

The design of Divinity 2 went through many iterations – this particular design doc shows you how we were thinking about the game in 2007. If you'll check the 2006 or 2008 versions, you'll notice quite some changes. (Yes, I did copy/paste this text from the 2006 file)

Divinity 2 Design Document

Divinity 2

Design Documentation

3/30/2007

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Summary

Divinity 2's mission statement

- Cool character development reflected in your performance in combat, the equipment/skills you can wield, the looks/yields of your battle tower and the way characters react to you.
- A rollercoaster ride through a fabulous world with well developed characters and increasingly more powerful and varied opponents, delivering a variety of regular and sometimes unexpected rewards.
- A very visual and epic storyline filled with plot-twists.
- A beautiful atmospheric highly interactive world, taking maximum advantage of *next-gen* hardware.
- Accessible but still deep, with a large degree of polish.

Key Features

The Dragon

The dragon is your ultimate combat form but also a great way to navigate the world. Just as with your player character, you can customize its looks. The Dragon's scales, head, wings and claws can all be changed to match the Dragon of your dreams. Explore the lands in search of fabled Dragon Armor, and wear it with pride.

Your dragon form can unleash formidable damage against air opponents, but is often vulnerable against defensive positions and archers. Initially your dragon form will be weak, but as you progress you'll master more and more of its powers. Your dragon has its own dedicated skill trees, with many interesting skills.

Dragon combat takes place almost exclusively in the air, where you will use your fireballs, wind blasts and ice powers to keep enemies at bay. You can expect other flying creatures such as wyvern, griffons and other Dragons to make your life hard.

Last but not least, you're a dragon, so you can burn the place down!

The Battle Tower

A central structure to which you can teleport at all times. It's divided in multiple compartments housing different NPC's that you can recruit from all over the game. Your choice of NPC's, and how you decide to upgrade these various compartments has an impact on how they can help you. The tower also houses important protagonists of the story, each with their own agenda.

Visit the lush greenhouse, where you can cultivate and experiment with exotic herbs and roots to come up with new powerful potions. Or visit the mad inventor in his machine room, where he can enchant your weapons and armor for you - for a price.

Exciting skills and abilities

There are over 75 skills and abilities to learn and master in the game. The human and Dragon forms each have their own skill trees with many exciting options for customization and combo-building. You can specialize into one tree to become the ultimate warrior, wizard or rogue, or choose to mix your skills carefully, gaining mastery over a wide range of possibilities.

The player also possesses a telepathic ability. As soon as he has become one with the magics of the Dragon Lords, he can read the minds of others. This costs a lot of effort to use, but can point you towards secret quests or expose liars.

Multiplayer: Divinity 2 will feature a cooperative party-leader/sidekick based multiplayer mode. What this means is that in multiplayer players team up and tackle the storyline of the party-leader (typically the host). The party-leader is the only one who can engage the party in quests (like Baldur's Gate). The other players act as sidekicks to the party-leader but do gain experience and equipment throughout the adventure. The world will scale (e.g. loot, monster difficulty) to the amount of players active in the game (like Diablo). When players get back to their own game (where they are the party leader), the game will scale gradually i.e. initially they'll feel overpowered because of the xp/loot they gained, but slowly but surely the game will become leveled to their character again. Players can also be created on the fly to assist the party leader. If players are too low level for a party leader's session, they'll get a temporary boost. Likewise, if they are too powerful, they'll temporarily be penalized.

Co-op: We will experiment with the possibility of co-op. Given the way we set up multiplayer, this should be feasible if we do it the way Baldur's Gate: Dark Alliance did it, except that the Dragon mode could present problems. We need to try out a few things to make this work e.g. have the other player jump on the back of the dragon when one player turns into a dragon and give him the possibility to use his skills.

Interactive and reactive world: NPC's in the world will be equipped with a vast arsenal of reactions to player actions, even when the player changes himself into a dragon. The world itself will feature plenty of interactive components, ranging from herbs you can make potions from to advanced physics puzzles such as rope bridges and other traps.

Things people will talk about

Assaulting flying fortresses

The game world is intimidated by an army of flying fortresses. Your final goal in the game is to enter the largest flying castle and defeat Damian, who resides within. The fortresses are made up from individual parts, each with its own function.

The creature

One of the rooms in the battle tower is a necromancer cave, where a half-demon/half-human with a crush on you will seek to build you the ultimate "creature". You'll get a hacksaw with which you can cut off limbs from boss monsters. The necromancer will then assemble these limbs into the creature, its powers depending on the composition of limbs. You can summon the creature in combat to help you.

The trophy room

Another room in the battle tower, here you can hang the heads of the boss monsters you defeated. The trophy room is part of your living quarters which you can fully decorate and

modify like you want, impressing visitors (in multiplayer) with the clever arrangements you made.

Tower Cyclopes

Scattered throughout the tower are Cyclopes, creatures you saved from imminent doom and who agreed to help you with upgrading the tower. Your Cyclops resources are limited however, so you need to choose which parts you want to upgrade. When assigned, you see them being very busy transforming a room into the upgraded version, in a quite funny way. You'll be able to gather more Cyclopes as your progress in your quests.

The Lands of the Dead

To save the world, the player has to travel all over the face of the globe, and beyond. The Lands of the Dead is where souls go after they die. It is a desolate and dark place, but it holds answers you need. It is also the new home of an ancient ego, with near infinite wisdom, and a heart of stone. Not only the living have influence over the fates of the world.

Need to know features

One world: While the game is divided into multiple levels, they are all connected to each other creating the impression of a seamless world.

Character development: A sophisticated character development and item system, together with new gameplay opportunities as the player progresses, will give the player a true feeling of growing to be a hero. Character development will exist on 3 axes – the hero, the dragon and the battle tower.

Light without being light: The presentation and gameplay will be very accessible but that doesn't mean the game won't be deep. There are multiple layers of complexity for players to discover, catering to both traditional and casual RPG gamers.

Multiple difficulty levels: To keep increase replay value (especially in multiplayer), we'll introduce a Diablo style difficulty level system.

Market viability

The strong focus on character development which is original but not too different should attract players that seek the *next-gen* Diablo experience.

The interactivity and depth of the characters, against the background of a strong multi-layered story-driven world, will lure in the traditional RPG audience (Elder Scrolls: Oblivion, Baldur's Gate).

The atmospheric environments and quality of the polish as well as the premise of being able to play as a dragon should attract the casual RPG audience.

The multiplayer mode will increase shelf-life and assure that a dedicated community will form around the game, increasing sales through word of mouth and continuous press exposure.

About this document

This document assembles multiple separate documents into one. Each of these documents is either a full design of a particular feature of the game, or an overview in case the separate documents are too big. In that case, this document will refer to the correct appendix for further reading

Character development

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 customize 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 five faces to choose from for each sex.

The Dragon's skin color is next. You can choose from a palette of 12 colors 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.

Character stats

The Attributes

There are 9 attributes, divided over 3 categories. The categories can be called Physical, Mental and Knowledge.

When you gain a level, you get one (or more, we will have to see) attribute points. Spend the point into one of the attributes, and it will go up a point.

The attributes are as follows

- Physical
 - o Damage
 - Damage gives you a bonus in all melee attacks and skills
 - o Defense
 - Defense is a combination of combat skills, being quick on your feet, and pure luck. The higher your luck, the bigger the chance that enemies will miss their attacks on you.
 - o Vitality
 - Your health. This gives a bonus to your hitpoints.
- Mental
 - o Concentration
 - This attributes gives you a bonus to the damage you do with magical skills.
 - o Willpower
 - A natural resistance versus magic. This attribute gives you a chance to shrug off some of the effects of harmful spells.
 - o Endurance
 - Your Endurance is important if you want to use a lot of skills. This attributes gives you a bonus to the number of fatigue points you have.
- Expertise
 - o Weapon Expertise
 - Anyone can wield a simple knife, but larger, more exotic weapons need training and knowledge to be able to wield effectively. Most weapons have a requirement in weapon expertise which must be met before the player can use the weapon.
 - o Armor expertise
 - Like weapon expertise, many pieces of armor require knowledge and training before you can wear them.
 - o Arcane Expertise
 - Magical weapons, armor and devices are bread and butter for an adventurer in a fantasy game. Magical equipment has a requirement in Arcane Expertise as well as in Armor and/or weapon expertise.

Further attributes

Beyond these nine attributes which the player can change when he levels up, there are a few attributes that are influenced in different ways:

- Armor
 - o You get armor from your armor equipment. All armor values of all worn pieces are added up and the total value is used in a calculation to see how much damage you receive from enemy hits.
- Physical Damage done
 - o The actual damage you do per strike. This is calculated by taking the damage range from a weapon, and then adding the bonus from the player's Damage attribute, as well as other bonuses from skills or special circumstances. This

damage is then reduced by a value, dependant on the armor value of the enemy.

- Magical Damage done
 - o The same as for physical damage, but for magical skills. This is not reduced by the enemy's armor, but can be resisted completely if he has a high Resistance attribute.
- Hitpoints
 - o You start with a set number of hitpoints, and you gain a few hitpoints more each level. Your Vitality bonus is then added to come to your total hitpoints.
 - o Hitpoints will also regenerate, but only when you're not fighting. The longer you're not in combat, the faster it will regenerate.
 - o If you want to regenerate hitpoints in combat, there are potions and skills that make this possible.
- Fatigue
 - o All skills and attacks cost a little fatigue.
 - o The weapon you're wielding shows how much fatigue it costs to strike with it. Of course, more powerful, heavier weapons will cost more fatigue to wield.
 - o Magical skills and special weapon attacks will also have a set fatigue cost.
 - o **If you run out of fatigue at any time and continue to attack and/or use skills, you will pay the fatigue cost in hitpoints, instead.**
 - o There are skills that reduce the fatigue costs of other skills
- Critical chance
 - o Critical is when you do double damage with a normal, physical attack
 - o This is normally a very low chance, but it can be boosted with skills and potions.

The speed at which the player attacks depends on how fast he can click. The animations are very fast and allow the player to make very fast attacks.

Enemy attributes

The player will not see the attributes of the enemies, but they share many with the player.

With this list of attributes, we have many options of balancing the enemies.

- Damage
 - o With this value we tweak the physical attack damage of the enemy
 - o Note that we do not have an attribute to boost the magical attack damage - this
- Speed
 - o Speed of its attacks
- Armor
 - o Reduces physical damage done to the enemy
- Resistance
 - o Gives the enemy a chance to ignore magical damage
- Hitpoints
 - o Hitpoints of the monster
- Skill use speed
 - o If it has skills, it will use them at roughly this interval, if its AI thinks it is the right time to use that skill.
 - o Note that monsters have no fatigue and will not tire.

- Crit chance
 - o The chance that the monster does double damage.
- AI script
 - o This is not an attribute in the normal sense, but has a great impact on how combat goes.
 - o Monsters can be fierce or cowards, melee oriented or ranged fighters, with many permutations.

Note that the monster has no defense. *The player will always hit monsters he attacks.* Monsters do have an armor value that reduces the damage the player does.

Attributes and Levels

When you fight an enemy, the level of you and your target are also taken into account. What we are looking for here is a system that will make monsters much lower in level than you total pushovers, and monster of a higher level more difficult than they would normally be.

We have decided on a 'threshold' of 2 levels; this means that there is no alteration to the attributes if the level difference (up or down) is 2 levels or less. After 3 levels, the enemy receives a 1 point bonus to all attributes per level difference if it is higher level, and 1 point penalty if it is lower.

Skills

Skill Diamond

Where the Dragon Skills use three pyramids to organize the skills, the player's skills are arranged in 3 diamond shapes. The skills in these diamonds are connected by lines. The player will start with 1 point already spent in the three first skills of the three trees; the Avatar forms. The next two skills in each tree, the ones that are directly connected to the first skills, are now also available to him. As soon as he can spend a skillpoint, he can buy one of these (6 total) new skills, unlocking even more skills. Once a skill can be reached by one of the connecting lines, the player can buy it.

The lines also have a different meaning. This is a so-called synergy bonus. All skills have an effect on the skills before it, which they are connected to. If you take a look at the diamond below, you will see that skills number 2 and 3 are connected to the top one, number 1. Any levels bought in skills 2 and 3 will also boost the effects of skill number one. This effect will work for almost all skills throughout the entire skill tree.

Note that a level 1 character starts with all attributes at 1 (to be tweaked, could also be higher number). Also note that any fractions are always rounded up.

All skills will have five levels in the single player story. In the multiplayer story, higher levels are unlocked, and you can go up to level 10.

Unique skill choices

In each tree, there are 4 skills that are marked with a U, or, in the list of descriptions, are called Choice skills. The player has to make an important decision here. He can only take 1 of the choice skills within a tree. If he picks one, he cannot take one of the other ones in that tree, locking off three skills. Picking one does unlock two more skills that he could not get to in any other way. Since there are three trees in which the player can buy skills, the player has to make this important choice three times.

'Class' distinctions and descriptions

Top level distinctions

Warrior

The warrior relies on his wisdom of battle, his hardiness and his ability to make cool-headed decisions in the darkest hour, and turn the tables on his enemies.

- Best hitpoints
- Best Defense
- Worst magical skills
- Worst speed

Survivalist

The sneaky survivalist relies on his wisdom of nature and his training in the shadowy arts to take on his enemies one by one. He is a master of the quick kill, but his overspecialization sometimes gets him into tight spots.

- Best speed
- Best chance to score a critical hit
- Worst resistance

Wizard

A prepared wizard is a focal point of destructive powers. But these torrents of energy tire quickly, after which they are especially vulnerable.

- Best magical use
- Best ranged skills
- Worst fatigue efficiency
- Worst hitpoints

Lower level distinctions - subclasses

The Skill diamonds have four extremities - north, west, east and south. You can always find the Avatar form in the north. If you look at the subclasses, the east and west are logical opposites. The south is the most extreme extension of the skills, but has no subclass name; you could call it the highest achievable wizard, warrior or survivalist skill.

Beyond the name of the subcategory and the exact workings of the ultimate skills, there is no special rule to these subclasses.

Warrior - west: Paladin

On the left side are the holy warrior skills, which rely not on magical skills but on divine favor. These skills rely on luck, and a potent against undead, and will extend the longevity of the warrior.

Warrior - east: Mercenary

The true mercenary has no morals and will fight for anybody, as long as they pay. Mercenaries are extremely hardy and experienced fighters, and proficient in a great number of combat styles.

Survivalist - west: Spiritualist

The Spiritual Survivalist relies on the spirit realm for his source of information, preparation and sustenance. A spiritual survivalist can commune with spirits and call upon their aid

Survivalist - east: Tinkerer

The tinkerer is always buys finding new ways to put things together. He is what we would call an inventor nowadays. But the tinkerer uses much more than primitive engineering. He combines mechanics with magic to come up with new gadgets and inventions.

Wizard - west: Sorcerer

The Sorcerer has taken magic one step further than most. He has seen what lies beyond the infinite, and returned with wisdom that is madness to most. The sorcerer uses magic in all new ways, and can bind the minds of other to his will.

Wizard - east: Necromancer

A Necromancer has sold his soul to the dark arts. He seeks to corrupt, to destroy and to defile. His own greed and lust for power are the only truths he adheres to, as well as a zealous faith in suffering.

Special rules

In order to give more depth to the skills and make the skills more interesting and varied, I have chosen to introduce new special rules in the skills. Trying to not make the skills too complex, I have been looking for a way to make the skills of the different 'classes' fit well within their trees. I have been looking for abilities and mechanics that bring out the feeling of the class roles, as described above.

Warrior

The skills in the warrior pyramid (except Avatar form, which relies on the Dragon Power mechanic, and does not cost fatigue) all work with the following mechanic: The effectiveness of the skill is inversely proportional to our current health. This means that the more health you have, the less effective a skill is. The formula is this:

For every 1% that your total health is below the halfway point, your skills become 1% more effective. Thus, if you are at 1% of health, your skills are 49% more effective. The 50%

maximum cannot be reached, because you would need to have 0% health, and then you'd be dead.

Survivalist

The survivalist is most proud of his combat effectiveness. For every 'hit' that you score on an enemy, you get 1% bonus to all survivalist skills used against that enemy only. There is also a flipside: for every miss against an enemy, you lose 1% effectiveness. There is a maximum penalty of 20% of this effect, and a maximum bonus of 40%

What's more, for every one critical you score against an enemy, you get a 2% bonus to all survivalist skills used against him.

Wizard

The wizard is most effective when he's fully rested and prepared. A tired or distracted wizard is almost powerless. To illustrate this, we use the following system:

A wizard skill gets a bonus of 1% effectiveness for each % the player's fatigue is above the halfway point. So, if the player has 100% of his fatigue, he will cast his spells at maximum potency. As soon as he falls below 50% of his fatigue, his spells will begin to suffer. Note that all skills cost fatigue as well. Thus, a wizard has to be doubly careful. As long as a wizard-skill user can keep up his fatigue, we will be very powerful indeed.

Wizard Skills**Skill Diamond:****1: Avatar form**

Allows a small amount of fatigue drain, stats boosted.

2: Healing

Heal yourself or another.

3: Fireball

Shoot a fireball which does splash damage

4: Passive: Heal boost

This will increase your healing power

5: Gale

A great cold wind will blow an enemy from its feet

6: Passive: Enchant arms

Enchant your weapons to do a small amount of fire damage to your targets

7: Resurrection

Bring back a friendly target from the dead

8: Spell Barrier

Raises your magical resistance for a while

9: Earthen Grasp

The ground in an area of your choice becomes thick and muddy, slowing enemies, or even immobilizing them.

10: Scorch

A ring of heat radiates from you.

11: Spell Reflection

Reflect spells for a while

12: Choice: Polymorph

Turn an enemy into a harmless lemming for a while.

Taking this spell will disallow you to take any of the other choice spells or the ones that come after them.

13: Freeze

Freeze a target on the spot

14: Choice: Raise Dead

Raise a skeleton from a slain enemy

Taking this spell will disallow you to take any of the other choice spells or the ones that come after them.

15: Undead mastery

Allows your raised skeletons to cast spells as well

16: Mind Control

Make an enemy fight on your side for a while.

17: Choice: Fire wall

Create a wall of fire, through which no enemies can pass without seriously hurting themselves

Taking this spell will disallow you to take any of the other choice spells or the ones that come after them.

18: Choice: Lightning

Lightning shoots from your fingers. It cannot miss, and is extra damaging to highly armored targets

Taking this spell will disallow you to take any of the other choice spells or the ones that come after them.

19: Skeletal Construct

This required at least 2 raised skeletons. You fuse the two skeletons together, to make a frightening skeleton construct.

20: Chaotic relocation

Whenever you are touched by an enemy, that enemy has a chance of being relocated to some other place. He will still be close, but disoriented and interrupted.

21: Blizzard

Pelt an area of your choice with ice bolts

22: Passive: Conduction

Your lightning spells will find better conduction through your targets. This gives them a chance to jump to a nearby target.

23: Teleport

Teleport a short distance

24: Storm

Call upon a mighty but unpredictable lightning storm.

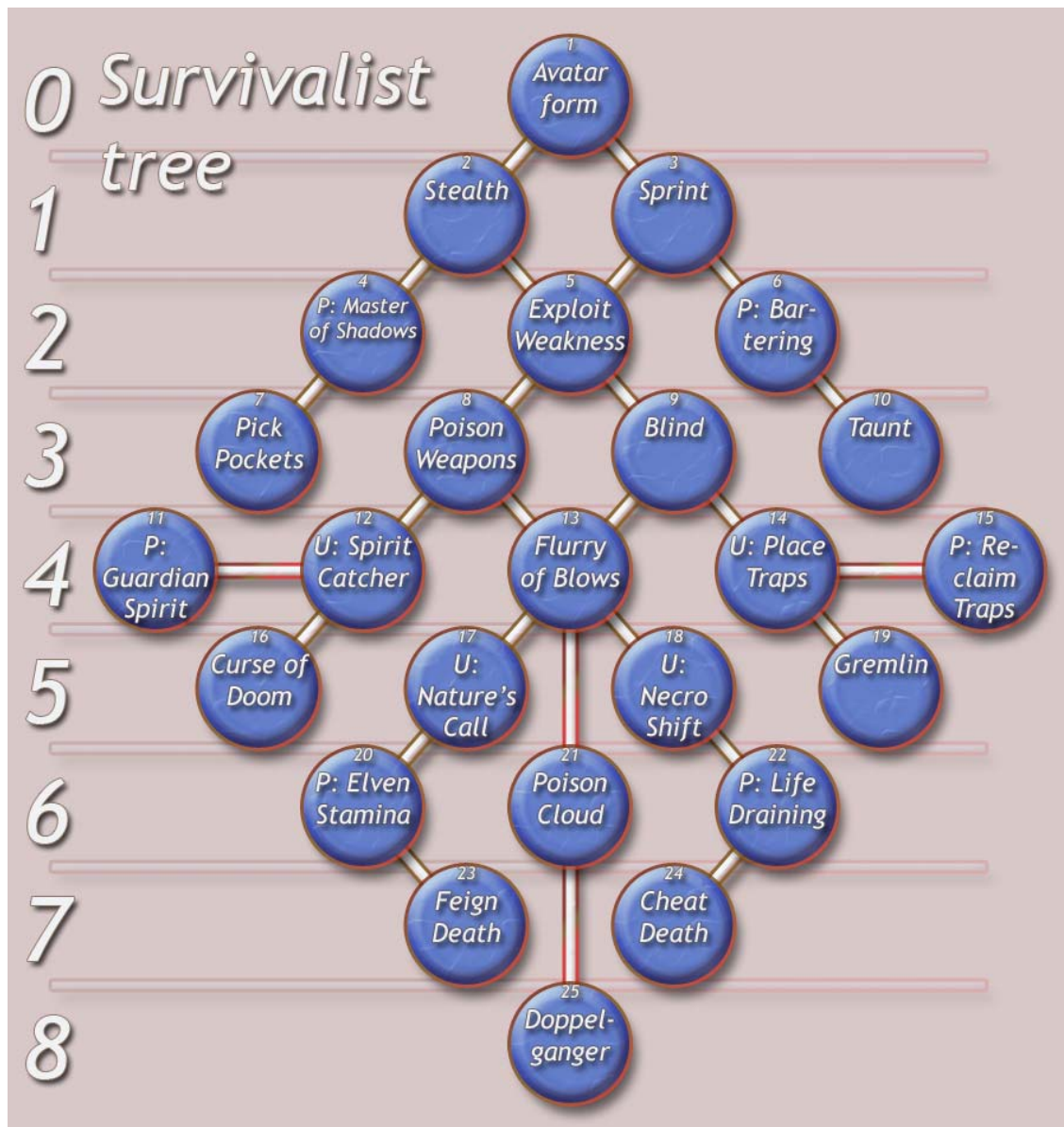
25: Comet

A frozen comet of interstellar ice is at your command. You can decide where it lands.

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Survivalist Skills

Skill Diamond:



1: Avatar form

The Survivalist Avatar form increases many stats and you chance to make critical hits.

2: Stealth

This skill allows you to become almost invisible as you hide in the shadows, and become one with them.

3: Sprint

A fleet-footed survivalist can outrun his enemies.

4: Passive: Master of shadows

It becomes harder to be spotted in stealth. You can now do backstab attacks.

5: Exploit weakness

Your next hit will be a critical strike, and you will reduce the target's armor

6: Passive: Bartering

Your quick wit and sharp tongue is more than a match for even the most experienced merchants. Reduces prices from vendors.

7: Pick Pocket

If the enemy cannot see you, you have a good chance of successfully relieving them of their gold, without them knowing it.

8: Poison Weapon

Coat your weapons in a virulent poison

9: Blind

With a flash bomb, you can blind the enemies around you, confusing or stunning them enough to give you the upper hand.

10: Taunt

The survivalist possesses a veritable goldmine of insults and slurs. If he can find the right one to use against an opponent, he can send them into a blind rage.

11: Passive: Guardian Spirit

With a spirit watching over you, you can go into battle with some more security. The spirit raises your luck, and will remove ailing conditions from you every now and then. The spirit sometimes even manages to prevent an enemy from scoring a critical hit on you.

12: Choice: Spirit Catcher

You call upon a spirit from the beyond. It takes great wisdom to even know of these creature's existence, let alone know how to summon them. The spirit will seek out a nearby corpse, recently slain, and take it to the beyond with him. As a reward for this, the spirit will give you some health and fatigue back.

Taking this spell will disallow you to take any of the other choice spells or the ones that come after them.

13: Flurry of blows

A Survivalist can strike many blows in quick succession.

14: Choice: Place traps

Use one of the many traps that you can find throughout your travels.

Taking this spell will disallow you to take any of the other choice spells or the ones that come after them.

15: Passive: reclaim traps

You are bound to come across many traps and other nasty devices on your travels. With this skill you can identify, break down and reclaim these traps.

16: Curse of doom

Ask the spirits to speak a word of doom on your target. This seals the enemy's fate. His death will come soon.

17: Choice: Nature's Call

Call upon the animals in the forest to aid you. Only a ranger that is truly one with nature can perform such a task.

Taking this spell will disallow you to take any of the other choice spells or the ones that come after them.

18: Choice: Necro Shift

Possess the body of one of the recently slain, and travel in its body.

Taking this spell will disallow you to take any of the other choice spells or the ones that come after them.

19: Gremlin

Gremlins are transdimensional creatures that sometimes plague inventors and tinkerers. The survivalist tinkerer knows these creatures too, and can try to call one. The gremlin will come to harass enemies and sometimes steal their weapons. The enemy cannot see the gremlin.

20: Passive: Elven Stamina

All skills will cost a little less fatigue.

21: Poison cloud

The survivalist has extensive knowledge of all kinds of poisons. He has found a poison to which he is resistant, but hardly anyone else is. He can throw a vial of this poison to the ground and poison anyone who is around.

22: Passive: Life Draining

You can now drain minute amounts of health with each critical hit.

23: Feign Death

Playing dead can be useful. The enemy's victory will be false, and short-lived - as soon as you get back up and attack again.

24: Cheat Death

The survivalist has seen all faces of death, and death has become a close friend. A deal can be made with death, who is not without a sense of humour, or cynicism. This potent curse is cast upon one of your enemies and lasts for a short while. If you die within this duration, death arrives, but not to come get you, but the enemy you have cursed. You will be healed for the same amount the cursed enemy had when he was taken.

25: Doppelganger

You have a twin you have never told anyone about. Sometimes, he appears out of the shadows to help you when you need it most.

Warrior Skills**Skill Diamond:****1: Avatar form**

Your warrior Avatar form increases stats and your damage output. It also gives you a chance to do life stealing attacks.

2: Defensive stance

The stance lasts until you turn it off again. While you are focusing your powers into this defensive stance, you get a great armor bonus but a penalty to your attack.

3: Cripple

You swing at the opponent, intent on breaking bones. This can disarm or cripple the enemy.

4: Passive: Shield Expertise

You become much more proficient with shields. Your successful blocks will now reflect some of the damage back to the attacker.

5: Charge

With a shout, you rush towards the enemy.

6: Passive: Dual Wield

You can now wield two weapons

7: Shield bash

You bash the enemy with your shield, which will throw them to the ground.

8: Deflect Arrows

You can deflect any incoming projectiles for a while.

9: Whirlwind attack

You turn into a whirlwind of killing steel. This will enable you to hit all enemies around you.

10: Cross-Cut

Using both weapons at the same time, you cross-cut the enemy, doing horrendous damage.

11: Passive: Holy Shield

The Paladin's shield is infused with holy magic, which will reflect damage back to the caster, and sometimes heal the paladin.

12: Choice: Prayer

The Paladin's path is one way to go for the pious warrior. With this prayer, he can temporarily boost both his and his friend's luck, and have a chance of a miracle.

Taking this spell will disallow you to take any of the other choice spells or the ones that come after them.

13: Shockwave

With a great shout of defiance, you create a sonic boom, knocking all enemies to the ground for a short while, and hurting their ears, which can lead to them becoming confused.

14: Bribe

With a lot of money, some enemies can be bribed to become friendly towards you and fight for you.

Taking this spell will disallow you to take any of the other choice spells or the ones that come after them.

15: Passive: Mercenary's Bounty

The greedy bounty knows where to find bounties for the enemies he slays. This allows you to get considerably more gold from monsters if you loot them.

16: Phoenix Warrior

This spell lasts only a few seconds, but if you die within this time period, you will be instantly reborn, with a small amount of fatigue and health back. This skill has a long cooldown.

17: Choice: Boomerang

Throw your weapon at your target. It will automatically return.

Taking this spell will disallow you to take any of the other choice spells or the ones that come after them.

18: Eye for an eye

For a short duration, all damage inflicted on you will be repaid equally (or even more than that) on the attacker

Taking this spell will disallow you to take any of the other choice spells or the ones that come after them.

19: Choice: Avarice

The prime motivation for the mercenary is avarice, or greed. This skill will let you steal the positive enchantments of the enemy, and place them upon you.

20: passive: Imbue

Your skill with weapons is so great you can imbue them with a part of your own willpower. This causes all your successful strikes with your weapons to knock the enemy back.

21: Berserking

In a fit of pure primal anger, the warrior gives up any sense of self-preservation, and loses himself in the blood red rage. Less defense but greater attack is the result, for as long as the effect lasts.

22: Serrated weaponry

Your weapons hits now cause the enemy to bleed.

23: Secret of Steel

You can command the steel of the weapons carried by your opponents. This will force them to resist their wielders, making them slow and heavy.

24: Inner demon

Deep in the soul of the warrior lies a dark power. If you release this power, you will relish in the death and destruction you cause. For as long as you are dealing damage, you will add magical damage and have your stats boosted. But if you don't deal damage for a few seconds, your health will begin to deteriorate.

25: Invulnerability

Become impervious to all damage for a few seconds. Afterwards, you are so exhausted you get a penalty. It's do or die time.

Status effects and checks

A check is a kind of test. With a check, characters can see in any situation if they can resist something. Checks have to be made in many cases, but they are especially useful when resisting status effects.

A character is said to have an 80% chance of resisting a status effect if and when the required attribute (as noted in the list, below) is equal to their level. So, if a level 100 character has 100 Mind, it can resist a sleep status effect (which can be resisted with mind) with an 80% chance of success - the status will not be applied in about 20% of cases.

For every 1 point that the attribute is lower than the character's level, you lose (80 / (level of the character)). For a level 100 character, he loses 0,8% of the 80% per point of the attribute lower than 100. Thus, if he has 91 Mind, he has a 72,8% chance of resisting sleep effects.

If a level 10 character has 5 mind, he has a 40% chance of resisting sleep.

If an attribute is *higher* than a character's level, the maximum is still 80%.

Negative status

Here are listed all negative status types and their effects. Sometimes it is possible for them to be resisted, and here will be told how.

When a character is to receive a status, there is sometimes a chance that the effect can be resisted.

Naturally, you only need to resist negative status effects.

Stunned

- A character is stunned, and can take no action until it ends.
- Can be resisted by a Body check
- Does not stack
- can only be resisted at the second it's applied

Blinded

- A character is blinded, and has lost the ability to see
- Character will stumble blindly and not attack or use skills (except if they can cancel the effect)
- Does not stack; highest effect is applied
- Character will defend with 50% of its Defense value
- Critical hits against knocked down opponents do 50% more damage.
- Can be resisted by a Body check
- This check can be made once every 5 seconds

Knocked Down

- duration of knockdown depends on skill
- a knocked down character cannot move or use skills
- can not stack
- character will defend with 50% Defense
- Critical hits against knocked down opponents do 50% more damage.
- Knocked down duration is reduced by the same percentage as the resist would be (Body) - no actual test required.
 - o If a character has a 40% Body check resist, and is knocked down for 2000 milliseconds, he would already get up after 1200 milliseconds.
- This check can be made once every 5 seconds

Sleeping

- The character falls asleep, slumbering on the spot
- Will not move, or use skills
- Does not stack; highest effect is applied
- Effect immediately removed if the character takes damage
 - o This includes Damage over time
- Can be resisted by a Mind check
- This check can be made once every 5 seconds

Confused

- the character is really confused, and might attack its friends
- 30% chance that the character attacks another target (randomly from all targets available in his range)
- 30% chance that the character does nothing
- 30% chance that the character flees
- Does not stack
- Can be resisted by a Mind check
- This check can be made once every 5 seconds

Cowering

- character is stunned with fear
- character will not move or attack
- if character is hit once, if will start to flee instead
 - o damage from DOT's is *not* counted this way, unlike the sleep status, where damage from DOT's *does* release the status
- Can be resisted by a Mind check
- Does not stack; highest effect is applied
- This check can be made once every 5 seconds

Poisoned

- Does damage over time
- Damage over time
- Stacks up to five times - this works as a simple multiplier for the damage over time
- Every time the poison is reapplied the duration timer is reset
- Can be resisted by a Vitality check
- A successful resist will clear the entire stack of poison conditions
- This check can be made once every 5 seconds

Spell Magnet

- Attracts all spells (pos and neg) from a range to this target.

Taunted

- Effect on offense and defense
- AI will not change targets for as long as this is active
- Ends when the taunter dies
- Can be resisted by a mind check
- Cannot stack, but can be overwritten if it is cast again from the same or other source
- This check can be made once every 5 seconds

Weakened

- Character is weakened and has their Fatigue and Body lowered
- Does not stack; highest effect is applied
- Can be resisted by a Vitality check
- This check can be made once every 5 seconds

Haunted

- enemies will receive damage over time
- cannot be by a mind check
- check can be made every 5 seconds
- can only be haunted by one spirit at a time

Cursed

- Can be resisted by a Mind check
- Does not stack; highest effect is applied
- can only be resisted at the second it's applied and after that lasts for the entire duration

Bleeding

- the actual damage and duration of this effect depends on the skill
- character takes damage over time
- can stack
- can be resisted with a Vitality check
- This check can be made once every 5 seconds

Burning

- effect applied by some fire skills
- character takes damage over time
- Does not stack; highest effect is applied
- can be resisted by a Vitality check
- This check can be made once every 5 seconds

Slowed

- character's movement is slower than normal
- Does not stack; highest effect is applied
- can be resisted by a Speed check
- This check can be made once every 5 seconds

Chilled

- A character's attack speed is reduced by a percentage
- Does not stack; highest effect is applied
- Can be resisted by a Fatigue check
- This check can be made once every 5 seconds

Life Drained

- damage over time, but it also heals the dealer of the status effect
- Can stack
- Can be resisted by a Magical resistance check
- can only be resisted at the second it's applied

Armor reduced

- Armor reduced
- Can stack
- can be resisted by a Defense check
- can only be resisted at the second it's applied

Demoted

- Attribute lowered

Positive Status

These status effects, or 'buffs' as they are called in some places, need not be resisted.

Enchanted Blade

- increases the damage of your weapon with a randomly chosen elemental enchant
- only for your main hand weapon

Ritual preparation

- For the duration of this buff, other team members can also cast Ritual to enhance the effect of the subsequent buff
- The duration is renewed every time ritual is cast by one of your team members who is in range
- If the duration ends, the next buff, Ritual, begins and this one is removed
- A large number projected on top of the icon shows you how many rituals have been cast already

Ritual

- Buff that comes after Ritual Preparation skill
- The effect of this buff is increases for every team member that cast Ritual during the duration of the previous buff (preparation)
- increases

Zen

- Refreshes and extends duration of good buffs (except Zen and Time Distortion)
- Clear all negative conditions off you and become immune to them
- Immune to Jealousy

Exploit Weakness

- your next skill, if it hits, will be critical

Possessing

- effect of the necroshift skill
- lets you control another (dead) body

Weapons poisoned

- coats your equipped weapons in poison
- buff does not end when you die
- gives a chance with each strike to apply poison condition

Deflecting Arrows

- chance to ignore arrow attacks
- chance to send arrow attacks back

Leadership

- effect of the passive mp leadership skill
- increases def and off

Spell Reflection

- gives you a chance to reflect spells
- all spells can only be reflected once.

Shield of Faith

- enchants shield
- disappears when you unequip your shield

Tactics

- buff from the tactics skill
- can stack up to ten times
- adds bonus damage

Elevated

- from the Elevation skill
- raises one of your attributes

Healed

- character is regaining hitpoints through healing
- you can get this condition many times from many different sources, but you can only get one of each kind (for instance, you can only be healed by the 'healing' spell once, but you can be healed by the Desperate Gift spell at the same time)

Reincarnation

- you will return to life with limited hitpoints if you are killed within the timeframe of this buff

Berserking

- from the Berserking skill

- increases damage but also decreases defense (see the relative skill in the appendix for a description)

Shout of command

- from the MP skill Shout of command
- attributes raised

Holy Defense

- side effect of some healing skills
- increases your defense

Defensive stance

- the buff of the defensive stance skill
- gives you a chance to retaliate against damage

Blessed

- From blessing skill
- Increases many stats

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.

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.

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.

Equipment stats

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.

- Damage
 - o The damage output of the weapon
 - o This is a range - for instance 6 to 10 damage
 - o Some weapons have a small range, some big. This makes some weapons unpredictable.
- Durability
 - o See item damage below for details
- Fatigue cost
 - o All weapons have a fatigue cost per swing
- Defense bonus
 - o Some equipment, mainly armor, has a defense bonus
- Vitality bonus
 - o A bonus to your vitality
- Concentration bonus
 - o Can be found on some armor and jewels
- Willpower bonus
 - o Can be found on jewels and some armor
- Endurance bonus
 - o Can be found on jewels and some armor
- Weapon Expertise requirement
 - o Can be found on weapons
 - o If you don't meet the required level of expertise, the equipment will be penalized - you don't get all of its bonuses.
- Armor Expertise requirement
 - o Can be found on armor
 - o If you don't meet the required level of expertise, the equipment will be penalized - you don't get all of its bonuses.
- Arcane Expertise requirement
 - o Can be found on armor, weapons and jewels
 - o If you don't meet the required level of expertise, the equipment will be penalized - you don't get all of its bonuses.

Item prefix and suffix system

Many RPG games use a list of item prefixes and Suffixes to generate the names of their items. Together with a list of all the names of unique items (items with a unique name, that's not generated but belongs to that item only), you get the full list of item names.

Prefixes

Every item (except unique items) will have a prefix of some sort. Many of these denote the quality of the item. Sometimes a second or even third prefix can be used.

Legend: (w) means weapons only (a) means armor only

- quality prefixes (roughly from bad quality to good quality) examples
 - o rusty
 - o broken
 - o blunt (w)
 - o splintered (w)
 - o worn (a)
 - o maggot-ridden (a)
 - o second-hand
 - o peasant's
 - o common
 - o dirty
 - o mistreated
 - o regular
 - o army-issue
 - o sharp (w)
 - o gemmed
 - o intricate
- secondary prefixes examples
 - o Dwarven
 - o Elven
 - o Orcish
 - o New Order
 - o Black Ring
- magical prefixes examples
 - o Shimmering
 - o Enchanted
 - o Flaming
 - o shocking

Suffixes

There is a limit to the number of suffixes and prefixes on one item, and it is about 2. you can have 2 prefixes, or one prefix and one suffix. You cannot have 2 suffixes on one item.

- magical suffixes example

Instead of the normal semi-explicit suffixes that you often see, We will try to use more lofty names, that speak more to the imagination, instead of looking too silly (shining blade of the boar? What the bleep is that?).

 - o of the burning soul
 - o of the four winds
 - o , forged by the Gods
 - o , right hand of Macrunne
 - o , a Warrior's best friend

Repairing

Durability is used in weapons and armor only. This is shown as a percentage value to the player. Within the game system, the true value of a weapon's durability is an absolute number somewhere between 100 (for rusty, broken weapons) and 5000 (for extremely durable blades).

Note that the percentage cannot reach zero; thus, a weapon is never destroyed when the durability gets too low (it cannot break).

A weapons' damage bonus begins to decrease in correlation to its durability as such:

At 50% durability, it starts making a difference on the all stat bonuses on the item. For every 1% that durability decreases beyond this point, the item's bonus is reduced by 1%.

Note that thus, the effect on an item's bonus is a maximum of 49%. Bonuses can not go below zero. Many equipment also has penalty values (heavy weapons have a fatigue penalty, for instance).

The cost of repairing with the help of an NPC is a set price in gold pieces (to be tweaked) for every point of durability that's repaired. If you elect to repair an item, you can only repair that back to 100%. If you don't have the money to repair the item to 100%, you can't repair it at all.

If your weapon goes below 50% durability at any point during the game, you will get a little warning icon in the lower left corner of the screen (where this is can change, of course). The icon will indicate the type of equipment is damaged and show a number. If your item reaches 49% durability (1% under fifty, the first time the icon will appear), you will see a 1% imposed over the (orange) icon. This will show you immediately what the item bonus reduction of your weapons is. As the item degrades further, the number will increase. At a certain point (quite soon with some low level weapons), the bonus reduction to the stats of the weapon is more than the weapon had bonuses. Then the weapon will, of course, have no more beneficial effects for you. The icon will show you when this happens by turning the icon from orange to red (the icon will check if the weapon's highest

Item damage

Closely tied to item repairing is the mechanic of item damage. Your equipment will wear down over time through using a lot and taking damage. There are two main categories of equipment: weapons and armor. All weapons degrade in the same way, but with armor, things go a little different. First, rings and necklaces cannot degrade. They do not have a durability value at all.

Note that these values all need to be tweaked; the balance of item damage really sets the pace of the game, and is very important in the total balance of the game.

Also note that the weapons of enemies do not degrade. Only the player suffers these forces.

Weapon damage

Weapons are degraded in the following way

- Dying
 - o If you character dies, you lose 10% durability of your equipped weapons.
- Hitting

- If you hit (need not damage) an enemy, you lose 1 point in weapon durability through wear
- Getting blocked
 - If your attack is blocked by an enemy, you lose 1 point of durability from hitting his weapon or shield.
- Blocking
 - If you have no shield, you block with your weapon (a parry). You lose 1 point of durability every time you block an attack with your weapon.

Armor damage

Armor (excluding rings and necklaces) is degraded in the following way:

Damage is divided over armor in the same way the armor stats are divided. This means that armor degradation is 1/10 chance to hit the Helmet, Pants, Belt, Gloves or Boots (each), 2/10 to hit the shoulders and 3/10 to hit the chest piece.

For example: you are struck in combat. You receive one point of durability damage. The chance that this damage is applied to your belt item is only 10%, while it is more likely to receive it on your chest: 30%. Thus, you will notice you have to repair your chest piece much more often than the other armor pieces.

Armor	chance of getting the durability hit
Helmet:	10%
Boots:	10%
Pants:	10%
Gloves:	10%
Belt:	10%
Shoulders:	20%
Chest:	30%
total	100%

The shield has its own durability, and will always lose a point when you block with it. It will not, however, lose durability when you are normally hit (unless this is because one of your blocks was broken)

Armor:

- Dying
 - If you die, you lose 10% of durability on all armor
- Getting hit
 - If you get hit in the normal way with physical (no blocking, or a failed block), you lose 1 point (assigned to one piece of armor, see above)
- Receiving crits
 - If you receive a crit, you lose 2 points of durability (assigned to one piece)

Shields:

- Dying
 - If you die, lose 10% dur.
- Blocking attacks

- You lose one point for each attack you block successfully
- Failed blocks
 - You also lose one point for each attack you attempt to block but fail
 - Note that you also lose a point of dur. on a piece of armor when this happens
 - Note that an enemy that lands a crit on you will break your block
 - In the case of a crit, your shield will lose only one point, but your armor (since this is a failed block, *and* a crit), will lose 2 points.

Dragon Development

The Dragon form

At a very early point in the game, the player is introduced to his magnificent Dragon form. This is a Dragon like you would imagine. You can fly around where you want, discover hidden places and breathe Dragonfire.

The player, through his new powers, also has the magical ability to talk to all kinds of animals. The animals will show great respect to the Dragon Lord, the king of all creatures. The animals will have quests for the player in his Dragon form, and if he helps them, they will help him in return.

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 placed at a central location on your main interface. It also allows you to teleport to your Battle Tower.

Dragon form

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 colors 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.

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.

You can find special Dragon armor for the Dragon. This could be made by specialists in the tower, because it would not be readily available in the shops of any town or city. You could also find this kind armor in ancient crypts of Dragons and Dragon Lords. You can equip this armor in the normal way. As soon as you change into Dragon form, you are no longer considered to be wearing any of the normal armor you had. The menu will also change.

Instead of the human 'paper doll' that you saw in the equipment window, you will now see a somewhat similar window for the Dragon. As soon as you find any of the specialized Dragon armor, you can equip it here. There are not as many pieces of Dragon Armor as there are human equipment, but there is still a lot of cool pieces of armor to look forward to.

Dragon Power

Besides your fatigue and health bars, there is also a Dragon meter. The meter is there to limit your abilities in the Dragon forms.

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.

Dragon Power does not regenerate on its own, but instead feeds on the energies of fallen foes to regenerate. Every time you kill an enemy, you regain some of your Dragon Power. Enemies much stronger than you will give you more power, but enemies weaker than you will give you a bit less power.

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 mid-air 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!

Dragon Skills

Just like the human and half-Dragon forms, the Dragon form will have 3 skill trees. It has the least skills of all forms (only 18), but the options it has are still very interesting. Just like the other trees, the Dragon's attributes (as of yet, unmodified from the human form, though this might change) decide the effectiveness of the skills.

Of course, these skills will only function while you are in Dragon form, and they will consume Dragon Power instead of fatigue.

The Fire tree governs the Dragon's ability to create and spew forth fire. Skills like firebreath are found here but also some more exotic fire skills.

The Wind tree deals with the Dragon's ability to fly and maneuver in the skies. He can use his massive wings to summon storms and even bend light.

Lastly, there is the Blood tree. This deals with the Dragon's mystical powers over his own blood, and sometimes even the blood of others. Dragon blood is certainly the most potent substance in the universe.

Fire tree

Tier 1

1: Firebreath (short range cone fire attack)

- This is the firebreath skill, and it is just like you would expect. You can now breathe a great cone of fire, with a limited range. The further away a target is from your mouth, the less damage it receives. If you want to use this skill while flying, you can, but you

will need to come very close. Does physical damage. Works in the air and on the ground.

Tier 2

2: Arcane Fire (passive damage bonus and magical damage element to your breath)

- Passive. Through studies of Dragon anatomy and lore, you have discovered ways of enhancing your fire breath. You can now add an addition magical damage component to your fire breath attack

3: Enhanced heat (passive chance of fire skill dot)

- Passive. You can now heat your fire to extreme levels, which will cause your fire breath to sometimes make your targets burst into flames. This skill adds a chance with each fire tree skill that you will make the target burn, doing damage over time.

Tier 3

4: Smokescreen (defensive measure area)

- By blowing some fire through your nostrils instead of your mouth, you can cool it down enough to emit a cloud of smoke instead of a jet of flame. This smoke will surround you and will make you more difficult to hit with ranged spells and arrows, and also for melee attackers. This cloud does not move with you, and if you want to remain in its positive influence, you had better stay in the cloud, or cast a new one. Clouds fade out after a while. Works in the air and on the ground.

5: fire lance (single target intense fire breath attack)

- Instead of a wide arc of fire, you focus the fire, and release a white-hot lance of fire at one target. Slightly longer range than fire breath. Works in the air and on the ground.

6: bombing run attack (air to ground fire bomb attack)

- You release big slow balls of fire, without the required energy to be projected forward. Thus, the fireballs fall to ground to hit unlucky targets below you. This skill will require some aiming, as the fireballs can move unpredictably. They are fast and cheap (in Dragon power) enough to cast a lot of, though, and really saturate an area with your fire bombs. Fire bombs have an explosion radius. Works only in the air.

Wind Tree

Tier 1

1: Dash (quick speed boost in one direction)

- Your massive wings can propel you to great speed. If you need to get somewhere quickly, you can make a great dash of speed with this skill. Provided you don't collide with anything, you will end up great distance further in the direction you were pointing when the skill was cast. You have very limited movement (a few degrees) during the dash, so you can aim a little bit. Hitting something will stop you, but has not further effects. Works only in the air.

Tier 2

2: Ramming (passive dash bonus)

- Passive. You can now ram other flyers, or even ground targets by ramming them. If your dash skill takes you to your target and you hit them, you will stun them and do damage to them. If you stun or sleep a flying target, it will fall to the ground. As soon

as a stunned or sleeping enemy hits the ground, the debuff is cleared (it wakes up from the impact).

3: deflection (passive chance of arrows missing)

- Passive. The flapping of your wings creates a great vortex of wind around you, even when you're only hovering. Such is the strength of your wings. Some arrows shot at you will be affected by these winds, and will be deflected. This is only active if you are airborne.

Tier 3

4: Anticipation (dodges next attack)

- Charge skill. You anticipate an attack, and ready your wings and agile physique for the coming blow. This means that when you cast this skill, a timer starts. The next attack that is made against you will be dodged completely, with a spectacular show of aerial acrobatics. Attacks that would do minimum or no damage to you will not be dodged this way, only significant attacks. Works on the ground and in the air, but will require different animations

5: Cyclone (area effect that follows you for duration - chance of blind and debuff)

- Charge Skill. You flap your wings around you with great gusto, creating a veritable cyclone around you. Your movement speed is reduced while the cyclone is active, because you have to flap your wings very rapidly from side to side to keep the wind going. The cyclone moves with you, though. Anything caught in the cyclone has their offensive capabilities greatly reduced, and have a good chance of being blinded by flying debris. The cyclone also has a chance of throwing anyone who enters it violently outside of the storm. Only while airborne.

6: Gust of wind (short ranged knockdown attack)

- You flap your wings together, creating a great gust of wind. This has only a short range before it dissipates, but it is potent enough to knock targets down. Flying targets can be knocked backwards. The force of the attacks dissipates greatly with range, but the gust can hit several targets, as it is emitted in a cone, just like breath of fire. Works on the ground and in the air.

Blood tree

Tier 1

1: swipe (melee range swipe with a wall of force, making this a short range attack)

- You fire up the power in your blood and focus this energy in your legs and claws. You make a great swipe with your rear legs, emitting a wave of energy that can hit enemies even at a short distance from you. Works well on the ground, but might be difficult to use in the air.

Tier 2

2: Blood Magic (passive chance of stealing health on a critical hit with Dragon attacks and skills)

- Passive. Through studies in arcane Dragon lore, you have learned how to infuse your blood with magic. If you score a critical hit with an attack or skill in Dragon form, you will instantly take a part of the blood spilled and use it to heal yourself.

3: Acid Blood (passive damage retaliation when hit)

- Passive. Your blood turns highly caustic. Anyone that hits you and spills your blood will be affected by it. Even the slightest drop will cause great pains.

Tier 3

4: Boil blood (short range crowd control and debuff)

- You can now have dominion over the blood of others, and can make it boil at your will. You can cast this at an enemy to give them horrible pains, lowering their ability to defend themselves. There is even a chance that the enemy will fall be rendered completely out of action. Works on the ground and in the air

5: volatile projectile (short range splash projectile that costs health but gives buff to further fire attacks)

- You spew forth not a ball of fire, but a short-ranged glob of volatile Dragon blood. This costs you a little of your life, but when the sticky liquid covers your target (or target, since it has a splash effect), subsequent fire attacks against the target will be far more effective. Works on ground and air targets.

6: Raging blood (great buff)

- You release the power that lies within your blood. This means that you get a great buff to your combat prowess. Works in the air and on the ground.

Anti Dragon mechanics

The races of Rivellon have devised many ways to stop dragons from interfering with their business.

Why we need them

The backstory and setting of Divinity2 tells us that Dragons and their kin have been outlawed by the New Order. Dragons were hunted to near extinction, as they are the only beings in the universe that can resist the might of the demons. The academy of Dragon Slayers was created, to train young zealots in the arts of capturing and slaying Dragons. Almost every major town and outpost was equipped with Dragon weaponry.

Dragons also have a major impact on the gameplay. Were the people of Rivellon friendly to Dragons, and their cities accessible, that would mean a lot more work for story, scripting and design.

Balance also becomes an issue. If you can turn into an all-powerful Dragon, what is the use of investing in your common human form at all? We already have the Dragon Power bar mechanic, but we still need to prevent the player from wreaking havoc in cities.

To this end, we have made the Dragon highly vulnerable to ground based projectile attacks. We also have designed some special anti-Dragon weaponry and devices. These fit perfectly in the backstory of the game, and will life as a Dragon as risky as it is in human form - making both equally important in terms of gameplay.

General NPC reactions

You can make a distinction in areas in the game world, and by doing so, in NPC's. There are the inhabited areas, and there is the wilderness. The game makes a clear distinction between the two. You will always be able to judge whether an area is a village/settlement, or not. The map and minimap will also make this easy for you. A red line indicates where the inhabited areas start. Cross this red line in one of the Dragon forms, and you've crossed the law.

NPC's in the wilderness areas will need to have different reactions to your appearance, and generally, they will do anything that has lasting consequences for you. It has to be seen on an NPC basis what their reaction is.

The reaction of NPC's in cities is more defined. Everyone in Rivellon has an opinion on Dragons, and the majority has their opinions influenced by the New Order. In other words, they hate your guts.

Civilians will cower and run, and try to enter nearby buildings. Guards will break open the defenses as soon as they spot you, and try to down and/or kill you immediately. There is no reasoning with them - entering towns in the Dragon forms is a no-no.

The odds will be very much against the Dragon, so much that he should fly/run away or face death within minutes.

Note that the Dragon form does allow you to converse with wild animals.

Warning signs

Not only are there clear lines on your maps, and will you receive a pop-up warning message you cross the law, there are also other warning signs. The New Order has issued special horns to almost every guard post and local sheriff. Once a Dragon has been spotted, the horns will sound. These horns carry a distinct sound far and wide, and will alert the local Dragon Slayers to move out.

The player should learn to recognize the horn's sound, as it is his only warning before an attack is imminent. If you react quickly enough, you can transform back into human form before they can find you, and you will be safe.

Projectile weapons

Against flying targets, projectile weapons are the most useful.

Ballistae

This machine is designed to launch large arrows at aerial targets. The Dragon slayers have been getting quite good at firing these beauties. The arrows are large and barbed, and your scaled skin offers only limited protection against these specialized weapons.

Because these weapons are designed to fire at Dragons (flying targets), they are aimed at the skies. This makes them quite vulnerable to attack from the ground.

Arrows

The archers of the New Order come standard equipped with special anti-Dragon arrows, with large metal tips with serrated edged. They are dipped in demonic poisons, and especially potent against Dragons. This forces any Dragon to pay close attention to any archer that gets his sights on him.

Magical shields

The Paladins of the New Order have also devised new kinds of magical shields that are particularly effective against Dragons. These shields are projected outwards from crystal spheres, and can be visible if you squint, and look at them from a funny angle.

The shields will stop any kind of fire breath attacks, and will physically repel any Dragons trying to enter the shields. Anyone and anything that is inside the shield is almost completely protected from Dragon attacks. Only the most powerful Dragons can gather enough power to pierce one of the New Order's shields.

While the shields are extremely effective against Dragon attacks, they are useless against any kind of other attacks. Humans, demons or other monsters can pass through the shields without anything more than an itch. Thus, the shield spheres are usually well defended by archers and footmen as well.

Demonic artifacts

Last but not least, the New Order has turned to their true Demon overlords for additional Dragon protection. They have provided the people of Rivellon with precious, corrupting demonic artifacts. These glowing red statues are made from crystallized blood of a fallen Dragon. The statues erode over time and have to be replaced every few years. Prisoners of war in the conflict in hell between Demons and Dragons are often used for this horrible ritual. The result is an image of a Dragon, shrunken and writhing in pain - shining blood-red effigy.

The statues are scattered across Rivellon and now protect the most precarious spots of the New Order. The flying Castle, for instance, is protected by one of these. They have no effect on humans, but against Dragons, they can be deadly. If a Dragon comes within close proximity of on the statues, he will be corrupted by the horrible energies of the ritual. The Dragon can feel the pain of the Dragon that was used in the creation of the statue, in its last moments. This hellish pain drains the life force of any Dragon that comes close.

For the player, this means that once he gets into the range of one of these, his vision will change, showing a red glow and blurring vision. The closer you come, the more intense the sensation will become, until the entire screen is filled with this disorienting effect. This is when the life-draining starts. The Dragon will slowly but surely lose life, and this effect will increase if he gets even closer to the statue.

The statue's great weakness is attacks from anyone who is not in Dragon form. And so, just like the magical shield items, the statues are heavily defended.

Combat system

Basic system

Auto-lock on target: when you approach an enemy, you will automatically lock on to it. You can switch targets easily with one press of a button.

Close Combat actions:

- Attack/Block/Retaliate
 - o Use the intuitive system with the block button and attack button
- Use skills
 - o Use one of the many skills. Knowing which at what time is paramount
- Execute combo
 - o The normal attacks are all chained together in an exciting combo
- Finishing moves
 - o When the end is near the end of his life, finish him off with an exciting finishing move.

Ranged actions:

- Shoot/Evade
 - o Shoot at the target, and actively dodge incoming fireballs and/or arrows.
- Use different arrows
 - o There is a wide selection of arrows available.
- Use environment
 - o Hide behind trees, or duck behind cover.

Magic actions:

- Cast/Evade
 - o Fire spells at the target, and actively dodge incoming fireballs and/or arrows.
- Use skills
 - o Use one of the many skills. Knowing which at what time is paramount
- Use environment
 - o Hide behind trees, or duck behind cover.

Dragon vs air

- Same as basic system
 - o We will have a sophisticated Dragon Combat system in place

Dragon vs ground

- Same as basic system
 - o Dragons attacking the ground will have a distinct tactical advantage

Appearance

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.

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).

Clicking with your left mouse button will execute a melee attack with your weapon. You can click quite fast, and the animations will also fire fast. This speed of attack does not depend on the weapon, and you can swing away at great speed with any weapon. But Divinity2 has a bar that slowly fills up. If you attack, you empty it. The farther the bar was to maximum when you clicked, the more damage you do with that attack.

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.

Bow and quiver

Each bow comes with a default quiver, which is the same for each bow. It contains the simplest arrows that do static damage and do not have any special effects. These arrows will never run out.

You can also equip special quivers in the quiver slot, over the default quiver. These quivers grant your arrows great bonuses, but the number of arrows will be limited and is not replenish-able, in order to balance out the bonuses, as the bonuses will offer a wide variety of excellent additions to your offence, much like the use of skills.

Bow/Quiver bonus application

Bonuses on weapons only apply when you are actually using the weapon. In this prospect, the bonuses granted by your bow and quiver will only be applied when you are actually using them. Your bow adds bonuses to your basic damage calculation and your quiver adds bonuses to the arrows.

Main weapon/Weapon switch

You can always have two weapon sets at hand (a weapon set is one 2h sword or two 1h swords or a bow and quiver or a 1h sword and a shield). One will be in use while the other one can be easily switched to. Upon switching to the other weapon set there will be an animation where the player character switches his weapons. During this animation, the player can not attack. The length of this animation is to be tested but 2.5 seconds should be a good value to start out with.

Switching equipment in combat

Switching weapons can be done in combat. That is, you can switch between the equipped sets, which will disable your ability to attack in any form during the animation for switching weapons.

It is not possible to switch in a weapon from your inventory. Likewise, it is impossible to change armor during combat, as this is not logical (“Hold up, just let me put on these other pants, ok?”).

Switching 2h weapons

When you put a 2h weapon into your weapon slots, if you had two items in there already, these items will be automatically be put into your inventory. If there is not enough space in your inventory to facilitate this switch, you will be notified per text message.

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 Battle Tower

When you arrive in the Battle Tower, you have already come a long way. The final battle at the tower will be intense, but your reward is great: from now on, you can use the Battle Tower as your base.

When capturing the battle tower, you can command the Cyclops in the tower, recruit NPC's, build additions and much more.

You can upgrade and customize the tower in many ways, and you can quickly and easily manage the way things are done in the tower. All the people (and Cyclops) in the tower will toil for you to provide you with the best equipment, potions and more.

General appearance

When you first arrive at the tower, the evil necromancer Laiken (who is also secretly undead), has lived there for hundreds of yours. He was the creator of the Cyclops, who escaped his grasp after Laiken had a run-in with Laarg and almost sunk. Since then, he has used skeletons and zombies as his workforce.

The zombies and skeletons have not been kind to the Tower's appearance. It is dirty, covered in undead goo, loose bodyparts and general nastiness. The parts of the tower will remain this way until you upgrade them the first time. The first upgrade will be cheap and quick, and will make the whole tower look much more organized and clean.

Already at the beginning, you can tell from outside of the tower that it has several large rooms - they stick out of the main structure. These rooms will only get bigger as you upgrade them and they make the tower look more imposing.

Here are some more ideas to enhance the general look of your tower

- You can select a player color and symbol at some point
 - o This color and symbol will then be shown in several places throughout the tower
 - o There can be large tapestries hanging from the sides of the tower, showing your symbol
- We can also have the tower upgrade in looks immediately when you take over. This skips one step, in a way, of construction.
- We can have the Cyclops janitors that move in right after you take it over, gradually change the tower from a mess to a cleaner state, room by room.

Your workforce

In a quest before you get to the tower, you can free and take with you a number of unlucky Cyclopes. If you do not save them from Sentinel Island, they are certainly doomed, because the volcano is an indiscriminate killer.

The rescued Cyclopes will follow you to the tower, and arrive a little while after you. Here they will become your workforce, and become the backbone of the tower's operation. The Cyclopes have been blessed with a great curiosity and penchant for learning. Together with their natural timidity and eagerness to follow leadership, they make an excellent workforce. You are going to make Laiken sorry he ever let them go (if he were still alive, anyway).

You can only have a number of total Cyclopes in your tower. This number is to be tweaked, but let's say that you can rescue a maximum number of 10 Cyclopes from Sentinel Island. You have to assign Cyclopes to the different rooms (functions) of the tower. When you have just acquired the tower, all Cyclopes will be unassigned and you will have to assign them first if you want any kind of production going in your tower.

There are four rooms, each with their own output and function. These functions are described in more detail below. Each room can hold a maximum of 8 Cyclopes. They will serve as janitors, test subjects, gardeners or any kind of job the room requires them to do. They will do these jobs without question and to the fullest of their ability. You need not worry about their needs (food, sleeping), as they will take care of themselves quite well (these things are ignored, because they would add no gameplay).

If you have 8 workers in a room, it will operate at a great level of efficiency. If you have also upgraded the room to its maximum level (see more on construction below) the room will operate at 150% efficiency.

Each Cyclops adds 5% efficiency, up to a total of 40% efficiency. Each constructed upgrade not only adds new options to produce there, but also add 20% efficiency. The real meaning of efficiency changes per room, and depends on its output. For more information on the rooms, see further below.

Construction Level	Max output (8 cyclops)	Start output (0 cyclops)
0 (start)	90 %	50 %
1	110 %	70 %
2	130 %	90 %
3	150 %	110 %

You will have to prioritize and distribute your limited Cyclops workers around the tower. To help with this, whenever you enter the tower (from the time you liberated it, of course), you will see a new gauge on your main screen inventory. It shows the number of 'free' Cyclopes, a slash, and then the number of Cyclopes in your tower. This will tell you how many of them are unassigned.

You can assign workforce to rooms by talking to the supervisors in the rooms. Supervisors are the important NPC's that make the different rooms work (the alchemist, the wizard trainer, the necromancer and so on). At some early points in the story, not all NPC's will be there yet, and the room will not yet function. You can have a dialog with the supervisors about the Cyclopes in their room, and through this dialog, you can assign more. If there are no free ones available, you can also choose, in the dialog, where to take one or more Cyclopes away from.

Acquire more Cyclopes

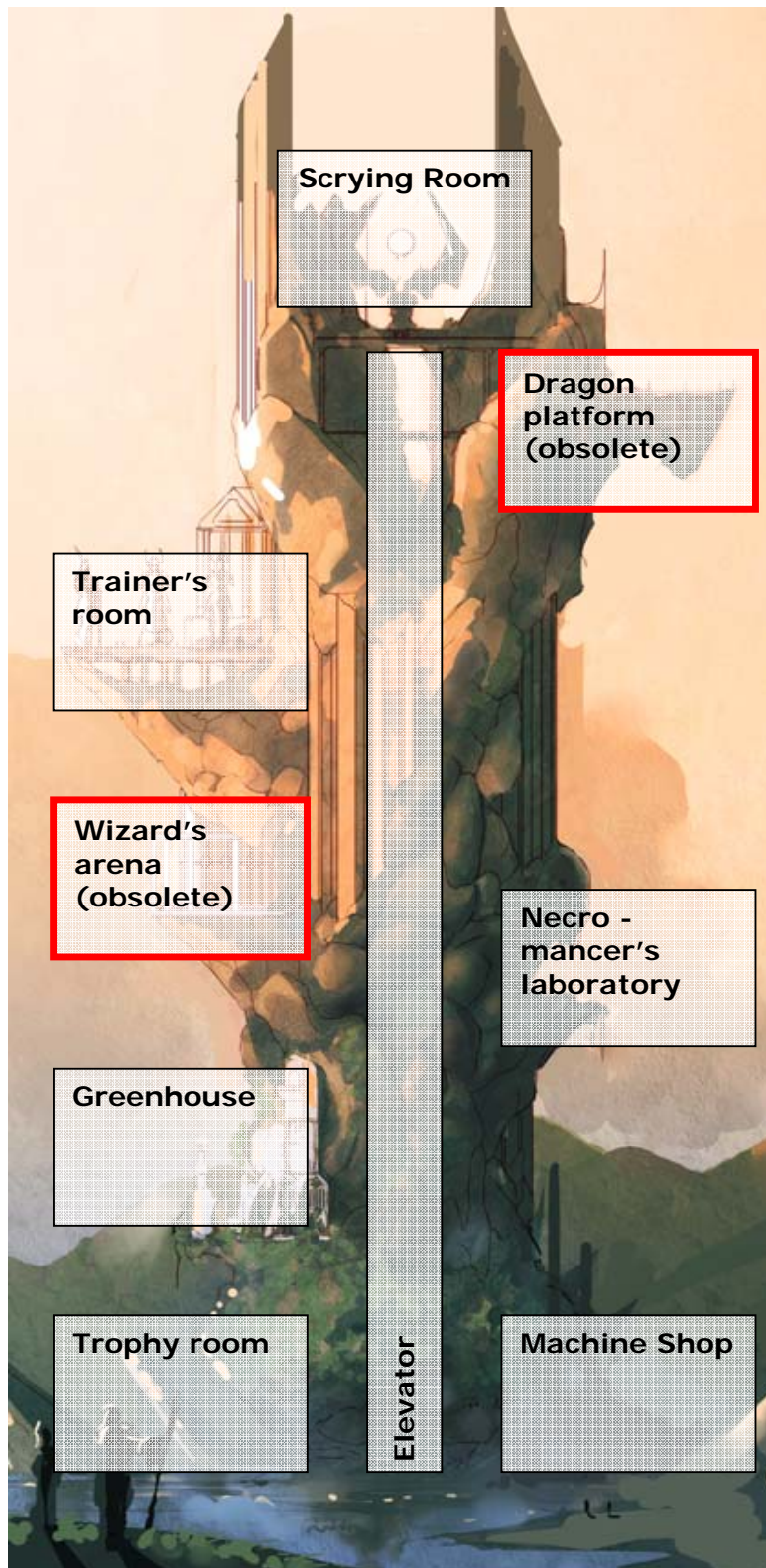
You can get 10 Cyclopes from Sentinel Island at the start, but you can get additional Cyclopes later in the game. You will have to look for the 'Lost tribes' of Cyclopes - Cyclops leaders who escaped through portals on Sentinel Island ages ago. Where they are now, the Cyclopes don't know.

The 'Lost Tribes' are spread around the world of Rivellon, on remote hidden places. Often they are mistaken by locals as brute monsters and sometimes for ogres or misshapen giants. Other times, the lost Cyclopes themselves have almost completely forgotten about their ancestry.

Divinity 2 Design Document

The rooms

In this section, I will describe the topography of the tower and its surrounding Islands.



Early concept art for tower. Note that two rooms are now obsolete and do not belong in the tower anymore

Elevator

The core of the Battle Tower is hollow, and here, a great magic elevator will take the inhabitants up and down to the different rooms. There are five stories in the tower, including ground floor and the roof. You step onto the elevator and press one of the five buttons at the sides of it. Each button has a symbol representing one of the rooms. To make things even clearer, the mouse tooltip over the button will tell you the name of the room this button will take you to.

- Blue button, far left
 - o Scrying room, top of the tower
 - o Symbol of the blue crystal ball that's there
- Grey button
 - o Trainer's platform
 - o Crossed swords
- Black button
 - o Necromancer's lab
 - o A skull
- Green button
 - o Greenhouse
 - o A tree
- Red button, far right
 - o Machine Shop, Trophy room, bottom floor
 - o A Cogwheel

A Dragon Lord that is in full control of his draconic powers need not take the elevator every time. He can also fly to one of the rooms in the towers, since almost all of them can be reached by a platform that extends out. Simply take off or land at one of the platforms and you will be at the room.

Scrying Room

The very top of the tower holds the scrying room. In between the colossal stone ramparts, there hovers a great blue crystal. It is said that its thousand facets can mirror past present and future, and it is an important in magical studies, especially divination.

The crystal is the only thing that wasn't touched by the corruption of the necromancer, and it has been shining like the day it was made. As the tower rooms go through their upgrades, so does the crystal ball. If you manage to upgrade all rooms to at least level one, your crystal ball will also change. It will grow bigger, brighter, and have a more interesting pattern of shifting sparkles and colors every time all your rooms are increased a level. The last level of the crystal ball can only be reached if you upgrade all your rooms to level 4. There is no gameplay tied to the crystal ball (yet).

In this room you can usually find Zandalor and his trusty cat Arhu. They study the crystal ball and watch your progress through your mission throughout Rivellon and beyond. Also here is the Cyclops architect, a smart and friendly Cyclops with a real insight in construction. He is the supervisor of the tower's construction.

Tower Construction

With the help of the Cyclops Architect, you can begin construction on your tower's rooms. This ability is unlocked when you claim the tower. You can initiate construction by talking to the architect. You first talk about what room you would like to upgrade. Then you are given a cost in gold to pay him. The first upgrade of each room won't cost you too much.

As said before, the first upgrade of a room removes much of the ugly dirty textures and decorations that Laiken left in the tower. The rooms expand outwards and upwards, extending out from the tower. New functionalities and production options are added to the room's production (more about these in the specific production chapters below), and the layout of the whole room (and its colors and textures) might change.

Construction takes minutes or even hours of real game time. The game's clock keeps time for you. If the construction is complete, the architect will seek contact with you through the crystal ball.

Building upgrades costs labor too. You need to free a number of Cyclopes from their other duties to construct the upgrade, and they will be occupied with this task, lest the construction stop. The first upgrade requires only one worker, but later projects will require more.

If you do not have the required number of Cyclops, you can never build the upgrade.

If you visit a room under construction, you will notice some primitive scaffolding, building materials and Cyclops workers moving about, carrying things. The normal productivity of the room is not reduced, however (unless you had to draw workers from this room to do the production).

Trophy Room

This room is located at the base of the tower, and even a way below it - underground. It is the Dragon Lord's personal chambers. It has the Lord's bedroom, the Coffers (more below) and the large collection of trophies.

In the Trophy room, you can place the heads of slain boss monsters in the game. You can also place here the heads of special monsters - or secret ones. There are a number of subtly visible empty places on the walls of this little room. You can interact with these spaces and place the heads (that you looted off the slain bosses) there. You can also move the heads around later by picking them up again and placing them where you want.

Coffer

The Dragon Lord also has a large metal coffer. He only has the key, which is not a physical key, but the chest reacts to the Dragon Lord's touch and will open when he places his palm on it. The coffer's storage is endless and can hold any item the player wants to store here.

You cannot place Quest items in your Coffer. Note that you cannot lose quest items in any way, you cannot sell them and you cannot even remove them from your inventory. Quest items come with their own bag, but this information belongs in another document.

Trainer arena

The great platform arena at almost the top of the tower is the area where your three skill trainers reside, and bicker. They have to work together but spend most of their time fighting each other.

There are three distinct areas, with their own subtle differences, in the platform. Each trainer has his own little room on the platform where you can often find them. One part of the platform has a few target dummies and a bull's eye - here the warrior trainer trains his own skills and does research into new moves and new levels for your skills.

Another place holds more dummies, a trampoline and a workbench - the domain of the survivalist. The last place has scorch marks, targets and arcane devices. Here, the mage hones her skills.

The warrior trainer is a strong proud brute that will help you unlock the higher level skills in the warrior tree. If you are of the required level, he can send you on the quest that will send you on your way to learn the highest level skill. The same holds true for the survivalist and mage trainers.

Training

The trainers help you reach the higher levels of all skills, as well as unlocking (through quests) the highest tier skills. Which quests unlock what has still to be decided, of course.

You can initially only buy the first level of a skill. You will then have to show the skill to your trainer (physically showing them the skill, targeting one of their dummies, for instance), after you have talked to them. They will then study the skill for you, using their arcane and martial insights. This takes time, and a little gold. Once the trainer is done with studying (takes real time minutes, sometimes hours), he will contact you and you will be able to unlock a new skill level after talking to him at the tower. Note that the time to study a tier 2 skill is much shorter than a tier 5 skill, even it is at the same level.

You can then buy the new skill level with your skillpoints as normal.

After they have studied a skill, they can keep studying that skill, if you allow them. You can also tell them to study something else in the meantime. You can also ask a trainer that is currently in his studies to work on something else, but it will reset his studies with the skill he was working on.

Assigning Cyclopes to your training room, as well as upgrading their room, will speed up the studies of the trainers. You can assign all three trainers to study a skill at the same time. The trainers might use the hardy Cyclops for target practice.

The trainers in the room study and grow with the player. You can show them his skills, and they can show you new skills, too.

Greenhouse

The greenhouse is the domain of your alchemist. This character is in charge of the herbs and plants that grow in the tower, and he brews his potions from these. You can take an active part in potion making process through cultivation, but more about that later.

The Alchemist has a steady, regulated output of potions. The exact number has to be tweaked, but it will likely be something around 10 potions per 2 hours. What potions he makes can be decided by using the sprinkler system, which decides how much water is given to which plants. His output can of course also be raised by placing more Cyclops workers to aid him. You can also construct extensions to his room, further increasing his output.

You can talk to the alchemist at any time, and he will give you some (or all) of the potions he currently has. There is no cost to taking the potions from him (though this can be changed). You can also assign more or less Cyclops to his room, just like you can with any of the other supervisors of the rooms. Cyclops tend the plants, rake the soil and give general care and attention to the plants - things you can see them do if you are in the greenhouse with them.

Growing herbs

At the beginning level, the greenhouse is dirty and not very productive. Evil weeds, totally useless to alchemy, have invaded most of the greenhouse. There is one small square greenhouse chamber that can house only a few herb species (healing herbs only).

You can only grow herbs for one purpose (healing, cures or special) in one greenhouse chamber. If you upgrade the greenhouse room, you will add greenhouse chambers - up to three chambers can be built.

The first upgrade of the room will enlarge the small chamber that you started with and will take care of the junk and evil weeds that plague the rest of the greenhouse. The second upgrade will add another room, which can house herbs of a different kind (for another type of potion). The last upgrade will add the last chamber - a very specialized chamber that allows you to grow the more rare (and dangerous!) kind of plants.

On the outset, the first chamber will have a few leaves of the lowest level of healing herb growing in it. The Alchemist can take these leaves and turn them into simple healing potions for you.

There are 6 kinds of healing herbs, each more powerful than the next. These herbs have to be found in the game world, before they can be grown in the greenhouse. If you come across a new herb somewhere, be sure to take some seeds or a seedling with you. You can give this to the alchemist and he will place it in the chamber, with the rest of the herbs of the same type (healing, cures or special). It will then grow and prosper in the chamber, without risk of dying or running out. From then on, you can get new, more potent potions from the alchemist (note that finding new plants does not increase his output, but only the kind of potions you can pick).

Sprinklers

From the first construction level on, the greenhouse room will be equipped with an advanced sprinkler system. Great pumps take fresh water from an underground well and transport it up to the greenhouse, where the sprinklers rain life-giving water periodically over the plants in the chambers.

Normally, each constructed chamber gets an equal amount of water. This also depends on the number of chambers - the water supply grows with the number of chambers so that when you double the amount of chambers, the amount of water supplied is also doubled.

Somewhat unrealistically, the amount of water given to the plants directly controls their growth. So if, you supply a lot of water to your healing herbs, the alchemist will be able to brew more potions from the surplus of healing herbs. There is only so much water to go around, so if you do this, your cure and special potion herbs will get less water, and have a lower output. It is all a great natural balance.

You can control the flow of water by adjusting three large valves, located near the water pump. Above the three valves are three gauges, filled with water. The level the gauges are at will show you how much water goes to the different chambers. The three gauges have 6 levels, from 0 to 6. Six indicates that a maximum amount of water is sprinkled on the plants in the corresponding chamber. You can easily tell which gauge is for what chamber by looking at the large pipes that lead to the chambers. Note that if you are at construction level 0, there is no pump at all, and at level 1, there is only one gauge, so adjusting it has no meaning. From level 2 on, you get two gauges, and after that, three.

With two gauges (construction level 2), there are a total of 5 water units to divide over the chambers. At start, 3 units of the 5 will be given to healing potions, and the 2 remaining units to cure potions. The alchemists output will be roughly $3/5^{\text{th}}$ healing potions and $2/5^{\text{th}}$ cure potions. You can change the valves to change this division. If you want to emphasize the production of healing potions, change its valve. You can turn it up to 5 (there is no more water), and the alchemist will produce only healing potions.

With three gauges, you have 10 units of water to divide. At the start, 4 units are given to healing potions, and 3 units are given to both cure and special potions. You can turn a valve up to 6, so there will always be 4 units left for the other two potions (note that cutting your cure herbs off from water this will not affect them adversely - they will not die) (also note that sprinkling water over a chamber that has no herbs in it (yet) wastes the water - no potions can be produced there).

Cultivating herbs

Once you've constructed the last level of the room, you have space for special herbs. These herbs are very rare, and only a few of them can be found in the world, and only in hard quests or hard to reach places. Some herbs cannot be found - they must be cultivated.

Books or scrolls might hint at the cultivation ingredients, but some have to be found by experimenting. You can do this as follows. Take seeds, a flower or piece of stem (depending on what you can get from the herb) from a herb of the healing herbs, and one piece from the cure herbs. Now combine these two together (again somewhat unrealistically, but then again, these are magical plants) in a special machine and place the new seedling in the special chamber's soil.

If you are successful, a new herb will grow, and you will have discovered a new potion ingredient. If you were unsuccessful, no plant grows.

The special machine has a life giving stone, a glowing green rock that can discharge mutagenic energies. It is quite dangerous to use around food, but alchemists sometimes use it, as well as necromancers. You will have to find the stone in a quest before you can start cultivating. The energies of the stone are discharged when you try to create the new seedling, and it will take a while for the stone to recharge, so you can use it again.

Plants

- Carrots
- Chili peppers
- Coffee beans
- Ginseng root
- Grey Lotus
- Idleweed
- Flyswatter
- Crimson Creola
- Bog Lilly
- Plain Tea leaves
- Whisperwood
- Desert Root
- Soothevine
- Fatfern
- Holy Basil
- Sweet cress
- Prick
- Vanilla
- Absintalsem
- Fennel
- Black rose
- Featherhead
- Calmwort
- Greengold

Cultivation combinations

- Plain Tea leaves + Soothevine + Calmwort = Green Tea
- Fatfern + Prick = Holly
- Bog Lilly + Sweet cress = Sweet Lilly
- Idleweed + Desert root = Cactus
- Flyswatter + Featherhead = Bird's Bell
- Holy Basil + Grey Lotus = Holy Lotus
- Soothevine + Black Rose = White Rose
- Grey Lotus + Black Rose = Black Lotus
- Greengold + Vanilla = Gold Vanilla

Non-plants

- Moonshine (alcohol)
- Fish meat
- Ectoplasm
- Holy water
- Sea water
- Bog water
- Milk
- Bones
- Sugar
- Zombie muck
- Demon horn

Phials

- Small phial
- Medium phial
- Large phial
- Weighted phial
- Reinforced phial
- Matte phial
- Encased phial
- Sphere headed phial

Potions**Restoration**

- Health (heals imbiber's hit points over time)
 - o 1 Soothevine + small phial = small healing potion
 - o 5 Soothevine + medium phial = medium healing potion
 - o 9 Soothevine + Crimson Creola + large phial = large healing potion
- Fatigue (instantly boosts imbiber's fatigue bar)
 - o 1 Fennel + small phial = small fatigue potion
 - o 3 Fennel + milk + medium phial = medium fatigue potion
 - o 5 Fennel + milk + Vanilla + large phial = large fatigue potion
- Medicine tea (cures diseases, disease resistance)
 - o Plain Tea leaves + small phial = small medicine tea
 - o Plain Tea leaves + Holy Water + medium phial = medium medicine tea
 - o Green Tea + Gold Vanilla + Holy Water + large phial = large medicine tea

Special

The potions from the special herbs have wildly varying effects. Some make you invisible, invulnerable or ghostlike. Some explode when thrown or are powerful poisons. The output of these potions is much lower compared to the other potions, even if you maximize your efficiency and supply them with a lot of water.

Unlike the other potions, the alchemist requires some money when you come to pick up special potions. This is to accommodate for the extra costs in safety, risk pay and special equipment or containers.

- Doom Spirit (increased 'dark' magic damage, black smoke effects emerging from character)
 - o Black Lotus + Bog Water + Demon Horn
- Holy Spirit (healing bonus, light aura)
 - o White Rose + Holy Lotus + Holy Water
- Desperation (If you have less than 50% health left, your health will restore 1% each 3 seconds for 24 seconds. When you use the potion, your offense will gain an 8% bonus, which degrades over time, 1% each 3 seconds, for 24 seconds.)
 - o Holly + Cactus + Desert Root + Soothevine + Calmwort
- Spiritwalker (This potion will let you wander around without physical form for 30 seconds, leaving your body vulnerable. Useful for scouting purposes)
 - o Ectoplasm + Moonshine + Gold Vanilla + Grey Lotus

- Strong spirits (increased critical chance, only critical hits do high damage, all other damage is lowered, as well as defense)
 - o Moonshine + Carrots + Sweet Cress + Whisperwood
- Shadowson (increases chance to remain undetected while in stealth)
 - o Whisperwood + Sweet Lilly + Ginseng root + Black Rose
- Determination (can not be stunned (possibly more immobilizing effects?))
 - o Fatfern + Cactus + Prick + Desert Root + Holly

Necromancer's laboratory

Every self-respecting Necromancer needs a laboratory to work in. Sassan, the friendly half-demon, is now your resident necromancer. She can work on your Creature, and in time, you can take it out to do battle at your side.

Sassan is fascinated by nature and biology, but not in the same, passive way as the alchemist, for instance. She has a more hands-on approach to nature, and likes to give evolution a hand. She delights in experimenting with bodyparts, biological systems and the balance between life and death. She also has a great interest in history and archeology.

Sassan depends in no small amount on her equipment. She needs surgical tools and machines for the Creature; she needs fluids, blood, plasma and electricity. She spends almost as much time working on the creature as she does on studying ancient arcana and necromancing manuals. For this, you need to upgrade the Laboratory. If you want the ultimate creature, Sassan needs the ultimate laboratory.

The Creature

The Creature is a strange beast sewn together from different body parts. Depending on the upgrade of the room, the creature can have different configurations. At room level zero, the equipment is old, rusty and scarce. Sassan can only work on a creature with a torso, 1 head, 1 set of legs (legs come in sets of 2, as 1 item) and 2 arms. If you want a more exotic creature, you need to upgrade the lab. Level 1 lets you add an second head. Level 2 allows an extra arm. The last level lets you add another extra arm (total of 4) and a tail for the Creature. The stats of the Creature depend on two factors: the Creature 'template' (see legendary creatures below) and the bonuses given by body parts.

The skills of the creature also depend on the construction level of the room, and also require training, in a similar fashion to the Trainers in the Trainer's Arena.

You remove the body parts from certain special creatures (not just any animal will do!) and boss monsters. In the case of heads, you can choose to bring the head to Sassan for the Creature, or you can hang it proudly in your trophy room. You then bring the bodyparts to Sassan, and if they are better (in stat bonus) than the limbs on the current Creature, Sassan will ask you if you want to replace them.

Grafting the body together and grafting new parts onto it costs time. You will have to wait before your creature is ready. Sassan has been working in the poor working conditions of the room for many years already, and was close to completing a new Creature when you arrive in the tower to take over office. This Creature is the first that you can use, though it can be considered to be of the lowest 'level'. The creature also knows no skills yet, and can be trained some. While Sassan is working on the creature (at the times it is not out in the field

with you), she will also gradually increase his stats and teach him more skills, as laid out by his legendary creature template.

The efficiency of the room, and the Cyclops helpers there make a difference in the speed it takes to graft on new body parts, teach skills, and to work on the template. The longer Sassan has been studying the legendary creature, the more its stats will reflect this.

You do not simply take the Creature with everywhere you go. This would seriously disgust the locals. You summon the Creature with the help of your Crystal Skull. This object also can unsummon it, as well as revive it if it has fallen.

Legendary creatures

In the laboratory there is room for Sassan's library and studies room. At level zero, there is hardly any space for all her books, skulls and scrolls. But as you upgrade the room, there is room for a big project: the legendary creature template.

At a certain point in the story, you may come across an ancient tome. This tome tells the story of an ancient Legendary creature of amazing powers. If it came from this world or from the next, nobody knows, but Sassan is extremely interested in reading this book. If she can make her creation resemble the descriptions in the tome, she can make a creature of great power.

So, after building the first upgrade and finding the first tome, you will see the study area being converted. A large part is now dominated by a statue of the legendary creature, as sculpted by Sassan. Strewn around it are notes, discarded body parts, warped skulls and failed experiments. The Cyclopes have as much work in aiding in the experiments as in cleaning up the mess she leaves behind. Note that before you find the tome, or are at structure level 0 still, your Creature will have low, but balanced attributes, and no skills.

The stats and abilities of the creature, as well as its looks, are determined by the legendary creatures. You can find 2 more tomes in the game. Each tome tells of a different legendary creature. For every new book, you also need to upgrade the room to make space for the statue and notes of this new creature.

All three creatures will vary greatly, and have different roles on the battlefield. You can tell Sassan to stop working on one template and switch to another, but all research in it will slowly decline. Sassan has to learn different skills and techniques to make the creature look like the new legendary creature you selected, and she will forget some of the tricks she learned with the last one. If you return to the previous template again, you will see some of the work was lost.

- First Legendary Creature: Magrok, the wolf man
 - o Creature that was a huge bipedal wolf with huge claws
 - o Requires Magrok tome
 - o Will give the creature fur, a big hulking torso with slouched shoulders.
 - o Great Vitality, body and Armor.
 - o Low Mind, Magic resistance and defense
 - o Offensive melee skills
- Second Legendary Creature: Skuluur, the unnatural
 - o Ancient humanoid creature with long legs and arms

- Requires Skuluur tome.
- Will give the creature long legs and arms (scale bodyparts), small heads, spikes on arms and shoulders
- Great speed, Offense and Critical chance
- Low Mind, Vitality and Body
- Ranged and poison skills
- Third Legendary Creature: Aakh, the cunning
 - An amphibian god from another world
 - Requires Aakh tome.
 - Will make the creature float over ground, with small arms and legs, and an oversized head. Its skin will glow.
 - Great Mind and fatigue
 - Low Body, Armor and Defense
 - Ranged spells and mind control

Machine shop

The last room in the tower is the home of your Inventor and enchanter. This guy has been working on both sides of the divide: he has dabbled in science and in magic. He is convinced that he has the key, and has blurred the line between the two. He can make machines that give magical qualities to your items.

The machines are expensive and bulky. At level zero, there is little room in the machine room (then still a simple workshop) for even the inventor's baggage. He can use his spells to enchant some of your items, but not much else. He will only be able to do very low-level enchantments, and not on all your items

After upgrading the room, the inventor has the room and the resources to start working on his first machine. It takes a long time to build, but with the help of some Cyclopes, he can speed things up.

Enchanting machines

Each machine takes care of a certain kind of equipment. There is one for weapons, one for armor and one for jewels. The first machine can enhance jewels for you, the second armor and the last weapons. Each level of upgrade allows for an extra machine to be built, until you can enchant all your equipment.

The kind of enchantment, and its potency, depends on the machine. The inventor is constantly upgrading the machines, but these improvements take time and manpower. Upgrading the room and the number of Cyclopes in the room helps speed things up. You can ask the inventor to focus on one particular machine, if you are extra eager to get enchantments from it. This is possible by talking to him, and will have the inventor spend 50% of his time with the machine you selected, and only 25% of his time with the other two.

Enchanting an item is instant, but does cost a lot of gold. Some enchantments also require special rare gemstones or other magical ingredients, which you have to bring yourself.

It is also possible to find scrolls or plans for new enchantments. You can give these to the inventor, and if you have both the right machine, and the right level of this machine, you can then get this enchantment from then on.

One last thing the inventor can do is reverse engineer an enchantment. Some weapons, armor or jewels can have its enchantment drawn away from it, and the machine will then draw a plan of this enchantment. Simply give the item you want to reverse engineer to the inventor, and if you have the right machine (weapons are reverse engineered in the weapon machine, and so on), a plan will come out, which the inventor can use to make the enchantment himself. Note that the item in question is lost, and that you might need ingredients to get the enchantment the inventor just learned onto a new piece of equipment.

Enchanting gameplay mechanism

Multiple enchantments can be applied to each piece of equipment. However, when applying a second enchantment, there is a 20% chance that the enchantment will fail. When applying a third enchantment, the chance that the enchantment will fail will go up to 40% and with the fourth enchantment the chance that the enchantment will fail will go up to 80%. If an enchantment fails, it also clears of all enchantments which were already on the item. The item will remain intact, but the enchantments will disappear. You can still reapply the enchantments to the item, but you'll have to pay for them again and - if needed - get the reagents for them.

The Enchantment NPC is also able to remove enchantments for you. This is a pricey operation, since it takes a great deal of concentration and hard work to dispel an enchantment from an item, especially when there are more than one active on the item.

Enchantments (Weapons)

Life leech

Life leech does what the name implies; it leeches health from the target to the player when the player's weapon hits the target. This enchantment will be available in various gradations, unlocking as you get to higher levels, because else its effect would be rendered useless.

This enchantment can only be applied to weaponry.

Stacks with: Fatigue leech, Extra damage (vs), Hatemonger

Fatigue leech

Fatigue leech does what the name implies; it leeches fatigue bar from the target's fatigue bar to the player's fatigue bar when the player's weapon hits the target. This enchantment will be available in various gradations, unlocking as you get to higher levels, because else its effect would be rendered useless.

This enchantment can only be applied to weaponry.

Stacks with: Life leech, Extra damage (vs), Hatemonger

Corrosive

Corrosive can only be applied to weapons. The corrosive enchantment grants the weapon's wielder with a chance to degrade the enemy's armor on hit. The effect will stack, however each addition will become smaller, effectively capping the maximum degradation at 50% in total.

This enchantment can only be applied to weaponry.

Stacks with: Extra damage (vs), Hatemonger

Extra damage

The 'Extra damage' enchantment comes in two flavors: a general damage increase and a damage increase towards a special specie (such as animals, humanoids, demons, etc). The latter will grant you a bigger damage bonus, but it won't be effective against species other than the selected one. The damage bonuses are added to the weapon damage before all other calculations take place.

This enchantment can only be applied to weaponry.

Stacks with: Corrosive, Hatemonger, Baneburst

Hatemonger

The Hatemonger enchantment grants the weapon's wielder an increased chance to get a critical strike on his target.

This enchantment can only be applied to weaponry.

Stacks with: Life leech, Fatigue leech, Corrosive

Precision

The Precision enchantment will grant the weapon's wielder a bonus to offense, so that he has a bigger chance of striking the enemy with success

This enchantment can only be applied to weaponry.

Stacks with: Life leech, Fatigue leech, Corrosive, Hatemonger

Baneburst

The Baneburst enchantment grants the weapon's wielder a chance on hit to trigger a buff which will grant a guaranteed critical strike on the next hit. The chance to trigger this condition is 4%.

This enchantment can only be applied to weaponry.

Stacks with: Life leech, Fatigue leech

Enchantments (Armor)**Endurance**

The Endurance enchantment increases your fatigue.

This enchantment can only be applied to armor.

Stacks with: Lifeline and Reinforcement

Lifeline

The Lifeline enchantment increases your vitality.

This enchantment can only be applied to armor.

Stacks with: Endurance and Reinforcement

Reinforcement

The Reinforcement enchantment reinforces the piece of armor it has been cast upon. The incremental value added to the armor's defense rating is random.

This enchantment can only be applied to armor.

Stacks with: "Resistance to...", Endurance and Lifeline

Empowerment

The Empowerment enchantment increases a random stat by a random amount.

Aura enchantments (Armor)

Auras are functional upon equipment of the enchanted chest armor piece.

Aura of Healing

This aura slowly heals you.

Aura of Retribution

This aura deflects 10% of the enemy's damage back at him and that 10% of damage doesn't hit you.

Aura of Sloth

This aura slows the enemies within a radius of 3 feet of you by 30%.

Static Charge

This aura randomly shoots bolts of electricity from your body to hit enemies for random damage (within a range).

Immolation

This aura burns all enemies which are in melee range

Frostfront

This aura does a tiny bit of cold damage to enemies nearby and has a large chance (50%) to affect the enemy it hits and those in it's vicinity with a 'chilling' status (see character status document).

Arrow NPC

One of the Cyclopes who is staying at the Inventor's quarters has become particularly interested in enchanting items. He isn't very proficient with machinery but he did manage to build a machine for processing small items out of broken machinery parts which the Inventor asked him to throw out. Due to the Cyclopes history as a warrior he is still interested in hunter weapons, such as primitive spears and bow and arrow. Spears and bows are too big to be processed by his machine, but he has enchanted a couple of arrowheads, however, none of them were of any practical use. At one time, he partially got it right, resulting in arrows causing a small flash upon impact. If you ask him about these, he will enthusiastically show you. Due to the fact he only has one eye, his aim is a little bit off, which could lead to some funny scenes.

Whenever you bring in new special arrows you have found, the Cyclops will be overjoyed. If you let him, he will spend days and nights researching the arrowhead and figure out just how the enchantment was applied to it. He will then use various rituals to craft a full quiver of arrows with comparable properties. It is a tough job and the Cyclops takes great pride in his work and asks to be rewarded accordingly. Whenever he has learned to make a new type of arrows, you can always get it from the Cyclops instantly, if you can pay him for it, as he always has those arrows in stock, trying to perfect his craft.

Damian's Armada

As described in the background story, Damian and the Black Ring seized control of several major forts and castles. They then raised these out of the ground and turned them into floating fortresses.

These fortresses are no longer in one piece. They consist of a swarm of small 'chunks' of rock and castle. Each chunk has its own function; it can be a defensive structure, or carry a large shield. Others still produce units to harass you, and some provide power for others.

Each of the smaller fortresses has a power source that empowers the main fortress to keep it afloat. If you can eliminate the three smaller fortresses and disable the power sources, Damian's fortress will be severely weakened.

Damian's Armada now threatens all living being on Rivellon, whether they are human, Dragon, Dragon-Elf or demon.

This armada is spread out over Rivellon, and has only just begun its reign of terror. The flying fortresses move at a snail's pace, and have, as of yet, not reached any major important locations. Time is running out, though.

All of the armada is visible over the horizon in almost all of Rivellon. Stormfist - Damian's personal fortress - is by far the largest and looms at the horizon at all places but Rivertown. It is much closer to Rivertown, and a constant threat to the people there.

Assaulting the Armada

At any point in the game (at least after the player has claimed his Battle Tower), the player can attempt an assault on the Armada. Level does not restrict you in *trying* an assault, but the islands will have formidable defenses, so it is required to level up in order to be able to *win*.

The Islands are assaulted by simply flying towards them. The islands float over the main areas, but over the Dragon Zones (in between areas) instead.

The larger ones have many chunks, which can all be eliminated individually. You can try to defeat as many as you can and then come back later. Chunks will not grow back or return.

The defenses will spot you, and start firing. Depending on the island, this varies from having to dodge a few arrows to near-instant death.

There is always the option of escaping and breaking off the assault. Simply fly away from the castle. This will cancel your assault and you're safe after that.

The player does not have to face the Islands alone. He can bring many kinds of help. See chapter section on Assault Help below.

Flying fortress chunks

Air assault buildings can be blasted and have hitpoints. You cannot land on them and you cannot enter them.

The opposite are ground assault buildings. They have no hitpoints but you can land on them. You can then enter the interior and take out the chunk by defeating an enemy inside.

- Central Keep
 - o Damian's lair
 - Ground assault
 - Houses damian
 - Has three shields - disable all three to enter
 - Defeat him to finish the game!
 - o Chapel
 - Ground assault
 - Endboss inside
 - Has two shields
- Defensive structures
 - o Shield spike
 - Not ground assault nor air assault - you disable this structure by taking out a power station
 - Projects a Dragon shield around itself
 - o Lightning spire
 - Ground Assault
 - Very slow but very long range gun
 - o Gun tower
 - Air assault
 - Large slow-moving heavy gun
 - o Bat rock
 - Air assault
 - Has many small caves that house bats
 - The bats debuff you and try to disorient you, while doing minimal damage
 - o Archer wall
 - Ground or air assault (killing all troops will disable it)
 - A piece of flying wall
 - One version with corner tower, one without
 - Has many archers that can't shoot far, but they shoot very fast
- Barracks structures
 - o Raven aviary
 - Air assault
 - This structure houses ravens
 - Sends out giant ravens to harass you
 - o Demon spire
 - Ground assault - kill the queen
 - Sends out flying demons
 - o Wyvern roost
 - Ground assault - smack all the eggs
 - Sends out wyvern riders
- Resource structures
 - o Power building
 - Ground Assault
 - This power provides magical power to adjacent buildings
 - Destroy it to weaken or disable defensive buildings

- Also disables shield on some chunks
- Tech buildings
 - Ammunition depot
 - Air assault
 - Blow this up to limit the firing rate of all guns
 - Explodes violently; be careful. Can take out other chunks if they were too close
 - Officer's towers
 - Ground assault
 - Large tower that houses one of the Black Ring officers
 - Shouts commands at the ground forces, boosting their morale
 - Wizard's tower
 - Ground assault
 - This wizard puts all ground troops in a killing frenzy
 - Take him out to stop the troops from getting this bonus

Assault help

Many of the quests in the game will revolve around getting help to attack the Armada. You can find help in the strangest of places, even from those of whom you'd not expect.

Most help comes in the form of a one-time bonus or ability. You must then choose the right time in the assault to use this ability. The right timing can mean the difference between victory and defeat. One-time means that you can only employ this temporary power once in an assault, but does not mean you cannot use it in the next assault. As soon as you complete or flee an assault, all your powers are returned and ready to use again.

Some of the powers can only be used in an assault, while others are available in Dragon zones or even in main areas.

There are three types of Aides:

- One-shot abilities
 - These are used once per assault to make an instant difference
- Summons
 - Calls upon an ally who will help until it dies or a time passes. Can be used once per assault
- Charged abilities
 - A special ability that can run out of power. Can be charge or time based. Can be always on or require activation. Will recharge complete for each assault.

Please note that there are also many things that can help you in an assault, but do not fall under the Dragon Aide category for the following reasons.

- they can be used outside of assaults as well
- they do not return/recharge/regenerate when you leave an assault

Potions are a good example of these. They will be most useful in an assault, but you can only use them once.

Aide ideas:

- One-shot

- Maxos
 - Rewind
 - Maxos uses his influence over time and space to rewind local time (man, is he powerful!)
 - Reset timers on all your abilities
 - Will not reset the timer on rewind
- Divine One
 - Sanctuary
 - The Divine one focuses his gaze (even from beyond life) upon an area
 - All combat stops
 - It's a time out
 - Take these precious seconds to get your bearings and heal yourself
- Goblins
 - Operation Goblin Drop
 - Goblins have mastered flying through their construction of ramshackle balloons
 - Using this ability calls in the Goblins
 - It takes a while for them to get there, so you have to think ahead
 - A number of balloons show up and drop bombs on enemies
- New Order
 - Hellfire
 - The demons of Rivertown can use a long distance infernal spell on a location you choose
 - Fire will rain down from the sky
- Lovis
 - Curse
 - Lovis is well versed with curses. He can teach you a very potent one, that can be used only once (this could also be a charge power!).
 - The curse will debuff enemies
- Bandits
 - Bribery
 - The bandits can get their fingers in anywhere. They have bribed some of the soldiers; you just need to give the signal.
 - Make a few soldiers or the crew of a warmachine fight on your side.
- Summons
 - Maxos
 - Summon Flying Machine (or wraith?)
 - Maxos' faction also needs a flying, summonable ally. Options are:
 - machine fit with Maxos' technological focus.
 - Ornithopter machine
 - Zeppelin machine
 - Helicopter machine

- Balloon machine
- Ghosts or wraiths fit in with Maxos' Lord of the dead motif
 - Wraith
 - Undead Dragon
 - Ghost Dragon
 - Ghost big bird
- Summon construct
 - Golem like construction is brought in
 - Tough but slow fighter
 - Ground only
- Divine One
 - Summon Pegasus
 - The Divine can show you how to find and talk to the Divine Pegasus, if you tell them of the Divine One's plight, they will help you in combat
 - Pegasus are protected by 'holy luck' - arrows just don't hit them often, they're too holy.
 - Pegasus will heal you
 - Pegasus can do a kamikaze (holy sacrifice) attack
 - Summon Paladin
 - A paladin from the resistance is gated in
 - Healer and fighter
 - Blesses you for as long as he is around
 - Ground only
- Goblins
 - Summon Goblin zeppelin
 - Goblins might make crappy zeppelins, but they make up for it by their numbers and bloodlust
 - Fragile zeppelin that can shoot a hail of arrows
 - Even sometimes fires Goblins!
 - Summon Goblins
 - The Goblin shaman knows how to teleport a few of his warriors. He can send them to help you
 - Ground only
- Aleroth Champions
 - Do the Aleroth champions need a flyer? I can't think of one.
 - Summon squad of Champions
 - The champions are able fighters and healers
 - Ground only
- New Order
 - Summon Angelic
 - Doing quests for the New Order can give you the ability to call upon the help of an Angelic
 - Angelics help you in the assault until you win or they die
 - Angelics are amazing melee fighters and are protected by a holy shield. Can also shoot fireballs
 - Summon Seeker squad

- Seekers might be loud-mouthed vigilantes, but their Order training makes them able fighters
- Ground only
- Charged abilities
 - Maxos
 - Napalm breath
 - Maxos knows of a special concoction. He can show you how to make some
 - Does not function as a potion, even though it can be described as such
 - Empowers your firebreath to extreme levels
 - Runs out after a few seconds
 - Doing more quests can upgrade this ability
 - Red mercury grenades
 - Maxos can give you the plans to make some grenades
 - You can use each grenade only ones during an assault, but you can restock at your tower after an assault (in effect, they recharge automatically after assault)
 - Gives a big bang
 - Divine one
 - Blessing of protection
 - This blessing is given to you by the divine after a quest
 - Doing more quests can also upgrade this ability
 - Protects you from damage until it runs out (it has its own hitpoints)
 - Doing more quests will make the blessing stronger and allow it to take more damage
 - Goblins
 - Chain lightning
 - The Goblin shaman teaches you an elemental spell
 - A powerful lightning spell
 - Stuns enemies
 - Aleroth Champions
 - Healing crystals
 - The Aleroth champions can provide you with a stash of Healing Crystals
 - You are allowed to use them in an assault
 - After the assault, all crystals you used in the assault will be back
 - If you use these outside of an assault, they will not return, so use with caution
 - Healing crystals completely heal health and stamina of a target
 - Doing more quests will give you more crystals
 - New Order
 - Banish
 - This powerful demonic spell can be used with special scrolls
 - You can get these scrolls by doing quests for the order

- Banish can make a single target (if they're not too large) disappear
- Dreamers
 - Invoke dreams
 - Can put enemies, or groups of enemies to sleep
 - Do more quests to get more 'uses' of this spell

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.

The environmental effects we'll do are wind, rain, dust storms, blizzards, mist and shadows of clouds. We'll let also let some of the environmental effects have an impact on the character stats, movement etc.

Overview of locations

For a world overview, see divinity 2 world.xls file which also includes time estimates for each area as well as monster density.

For a more detailed description of the locations, see the appendices.

Before delving into the location, description here's a recap on the main story themes.

The world is divided into the following area types:

Main areas

- Dragon Zones
- Dungeons (major and minor)

The main areas are the following:

- Broken Valley
- Aleroth
- Rivertown
- Elven Wastelands
- Battle Tower

Dragon Zones are special areas especially designed to traverse in Dragon form. The focus is on the vistas and terrain, and not on detail on the ground.

Each Dragon zone is also the home of one of the Flying Castles.

They are:

- Broken Valley - Aleroth
- Broken Valley - Elven Wastelands
- Aleroth - Elven Wastelands
- Aleroth - Rivertown
- Center of Rivellon (home of flying castle Stormfist)

The major dungeons are:

- Ancient Library
- Maxos' castle

Main Areas

The main areas is where most of the game's content can be found. They are rich in quests, storylines, NPC's and dialogs.

Broken Valley

The town is upset by the word of a dragon haunting the woods – the player using a very special one time weapon will kill Hiero's mate, but because of the soulbinding spell, his soul will be connected to that of the dragon. Maybe we can do it such that Hiero's hidden motive is to let her consume the player...

The people of Broken Valley are split of from the other humans by the Dwarven controlled mountain pass. They are allowed to travel through the pass, but need to pay toll to the dwarves who control both entry and exit.

Word about a famine in the area around Rivertown has spread to Broken Valley, and the locals are concerned about food, though as of yet they don't have problems.

Aleroth

- General setting/feeling
 - Aleroth has turned into a dark version of Lourdes. The sick go here (almost like a pilgrimage) to be healed and indeed redeemed of all sins. But no miracles are wrought here. The medicine is effective but incredibly expensive. Several Goblins have to die for each dose of the medicine. The guards and champions, who control the operation, are highly corrupt and not only accept bribes, they *expect* or even *demand* them.
 - Officially, everyone has to wait for their turn in the waiting room to be helped, but the reality is that the rich are helped almost immediately, as long as they pay astronomical sums. There is also a great deal of nepotism. If you have a relative as a guard in Aleroth, your chances of survival are much higher.
 - Bureaucracy reigns in Aleroth. The sick and their families (who are pampered and distracted in the inn and 'museum') have to fill out a stack of forms and

waivers. There are a lot of 'options' for the treatment of the ill, each more expensive than the other.

- Where does the money go?
 - The champions in Aleroth are making tones of money. The New Order knows this and has imposed a special income tax on the champions. The greater part of the money thus goes back to Rivertown.
 - The Slayers are a separate agency and do not pay taxes to the New Order. They now are offering to take over the Aleroth operation for a great sum and the use of their new weapons by the New Order. This is why there are negotiations between the slayers and champions.
- What can the player do?
 - The goal is to reach the catacombs. The player has to infiltrate Aleroth from the top to the bottom, and there are several paths to take
 - As a visitor. The player can be a tourist in Aleroth, and try to find a way into Aleroth from Old Town. No visitors are allowed there, so the player will be attacked if he is discovered skulking around the wrong areas
 - As a guard-wannabe. You can get to the deepest levels if you infiltrate the organization. Apply for a guard and prove your mettle. Then try to work your way up to the top, and you're allowed to go where you want.
 - As one of the sick. The player can fake a sickness, or be really struck by something - let the player's previous decisions decide this. He is then forced to take the long road - through the horrors of the waiting room. He does end up directly inside the lab at the end, though.
- Factions
 - Goblins
 - Healer Champions
- Vendors
 - Old Town:
 - Aleroth Gift shop.
A descendant of George has a little general store in Old Town. Here he sells to visitors. He stock mainly decorations, maps and souvenirs, but he also has a secret stash of old things he found in old town. Some of it belonged to his grandfather, George, and other things belonged to Mardaneus.
 - Champion Fortress:
 - Fortress blacksmith.
A seasoned veteran soldier is now the blacksmith in the fortress.
 - Fortress alchemist
An alchemist has taken up shop in the fortress, taking care of some healing and the manufacture of salves that hide the scent of a human in a forest - very handy if you have to sneak up on Goblins.
- Buildings/areas
 - Reception
 - Visitors to Aleroth are ordered to report at the reception. This clean and inviting place is the first thing visitors see of the town. Names are taken

- and forms handed out. A full administration is made recording who goes in and out of Aleroth.
- Sick entrance
 - The sick may not enter the reception and are taken to the sick entrance. Here, guards in heavy suits and masks examine the sick, take bribes and take the sick to their place in the waiting room.
 - Museum/Old town
 - Many houses in the old Aleroth are now replaced by the new clinical buildings of the Champions. What remains are the houses of Otho, Mardaneus and Lanilor. These three, and the gardens and footpaths around them, have been restored to their old glory and made into a museum.
 - There is a guide on each corner and behind every barrel, almost literally. They generally speak a lot of lies and twist the history in the favor of the Champions and the New Order. Expect them to tell you that The Divine One declared the town to be holy, and that he invented the Healing crystals.
 - Gift shop
 - As if the champions aren't draining enough money out of the pocket of the families of the sick. There is a gift shop where they can buy souvenirs of Aleroth
 - Wall
 - Aleroth is divided into two distinct areas: the outer part is where Aleroth receives visitors and where the sick enter the waiting room. The inner part is where the sick are taken to be healed and processed. The wall itself is made from two parts: the old wall of Aleroth separates the village from the countryside. A second, higher, wall closes off all buildings north of Aleroth from the countryside. Unless you sneak through the forest or pass through the waiting room or guard gate, you cannot get to the north of the town.
 - Waiting room (poor)
 - The waiting room is by far the largest structure in Aleroth. Inside, it is divided into several sections. There is the rich and the poor part, and these parts also have smaller, connected, sub-parts.
 - The sick that had no bribes or family connection with the guards are taken here and given a number.
 - The waiting time can be very long. So long that many people die in the waiting room before they can be helped. Guards often patrol the rows of benches and gurneys to look for signs of people who have died, to take them out and reclaim their number. Sometimes they help a sick person over the edge - anything to speed up the process.
 - Remaining in the waiting room can be a very detrimental business. Disease is everywhere, and is often allowed to mix and form new strains (see hospital syndrome).
 - There is often fighting between waiters. Survival of the strongest. If you can steal the number of someone who is ahead of you in the line, you have a greater chance to survive.
 - Waiting room (rich)
 - Things are very different in the rich section of the waiting room. There are comfortable beds, more guards, good ventilation and medical

attention. The bribery continues into this room, and the patient with the boldest bribe is usually the next in line.

- Inn
 - There is a profitable inn in Aleroth that rents out expensive rooms to family members that are awaiting the fate of the sick. The Inn is usually only occupied by the rich and the few poor who have a very large sense of hope.
- Morgue
 - People that perish in the horrible conditions of the waiting room (the poor one) are brought to the morgue. Family of the deceased then have a last chance to pay additional fees to revive the deceased. They have only hours to decide, before the body is 'processed' and buried in the graveyard.
- Graveyard
 - This walled-off section is not the same place as the old graveyard of Aleroth (the old graveyard is part of the old town tour). The new graveyard is much larger and lacks tombstones or decoration. All people who die in the waiting room go to the morgue first and then, if they are not revived, they are buried in the graveyard, without further marker. No one is allowed access to the graveyard. Recently, the graveyard is overflowing, so the Champions installed the incinerator and called it an 'additional customer service'.
- Incinerator
 - If your family doesn't pay the extra fees after your death, they will get the option to have the body incinerated or buried. The burial option is more expensive, but you do get an official document of burial. The family is not allowed to visit the grave, however. If you choose incineration/cremation, you get a choice of urn, and the ashes will be sent to you.
 - A black smoke rises from the incinerator's tall smokestack day and night.
- Catacombs
 - Deep down in the catacombs, the priest Deodatus discovered the secret of the healing crystals, and he began his experiments. His laboratory is still down there, churning out healing crystals at an average rate of two per day. The demand is huge, so he is looking for a new place for his laboratory. The only place he can look is on the surface, however.
 - There is an entrance to the catacombs in the well in the center stair.
 - There is a second entrance recently dug; Deodatus uses it to reach his new lab, and to move his equipment through.
- The lab
 - The lab is now much more like a factory; not much more experimenting is done. There are vats with Goblin blood, heart everywhere and nasty-looking machines. Magical energy flows from corner to corner creating an unnatural wind.
- Beggar's camp
 - The sick that come to Aleroth with all hope but no money are not even allowed inside. If you can't pay the entry fee, you're not going into the waiting room. So, there are always a few stragglers outside of the walls. Under a great lonely tree, they have set up camp.

- Washing area
 - South of Aleroth, downstream of the river is a small rapid, which is a perfect place for people to wash themselves and their clothes. The graveyard, upstream, has been 'leaking' bodies recently. The decomposing bones create a natural reaction with the river's water. This results in a kind of natural soap.
 - The outcast sick that wait outside the city walls use this place to wash their clothes. Sometimes, a body washes ashore, causing great commotion.
- Goblin forest
 - Ancestral home of the Goblins. It is a very lush and wild forest, and some of the oldest trees on Rivellon can be found here. The Goblins live in harmony with nature. There is a large Goblin camp in the middle of the forest, surrounded by traps. If you walk past it, you would never see it unless you knew where to look.
- Haunted forest
 - This part of the forest has grown dark and twisted. Anyone who travels in this part of the forest is never heard of again. Screams can be heard day and night. Out of the forest now come crazed animals. In the night, boars, wolves, bears and even deer emerge, with glowing red eyes, oversized fangs and twisted, blistering skin. These are a threat to all, even the nature-loving Goblins. Monsters have also been reported, coming from the distant forests in the south and now inhabiting the local forest and driving the local animals mad.
 - Some of the wild new plants and animals from the New Forest in the Elven lands has penetrated into this forest.
 - You can take care of the haunted forest in a quick way and a slow way.
 - You can try to heal and strengthen the local nature, and disallow the Champions and Goblins from hunting the indigenous species.
 - Or you can put a torch to the forest.
- The black fountain
 - At the center of the now haunted forest lays the Black Fountain. This was once a holy place for ancient druids. The fountain has long since been forgotten. When the healers came to Aleroth long ago, they drew on the powers of this ancient place without knowing it.
 - The fountain ran dry because of overuse. The healers of Aleroth slowly ran out of healing powers and had to rely more and more on natural healing.
 - Now that the balance has been disrupted, the fountain has come alive again, but instead of spraying life-giving waters, it spews forth black bile.
- Champion base
 - North and not so far from Aleroth lies the fortress of the Champions. Guards and Champions are trained here and the mayor of Aleroth (also chief-in-command) resides here. The fortress is complete self sustaining, as it has its own blacksmith, alchemist and kitchen.
 - The fortress has a great weakness: the northern wall. The builders of the fortress never anticipated that something would come from the forest, only from the plains to the south. That is why the fortress has

only a wooden wall to the north, and no enclosure. The goblin threat rushed the champions into a building frenzy as they try to make defenses.

- The Fortress also has a treasure chamber. Here, the collected money gained by the champions is hoarded.
- Slayer camp
 - Recently, the slayers have been taking a very active interest into the affairs of the healers. They have built a little camp near the champion forest. It is also in danger of being attacked by the goblins, but the slayers are well armed. They have brought a few of their new chemical weapons along with them and are using this as negotiation leverage.
 - Many champions do not agree with the interfering of the Slayers. They are also afraid that if the slayers take over, a lot of the champions are going to lose their jobs.

Elven Lands

- General setting/feeling
 - When the great explosion occurred, the greater part of the Elven civilization was wiped out. What was left behind was a handful of Elven survivors and something entirely new: The Dragon Elves. These were Elves and Dragons fused together. Two bodies became one and two minds occupy one head.
 - Many Elves failed to adjust to their new bodies and their destroyed homeland, and went mad. There were many conflicts and the future looked dark for the Elves. Two of the Dragon Elves, Huuron and Rakarel, left the ruined capitol and vowed to forget the past and start anew. They would also look for a cure to their miserable condition. Many of the more mentally stable Dragon Elves went with them. They called themselves The New Hope.
 - The Dragon Elves that remained in the old ruins, called the Wild Ones by the other Elves, eventually overcame their madness and discovered a new sense of peace. They came to accept their new forms and started rebuilding the old capitol.
 - The two sides have worldviews that do not coincide. The Hope wants to undo the change, while the Wild Ones embrace it. One longs to return to the past; the other embraces a new future.
 - Elves have always had an influence on nature and vice versa. Where nature prospered, so did the Elves. The great destruction of the explosion wounded nature deeply - this had an immediate effect on the health - physical and spiritual - of the Elves.
Now Nature begins to regrow in the image of the Elves that live there. In the south, near the old capitol, the trees are wild, twisted and full of anger.
 - In the north, however, the New Hope is trying not to stop this growth. They want the old forest back, but it will not grow, because the Elves themselves have changed. Thus the Elves must find a cure first, only then can they regrow the forest in the old way.
 - A few years ago, a demon army was marching on the Elves. It was to be the final battle. The Elves were hard-pressed, and had to come up with a defense double-quick. The local Dragons came to the aid of the Elves. It was them who

came up with the idea for making a great weapon to destroy the demon army in one swift stroke. The bomb was born

- The Elves never asked the permission of nature to create, let alone use this device. Nature abandoned the Elves that day.
 - When the bomb was set off, the lands would be changed forever. The explosion vaporized the demon army, but it also destroyed most of the Elven homelands. Almost 95% of all Elves died in the explosion or in the resulting sickness. The survivors will tell you that those who died that day were the lucky ones. The explosion caused several of the Dragons and Elves to merge together; their flesh fused and their minds shared.
- What can the player do?
 - Go with the Wild Ones or go with the New Hope.
 - The former wants to regrow the forest as fast as it can, with the new nature that comes from the symbiosis of the new Elves and nature.
In order to make this come true, the Wild Ones need water. The nearest lake, however, is under control of the Hope. Thus the lake, and its dam, is a strategically important place.
 - The latter wants to prevent this new forest from appearing at all costs. They often burn down the new trees. They are also looking for a cure to their condition. They are desperate to commune with nature and offer their apologies, and ask for a cure. Yet the only surviving shrine of nature is closed off, and there is no apparent way in.
 - Factions
 - Dragon Elves
 - Wild Ones
 - Vendors
 - Wild Ones base
 - Blacksmith
 - Healer
 - Alchemist
 - Imp Kingdom
 - Imps are always happy to do some trading. They have found many ancient artifacts that can be very valuable
 - Buildings/areas
 - Ruined capital
 - The Elves' ancient capital. It was once a magnificent place, but the giant explosion has broken the giant trees in pieces and scattered them about, in a radial pattern around the center of the capital. Many of the stumps still stand and are an impressive sight. The top piece lie scattered everywhere.
 - Wild one base
 - The Wild Ones are trying to rebuild the old capital. Instead of trying to reassemble the old trees, which would be nearly impossible, they intend to clean it up and secure the pieces, and then have vines and moss cover it all up. After that, they will build a new city on top of this new, green 'mountain'.

- The process has already started on a small part of the city. Here, two top pieces of the broken trees, with their massive crowns relatively intact, have been fastened together. Using rope, vines and moss, the structure is now stable. On its top is a new tower, made entirely out of bamboo, vines and moss, and covered in beautiful flowers.
- Valley of Fallen giants
 - Scattered around the ancient capitol was once a vast forest of giant trees. These giants were not as gargantuan as the trees in the capitol, but still very impressive.
Now, almost all of the trees have fallen over. They were ripped in twain by the explosion and all lie horizontal, radiating from the capital. Many of the trees have had their roots torn from the ground, and now lie at an awkward angle; half under- and half above ground.
 - The fallen trees can be tricky to navigate, but one can jump from stem to stem and walk along the trees' length.
 - There are many caves and hollows under the fallen giants. This is where imps have started a new kingdom.
 - The Wild Ones intend to leave the stems, and grow a new forest right on top of it. They cannot do this until they irrigate the valley.
 - The Hope, in contrast, wants to heal the old trees. This massive undertaking will require that all trees be lifted back up and placed on their roots again, after which the healing can begin. If the Wild ones manage to flood the valley, the trees will rot and can never be healed again. What's worse, the imps living under the trees hold the secret to undo the fusing process - if the valley is to be flooded, the Hope cannot be helped (unless the player learns the secret in time).
- Imp kingdom
 - Imps always appear where you least expect them. Quickly after the giant trees in the valley were leveled, the imps discovered the hollows and caved underneath the fallen logs and made a home there. They were attracted to the multitude of Elven treasures buried there, and the free magical energy from the explosions that pervaded the soil.
 - The imps multiplied and are now a large community that cannot be denied. They have dug tunnels far and deep and have discovered secrets the Elves didn't even know about.
 - The imps have dug their way into the ancient library, but are afraid to explore it, since there are monsters inside. This is one of the possible ways into the Library
 - If the valley is flooded, the imps will all drown, and their knowledge lost. The entrance to the library will also collapse, but there will still be other ways in.
- New forest
 - The Wild Ones have already started on regrowing the forest. This area is west of the capital. Here, new kinds of animals have appeared and live in harmony with the Wild Ones.
 - These new plants and animals do *not* live in harmony with the rest of the Elven lands, however. The animals are ravenous and wild, and are attacking the original animals and the Dragon Elves of the New Hope. Some of the animals have even been spotted as far north as Rivertown.

These animals have been taken to the Prison, but more information about this story arc can be found in the Rivertown section.

- This new wildlife is also connected to the haunted forest near Aleroth. It is competing with, and winning from, the local natural forest. Here, it comes in contact with the holy trees around The Source, and grows completely out of control. It is an ecological disaster.
- The Wild Ones can go not further in their cultivating. There is no more water. The natural waterways and canals that once existed have been disrupted. They need a new irrigation system.
- The Wild Ones intend to flood the entire valley, by breaking the dam in the great lake in the north. The water will flow not over but under the area of fallen giants.
- Great lake
 - In the north lies a great lake. The Elves had dammed the lake to provide irrigation for the forest, the fields and the many fountains in the capitol. The great explosion destroyed all of the irrigation systems, however. The dam remained intact.
 - The lake itself is artificial. The river once flowed freely through the valley. Elves would not change the flow of a river and eventually the look of the entire valley without giving it proper thought. Through a series of rituals, they communed with nature itself, and asked its permission to construct the dam, change the flow of the river and flood a little valley to make the new lake. After many sacrifices, offerings and healing magics, nature agrees.
 - The Elves erected a magical shrine in the soon-to-be-flooded valley. Here, most of the communing rituals were carried out and the offerings placed. The shrine was to be a monument honoring the cooperation between the Elves and nature itself.
- Lotus shrine
 - The Lotus shrine remains to this day. Its structure is light and magical in nature. It looks like a giant, closed, floating flower. It appears to float on the water in the middle of the great lake, yet it is attached to the lake floor by a long root.
 - There were once many shrines of this type, each commemorating and sealing an agreement between nature and the Elves. The shrines can be used to communicate with the nature spirits and was once the home of oracles and priests. Today, only the nature shrine remains, but no Elves live inside.
 - The New Hope has built its close to the shrine, as they see it as their last and only hope of curing their condition, and eventually, the lands themselves.
 - The shrine is closed, and has been since the explosion. The Elves know not if the flower closed to protect itself or because it was outraged about what the Elves had done.
 - The root that anchors the shrine to the lake floor is hollow, but the Dragon Elves do not know this, the inside of the shrine could be reached by climbing up through the root.
 - The imps have dug a tunnel that comes close to where the root is attached. Only they hold the key to accessing the shrine.
- Lake dam

- The dam is guarded by the Dragon Elves of the Hope. Several attempts made by the Wild Ones have been made intent on destroying the dam and flooding the village.
- Dragon elf base
 - The Dragon Elves needed to find a new place to make their home. They have chosen to live close to the shrine in the great lake. Their houses are made from dead wood, as the Elves dare not touch the living wood, and piss off nature even more.
 - The houses are on stilts over the lake.
- Library entrance
 - The old library once had a magnificent gate. Alas, the explosion ripped through it and caused it to collapse.
 - The gate can be cleared by an explosion. There are still 'live' bomb fragments left over, but if you want to use one of those you will need to convince the Wild Ones. If you do not, they will be seriously angry at you.
 - There are alternative ways into the library; see below.
- Library
 - The library is where you have to go to find the secret to accessing the Land of the Dead.
 - The library still holds many secrets and magics. It houses the collected knowledge of several Elven generations.
 - The Elves did not found the library; it was already there when they found it. It was Maxos, the great architect, who created the library to store his own knowledge. Maxos feared that he would one day forget some of his great knowledge, so he built the library. After decades of record keeping and writing books, Maxos became bored (as with many of his projects), and abandoned the library. He also realized (through experimentation) that his memory was rock-solid. He had no need for the library.
 - When the Elves arrived in the valley, they discovered the library and assimilated much of its knowledge into their own culture. This was a great kick-start for the Elven Empire
 - The Elves added many new wings and made renovations, but the old Maxos style (Aegis temple style) pervades throughout.
 - The explosion did more to this place than just destroy the gate. Inside, fractures have started to appear, and rooms started to break apart. Powerlines and connectors were severed, tubes shattered and ancient safety measures shut down. This led to a release of magical energies in the library.
 - The magical energies inside, now also known as *the Miasma* have had strange effects on the books inside. Some books had such powerful information inside them that they radiated energy. Now that the safety measures were off, these energies were free.
 - The library was composed of several wings, each with a different subject. There was a paleontology wing, a history wing, a marine life wing, a demonology wing, a mysticism wing and an astronomy wing. Each of these wings has been altered by the rogue magics in a different way. It is like the subject matter has come to life
 - Paleontology wing

- Ancient vines and ferns, giant insects and even dinosaurs now haunt this wing.
- There is a peculiar connection between these extinct plants and the wild 'New Nature' that grows outside.
- History wing
 - The battles recounted in the books are now re-enacted by ghostly warriors right in the wing. Elves, humans, Dwarves and even Dragons now fight an eternal battle.
- Marine Life wing
 - Creatures of the seas now float through the room, although there is no water
- Demonology wing
 - A complete pantheon of demon gods and their dark servants now make this wing unsafe.
- Mysticism wing
 - This wing held books with info on life and death. The book of death was the biggest and largest, and now dominates the feel of the room.
 - The room is the same in both the real world and in the Land of the Dead. This is the only place on Rivellon that is in both places at the same time.
 - In this room, with the help of the book of the dead, you can gain access to the Land of the Dead. You must fuse your Dragon stone with the essence of the book, and you will have the power.
- Astronomy wing
 - An error in one of the books on gravity has become real. Everything is upside down - gravity inverted.
 - If you enter the library through the roof, you end up here.
 - Physics inverted - is it possible?
- Stargazer's dome
 - There is another way into the library. The astronomy wing has a large glass dome roof.
 - Since gravity has been inverted
 - If you fly over the mountains and discover the dome, and then find a way to break the glass, you can enter the library from here.

Rivertown

- General setting/feeling
 - Rivertown has become a sprawling city. But it is also a city scarred in many places. Great contrasts can be seen anywhere. There is no real good and no real evil, but there is not a thing that seems right.
 - These are difficult times for the people of Rivertown. There is a great plague that poisoned the crops. No one dares to touch any food that isn't imported.
 - The few people that have eaten the poisoned food have lost their minds and turned into horrible monsters.
 - Meanwhile, hybrid animals and other monsters have appeared all around the town and farmlands. This has seriously upset the livestock.

- The Dragon Slayers have abandoned their posts as the official guards of Rivertown, without any reason or warning. Bandits have taken this opportunity to start riots in the street. The New Order has their hands full with the plague and now this.

- Factions

The Order and the dreamers share many views with Maxos and the divine, respectively. Yet these factions have a much more extreme view. You must choose between one or the other, but none of them is really the best thing for everyone.

- New Order
 - Built from the ashes of the old order. This new incarnation is a harsh, uncompromising, zero-tolerance government. It is almost completely under the control of the Angelics.
 - If the Angelics were to pack up and leave, the New Order would get back some common sense and dull down a little. Yet they would still be a very conservative and strict government
 - Some people within the Order are having suspicions as to the Angelics' true nature.
 - If the Order was to find out that the Angelics are actually demons, they would be outraged. They will demand that you destroy the Angelic's Soul Stone, which shatters their link to this world. This will effectively banish them.
 - The Order wants the poisoning of the foodstocks to be over. This is will be disastrous to the dreamers (see their description to know why).
- Dreamers
 - The Dreamers were once a group of intellectuals who have been arrested and interred by the New Order. They still want revenge for the injustice done to them.
 - This group was an underground think-tank for free-thought, individualism and solidarity. They formed a small community within the prison walls, but they never had the means to break out or to make any difference.
 - When the poisoned food was discovered, the New Order had this food taken to the prison to feed the prisoners. Many of them died, but most of the Dreamers-to-be were given only small quantities
 - The small quantities of the poison had a profound effect on the Dreamers. It expanded their mental capacities greatly, and was like a powerful drug to them.
 - Not only did they become more intelligent (which made their ideas even more extreme), they also had the power to project their minds; leaving their bodies and entering the minds of lesser beings - usually animals. When this happened, the body of the animal would often twist and buckle under the new pressure, but at no disadvantage to the Dreamer. This is how the hybrids were born
 - The Dreamer can leave the body any time he wants. Death of the creature is not in any way disadvantageous to the dreamer - he can just move back to his body or to another animal.

- The Dreamers are now dependent on the drug for their survival - denial of the substance will cause them to go mad and eventually die. Thus, they wouldn't want the poisoning to stop, but rather controlled.
- The dreamers are still in hiding in the Prison, but are preparing a coup. You can help them achieve this goal.
- The Dreamers have no love for the Angelics, but they do not have such a direct relationship with the Angelics as the Order does. When the Angelics are exposed, the dreamers will want to take control of them. You have to find and steal the Soul stones, but do not destroy them. With the soul stones in their possession, the Dreamers can make the Angelics do whatever they want.
- The Dreamers hold a powerful grudge against the Paladins. If you pick their side, they will ask you to assassinate some of the Paladin leaders.
- Angelics
 - The top ranks of the New Order are made up of Angelics. They are truly demons in another form. Their goal, ultimately, is to torture as many humans as they can. To this end, they are controlling the New Order into becoming a morass of bureaucracy and laws.
- The Livestock
 - Yes, the livestock at the farms is a small faction of its own
 - The cows won't/can't give any more milk, because they're scared out of their wits.
- What can the player do?
 - Solve the mystery of the plague
 - If you can cure the plague, it will be better for almost everybody. The people of Rivertown would be able to eat again. Yet the dreamers do not want to eliminate the plague altogether - they need the druglike effects of it to survive.
 - The dumped Dragons in the sewers were put there after the Slayers found 6 Dragons in same spot, and killed them all with just one weapon (the Dragon council). They had hoped that the effects of the weapon would continue, and poison the soil of Rivertown.
 - The weapon used for this purpose was a vile concoction of magics and poisons (a chemical weapon). Residual traces of the weapon are still present in the bodies of the Dragon Council.
 - There is a camp with Slayers in the sewers. They are supposed to prevent people finding out about their dump. The commander of the slayers here is very well aware of the effects of the bodies on the soil or Rivertown and the surrounding farmlands.
 - The commander of the slayers is doing experiments on the rotting corpses. New life seems to spring and evolve around the bodies. Sometimes, monsters even appear.
 - The Black Ring is interested in studying the monsters and see if they can be used in their warfare.
 - Divine way

- The Divine wants the Slayers, their experiments and all traces of the poison destroyed. It is an unnatural and unholy thing, and should not be allowed to continue.
 - If the poison is completely cured, the Dreamers would have no more drugs, and all go into withdrawal. This means that hybrid activity would be rampant around Rivertown, at least for a while (until each Dreamer has succumbed to the madness).
- Maxos way
 - Maxos is very interested in this development. He has been trying to make life from scratch for years (Frankenstein). He wants you to kill the slayers and secure the research. Sassan will send someone to the sewers to take over the lab and develop new potions here. The corpses can be secured so the poison does not seep into the ground anymore.
 - Get a bonus to your creature and to potion development in your tower.
- Expose the Angelics and free the people of Rivertown.
 - Before, we had the angelics and the New Order as one and the same entity. I propose we separate the two. This means the Angelics are currently in control of the New Order, but the Order people can be freed from their iron grip, and they will see the error of their ways and go back to their (old) Divine Order roots.
 - Thus, the New Order is a minor faction here, and you can do things for them. It is ultimately not their fault that the New Order does evil things, it is the angelics that tell them to do these things (questionable morals here).
 - The Angelics need to - that is one thing that is clear. But who will take over once they are gone?
 - Leave the New Order in place?
 - The New Order is a corrupted place with many many rules and laws. When the Angelics take over, they will go back to justice and humanity, but it will still be a very tight, government-controlled autocracy.
 - Help the Dreamers in their coup?
 - You can have the Dreamers take over in Rivertown. They want anarchy, and freedom above all other things. They hate any kind of organization and government. This is, as you can see, the exact opposite of the New Order.
 - It is up to you to decide who is best... picking the lesser of two evils, as it were.
- How do you expose the Angelics?
 - The angelics rely on a ritual that needs constant renewing. This ritual is being conducted by Angelics deep down in the catacombs. If you can interrupt the ritual, all Angelics in all of Rivellon will suddenly lose their disguise.
 - One way to destroy the angelics is by smashing their well-guarded (and hidden) Soul Spheres.
- Vendors
 - Main square

- There are shops of many kinds around the main square
- Buildings/areas
 - Cathedral
 - The angelics don't sleep in the cathedral itself. They 'nest' at the spires of the cathedral. To get to their nests, you need to climb the building.
 - Sewers
 - The sewers have several levels down.
 - Ritual room
 - Prison
 - The prison is now almost completely under the control of the Dreamers
 - A powerful Elf is projecting the hybrid creatures to places he wills. The doctor of the prison is helping him with this.
 - Farms
 - There are a few farmhouses. These are directly under the Dragon dump. Any thing you do in the dump and its lab will have a direct influence on the farmers and their crops
 - Great Crater
 - People flock around the crater rim to see the Craterjumpers perform their dazzling shows.
 - They often use fireworks. If someone was to be careless around the fireworks storage, it might explode!
 - Courthouse
 - The courthouse is the seat of the New Order. Inside, there is a great confused jumble of ranks, rooms and regulations. (think 1984, or its brainchild: Brazil)
 - Auction house
 - The Dreamers have infested the auction house with hybrid monsters! By occupying this important structure, they intend to cripple the economy.

Dragon Zones

The Dragon Zones are designed as in-between areas. They connect the main areas with each other, and in one case, they lead to one of the major dungeons (the cursed abbey).

Gameplay in these zones will be different. There is no great emphasis on questing or roleplay in these areas, but there will be more combat and more exploration here. This means there is less detail at ground level, less NPC's and less dialog. But there are also more enemies - especially flying enemies - more small hidden locations and more terrain.

Dragon zones are considerably larger, but have less detail in them than the main areas. They are designed to fly over quickly, and thus have a different scope.

Each zone is the home of one of the flying castles. There will be a concentration of 'chunks' of castle pieces in one of the corners of the map. Several other chunks can also be found spread around the zone.

Broken Valley - Aleroth

Between Broken Valley and Aleroth lie the Taneroth headlands. There are mainly mountains and green valleys. Some Dwarven ruins can be found here and there. At the end of the great river lies Aleroth. Outposts of Goblins can be found on this map if you know where to look.

Broken Valley - Elven Wastelands

South of Broken Valley are the great plains. The cataclysm that devastated the Elven lands has left its mark on the plains. Craters are all around. Outposts of Cyclops are now set on the plains. You can go here and recruit Cyclops for your tower.

Aleroth - Elven Wastelands

South of Aleroth is an ancient battlefield. The cataclysm destroyed the area and left ruined farmlands, military outposts and huge smoking warmachines. An old Elven academy can also be found here.

Aleroth - Rivertown

Between Aleroth and Rivertown are the poorest districts of Rivellon. The area is the stage of much crime, bandits and rebellions. The farmlands that were once fertile are now withered by some strange curse. Look for the staging grounds of the evil hybrid invasion force in this area.

Center of Rivellon

Damian raised up the Castle Stormfist after he gained control of the structure. This left a great crater that can be visited by the player in Rivertown. The castle has moved a bit to the southwest, however, and now hovers over a wasteland at the center of Rivellon.

Major Dungeons

The major dungeons are large and have specially designed content and quests. The smaller dungeons, who will not be described in detail here, have less involved quests and are made from generic building blocks. All dungeons will be extensively tweaked and embellished to make them interesting, of course.

Ancient Library

The Elven library was built on the ruins and architecture of an even older civilization. Within its winding corridors and monumentally high passageways is stored the collected knowledge of the Elven civilization, and that of the even older, wiser one that came before.

Maxos' castle

In the Land of the Dead, Maxos is the one pulling the strings. His influence is so great and eternal he can even influence things in the world of the living. His castle is a marvel of magical engineering. It defies all logic and the laws of the physical world. The player has to seek an audience with Maxos, oldest and wisest of all creatures, living or dead.

Transportation

The game will be playable in 1st and 3rd person perspective (cfr Wow)

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.

Pyramid stones

These stones help you get around the world

- Pyramid stone
 - There are always 2 pyramid stones you can have. If you drop one somewhere, and then use the second, you will teleport to where you dropped the second one.
 - Clicking on your pyramid in the inventory gives you a small pop up window with the different options of the stones:
 - 'drop and use'. You drop your stone right here where you are, and use it as well. This will teleport you to your other stone, as long as it isn't in your inventory. If it is, this option isn't possible.
 - 'drop'. This drops your stone here. Nothing else happens. If you drop your last stone, you have to pick one up again to use it.
 - Note that dropped stones will not be interrupted by NPC's or enemies.
 - 'use stone'. Only possible if you already dropped a stone somewhere. You teleport to the other stone.

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.

Physics

Level designers will have access to the following physics components to create the gameplay in their levels.

- Moving platforms
- Disappearing platforms
- Ropes
- Spikes
- Pressure plates
- World gameplay effect triggers
- Crushing objects
- Destructible cloth blockers
- Destructible blockers
- Floating objects
- Interactive water
- Ballistics
- Regular rigid body effects

World gameplay effect triggers refer to the following:

- Damage clouds
- Burning fire
- Drowning water
- Lava
- Poison river
- Wind

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.

Alignment

Many dialogs you have and the monsters you kill have an influence, slowly but surely, on your general alignment.

There are three extremes to the alignment: Good, Evil, and Self. Self could be considered neutral, but not because it lies in between them, but because you can't really judge it either good or evil, moralistically. Self means you look out for number one, and are very cool-headed and rational. No god or idea holds sway over the selfish aligned hero; he makes his own destiny.

The most influential on your alignment are dialogs. In every dialog, there should be options to choose for the three alignments. The player should be able to recognize the dialog options,

too. Picking an option might have an influence on the rating in each of the three alignments. A purely good, selfless act can give you +5 in good, -3 in self and -5 in evil, for instance.

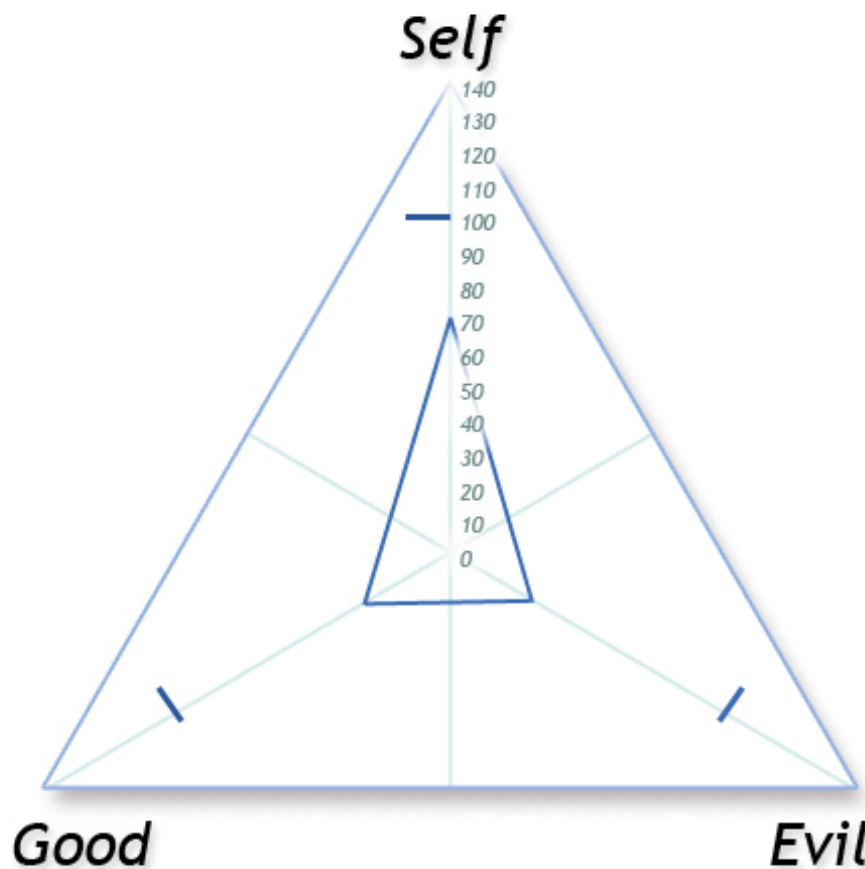
The quests you pick and choose to complete are important too. Doing an evil deed in an evil quest will, of course, not shift your alignment towards evil. The quests themselves are gathered in areas. In divinity 2, with its split storylines, might have profit from having a lot of different areas really assigned to one of the alignments. If you make a lot of 'Self' decisions later on, your journey will take you to the 'self' areas, where you will get quests that further push you in that direction.

We can also opt to be more efficient with our resources, and have quests and dialog options for all three alignments. Of course, if you are well on the way of evil, your options of doing good deeds also become more and more slim, and vice versa

The two extremes, good and evil, also needs a point of no return. After you have been evil 75% of the game, you can't just start doing all good quests and then pass neutral and swing all the way to bad, or can you?

The Alignment graph

A Radar graph is the term for the kind of graph we are looking for here. It has three points, corresponding to the alignments. They range from 0 in the middle to 140 at the extremes. Many actions and decisions will either raise or lower the alignment of the character in one or more of the three alignments.



An idea of how the radar graph looks like. In this example, the character has already accumulated 70 points self, and 20 points in both good and evil. The blue lines at 100 indicate the favor thresholds and points of no return.

The Game ending the player sees depends on his actions and his alignment. We have to be careful to design the system so that the player cannot get near to maximum in two of the extremes at the end of the game, let alone three.

Points of no return

At around 100 points of alignment, there is a subtle new force that works on your alignment. You have by then worked so hard on one of the alignments that it would be strange to turn back and go in another direction. What's more, the world around you knows you now and would be very surprised if you suddenly would change your alignment. Some quests might become very difficult and some NPC's who are friendly have to change again, etc. To prevent this, we have the points of no return. As soon as a player reaches 100 in any one alignment, his *gains* in the other alignments are reduced by 50%.

Alternatively, you could start leaving out conversation options (the ones that would allow the player to change his alignment a lot) from his dialogs.

Alignment Favors

One new design we can use with this is the favors system. Say you have been fighting for good, and are well underway to the extreme point. At a certain point, you reach a threshold and are now so 'good' that you gain the attention of the spirit of the divine one. This can be a buff on you, and a great motivation to not go back to neutral or even evil.

Favors:

- Good
 - o Spirit of the Divine One
 - The spirit watches over you, healing you in times of need, and making you a champion of the light
- Evil
 - o Favor of the demon forces
 - The demons of the underworld have been watching your progress, and will grant you with soul- or lifedrainning weapons.
- Neutral/Self
 - o Your insightful and wisely balanced behavior has been noticed by the mysterious underground organization known only as 'The Guild'
 - The Guild has a great influence on the politics of almost every nation, and can turn many purses and lips to your favor. Almost every merchant knows of the guild, and would be more than eager to help a chosen of The Guild with a friendly price in their shops.

This way, there is a definite motivation to pick one of the sides and go for it.

The favor spots are:

- Divine Favor:
 - o 100-140 in good
 - o The closer you get to 140, the more powerful are the Divine One's blessings
- Demonic Favor
 - o 100-140 in evil
 - o The closer to 140, the more powerful your lifedrainning abilities
- The Guild
 - o 100-140 in self
 - o The closer to 140, the better your trade prices and political influence.

Your Battle Tower

Your Battle Tower should change along with the player's alignment.

The tower's functionalities should change, as well as its looks.

- Good
 - o Tower should look polished, shining white.
 - o You cannot have the creature! It is a horrible evil thing and thus has no place in your righteous tower.
 - o You can get great blessings from a paladin or bishop in your tower.
- Evil
 - o Tower looks spiky and dark.
 - o You have the creature.
 - o Perform dark rituals.

- Self
 - o The tower is set in jewels and gold, but also looks very well defended, and almost decadent.
 - o Have the creature, but not the ultimately powerful one.
 - o Get a big discount and greater variety on your potions and enchants and more.
 - o Visiting merchants.

NPC alignments and reactions

NPC's of all kinds, be they vendors, tower NPC's, questgivers or people in the streets, have a alignment threshold on one of the three alignments. They can have a large or small alignment threshold. The way the NPC reacts to you depends on your alignment score and how close it is to his threshold. If your score in the alignment is more than 20 points below the threshold, the NPC will refuse to deal with you. If it is more than 20 points over the threshold, he will give a more positive reaction (a bonus).

Some NPC's might have 2 thresholds. This is sometimes the case with merchant or important story NPC's. For instance, an Orc vendor in the evil Orc village might have a threshold of 50 in evil and 70 in self. This means that if you have either 50 in evil or 70 in self, the Orc will treat you like a friend. If you have 90 in self, the Orc will really like your style and give you a discount!

Another effect comes in effect with city guards and many types of monsters (and sometimes animals). This is an attack threshold; it means that if your alignment in is below the threshold, the NPC/monster will be hostile to you, and attack on sight. As long as it is above the threshold, the NPC/monster will be neutral towards you and not attack (he might not be friendly though).

For instance, imagine a paladin guard. He patrols the town for evil-looking people. If your good alignment is under 40, he will attack you on sight.

Telepathy

The magic of the Dragon Lords allows the player to occasionally read the minds of others. The player is limited in this use - it costs Dragon Power to read minds. The player has be conservative with this power; he does not always know if the character is thinking about something useful, so the telepathy can yield varying results.

In some special situations, reading a mind can reveal hidden secrets, plots or new dialog options. They can lead to secret locations, new quests or prepare the player for (or prevent) ambushes or devious tricks.

Dragon Power is consumed when the player performs skills in Dragon Form, or when using telepathy. It can be replenished by using rare potions, items, or by fighting and killing enemies. The cost in Dragon power of a telepathy is not always apparent, and depends on the character you try it on. Strong-willed NPC's will cost a lot of Dragon Power to gauge, but can also hide the greatest secrets.

The dialogs should, in most cases, make it clear where the use of mindreading is appropriate. For instance, the NPC can behave nervously or speak an ill-concealed lie. An intuitive player will know there is something on the NPC's mind, and employ telepathy with success.

In rare cases, the NPC will show no (or very subtle) hints to what is exactly on his mind. Using telepathy here is more of a lucky guess in this case. In these cases, however, the reward can also be great.

Telepathy can also be used on animals, but they have less things to hide. They can, however, reveal the locations of hidden items in the wild, something they would not mention in passing conversation.

Behavior 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 a 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...)

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. The Dragon form allows you to even talk to the animals you encounter. Whether you are in Dragon Form or no, you can use the powers of the Dragon Lords to communicate with animals. If you help 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. 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).

There will be a whole list of special quests that have to do with animals and their needs. Sometimes you need to balance the needs of the local populace with that of the animals that live there.

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 the ingredient pouch. 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.

Buff foods

You can find and make a great variety of foods. Foods give medium-term (10 minute) bonuses to a wide range of stats and effects. Foods can only be eaten outside of combat, because they require the player to sit down and eat in peace. All foods are consumed in the same time span, which is a matter of seconds. To prevent any confusion with potions and to maintain consistency, no drinks can be made. Anything liquid is made through the alchemy skill. A lot of ingredients add a little bonus to the standard effect of the food. This is described in the ingredients section.

Pastries

You can find and bake a great variety of cakes and pies. Most pastries have similar effects, and can be considered different levels of the same kind. A muffin is a low level pastry and a cherry pie is a high level one.

They raise your attack chance and speed.

Pastries in order of magnitude:

Cookie – flour, sugar

Muffin – requires flour, egg, sugar and one piece of fruit

Cake – flour, one egg, sugar, 2 fruit

Melon bread – flour, 2x sugar, 1 melon, 1 egg

Pie – flour, 2 eggs, 2 sugar, 3 pieces of fruit

Candies

Sweets and candies are good for concentration, the brain and relieves tiredness.

They raise your critical chance

Candies in order:

Candied fruit – requires sugar and 1 fruit

Toffee – 2x sugar, 1 fruit
Fruit cocktail – 2x sugar, 3 fruit (any combination)
Coca sweets – 2x sugar, 1 coca nut (rare fruit)

Meals

Meals require the most ingredients but offer the biggest boosts and their effects last the longest. Meals raise your maximum hp and fatigue.

List of meals:

Roast – one meat, salt
Soup – 2 vegetable, salt
Stew – meat, 1 vegetable
Plain dinner – 2x meat, 2x vegetable, 1 milk, salt
Pasta – 1 egg, flour, 1x meat, 1x tomatoes, 1x basil
Red curry – 2x bird meat, 4x vegetable, 1 coconut, 3x chilli peppers

Magical food

These foods have no levels of order, and they all have wildly differing effects.

Gorgon stew – raises swimming speed and gives underwater breathing – 2 gorgon fins, 1 gorgon brain

Goblin surprise – raises walk speed – 4 goblin toes, milk

Troll cream – raises regeneration rate - 2 troll saliva, 1 fruit, milk

Elemental Essence – raises magic resist and does bonus magic damage – requires an elemental core.

Orc soup – gives bonus damage and attack speed – requires 2 orc hearts, 1 vegetable

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.

Inventory management

You can always see a row of inventory slots in your main screen. This is the top row of your total inventory. You can access these slots easily and you can place items here that you will need frequently. You can also click the tabs to go to another inventory tab, which will show another set of inventory items in these slots. This way you don't have to open the inventory every time.

But the inventory is even more flexible than that. There is a large 'handle' on the top row of the inventory. Move this handle up to extend your inventory. More rows of slots will become visible until you have dragged it so far the entire inventory is visible. You can drag it back down to close the inventory, but you don't have to close it all the way. You can leave it open

at 2 rows or three rows, if you so wish. This way you can always keep an eye on as much of your inventory as you wish.

The inventory interface has four tabs where you can store items. The first two tabs are simply labeled 1 and 2 and are for your normal inventory items. We add one more tab to this, but instead of holding coming loot items, this tab holds only quest items. You cannot use this bag space to store your normal items. You cannot move quest items from this bag tab into your normal bag tabs. The tab with the quest items will have a Q on it instead of a number.

The last tab holds only ingredients and reagents. This is so your normal inventory tabs don't get cluttered with cooking ingredients, ores or plants. There is a large I (of ingredients) on this tab.

Arrow/Quiver types

For the more bow-inclined players, there is a plethora of special arrows available.

- Ironhead
 - o Blunt arrow, stuns.
- Hooked vengeance
 - o Arrowhead is like fishhooks, hard to pull out, causes damage over time.
- Black widow
 - o Poison arrow.
- Carrion scent arrow
 - o Affects target with a strong scent, drawing all nearby bugs to harass it. This will greatly lower the target's chance to defend and hit.
- Rocket arrow
 - o Propelled by fireworks, this arrow will have an increased chance to cause a critical hit, as it's so fast that it catches the target off-guard
- Death's touch
 - o Small chance to kill off enemies with 20% or less hp left
- Chloroform Capsule Head
 - o Chance to sleep target.
- Splitting Arrows
 - o One arrow splits into many.
- Sticky Spider Shot
 - o Upon impact this arrow releases a huge amount of spider web, severely slowing the enemy.
- Lick of the Leech
 - o This arrow causes bleeding upon hit.
- Stormblow
 - o Knocks down the target.
- Blazing Phosphor
 - o Blinds the target
- Napalm Molotov
 - o Lights the target on fire (burning).
- Swiftdraw
 - o Increased attack speed at the cost of a little bit of damage.
- Shatterer
 - o Weakens target's armor.

Trap types

The survivalist who has invested in the place traps skill can make use of the different traps. He can only use these when not in combat.

- Caltrops
 - o This trap will slow enemies in an area around the trap
- Scorpion trap
 - o This trap releases a nasty insect that attacks enemies
- Trail bomb
 - o This trap explodes in a fireball
- Poison gas trap
 - o This trap is filled with poisonous gas
- Sleeping gas trap
 - o This trap is filled with sleeping gas
- Itching powder trap
 - o This trap, when triggered, will inflict the targets with a distracting itch, reducing the chance to hit and defend themselves, and the chances of scoring a critical hit on you
- Blinding trap
 - o This trap will blind enemies

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.

Red Mercury Ring

This ring holds a tiny sliver of red mercury. If you hit this sliver against a hard object, a big spark will appear. This spark is hot enough to ignite many materials. The ring is very handy to have around when you have to make a campfire.

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 armor. Because they are both in the same item, this item can be used on both weapons and armor. The whetstone and hammer never disappear. Item repair in the field can only repair your items to half of their total durability.

Crystal Skull

This eerie object will summon, unsummon and resurrect your Creature.

Lockpicks

Lockpicks are required to open locks if you don't have a key. During your adventures, you're bound to come across a chest or door you want opened, but you have not found a key.

Lockpicks are items that give you a chance to open locks if you use the item on the locked item.

All locks can have 3 levels of complexity, as well as one extra level called impossible, which means you can't pick them. To correspond with these levels, there are also 3 types of Lockpick. The lockpicks are illegal and are quite hard to come by, and they are expensive.

- Easy lock
 - o Requires a simple pick
- Medium lock
 - o Requires a sturdy pick
- Hard lock
 - o Requires an elaborate pick

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.

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.

Doors

During your travels, you will come across many doors. There are different doors, of course, but in this document I will only make a list of the different door functions you can find.

Note that some (not all) locked doors can be picked with lockpicks (see lockpicks below)

- Normal doors
 - o these doors will open when you click on them
 - self-closing doors
 - these doors will close after a few seconds; you will have to open them again
 - remain open doors
 - these doors remain open.
 - Note that restarting the zone/instance/episode resets all objects, including these doors
- Locked doors
 - o These doors require some interaction or object before they open
 - Puzzle doors
 - These doors have a (mechanical) puzzle in the door. You do not need an object, but you do need to solve the puzzle. A special

window will appear with the puzzle in question. Our Scaleform/flash interface will be perfect for showing this.

- Riddle puzzles: you see a riddle and a few dials with letters. Turn the dials until they spell the word the riddle describes (haven't seen these beauties since Betrayal at Krondor ☺)
 - Password puzzles. Same as riddle, but you don't see a riddle. Just input the password with the dials
 - 4x4 puzzle. The classic sliding puzzle. You see 4x4 squares, all filled with blocks except 1. So there are 15 blocks and one open space. Clicking on a block next to the open space moves this block onto the open space, opening up a new open space where the block was. Use this for unscramble the picture that is on the blocks
 - 3x3 puzzle. Same as above, but with 9 squares, 8 filled.
 - Combination lock. Just like a safe combination, you have to turn the dial left - right - left up to the numbers required
 - Color code puzzle. Turn the dials to show the right color code. Get this code by paying close attention to your surroundings.
 - Math puzzle. You see a math question and you have to input the right answer with dials.
- Simple locked door
 - You need an item (key) for this
 - Trigger locked door
 - These doors simply cannot be opened until you fulfill some scripted trigger
 - Trigger opening door
 - These doors will open as soon as the trigger is made.

The list of doors greatly depends on the designs of the locations themselves. It is hard to make a definite list of doors at the moment, but we will surely need large ones, small ones, wooden ones, metal ones and much more. Some doors will be special, in a way that they have a special role in the quests or story, while other doors will be common ones.

The story

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.

Multiplayer

Multiplayer in DIV2 will consist of a special Co-op mode. This means you can explore the world not on your own, but with one or more friends at the same time. One player will always be the initiator of these multiplayer sessions, and therefore have some special privileges. As the party-leader, he can start and finish quests and trigger situations. The other players are known as sidekicks, or squires. NPC will react differently to squires, and they will not give them quests. This is done so the party-leader can keep control of the flow of the game.

New players that join the game will appear near the party leader. Players can venture apart from each other, but their movement is restricted. A party has to be together for anyone to leave an area, and all players have to leave an area at the same time.

The party-leader and the other players need not be of the same level. You can take your character from the main game and join any game, with players from any level. A complex balancing system will kick in, scaling some players a bit down and others up so you will have a balanced party of players. All monsters and encounters you face will also be balanced to this group of players, so they will face challenging opponents. Some enemies will employ different tactics in co-op, to better face a group of players as opposed to just one.

Players can obtain loot in this mode that is either much lower than they would get in the single-player game, or much higher. They can use these items as they see fit, but the item level system will make sure they don't end up overpowered. The XP and gold gained by killing monsters is also scaled to the levels of the members of the party.

As far as reputation is concerned, only the party-leader's reputation towards the NPC's counts. The other players are counted as being completely neutral towards the NPC's, no matter what they have done or achieved with those characters in the single player game.

When joining a game, you can use your character from the main (single-player) game, or create a new character for the purpose of that co-op session only. This character can be of a level you choose (as long as the level is lower than that of the party-leader). This character can only exist for the session, and can not be used in the single-player story later.

On the PC, you can join games via LAN or a Larian Lobby Server. On XBOX360, you can also use the special co-op mode on one system. On one XBOX, two players can play at the same time in split-screen.

Note that player vs. player (PVP) is not currently planned as an option. There might be some special locations where this is possible, but it will not be an integral part of the main multiplayer experience.

Death

In the multiplayer story, things are handled a bit differently. In the world you come across so-called Shrines. The quantity and placement of these Shrines is dependant on the size and layout of the map. Shrines 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. You will have to run back to the location where you died in order to be able to participate in battle again. Enemies regain all their hit-points if there was no player within a certain radius for three minutes.

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.

Invitations

You can invite other players to come and see your tower. You can send an invitation, just like a private message to a player, and if he accepts, you will both be teleported to your tower.

- The other player is free to go anywhere in your tower, but he cannot remove or interact with items (except the elevator).
- He can talk to some (not all) of the NPC's, but he cannot give them orders, just chit-chat.
- The other player can leave whenever he wants. When you leave the tower yourself, the other player will automatically leave as well.

Battle Tower

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

Accessing Multiplayer

In the main menu of the game, there is a Multiplayer section. This has the option to Create a new co-op game or join an existing one. On XBOX360, the split-screen Co-op option is also available here.

Creating a new co-op game

Creating a new game will place the pending game in the available games pool. Players looking for a game can then pick a game they like from this pool, and will then join the party-leader in his game. The Host can set a password for the game, or he can set a maximum amount of players he would like to be in his party.

Joining a game

The player looking for a game can click the Join Game button after which he is presented with a list of games. This list of games is taken from the Larian lobby server, which holds a record of all games being played. The game itself is hosted on the system of the party-leader, no special Larian server will be made to host games.

The game list will show the following details:

Ping to the server, which players are already in the game, who is the leader, his level and the levels of other players already joined and the party's current location in Rivellon.

Upon double clicking a game or selecting a game and clicking the 'join game' button, the player will join the game and appear near the part-leader. The game then instantly balances to accommodate the new player.

In-game

Chatting

Each game will have a chat room local to the game, meaning that in that room you are only chatting with those in the game. Optionally, you can enable additional channels for in-game chat through the main options menu, accessed by pressing escape and selecting 'options'. By default there will be a standard set of channels enabled. The option to disable additional chat channels besides the in-game channel is added because the lobby chat can be too much of a distraction from the gameplay, so some players will want to turn it off. Whether all channels will be displayed within the same window or whether they will be separated in tabs will have to be tested or possibly, we can offer both ways to the player and have him decide for himself. You can always send private messages to people who are not in the same game as you.

Trading

To request a trade with someone, you need to target him and right click his portrait, then select the option 'Request to trade' from the menu that pops up. Trading works the same way as it does in Divine Divinity.

Character management

Character management will function in the same way as it does in single player, the only difference being some extra skills, designed to accommodate multiplayer.

Logging out

Whenever the player wants to log out, his character information will be sent to Larian's server, where it is tested for integrity. After this test, the player is able to return to the main lobby or he can choose to directly exit the game.

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.

Appendix list

Alongside this design document, you can find the appendices. They will describe the design elements in more detail. We have seven appendices at the moment, with more being added every week.

Appendix A:	Monster list
Appendix B:	Player skills
Appendix C:	Items
Appendix D:	Equipment (weapons and armor)
Appendix E:	Dragon Skills
Appendix F:	The Battle Tower
Appendix G:	The story