

**For comments, I kindly refer you to the 2006 file. My wife and 4 children are waiting to BBQ and I'm sitting here in the office trying to come up with interesting comments to write in the foreword of this file 😊**

**Notice that by 2008, we'd significantly toned down the ambitions of this game. Makes sense if you think about it – it originally was scheduled to be released somewhere in 2008.**

# **Divinity 2**

## **Game Design Documentation Overview**

**02/06/2008**

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Confidential information



# Summary

## Introduction

This document gives an overview of all the important game elements of Divinity 2. For detailed descriptions, we refer the reader to the mind-maps that describe the elements of the game feature by feature.

## Summary

**Genre:**Action RPG

**Target platform:**PC Windows XP,Vista/Xbox 360

**Age rating:**12+

## USP's

**Dragon knight** : /drag-uhn nahyt / (also **Dragon lord**)

- **noun** a mythical being that has the ability to switch between human and dragon forms. Can also read people's minds. In both forms, the dragon knight wields extraordinary skills and spells.

-Become a dragon knight: Discover the secrets of the ancient dragon tower, assault flying fortresses and help the people of Rivellon combat their deadliest foe ever.

-An epic RPG that has so much quest non-linearity that declining a quest can be as interesting as accepting one!

-The sequel to the award winning Divine Divinity.

## Features

### The Dragon Knight

In Divinity 2 the player will become a dragon knight. A dragon knight is a legendary hero with many powers including the ability to transform himself into a dragon and read people's minds.

The gameplay will initially focus on the player in his human form but as the player progresses through the storyline, it'll more and more be focused on the player's dragon knight skills.

The player will be able to customize both his player character and his dragon form.

Your dragon form can unleash formidable damage against air and ground 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 set of dedicated skills.

## The 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 an enormous fortress.** The flying fortresses will consist of two architectures. The gameplay will be enforced through dragon aerial combat and dungeon fighting in human form. The flying fortresses are eliminated by shooting the structures on top of them, when these structures are destroyed the player can access the dungeons on the fortresses to trigger a destruction sequence or whatever else that might suit the gameplay on that fortress.

*Note: Some of the flying fortress buildings provide boosts for the surrounding units and structures. These boosts are already part of the code, however the question remains how noticeable these effects are to the player when dismantling a flying fortress. If the effect is very evident to the player we will use these RTS like features of the buildings, if not we'll leave them out.*

### Infrastructures

The flying fortresses will be constructed of the following components:

#### Technology buildings:

Technology buildings have a beneficial effect on other buildings and on units within their range of influence. The range of influence can either be all buildings belong to a flying cloud, or units within range.

#### Huge soul sphere:

These special soul spheres hold the souls of many poor creatures. It can project the strengths of these creatures on the flying fortress' units. What this means is that it gives a number of variable buffs (needs to be editable) on the troops within range of the soul sphere. The color of the sphere is an indication of what capabilities it gives.

#### Teleport structure:

Teleport structures are small structures in the form of gates which provide the possibility for the ground units on an island to teleport themselves to different islands. The purpose of course is to give assistance to islands in need. Before teleporting, the destination and base teleporters show a special effect so that the player can anticipate that teleportation is about to occur. All units that fit through a teleporter are transported. The teleporter does not require power from the generator.

#### Barracks:

Barracks generate units periodically, and maintain track of the amount of units they generated. They each have a maximum unit cap. Barracks can have the ability to generate different types of units.

#### Summoning circle:

Summons all kinds flying creatures. The summoning circle is a kind of living structure that gives birth to the creatures it is set to summon.

Barracks:

The barracks house the black ring troops - troops that have died are being regenerated within the barracks. The troops spawn outside the barracks. This means that the amount of ground based units is set, they are linked to a certain barrack, and when they die, they will after a certain amount of (customizable) time, reappear within the barracks.

Islands:

There are various sizes of islands that provide a base for the constructions to rest on.

Anti air:

Black goblin trebuchet  
Magical Zeppelin gunship  
Laser tower  
Ballista tower

Anti ground:

Black goblin mortar bunker

Hybrid:

Archer tower  
Wizard tower

## The Battle Tower

The battle tower is a central structure to which you can teleport at all times (once you've unlocked it) using a mystical device called the dragon stone. It's divided in multiple compartments housing different Npc's that can provide a variety of services

### Locations

The tower consists of a central location where the story action takes place and also houses several upgradeable platforms with gameplay functionality:

Central room:

This is where the players trophy room is, the player can also store all his equipment in a chest in his bedroom. The map room is also part of the central hall.

The necromancer platform:

On the necromancer platform, a half-demon/half-human 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 greenhouse platform:

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, but he needs the player to provide reagents to him.

### The workshop platform:

The workshop is the platform 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 but of course needs your help.

### The skill trainer platform:

The skill trainer area finally is an area where the player will be able to discover or upgrade his skills.

### **Navigation**

The player navigates through the platforms by using his dragon-stone. When the player activates his stone he can choose which platform he would like to access.

### **Upgrade framework**

The player has the possibility to upgrade the various platforms the tower has. The upgrades cost gold but provide the player with more benefit from the platform that's upgraded. Each platform can upgrade twice and the platforms will look more impressive after an upgrade.

### **Player character**

The player will be able to choose from a male or female avatar. The player can customize the looks of his human avatar as well as his dragon avatar. Also the player will be able to choose the voice of his avatar.

### **Character development**

There are different skills and abilities the player will be able to learn and master in the game. The human and Dragon forms each have their own set of skills with many exciting options for customization and combo-building. You can specialize into certain types of skills and 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 magic of the Dragon Lords, he can read the minds of others. This costs a lot of effort to use, but can point you towards other possibilities of solving quests or even gaining new ones.

Throughout his journey through the game world, the player will be able to find all kinds of items that have specific gameplay functionality. Some of these items can be combined with other items to boost their properties.

### **Leveling**

#### Human leveling:

Like in the first Divinity, the player will have a character level that can be increased by gaining experience. Whenever the player gains a level, he'll be able to boost some of his attributes that describe his prowess with skills as well as his combat abilities. The player will be able to unlock certain types of skills with leveling.

The more experienced the player becomes the more and better equipment the player will be able to wear. Depending on the equipment type, the looks of the player will change as he wears different equipment.

### Dragon Leveling:

Dragon leveling however is not the same as human leveling, the dragon does not gain experience points while killing enemies but he needs books or items to increase his stats. The player needs to make trade offs when leveling his dragon, for the dragon levels relatively slow in comparison to the human form of he player.

### **Possible player actions**

The player will be able to perform a magnitude of various actions, these actions vary from talking to animals to turning into a dragon. The following actions will be at the players' disposal:

### Transforming into a dragon:

The player can transform into a dragon at all time, but he has rules to follow and limitations to suffer. The player can't turn into a dragon within the sight range of sentient beings, these will be mostly humans. The player can't fly in areas where anti dragon devices are installed, these devices cause the player to loose health rapidly when in dragon form.

### Mind reading:

The player has the ability to read minds; this even is triggered during dialogues. The player can choose the mind read skill later on in the game to increase his level of mind reading. A higher level of mind reading allows the player to read the minds of more intelligent npc's.

### Conducting dialogues:

The player can initiate a dialogue with anyone that has a dialogue or an automated dialog. **An automated dialog is a dialog that doesn't open the dialog window.** The player can also initiate dialogues with animals because he's a dragon knight.

### Mining:

Mining is an essential act the player has to perform to gain valuable ingredients.

### Collecting herbs:

The player can collect herbs to add to his ingredient pouch.

### Trading:

All the friendly npc's in Divinity 2 have items that they can trade with you. The player can at all times initiate trade during a dialogue.

### Combat:

Combat is tactical single-click skill-based hack and slash with different weapon speeds and effects depending on the weapon type, different animation sets depending on the enemy type and different strategies depending on the enemy layout. The player will use the following set of actions to destroy his enemies:

### Combos:

**The player can perform several consecutive hits to create a combo attack. There will be various combos for every weapon type.**

### Jump attack:

The player performs the jump attack against larger creatures or when he attacks when he's in midair.

Evade:

The player can evade attacks from the front with a back flip, attacks from the back with a forward salto and attacks from the side with rolls to the left and right.

Creature size dependant combat:

The player will perform different combos and attacks if the creatures vary in size. For example small creatures like bunnies and chickens get kicked while larger creatures like trolls get **aerial** combos.

Movement:

The player will also be moving around without fighting. If he is moving around without fighting the following movements will be available to him:

Walking and running:

The player can walk into situations or he can run. On the Xbox 360 both options will be used automatically through the analogue controller.

Jumping and rolling:

The player can also roll and jump outside of combat.

Climbing on ladders:

The player can climb up and down ladders and he can jump off of them.

Swimming:

The player will be able to swim on the water surface but he won't be able to dive. The added value of diving is very little in comparison to the effort it requires to make it work well.

Using skills:

The player can execute his skills at all times in the game. This also goes for the player when he's in dragon form.

Using items:

The player can use items everywhere in the game.

Dropping and picking up items:

The player can pick up anything that highlights except doors, ladders, elevators and some containers. Also he can drop everything in his inventory, except if it's tagged undroppable.

**The light candle**

Everywhere the player goes he carries a spark of light with him. This spark of light lights the dungeons for the player. The light source not only lights the environment but it also shows off the beautiful shadows of the game.



## Characters

The game's protagonists and antagonists will be a mix of humanoid and fantasy creatures, some of them walking, some of them flying or floating, and some of them both walking and flying. Each npc or creature will have a set of abilities that they can use in combat. These abilities will be balanced such that players will have to use different tactics to deal with their antagonists.

Players will be able to converse and trade with most of the protagonists as well as receive quests from them. Protagonist npc's will be animated and scripted in such a way that it'll feel like they are leading their lives.

### Npc's

Human npc's in the game will be based on the various player character forms using different head-models and equipment. Important protagonists and antagonists will be more detailed than generic npc's such as a trader.

### Creatures

There will be 24 different types of creatures in Divinity 2. Different variations (including bosses in certain cases) will be derived from each creature type.

#### Races:

There are four races in Divinity 2, these races have three model variations, with two texture variations on each model. Each race has also two to three armor sets if they can wear armor. The possibility of creating different creatures per race is quite extensive with this amount of customizability.

##### Goblin replacement:

This is a race of goblins, but not the conventional goblins. These goblins are really something else, something unique. For now they are called goblin replacement until a better name is found.

##### Dragon elves:

The dragon elves are actually two races fused into one. This happened after the medieval equivalent of an atomic bomb went off in an area where dragons and elves fought.

##### Demons:

The demons are huge evil monsters that serve Damian. Everywhere Damian is you can find demons.

##### Undead replacement:

The "undead replacement" are very nasty ghouls and skeletons. As with the goblin replacement they are called this way because they aren't conventional ghouls or undead, they are far more disgusting and vicious.

Story related creatures:

These types of creatures are only story related. They are in the game to complete the main plot.

The memory eaters:

The memory eaters are floating dark creatures with old disgusting faces. They leech the memory off the dead souls in the land of the dead.

Ghosts:

Ghosts are regular creature and npc models but with a separate shader on them to make them transparent.

Gas floaters:

The gas floaters are creatures that contain all kinds of effect clouds, they hover around.

Dragon enemies:

The flying creatures in general are dragon enemies, these creatures or variations on races or special flying creatures. There are seven types of flying creatures:

Wyverns:

These are bird/dragon type of enemies.

Dragons:

These are black dragons that could have the same skills as the player.

Flying demons:

Flying demons are a flying variation of the demon race.

Balloon creatures:

The balloon creatures are creatures that float around and target the player.

Flying dragon elves:

The flying dragon elves are a flying variation of the dragon elves.

Flying goblins:

The flying goblins are a flying variation of the goblin replacement.

Flying undead:

The flying undead are a flying variation of the undead replacement.

Limited animation creatures:

These are creatures that have limited animations due to their function in the game. These are mostly animals or objects that rotate and pick a direction to move in. There are currently nine limited animation creatures planned:

Trolls  
Rats  
Cats  
Pigs  
Chicken

Rabbit  
Goblins  
Zeppelin Damian  
Zeppelin Champions

The creature:

The creature consists of various collected limbs from the bosses the player has encountered. So it will have a very diverse look per limb combination.

**Abilities**

Like the player the npc's will have a wide range of actions to choose from when they take decisions.

Movement:

The npc's will be able to run and walk around.

Using skills:

The npc's will be able to execute skills depending on their combat strategy.

Melee and ranged combat:

The npc's will be able to intelligently decide when they'll use ranged weapons and tactics and when they'll move in for more close range combat.

Hiding:

The npc's will be able to hide in areas that the designers mark as safe spots.

Fleeing:

When the npc's are in danger they can decide to flee.

Following:

The npc's can also perform a follow action. Enabling them to pursue the player or a target.

Specific scripts:

The npc's can have various behaviors dependant on the scripts they have. The behaviors are scripted using python; this enables the designers to have complete control over their combat behavior and other behaviors.

World reaction against dragons:

The npc's have certain reactions depending on where the dragon sighting takes place.

Dragon sighting near a city:

Cities always have anti dragon devices installed. When the player gets too close to a city the anti dragon horns will sound and dragon slayers will be dispatched to eliminate the dragon. A clear radius on the mini-map indicates where the influence of the anti dragon device starts.

Dragon defenses:

Dragon defenses will be dominant within the city areas, but they can also be placed outside in the wilderness wherever it makes gameplay sense.

#### Arrows:

The archers of the New Order come standard equipped with special anti-Dragon arrows, with large metal tips with serrated edges. 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.

#### Anti dragon device:

These glowing red statues are made from crystallized blood of a fallen Dragon. 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 at a rapid speed lose life, and this effect will increase if he gets even closer to the statue.

#### Dragon sighting in the wilderness:

The reaction of npc's in the wilderness needs to be decided on a case by case basis. This is done using the alignment flag i.e. the alignment of the player & the alignment of the player as a dragon is different. Npc's in wilderness will look at their dragon relation to decide if they'll attack or not.

#### Witnessing the dragon morph:

Dragon lord lore is a secret lore & as such you cannot morph in the presence of sentient beings. A flag is available on character prototypes indicating whether or not the player can morph when in their sight range. The player is made aware on his mini-map if it's safe to morph or not. It's ok to morph in front of enemies.

## **The world**

The world is made up of 5 large zones and one end zone. Each of these zones contains multiple levels, typically one large main outdoor level and several interiors/dungeons associated with the outdoor level. The end zone is a huge flying fortress with Damien's base as the center piece. As the player progresses through the game, the zones are increasingly designed with the idea of having a big dragon flying through them. The world is designed such that there is a lot of visual variety for the player (in stark contrast with games like Oblivion and Two worlds). The size of the world roughly corresponds to 15km<sup>2</sup>.

## **The Levels**

The five main regions of the game all contain a variety of sub regions. These sub regions vary from smaller areas such as smaller dungeons and interiors to some larger variations such as caves and a city. Some intended sub regions are too large to be treated as a sub region and are therefore categorized as a main region. The following list will clarify the amount of regions and sub regions planned in the world of Divinity. The main regions are underlined and the sub regions follow beneath them, the regions are lined up in order of appearance.

Broken Valley

Main level

The blacksmith interior

The blacksmith basement

The chapel interior

The watermill interior

The pig farm interior

The tavern interior

The barracks interior

The Jackson farm interior

The Jackson farm cellar

The mine entrance interior

The Lovis armory

The Lovis chamber

The Lovis dungeon

The red crystal mines

The secret passage

The lever dungeon

The secret dungeon

Hidden cave three exits

Graveyard dungeon

Arben's tomb

The dream scene (treated as a main region)Maxos Temple (treated as a main region)The bandit camp (treated as a main region)

Bandit cave

Battle tower island

Main level

Small dungeon

Small dungeon

The battle tower dungeon

The battle tower trophy room interior

The battle tower platforms (four platforms with 2 upgrades each, treated as one sub region)

Dragon Zone

Main level

The goblin village cave

The mine cave

The wyvern doctor cave

The champion fortress dungeon

The troll cave

The Maxos cave (treated as a main region)The land of the dead (treated as a sub region of the Maxos cave)Aleroth

Main level

The sewer gate

The abandoned farm

Aleroth City

Half destroyed house interior 1  
Half destroyed house interior 2  
Half destroyed house interior 4  
Half destroyed house interior 5  
Half destroyed house interior 6  
Half destroyed house interior 7  
Half destroyed house interior 8  
The waiting room right wing interior/dungeon  
The waiting room left wing interior/dungeon  
The morgue interior  
The Catacombs  
The service hub building  
The emergency infirmary

Flying Fortress Damian

Damian HQ

**The environment**

To make the environment more believable and rich it will be decorated with the following elements:

Effect clouds:

Effect clouds are objects that trigger an effect when the player walks through them. An example of an effect is poison, the player walks into a cloud and sees the effect and is debuffed.

Lighting settings:

There are no “day - night cycles” but there are multiple light settings per region which can be triggered by the story, so that different moods fit the storyline.

Impacts:

The player will be able to leave impact marks on the terrain; examples of these are scorch marks and rising dust on fireball impact.

Platforms:

There will be platforms throughout the game, these platforms can be operated by handles, buttons or pressure plates.

Ladders:

Ladders enable the player to move from a lower plane to a higher plane.

Water:

There will be quite some waterfalls and lakes in the game, a special shader will be made for this. During swimming the player will also need swimming effects.

Animals and insects:

Depending on the environment birds, vermin and insects will be making the world lively.

Destructible objects:

Destructible objects will be scattered through out the game. The flying fortress for example will fully consist of destructible buildings and props.

Resurrection shrines:

At these shrines the player can resurrect himself once he's dead. This will enable him to continue his quest from a location not so far from the point he died. The player won't need to walk to the location of the shrine, resurrection is immediate.

## Items

There are various types of items in Divinity 2. The following groups of items each with their own subtypes are available to the player:

### Item types

Food and drinks:

Food or drinks found in the field have a stats impact on the player. There's no need for a special animation - i.e. consumption is instant. The same goes for drinks. Food and drinks can be transmuted into core alchemist material. The transmutation happens automatically and the transmutation efficiency is based on a passive skill.

Potions:

There are different potions with different effects, but there are no typical small, medium, large potions. Differentiation at different levels between potions is made through passive skills.

Unique items:

Unique items consist of items that have a particular function.

The Dragon stone:

The player can instantaneously access his battle tower with the dragon stone.

The Hacksaw:

You can use this item on a boss monster to gain a limb.

Waypoint shrines:

The Waypoint interface will be used to teleport from area to area by the player.

Key ring:

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

Pouches:

Ingredients, reagents and parts are all kept in pouches, an item designed to keep the clutter of your backpack to a minimum. There are three pouches, each holding an unlimited number of reagents, ingredients or parts.

Crystal skull:

This eerie object will summon, unsummon and resurrect your Creature. Your necromancer gives this to you when you've collected sufficient limbs.

Lock picks:

Lock picks are required to open locks if you don't have a key. Lock picks are items that give you a chance to open locks if you use the item on the locked item.

Containers:

Containers are items that can hold items within them i.e. baskets, cupboards etc..

Books:

In Divinity 2 there are various types of books, each type of book has its own function. These books will have a wide array of information within them.

Dragon lore books:

The only way to learn or upgrade dragon skills is by finding/earning dragon lore books. They are a special type of skill book.

History books:

History books will contain information on the history of the world. A lot of writing time will go into these books; they provide added immersion to the player.

Hint books:

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

Skill books:

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

Scrolls:

Scrolls can be brought to the workshop or alchemist. They can then learn to make a new type of weapon, armor or potion.

Ore:

Ore is found in ore containers. The ore can then be used as an ingredient.

Gems:

Sometimes while mining the player will find a gem, they'll be quite rare. Gems are typically necessary for jewel enchantments but sometimes also necessary for armor/weapon enchantments.

Phials:

Phials are used to make potions, together with magical ingredients & herbs.

Limbs:

Limbs are hacked off a boss creature, they're divided in types with each type its own benefits



Chests:

4 types - determines the resistances of the creature.

Heads:

4 types - determines the skills the creature knows.

Arms:

4 types - determines the attack of the creature.

Legs:

4 types - determines the vitality/mana of the creature.

Triggers:

Triggers as items are levers, pressure plates and buttons.

Herbs and magical ingredients:

Magical ingredients are used to make potions & enchantments, together with phials & herbs.

Charms:

Charms are similar to the charms introduced in Divine Divinity - items can have a number of charm slots & you can place charms in them to boost the item. Charms are acquired when an item is infused with a gem.

Elevators:

Elevators are triggered by switches.

Doors and keys:

Doors are objects that block the players' access to certain areas, they need a key to be opened.

**Item generation**

Many items in loot bags and containers are generated in code. The generation is done among others by the following mechanics.

Enchantments:

Enchantments are made with the enchantment machine. Once the player has gathered enough ingredients to create enchantments he can go to the machine shop where the enchantment machine is. Enchantments will be different depending on the weapon type and enchantment.

Stat boosts:

Stat boosts affect one or more stats.

Skill boosts:

Only jewels can give you a skill boost (i.e. increase the level of a certain skill)

**Set items**

When the player has ventured together all the pieces to one armor set he'll have an added bonus because of it. Set items are items that come in series; they are all of the same set.

**Equipment**

There are three types of equipment that the player can use in the game:

Human equipment:

Human equipment is what the player will be wearing when he's in human form. This is everything he can equip as armor and everything he can use as weapons.

Dragon equipment:

When the player is in dragon form he'll be wearing dragon equipment, the equipment is limited to armor.

Non visual equipment:

This equipment can be equipped but is not visualized on the player character. Among this type are items like belts, rings, amulets, bracelets, earrings, quivers and arrows.

**Interface**

Divinity 2 will be a state of the art RPG featuring all the typical interface components such as skill/inventory/equipment management, diaries and automaps. The interface on the PC and the console will be different. The following interfaces will be available in the game:

Main menu:

The main menu will have the following options:

Start game

Load game

Options

Look for updates

Credits

Main UI:

The main user interface will consist of the following elements:

Equipment and stats view:

The equipment and stats view is split up in the "level upgrade screen", "Dragon equipment screen" and "Human equipment screen".

Quest view:

The player can observe the status of his quests there.

Dialog log:

This is where all the dialogues are recorded; the player can read them back.

Skills:

The skill window shows the skills of the player and gives him information on what level they are and what new skills are available.

Region map:

On the region map the player can see his location within the region.

Character customization:

The player can customize his character on this screen, this means effectively that the player can change looks anytime he wants.

Save and load:

The player loads and saves his game here.

Head up display (HUD):

The head up display has everything the player would want to see available in a blink of the eye.

Main UI button:

The player can access the main user interface with this button.

Inventory:

The items the player picks up are displayed in his inventory. The inventory supports the following options:

Tabs:

The inventory is split up into tabs to give the player easy access to another set of items on the top row of his inventory.

Hotkeys:

The player can assign hotkeys to the top row of the inventory.

Tooltips:

Everything in the inventory has tooltips.

Scaling:

The inventory can be dragged up to enlarge it to the preferred size for the player.

Item splitting:

The player can split stacked items in his inventory.

Skills:

The player can select which skills he would like to have active in the skill tab. The skill tab provides the following options:

Active skill selection:

The player can assign skills to the empty slots of the skill tab.

Hotkeys:

The player can assign hotkeys to the slots in the skill tab.

Tooltips:

Tooltips are provided on all the skills in the skill tab.

Status:

Status bar shows the amount of vitality, fatigue and XP points the player has. The gold amount is also displayed on the bar.

Tooltips:

Tooltips provide more accurate information on the bars.

Targeting:

The player can click on an enemy to target it.

Enemy status:

The enemy status is displayed above the enemy when **targeted**.

Minimap:

The minimap displays all kinds of helpful information. The following features are available on the minimap:

Anti dragon zones:

The radius of an anti dragon device is depicted on the minmap.

Morphing:

The areas where it's safe to morph are visualized on the minimap.

Map flags:

The player can place flags on the map that function as reminders of locations he wants to record.

Npc locations:

The minimap also displays the location of npc's within a village or area that has already been discovered by the player.

Button deactivation:

In some cases the functionality of some interface buttons must be disabled.

Dialog:

The player can interact with npc's through the dialog screen.

Automated Dialog:

Automated dialogs are dialogs that contain less than three lines of text. These monologs are displayed on top of the npc's head that you want to interact with.

Trade:

The trade system allows players to trade items with each other and it allows players to trade with npc's. The trade interfaces consists of "player to npc" trade.

Player to npc:

The player gets to trade with an npc.

Item interfaces:

Some actions in the inventory have certain interfaces linked to items. The available item interfaces are the following:

Object inventory:

An object that is an item container.

Book reading:

When a book item is clicked the books pages appear.

Object splitting:

An interface that allows the player to divide stacked objects.

Item charms:

An interface to insert charms into charm slots.

Quest reward:

When completing a quest, you sometimes have the option of selecting your reward. This interface takes care of that.

Character creation:

Parts of the character creation interface will be accessible during the game (with some features disabled) so that players can change their mind about their looks while playing.

**Skills**Active skills:

These skills are activated during combat; they require the player to execute them by pressing a button.

Summon Undead:

This skill allows the player to summon an undead creature. The upgrade of this skill increases the level of the summoned creature.

Magic Missile:

The magic missile skill launches a series of fast missiles that follow the enemies in range. The upgrade of this skill increases the amount of missiles launched and their damage.

## Story

### Divinity II Revised Main Story Line

*Prelude: Divine Divinity.*

## Genesis

Damian, the Damned One, unaware of the terrible forces that brim beneath his innocent looking exterior, grows up under the tutelage of the Divine, who could not bring himself to kill the boy when he found him as infant in a Black Ring complex nestled deep beneath the Waste Lands.

The unawareness of his Demonic heritage however, is gradually corroded under the influence of a young witch: Ygernia. Damian, young and impressionable, falls in love with her. She does not only return his affections, but also his long slumbering powers. Innocent spells at first – the odd fireball here and polymorph there – but later on more sinister magic, rarer incantations, and, most dangerous of all, forbidden knowledge.

Damian's Divine foster parent is blissfully oblivious of Ygernia's ominous influence on his son, until evidence connects her to the recently executed Black Ring mage Kalin. When questioned she confesses Kalin was her father and that she supported his rotten stratagems, the most important of these being the renascence of Damian's dark dormant powers.

After hearing such hideous testimony, the Divine has no choice but to execute Ygernia in turn: the Black Ring never enjoys clemency, whatever the circumstances. Under the eyes of the wise, but worry-plagued Zandalor and an assortment of elite Paladins, the Divine's sword severs Ygernia's head from body.

At that prophetic moment, Damian walks in. Then, while Ygernia's blood is still claiming more territory on the floor, he gives voice to a spell that utterly stuns even the mighty wizard: the spell of Soul Forging.

Before anyone can react, Damian turns back and seemingly disappears immediately after binding his and Ygernia's soul. The Divine knows his son will now be his greatest foe. He furthermore understands Damian has realised a great deal of his black potential: he who can Soul Forge, is a stupendous adversary indeed. The Damned One walks again.

As the Divine and Damian gather their armies, Zandalor contemplates the repercussions of Damian's acts. A Soul Forge is an exceptional enough event in its own right; a Soul Forge with a soul as it dwells amidst the few fragments of time between life and death, is unprecedented. Uncertain of the consequences for either him or Damian, Zandalor entrusts Ygernia's body to the care of Deodatus the Embalmer, forgoing the usual ritual burning of Black Ring corpses.

Within days of these events, the two armies clash and Paladins and Black Ring fight mercilessly. Damian has eye for the Divine only: he would show him the same kindness he had shown Ygerna.

What Damian does not know, is that the Divine is ready for him. He would lure his son to a Rift Temple he recently discovered and, if all goes according to plan, banish him to another dimension. All goes according to plan. Damian is locked away in Nemesis and the Divine returns to Rivellon, glad that the threat his foster son posed was eliminated, yet strangely mournful because he realises that despite the evil that has taken hold of him, Damian's spur-of-the-moment Soul Forge was essentially an act of love.

The Damned One however, makes the best of his situation in what turns out to be the home dimension of the Raanaar. He bides his time, grows in stature and power, all the while knowing that someday he'd be back.

*Interlude: Beyond Divinity.*

## Exodus

*Damian unexpectedly bursts free from Nemesis and initially overruns the surprised Rivellonian forces. His thoughts are still focused on one thing: to destroy the Divine and so revenge Ygerna. The war changes the face of Rivellon: for years it rages and one catastrophic event follows the other. The elves are forced to blow up their capital lest it should fall into enemy hands, a move that effectively erases the race from the planet. The dwarves fare no better: driven back by Damian's hordes the few remaining tribes seek shelter deep within the darkest recesses of the earth, never to be heard from again by human ears.*

*Mankind now stands alone, but faces its hellish foes with remarkable courage and tenaciousness. A decisive reason for their optimism is the new found alliance between the Divine and the rare, but immensely powerful Dragon Knights. The fight would be tough, but winnable.*

*During the climactic battle, the scales of victory could have tipped either way. But then the unthinkable happened: one of the Dragon Knights – mankind knows not which one – betrays and slays the unsuspecting Divine. During the confusion that ensues, the Paladins start to fight Dragon and Demon alike. It is Zandalor who rallies the troops and narrowly avoids disaster. Damian, who had already lost much of his forces and saw his revenge materialised, orders his army to abandon the battlefield. His dominion over Rivellon could wait. And besides, he had other things on his mind.*

*The late Divine's armies cried victory and took the necessary time to lick their wounds, but his most trusted Paladin, Lord Arben, furious as he was and wrecked with guilt for not having been able to protect his master, lost no time in establishing the Order of the Dragon Slayers. Relentlessly the members of this Order pursued and executed all Dragon Knights, whom they held responsible for the death of the Divine.*

No one in Rivellon, not even Zandalor, knows what really happened: as the battle raged, Damian, realising the day might not be his, made use of his greatest power: the ability to corrupt the mind of his choosing. His victim was a young and powerful Dragon Lord: Lady

Talana. He poisoned her mind, infused hatred in her soul, hatred towards the Divine. Damian's victory was complete: the Divine was dead and his foes, the Paladins, now exterminated the Dragon Knights, his Demons' natural enemies.

*After awaking from the spell she was under, Talana, well aware that she's but a victim in Damian's web of conspiracies, nevertheless feels very guilty: the Divine lays dead at her hands and her kin is being slaughtered. She spends years in hiding, hunted by the Dragon Slayers and on the lookout for Black Ring plans. What she doesn't not know is that Damian is watching her even today, because he has need for her still: part of his plan requires the powers of the Dragon: Maxos Magic even he does not possess.*

*Talana knows Damian's endgame, whatever it is, has not yet come to pass. Therefore, a few years back, she decided to make a very bold move: against her better instincts, she visited Lord Arben in an attempt to make amends and reform the alliance. But Lord Arben was not to be persuaded and when he drew his sword, Talana could do nothing but engage in a fight from which she was to emerge victorious. This incident greatly revived the hate the Dragon Slayers feel for all that is affiliated with Dragons. Likewise, Talana's revulsion for the Slayers reached new heights.*

*Now, a fateful event has taken place: the indestructible key to the Maxos Temple, key to Damian's plans, has been found after being purposely lost for centuries. Talana knows that soon the Black Ring will be all over Broken Valley, so once more, she decides to come out of hiding...*

Divinity II commences.

### **Intro**

*The Dragon Slayers have heard about Dragon sightings in Broken Valley. Zandalor gives Commander Rhode her orders: she is to lead a group of Slayers, pursue the Dragon and kill it. The stakes are high: they know that this is probably the last Dragon Knight, whom they have dubbed the Great Betrayer.*

### **Broken Valley**

The player can now control his or her character.

*The group of Slayers safely arrive in Broken Valley. You are ordered to inquire about the Dragon sightings, then to retrieve your father's sword from his tomb. In the tomb you meet your father's ghost. He tells you what you suspected all along: that the Dragon Knight you're chasing is indeed the last one and that she is called Talana. She is also his murderess.*

*After informing Commander Rhode, she takes off and you can travel further into the valley. Soon you see Rhode facing Talana. As they clash you join the fray. Talana realises she is losing the battle against you and Rhode, so she gathers her last strength and hurls you into a vision during which she transfers her Dragon powers to you and explains that you must fulfil her quest: the destruction of Damian.*

When you wake up Talana speaks to you from the beyond. She says that the first thing you must do, is to awaken the full potential of the Dragon powers within you. She doesn't tell you



all yet, but the first step of business is to obtain the key to the Maxos Temple. She suggests you seek the help of Lovis, whose ghost dwells in his tower.

Whether you actually seek Lovis' help or not, you are able to obtain the key from a Black Ring Demon. You can now enter the Maxos Temple and make your way to the Sentinel Statue, which will lead you to Sentinel Island and the Battle Tower.

## Sentinel Island

The Battle Tower is under the control of the Necromancer Laiken, a one time pupil of Maxos himself, who after the latter's disappearance took possession of the Battle Tower and has been its unchallenged master largely because of the impenetrable magic shield that surrounds Sentinel Island. Now that the Maxos Temple key has been found, Laiken is up for the surprise of his life when suddenly a fledgling Dragon Knight comes to evict him.

After defeating Laiken in the Battle Tower's main hall, you are infused with magic and for the first time really transform into a Dragon. And in the nick of time too: upon Laiken's demise, the magical barrier weakens and Damian's troops, who have been constantly eyeing the island ever since his return from Nemesis, attack forthwith with a Flying Fortress. They were not prepared however, to meet as an opponent an actual Dragon.

But the battle for the Battle Tower is not over yet. The Flying Fortress may have been reduced to rubble but your one-time allies have infiltrated the structure through the Maxos Temple. You'll have to eliminate this contingent of Slayers before finally being granted a moment's rest.

Talana now tells you about the Soul Forge between Damian and Ygernia. She says that the only way to destroy Damian is to break the special Forge by bringing Ygernia back to life: the reversal of the spell. To do so, you must combine her body and soul. The first matter of business is the soul, which dwells in the Land of the Dead, accessible only by beings infused with Maxos magic. That means you are the last living creature able to enter this bizarre world. The only entry point in Rivellon is a portal located in the Maxos Dungeon, deep within the mountains behind the Champion Fort in [The Dragon Zone].

### [The Dragon Zone]

When you enter [The Dragon Zone] a cut scene shows Zandalor rallying the troops stationed at the fort. He tells them the Dragon might be coming and they should be prepared. He is off to attend to other matters.

As you arrive you are attacked by the defending Aleroth Champions, but you fight your way through and enter the Maxos Dungeon. Inside you reach the portal and so enter the Land of the Dead. This is an eerie place where Memory Eaters dwell that consume the souls of the deceased.

In this grey wasteland you must locate the soul of Ygernia and capture it in a Soul Stone. This ultra rare object should first be obtained from a Soul Sphere belonging to a giant Flying Fortress. The Land of the Dead is not a travel friendly place to begin with, but it is especially hostile to you: the Memory Eaters furiously attack the abomination that you are – a living being – and you are furthermore opposed by the still sentient souls of the fallen champions of

good who know you are a Dragon Knight because there is no other way you could have gone through the portal. These champions are deceased Slayers such as Lord Arben and Rhode, and Paladins of the Divine.

You fight your way through to find the very weak soul of Ygerna who opposes you with words, but can't put up a struggle: quickly you trap her in the Soul Stone and leave the Land of the Dead.

## Aleroth

After exiting, you reach the city of Aleroth, the once vibrant healer city and pinnacle of culture, now thrown into decay by a ghoul plague.

Talana explains she has long suspected the body of Ygerna to be here, in the care of Deodatus the Embalmer. You make your way through the city, up to the Waiting Room where you hear the news Deodatus has gone insane and now lives deep beneath the city in a catacomb-like complex of sewers and dungeons. Time to go down there.

You descend the ghoul-plagued sewers to find a deliciously mad Deodatus who tells you Zandalor is here to destroy Ygerna's body. Talana frantically urges you on. Down in an enormous dome filled with strange architecture and conservative magic, the pride and joy of Deodatus, Ygerna's body hovers, seemingly perfect, not in the least bit decayed. One would swear she's alive, were it not that her lovely head was slightly separated from her lovely body.

Zandalor faces you with an angry stare, says that he is glad he finally faces Damian's Draconic minion. No matter what you say about Talana, your mission or the Soul Forge, nothing can convince him and the conversation inevitably leads to combat.

You defeat Zandalor. Talana mourns his loss: he was not supposed to be an adversary, but an ally. But there is no time to grieve because the big moment has finally come: you shatter the Soul Stone on Ygerna and she climatically comes back to life. Somewhere, wherever he is, Damian has just died.

Ygerna turns to you and instead of being angry, cryptically thanks you. The voice in your head changes tone and timbre. A large door opens and a handsome man, well-dressed, leisurely walks in clapping his hands. Ygerna walks towards him – they kiss – and he thanks you for all your hard work. He'll let you live because who knows when he might need Dragon magic again. Then the happy couple disappears and you are left in the dark.

## What Has Actually Happened

Damian has played you like a puppet all along. The voice in your head wasn't Talana, but Damian. When Talana died, Damian almost saw all his hopes broken, but when she gave you her powers, he knew this was his chance and intervened. Posing as Talana he made you do his bidding.

The entire Soul Forge story is true, but bringing Ygerna back to life won't break it and kill him, but on the contrary save his life. When Ygerna died, it was her link with Damian that sustained her soul and made her able to form a pact with the Memory Eaters: Damian would wage wars and so provide the Memory Eaters with plenty of souls. The problem is that they both know the pact can't last forever; the day will come when the Memory Eaters will no longer be able to withstand the temptation of feasting on such a powerful soul. This will erase Ygerna from the Land of the Dead and kill Damian, hence the need to bring her back to life.

Zandalor doesn't know of this pact, but as a new Dragon Knight claims the Battle Tower and travels to [The Dragon Zone], he knows something is up. When the news reaches him you have entered the Land of the Dead and made your way out again, he may not know all, but guesses what your goal is. He now decides to do what he should have done in the first place: destroy Ygerna's remains. His old friend Deodatus however, has gone quite mad and finding the body proves to be a challenge. At almost the exact same time you and he reach her...

*Zandalor is not only the main adversary, the minimal background he gives hint at big things going on. He doesn't actively oppose you until the end because other events are stirring. He mentions places not in Divinity II and of great Black Ring movements. Clever players will realise even more is going: Damian's endgame will not yet be revealed. But that's expansion pack material.*

## **Sound and music**

The music will be created by the multiple award-winning composer Kirill Pokrovski and adapt to the environment and storyline. Everything that looks like it should be making sound, will be making sound.