resist on all units
renewing	army/ring/helm	4	+6 mana regen for specific unit	depletion	helm/wand/staff	8	-10-15% resist on all units
shell	armor/helm	1	+5 armor to specific unit	terrifying	weapon	5	-1 armor to enemy units in 20 aoe
thickness	armor/helm	3	+1-1.5 armor to specific unit	decrepifying	weapon	7	-2 armor to enemy units in 20 aoe
Protective	shield	6	all units gain shield wall within 5 aoe				
Shackle	weapon	3	Unit cannot flee when attacked				
confusing	weapon	3	units gain 1% chance to stun				
locking	weapon	5	units gain 2% chance to stun				
learnur	shield	2	units gain 3% evade				
mongoose	shield	4	units gain 5% evade				
magic shelter	helm/wand/staff	4	+5-10% resist on all units				
magic ward	helm/wand/staff	6	+10-15% resist on all units				
case	shield	1	+1 to cooldown on attacking units				
chasten	shield	1	+1.5-2 to cooldown on attacking units				
carapace	shield	3	+2.5 to cooldown on attacking units				
foxlike	helm/wand/staff	3	+3-6 HP to all units				
bearlike	helm/wand/staff	5	+6-10 HP to all units				
spiderlike	helm/wand/staff	3	+3-6 Mana to all units				
serpentine	helm/wand/staff	5	+6-10 Mana to all units				
boon	army/ring/helm	3	+10% bonus HP on random unit				
boost	army/ring/helm	5	+15% bonus HP on random unit				
brawl	army/ring/helm	3	+10% damage on random unit				
beast	army/ring/helm	5	+15% damage on random unit				
snake	army/ring/helm	3	+10% attack speed on random unit				
viper	army/ring/helm	5	+15% attack speed on random unit				

Suffixes	Item Possible	lvl	Effect	Suffixes	Item Possible	lvl	Effect
haste	boots	2	+5-10% movement speed	Essence	amy	3	-1 second on cooldowns in specific class
quickenning	boots	4	+11-20% movement speed	Power	amy	5	-2 second on cooldowns in specific class
sharp	weapons	1	+1-3 additional damage	Arcane	amy	8	-3 second on cooldowns in specific class
crafted	weapons	3	+4-6 additional damage	fright	weapons	4	5% chance to cause fear on attack
tempered	weapons	5	+6-9 additional damage	terror	weapons	7	10% chance to cause fear on attack
Strong	armor/helm/shield	2	+1-1.5 armor	leach	weapons	3	2% life leach
Sturdy	armor/helm/shield	4	+1.5-2.5 armor	vampire	weapons	5	3% life leach
Re-enforced	armor/helm/shield	6	+2.5-3.5 armor	icy	weapons	2	5% chance to freeze on attack
of the boar	armor/helm/rings	3	+3-6% max hp	crystalline	weapons	4	10% chance to freeze on attack
of the bull	armor/helm/rings	5	+6-10% max hp	Recharging	wands/staffs	3	5% chance to regain mana used on spell
of the spider	armor/helm/rings	3	+3-6% max mana	Repeating	wands/staffs	5	7% chance to regain mana used on spell
of the serpent	armor/helm/rings	5	+6-10% max mana	Flury	wands/staffs	7	10% chance to regain mana used on spell
of the moon	amulets/rings	1	+1 to all attributes	Staunch	Armor	1	-5% damage done by normal/peirce/magic
of the stars	amulets/rings	4	+2-3 to all attributes	Embued	Armor	3	-5% damage done by normal/peirce/magic
of the sun	amulets/rings	8	+4-6 to all attributes	Protective	Armor	5	-5% damage done by normal/peirce/magic
briar	armor/shield	1	1 damage return to attackers	Specified	weapon	2	+10% more damage to race
thorns	armor/shield	3	2-3 damage return to attackers	Endangered	weapon	4	+20% more damage to race
spikes	armor/shield	6	4-5 damage return to attackers	Apt	any	1	+1-2 to specific stat
glowing	weapons	1	adds 1-2 magic damage	Potent	any	3	+3-4 to specific stat
enchanted	weapons	2	adds 3-4 magic damage	Empowered	any	5	+5-7 to specific stat
empowered	weapons	4	adds 5-7 magic damage				
mythical	weapons	6	adds 8-12 magic damage				
acid	wands/staffs	3	+5% poison dmg				
noxious	wands/staffs	4	+6-10% poison dmg				
fetid	wands/staffs	5	+11-15% poison dmg				
dents	weapon	2	-1 armor to enemy on attack				
splitting	weapon	3	-2 armor to enemy units on attack				
corrosion	weapon	4	-3 armor to enemy units on attack				
warm	armor/amy/rings		+3 HP regen				
calming	armor/amy/rings		+6 HP regen				
uplighting	armor/amy/rings		+9 HP regen				
revitalizing	armor/amy/rings		+1.2 HP regen				
tingling	armor/amy/rings		+3 mana regen				
sensational	armor/amy/rings		+6 mana regen				
riviting	armor/amy/rings		+9 mana regen				
rejuvenating	armor/amy/rings		+1.2 mana regen				

Technical Specs Appendix

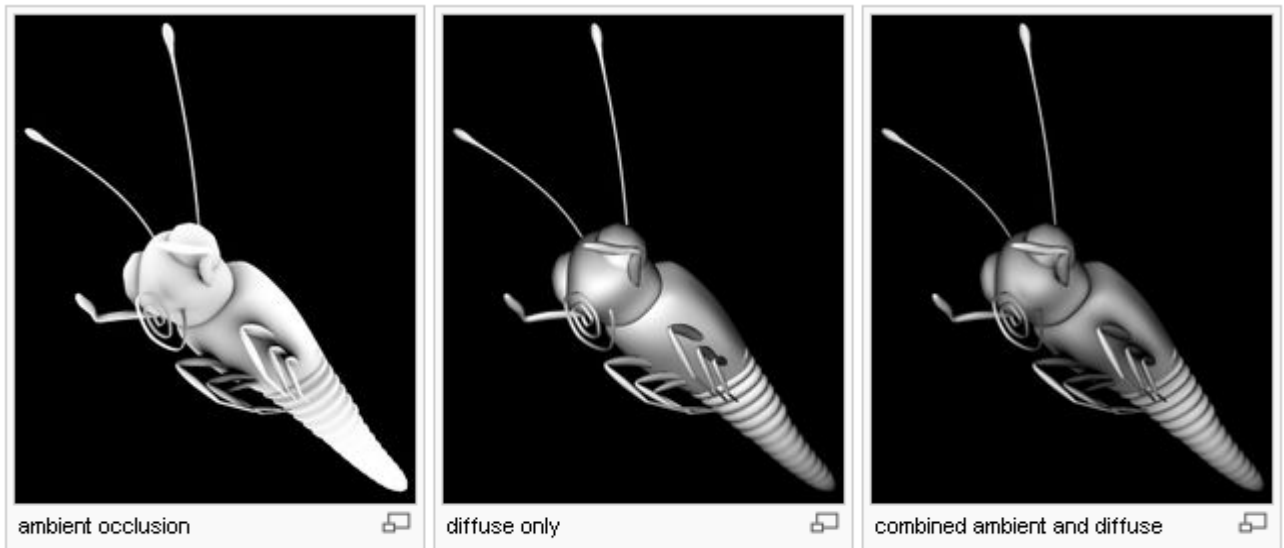
Overview

Tides of Plague advances the technical side of gaming technology on several fronts, but mostly serves to enhance and improve upon exciting concepts. Detailed below are highlights of the features of ToP various engines.

Rendering System

Overview

ToP's graphic rendering engine will be molded after the upcoming mass effects rendering engine. Because you can get up close right in the middle of the action we want to give the player the most fantastical view of the people and



creatures around them. Top takes advantage of ambient occlusion to create lifelike, or undeadlike, realism.

(sample picture from wikipedia)

Game Engine

Overview

ToP's engine will be a very unique project to undertake due to the sheer amount that it will be able to do. Handling both the RTS as well as the RPG mode will be difficult because the engine will have to interpret what would be happening from both perspectives so that when the player transitions from one to the other there is a seamless flow of action.

Water

Water is not an integral part of ToP but it will still be rendered with the highest concern to detail. When present, in lakes/ streams, ToP will have high quality fluxuating water that has different effects based on unit interaction.

- Normal units create dispersal wave patterns.
- Skeletons just sink to the bottom.



- Spirits create ripples when traveling through water.

(Sample screenshot of Oblivion, with use of user made rendering mod's to improve graphic quality)

Collision Detection

Most units when interacting will have a certain engage area, as well as an area around them where they will detect other units. When in combat with initial units your necromancer has a much more advanced collision detection system. This effects both melee/ranged physical attacks as well as detecting whether or not a unit will be hit by an AoE spell.

Advanced AI

ToP requires two differing AI engines. One system is for controlling individual unit movements, as well as thought process. And one that handles overall kingdom interactions (the RTS AI).

Individual unit actions will be decided on a tier system. At the top of the tier system is that units immediate decisions (ie: attack the skeleton, or run away) As well as higher up orders that will be dictated by the Kingdom AI.

Kingdom AI will be a much more complex system of a strategy game AI. To start all of the various kingdoms in Weltire are in conflict with each other. As the game progresses and the player advances through the game, the AI recognizes this and customizes its priorities accordingly, even to the point of forming alliances with the other races to try and attack you. Each Kingdom's AI will have it's own personality, more aggressive, defensive, explorative etc. but all will work off of the same base principles.

Lighting Engine

Overview

ToP has a very dark atmosphere because of its central theme, necromancy. Because of this shadows and proper lighting is very important to the overall feel. ToP will be using a similar lighting system to that of the award winning F.E.A.R. engine.

Fear developed their engine to specifically enhance the tension and ambiance of their game and ToP will be adapting and improving on that process. Lighting effects will include.

- Weather
- Myst / fog effects
- Lots of various spell effects such as fire or lightning
- Refractive auras that will contrast and alter light that passes through them.



(Sample Screenshot form F.E.A.R.)