

The design of Divinity 2 went through many iterations – this particular design doc shows you how we were thinking about the game in 2006. If you'll check the 2007 or 2008 versions, you'll notice quite some changes.

Divinity 2 Dragon Lord

Conceptual Design Documentation

V0.99 2006-07-04

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General overview

Introduction

Welcome to Divinity 2: Dragon Lord!

The award-winning Larian Studios are proud to present this design document that will describe all the design ideas and plans for our new upcoming game: Divinity 2.

Divinity 2 is a beautiful, fast paced, next generation single and multiplayer RPG that mixes the accessibility of action RPG's with the depth of traditional RPG's. We break the mould of RPG gaming today, as we explore new concepts as episode content, a new take on character development, and much more.

This document gives a broad overview of the concept and features of Divinity 2, the sequel to Divine Divinity. Details behind the concepts and features can be found in the appendices.

When reading through this document, please be aware that is a '*live*' document, prone to changes as preproduction continues.

Target audience

- Divine Divinity audience
- Action RPG audience
- Traditional RPG audience
- Fantasy games audience

This product is designed with an ESRB rating of Teen in mind (13 and up). For Europe, this means a PEGI rating of 12+ and a German USK 'green' rating. The game will have the action and impressive scenes that young players crave, as well as the deep, rich storyline and hidden, tongue-in-cheek humour that more mature players can appreciate. This will make the game appeal to casual and hardcore gamers alike.

Platform

The game's platform is a P4 with pixel shader 3.0 capable GFX card minimum. More detailed specs are not available at this time, since the game engine is still under construction, and middleware technology evolves every day.]

Release date

The game is set for a release around the second quarter of 2008.

Game duration

The game is split in different episodes. The main story line contains 8 episodes with each episode taking between 3 and 4 hours. Thus, the total duration of the main story line is between 24 and 32 hours

The multiplayer part is much longer. We will have a lot of content, made using the new *Developer Assisted Generation* system, to provide for at least 30 hours of extra multiplayer gameplay.

An episode is much like chapter in a book. This system allows us to make some interesting game design and marketing decisions.

Unique Selling points

- Play as a Dragon: The player can morph into a Dragon at will. This allows him to fly, breathe fire and do many more spectacular things.
- Episodic content: play through the episodes like you would read chapters in a book.
- Secondary multiplayer storyline: After you have finished the main storyline, continue your character's development online, in an ever growing world. Enjoy Larian Studios' constant updates and additions so you will never get bored.
- Develop your Battle Tower: Each player has a centre of command populated by characters he selects. There is strong story development among these characters. During the game they assist the player in researching spells, creating powerful items, discovering arcane lore and much more.
- Become friends with a mini-Dragon. This loyal companion will guide you through the story and help you.

A review from the future

Divinity 2 is a big game, and reading through the design documentation can be a daunting task. That's why we prepared a hypothetical review that touches on the main strengths of the game, and illustrates what we'd like people to take note of.

Role-playing aficionados will fondly remember Divine Divinity, Larian's cult RPG that won several awards in 2002¹. Now, five years after the release of the original game, and three years after the standalone add-on Beyond Divinity, Larian has released the long awaited sequel, Divinity 2: Dragon Lord.

¹ Nominee best RPG of 2002 (Gamespot), Runner up best RPG of 2002 (Gamespy), Platinum award (RPGDot) 2002, Editor's choice 2002 (IGN), Perfect score award 2002 (PC Gaming), PC Zone essential award and many more...

Set in the same universe as the previous games, Dragon lord puts the player in the role of an adventurer who will become a new Dragon Lord. The Dragon Lords were once powerful avatars with access to an ancient secret: morphing into a Dragon. Split in different episodes, the initial story focuses on how the player becomes a Dragon Lord, and how he gains access to this glorious power.

What follows is a fast-paced story featuring many plot-twists, several of them quite surprising. The story is told in a non-intrusive way and contrary to many other games in the genre, it is not heavy on the dialogue, something that comes as quite a relief. That doesn't mean there isn't any depth to the story. Larian has chosen to tell its story in a very visual way, showing the story rather than writing about it, and only relies on the dialog window when a player needs to actively make a choice. This makes the game feel like a top-notch Hollywood Fantasy movie.

While this design choice could've led to a multitude of forced-to-watch-cut-scenes, the design team crafted their story in such a way that you always know what's going on by just observing your environment. For a genre that used to boast the number of words as a feature on the back of the box, this is a radical departure, and it definitely opens up the game to a broader audience.

The game plays in a unique system of so-called episodes. They can be compared to something like the chapters of a book. The episodes are something Larian is pretty excited about, and when playing Divinity 2 it becomes clear why. Each episode takes between two to four hours, allowing players who don't have vast amounts of time to start and finish an episode in one play session, and still get a cool reward for their trouble.

Single player and multiplayer modes

Besides the deep and rich story your characters will play through, there is also a second story. The difference is that you can play through this in multiplayer mode. That's right – you can play it with your friends over LAN or with a matchmaking service over the internet. After you have played through the entire story, you can continue working on your character in the online part.

Alternatively, you can opt to start a new character in the online part. This is a great way to try out new things and make wild new characters. You can't take these characters over to the single-player story, however.

Since the release of the game, the Larian folks have not been sitting still. They have released additional quests, stories and items that were all gracefully integrated into the multiplayer story. Several more are in the works, and there is no end in sight. The Larian forums are abuzz with suggestions and ideas, and the creative team always has an eye for the community, ultimately improving the quality of the new content. They are even starting writing contests, and promise to integrate the winning stories and quests into the newest upcoming content-packs.

The Battle Tower

An important part of the story is told through a structure called the Battle tower. In terms of story progression, the battle tower is to Divinity 2 what CTU is to 24 - Fox' award winning show. The tower is inhabited by a number of well-written characters and acts as the player's home base. It's a great setting for stories of friendship, loyalty and treachery as the player unravels the fantastic plot involving his draconic heritage.

Apart from a story function, several of the NPC's in the tower also have a practical role. They can research spells, craft items, make potions, discover new skills and many more things. There's even a necromancer who gives the player a hacksaw with which he has to cut off limbs from creatures. Upon receiving the limbs, the necromancer grafts them together in a Frankenstein-like monster called *the Creature*, which acts as a special kind of pet for the player. This Creature comes with its own skill tree, with skills that depend on the composition of its body.

The player can recruit and fire NPC's from the tower, and he can decorate the place with artefacts he finds during his travels.

One noteworthy feature is the trophy room where the player can hang the heads of the enemies he defeated. There are also living quarters where the NPC's that inhabit the tower hang out, and the way they develop relationships can be observed by spending some time here.

The battle tower also acts as the glue in the story between the different episodes. With a few exceptions, an episode typically starts and ends in the battle tower. This provides continuity throughout the story. While playing, I found myself eager to return to the tower to see how my deeds would affect the people in the tower.

The Dragon inside you

With a sub-title like Dragon lord, it's a giveaway that there will be Dragons in the game, but it's not often that you get to play as one. Forget horses, carriages and other dull means of transportation, in Divinity 2, you can transform yourself in a Dragon and that is by the far the coolest way of travelling we've ever seen.

Players access their Dragon powers through a powerful artefact called the Dragon stone. The stone has different purposes, the most important being the Dragon-morph. Just click the little trinket, and you'll be soaring above the treed. If you are inside a dungeon or building, the stone allows you to turn into the more agile but ground-based Half-Dragon.

The Dragon at your side

At a very early stage, you run into a cute little winged creature called the Mini-Dragon. You will soon form a bond of friendship with the lonely Dragon. The Dragon helps you get through the rough times of being a Dragon Lord, an ancient and lonely responsibility. There is great comic tension between the player and the Dragon, as he constantly complains about new emotions that he has been having. These emotions are the results of a soul-linking spell that bound the two of you together as Dragon Lord and sidekick.

The little rascal is full of tricks! At many occasions, the Dragon surprised us with its wit and sense of humour. He can also turn invisible at will; something very useful when talking to the many NPC characters walking around. In some big battles against the huge monsters that the game has, the little one shows inventiveness and got me out of a tight spot.

The Mini-Dragon has a will of its own and does not like to be ordered around. At some moments, he even refuses to help you. But he is a friendly, gentle soul, and would save your neck plenty of times. When the time finally came to say goodbye, I felt genuinely sad.

A very accessible RPG

Divinity 2 has all the features you'd expect from a modern day RPG – skill trees, inventory management and trading, quest diaries, auto-maps, cool items, character customization and gigantic monsters. But it is apparent throughout the game that Larian has strived to keep everything as simple and accessible as possible without sacrificing depth.

This is very noticeable in the way they handle experience and leveling up. To put it simply, they dumped the idea of experience altogether and instead express everything in gold. If you want to level up, you need to buy that level with a certain amount of gold. While this is a radical shift from the way things are traditionally done, it does open up an entire new level of gameplay. You find yourself constantly balancing whether you should spend your gold on boosting your character, on paying for a cool piece of equipment or spending your hard earned gold on a promising area of skill research.

Everything that has to do with stats received the same treatment. If they thought something was too complicated to explain - like strength, intelligence or agility - they simply dumped it and replaced it by something simpler to communicate to the player. Now we see much more straight-forward things like damage, health, and casting speed.

The list of innovations is endless, but it all balances up in something that is surprisingly simple and yet still adheres to the core values of the RPG genre.

Next generation technology

In terms of technology, this is by all means a next generation RPG. Full per pixel lighting with soft dynamic shadows, advanced parallax and normal mapping, atmospheric effects, 3D physics based particle and fluid effects, procedural terrain and texture generation and soft/rigid body physics simulations are all part of the technology mix. Powered by an impressive array of middleware including the latest versions of the Gamebryo, Kynapse, PhysX, Speedtree and RendeZvous engines, Divinity2 sets a benchmark for the genre.

Graphics

This game has some of the more impressive graphics I have seen to date. All the locations are highly detailed and rich in life. You can see wildlife running about, trees sway and birds fly in the skies. There are realistic light conditions, powered by a great HDR lighting system.

The terrains are often covered in grass and bushes, making for some of the most peaceful pastoral landscapes I have ever seen. In other places, like the snowy mountains of the North Pole, or the vast sun-scorched desert, where particle and lighting effect really make the places come alive.

There are dozens of NPC characters, all expertly modeled and animated, that really make the towns and dungeons come to life. I should mention the NPC character's faces – an exceptionally high amount of love has gone into the faces of the characters. They all look very lifelike and possess a lot of character.

Graphically it looks great, and accompanied by Kirill Pokrovsky's brilliant music (winner of IGN's 2002 and 2004 best music of the year awards), it is certainly a very impressive package. The voice acting is all top-notch with captured facial expressions underlining what characters say.

Conclusion

There aren't that many traditional RPG's out there anymore, but this one shows that with the right level of commitment and good design choices, there's still plenty of innovation possible within the genre. Crafted for a modern day gaming audience, Divinity 2 paves the way for the next generation of RPG's.

It features coolness, depth, a fast-paced story, great multiplayer and easy accessibility, all executed with a great degree of polish, and presents the player with a memorable gaming experience. If you want to try it out now, get the special free demo episode Larian has created.

Better still, run to the store and buy Divinity 2: Dragon Lord. Depending on the day you're reading this, there could already be a lot more content available than it says on the box. Log on to the Larian website and see which episodes have been released.

The future is bright: Larian is planning to make several expansion packs that add to the multiplayer story. At the lively Larian forums, people are making suggestions to make the game's next episodes even more spectacular.

Main features

This chapter will elaborate on the unique selling points listed above. An even more in-depth view of these features will follow later in the document.

Episodic content

Divinity 2's single-player story will be divided in 8 main episodes. The first episode acts as a kind of tutorial episode and will end with the player meeting Mini-Dragon. Then you will be transported to a strange island, where you will eventually gain control of the Dragon Lord's transforming powers. In the third episode, you will discover your Battle Tower and embrace your destiny as true Dragon Lord. With all these powers unlocked for you, and full access to the Battle Tower, you can play through the next 5 episodes.

Multiplayer story

After a character has completed the single player story, he can opt to continue with his character in the multiplayer story. He can also choose to start a character in multiplayer from scratch. The multiplayer story will use much of the same graphic content as the single player story, with only a few additions.

From the Battle Tower, you can step through a rift that will take you to one of the four online regions. In these regions, you can see and interact with other players that are currently online. You can trade and talk to these people, and invite them to groups. Solo players or groups can then enter one of the many dungeon instances, specially built by Larian using our *developer assisted generation* technique.

After release, Larian will continue to publish new quests and items to add to the world. There will be fresh new content for both high and low level players.

Dragon Morphing

At an early point in the story, you gain mastery of an ancient forbidden power: Dragon morphing. Depending on where you are, you will be able to morph yourself into a half-Dragon or a full Dragon. The half-Dragon form typically is what you use in interiors whereas the full Dragon form is something for exteriors.

You access your Dragon powers through a powerful artefact called the Dragon stone. The stone has different purposes, the most important being the Dragon-morph. Whether you'll turn into a half-Dragon or full Dragon when morphing can be seen by observing the stone.

The stone has the form of a Dragon and has multiple sockets at key locations. You can place special gems (which you need to find first) inside these sockets, and when you do, they increase the power of your Dragon. The next time you transform, your Dragon will really look more menacing and bigger, and have new powers.

The player will not be a proficient Dragon from the outset. He has to get used to this new life, and in the beginning, he will find himself struggling even to stay aloft. But the rewards of finally mastering the Dragon inside you will be all the better this way.

The horrible sight of a man turning into a Dragon can be very upsetting. Luckily, your magical abilities allow you to turn into a much less disgruntling form. If you fly over a village or cottage as a Dragon, you will automatically turn into a small harmless flying creature. This way, you cannot fight, but at least you won't give entire villages nightmares, and draw unwanted attention to yourself.

The Mini Dragon

The player will run into the Mini-Dragon after playing for a short while. The mini Dragon is a very rare and legendary creature. Unlike a Dragon, he is delicate, fragile, and very small. He is highly intelligent and can speak the language of any creature. He is also highly proficient in magics, if he feels like using them.

The mini-Dragon will help the player through his adventures. He knows a lot about the Dragon Lords, Dragon morphing and ancient history. In the beginning of the game, he is just about the only one who can give you answers.

Whilst talking to NPC's, Hiero can make himself invisible using common magic. This makes sure he won't interfere with people or scare them off.

For combat purposes, the Dragon is considered to be immortal. You do not have to take care of the Dragon's health; you will have enough to worry about – like your own health. He cannot attack and deal damage, but he can cast spells at enemies that make it easier for the player to kill them. See the Dragon skills appendix for his abilities.

The look of the Dragon is also different per character. During character creation, you can change the appearance of your human and Dragon forms. After you have found the mini-Dragon, you can also alter his appearance. This includes his general colour, some textures, and his facial features like teeth, ridges and fins. As with your character, you can customize the looks of your mini-Dragon at any time during the game.

In multiplayer, the mini-Dragons of the different players will interact with each other in some situations. This can lead to funny things that you would not see if you're playing alone.

The Dragon has a history and a story of himself. He has needs, desires and emotions. He has a quest of his own, and when he reaches his goal, saying goodbye will be hard.

The Battle Tower

When you first arrive in the Battle Tower, you will find it is infested by hostile creatures! An evil necromancer has taken up residence in the tower which should be yours! You must clear it out first.

The Battle Tower has its own place in the main story and is the place where some major character development will take place, both for the player and the main characters in the story. The Tower offers all new layers of gameplay that can be accessed and influenced outside of the flow of the main episodes.

During the course of the game, you can recruit new NPC's to come help you in your tower. Every person in your Battle Tower has their own personality and desires, and sometimes emotions can flare high. There are NPCs that help you in making items for you, and some NPCs can be hard to find, but have an expertise in their respective field that makes them worth the search. Of course, you will have to convince them in some way to come and help you in your tower.

Other NPCs are important to the story. These characters cannot help you directly by making items or giving you training, but they help the story along and give important clues and new missions.

Blacksmiths and alchemists take care of the magical weapons, armour or potions you might need. Wizards and Weapon Masters will teach you to extend your skills, and discover new tricks.

There is also another disgruntling Necromancer somewhere in the game, who hides a terrible secret. After you invite him into your tower, you gain access to 'The Creature' – a horrible beast that will terrorize your foes (and friends!) and for which the necromancer needs various body parts which you collect throughout your journeys.

The top floor of the tower is the Scrying room. The important story NPC's can usually be found here or in one of the many chambers near it.

You can furnish the exterior and interior of your tower with many customizable furniture options and trophies.



The Battle Tower

Character development

The things described below all apply to the *single-player* story in the game. For a look at the features of the *multi-player* story, see the multiplayer part further below. The multiplayer story has some subtle changes in the gamedesign, but it will use most of the same design as described below. The multiplayer chapter will start with a short paragraph on all the changes.

The Dragon forms

There are two forms of Dragon in the game. Depending on the location you're at, the transformation will turn you into a Half-Dragon or Full Dragon. Indoor locations have you turn into the former, outdoors the latter. Note that in some indoor locations, like houses or caves, Dragon transforming is not possible.

First, there is the magnificent Full Dragon form. This is a Dragon like you would imagine. You can fly around where you want, discover hidden places and breathe types of Dragonfire.

Secondly, there is the unique Half Dragon form. The half Dragon form is only half the size of the full Dragon, cannot fly and looks like a crossbreed of humans and Dragons. It is highly agile and acrobatic, and can perform marvellous jumps. In addition, it is the Half-Dragon that can turn practically invisible with the help of its chameleoline scales. You can sneak around much easier in this form.

Interaction with the Dragon stone

This mystical trinket is what gives a Dragon lord his power. Once you acquire it, you can access its functions in the main screen by simply clicking on it or through the menu. The stone is conveniently place at a central location on your main interface.

The picture of the Dragon Stone can change. The magical stone changes shape – with a nice animation – to show the form you will take, next time you will morph. This means that in certain situations, the stone will look like a half-Dragon, and others, it will look like a Full Dragon.

In the Dragon skill menu, you will see a picture of your Dragon stone in the same shape as on the main screen. Around the stone are 12 skill symbols and descriptions. These represent the skills shared by both forms, and the ones that are unique to one form.

If you are lucky enough to find all Dragon gems in the game, you can have all skills at their maximum level. This will not happen in the single player game, however. Only if you play a long way through the multiplayer part, will you find so many gems.

Note that once you have places a gem, and picked a skill, you can take it out and change it *until* you close the window. Once you close the menu window, the choice is set, and cannot be changed again.



Early Concept Sketch of the Dragon.

Full Dragon form

Full Dragon form is everything you would expect from a Dragon in a fantasy game. It is large (about 8 metres long, including tail, and has a 6 metre wingspan), it can breathe fire, has shiny scales and dangerous claws.

Most fantasy games make a distinction in different types of Dragon and give these 'classes' wild names such as colours or metals. We have no such distinction in our Dragons, we just refer to them as Dragons. This does not mean that all Dragons you will see in the game are the same, though. Dragons in Divinity 2 come in many shapes and sizes, but they are not considered another class or type of Dragon. The Dragon the player changes into is can be fully customized at the character creation process, before you start playing.

The skills you have in Full Dragon form will influence the way you look to an extent. Having a higher level in the Dragon armour skill will make your scales more defined, sharper and shine brighter. A better claws skill will make your forelimbs bigger, more muscular and have larger claws. The wings skill will increase your wingspan and look of your wings.

You can access all normal menus in Dragon form. You can see the contents of your inventory but you cannot manipulate them. In more detail - you can move items around in your inventory like normal (rearrange) but you cannot use items on each other or trade with players or NPC's.

The transformation into a Dragon is a painful process, but something a Dragon Lord must endure. The animation is vivid but fast. Your clothes and armour will be carried with you in Dragon form, as will your inventory. You cannot see any of your equipped items on yourself in Dragon form, but when you transform back, you will be wearing your equipment again. The equipment is not removed from your body, you just don't see it. The armour value and additional statistics the equipment endows you still counts in your Dragon form. Note that melee strikes while in any of the Dragon forms counts as being made with your claws, and *not* your equipped weapon.

The Dragon meter

Besides your fatigue and health bars, there is also a Dragon meter. This only has effect if you are transformed. The meter tries to limit your abilities in Dragon form.

Every time you use one of the Dragon skills, your meter will drop a little bit. This is the raw energy coming from your Dragon stone. It will be used up and it takes a long time to replenish. In the Dragon forms, the bar will refill itself, but only very slowly. If you are in human form, on the other hand, the bar will refill much quicker. Investing in the Fitness Dragon skill will help replenish your bar faster.

Note that walking around and also flying does not cost any Dragon power, so there is no risk of turning back into human form while you are in midair and just flying around. If you do too much combat in the air, however, there is the risk of suddenly turning into human form and tumbling down to earth!

Gameplay and controls

When you transform into Full Dragon form, you will immediately take off and start hovering about 2 metres above ground.

There is a practical 'ceiling' in all outdoor location, at which point you cannot gain more altitude. There is also a minimum height at which you can fly. If you want to go lower, you will have to morph and land. Maps will be bordered by mountains over which you can't fly.

Note that the 'feel' of the controls will change during the game. This is done to reflect the fact that the player character learns to be a better Dragon, and is getting more and more used to his new form. Practically, this can be felt in the Dragon's speed, manoeuvrability and other factors. When the player first takes off, he will likely be amazed by his new perspective, only to notice later that he can get better and better even than that.

Camera controls are the same as when you are in human form.

Hovering is the default movement animation for the full Dragon form. When you press forward to walk, you will fly forward, but at a much greater speed than a human could walk. The controls that normally control turning left and right, and have the camera pitch up and down now control the Dragon's movement in 3D. This means that your turn like normal but looking up or down has you flying in that direction.

The skills and spells you had in human form are replaced by the Dragon skills and are used in much the same way. You can also use the run key (or toggle) to fly even faster.

If you press the jump key, you will flap your wings and gain some altitude until you let the key go again. This is an alternate way to fly higher, and doesn't require you to look up. If you look up and hold jump at the same time, you will gain altitude even faster. Note that jumping will always move your Dragon in the direction your back is pointing.

Melee attacks are not possible in Dragon form. They would be too hard to aim and control, and with the long ranged skills at your disposal, you really don't need to.

Skills

- Fire balls
 - Fiery projectiles that explode on impact. Much more powerful and longer range than their magical counterparts that you can cast in human form (see player skills).
- Poison cloud attacks
 - The Dragon can exude clouds of noxious gases that spread
- Fire bomb
 - Drop a fiery projectile on a target below
- Freezing breath
 - A freezing breath attack

There are also the shared common powers for both this form and the half-Dragon form.

- Dragon Armour
 - Armour value total boost
- Flame breath
 - This is a shorter, but wider arc fire breath attack
- Fitness
 - increases the rate at which your Dragon power replenishes
- Paralyzing fear
 - Gives a chance that nearby enemies cower in fear for a few seconds every time they see you

More information on the Dragon Skills can be found in the corresponding appendix

Half Dragon form

Though the Half Dragon form might not sound as exciting as the Full Dragon form, it is still a very effective way to do combat. You lose your normal skills, just as with the other form, and gain skills you picked in the Dragon stone with your gems.

You have the posture of a man, with a monstrous Dragonhead, Dragon claws and muscular legs. On your shoulders you have two bat-like wings, too small to fly with, but capable of propelling you in great leaps.

Some armour pieces, like your helmet, can't be seen in this form but will be back on your body when you transform back. Your chest, lower legs, shoulders, belt and boots armour pieces are shown in your Half Dragon form, and are scaled up a bit to fit you.

Helmets, gloves and bracers are not visibly worn in this form, but are still counted as worn for the armour values and special abilities they have. When you transform, no armour will be unequipped. When you turn back into human form you will see all your worn equipment again.

Like the Full Dragon form, the skills you have decide how you look. The Dragon armour skill upgrades the look of your skin, claws your massive arms, and so on.

NPC's seeing you in this form will react as shocked as they would seeing you as a full Dragon, and maybe even more. But since the Half Dragon isn't airborne, at least you can hide.

Gameplay and controls

Camera and movement controls are unchanged. You move a little faster in this form and your jumps are greatly increased, and have an added damage and stun effect (at least if you have put a gem into the wings slot).

You have complete control over your inventory and can use and equip items like in human form. If you equip something in a body slot (e.g. head in case of helmets) that is not visible in Half Dragon form, you will not see the item on yourself until you change back. You can also breathe fire, but it will not be as impressive as the fire of your other form.

You will have melee strikes that involve your new massive claws. Note that just like in your full Dragon form, you do not strike with your equipped weapon.

One important difference between this form and the Full form is that you can cast all your normal magic in this form.

Skills

- More powerful jumps
 - Jump even higher
- Shooting spines
 - Shoot spines at your enemies. Fire in all directions
- Chameleoline scales that make you hard to see, so you can sneak around easier.
 - Upgrade to your ability to sneak around

The Battle Tower

Players can bring NPC's to the Battle Tower and decorate it. The NPC's that are brought to the tower will aid the player in his quest by supplying items and abilities and it will provide story and character development.

All NPC's are unique and have their own personalities, desires and agendas. Sometime two or more NPC's will have some trouble working together, and this can lead to turmoil in your tower.

NPC's that can be brought are alchemists, necromancers, blacksmiths, magicians, and weapon masters.

These will develop new types of potions, items, spells and specific skills for the player and the player can direct their research. The necromancer will be working on your creature (see below).

Each creation or trainer NPC has its own specialization. For instance, one blacksmith can be specialized in making armour while the other blacksmith could be an expert in creating bashing weapons. This means players will have to choose the NPC that fits their playing style best.

Some creation or trainer NPC's will require ingredients and resources, which the player has to get from the world. The player will be able to perform quests to get better NPC's in his tower and also ensure a continuous influx of goods.

The tower contains a trophy room in which the heads of all the important bosses and monsters you killed will be hung on the wall.

The NPC's that inhabit the tower will have relations among each other and make remarks about others when the player talks to them. If you for instance put an elf and a dwarf together, there will be quite some action. The interaction between the NPC's can also benefit the player; a blacksmith might learn how to make a special type of sword if he befriends a magician, for example.

We differentiate between the following sections:

- Scrying room – story location
- Smithy – The location of the blacksmiths
- Warrior Training room – This is where the Weapon Master resides
- Arcane lab – The location of the magician
- Alchemist laboratory and greenhouse – The location of the alchemists
- Scrying Room and quarters – story location.
- Necromancer room – this is where you can construct your creature
- Main hall - here you can find your trophies

Alchemists

An alchemist needs reagents to make their potions. The reagents can be collected in the world or grown in the alchemist garden. To start growing a specific herb, the alchemists need a certain number of herbs. Not all reagents can be grown. Alchemists also need formulas. These the player must discover in the world. Alchemists can also transmute certain ores into other ores, which the blacksmith needs to create equipment. The output of alchemists is instant i.e. you ask them for potions and they make them right away if they have the ingredients.

Blacksmiths

Blacksmiths make weapons and armour and can also repair equipment. They need ores to do their craft. Blacksmiths can also boost weapons and armour with special powers. They need examples and books to further their lore, and they need reagents to execute the enchantment. Examples can be enchanted weapons/armour from which they can learn. The player needs to bring these to them and sacrifice the item as it is being examined. The blacksmiths can obtain their ore from mines. The battle tower contains an iron mine, but the player needs to obtain ore from other mines to get access to the higher equipment orders. He can find the ore (i.e. mine it) or make a deal with a mine owner in the world to obtain a steady flow of ore. The output of blacksmiths is instant.

Trainers

These include wizards and combat trainers. They try to perfect player skills, raising the maximum level the player can use. Depending on the trainer, you can have higher levels of skills, as well as gaining added effects to existing skills. If a trainer ever leaves your tower, the skills you learned from him remain but his added effect (which is unique for each trainer) goes.

Necromancer

The tower is the ideal breeding ground for creating the ultimate necromantic dream – the creature. The creature is composed of different body parts of humanoid beings. You need to find different body parts in the world and bring them to the necromancer. The necromancer will teach your creature different skills.

You can summon the creature to your aid during combat. To integrate a body part, you need to bring it to the tower.

Character Creation

When you first create your character, you have to go through the character creation part. Here, you can customize the looks of your character's body and features.

First, you have to select if you want to play a male or female hero. This decision has an influence on many dialogs and spoken texts – your character will be addressed differently, but you will have the same story. The sex does not have an influence on your statistics.

After that, you can pick a face for your character. There are twenty faces to choose from for each sex.

Lastly, you must pick a voice set for your character. All things the character says are taken from this set. There are 3 voices for males and 3 for females.

Then it is time to create your Dragon form! There are many possibilities for this. If you are playing a male player character, you are also playing a male Dragon. The same goes for females.

First, you must select a body type. There are five body types to choose from for each sex. These bodies have different configurations of horns and spikes.

Then you must select a face for the Dragon. There are ten to choose from for each sex.

The Dragon's skin colour is next. You can choose from a palette of 12 colours and patterns, and its texture will change accordingly.

And finally, just like with your player character, there is a voice set to pick. There are 2 voices for each sex.

Lastly, you can customize the looks of your mini-Dragon. He is a male, so his sex is set. But you can choose a model for him (out of 5 choices) and a head (10 choices). Because he has so much spoken dialog, we can't have multiple voice sets for him.

Character stats

We do away with things like Strength, Agility, and Intelligence and instead focus on statistics that have a direct meaning. Traditionally the words above mentioned have an effect in the game only through lower-level, secondary statistics that really affect the gameplay.

We will circumvent this step, and show the secondary statistics directly. We will then let the player boost those through their items and level gains. The removal of the extra layer of complexity will make things clearer to them.

A big design decision we have taken in Divinity 2 has to do with experience, gold and levels:

We have decided to get rid of 'experience' altogether. Instead, in this game, the player gains new levels by buying them with gold. In the game, we will not use the term 'level' (except in design documents), but instead speak of a character's *rank*. This rank has to do with the wealth, fame and status of a character, and creates much more immersion and depth for a character than just some ephemeral number or 'level'. Ranks will range from Peasant or Commoner at the very lowest to Captain or General or even Emperor at the highest.

You can buy a rank with gold on the stats screen in the menu. These sales are irreversible.

The points at which players gain a new rank will have to be balanced, but these thresholds lie with certain sums of gold. For instance, a beginning player has amassed 1800 gold through questing and killing monsters. As soon as he possesses 2000 gold, he could buy rank 4, called Adventurer, from the main menu. But he finds himself at a shop and ponders about buying a new sword that will make him much more deadly in combat. The sword costs 300 gold, and this will put him back a long way to gaining his next rank. He can wait with buying the weapon and play for another hour to get the 200 gold he needs. But if he gets the new sword now, his combat ability will increase, making killing monsters and getting the 500 gold he still needs much easier.

All players will constantly have to think about their budgets and make a trade off between getting an item when they want, and getting a new rank. This new system will add a layer of strategy to RPG games that has not been seen before.

The stats a player can develop are so-called base values. With the damage statistic, for instance, this is the damage range you will inflict when scoring a hit when fighting empty-handed. Weapons can add bonuses to this base value, leading to the final damage value. For example your base damage is 100 – 120 and your axe gives +6 percent, then your total damage is 106 – 128.

At the bottom, underneath the player's statistics, there can be seen his current rank. This can also be seen as the player's level. Level will be shown in the way of a title, not a number. Examples of this are: Peasant, Apprentice, Adventurer or Captain.

The player can also see how much gold he has and how much more gold is needed to gain the next rank.

When a player levels up, he will be able to choose which of the three categories he wants to boost (offence, defence or his intellect). All statistics in the category will then be raised by a small amount. Note that not all stats rise by the same amount, but that they are in direct correlation with each other. This is because some stats are measured in percentages, others in ranges, and others in absolute values.

At any point in the game, you can set the game to expert mode. This is a small switch that can be found in the game options in the menu. Expert mode, designed for players who want a little more control, allows you to divide your stat points boosts over different stats. You still have to select a main group (Offensive, Defensive or Intellect), but you can then divide your boosts.

In case you were looking for it, we don't have mana. The fatigue meter replaces the function of mana. With every skill executed, the fatigue meter goes up. If it hits full, you have to wait for it to go down before you can execute another skill. If you don't wait, you can still use your skills but your health will go down.

Note that the cost in fatigue for every skill is the same, whether you use a weak, medium or heavy attack. This is done to balance the risk with the potential damage output. To make it clear: a weak (short) magic attack will do 20 damage for a cost of 40 fatigue. Because it is only a short attack, you are vulnerable only for a short time. Now, a medium attack will do 35 damage for the same 40 fatigue. This also puts you at a medium risk. Lastly, the strong attack will do 50 damage for 40 fatigue. This way, we stimulate the player to do more heavy attacks, because he will do more damage for the same cost.

As mentioned earlier, there is also a Dragon bar. This bar starts out filled when you come to a new level. You only use up your Dragon bar in any of the Dragon forms, and only when you perform Dragon attacks. The bar replenishes itself slowly, but only in human form.

While in Dragon form, your fatigue bar is ignored and is greyed out on the main screen.

Damage types

We differentiate between two types of damage in the game – Magical damage and Physical damage. As a general rule of thumb, weapons do physical damage, and can be countered by wearing better armour. Spells do magical damage, and can be countered by increasing your Magic Resistance statistic. See stats below.

There are some exceptions to this. Some weapons will do magical damage. As described in weapons stats below, they will have a damage *bonus*, but a *base* magical damage range.

Another exception is with some spells. A fireball, for instance, will do physical damage (the impact of force on you) and magical damage (the magical fire).

Offensive stats

Damage output:	The min/max amount of physical damage your character does. This is a so-called range. Example: 4-6 damage.
Casting speed:	Speed of filling the charge meter for using skills (in seconds, with one decimal).
Speed:	The speed at which you fight with weapons. This has an influence on combo speed (see combat system).
Critical hit chance:	Chance to score a critical hit (in %)

Defensive stats

Vitality:	Your health in hitpoints.
Armour:	A percentage bonus to your total armour value. Total armour value is calculated by adding the armour values of all your equipment together and adding other bonuses such as from this stat.
Chance to Dodge:	Chance to dodge an attack from an equal level creature (in a percentage chance).
Regeneration:	The rate at which your health and fatigue regenerate.

Intellect stats

Concentration:	Chance that an enemy hit does not interrupt your charging and your resistance to stun/incapacitation effects (in %).
Mastery:	Bonus to the prime effect of the magic spell (in a percentage).
Resistance to magic:	Protection against magical attacks (in % damage mitigation).

Player Skills

Every time you gain a new rank (level), you also gain a skill point. You can also gain points with doing quests or in special occasions. Every 10 levels, you will gain 10 bonus points.

The player's skills come in so-called rings. There are 7 rings in the game, each having 5 skills. This makes for a total of 35 skills.

There are no classes – skills are accessible to everybody.

The Rings are visible to the player from the beginning of the game, but grayed out. This way the player can see what will be available later on and plan ahead his strategy.

You can spend your skill points to get new skills or new levels in skills. You can buy a new skill by raising its level from zero to one. This costs one point. Further costs to raise levels will rise exponentially. To be specific: it costs as much skillpoints to raise a skill as the level it is at now. So, if you want to go from level four to level five, you will need to have four skill points. The types of abilities and spells that can be found in a ring vary greatly and there is something for everyone.

Some of these skills do magical damage, others physical damage. A few do both types of damage, and will have both types listed in their description. For a detailed view of what types of damage a skill does, see the appendix.

All skills can be upgraded if you have the skill points for it, but only up to a certain level. This maximum level is decided by your trainer NPC's in your tower. You can pay your Battle Tower trainer to raise this maximum for you, after which you can spend skill points again to raise your skills.

Note that not all tower NPC's can go to the maximum skill. If, at any time, you would want to maximize another skill, you would have to fire that trainer and find a new one. All trainers have one Ring which they are specialized in. This means they can train all spells and skills in that Ring up to maximum level. They have lower maxima of skill levels in the other rings. In addition, the trainers give passive bonuses to all the skills or spells in their Ring. If you would ever fire that NPC, you lose the passive bonus but not the skills you learned.

Note that all skills can be said to be equally ‘good’, but have different functions in combat. This means that you can do okay without any of the higher level skills, but if you do invest in them, you will be much more versatile in combat.

You start with ring 1 unlocked. You unlock the other rings in the following way. It takes the square of the number of the next ring, in skillpoints spent, to unlock it. For example: you are in Ring 2 and can’t wait to see Ring 3. It takes 9 points, divided over all the skills in Rings 1 and 2, to unlock Ring 3. These 9 points can be divided over the 10 skills of Rings 1 and 2 in any way.

Here is a quick overview of the player skills.

Ring 1

- Caltrops
 - These spiked metal devils will severely hurt anything that doesn’t watch its step. Slows the movement speed and does damage for everyone in an area where you placed the trap.
- Charge
 - You close the distance between you and your target in a flash, inflicting a lot of damage in the process.
- Healing
 - You can heal yourself or others.
- Fireball
 - Hurls an explosive ball of fire.
- Raise Undead warrior
 - You raise an undead from a nearby corpse. The creature will use melee attacks.

Ring 2

- Telekinesis
 - You attempt to use your willpower to hold an enemy in place. This skill can also be used on objects to draw them near you
- Ghost Arrow
 - A focused ranger can fire arrows made out of pure willpower. These arrows can fly through walls and even through armour. This arrow reduces the armour of the target.
- Blessing
 - For a very short while, a divine blessing aids you. Your stats are raised.
- Bone Shard
 - Through a dark infusion of magic, a sliver of bone appears before the caster, dripping with blood. This projectile can cause a nasty infected wound and bypasses magic resistance.
- Disarm
 - Passive Skill. With each strike, you try to hit the wrists of the opponent, intent on disarming him. The higher the level of this skill, the bigger the chance of your opponent losing his weapon.

Ring 3

- Harpoon
 - You throw a large hooked spike at your foe, tied by a rope. If you hit him, you can yank him towards you, closing the distance and possibly making him fall from a high place.
- Impact Arrow
 - Passive skill. Every shot you fire with your bow can knock enemies to the floor. The enemy will have to take a few seconds to get up again.
- Resurrection
 - Bring back an ally from the dead.
- Choking Trap
 - This trap carries with it a payload of noxious choking gas.
- Static Field
 - Passive Skill. A field of static electricity surrounds you. The closer enemies get to you, the greater the chance of spark crossing over to him, doing lightning damage.

Ring 4

- Conducting Arrows
 - Passive skill. These metal-tipped arrows are highly sensitive to static electric energies. Any enemy struck by one of these arrows has a chance of being shocked.
- Lightning Bolt
 - A flash of lightning zaps out to your target. With lightning spells, there is a chance with every hit that the bolt leaps to a nearby enemy, doing reduced damage.
- Summon Divine Essence
 - You summon the aid of an angelic demigod. She will share her health with you and make sure you stay alive.
- Spring Trap
 - This trap is very simple and very effective. It has a coiled-up giant spring inside, just waiting for something to step on it. Targets launched by it receive a significant amount of damage.
- Drain Life
 - You drain the life from a crowd of hapless victims.

Ring 5

- Frenzy
 - There is a chance with every hit that the player goes into a frenzy of whirling steel. His attack speed greatly increases but his critical chance suffers for the duration.
- Intimidate
 - You let out an ear piercing howl. All enemies have a chance to resist or will try to flee from you.
- Draining Shot

- Passive Skill. These barbed shots can drain the fatigue energy of a foe, making it harder for him to cast spells.
- Stone form
 - You turn yourself to stone. You have a great damage reduction against all types of damage, gain immunity to stun, blind and knockdown.
- Poison Weapon
 - Using vicious corrosive substances on your weapons is a dangerous and meticulous process, only known by very skilled survivalists.

Ring 6

- Summon Shield Wraith
 - The souls of demons cannot escape this plain and are doomed to roam. Near the rift-shield they can achieve substance again. You can call on these infernal beings to fight for you. The demon uses ranged attacks in addition to melee attacks and attackers get damaged when they hit him.
- Plague
 - Passive Skill. With each strike, you can inflict a disease. This powerful disease affects one target and is so virulent that the disease can jump to other enemies. The caster is immune to the disease.
- Tranquillity
 - Through force of will, you force all manifestations of magic to be gone from the target. This power is so great it can spread around.
- Deflect Physical
 - This powerful force field can stop an amount of damage done to you. It also deflects some of the damage back to whence it came.
- Freeze
 - This spell will freeze one opponent, effectively trapping him in a block of ice.

Ring 7

- Deflect Magical
 - You can create a mystical barrier that stops some of the effects of magic on you. At higher levels, some of the damage done by the spell is reflected back at the caster.
- Earth pound
 - An earth shattering smash with a weapon at the warrior's feet that creates a shockwave extending out from the warrior, knocking enemies to their feet and creating a temporary smokescreen that increases your defence.
- Splitting arrows
 - Your arrows split in mid-flight, hitting multiple enemies.
- Vampirism
 - Passive Skill. The ultimate necromantic spell. You gain the strengths of the cursed breed of vampires but hardly any of their weaknesses. You steal life with your attacks.
- Trail Bomb

- This trap consists of a series of explosive charges, arranged in a line. Those that are hit by it suffer tremendous damage.

Equipment

Under the category of equipment fall all items that can be picked up and worn by players.

A piece of equipment or item can be either 'soulbound' or not. When you look at the tooltip for any item, you can see whether they are soulbound or not. This is done to prevent exploits in the multiplayer part.

Soulbound items cannot be traded to other players under any circumstances. Important items for quests, such as keys or some objects important to the storyline, can never be traded and are always soulbound.

For all characters, the Larian server will monitor the player's inventories at set intervals and check if there is any duplication or other abuse of items.

Item fever is one of the driving forces behind character development so we have to make sure that once again there's plenty for our players to find.

Equipment will be categorized according to rareness – i.e. regular, fine, special, rare, unique, heroic and divine equipment will have increasingly more powerful character and statistic modifiers applied to it.

Armour skill is used in much the same way. All armour has an effective level, at which you get the maximum armour points. Magical bonuses of the armour will also be much less (or even not working at all).

We will keep on having generated items but we will make a large amount of handcrafted weapons with special attributes and give them some very short histories. It would be nice that when we give names to items, there occasionally is also a book or scroll related to these items.

Certain items have histories that can be found after you got the item. Finding the item history will explain something about the item, and you'll get access to new powers of the item.

Equipment gets stats but the sum of all the stats corresponds to the level of the weapon. This way, we hope to keep the generated items balanced.

We'll try to animate as much equipment as makes sense, especially the special ones (i.e. glowing swords). Item sizes will be overdone to make them look cooler.

We will have set items where the whole is worth more than the sum of its parts. Only if you collect all items in the set and wear them, will their true potential be unlocked.

Weapons

We will have the usual assortment of weaponry but also try to introduce originality in the types of weapons players can find.

For a description of all weapon types, and their effects, see the equipment appendix.

Weapon level

All weapons have a level. So, if a Club has a level of 30, it means it works at maximum efficiency if the player is also level 30 (or higher). If you use it at a lower level, the weapon will be considerably slower and have a lower critical chance; however the damage bonus it gives is the same.

Damage bonus

The better quality the weapon, the higher is its damage bonus. A high damage bonus value translates directly to a faster kill. However, weapons with a lower damage bonus can still have a higher attack speed modifier, or a higher critical hit modifier, thus making its total damage output over time higher. Of course, this damage bonus applies to your character's physical damage. Note that some magical weapons have bonus physical damage but also do some magic damage of their own. This magic damage is not a bonus, but a base damage range.

Damage bonuses can never be negative (but they can be zero), as even a spoon can be wielded to do massive damage, if the force behind it is great enough.

Functionality: the damage bonus is applied to your base damage value. The result is then the damage you do to your opponents with a normal blow. Note that a chargeup-attack adds even more damage.

Attack speed modifier

The attack speed modifier raises or lowers the base attack speed of the character. Slow but powerful weapons do large portions of damage at a low frequency and light fast weapons do small portions of damage in quick succession. This bonus can be below 0.

Functionality: the speed at which you can do the consecutive attacks in a combo depends on your total speed.

Critical Hit Chance modifier

Some weapons allow for very precise movements and strikes while others are so large and ponderous that they cannot be swung with much precision at all. However, the modifier should never be negative, as a very highly skilled warrior can still be somewhat precise with a large club.

Functionality: with every strike you make, you get a chance of scoring a critical hit. This hit will then do a lot of bonus damage. Normally, this is twice the damage you would do, but some weapons have a special modifier that lets you do more than twice the damage.

Armour

We will have the usual assortment of armour but also try to introduce originality in the types of armour players can find.

For a description of all armour types, and their effects, see the equipment appendix.

Armour value

Armour gives you an absolute value that is subtracted from the physical damage done to you. Note that some armour also offers bonus magical resistance.

Functionality:

All pieces of armour you are wearing have their values added up to arrive at your total armour value. A percentage modifier coming from your armour statistic and the Armour skin Dragon Skill (if you have it) will be added to this, giving you a final total value. This number is then deducted from the physical damage you receive. Note that it is possible this way that some enemies might not be able to damage you, if your armour is high enough.

Magic resistance

There is only one kind of magical damage, so we don't do things like fire damage, water damage etc. This will make things simpler for the player. This is a reduction of magical damage only.

Functionality:

Some pieces of armour will have magical resistance. This is then added to the magic resistance statistic of your character. Every time you are hit by magical damage, half the amount is mitigated by this percentage, just like with armour. Note that it is possible this way that some enemies might not be able to damage you, if your resistance is high enough.

Block Chance

This is only applicable to shields. It is a percentage chance to 'block' an incoming attack. If this happens, the enemy will hit your shield instead of you. Note that this only counts with physical damage. A strike that does magical damage only cannot trigger this chance, and armour does not work against magical damage.

Functionality

When a 'block' occurs, the armour value of the shield is quadrupled for that strike only. This can only happen with strikes that would hit you in the front.

Example: an orc hits you for 100 damage. You have a good set of armour with a total reduction of 40. You also wield a shield with an armour value of 5. The shield's block chance is at 5%, and in the case of this hit, it successfully blocks. This means the armour value of the shield is not 20 instead of 5. Together with your other equipment, this makes 60 armour. Your armour modifier stat adds another 4%, which makes a total of 62 (rounded down). Of the 100 damage, 62 damage is blocked, leaving only 38 damage.

Combat system

Appearance

When in combat situations, your weapon will be drawn automatically.

Spells and some other abilities and skills are always cast with the left hand.

The shield is equipped on the left, but with the hand visible and free

A character with one one-handed weapon will always have his weapon drawn in the right hand, and can cast spells with his left.

A character with two weapons cannot have a shield and has the second weapon in his left hand. Characters with two-handed weapons will carry the weapon in their right hand. If they do an attack, they will carry the weapon in both hands for the duration of the animation. No shield can be carried when equipped with a two-handed weapon, not even when the hand is free.

When you use two weapons, your casting speed will be lowered, as an animation must first be played showing the weapon in the left hand being put away (very quickly) before the casting animation can be shown. After casting, another quick animation will show how the weapon is grabbed again.

Controls

Normally, outside of combat, you walk forwards and backwards with the up and down cursor keys, respectively. The left and right keys rotate your character.

If you click to attack, the targeting system will automatically target the nearest enemy. A list with icons at the right side of the screen shows all targets walking around which you could attack at this moment. The current target is highlighted. You can click on another icon on the list to change your current target. You can also press the *next target* key (this is the enter key right now). A third method is clicking on the enemy you want to attack.

The target will then be locked. If a target is locked, the left and right movement keys will let your character circle around his target (also known as strafing).

If you use or cast an ability or spell, a charge up bar will show at the bottom right corner. This charges up at a steady rate. If you release the key, the energy is released and the bar empties itself. Note that the bar fills itself slowly all the time, so the chances are that when you go into combat after a time of peace that your first strike will be at full charge bar.

A normal melee attack can also be charged. This works in the same way as using a skill, but without selecting a skill. Just click and hold, and you will charge your attack to do a massive blow.

You can cast spells or use skills at any time, but waiting for the charge to fill up first will greatly increase the effect of the spell cast. There are three levels of charge up. At one-third of the bar, you will do a strike or cast a spell with a moderate damage (or in the case of some spells, effect) bonus. At two-thirds of the charge, you will get a large bonus. And lastly, at the end of the charge up bar, you will get a massive bonus and a chance of a special effect.

For normal melee attacks, there is a chance of getting a special effect strike called a deathblow. This means you hit the enemy so severely he dies outright. The deathblow can only occur if you charge up the attack all the way.

For spells and combat abilities (skill use), the special effect is different for each skill. Look in the skills appendix document for a description of all skill special effects.

Besides the charge up system with its bar, it can be useful to use small – fast – attacks, too. If you do not charge your attacks they will not do much damage but the combo system will start to work. For every attack you do within a certain time, the attacks are chained together in a combo. This makes the character perform special animations and can will make you do bonus damage, but only if you time your attacks right.

While you are waiting for the bar to charge up, you are vulnerable to it being ‘interrupted’ by your opponent. If you are hit while it is charging up, it will charge up slower, or even (when hit by a very strong hit) decrease, depending on the damage done to you. Note that your shield’s block chance cannot ignore while you are charging.

It is therefore *safer* to do a lot of quick, less powerful skills than to do a few powerful skills. However, the strength builds up exponentially, so if you manage to do a more powerful skill, you will be able to deal with your enemy faster. If there are multiple enemies, this is definitely something you’ll need to take into account.

Full physics are in effect in combat. You can use objects in your environment for defensive or offensive purposes and they will do damage based on their relative weight and hardness. If your weapon is large enough, and you swing it around in a large enough arc, you can and will hit multiple enemies.

Another cool feature that Divinity 2 has is the so-called Overpower effect. If the level difference between you character and your enemy is big enough (i.e. you are more powerful), the power you exact on the physics of the enemy becomes greater. Watch goblins fly when you hit them with your battleaxe.

The complexity of combat will increase together with the number of skills, and the types of skills available.

Two weapon combat

You can equip any weapon that you can normally use in one hand in your other hand. There is a penalty to your critical strike chance. Naturally, you cannot wear a shield if you have a weapon in that hand.

Ranged weapons

Ranged weapons are greatly hindered in attack speed if the player is hit while he is attacking. Firing point-blank at a target that is in melee range cannot be dodged, but your firing speed might be hampered if you let your enemies get this close.

Ranged weapons do not require ammo. Ammo is never used in the game. You can see the animation of the character putting an arrow on the bow but you never have to worry about running out of arrows.

Thrown

Thrown weapons are a unique type of projectiles that don't require anything to be fired *from*. They are very fast but do little damage. Thrown weapons are not fired at point blank range, but are wielded as melee weapons instead.

Just like the other ranged weapons, thrown weapons have no ammo.

Death

In the single-player story, death is permanent. If you die, there is little more you can do than load a savegame. There are different rules for this in multiplayer. See the multiplayer chapter below.

Bodies of slain enemies will slowly deteriorate until they are gone. They fade out if the player leaves the area they are in.

Saving and Loading

In the single-player story, you will have unlimited save games: games can be saved and loaded at will in many save slots, which means players will be able to go back to an earlier event in the game and try a different choice. If you go 'back in time' by loading a savegame, you will of course lose all progress you have made in the Battle Tower.

The creature

The creature is a floating unholy magical construct, with the arms grafted into it at certain places. The first head you find will be placed on the 'shoulders' of the fleshy hulk of the creature, but other heads are attached at different places – like its back or bottom.

It is composed of all kinds of body parts from different monsters (and humans). You need to find different body parts in the world and bring them to the necromancer in your battle tower. The creature's statistics depend on the bodyparts you give it. It has the same collection of stats as the player. With the help of a special item that the necromancer will give you, you can summon the creature to your aid. To integrate a body part, you need to bring it to the tower.

During the game, all kind of corpses can be 'harvested' for limbs. Using your Hacksaw item, you can remove limbs from a corpse. You must then bring the body part to the tower, where the creature will be constructed.

If the creature is not yet complete, the necromancer will tell you what parts you have and which you still need to make the creature complete.

The creature's maximum configuration is: 6 arms, 6 tails and 4 heads.
The minimum is 2 arms and 1 head.

Many monster types can have their limbs removed and added to the creature and the stats of the creature change accordingly. Most limbs also give a skill bonus. This means that with some skills, the level of the skill can be boosted by having the right limb. If you did not have the skill in the first place, the limb will give your creature the skill at level 1.

In combat, you will not be able to control the creature. You summon him and then let him loose on your enemies. He will follow you around and attack your enemies until he dies. His death is not permanent, but you must wait a while until you can summon him again.

Here is a short overview of the creature's skills. For more information, see the corresponding appendix.

The AI of the creature will decide what skills he uses, and at what time, there is no way to control it yourself. As a rule of thumb, the higher level skills are more powerful but the creature will not use them very frequently.

- Ferocity
 - For a short while, the creature gains a bonus in attack speed, but a lower critical chance.
- Spit
 - The Creature spits out a globule of sticky goo at its target, which covers it for a duration. The effect of the goo reduces attack and movement speed. Very short range.
- Squeal
 - The creature lets out an ultrasonic scream that hurts all enemy spellcasters for a duration. This has an influence on their casting speed.
- Vomit attack
 - Short range area effect poison damage, acid – reduces armour and death damage.

- Poison strike
 - Passive. Attacks do a little poison damage.
- Hiss
 - The Creature swells up, to make himself look bigger and more frightening than it already is. This can cause some enemies to run in fear.
- Disease cloud
 - Passive. The creature is surrounded by a cloud of flies and disease. Any creatures that get near have a chance of catching the disease. The disease reduces the hitpoint totals of enemies.
- Devour
 - The creature attempts to swallow an enemy whole. If successful, the enemy is killed outright.

The world

Like in the first Divinity games, the world will be a vast and interesting place.

We will riddle the game with Gameplay Boosters. Gameplay Boosters can best be described as things that are interesting to do or fun to discover. They might include playing a game of chess with a demon to gain a legendary sword or discovering a long lost recipe to brew Dwarven ale. In general the more Gameplay Boosters contained within a game world, the more fun it is.

There'll once again be plenty of Easter eggs to keep the community happy. We haven't designed any but I'm quite sure they'll pop up throughout development.

We'll do a lot of environmental effects such as wind, rain, dust storms, blizzards, mist, shadows of clouds... We'll let also let some of the environmental effects have an impact on the character stats, movement etc.

Every episode has its own environment, ambiance and starting time period. This allows us to push the details very far and make episodes more enjoyable. When you first play an episode, it will be in that episode's default time of day setting. If the story allows it, waiting long enough has the locations in that episode shift to the next time period.

Overview of locations

Here follows a list of the main locations in the single-player story. The multiplayer story is not yet written but we do know this: we will use the same terrain and buildings from the single player story and the story will be different to allow for multiple protagonists.

Note that you every episode starts in the Battle Tower, apart from episodes 1, 2 and 3. For a more detailed description of the locations, see the corresponding appendix.

Episode 1

- Broken Valley
- The forest outside Broken Valley

- Aegis temple in Broken Valley

Episode 2

- Sentinel island
- Cyclops village
- Seer's cave

Episode 3

- Battle Tower
- Necromancer's circle

Episode 4

- Bendrick's Point
- Elven Parliament

Episode 5

- Rivertown
- Cursed Abbey
- Inquisition Pits
- Flying Castle

Episode 6

- Yuthul Gor desert
- Orc camps
- Maxos Fortress of the Dead

Episode 7

- Lands of the Dead
- Maxos castle
- Hell
- Hell citadel

Episode 8

- North Pole mountains
- Focuser Castle
- Damian's throne room

Transportation

The game will be playable in 1st and 3rd person perspective.

As soon as you change into a full Dragon, the camera will zoom out to accommodate your expanded perspective. You can now fly around at high speeds. Aiming up towards the sky lets you gain altitude and pointing at the ground takes you lower.

Since the game is split up in different levels, when you reach the border of a level a small map will pop up, showing the locations you can reach from your current location.

Teleportation

As the player progresses, they will reveal more and more of the world and they should be able to return to a certain location at any time without having to walk for hours. Apart from new means of transportation such Dragon flight, the player will once more find the famous Pyramid Stones. Their use is simple; you drop one of the Pyramids on the ground somewhere and by dropping the other one somewhere else, you zap off to the first Pyramid. These give you a second mark and recall system next to your Dragon stone that can teleport you where you like.

However, do note that you cannot return to an episode once you have completed it. So, any pyramids that you have left in the world when the episode ends will be placed back in your inventory when you start the next one.

In multiplayer, you can teleport to back to the stones of another player's placed Pyramid, as well.

Automap

As in Divine Divinity there'll be two types of maps. A large world map and a detailed mini map which shows the immediate surroundings. The map will again contain map flags, indicators and the option to make notes.

SFX and Music

The tried and true formula in music will be applied again with a heavier focus on live instruments. Sound wise; everything that might make sound should make sound with an emphasis of having multiple sounds for the same events.

NPC's

Dialogs

RPG games are sometimes called 'reading games' by some players because of the heavy reliance on text in them. Story can indeed very well be told with text, spoken or not, but it can also be told more directly, with scripted events. Half-Life 2 was a good example of this.

Instead of having large pieces of dialogue or text for the player to read, we throw him immediately into the action, with a lot of NPC reactions and animations that show what is going on.

This will create a greater sense of immersion, attract more casual players (who are often discouraged by an RPG's wordiness) and create moments of action. Of course there will still be some dialogues where you have to listen to a story or make a decision, but they will be seriously less than in the previous games.

Dialogs will be Divine Divinity style and not like they were in Beyond Divinity. We will greatly extend the existing dialog/quest template system to give the writers more freedom. A powerful dialog editor is available for this.

However, player replies should focus on containing gameplay. E.g. if the player wants to insult someone, the game will make sure it has an impact.

Action will continue when you are talking, and NPC's will not keep on talking to you if enemies approach.

You can always walk away from a dialog without upsetting the storyline. Also, no dialogue in the game will upset things or relations so much you cannot finish the game. Certain quests can still be 'failed' if you make the wrong choices, however. But never will you get stuck; we will make sure of that.

We will give the important NPC's a lot more personality and depth than they had in Divine Divinity.

Professional voice actors can mean a lot for a game, and we will certainly use better talent for this than in our previous games.

Behaviour and schedules

NPC's that are important to the player (story/merchants) are always around the same location so you can find them. Secondary, less important characters, however, will have a schedule and will move around their environments. Schedules will make NPC's work, sleep, entertain themselves, go to the pub etc...

NPC's will be programmed with a number of generic reactions. Typical examples are:

- You steal their property – they attack or call for help.
- You steal the property of someone else – they call the owner or call for help.
- You enter their house – they follow you, attack or call for help, depending on their attitude. Merchants make sure they maintain eye contact with you.
- You enter a place you're not supposed to be – they follow you, call the proprietor or call for help.
- You try to sell something you stole from the one you're trying to sell to – depending on the item (typically equipment) he takes it, then attacks or calls for help.
- You vandalize something – depending on owner, attack or call for help.
- You have a high rank – they comment on you.
- You just did a great deed – if it's important to them or someone close to them, they praise (or curse) you.
- You attack them – defend or call for help.
- You change into half or full Dragon form in front of their noses – they try to run for cover and call the guards. This is generally not a good thing.

As in *Divine Divinity*, all the bad stuff you do in the eyes of NPC's will have a negative impact on their attitude towards you. The result of attitude drops is that they start refusing to talk with you (at which point you can always try to bribe them to gain favour).

Some locations will have a lot of scripted events and story that allow the player to finish the game even if he has made his social life impossible with the abovementioned things.

As in Lionhead's *Fable*, NPC's that adore you will make good (audible) comments about you. Likewise, booing is something players will have to live with.

From an implementation point of view, we will not differentiate between player and NPC possibilities, thereby making everything the player can do a possible option for NPC scripting.

Nothing stops us from giving the NPC's more possibilities than the player, however.

NPC's in combat

In combat, enemies and NPC's will be equipped with typical FPS AI. That means we'll do things like suppress fire, cover, crouching when under fire, tactical path finding, investigating, hiding and fleeing.

Additionally we'll develop multiple attack plans based from which NPC's can pick that take their properties into account – the development of these plans will be done by allowing developers to play with a monster in multiplayer against another player and tweak his AI.

For each type of creature, we'll script special tactics. We'll include a lot of low frequency scripted unique behavior in the tactics of creatures to give them a unique feel.

We'll include a number of scripts to deal with the environment (e.g. pick up a chair and throw it etc...)

Creatures will interact with their inventory (Drink potions, switch weapons).

Where appropriate, we'll have the enemies use group tactics.

Enemies will investigate if they hear something – with intelligent enemies, if they are in a group, they'll send a patrol and if the patrol doesn't come back, they'll go into an alert mode. There will be a mitigating factor to make sure the player doesn't have the entire world after him.

NPC's will fight among each other if they are of different alignments.

Intelligent NPC's will take the stats of their opponents into account. If things look bad, they won't fight, but instead run away or cower in a corner. When engaged however, they will defend (in order not to frustrate the player).

We will underline NPC reactions within audible comments e.g. "What's that sound.", "Oh yeah, you think you're tough?" etc... Obviously we'll balance it so it won't get on people's nerves.

Story will always win over AI when it comes to control over creatures. NPC's that are crucial to the story will be protected.

To give the thief-like players more of a chance, we'll organize it so that monsters/enemies move/patrol more.

At several points there will be "bosses" who perform special attacks but also give the player special treasure (unique weapons etc...)

In some boss battles, there will be scripted events in the combat that involve your mini-Dragon! In case of a group of players, a mini-Dragon will be randomly chosen from the ones in the group.

To get the loot from enemies, you have to click on their bodies.

We'll do selective respawns where it makes sense (e.g. an orc army camp – there are reinforcements or mp instances). We also use a system of encounter types, with enemies travelling in groups or solo, and with their own respawn and roaming settings.

Animals

An entire set of quests will focus on the player interacting with animals. If he helps them, they will aid him throughout the game:

Birds – They will sing specific songs to alert the player of danger, giving him an increased perception of nearby threats. This translates into having a radar for your minimap. The birds will tell you by song where the enemies are, and you can see small icons on your map to indicate this.

Monkeys – They'll trade the player valuable items for less valuable items. Of course, the monkeys' inventory is very, very limited and quite random. The monkeys do possess some rare items however, if you are lucky.

Wolves - There is one pack of wolves in a forest that you will encounter that is much more intelligent than the normal wolf. If you 'communicate' with them, using signs, motions and grunts, they will help you in the forest. You must first gain their respect

Giant Insects – These primitive creatures can be fooled by standing still, as they can only sense motion. You can lure enemies into a trap this way.

Animals that are hostile to the player will first enter a threatening stance, alerting the player not to get too close. If they are afraid of the player, they will try to run away.

As in Divine Divinity, some animals will have natural predators that chase them.

All animals drop one or more Enhancing parts or ingredients for cooking (think meat). See object interaction for more information on this (below).

For an overview of all animals, see the corresponding appendix.

Object interaction

Players will be able to interact with a multitude of objects. We should make it so that the available interaction promotes gameplay – e.g. the stuff should do something every time (which wasn't always the case in the past).

Players will be able to move, push and throw most objects. Rigid body physics are active on almost all objects. Objects will be used to make traps, barriers and secret locations. Divinity2 will have a physics-synchronizing system that allows realistic physics in multiplayer games.

You can again combine objects to create new objects. In Divine Divinity we made certain object creation chains skill dependent. In Divinity 2 this will not be the case. If you figure out the correct object chain and you have the correct ingredients, then you'll be able to create the object you want. There's no need to complicate matters.

The item abilities (i.e. things you can do to items to transform them) are divided in field and non-field abilities. Field abilities are things that you can do wherever you are. Non-field abilities can only be performed in the battle tower or by specific NPC's.

Non-field abilities include alchemy and blacksmithing.

See the descriptions of the blacksmith and alchemist in the Battle Tower section for more details on their trade.

Field abilities include cooking and enhancing:

Cooking

All cooking ingredients are automatically stored inside a special recipe pouch that is permanent part of the player's inventory. When eating something, the player will sit down and consume his dinner. If he is attacked while eating, the effects of his dinner fails but he doesn't lose what he was consuming. Food acts as a replacement for potions, but cannot be used instantly during combat and can be created in the field. Sometimes, while travelling, the player will discover exotic ingredients.

Food can only be created by the player by combining items in his inventory. Recipes for foods can be read from books scattered throughout, but mainly through experimentation. Some things will need to be cooked. Combining the items will only give you a 'dough' type item (for instance: pineapple pie dough). This dough must then be used on an 'oven' world object to be turned into the final food.

Enhancing

Enhancing is completely item based. Enhancements can be decorative (to make your equipment look cooler), but they can also have an effect on equipment, boosting their stats. An enhancing item can be used and then attached to a piece of equipment.

See the items appendix for the different foods and enhancing parts.

Mining and plucking herbs are not skills like in some other games – the player just needs to click on the ore/plants and he acquires the item. You sometimes need to find and mine special ores for a piece of equipment to be made by your tower's blacksmith. Herbs and fruit can be used in foods.

Special Object types

These are special unique objects that you can find and use in the world.

Key ring

Your key ring holds all your keys. Keys that serve no more purpose are automatically removed.

Flare

This rare item holds an unlimited number of flares, but does need a time to cool off. It cancels all stealth in the area and reveals all invisible enemies. It also shows all traps. Some quests can be built around using the flares to show hidden enemies/objects.

Pouches

Ingredients, Reagents and parts are all kept in pouches, an item designed to keep the clutter of your backpack to a minimum. Ore Materials stack, but gems do not. There are three pouches, each holding an unlimited number of reagents, ingredients or parts.

Telescope

With this item you can look at faraway places. When used, the view changes to first person, with an extreme zoom and different camera movement speed. You cannot use items or attack with the telescope out. You can move. Right clicking anywhere will put the telescope away again and return you to the last camera setting.

Teleporter stones

Like in the previous Divinity Games, you will once again have your Teleporter stones, which work in the same way as before. When you right click your stones, you will have a small submenu with the stone options drop, drop and teleport, and teleport. If you are playing in a team, you can select what player's stone to teleport to when you select the teleport option.

Hacksaw

This item is unlocked by and can be bought in the Necromancer's lab in your tower. You can use this item on corpses to gain a limb. A detailed and gruesome animation will show your character sawing/hacking off a limb from a corpse. A small submenu will ask you what limb to extract – head, arm or tail. The hacksaw can be used unlimited times.

Whetstone and hammer

The name describes two items, but they are both included in a single item. Whetstone is used to repair weapons and the hammer is used to repair armour. Because they are both in the same item, this item can be used on both weapons and armour. The whetstone and hammer never disappear. Item repair in the field can only repair your items to 50% durability.

Crystal Skull

This eerie object will summon, unsummon and resurrect your Creature

Self destructing keys

After a key is used on the appropriate lock, it is destroyed (or the player just leaves it in the lock). This way, keys don't clutter up your inventory. Keys will also be kept on a key ring instead of in the inventory, and the game will auto-label them, for instance with the location of where the player found it, or who the player got it from. The visualization of the key will also give a hint of what kind of lock it will fit. Note that keys are bound to episodes. You will lose all keys you did not use in an episode when the episode ends.

Money and valuables

The economy in Divinity 2 revolves around gold. With the new way of handling levels and experience, gold is much more important in this game than in any other. All items cost gold, naturally, but you have to carefully think about what you want to buy and how fast you want to level up. Even in the late game, gold will still be balanced since the costs of leveling up rise exponentially, as do the costs of raising the maximum level of your skills (with the help of trainers or magicians).

Books, parchments and scrolls

Books and parchments can be read (and collected for reference) and will tell the player something about the world and its history, more about the story, entertainment and sometimes even about hidden quests and locations.

Books will be divided into several categories for design purposes. However, the player cannot see what kind of book he has found until he reads a bit of it, and then in some cases an event will happen. Note that all books have a maximum of 5 lines; a synopsis. Books types will have a coloured cover to make them easier to distinguish.

Recipes/formulas/plans

These books can be brought to the blacksmith or alchemist. They can then learn to make a new type of weapon, armour or potion.

History/story books

These books are richly written with interesting back-story. Most of these come in volumes, with the total story told over several volumes. They offer nothing more than interesting story to read (and collect).

Hint/information books

Much like history books, these contain richly written story. The story also has a hint, riddle or clue to an item or quest. These are then automatically scribbled into your diary's clue section for later reviewing. This includes treasure maps

Skill books

Some books confer special powers to the reader. Upon reading the book or all volumes of the books, the player gains a skill level. If he had no level in that skill, he gains the first level and can use the skill from then on.

Scrolls

Scrolls will allow the player raise the maximum level of a skill (or skill type) that an NPC in your battle tower can teach you. A wizard that could teach you to raise your fireball level up to 20, for example, can be customized with a fireball scroll to teach you fireball up to level 25. This customization will create a closer bond between a players and his NPC's.

Item hitpoints

The powerful brute does not bother with picking locks and just rams the door. That's one reason why certain objects in the game will now have hitpoints (for instance chests and doors). Other items might have hitpoints too, for instance, the cupboard behind which a secret entrance is hidden.

On the other hand, the loot you will get from a chest or closed cupboard will change when you bash it, as opposed to finding the key. You will receive less reward from these locations if you simply bash them.

Multiplayer

This part of the Design document will describe the design of the multiplayer story part of the game. First there will be paragraphs which will list the changes to the singleplayer story. If something is not listed there, you can safely assume it is handled in the same way as in the single-player story.

There are two ways to enter multiplayer. You can play online or in a LAN. You will only have access to all the community features if you play online.

Changes

Death

In the multiplayer story, things are handled a bit differently. While travelling through the lands, you frequently come across so-called Shrines. These are magical places which will conserve your life-energy and make a 'waypoint' for you. If you die in multiplayer, there will be a dialog asking if you want to resurrect now or wait. Waiting can be useful because your team-mates might have the resurrect skill. In that case you would want to stick around and wait for them to cast it. If you don't wish to wait and select resurrect, you will be resurrected at the last shrine you visited, without any penalties.

Bodies of other players cannot be interacted with, except resurrection. If a player has chosen to resurrect, his body instantly disappears from where it lay. You come back to life with your entire inventory still with you – nothing is dropped when you die.

Saving and loading

In multiplayer you cannot save or load. The server keeps track of the player's progress. If they log out at a certain point, and then log in again, they can select to start at the closest shrine to where they exited, or to start another episode. If they select to go back to a waypoint, boss items that had already been killed or special items that had already been acquired will not spawn again. They will only respawn if they restart the episode.

Mini Dragon

There is no mini-Dragon in the multiplayer story. At the end of the main story, your valiant little friend sacrifices himself. This is done to not have too many Dragons flying around when you are in a team. Scripting problems would make it hard to give the Dragon any interaction anyway.

Battle Tower

The assorted characters of the Battle Tower that you have grown so accustomed to in the single-player story will likely be replaced in the multiplayer part. They will still talk to you, but no more scripted story events will happen in the tower.

There are also some other changes to the Battle Tower which concern new riftgates. This is, however, better explained in the context of the multiplayer world. See 'World' below. Also, a player can invite a player to his Battle Tower in multiplayer mode. This player can then stroll around the island and admire its layout, collected furniture and other objects, and its trophies.

Characters

If you have finished the Single-player storyline, you get the option of continuing with the character in the multiplayer part. You will retain all your items, minus anything that was quest-specific. You will also get a bonus item for finishing the story.

The character will naturally already have quite a high level when he starts in the multiplayer story. This is no problem, as there is still plenty of content for him to explore. The lower-level quests he can also do, but the rewards for these will be inferior to him. The gold rewards are also negligible for him. You will have your full Dragon powers with all the gems that you have collected. It is possible to find more Dragon gems in the multiplayer story.

As said before, you can make a new character for multiplayer only. This character will start at level zero in the world and can then start on the lower level quests to advance. He can never interact or start on the single player story. A new character in multiplayer will start with full Dragon powers and a Battle Tower (and Dragon stone). The battle tower will have only a skeleton crew, however. As mentioned in the Battle Tower chapter above, he will have to locate trainer NPC's to populate his new tower. He will have no Dragon gems either.

A character in the single-player story can (after chapter 3), opt to abandon the story and take his character to the multiplayer world. This is an irreversible choice, and the player will receive ample warning before he tries to do this.

World

The world in the multiplayer story is different from how it is described above. A multiplayer character starts in his Battle Tower from which he can choose one of four riftgates which lead to one of the four main multiplayer areas. Note that while a player is in his Battle Tower, he is alone, unless he had just invited someone to his tower.

The riftgates lead to four worlds:

- Green valleys
 - These lands use the Broken Valley and temperate zone terrain to make a large green valley with some idyllic human and elf villages.
- The wasteland
 - Like Sentinel Island and Yuthul Gor, this is a wasteland and desert area. It uses the ash forest terrains of Rivertown, and the desert terrain of Yuthul Gor. Orc, dwarf and human villages throughout.
- The icy lands

- Like the northern lands, this area uses the white version of the wasteland terrain.
- Lands of the dead
 - This area is an alternative version of the lands of the dead as it was seen in the single-player story. Hell is included, too.

These lands can be seen in order of increasing general difficulty. So this means that the Green valleys have most of the beginner quests, while the lands of the dead have the most hard quests. There are some exceptions to this however, as you can find some hard and easy quests in all areas.

In these areas, you can see other players walk around and you can interact with them. A system that is somewhat similar to NCSoft's *Guild Wars* is used here: a Larian server hosts these areas, which can only support a few dozen players per area-instance. If an instance is filled up with players logging in, a new copy (instance) is created and hosted and the new players are placed in there until that is filled up.

Chatting is possible between area instances. This means you can chat with your friend, even though he is in another instance, and you cannot see him. Furthermore, there is the option to travel to another instance. If players want to meet up, simply note the number of your instance and tell the others to come to that number. This is possible with a special menu. A buffer will allow for these few extra players on the instance.

Developer Assisted Generation

Larian will use a powerful level-generation engine to make a large quantity of dungeons that we can use for quests. The level layout will then be checked by our designers and its level of detail enhanced. They will add cool gameplay like traps, scripted rooms, NPC's and quests. We must then put the finished level through our renderer to make special lighting maps. This way, we can make a large number of finely polished, detailed and fun maps in a short time.

Using DAG, we can make addon-packs for the multiplayer part on a monthly basis. This will keep the community alive and will add replay value and new content to the game.

Entering Dungeons

At the moment you enter a dungeon, you get a popup with two options. If you are already in a group of players, and you are the leader (starter) of the group, you can choose to enter the dungeon right now. All players will then be transported to the beginning of the dungeon, ready to start on their adventure. The other option is to wait. You will then be placed in a queue. All other players that also enter the dungeon and choose the second option will go into the queue with you. You can see how many players are in the queue in a special window.

Once enough players have queued for the dungeon, it can start. You will be transported to the beginning of the dungeon with your newly created group.

When you enter a dungeon, you will also see some useful information. These are things like the suggested level and the suggested and maximum number of players. You can play the dungeon if you are too high in level, or too low, at your own risk. The same thing is true when you enter a dungeon with less than the number of suggested players.

Online lobby

To play a multiplayer game online, players connect to the online lobby where they can chat with other people, trade items, start new episodes, download new content and search for a party to play.

The online lobby is the only central server component of the game. Once players activate an episode, the players themselves host the game.

The online lobby also verifies critical parts of the game characters that are offering themselves to the lobby to allow detection of piracy and cheating. Upon detection, cheating players are banned from the lobby.

Depending on the capacity of a lobby server, we will have to provide multiple servers with a maximum amount of players per server.

Auction house

Online characters can make use of the advanced Auction House function. Here players can make bids on items that they want. There is one auction house in each multiplayer area.

As a hot new feature, the Auction House also has a Trash Box, where a full inventory of items that are sold to NPC's or dropped by players is kept. To get an item from the Trash Box, you pay a set price and then get a random item from the box.

Community quests

We will introduce a series of quests into the multiplayer Game world that can only be solved if you play together with other players. We'll randomly distribute items throughout the world and only by combining the items (such as a key split into four parts) will players be able to solve the mystery.

Solving the mystery will give them access to cool unique items and your name on the Larian website.

Only a limited number of these items can be found every month. The clues are all monitored by the server. The Larian website will show who have won the items and how many there are left. When a new month comes, new items will be placed in everyone's game, and a new hunt begins.

The story

The full story can be found in the corresponding appendix.

Of course, the story summarized here only covers the single-player part of the game.

Background: The story of the Divinity Universe

The story behind the Divinity universe can be found in the following publications:

- Divine Divinity (PC-CDROM, 2002)
- The Child of Chaos (Novella, 2004)
- Beyond Divinity (PC-CDROM 2004)

In *Divine Divinity*, the player is blessed by the gods of all the races and becomes the *Divine One* in a struggle to prevent the birth of the son of the Lord of Chaos. To prevent the birth he has to stop an evil cult, called the Black Ring, from executing an ancient forbidden ritual. He is too late and the child is born. Divine Divinity ended with the player walking away, the fate of the child unclear.

In *the Child of Chaos*, we learn that the Divine One couldn't bring himself to kill the baby. Instead he raises the child as his own son, Damian, hoping that he can alter destiny by keeping the child out of the clutches of the Black Ring. Destiny can't be fooled however, and the story ends with the Divine one having to choose between banning his son to an alternate prison universe and killing him. He chooses to send him to the demon world of Nemesis.

In *Beyond Divinity*, Damian discovers how he can escape Nemesis. With an unwitting player as his aide, Damian ultimately steps through a Rift (a kind of trans-dimensional portal) that takes him back to the world of the Divine, ready to rumble.

Appendices

There are currently 9 appendices, but more will probably be added in the future. They are not ordered to importance.

Note – this document comes with many appendices. These are however live documents and do not always reflect the latest decisions. Interested parties should contact us to get access to the appendices. The appendices cover the following topics:

A	Monsters & creatures
B	Skills
C	Items
D	Equipment
E	Creature skills
F	Multiplayer
G	The battle tower
H	Dragon skills
I	General Interface