

Descent to Elders

– Game Design Document –

Game Concept:

Descent to the Elders is a 3D rogue-like, “hack & slay”-RPG inspired by classic titles such as Diablo Series, Grim Dawn or Path of Exile. It is based in a medieval setting but infused with Sci-Fi elements.

Besides the classic Hack&Slay-fun, the collection of treasure and increasingly powerful items player characters may alter the environment to their own advantage and use mutagenic pollen to enhance their physical and mental capacities.

From a base of operations, a small, remote village by the name of “Derryn-Torm” and a few other unchanging places in its surroundings player-characters will venture ever deeper into procedurally generated dungeons on their mission find to find living representatives of an ancient, long forgotten race - today only remembered vaguely as “the Elders”.

They will be the champions of one of six sages on the lookout for the “Elders” - each conducting the search to a different end. - Being a champion of one of the sages might also be the base for “guilds” in a multiplayer mode.

The grim and gloomy setting of an early medieval world which is suffering after a catastrophic event (see background story) is contrasted by the flamboyant colors of “Elder”-magic and technology.



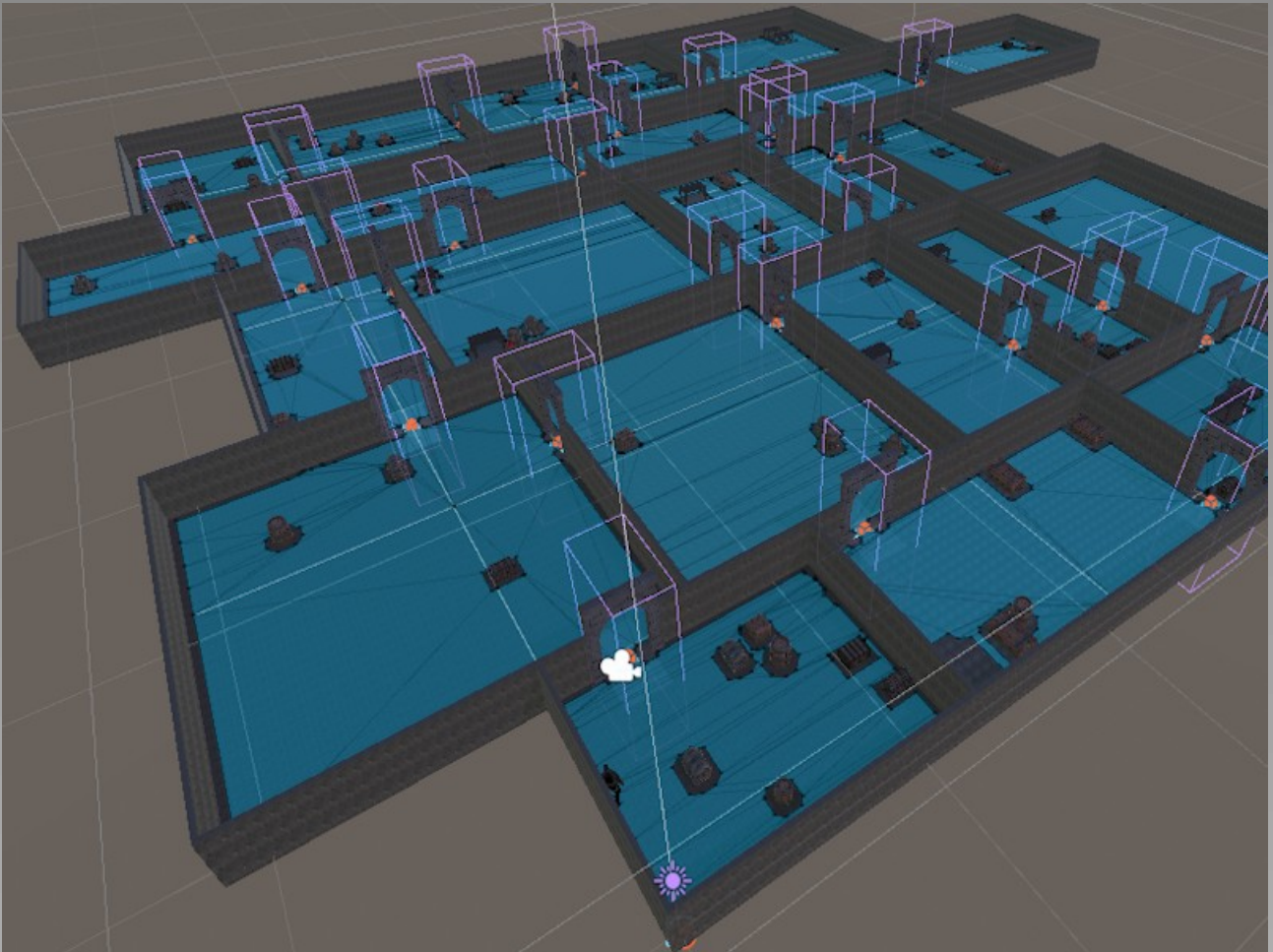
A screenshot taken from the Unity Editor depicting the a character in the village Derryn-Torm

Story Summary:

When the game commences the world has sunken into chaos and despair. The humanoid races of this world are on the brink of extinction after a devastating event that happened only few weeks ago. An asteroid has crashed into their home world and the resulting natural catastrophes have laid waste to all of the large cities. As this would not be enough, the celestial body brought something with it that is causing species to mutate into horrible monsters and even for the dead to rise. Those who survived the impact and its aftermath now are hiding in remote outposts while at the same time fencing with an ever lasting winter that has only just begun.

Derryn-Torm is one of those outposts and the player can choose from a number of characters among the survivors who have only just arrived there.

The only ones who might be wise enough to know a remedy against all this misery are the Elders - a people known for their great arcane knowledge. But unfortunately no one has seen any of the Elders for centuries since their people decided to retreat deep down underneath the earth.



A screenshot taken from the Unity Editor depicting a randomly generated "dungeon" for "Descent to the Elders" (experimental stage)

Background Story:

The Story of the Elders:

Eons ago this world was inhabited by a race of peaceful yet powerful entities with seemingly boundless power. Once the Galad-Ynek had fled their own world because of their own kin.

In a gruesome civil war they were persecuted and hunted by their own brethren of another tribe, the Khathuul-Vrosh, just because they had chosen to take another stance in a dispute over the future of their home world Mach-Zaghal. Their brethren of the Khathuul-Vrosh were driven by an insatiable thirst for arcane knowledge and dominion over nature. Their never ending magical enhancement of tools and vessels had consumed most of the planets resources and intoxicated the atmosphere until they had finally laid waste to their home world. This could have very well been the end of the all the tribes of the Uruu-Yakin but due to a strike of fortune for them and to the misfortune of the surrounding worlds it was in this very moment when they discovered the means of inter-dimensional travel. Meanwhile the strife over the balance between nature and technology brought all of the Uruu-Yakin on the brink of war. The debate that followed the discovery of inter-dimensional travel was the tipping point. Whereas the Galad-Ynek had developed means to reconcile arcane power with the forces of nature in recent decades, the Khathuul-

Vrosh had decided there was absolutely no need for modesty and the recovery of an already depleted world when there was still a million worlds to conquer. The Galad-Ynek decided they would not allow the Khathuul-Vrosh to continue their way of squander and destruction and export it to all of the universe, so they started to destroy the facilities of all devouring consumption and especially the arcane devices capable of inter-dimensional travel.

The brutality of the response of the Khathuul-Vrosh was beyond all imagination, the wave of persecution that followed, brought the Galad-Ynek onto the verge of annihilation. Because the Khathuul-Vrosh decided they would not suffer another threat from anyone, they did not limit their crusade to the Galad-Ynek but to expand it onto all other tribes of Uruu-Yakin until only the Khathuul-Vrosh would be left. For they would not only be the rulers of Mach-Zaghal but the entire universe. As with their own kin they would leave the people of the conquered worlds only one choice: submission or annihilation.

In a final stance the Galad-Ynek rose with the other tribes of the Uruu-Yakin. Against all the odds they stood victorious - not least because some of the Khathuul-Vrosh were finally so haunted by their own consciousness they switched sides and handed over crucial intelligence and technology to the rebels. Yet, for Mach-Zaghal it was too late. The few resources and non-toxic areas left before the civil war were finally destroyed during the conflict. Would they not perish the remaining tribes of Uruu-Yakin had no other option as to make use of the only three devices for inter-dimensional travel that had not yet been wrecked and look for another world to start fresh.

Only days before the walls of the last shelters would be corroded by the toxic atmosphere of the planet they discovered three inhabitable worlds within reach.

One of which is this world where they discovered a species of intelligent primates. The Galad-Ynek watched the development of the intelligent peoples of this world with great curiosity but they did not intervene. When they had learned anything then not to. When hunters became peasants and a few villages grew into civilizations the Elders observed that these people resembled their own kind in many ways. A circumstance which imbued them both with sympathy and fascination, but also dread. Would these intelligent creatures end up just as the Uruu-Yakin once did?! Although they would usually refrain from meddling in the affairs of the humanoids some of the Elders could not restrain themselves and offer at least a little help when the humanoids were in dire need, when resources became scarce and the means of the humanoids were insufficient in producing enough crop or to withstand diseases. That above all caused veneration of the Elders for generations to come.

Due to their much slower and robust metabolism in comparison to the physical prerequisites of the intelligent primates the Elders could have lived for all eternity on this world - or at least to the clever monkeys it would appear just so. But when the Galad-Ynek went through the portal that let them to this world, they brought with them a terrible disease caused by traces of genetically engineered pollen from their home world. After thousands of years the disease they had brought with them was taking its toll. The physical alterations caused by the arcane enhancement engineering on their home world would also make them slowly but increasingly sensitive to the light of the sun that shines upon this world. It hurt, it impaired their vision and it caused anemia in their blood. At first, they withdrew into the woods and resorted to restructure the organization of their every day life around night time.

This when some of the primates became bold. For a long time the Galad-Ynek or Elders, as the humanoid races called them, were just revered for their capacities which were beyond the understanding of the still evolving species and had until then only instilled the humanoids with awe. But now, as the Elders were showing they slightest sign of weakness, the confidence of the humanoids suddenly rose beyond measure and they saw a chance to conquer the realms of the Elders and appropriate their arcane knowledge. This was especially true for the one's who call themselves humans.

During daytime when the Elders had to hide within the shadows the humanoids started to raid their settlements or launched outright assaults in which they pillaged and plundered, burned and murdered. Well, the Elders could have just retaliated during nighttime in a way which would have left barely anything of what the humanoids had built over centuries. But the Elders found they had seen enough suffering on their home world to know where the spiral of violence could lead to in the end. Also, they still saw potential in some currents of the humanoid races. They had not only found enemies but also allies who embraced their wisdom instead of merely longing for the power that comes with arcane capacities. This is why the Elders decided to restrain themselves to self-defense where necessary and prepare their withdrawal from the surface of this world. Because they deemed one thing crucial above all: that the

arcane knowledge to create the very devices that destroyed their own world may never fall into the hands of the humanoids.

With the help of their allies among the humanoids - first of all Elves - who guarded their settlements during the day and received some arcane gifts in return - the Elders build cities deep under neath the surface of the world. Unbeknownst to their allies the Elders did not plan to stay in contact with the surface world. Not even with those humanoids who meant no harm and had helped the Elders stay alive. Ever since no Elder has been seen.

Humanoids scraped by without them; soon occupied with the smoldering quarrels among themselves. Sometimes for good but mostly for worse some of the humanoids have dedicated themselves to studies of the arcane remnants of the Elders and developed a reasonable understanding of the most basic magic. But even those humanoids who managed to get some grasp of the workings of the Arcane Source underneath the weave of existence - be it Elves or Humans - seemingly will always ever be only capable of tapping into the surface of what is truly a cosmic ocean of arcane force. They might be able to conjure a small amount of pure elemental force or transform a tiny piece of reality but none of them will likely be able to change the face of the earth entirely or change the course of history. And its probably for the best if humanoids will have to rely on their combined forces to accomplish such a thing. Most people have mostly forgotten about the Elders, they only live on gothic tales about a mysterious and obscure past and - as those people see it - in the wild ravings of some bookish lunatics meddling with forces that should better be left untouched. Those who burrow for their ancient ruins to deprive the Elders of their secrets or even who seek to establish contact to become disciples are considered slightly nuts at best.

The Cataclysm:

The Elders have been gone for centuries now - without any sign of life from them. They are gone for good as it seems. But now the day has come where the peoples of this world are in dire need of their wisdom. It has been only weeks since the world was shrouded in darkness after the most devastating event this world has ever seen.

It was on the eve of winter solstice when the first saw the dreadful omen. A giant globe of searing fire appeared on the night sky extinguishing the light of the moon. But in contrast to other such phenomena described in the chronicles of the realms this harbinger of ill omen did not disappear shortly after. It grew in dimension while hurtling towards the earth. Three days after it was first seen on the night sky. It crushed onto the surface of this world with such force that the oceans spilled over and drowned whole cities. The dust on the ground whip lashed into the air and the rock yanked out of the surface of the world was flung into the sky leaving a shroud of dust and molten rock that obscures the sun ever since, initiating an endless night and a never ending winter that has only just begun.

That alone would have probably sufficed to bring humanoid civilization on the brink of extinction but after the impact of the globe life on this world itself seemed to change. Tiny animals grew to giant dimensions, creatures now lurk in the shadows or roam the lands openly that no-one has ever seen before: dangerous and deadly creatures. Even the dead are rising from their graves instilled with a strange spark of unnatural life. They wander across the lands apparently without any need or desire but to haunt the living and make them akin.

The Player's mission:

The players start their journey in the midst of this horror. As almost everybody else they have no idea about the cause of these terrific phenomena and even less what to do about it...

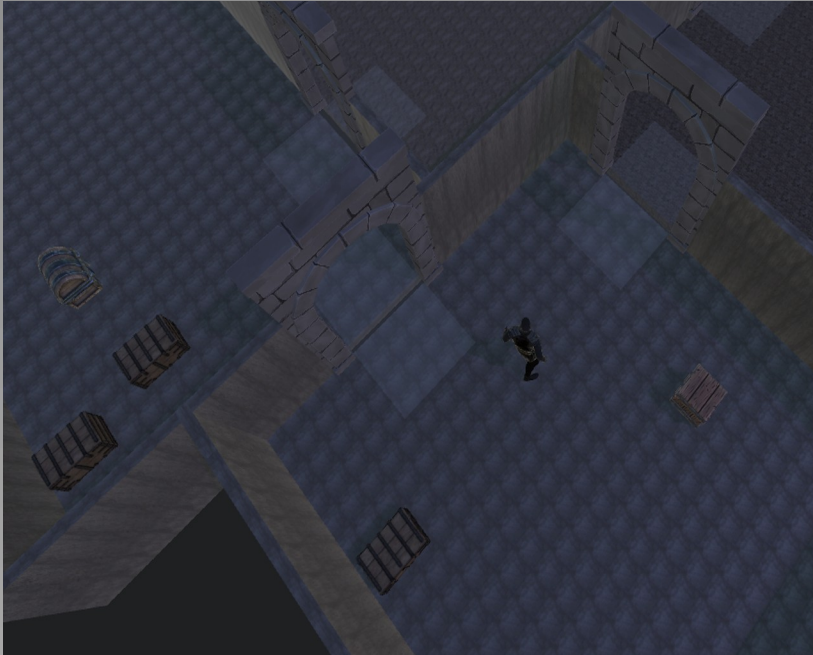
What the mortal souls do not know is that the asteroid was a splinter from the very same toxic planet the Elders came from. It brought some of the toxic atmosphere and poisonous fluids into the worlds. After thousands of years it traveled through the cosmos no life could survive on its surface of course; except: remnants of a pollen altered by arcane means by the adversaries of the Elders to create life where it shouldn't be possible - and minions... with no other desire than to devour the enemies of their masters - masters who perished eons ago; but the craving for destruction remains. The seed of evil was designed that way.

Very few were capable of examining the cause of this evil. Only six sages analyzed drew the right conclusions. All of them being dabblers into the arcane. All of them came to the same conclusion: The only ones who command the means to alter the fate of this world once more are the Elders - if they do still exist...

All of them seek to rally champions brave, bold or just mad enough to delve deep enough into the ruins of the elders to find the gates to their dwelling places. But not all of them do it to same end.

Two of them seek power, two of them seek wisdom and two of them seek salvation. Whose champions be it then?! Whose champions will bring the ancient wisdom necessary to end the horror or... to control it for their own benefit...

The player, one of their destined champions, must make a decision.



A screen shot from the Unity Editor depicting a character in a randomly generated "dungeon" (experimental stage)

Art and Sound

Graphics in General:

- Graphics will be in 3D.
- More details on character, NPC and monster models/ meshes.
- Especially objects may have a relatively low poly count although they should not be held in the popular exaggerated "low-poly"-style.

Visual Style:

- Descent to the Elders lives by a dark, gloomy and menacing atmosphere with a lot of Gothic elements (the theme, not as much the architectural period).
- Buildings in Derryn-Torm look like ramshackle hovels from (European) early medieval times, the so called "Dark Ages".
- Characters are clad in dusty and tattered rags adorned with scraped together pieces of rusty armor. A lot of the characters are broody not necessarily the utmost sympathetic persons.

- Monsters have a horrid, twisted, even disgusting look to them.
- Yet, the depressing atmosphere and the dim colors shall be disrupted by the flamboyant colors of arcane spells, gleaming weapons and shiny armor players will encounter in all but first dungeon levels.

Textures, Materials & Shaders:

Most textures and materials should be kept in dark, faded colors or variations of grey and brown

- Should have a dusty and murky touch to them: with the occasional spot, speck or "blood stain".
- The game will need stone, leather and metal looking textures and materials (yet not too shiny).

- On the other hand:
- Bright, colorful and glowing materials and shaders for spells, magic items as well as spell and skill icons.

Lighting:

- Lighting should be used to add up to the gloomy atmosphere:
- Bright white and yellow lights will be largely absent
- Instead the environment should be lightened with reddish, violet or in some cases bluish, cold colored lights.
- Some elements might use brighter glowing spot lights such as torches or magical devices.

VFX:

- Glowing, shiny particle effects for explosions, rays, "auras" and the like.
- Some particle systems could also be used for torch lights and campfires, others for portals and magic devices.
- Some burst/explosion effects for monsters who just pop on kill should also be made (though not too realistic).

Style for User Interface:

- Somber look defined elsewhere shall of course also apply to most of the UI-Elements.

- Inventory & equipment slots as well as windows (panels) for merchant shops could use dark brown or dark gray leathery backdrops.

- In contrast the health and source (mana, magic energy) bars (to the top of the canvas):
 - Bright colors of red and turquoise;
 - Preferably with swirling effect creating the appearance of **moving liquid**.

- These bars and maybe the slots for quick access (items, spells, skills etc. - to the bottom of the canvas) should be surrounded by some vaguely copper looking metal frames.

Sound:

- Background music for Derryn-Torm and its surroundings should be as somber as the rest of the atmosphere.
 - Piano, viola or bass heavy pieces would suit the setting best.

- Music in dungeons should be more dramatic:
 - either: by increased pace and volume of the above mentioned instruments

- or: by playing even some hard, stoner or metal rock peaces - instrumental!
- In Derryn-Torm the wind should be constantly howling
- Wailing and moaning in "the refugees camp" near Derryn-Torm (see areas of the overground map).
- In Dungeons: dripping of water from sources deep underneath the earth.
- Monsters: hissing, screeching, gulping and slurping sounds with the occasional wailing for some types as well.
- Splotch sounds when monsters explode.

Camera and Controls

Camera:

- The game will be played from a top-down perspective
- Camera will need the capacity to zoom
- Will also need the capacity to rotate around the player → snaps into position at multiples of 90°.

Controls:

- Descent to the Elders will mostly be played with the mouse. (So, very much like in the classic titles mentioned above.)
- Characters move to positions by clicking on the map/ground,
- Likewise monsters are attacked and NPC's are interacted with by (selecting &) clicking on them.
- Players can assign a number of keys for quick access to potions, weapons or spells.
- Spells and special skills can be assigned to be the active spell/skill.
- Can be used by clicking the Right-Mouse-Button.



A screenshot taken from the Unity Editor depicting the character in front of a chest collecting items.

Game Mechanics

Character Values:

- There are “active” and “passive” character values
- “Active character values” can be influenced by player via skill points when gaining levels in their class.
- “Passive character values” are determined by multiple factors most of which players can influence only indirectly.

Passive Character Values:

Life Force:

- Value for “health”
- Number of points depending on level and class → weak, average or strong trait

Arcane Source (“Stamina” for non-spell caster classes):

- Can be thought of as “Energy”, “Mana” or “Magic” for spellcaster classes.
- Total number of points depending on the level, class and value for cunning
- are expended to cast spells or use special abilities (non spell-caster-classes)

Damage:

Damage dealt to enemies (and some objects) depends on:

- the weapons characters are using
- whether the type of weapon they are using fits a weak, average or strong attribute of their character class (see: weak, average and strong traits)
- the level of a character
- skill points on specific character values

- Both Strength and Dexterity can add up to the damage output of a character .

→ While strength describes the brute force behind an attack, dexterity determines the precision of the attacks to hit critical spots on their enemies body.

- Finally, indirectly influenced by "Agility"

→ Agility determines the number of attacks per time unit.

→ Effective damage over time might be the same for a fast character as for a strong, but slow character.

Defense:

- Describes a characters ability to withstand attacks of their enemies.

- Value is subtracted from the damage an enemy deals.

- Determined by values of armor items and "Agility": capacity to evade attacks/ not get hit

- Certain spells and auras also increase the defense value.

Active Character Values:

Agility:

- Determines:

- the speed of the character

- the number of attacks or spells/ time unit

- passively adds up to armor/defense

Dexterity:

- Determines the accuracy/ precision of attacks: the likelihood of hitting

- Adds up to the damage dealt as well as to the chance to deal a critical hit

- Determines the capacity to disarm traps and open locked doors/ chests

Cunning:

- Determines the maximum number of spells/skills a character can learn

- Passively influences "Arcane Source":

→ the higher the value the lesser arcane source is needed to cast a spell or use a skill

→ therefore indirectly increases arcane source: the number of spells castable before no "Source"-points are left

- Increases the likelihood of anticipating traps

- Helps discovering weak spots in enemies defense: adds up to damage of critical hits

- Determines the capacity of the character to withstand harmful **mental effects**/ resistance to magical attacks

Resilience:

- Determines the capacity of the character to withstand harmful **physical effects**: the higher the value the lesser the physical damage taken from harmful effects

→ therefore indirectly increasing Life Force

- helpful against acid, poison and dark energy damage

Strength:

- Determines the force of physical attacks: damage output for melee attacks(including doors, chests and other containers).

- Determines the carrying capacity of a character.

Weak, average and strong traits:

- Each of the above mentioned active and passive character values - with the exception of damage and defense - are influenced by the character's class.
- The class of a character in turn is defined by weak, average and strong traits.
- Weak, average and strong traits determine modifiers that are added to the base values for a character at the 1st Level and how much each value of the character values increases automatically when they level up.
- Additional skill points can be invested for either bolstering further the strong suits of a class or to counter-balance some of the weak and average trades.

Leveling up:

Example*:

Base-Value for Life Force and Arcane Source (passive character values): 50 Points

Base-Value for active character values: 10 Points

Modifiers for Passive Character Values on 1st Level:

Strong Trait: +50 Points = 100;

Average Trait: + 25 Points = 75;

Weak Trait: + 0 Points = 50;

Modifiers for Active Character Values on 1st Level:

Strong Trait: + 10 Points = 20;

Average Trait: + 5 Points = 15;

Weak Trait: + 0 Points = 10;

Modifiers for Passive Character Values on higher Character Levels:

Strong Trait: + 25 Points (Life Force/Arcane Source); + 5 on base Damage output and base Defense value.

Average Trait: + 15 Points (Life Force/Arcane Source); +2 on base Damage output and base Defense value.

Weak Trait: + 10 Points (Life Force/Arcane Source); +1 on base Damage output and base Defense value.

Modifiers for Active Character Values on higher Character Levels:

Strong Trait: each Skill Point invested +5 on all dependent values (e. g. Strength → Melee damage output +5)

Average Trait: each Skill Point invested +2 on all dependent values

Weak Trait: each Skill Point invested +1 on all dependent values

*: Sample values which might be altered if play testing shows that these values either do not work for balancing in general or create too much of imbalance in between character classes. They might also be exchanged for percentile values: increase value by 5%, 2.5% etc.

Character Classes

Arcane Hunter:



A recently re-founded fraternity who excel at fighting with arms but who are apt users of battle magic as well, sometimes the only means to deal the final blow to the magically altered creatures roaming the lands. They are a revival of an ancient order of dragon and monster hunters who were once so successful at what they were doing they became meaningless over time and finally vanished.

Now, the monsters have returned... A band of magic users and fighters met on the lookout for

the ancient tomes of the perished order to learn the techniques of the Arcane Hunter. They had only a few weeks to train and are still a shadow of the old order, but they are learning fast and they are recruiting...

Class Traits

Life force: Average
Arcane Source: Average

Agility: Average
Cunning: Average
Dexterity: Strong
Resilience: Strong
Strength: Average

Character Model for an “Arcane Huntress”



Made with Adobe “Fuse”

Blessed of the Source:

While most humans and mages study the arcane arts for years or even decades only to be able to tap into the Source just a tiny bit there are the blessed few who have a natural connection to the Source. Some seem even to have sprung from it directly. They have direct access to the primordial forces of nature but their magic is wild and sometimes erratic. While tapping into the chaotic vortex which is the Source sometimes they overcharge, putting themselves and their allies in danger. At other times their spells come so close to the primal chaos they result into a completely different type of magic than intended. But these are rare occasions...

While the Blessed thrive under the new conditions, some of them have decided to embrace them, even bathe in them while others fear what could happen if their powers would become uncontrollable. They prefer to control the chaos of the Source over being controlled by it and have set out to regain their autonomy.

Class Traits

Life force: strong
Arcane Source: strong

Agility: average
Dexterity: average
Cunning: strong
Resilience: average
Strength: average

Fallen Knights of the Pentarchy:



A dispersed band of unemployed soldiers from the Old Kingdom. Some of the Fall Knights only seek coin and have become ragged sell swords offering service to anyone who pays them well enough. Other Fallen Knights have decided to bring justice to a corrupted empire and become protectors of the poor, the shunned and the helpless.

When the world was torn a part a few weeks ago some of the latter found a new purpose - to protect the world from villainous monsters and horrid mutations - whereas the former think there could be no better time for making money, numbers of paying customers are rising and plundering has never been so easy...

Not matter what path they are walking on, the Fallen Knights are excellent fighters. They are skilled with all kinds of arms and studied battle techniques times and times over it makes their capabilities even look supernatural.

Class Traits

Life Force: Strong
Arcane Source: Weak

Agility: Average
Cunning: Weak
Dexterity: Average
Resilience: Strong
Strength: Strong

Character Model for a “Fallen Knight of the Pentarchy”



Shadow Dancer:

Confronted with an empire hungry for expansion that started to encroach upon the elven lands they Elves had to find all means to defend themselves against the human intrusions into the last resorts of untamed nature and peace. But to fight their enemy effectively the elves needed ears and eyes among the upper echelons of the empire to be prepared and if need be strike first: take out one of their leaders or hit them where it hurt most. For this purpose the Shadow Dancers were trained. Skilled in the art of disguise and deception these assassins can easily pass for humans. But should they not want to be seen or heard they have learned to melt with the shadows, to move without making a noise, to disarm any alarm or trap in their way and kill before the target has even the chance to cry for help.

Class Traits

Life force: Average

Arcane Source: Average

Agility: Strong

Cunning: Strong

Dexterity: Strong

Resilience: Weak

Strength: Weak

Fists of the Four Elements:

This ancient order of monks is skilled in the art of unarmed combat. Their feet and fist hit as effectively as most weapons could. In fact, hundreds of years of studying the capacities of the human body and mind alike have enabled some of their greatest masters to even affect the molecules in the atmosphere through their movements in such a way that they are capable of invoking the power of the elements. It is said these fighters are able to ignite the air around them, freeze their enemies at a tip of their hand, cast away their foes with a whirling tornado or let them tumble and fall by causing tremors in the ground.

The imbalance of the elements caused by the recent dramatic events worries the order greatly. The balance has to be restored at any cost otherwise not only humanity is doomed but the very forces of nature. They have sent out their bravest and most skilled to find a remedy to bring an end to the catastrophic imbalance.

Class Traits

Life force: strong

Arcane Source: average

Agility: strong

Dexterity: strong

Cunning: weak

Resilience: average

Strength: average

Society of the Seven Stars:

This loose band of scholars and mages share the common conviction that they discovered the true origin of the Arcane Source through - as they claim - impeccable scientific method. They argue that this world is at the center of a very specific constellation of stars that condenses the different forms of cosmic radiation into the pure energy of the Arcane Source which in turn can be canalized to create specific magical effects. What mages long dubbed the "Schools of Magic", they argue, is nothing else than different forms of cosmic radiation. The society consists of very distinguished mages. The accuracy and precision with which they cast spells seems to undermine their theory.

Some of them have set out to find the origin of the catastrophe and want to seek out the Elders to find answers - either to find a remedy or just out of curiosity.

Class Traits

Life force: weak
Arcane Source: strong

Agility: weak
Dexterity: average
Cunning: strong
Resilience: strong
Strength: weak

The Witchers & Witches of Fennborryn:



There once was a time when their wisdom appreciated, where they were sought out for their knowledge of nature and their skill as healers direly needed. They were even venerated and made leaders of their communities. People called them “druids” now they call them “witch” or “witcher”.

Hunted and persecuted by the empire for their “blasphemous” insights and accused of every cold a rich merchant or nobleman caught their numbers dwindled.

Those who wanted to survive had to learn to defend themselves, to dabble into magic and alchemy once explicitly forbidden but far more effective against an enemy than the offer to cure their rash if they let them go.

In unity lies strength and so they gathered. Decades ago they found refuge in the darkest and deepest bog there is, a place on the fringes of the empire: A remote, murky forest not far from “Derryn-Torm” that haunts the mind of commoner and inquisitor alike: “Fennborryn”...

Fennborryn, where many have walked in, but almost never out, where the trees have eyes and ghosts of the disappeared are wailing louder than the wind.

The Witchers & Witches of Fennboryn have learned to turn their knowledge of nature into a weapon.

They use spores and powder from poisonous mushrooms to alter the mind of creatures: striking fear into their heart or becoming invisible to them, even subjecting them to their own will - be it animal, human or monster.

They are capable of creating potions that enhance their physical capabilities. With poison and alchemic substances they can turn a simple stick or dagger into a deadly device. Recently, they haven discovered methods to use mutagenic pollen to alter their own physical form.

Class Traits

Life Force: Weak
Arcane Source: Strong

Agility: Average
Cunning: Strong
Dexterity: Average
Resilience: Strong
Strength: Weak

Character Model for a “Witcher of Fennborryn”



Made with Adobe “Fuse”

Implemented Game Mechanics:

- Procedural Dungeon Generator
 - Character Controller
 - Inventory System
 - Enemy AI, Interaction and Combat
-