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Core Design Aims and Principles

The module should provide an exciting role-playing experience to the player, in a city that is brought to life through a strong history and environment. The player's choices will affect them immediately and in the future, and the city and the people within it will react to the choices that the player makes in a seamless manner.

It must be presented in a highly professional manner – i.e. it will not contain show-stopping bugs, grammar and spelling flaws, inconsistent interactions or unbalanced combat. Overall, the module must be compelling, fun and highly memorable.

Aims

- Produce a module of professional quality.
- Entertain players with a captivating story.
- Provide quality role-playing options.
- Make the player's actions affect the environment.
- Give the module less of a combat-focused feel.
- Allow the module to be replayed by offering choice.
- Give the player NPCs that they care about.
- Create a city with life and activity.
- Make the player's alignment and their choices matter.
- Provide different endings based on player choices and actions.

Principles

- All aspects of the module must be of the highest quality.
- Every character will have a personality, and this must be conveyed through their speech and actions.
- Aspects of the plot will reference the history and setting.
- Provide consistent and reasonable alignment shifts in most conversations.
- In most cases, combat should not be the only means to resolve a problem.
- Provide a use for every single skill within the game, and reward their usage.
- Quests must be unique and interesting.
- The city and setting must react to the player.
- The actions of the player will have repercussions in the future.
- Companions will have complex personalities, commenting and contributing rather than simply providing combat support.
- Provide combat that is sparse but challenging.

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Main Plot Outline

The city of Darthall is invaded by an army, which defeats the local forces soundly. The player is a new recruit to the Watch, who was knocked unconscious during the attack and imprisoned. Here the player meets the son of the Duke of Sorshan, who will request that the player takes his family inheritance medallion off him, which grants a claim to Sorshan Keep and its grounds. The player is asked to prove their worth by the invading forces, and has to fight for his/her life by fighting against the son of a Duke (Duke Perios Sorshan) that owns a keep nearby.

After defeating the Duke's son, the player will soon encounter Esme while wandering the city. Esme is an agent of the Duke, and demands the player's help as restitution for killing the Duke's son. When the player goes to visit her, she will explain that she and her group of rebels needs the player's assistance in order to take over the city and that the player is required to gain the trust of one of the new Watch (members of the invading army) to act as an informant.

The player goes to see this potential informant, a man called Rylar. He eventually agrees to help the player, but before he will do so, he wants his family (wife and child) to be granted safe passage from the city. Reporting this back to the rebels, they directs the player to Gydlee, a supposedly addled man in the Gate District, but someone who is really another agent of the rebels.

Gydlee will get the player inside the warehouse he stands outside, as it contains an underground passage that leads to a cave outside of the city. However, the invaders know about this passage, and the player must fight their way through a number of guards in order to bring the woman and her child to safety. After his family have been rescued, Rylar will assent to acting as an informant.

Upon reporting this back to the rebels, they will send the player out to ask him about the keep defenses, as they were in part constructed by followers of Tyr, and thus are not very vulnerable to frontal attack if they are readied properly. It needs to be stated that they were not readied for the invasion, but they are readied now. The informant responds that he knows very little about the keep defenses, but suggests the player try the Temple of Helm.

Inquiring at the Temple of Helm will let the priest inform the player that the keep was built also with the help of the Temple of Helm, and this, in exchange for some other dealings, is the reason that the city proper has a temple of Helm, while the keep has a temple of Tyr. He says that some information on the construction may be able to be found in the temple undercroft. Demands a donation of 1000(? – or a sum that would require the player to have done at least one side quest) gold pieces before he will grant access to the undercroft.

Once there, the player find a trapdoor that leads to an underground complex that links the two temples together, providing a back entrance into the keep. The passage leads

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to a trapdoor covered by a carpet in a vestibule off the main temple hall. The player can get into the temple, but a sermon is being held, so breaking into the temple is suicide. They can click on the door and it will give them a warning, if they choose to open it, enemies will come in, and the player will die.

The player then returns to the rebels and tells them about the secret entrance. They respond warmly to the news and relay news of their own that Lord Eritaan (leader of the invaders) has invited Duke Sorshan to a banquet as a display of goodwill. Esme wants the player to help drug the people at the banquet so that the attack will be easier. If the player can get them an additive from the local alchemist, they can get it into the food at the banquet to knock the keep soldiers unconscious. During the banquet, her forces will attack from the road and also via the secret entrance to take the keep and kill Eritaan and Wyklund.

The player has to get the additive off Leyd, the potion maker, who will guess the nature of the player's request, and offer either a sleeping agent or a poison. He asks first that the player help him with a business dilemma he has. He needs the player to obtain a reagent a former colleague (Riana). She dislikes Leyd and does not want to give the player the herbs, but needs the help of the player to deal with thugs that have been harassing the person who is currently smuggling in her herbs (Mirune) and then her. Once the player has helped her, she will give the player the necessary ingredients.

After this, the player can choose at any time to report to the rebels and prepare for the banquet assault. The player leads the attack on the keep, with the help of a few rebels, fighting their way to the controls for the front gate. The player must fight through 4 guard stations and use the levers within each that will lower the keep drawbridge and open the gates. Once this is done, the attackers will stream in, and they will direct the player to take the East Wing passage to get to the banquet hall while they charge forward through the main keep eliminating opposition.

The player fights their way through the wing, but near the end, they meet up with Rylar again. He relays that many of those who are attacking belonged to the attacking army initially, but they splintered off after the city was captured. He identifies Esme as the second in charge of the attacking army, but before the city had been captured, the two had a falling out and Esme was driven into hiding into the city with some members of the invaders. When the player relates their story, he says he just wants to get out with his life, and will run off. (Though the player can kill them if they so desire)

However, this plays out quite differently if Pynwe and Piya were killed in the rock fall at the end of the escort mission. Tallin will accost the player (before they meet Rylar) and provide the above information, and Rylar instead will attack when they meet him, angered by the player having effectively killed his wife and daughter.

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As the player approaches the banquet hall, the player sees Wyklund killing a number of the rebel soldiers. Wyklund then sees the player and thinks they will be a challenge so decides to fight them after a short conversation. Killing Wyklund drops a key which allows the player access to the grand hall.

The final confrontation in the keep main hall starts with a conversation where Sorshan taunts Eritaan that his rule is over. He then proclaims Esme as the architect of the attack, at which point she acknowledges the presence of the player. At this point, she then tells Sorshan that he has a problem, and subsequently crosses the floor to stand by Eritaan's side, calling him "my love".

She relays that the entire banquet and "attack" on the keep was a setup, killing off most of the men that were loyal to Sorshan so that she and Eritaan could kill him and take over both Darthall and Sorshan Keep. At this point, the player gets to decide whether to side with Eritaan & Esme or Sorshan for the final confrontation.

If the player sides with Sorshan, he will be grateful for the player's assistance and express his deep remorse for the killing that has gone on. If the player has the medallion for Sorshan Keep, the player has the choice whether to let him live and rule Darthall or alternatively to kill him and hence potentially usurp entire control of both Sorshan Keep and Darthall.

If the player sides with Eritaan & Esme:

If the player has the medallion for Sorshan Keep, they will demand the medallion and will attack if they player does not give it to them.

If the player gives them the medallion, or the player does not have it, they will offer to let the player go on his/her way with a sizeable sum of money as payment his/her services. The player can accept and take the money and go, or refuse and try to kill them. (Either because Eritaan & Esme are evil or because the player wants to usurp control of Darthall and Sorshan Keep)

If the player has the medallion and attempts to negotiate with Eritaan and get him close and unaware and kill him instantly. Esme will be outraged by this and want to kill the PC. However, if the PC makes a difficult conversation skill check, she will give up. In this case, Sorshan will sneak up behind Esme and kill her, giving the same options as if Esme and Eritaan had been killed via combat.

Endings

Stay and rule

If romanced Kyandra: she leaves

Good - If romanced Veolus: he is unhappy with the player but still stays.

If romanced Veolus, he is content to stay and strike fear into the hearts of the cityfolk or try and share in power.

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Stay under Sorshan

If romanced Kyandra: she leaves

If romanced Veolus: he is unhappy and leaves

Leave:

If romanced Kyandra: she accompanies the player

If romanced Veolus: he accompanies the player

Areas

Darthall Overview

Lying in the foothills on the Thunderpeaks, Darthall dwells on the fringes of both Cormyr and Sembia, and although it belongs to former, it is somewhat removed from the dealings of both. The city is considered too remote for the Purple Dragons to patrol the city, and most locals hold little loyalty to Cormyr.

Originally established as a keep for training priests, the city established a post of order on the potentially dangerous route near the mountain range. The keep eventually became a haven for travellers and traders, and eventually evolved into a small trading city that served to bridge the gap between the two empires.

The area has been ruled for several years by Lord Tumoni, a noble with links to the much-fallen Illance family. However, he inherited a failing trade city from his father, as other routes have become safer for travel since Darthall was established, which means few people travel through the city anymore. However, this does not mean that Darthall is uneventful or dull, for the city has a constant undercurrent of activity that bubbles beneath the surface.

The city lies near the shadow of Mount Pada to the west, and also within a stone's throw of Lake Gynnai, which provides the city with a healthy supply of fresh water.

The city of Darthall is broken up into four main districts: Gates, Market Plaza, Rich Quarter and the Slums. The city is fairly grassy, with moderately well-tended cobblestone paths. People wander about the streets from various points of interest, and guards patrol in the Gate and the Rich Quarter.

The city is surrounded by high walls, extending to the raised hills and mountainous area to the North of the city. Here the walls stop where the hills become too steep so as to make attacking too difficult. There is a main gate at the South entrance of the city, and a smaller gate on the Eastern wall edge near Lake Gynnai.

Darthall Keep lies on a plateau to the North of the city, inaccessible except for a winding road which leads up to the main gate of the Keep from the Market Plaza. The narrow road means that it is an easy path to defend from attackers, even before they get to the heavily fortified Keep walls.

Darthall Gates

This is the first exterior area the player sees. It is quite a grassy area and very presentable, as though to endear visitors to the city. Long grass and small mounds are present off the paths, and there is a small clump of trees close to the city walls and the

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tavern in the Southwest corner. The ground is moderately uneven here, with small divots and rises throughout.

Guards patrol here, and also stand guard at the city gates (which are closed) and the Watch Hall. A door to the Smoking Hog and also to the Bleary tavern are open permanently. Nearly everyone can be seen in the Gate District, from the rich to the poor. A single path to the Market Plaza is the only way to reach the rest of the city.

Smoking Hog Inn

This serviceable inn is the first port of call for most people seeking lodgings within Darthall. However, it is not a particularly large inn, relying mostly on its large bunked area and bedrolls in order to provide a sleeping area for guests. There are a number of people standing about and talking or walking about the inn at all hours. It has a fairly bright and lively atmosphere, dominated by bubbly and somewhat noisy sounds though the level of noise never rises so much that it becomes rowdy. Rather than a stale grey, the walls have a slight tan tint, and the lighting is warm and friendly.

A number of decorations mark the main Inn downstairs area, including cabinets, a few paintings, and a large boar (hog) head mounted on the wall behind the innkeeper. There is a table with a plate of food in the centre of the main area, with a hallway leading off to the East, while stairs are in a small alcove on the West side of the building. The hallway contains a kitchen where a cook remains constantly busy, along with an another alcove leading upstairs (though the door is unusable), surrounded by a few boxes and barrels. There are a few shelves with various knick knacks in this passage as well.

Smoking Hog Inn - Upstairs

The upstairs of the Inn is where all the lodgings are, as a result of it being a sleeping area, the lighting is fairly dim. There is still a slight tan tint to the walls, but it is understated compared to the inn proper. Small lights adorn the walls in parts and provide a minor amount of extra illumination. The atmosphere is a silent and almost slightly abandoned, though the occasional yawn is audible, the most common noise is the abrupt creaking of a floorboard.

It consists of the central hallway and then five main rooms, two master rooms, two smaller rooms, and the large bunk room. The master rooms are fine rooms containing double beds with pillows, footstools, cabinets, wardrobes, desks with chairs and plants. They both feature a slightly different colour scheme (one with red cues, and the other with green) so as to enhance the appeal to match their decor.

The two small rooms are fairly basic, but still feature desks and even a couple of pot plants. They are designed for those that want privacy not provided by the bunk room without paying for the semi-opulence of the master bedrooms

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The large bunk room is the brightest area, with several lamps around to light up the various bunk beds, bedrolls and low quality single beds. The Northern end of the building is dominated by bunk beds and bedrolls, with single beds with small chests at the Southern end. The entrance has a wardrobe just to the side, and a table with numerous rolled up bedrolls on it should the need for more bedding arise. The room has a slightly messy and unkempt feel without feeling like it belongs in the slums.

Druid Home

This home is a rather dark and dirty small home. The owner stands here alone apart from a few small animals that move about. It has an entirely organic feel, from the earthy tinting of the walls to the pale lighting and the soft natural sounds that the player can hear.

The floor is covered with dirt, such that it appears as though nature is trying to reclaim the land inside the house. Dirt mounds, rocks, shrubs and trees abound in the enclosed space, with a small amount of eerie illumination provided from some glowstones, which cast subtle shadows of the undergrowth about the building. There is no obvious evidence of the house even being used as a normal dwelling, with not even a bedroll in sight, let alone a wardrobe, chest or crate, giving the distinct impression that the owner uses it very little.

Darthall Drinks

This tiny shop is very cramped, filled with crates, barrels and a still. There is very little impression of it being a workshop despite the still, given that it is barely big enough to move around without bumping into something.

The owner is a rather jovial dwarf that appreciates a fine drink, whether it be creation or consumption. While he is not one for discussion, he is happy to provide a selection of Darthall's specialty alcoholic drinks, which have varying magical effects.

Warehouse

This warehouse belongs to the owner of Darthall drinks, and while larger than the shop, is still moderately cramped. The impression is that this is where the brewing of the shop's stock is carried out. The lighting is adequate, though not especially bright, except around the brewing area. The area is mostly quiet, except for the occasional creak, bubble or sloshing of liquid.

Like the Darthall Drinks shop, is filled with crates, barrels and contains a still, but also has a number of kegs and wine containers. There is also a large washtub that appears to be filled with red wine, which is located near the still.

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The exits are the two main doors from the Gate District, and a set of stairs leading down to a door.

Underground Storeroom

This is the secondary storeroom of the Darthall Drinks warehouse, which expands into a complex of tunnels that lead to a cave passage outside the city walls. Initially, the area seems quite well kept and looked after, as it is used by the owner of Darthall Drinks. However, as it expands further beyond this initial storage area, the atmosphere is more foreboding. The lighting level drops, and the caves twist until leading to an open area that leads to a cave system. The sound of rock crumblings and running water become more frequent and louder closer to the cave exit.

The first area contains a large number of kegs and wine containers that have evidently been left here to age. There are a few large barrels and numerous crates and other containers, and a wheelbarrow in order to help shift them around.

This initial part of the area is separated from a cavern tunnels by a few doors. The player will be attacked by small spiders before in the storeroom area, but once they progress into the cave tunnels, there will be more frequent attacks by significantly larger and more dangerous spiders.

Underground Caves

This is a fairly large and open terrain area that gives the player a vista of the area to start with. The lighting is moderate, with light being cast from various glowstones and glow worms around the small area. The atmosphere is oppressive and dangerous, giving the impression that the walls could be about to cave in or flood any moment. The sounds of water and rock crumblings are frequent and loud, giving the impression that they are beneath Lake Gynnai.

The entrance at the North is at a raised path, which zigzags down to a small rocky outcropping that passes over an underground river. Water drips down from above and adds to the impression the cave could collapse.

The "exit" of the area is a small passage on the Southern side surrounded by a number of rocks. This is a twisting, rising path leading further to the South.

Darthall Market Plaza

The Market Plaza is home to the bulk of the merchants within the city, and the player will have to come here to pick up the bulk of their supplies. The market plaza has a significant stony and dirty feel in comparison to the rest of the city, showing that it is

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the major thoroughfare within the city. It is more crowded than the rest of the city areas, though this bustle during the day drops to almost nothing during the evening.

Guards stand guard at the entrance to the road leading to Darthall Keep, stopping the player from approaching the Keep itself. The hillside leading up to the keep is somewhat steep, a grass, rocky hillock, with streams on either side. The remnants of houses burnt in a recent fire (during the invasion) can be seen as the player looks towards the slums to the East. To the west, several houses can be seen, as well as a small garden/park area with a few paths running through it.

To the Southeast is the side entrance to Darthall near Lake Gynnai, a scene of fierce and bloody fighting during the invasion, the evidence of which still remains. The burnt husk of a massive army garrison building can be seen just to the south, torched by the invaders.

The centre of the market is dominated by a large number of stalls selling all manner of goods from all types of vendors, though each will provide a brief missive on their wares if asked. People wandering here are from all walks of life, though the poor are less likely to be seen, given they have little coin to spend. There are two paths leading to each of the other three districts within the city.

Breen's Smithy

Breen's smithy is a simple affair, a well arranged workshop. There is very much a sense that it is a clean and efficient building, kept in neat order. The sounds of the forge permeate the air, as does the gentle red glow of the furnace.

A large forge is located on the right hand wall, and the area around it is an arc of benches and tools that Breen uses to make weapons. There is a secondary stove near the furnace, with a collection of wood beside it. Numerous weapon racks lean up against the walls. A table with a couple of stools is tucked away in one corner, and a lone workbench stands on the far side of the room. The rear (south) of the building has a lamp and a few personal decorations, and a door (unusable) that leads to Breen's bedroom.

Pakor's Goods

Pakor's goods is a small shop that is aimed for those with coin, and plenty of it. The trappings of the store are expensive and work to give the impression that the owner, and any clientele, belong to the elite. The walls have a soft emerald green tint, and the lighting is bright and clear. The building is largely quiet, for Pakor keeps it free of any vermin and takes care to keep the premises in good condition.

A table with various items is just to the right of the entrance serves as Pakor's shop counter, but the entire shop is strewn with pedestals, tables or containers that are covered in various valuable and exotic objects. The only curiosity is the series of

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crates that are visible directly ahead as one walks in (which is presumably the remainder of his stock), but these are partially obscured by a large gong.

Eliane's Apothecary

Eliane's store has a friendly and warm atmosphere, with a light and airy feel befitting the owner of the store. The walls are a light aqua/turquoise, and the lighting is provided by several lamps that illuminate the majority of the store with a fresh yellow/white glow. The shop is mostly quiet, with the exceptions being the casual sounds of alchemical work and plant tending.

The store is very open and sparsely decorated. A few workbenches are placed around the edges of the walls, and several large counters stocked with potions serve as Eliane's shopfront. Eliane stands behind the front counter most of the time. Clean and colourful rugs matching the decor and colour scheme of the store are scattered about the area.

The East edge of the building is darker than the main entrance, for there are a few crates of supplies near the door leading upstairs (unusable) and the corner where Leyd tends to the plants. This plant area is darker, presumably because some of the plants are sensitive to light. Leyd wanders about here, looking at the plants and tending them where necessary.

Sian's Shop

Sian's shop gives the impression of a very busy and potentially disorganised workshop. There are numerous noises and things moving or rattling, and small animals run around, adding to the chaos. The lighting is fairly good, although the lighting is inconstant and flickers noticeably, adding to the atmosphere.

The interior of the building has an extremely wooden appeal, with the floor and ceiling looking like a log cabin, although the walls are made of stone. Workbenches cover the western wall of the interior, and an oven and a sawhorse feature on the eastern side. The centre of the shop is dotted with various bits and pieces, from archery targets to barrels to crates to a small table with a couple of tools on it.

The northern end of the building is a bit more homely, with a table tucked away in one corner, and a bookshelf (albeit mostly empty) and a small tree in a planter on the eastern side.

House

This house is home to one of the partially crazed group of people from the quest "Voices in the dark". The atmosphere of the house is very brooding and ominous.

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Lighting is low, with yellowish light being given off by the candles in the house, and there are low eerie noises that can be heard as background noise.

The house appears to be in a state of disrepair. Items lay scattered about, with various implements, dirt and rocks strewn about the entrance. Ahead lies a table and a shelf that appears in poor condition, as though they have not been used or cleaned in a few days. Broken furniture is heaped in a pile around the corner from the entrance. A small bedroom is accessible from the south side of that corner, which contains a poorly presented room with a bench, bed and washtub.

Rich Quarter

The rich quarter is home to some of the more opulent housing in the city, and is marked by an elegant fountain that stands as the centrepiece of the district. The hills rise high to the North, and large houses are sparsely populated about the edges of the district, with a small pond encircled by a path to the Southwest.

Small raised hills are in the Southern edges of the area, home to several different buildings, three in the Southeast corner, and Korihn's tower in the Southwest. The temple of Helm sits slightly raised as well on the western edge of the map. Its grounds are surrounded by a stone wall, containing the temple, a tree and a small graveyard inside them. Meylana's grave can be found here. The Azure Star is in the Northeast corner of the map, in an impressive looking building facing the fountain.

The cobblestone path in the Rich Quarter is in better condition than elsewhere, and the grass is better tended than in other areas too. Despite the exposed dirt that can be seen on the side of the small rises about the area, it looks far cleaner and tidier than the rest of the city.

Guards patrol the area, and even have a small guardpost that is manned permanent at night. People here are more likely to be wearing opulent or at least respectable clothing. There are two paths that lead to the Market Plaza, one each on the southern and eastern sides of the map.

The Azure Star

The Azure Star is a high class inn that caters for the citizens of the rich quarter. The inn is open and spacious, and gives the impression of a well behaved and cultured environment. There is a soft hubbub of conversation, but never approaches anything resembling loud. The lighting is clear, cool but friendly, with a combination of yellow light and general blue ambience.

Various raised platforms are dotted around the edges of the building, and there are several tables and benches scattered in the gaps between these. Three large

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azure/crimson carpets market the main open areas of the inn, leading out from "The Star" a glowing blue, bare tree that is in a planter in the centre of the room. The northern edge of the inn has two staircases leading up (inaccessible), with two fireplaces inside these. Each fireplace has benches seated around it, and between these exists the bar itself, where the owner stands to serve people.

Killian's Armoury

As the proprietor of the town's finest armour, Killian keeps his workshop in fine order, and given its place in the rich quarter, decorates and organises it such to meet the expectations of his standard clientele. The armoury is a pleasant and clean building, with sets of his work on displays even spaced about the shop. The building has an ambience that it both brightly lit and organised, while still being practical enough such that it can be used to forge fine sets of armour.

The forge and workbenches sit around a corner from the entrance, though out of the way of anyone who wishes to peruse Killian's wares. The T shaped corridor goes back further to the left, where the last few sets of armour and a interior plant sit, and a door (unusable) that leads to Killian's living area.

Korihn's Tower

Korihn's tower is a distinctly magical interior. Separated into an entrance chamber and the tower proper, and the only way to move from one to another is to teleport (either through a helpful golem or an actual portal). There is a constant hum of magical energy and other magical noises, and a cool, supernatural bluish light permeates the air.

The main area of the tower is a small entrance containing a portal with two statues either side, which opens out into an open lab area. The centre contains a statue with a small bowl in front of it that contains some rotating rocks bathed in a constant stream of flame. Two nearby pedestals are topped by a small vase with a strange, gnarled plant. An odd looking tree with a near magical appears also sits to one side, mirrored on the opposite side by a portal.

The edges of the room are filled with various magical paraphernalia, from benches to crystals to braziers, obelisks, and giant bookcases. Large red and purple tinted carpets strike a strong contrast to the rest of the colour and items in the tower, though still give the impression of a busy yet opulent lab.

Korihn, the owner, stands at the rear of the area, and his imp servant, Cespenar, flaps around the room.

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Temple of Helm

Serving as the spiritual home of the citizens of Darthall, the temple of Helm is a solemn and well maintained religious bastion, exemplifying the virtues of order and law that are espoused by Helm. The ambience is as austere and contemplative as one would expect in a temple, mostly silent with a casual background hum of noise. The temple is decorated in an orange and gold motif, matching the exterior of the building.

There is a narrow entrance, which opens up into the large central area filled with carpets and benches arrayed in rows facing forward. The middle of the far end of the room is dominated by a statue of Helm, which sits between an altar and the rear entrance (unusable) to the temple. The statue of Helm is bathed in a luminous blue glow.

The rear of the temple has several benches and tables on the back and the side of the wall that have a few vials and urns on them. The walls are marked with lights and tapestries, and the corners of the main room closest to the entrance have several bookshelves filled with reading material.

The sides of the rear of the temple have two small doors, the northern one leading to an antechamber with a wardrobe and a bed, and the southern one with a set of stairs leading down into the Temple undercroft. Two statues stand on either side of the stairs leading down, as though watching any who passes between them.

Temple Undercroft

The undercroft is fairly dimly lit, with much of the light coming from fire lanterns that adorn the walls. Sarcophagi and pedestals are spread about the undercroft, though it is in a moderate state of disrepair. While it appears to have once had some degree of style, it appears disused and as though it has been let to grow mouldy and fall apart. The sound of this area should reinforce that feeling, with creaks and crumbling noises, along with the faint noises of the undead.

The undercroft has a central chamber with stairs leading up to the temple proper, and then a series of doors leading from it. There are six separate rooms. The first is a room filled with altars, statues and sarcophagi. A statue stands in the middle as a centrepiece of the room. Examining this will trigger the first undead in the area, which will drop a key that will allow access to the rest of the undercroft.

Four rooms are home to statues that have been corrupted by negative energy, and are in a similar state of disrepair to the rest of the undercroft. One of the doors leads to a small passage that is initially closed – the two secret doors inside are opened by completing the quests “Helm’s Blessings” or “Cleansing the Undercroft”. The former gives the player access to the armoury, the latter access to the stairs leading down to the undercroft chamber.

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Undercroft Chamber

A long hall with lights and statues either side leads to an expansive chamber filled with pillars and torches. The lighting is mostly dark, but lit up atmospherically with the torch lights, bathing everything in a soft, yellow/orange glow. A mystical blue fog rolls along the floor, as though something magical is afoot. Paintings, altars and sarcophagi are placed about the chamber itself, giving the impression that it is considered sacred. It gives an overall feeling of holiness, yet tinged with a slight hint of atmospheric menace.

Rich Estate House

This home is large and very carefully arranged, such that everything indicates wealth and opulence. Yet at the same time, it is practically arranged, so that it is both attractive and functional. The floors are a combination of light to medium shades of brown, and the walls have a slight pink/salmon tinge with a faint hint of azure in the columns. The lighting is bright, and the noises within the house are minimal, all giving a calming atmosphere.

The entrance to the house has a small stone square entrance, with a couple of benches here with decorations on them. The entrance way opens up to a large entertaining/dining/living area, which is filled with decorations, and is well lit by a chandelier in the centre of the room. The northeast corner of the room contains two paintings, and a small bookshelf and cabinet. These are situated near a table that appears to be for more casual use. There are sets of windows on the southern side of the room, and a couple of plants in vases on pedestals between them to add to the ambience. The western end of the room has a large dining table, surrounded by fancier chairs, indicating that this is the table for entertaining guests. A pair of bookshelves flanks a fireplace, which is currently out. The northwest corner of the room features a sitting area, along with a statue and another painting. A corridor leads off the centre of the northern part of the room, and goes around to the right. A door leads off to the main bedroom at the corner of this turn, and a door leads back south at the far end of the corridor.

The main room and corridor have several rugs that are a purple/violet/salmon colour combination, in varying shades and appearance. The hallway itself is lightly decorated, a few shelves with pot plants and a couple more paintings as well. Two torches provide small pools of additional illumination in the hallway section leading east.

Abandoned House

This house is home to one of the partially crazed group of people from the quest "Voices in the dark". As with the other houses, the atmosphere of the house is very brooding and ominous. Lighting is low, with yellowish light being given off by the

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candles in the house, and there are low eerie noises that can be heard as background noise.

The house appears to be in a state of disrepair, albeit still marked with the trappings of a more opulent home as is befitting for a home in the Rich Quarter. Still, a smashed table lies to the right of the entrance, and the dim candles provide the illumination in the room.

The Western edge of the room has a small alcove filled with bookshelves and a small chest, and broken items clog the doorway that leads upstairs in the Northwest corner. The walls are covered in various decorations and paintings, and a few small plants are placed neatly inside.

Bennor's Home

Bennor's home is a relatively simple affair, featuring a few bookcases, a desk, a table and a small fireplace. The main room corridor is a small dogleg to the right of the entrance, and has a small set of stairs (unusable) that lead upwards. The small desk near the entrance has a few items on it, as though it has been recently used. There are a few plants for decoration, but the primary focus of the room is the fireplace and the chairs and tables situated near it. Bennor should be standing here when the player enters the area. Overall, the ambience of the room should be one of restrained wealth, quite practical and acceptable with a touch of opulence.

Riana's Home

Riana's house is a fine example of class in the rich quarter. It features a variety of styles inside the home, with tasteful decorations in a nature-oriented fashion. There are numerous bookshelves and desks in each room, all filled with books or covered with small items.

The entrance room is less full than others, containing a few plants and sideboards. The centre room is filled with a large table, with one side having a few trees in planters and some pillar decorations. The other side has a window and a few desks. A third room is like sitting room, with a bookshelf, a desk and paintings. Her bedroom is another separate room, containing a few wardrobes, a chest or two, a bed, a couple of lamps and paintings on the wall.

The last two rooms are more akin to workshop rooms, one containing an assortment of crates, baskets, barrels and implements, and the other with a number of tables and shelves covered with small plants.

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Slums

Home to the Mead Hall, and the hideout of the rebels from Sorshan Keep, the slums is the most densely populated area in terms of buildings. Many of the buildings will be somewhat run down, with the owners ranging from amenable to outright hostile at the player entering their home.

A large number of burnt buildings can be seen from the southern edge of the map, an extension of those that can be seen from the Market Plaza. The buildings in the slums are an assortment of different styles and types, though none of them look in good condition. While the Mead Hall dominates the centre of the slums, several alleys exist on the edge of the map, and these are tucked around corners created by the buildings.

The terrain to the north and east is quite mountainous, and would prove difficult terrain to navigate for most. The land to the south is used for farming purposes, with several livestock and fruit trees there.

The area (and its interiors) will have a large number of barrels and crates lying around that the player can search through, though most will have little reward, mainly focussing on “useless” or “invaluable” items such as those that can be used to craft items.

No guards patrol this area, and the people are more likely to be wearing poor clothing. Nobles do not frequent the slums. Two paths lead back to the Market Plaza, both on the western side of the map, one in the North, and one in the South.

Harry's home (Small slum house 1)

This small home has a rather foreboding and decrepit atmosphere. The lighting is somewhat dark, the noises vaguely haunting and the overall effect is for a wooden home in a state of disrepair.

This small house is a mess, with a fallen bookshelf with its book strewn about the floor on one side, a collapsed bed on the other, and a couple of tables and a bench placed in a seeming random fashion within its small confines. A crate lies damaged and on its side at the rear of the room as well.

The only things of interest are a couple of rats that scurry about, the owner, a mad man by the name of Harry, and a totem/idol on the table closest to the entrance. The last two items are both part of the quest "A Maddening Request".

(General Transporter's) Warehouse

This large warehouse is a vaguely disorganised yet busy warehouse. A few workers wander about doing their business, and the casual sounds in the background give the

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impression of a moderate amount of work. The walls are a combination of smooth and rough stone, and the lighting, while not overly bright, has patches of yellowed lighting thanks to the chandeliers dotted about the warehouse.

Crates, barrels and baskets are scattered throughout area, as are floor mats and various types of wagons. There are large stacks of crates in the centre of the room and both northern corners. There is a raised platform in the southeast corner that holds lots of barrels and baskets, with a few crates underneath.

The northeast corner is also home to a work bench and a small track of rail, with patches of broken rocks and wood beside it. The northwest corner stores another workbench and a small pulley post.

The southwest corner contains a stable with two horses, and just north of this is a little depression with a pulley post and a cart. Ferys the wagon worker is here inspecting his wagon. Interacting with him can net a 'Helm of the Sand' (10/ magic resistance), if the player offers to help him and has 8 ranks in either craft weapon or craft armour.

Dormitory (Small Slum House 2)

This building is in a vague state of disrepair and abuse, with mess scattered about the floor. There is a vague hum of noise, albeit one that gives a sense of people in a slight sense of unease. The various people in the dormitory are not here by choice, but because it is the only place they can rest. The lighting is not bright, but slightly dull, and adds to the sense of vague disquiet.

The entrances are narrow walkways that open up to the large central room, and the building has no internal doors. The eastern side of the dormitory is filled with bunk beds and bedrolls and sleeping pallets. The western side has a number of shelves, and also the oven that is used to cook food. A moderately sized table sits in the centre of the room.

The various people here mill about, not really giving any indication of happiness or mirth.

Ruined Storehouse (Small Slum House 2)

This building appears abused, and now disused. The lighting is dark, the floor in poor condition, the noise quiet apart from the noise of the draft and the soft sounds of vermin.

Ruined crates are spread about the entire small room, though are broken up by a fallen bookcase and broken bed on the western side, and a small "maze" of barrels on the eastern side. Two small beetles (for "A Maddening Request") can be found here.

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Eleesha's Home (Small slum house 4)

This home is a strange entity in that it is both a poor slum house, and well kept. It is mostly quiet, though somewhat homely and friendly. The lighting is moderate, neither bright nor dark, giving a pleasant, inoffensive atmosphere.

The main bedroom off the hallway is a sophisticated affair, with semi-luxurious trappings and decorations. It contains a tapestry, bench, side table, a couple of wardrobes, and a booth seat with a few pillows on it. There are a few shelves placed around the double bed, along with two bed side tables. A lit lamp provides some extra light and mood to the room.

The rest of the house is fairly plain, with a couple of shelves, a table, an oven and some various food storage items beside the oven like sacks and baskets. There is a small table in the corner closest to the main bedroom, otherwise this end of the house is fairly open. The opposite (northern) end is where most of the furniture is, and there is also a small bedroom off to the side that has a single bed and a small wardrobe.

Family Residence (Small slum house 5)

This residence gives a somewhat friendly and warm impression, moderately well kept, given it is in the slums, but still very much a slum home. The lighting is moderate, and there are a few noises of floorboards creaking and an interior draft.

The lighting in here is warm and friendly, and light comes in from the north side of the house. On the left immediately after entering is a small bedroom that contains beds for the two children in the family. It also contains a desk with a few small toys on it. There is also another room on the left at the other end of the house. This is the bedroom for the parents, containing a bed, table, a shelf, and a wardrobe and a chest.

The south side of the house has things stacked against it. Baskets, pallets, shelves, boxes and an oven can all be found here. The centre of the home is filled with a table, crates, a bookcase and desk, and single tree for aesthetics.

The family are not overly unfriendly, but at the same time are not welcoming.

Abandoned Home (Small slum house 6)

This smallish home is somewhat unfriendly and has a slight dark and dank appearance. The impression is that it has not been looked after that well, and that this is intentional. The house does not have any creaks, but has a draft and eerie sounds, from haunting backgrounds to an occasional thump.

The house is set up in the shape of a C. The entrance of the house is filled with crates, a table and a couple of other miscellaneous items. The main hall contains a stove on

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the west edge, which has a soft glow from its flame, opposite a table. The northern end has a bench of cooking utensils, then a planter filled with rocks. Four shelves are above this, which hold an assortment of rocks and other items.

The dogleg of the northern end is home to a bookshelf, a shelf, a bed, a desk, and a bunch of sacks with a small, low shelf over the top of them. A window is at this end, and casts light over this area. There is also a wardrobe here, which is trapped with a trap that can easily kill an unsuspecting and/or low-level party. It contains the halberd 'Childkiller.'

(Jakou's) Storehouse

This dark and foreboding storehouse gives the distinct impression that visitors are unwanted. The lighting is very dim, provided mostly by a few lights that are scattered about the room casting strong shadows. The noises in the room are soft and eerie, with a soft wind and the occasional creak or thump.

In front of the entrance is a large bunch of barrels, stacked in front of a few kegs against the wall. The southwest corner of the warehouse houses a large number of crates. The middle of the room features a set of shelves, which store a few items of interest. There are a few barrels, crates and chests that are usable, some of which are trapped.

The eastern edge of the interior is a raised platform, and the area just before the stairs leading up it is trapped. At the far end of the platform is a trapped chest, which can only be opened after the player has retrieved the key from the thugs in the slums. (As per the quest "A Thuggish Encounter")

Slum Residence (Large Slum House 1)

This smallish house has a rather disagreeable pallor, as though it is dirty and mouldy. The lighting is dark and has a greenish tint, and the overall impression is that the area is slightly disagreeable.

The interior is a corridor on the eastern side, with a staircase leading west in the middle, and a dogleg on the south end leading west also. The northern end features a few shelves with cookware and assorted house items. The centre of the house features a table and a fireplace, with a bench, rug and chandelier on the south end of the corridor. In the southwest corner and either side of the staircase are a few crates.

Thug Storehouse (Large Slum House 2)

This semi-dark and wooden warehouse gives an impression of danger. The lighting is not dark, but it appears to be moderately frequently used. There are a few background creaks and noises, but it is mostly silent.

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The main area of the warehouse is formed as a t-shaped interior, with a small room leading north off either end of the "T". The entrance has a carpet and a some shelves on either side, opening to a plain and empty hallway. The western end of the hallway is filled with crates, which block the hallway entirely, including the entrance to the door on that side. Some of these crates have some small valuables in them.

The southern side of the hallway has a few curtains and some boxes and shelves against the walls. The small room leading off the "T" is filled mostly with barrels and baskets, some of which have some small items in them.

Slum Home (Large Slum House 3)

This home is the residence of a husband and wife, who keep it in a respectable condition. With a decor that is somewhat like a log cabin, the overall feeling of the house is that it is homely, but not overly welcoming or a place to stay. There are the low noises of a lived-in house, soft, but definitely audible.

The entrance area is a large open room, with a bedroom leading off a door on the eastern wall. This room has a double bed, a desk, and some shelves, a wardrobe and a couple of boxes, and some items can be found within these.

The centre of the main room houses a dining table and a washing line, with the northern edge being home to two bookcases. There is shelving along the other walls, and a washtub on the western side near a few crates in the northwest corner. There is are candles on a raised lamps near the washtub and also near the main door.

The western end also has a small culvert that houses the cooking area, which is home to a stove, a bench and a stone platform that is used to stack various implements, cooking and otherwise. Some small sacks and baskets are placed here also, presumably storing the food for the owners.

Arfik's Home (Large Slum House 4)

This house is a little bit better kept than most of the other houses in the slums, its decor reflecting a slightly wealthier person than the average commoner living in this part of Darthall. The floor is made of dark wood, and complemented by the dark brown tint to the walls. When combined with the lighting, which is a little below average, it creates a vaguely ominous atmosphere. There are a few creaks and subtle noises, and the music also adds to the feel of latent danger.

The centre of the floor features a pedestal with a plant in a vase, and this is surrounded by empty space, with the passages coming off it in a cross. The northern end has an exit and a shelf on the eastern side, and an alcove leading off to the west. This alcove has a number of crates beside a stairway leading up. The eastern end has

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a table and serves as an eating area, and has a couple of single shelves here. The south eastern corner of the central tile of the house has a small stone platform that has a few barrels and other items on it. The western end is filled with cooking items, including an oven and a bench of cooking pots and pans, and a bunch of baskets that extends around the corner into the stair alcove. The southern end contains a water trough, a few miscellaneous items like barrels, sacks and bags.

Arfik and his two goons stand in the north-eastern corner of the "cross", between the table and the central pedestal.

Arfik's Home (Large Slum House 4) – Upper floor

This small upstairs area is small and homely. It is a more organised and pleasant area, further demonstrating that Arfik is more wealthy than the average slum resident. It does not have the ominous feel of the main floor of Arfik's home.

The area is set out as a t-junction, with the stem of the t at the north, which is where the stairs leading down are located. The entrance area has a few crates and a small plant as decoration, and then a door to get into the intermediate room. This intermediate room has doors leading between each of the three rooms around it, one back to the stairs, and the other to Arfik's bedroom and the room where Iyla is being held. This hallway has a floor covering that makes it appear more refined, and also has a table on the southern edge, a crate in the northeast corner and a few miscellaneous items in the northwest corner. The room to the east is Arfik's bedroom, which surprisingly is somewhat modest. It features only a bed and a wardrobe. The room to the west is the room where Iyla is being kept, and this is also fairly empty. It contains a small round table, a bookshelf, Iyla's sleeping pallet and a few toys.

Slum Home (Large Slum House 5)

This is a relatively empty house with an old lady as the only resident. This features little in the way of things to look at, mainly filled with shelves filled with pots and pans. The lighting appears somewhat dank and musty, giving an overall drab and yellowish tint. There is a separate bedroom which is equally sparse and empty.

Ruined House (Shadow Lair House)

This house has a similar ambience to all the other houses involved in the "Voices in the Dark" quest. Light is giving off only by small candles, and the overall atmosphere is spooky and oppressive.

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This house is different to the others because it does not feel lived-in. It should be sparsely populated with objects that very much make it feel as though it the owner has just moved out. Various implements should lie about related to digging, and there should be some dirt spread around as well. It has two exits, the main door to the slums, and one leading down in to the Shadow Being's lair.

Quests

A Furtive Request

Esme, the leader of the Sorshan Keep Rebels, approaches the player, demanding their cooperation because they have killed the Duke's son. When they agree, she tells the player to meet the rebels at their base within the slums. If the player doesn't agree (after a warning) she kills the player. However, rather than just threatening the player, she offers to sweeten the deal by not telling the Duke of their culpability and instead, informing him of the player's assistance, which will most likely net the player a reward.

Recruit an informant

Talk to Rylar who tells the player that he wants to help bring down Lord Eritaan, but doesn't want to get involved until his family can escape the city. He tells the player he won't help unless the player helps him get them out. So the player must go back to the rebels and get their help. Which is the sub-quest "Passage to Safety".

Once this is done, Rylar will agree to work for rebels, and move to the Mead Hall for any future interaction with him.

Passage to Safety

Esme directs the player to Gydlee, a man in the Gate District who can help. But the player needs to convince the mother to leave with her daughter first.

Two options for convincing the mother.

1- Good) Convince that she should leave. She requires proof the player is working for her husband. She asks for her name (if the player hasn't already said it) and to give her an item and/or a saying from her husband as proof. When the player comes back and deliver these, she will agree.

2 – Evil) The player must kill all the other occupants of the dormitory in order to cow her into coming along. She will agree once the battle is over and they are all dead.

After convincing the mother to come along, the player travels the gate district. When they arrive, Gydlee will say that he can help, but he needs the player to provide assistance – aka muscle. He can get the player into the small locked building he is next to, but he needs the player's help to eliminate the few guards that are inside guarding a tunnel entrance to the city, and help get the refugees through the tunnels.

The mother and child will follow the player as they make their way to the tunnel entrance, together with Gydlee. (They will hide a distance behind the player, and will NOT be attacked or help fight – this is not an escort mission!)

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The screen should shake as the player crosses this natural bridge in a small cutscene.

As the player approaches the exit of the cavern, they are stopped by their contact. The player here has the opportunity to demand that they leave as well. The contact explains that not all of them will be able to leave because they need to cross a river further via boat. If the player insists again, Gydlee will argue and say the Pynwe and Piya will leave and he will fight the player if necessary.

Either way, a small cutscene ensues at which point Pynwe and Piya run through before rocks fall down and block the passage behind them. The screen fades to black as more dust and rocks fall... An important point is whether the player demanded to leave at Piya and Pynwe's expense. If so, then later in the game, it will be revealed that they were actually killed (even though the player is told that they survived), and as such, Rylar will attack the player.

The player wakes up to find the Gydlee has been crushed to death by the rocks, and that they have to make their way back, because the passage in front has caved in. They go along a different path and encounter Sargeant Mallum at a negative energy plane conduit, and must kill him.

A Holy Defense

Esme asks the player to find out from Rylar about how to attack Darthall Keep. She is looking to find out troop size, possible weaknesses, or any back entrances.

Rylar is initially somewhat unhelpful, but eventually provides the player with a lead about the links with the Temple of Helm. He directs the player to Kalintor to ask him about the defenses of the keep and how it might be breached. Kalintor will agree to help the player if they cleanse the undercroft of undead which have defiled it in recent years, starting the subquest "Cleansing the Undercroft."

The player makes their way through the tunnel in the Temple Undercroft, they come to a corridor lined with statues and lit up quite brightly. A door at the end opens up into a large chamber with more statues around it, and a large ghostly figure in the centre of the room. This figure is a guardian spirit form of High Priest Kaladyr, who's spirit has remained within the undercroft to protect the temple and the keep. He relates that while this is the path to the temple, he cannot allow people to pass - and explains that if the defenses of the castle are activated then it would weaken the magical protections that have been in place in the caves for centuries attempting to block the connections to the Negative Energy plane.

The player can either convince him to leave (quite difficult) or he will attack. Either way, the passage to the keep will open (which leads to an antechamber in the Temple of Tyr inside the keep's walls) and the player can subsequently return to Esme and let her know of this.

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The player will relay Kaladyr's confessions about the defenses and the potential invasion by undead to Esme, setting the scene for the subquest "An Unholy Disaster".

Cleansing the Undercroft

The player must go into the temple undercroft and then into a passage underneath that leads to the keep. There are four containers that have been defiled and must be filled with holy water in order for the passage to the chamber to be opened. Filling each container with holy water will activate an encounter of undead in the main room that will need to be killed. Once all four are done, the door will open automatically.

Banquet Surprise

Need to decide between poison and sleeping agent. Need to acquire one of the other from Leyd the alchemist, who shall demand the player do something for him. This leads into the subquest "Estranged Partners".

Estranged Partners

Leyd and Riana had a falling out because of Leyd's attitude regarding care for personal life and also for his greed. As a result, she refuses to deal with him anymore, and

Speak to Leyd, who tells the player he can get what they need, though he doesn't have access to the supplies he needs at the moment, and he can't get them. He explains he has had a recent falling out with one of his suppliers based on "business disagreements". He tells the player that he'll need them to get three different herbs from her - using whatever means they see appropriate. He gives the player a key that will let them into her home.

His former business partner's house is in the rich quarter, and is seemingly empty when the player arrives. Can get one herb before Riana arrives - only to have her "catch" them in the act.

She requires the player to meet with someone upstairs in the Smoking Hog Inn - a smuggler (Mirune) who has a package containing an assortment of herbs, including one needed by the player. This ends badly, a group of thugs have come to try and steal the goods from him, as they want to control all the smuggling in the city. It is possible to negotiate with them so that Mirune does not die - and extra XP is awarded for this. (If Jakou is dead, have them comment on this - it makes it easier to persuade them to not kill Mirune) This group consists of halflings and gnomes.

The second task requires the player to meet with the leaders of that same group, in the abandoned warehouse near the rebel safe house. This ends in a stand-up fight no

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matter what the player does, but once they are dead, Riana will give the player the second & third herb.

Note that if the player has been evil in the quest “While Angels Sleep” (by killing Sharnee and the family), then Riana will give the player the sleeping agent rather than giving them the necessary ingredients.

Otherwise, the player can take the ingredients to Leyd and have him make either the sleeping agent or the poison.

Assault on Darthall Keep

Once the player returns with the proper ingredients, they are given their final chance to do things about the town. Once they speak to Esme and agree to start the attack, they are jumped into the keep via the back route. A small altercation occurs inside the temple, before the player goes into the keep grounds, which initiates the timer countdown for the quest “An Unholy Disaster”.

Once the keep’s defenses are disabled, the player is allowed into the keep proper after a small cutscene where Esme and a group of rebels charge in through the main gates. Once inside, the player is directed to clear a passage and make their way to the grand hall. The door shuts behind the player so they cannot retreat.

If the player poisoned the guards, there are a fewer of them to fight on the way to the grand hall. Once the player arrives there, the final exposition occurs, and the player must decide what to do (as per the main quest outline).

An Unholy Disaster

During the attack, the player has a time limit to disable the keep’s defenses before the whole area will be invaded by undead and the invasion will never finish. In addition, as the player enters the keep grounds, they will be accosted by a group of soldiers. If they helped Iraen in the quest “A Troublesome Badger”, then a treant will come to their aid by killing a few of the soldiers, proclaiming them as a friend of the forest.

In order to finish this quest (and hence end this part of the invasion), the player needs to retrieve the three controlling orbs that power the keep’s defenses. Doing so will initiate the cutscene described previously.

Side Quests

Side quests should give the player a modest XP bonus, but not entirely negligible. However, they should be rewarded reasonably in terms of gold or items, in order to make them seem worthwhile. In addition, there should be plenty of opportunity (as with the main quest) to use skills in order to gain additional benefits, whether XP rewards, gold or simply extra information.

An Unpaid Debt {Free Kyandra} – Market District

Kyandra has been imprisoned due to her family's dealings with a local merchant Pakor. Kyandra and her family were trading nomads that travelled about many of the towns and cities.

Kyandra has been forced into slavery as a result of a trading deal whereby her "owner" cheated her father out of a large sum of money by proving that the goods he had provided him with had been stolen. They had been legitimately purchased, but the proof they were stolen goods had been falsified. The Lord of Darthall seized the goods, and Kyandra's father forced to pay restitution. His trading had left him only with goods by the time the accusation was made, and he was barred leave until he had paid. Given the circumstances, Pakor demanded restitution, and was granted the choice of a family member as a slave for 5 years. Pakor picked Kyandra for her attractiveness, though quickly found that her dislike for him meant she was not inclined to his company or his advances.

A trader in the market (Gynthan) brought the evidence was forward on the grounds that he would receive restitution from Pakor. Kyandra knows it was one of the traders in the market, but no one will ever tell her which one for fear that it will raise her ire. She asks the player to find out for her. The player can ask Pakor, but he won't tell them. Quizzing the other merchants will result in them directing the player to Gynthan, the dwarf. (Either through paying them or convincing them via skill dialog checks)

Gynthan is being blackmailed by a drunk named Kaleb, who has a faked replica of Duke Sorshan's seal. The player must confront Kaleb and obtain the seal.

Options to resolve:

1. Kill Kaleb and take the seal.
2. Convince Kaleb to hand over the seal (most likely through intimidation, as diplomacy will be difficult).

When the player has the seal, they can show it to Pakor, who will then set Kyandra free. She will subsequently offer to join up with the player. In addition, the seal can be sold to either Pakor or Gynthan (extra gold possible with a successful conversation skill check).

A Priest's Guilt {Free Veolus} – Rich Quarter

Veolus is in debt to the Priest of Helm Kalintor due to a debt. Veolus is held responsible for the destruction of valuable Helm chalice, for which servitude was demanded in payment and granted. Veolus curses Kalintor constantly and insists he is innocent, though states he wishes he had destroyed it. Kalintor insists the Veolus was found guilty, and unless it can be proven otherwise, he will not release him. The conviction was due to the testimony of a man Bennor, who will likely be found in The Azure Star Inn.

Meet Bennor at the Inn, who gives the player nothing useful, but he walks out afterwards. A “friend” (Enrik) tells the player about him afterwards. If the player's Int/Wis is high enough, they can guess Bennor's secret, else Enrik will simply tell the player. Bennor is immune to clerical magic, hence why he doesn't go to church and Kalintor's detect lie spell did not work.

Once the player finds this out, they can confront Bennor in his home. Bennor may relate that he hates Clerics of Bane because they were responsible for the death of some of his family members.

Options to resolve:

1. Kill Bennor and take his body to the temple. Kalintor will attempt to raise the body, and when it fails, will believe the player's story that Bennor is immune to clerical magic.
2. Convince Bennor to turn himself in. (Failure will result in Bennor attacking – hence the player will kill him and have to follow option 1 above) Bennor will confess to Kalintor his secret and his guilt, at which point Kalintor will demand restitution from Bennor. Bennor will refuse and flee the temple and justice.

Either way, Kalintor will agree that Veolus is innocent and let him go free. Veolus will then offer to join the player.

Helm's Blessings

A side quest in the temple undercroft that requires the player to do three separate things in order to open a chamber that will allow them access to the “armoury”, where several good bits of loot can be found. A book gives hints as to the three things that must be done.

- The vigilance of Helm against trials of adversity and the way he deals his forthright justice.
- The knowledge that one must sacrifice wealth in the pursuit of enforcing the law.
- The protection of others is sacred in Helm's sight.

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- The player is ported into a room with a devil, who taunts the player to leave. If the player chooses so, they get ported straight out. If not, the PCs are made immortal, but can leave at any time. If the PC kills the devil, another one is spawned. Note that the devils are very difficult to kill, so as to prevent the player from abusing this for infinite XP. If the PC kills 3 of them, they are given the blessing anyway. If the PC is brought to 1 HP, the devil is destroyed and the party is healed by an angel who congratulates them on passing the test.
- The player must give up 500 gold into a flaming coffer. Can drop 1,5,10,50,100. Amount of 1 or 5 will burn away immediately, whereas the others will add to the total, giving the player an indication that the coffer is filling up.
- The player is transported to a room with a Deva that is imprisoned. The Deva asks the player to give up some of their life force in order to free them. The PC will initially take half their current hitpoints in damage, and then will subsequently lose two levels. After this, the Deva will tell the player they have passed Helm's test as a protector of others, and restore their lost HP and give XP.

Once all three of these are done, a passage will open allowing access to Helm's armoury, which contains some valuable items and a unique weapon.

The Missing Child – Slums

Worried mother (Eleesha) has lost her daughter (Iyla), wants her found. Last saw her playing near the market.

Tracking skill/spot/search will give bonus XP & clue here, as going near Arfik's home will let the PC spot a discarded/dropped toy. Otherwise it is possible to query the commoners in the area and ask them about it, they will direct the player to the houses in the area. (Not the exact one, but within a house or two)

If the player goes into the relevant house, they will see a man with a couple of thugs. If the player queries them, one of the thugs will let slip that they know of Iyla (even if the player hasn't mentioned it), and the player catches them on this.

The man (Arfik) has kidnapped the daughter and is holding her for ransom. He will at first merely say that "she owes him" and send the player away. Returning to Eleesha will yield the full story that she used to be a courtesan. Arfik was her most frequent patron, and eventually came to love Eleesha. However, Eleesha loved another man, Ollin, and when Arfik went away on business and she had a daughter to Ollin – who has been killed in the invasion.

Options to resolve:

1. Kill Arfik to get the key to the upstairs room. Once the player has the key, they can set Iyla free. Eleesha will be unhappy that the player killed Arfik, but still reward them.

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2. Convince Arfik to let Eleesha go. It is easier to be kind to him if the player is a woman, or intimidate him if they are a man. If they succeed, he will give the player the key and tell them to return Iyla. If they fail, he will attack as above. Eleesha is happy to see the conflict resolved peacefully.

The Mystery of the Mute – Rich Quarter

A man will wave as the player approaches. If they question him, he points to his mouth, and then upon further questioning, will point to the house behind him. Inside, there is a golem that will teleport the player to a second room after they speak to it.

The mage inside (Korihn) has cursed him, because he was an apprentice (Araek) who stole a magical item that can only be activated through speech. The mage will give him his speech back if the apprentice returns the item.

The apprentice doesn't have the item any more. Either the player figures it out, or a companion does, or he tries again and the player can then work it out. There is an overweight merchant (Taranis) in the market area that has the item, but will only talk to the player during this quest. The player can buy it from him or otherwise convince him using conversation skills that it should be returned.

Returning the amulet to Korihn will make him cure Araek, who will run inside. There is the option to convince Korihn to take Araek as an apprentice again, which will result in Araek being very grateful.

A Troublesome Badger – Market District

A badger in a barrel in the market district will talk to the player and tell them that an evil druid has cursed them. It claims that its name is Algernon and it is a simple farmer, a human transformed into a badger for some unknown reason. He asks the player to speak to this druid on his behalf.

Confronting the druid, Ilraen, he confesses having turned Algernon into a badger, but explains that Algernon was a hunter who encroached upon sacred druid lands in order to hunt. Ilraen requested Algernon leave, but the hunter threatened him, forcing the druid to back down. As such, Ilraen then called upon the power of the forest to transform Algernon into a badger.

He offers a choice, to give Algernon a leaf that will make him mute (hence completing his suffering), or alternatively, to strike a deal such that he will not hunt in the forest again.

Options to resolve:

1. Talk to Algernon, get him to confess and give agreement, then return to Ilraen. (He will always give enough agreement to finish the quest), get his agreement, reward and then turn Algernon back into a human.

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2. Pickpocket Ilraen for the leaf to cure Algernon. Giving Algernon the leaf will restore him to human form, and he will subsequently leave and kill Ilraen.
3. Give Algernon the leaf to make him mute, which will cause him to run off. Ilraen will reward the player.
4. There are numerous plants in Ilraen's home, which can give various leaves. The options are: poison, cure leaf and muting leaf. The last two will have the same results and 2 and 3 above, the poison will kill Algernon, which will slightly displease Ilraen, but he will still give the player a small reward.

While Angels Sleep – Rich Quarter

Merchant father (Bolledyr) is worried about his daughter Sharnee. Mother (Liesyl) is convinced he is overreacting, but he will not back down. Their daughter has been complaining about noises at night, but neither of the parents has heard anything. The daughter is adamant, and the father noticed a small lump on her cheek. The father eventually asks the player to look into it.

Can search room for evidence and find some small marks (bonus XP for spot, else companion/daughter will point it out). The father asks the player to stay until the night in order to see what is happening after they come back with information.

Time passes. Listen skill will get the player bonus XP, else daughter will raise the alarm, as she hears noises down in her parent's bedroom. The player must race into parents' room to find blurred imps. They are hovering around their heads, though turn and try to attack the player after they disturb them. After the player kills them, it seems that Bolledyr has a similar mark to the one Sharnee had before. He then asks the player to go Korihn on their behalf to find out what the beasts were.

Korihn will look at the body and direct the player to Leyd. Leyd then tell the player that tell them that they are "brain parasites" that feed off dreams and implant eggs into their hosts. The eggs will hatch unless a cure is acquired or the host is killed. Leyd says he does not have the cure and it is rare, but that "brain parasite" eggs are valuable alchemical ingredients commanding a high price. (He will give the player 1500 for a set)

He can give the player two cures (2000 gold apiece) or a potion that will kill the host but allow retrieval of the eggs. When the player goes back to the parents, they can get the money for one cure from them (potentially upping the reported price with a successful bluff check), and then Bolledyr will agree to take the potion if the player will cure Sharnee.

Return to Leyd and he will give the player the potions, and they can also buy one or two (or none!) cure(s). When the player returns to Bolledyr, they can decide what to tell them (i.e. they can will cure them both or just cure Sharnee) and then the player has the option to give them both the cure, both the poison, or one the cure and one the poison.

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Options to resolve:

1. Give the cure to Sharnee and the potion to Bolledyr. Bolledyr dies, Sharnee lives, and the player can retrieve the eggs from Bolledyr to sell to Leyd.
2. Can give the cure to both, for which the family will be extremely grateful.
3. Can give the cure to Bolledyr and the potion to Sharnee. Sharnee dies and the parents are enraged and attack. The player can retrieve the eggs from Sharnee to sell to Leyd.
4. Give the potion to both, killing them both so the player can retrieve the eggs to sell to Leyd. Liesyl will attack the player in a rage.

Voices In The Dark – Gate District

Encounter a man in the local inn who raves at the player strangely. No matter what the player does, he will attack them. In his room is a desk, using which will retrieve a key and a piece of paper. This piece of paper mentions a group of people, and references two houses, one each in the market plaza and in the rich quarter.

The man in the market plaza will rave more, hand the player a torch and then attack them. The man in the rich quarter will mention a house in the slums and then attack. The house in the slums is inaccessible until all three men have been talked to.

The house in the slums, contains a final man, who is more sane than the rest of the group, who fills in the blanks of their failed story of treasure finding. They uncovered a being of shadow that has been clawing at their minds even though they escaped its lair. He knows that it will likely kill him too, but has enough sanity left to tell the player that if they surround it with light, that will kill it.

Going down into the basement, the player must use a torch to light the lamps. Once the adjacent (not diagonal) rooms around the Shadow Being are lit, it will die.

A Thuggish Encounter

Two thugs can be encountered in a locked storehouse within the slums. They will attack upon sight after a small cutscene. One of them will drop a key.

This key can be used to open a chest within another storehouse within the slums. After this chest is opened and looted, an encounter with “Jakou” a notable local thief and hoodlum, will be activated.

Once the player reaches level five, then hitting a trigger in the slums will fire off the encounter. The trigger is almost unavoidable if heading to the rebel headquarters. Jakou, who is decidedly unhappy that the player has stolen from them, will ambush the player along with a couple of thugs. Defeating Jakou finishes the quest, and rewards the player with Jakou’s weapon – the Shadow Blade.

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A Maddening Request

Harry, a madman who lives in the slums, requests the player to bring back 20 beetle mandibles to him. He is near incomprehensible, and refuses to talk except for when he wishes to demand something of the player.

The beetles are scattered around the city, and should pose little threat to the player. Once all the beetle mandibles are found, they should be returned to Harry, who will provide the player with a cryptic clue as to how to collect their reward.

They must touch the idol in Harry's room, which will provide with a small black stone. They must then take this stone to the fountain at night, at which point they will lose the stone and receive their reward instead.

“Non” Quests

Sullivan’s Tale

Sullivan is a performer who lacks the creativity to come up with new ideas for his performances. He requests help in order to come up with a new plan. If the player offers to help, they have several options of how to provide assistance (dependent upon skills and plot points that have been completed).

If the player gives him a good idea, Sullivan will give them a good reward, else he will give them a bad reward. Either way, Sullivan does the rest of the work on his own.

Ferys’ Wagon

Ferys is looking to modify a wagon to make it easier to repel attackers, and thus make travelling merchants safer. The player can offer to help him. The only options are to help him improve the armour of the wagon, or to add weapons to the wagon.

If the player has enough ranks in Craft Weapon or Craft Armour, then they will be able to offer him a suggestion and he will happily accept it and give them a good reward. Otherwise, their suggestion will be bad and he will give them a poor reward. Either way, Ferys does the rest of the work on his own.

Characters

Companions

Companions will have influence conversations both from side quests and also from set location triggers. There are 10 conversation triggers per companion for influence – these should typically NOT contain good/evil value judgements, but may contain law/chaos choices

Before the player leaves for the final battle, if the alignment responses away from companion's alignment + influence ≤ -4 , then the companion will threaten to leave. A successful conversation skill check is required in order to make them stay.

Romances

Timer based conversations that happens every X minutes. Should only occur in designated areas – create triggers in “safe” areas that will set the conversations off if romance variable is set.

If at **any** point the alignment responses + influence ≤ -4 , the romance will end.

Incorrect/poor responses will also result in the romance ending.

The final romance dialog will **ONLY** occur if all the previous dialogs have been gone through, and will occur just before the castle attack.

Kyandra Daarzir

CG Barbarian

Kyandra is a fiercely independent but kindly young woman. She has little time for the law or those who wield it, to the point of that she finds it hard to trust of those who believe in it or hold to it as a means to protect people. She has a chip on her shoulder about her upbringing and at being enslaved – which is also because her father was a slave when he was younger. She reacts poorly to those who treat her as uncivilised or uncouth due to her gypsy upbringing.

She is not overly eager to engage in it, but will not hesitate to join the fray if it is she can see it will help a worthy cause. She sees no point in getting involved in fights that are not hers, nor involve herself in situations where she does not know the full story. She is willing to go to battle – but cautious to make sure she is doing it for the right reasons. However, if she is in a dangerous situation and can see the combat is inevitable, she will not hesitate to attack first. She loves the thrill of battle, and is quite competent, but disregards compliments on her ability fairly lightly.

On a personal level, she has a great affinity with nature and prefers simpler surrounds to the bustle of cities, but does not feel uncomfortable in civilisation, even though she

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does feel a little shunned by the populace. She has a respect for art and craftsmanship, but prefers it to be expressed in a more practical sense. That said, she does have a great deal of time for poetry or song. She prides something done well as opposed to something grandiose. Kyandra prefers those people around her to be strong willed and brave, although they must have a soft-edge and gentle disposition in quieter moments.

Influence Dialogues

- 1 After defeating shadow being – defeating undead.
- 2 Meeting Esme – dislike of her clinical nature
(In each major dialogue node for Esme, fire a script that sets a variable if Kyandra is in the party. Then have a trigger on the way out that checks for that variable and Kyandra being in the party.)
- 3 Alchemist – Eliane's generosity vs Leyd's greed
- 4 Smith – respect for a craftsman
- 5 After getting banquet quest – expressing doubt about tactics
- 6 Slums - fear
- 7 After killing Mallum – thrill of battle
- 8 After getting Pynwe out – good thing
- 9 Killian – Fine armorer, maligned without reason
- 10 Korihn – distrust of magic

Romance Dialogues

- 1 Attack on Darthall
- 2 Joining the Watch
- 3 Meylana's death
- 4 *Coming to Darthall* (PC can tell her a history – she can use it later on!)
(below only after receiving first mission from Esme)
- 5 Performance/Art
- 6 Circumstances/meeting by chance
(below only after receiving second mission from Esme)
- 7 *Father/shame* (ends semi-badly no matter what)
- 8 *Father/shame* (pt 2)
(below only after receiving third mission from Esme)
- 9 Confrontation about feelings
if `esmeOutburst == 1` on `nKyandra` – then Kyandra has had a blowup argument with Esme because the player has been flirting with her – adjust the initial dialog to react to this.
(below only just before keep invasion)
- 10 Final romance – plans after this is over

PC's background as determined in dialog 4:

Sets a variable on Kyandra: PCBG

1 – Explorer

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2 – Fame, fortune & adventure

Veolus Wend

LE Cleric of Bane

Veolus hails from Sembia, and it is one of the few things he holds in high regard. He is not particularly bloodthirsty or violent, but has no patience or desire to deal with those he sees as ‘useless’. He holds the tenets of fear, tyranny and law the highest in his beliefs, and would use his abilities to gain power and control over people and lands.

Oddly enough, he holds opulent and wealthy surrounds in high regard, though Darthall does not meet his high standards, and he typically has no time for the pompous nobles who have such wealth. He comes from a wealthy background, and holds a moderate amount of favour within his order in Bane’s church, though he does not discuss the details of his faith in great detail – he has great distrust of any who might seek to discern his motives on its behalf.

Personally, he has no issue with people, and is content to share victory and power, but only where the other party is ‘pulling its weight’. He can even be “kind” to those he is friends with and cares about, though he does show it with great reluctance. A healthy respect and desire for power, along with the willingness to get things done are qualities he regards highly.

Influence Dialogues

- 1 Rich Quarter – inferior to Sembia
- 2 Temple – Having to return
- 3 Temple Undercroft – disgust at it having fallen into disrepair
- 4 Market – the people and them as a source of power/wealth
- 5 Smoking hog upper – poor Inn
- 6 The Mead Hall – grass roots, place to understand a city
- 7 Jakou’s Warehouse
- 8 Watch – bastion of law and control
- 9 In banquet quest – “I fail to see why we should act as errand boys” – he wants to be in charge, not ordered around.
- 10 Rich Estate – nice home/nobles who do not appreciate their standing

Romance Dialogues

- 1 How did you get here?
- 2 Why did you help priest of Bane?

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3 Have you ever been to Sembia?

(below only after first meeting Esme)

4 Tell me, <FirstName>, do you feel bad for killing a noble's son? (Introduce some of Veolus' past)

5 So what do you think of what we are doing, <FirstName>? Do you truly wish to depose this Lord Eritaan? (Expresses some interest in the player)

6 Discussion of power and how Veolus joined the church of Bane. (will change according to PC's desires as per dialog 5)

(below only after receiving second mission from Esme)

7 What do you know of Bane? (dismissing Bane or Veolus' beliefs will stop the romance. Followers of enemies of Bane will be treading on more dangerous ground)

8 The events involving Larodar and the reason why Veolus was expelled from Sembia.

(below only after receiving third mission from Esme)

9 Plans after this is over

10 Final romance – Asks to sleep together before the attack

PC's plans as determined in dialog 1:

1 – Traveller

2 – Fame and adventure

3 – None of his business

PC's Sembia state as determined in dialog 3:

1 – Used to live in Sembia

2 – Has visited Sembia

3 – Never been to Sembia

PC's desires as determined in dialog 5:

1 – Wants to control Darthall

2 – Wants to be paid

3 – Wants Eritaan to suffer

4 – Wants to leave the city

Major Characters

Captain Wyklund

Captain Wyklund is the chief muscle of Eritaan's army, and is a fearsome warrior that wields a large battleaxe. Decked in full plate armour, Wyklund is a vicious and brutal fighter that takes great delight in battle and killing. He prides himself on his ability in combat, and will typically seek out the most deadly or dangerous foe he can see in order to prove himself and strike fear into the heart of an opposing enemy force.

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Lord Eritaan

Eritaan is a scheming and confident ruler, albeit extremely greedy. He is calculating and more of a finesse fighter rather than relying on brute strength. He is vicious in so far as he does not care what he does to achieve his own ends, while he is not bloodthirsty, he cares not for the lives that might be injured by his actions. He cares for Esme and treats her with strong passion, albeit restrained because she knows how dangerous she can be.

Sargeant Mallum

Sargeant Mallum is the somewhat callous leader of the Watch. While he reports to Wyklund and Eritaan, he essentially has free reign of law and order as enforced by the Watch. As a somewhat accomplished mage and necromancer, he is unhappy with this role, and has taken upon himself to deliver death and brutal justice to appease the sense of boredom that plagues him.

In truth, he cares little for the law about the city, and will not raise a finger to maintain it. When questioned about matters, he will ignore or brush aside the player's concern, escalating to threats if the player continues to press him.

Esme

Esme is a cold and calculating woman who leads the rebels within Darthall. She has no compunction in doing whatever needs to be done to achieve her ends, whether stealing, killing or torture.

She is acting in the employ of Duke Perios Sorshan, or so should would have people believe. She is actually the lover of Eritaan, and together they have hatched the plan of Eritaan's defection from the Duke's employ in order to lure Sorshan to the city.

Duke Perios Sorshan

The Duke is a selfish and power hungry noble, driven by an overwhelming loyalty to Sembia. While he is not evil and does not revel in death and slaughter, he is not above using violence to obtain what he wants, though is not prepared to do the dirty work himself. He prefers to employ minions as tools to do his bidding, and remain blissfully ignorant of any atrocities they might commit in order to achieve his desired outcomes.

High Priest Kalintor

Kalintor holds the title as the only priest of Helm in Darthall, although it has been that way for quite some time. While he holds Helm in extremely high regard and is a staunch supporter of the rule of law, he feels somewhat hamstrung by his age and the fact that his temple is so small. He feels as though he has failed somehow in his duty

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to Helm, and while he would like to see Helm's duty carried out, he feels he is too weak to do so. He will eagerly offer whatever support he can to those who might serve Helm's needs, though still has the strength of will to stand up to those that might attempt to intimidate or bully him into submission.

Minor Characters

Carth Sorshan

The son of Duke Sorshan, Carth is an uppity and self-righteous noble, with the grave distrust of anyone not highborn. He will seize on any perceived slight or failing, whether justified or not, and is fiercely loyal to both his father and Sembia.

Elyene – Innkeeper of The Smoking Hog Inn

Elyene is a friendly and knowledgeable character. While she does not keep in touch with all the happenings in the city (or chooses not to comment on them), she is willing to explain the layout of the city to people. As the first inn of choice (or rather, the ONLY inn) for visitors, she has become accustomed to telling people about the city and its various sights. She will direct the player to the Bleary Tavern if they wish to find out rumours. Elyene will provide free lodgings for those who do not have the money to pay the 10 gold she requires for a room for the night, but she will only offer the player a basic room as the others are "taken". (Though given they remain empty, it's not exactly clear who by!)

Pakor – Merchant and owner of Pakor's Goods

Pakor is a vaguely pompous store owner, with a demeanour that suggests he is trying to be one of the elite of Darthall without coming from a privileged background. He holds most people in significant contempt, yet he has a very shrewd and canny business sense that is not typically found amongst nobility.

Breen – Weaponsmith

Breen is a somewhat personable character, although he demands to know every customer that passes through his shop. He can be gruff, and does not take well to being pushed around, but is a friendly character to those he likes. He will allow people to use his workbench, for a price, although he can be persuaded otherwise with enough skill.

Eliane – Alchemist

Eliane is a charming young lady who takes pride in her work. She is proud to be able to help people, and is happy that she is able to bring a little bit of extra joy into the lives of Darthall's citizens. She is quiet happy to talk to people about things, but she

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is reluctant to provide gossip, not considering it proper. She will provide people with whatever assistance she is able.

Leyd – Eliane's Brother

Leyd is a skilled herbalist botanist, and also controls the finances for Eliane in their shop. He is responsible for managing their stock, and he is somewhat ruthless in nature. He does not particularly care about their customers in so far as much as they can help provide an income.

Sian - Fletcher

Sian wanders about her shop, looking at things and making noise and comments on a fairly regular basis. While she is quite friendly, she comes across as perhaps a little scatter-brained and absent minded. There is no doubting her ability to craft a fine bow or wooden weapon, but perhaps she is not as organised nor as successful as she could be were she more organised.

She will periodically test her bow against the target in her room as she wanders around it.

Gameplay/Implementation Considerations

This section is for notes on technical gameplay issues that need to be considered during the development.

Modified Alignment system

Alignment should play a significant role in various outcomes and at key points during the game. As such, the alignment modification system has been changed such that the alignment is modified by higher values for the values 1-4 in the alignment scripts.

The new values are: 2, 5, 15, 40.

City Environment

The city must be a living and realistic environment. This is to be done in several ways:

- Dynamic lighting – street lights turn on at night
- Dynamic population – The number of people wandering around changes with the time of day. They must also “enter” and “leave” the districts.
- Dynamic weather – The weather must change periodically, including visual and sound effects.
- Varied population – it should be highly unlikely that the player sees two identical character models walking near each other.
- Varying conversations – the population should have numerous potential conversations, and they must change to reflect player actions.
- Area Transitions – The location a player arrives should vary based on where they come from.
- Guards – These should patrol along reasonable routes at sensible times.
- Usable buildings – Most buildings should be accessible rather than making it impossible to interact with them.

Custom Content

Custom content should be very limited in usage, and the module should be made using stock content as much as possible. Haks will be used to provide the following:

- Lip movement for cutscene conversations
- Custom Music
- Custom Load Screens
- Custom Load Hints

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Difficulty

Core quests should only be accessible after the player has attained a certain level, hence enemies should be at specific levels.

Most side quests should be possible even for a low level character, but should partially scale in difficulty where possible.

Required Scripting

This section provides details of various scripts that will be required, and a brief explanation of their functionality

General

Modified alignment scripts

- Change the amount of alignment points changed through ga_align scripts.

Movement scripts

- Ability to non-force-move an object to a location
- Ability to walk/jump PC and party to a location
- Ability to teleport PC and party to a location with visual/sound effects.
- Make an NPC move away from PC.
- Make an NPC move towards NPC.
- Make an NPC move towards a location within a set radius.

Thief scripts

- Provide XP to PC upon unlocking an object.
- Provide XP to PC upon disarming a trap.

PC one liner scripts

- PC speaks a single line of dialogue upon entering trigger for first time.

NPC one liner scripts

- NPC speaks a single line of dialogue upon PC entering trigger for first time.

NPC Control Scripts

- Ability to jump NPC(s) with a given (sub)tag to a specified destination upon them entering a trigger.
- Ability to set a variable on NPC(s) with a given (sub)tag upon them entering a trigger.
- Ability to destroy NPC(s) with a given (sub)tag upon them entering a trigger.

Skill Triggers

- Customised skill rank and skill DC triggers. Can specify skill to be used, relevant rank/dc check difficulty, and a script to run on success/failure. Can also determine whether the script should be run on the success or the failure.
- Tracking trigger – a ranked skill check vs Search and Survival that will provide floating text on the player. Different text is used for a successful check vs a failed check. An XP reward can be specified for a successful check.

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Companion Scripts

- Increase/decrease influence with a companion.
- If a particular NPC companion is in the party, initiate a conversation with them upon entering a trigger.
- Check overall influence with a companion.
- Check whether a companion romance is active.
- Start character theme music for conversations and subsequently reset original area's music.

Romance Trigger

- If the PC has an active romance with a companion, check to see if a romance dialogue can be played, if so, initiate it and set a timer for the next dialogue.
- If the PC cannot have an active romance, destroy the trigger.
- If the PC has no active romance, or it is not time to play the next romance dialogue, do nothing.

Other miscellaneous

- Ability to kill the PC.
- Ability to start conversation with PC upon failing to open a door.
- Ability to set the Last/First name of an NPC.
- Custom item activation scripts.
- Ability to turn NPCs hostile such that other NPCs will not attempt to attack them.

City Atmosphere

Heartbeat script to handle lighting and weather.

- Weather to change every few minutes.
- Weather will stay the same or change based on current rain level.
- Rain sounds will turn on/off & increase/decrease in volume based on new rain level.
- Lights will turn on at night, and turn off during the day.

Heartbeat and trigger scripts to handle dynamic population.

- Population should spawn at area entrances/exits.
- Population should move to points of interest.
- Population should eventually move to an area entrance/exit and be destroyed.
- Population quantity should vary according to the time of day.

Other population scripts

- Heartbeat scripts to make a sitting population.
- Heartbeat scripts to make tavern patrons drink/talk.
- Heartbeat scripts to make people sleep.
- Various scripts for specific individuals with particular requirements.

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Other quest specific scripting requirements will need to be determined based on the quest details. These will include (but not necessarily be limited to): cutscene blocking, specialised AI, trigger conditionals and actions, granting quest rewards, destroying/creating NPCs/objects.