

BLOODSTONE

THE VIDEO GAME



1-3 PLAYER
OVER 100+ HOURS OF GAMEPLAY
AN EPIC FANTASY ADVENTURE GAME

IN THE LAST STRETCH OF SURVIVAL, RETURN A DARK
RELIC TO THE DEEPEST REALMS AND SAVE THE
REALMS.

You are Lyric Lorrída, a young elf warrior from the village of Lombrale. As a budding warrior and a founder of magic, grow your skills in time to defend Thalia Eldette from the dark elves – vampires – and to journey to the deepest realms and destroy the Bloodstone. Control Lyric, Thalia, and Lars, utilizing their unique talents to gain power in their homeland. Master the numerous systems as you go and explore the entirety of Legendlore, and then the realms below.

Gaia is split into three realms – the sky, the earth, and the deep underground, and all three are explorable to vast extents. Fight your way through, battling old enemies and overcoming new ones, in your ultimate journey to the underground.

- Everything is useful! Craft your weapons and armor, cook your own food, and create tools and utilities to survive.
- Each character has unique, detailed growth, both personal and skillwise – form them into a team of heroes capable of saving the world!
- On your journey, complete missions and quests to earn influence in each of the three kingdoms, gaining new skills, allies, and recipes.
- Experience a thrilling, edge-of-your-seat story and prepare to face not only the vampires, but new enemies – and each other.
- Utilize their differences and learn new skills to explore all corners of the wide world!

Comparable to titles like Tomb Raider, Horizon:Zero Dawn, and Dragon Age: Inquisition, get ready to unravel the world's biggest mysteries in an attempt to make it whole again!

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Game Conceptualization Assignment 1: Anthony Mercier

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• Thalia's archery is finely honed and largely self-taught, but her sharp gaze gives her great precision. Some skills she can learn include:	30
○ Piercing Shot: Thalia takes a moment to aim and releases a single critical arrow at a target.....	30
○ Helm Barrage: Thalia combines magic and archery to launch a single arrow skyward, which rains a thousand arrows down upon the enemy heads.	30
• Thalia is easily the most gifted healer of Legendlore, both with magic and medicinal herbs, a skill taught by her mother. Some skills she can learn include:	30
○ Secrets of Eldette: Thalia's secret knowledge acts as a package deal and helps her find rare herbs, provide new and unheard of medicinal uses, and discover recipes over her thoughts.	30
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Game Summary

Bloodstone

Genre: Survival/Adventure RPG

Platform: PS/PC/Switch

Market: T for Teen (13) or YA

Story:

Embark on the vast journey of Lyric Lorrída as he winds up on the adventure of a lifetime. Starting with the surprise appearance of a young elf girl tracked by immensely strong, seemingly impenetrable enemies, Lyric and Lars find themselves traveling with Thalia Eldette, the sole protector of the Bloodstone – an item responsible for the division of the three races. Elves live in the sky; humans on earth; and dwarves down below. Far, far below them lies the only likely way to destroy the stone, and the three novices must find their way to descend thousands of miles – and survive.

A few things about Bloodstone:

Legendlore is the continent of the sky and the home of the elves. Newly discovered by our heroes, it is also the home of dark elves – Vampires. Humans live on the earth, and dwarves far below the ground. Altogether, the world is referred to as Gaia. Each continent is truly massive and, in varying degrees, unexplored. Elves live in villages and settlements in the cold continent of Legendlore; humans have built cities and industries on the earth; dwarves have only successfully colonized a fraction of below the earth.

Gameplay:

Similar to games like Tomb Raider and Horizon: Zero Dawn, embark as the trio of Lyric, Lars, and Thalia with the occasional ally of support. Legendlore is a cold continent, so keeping warm and surviving are of paramount importance. Hunting, gathering, and fighting are all important in equal measure as you explore Legendlore, searching for a way to descend to the earth below while evading the Vampires. Simply growing stronger will not ensure your survival, nor will hunting food and resources in the wildlands. Balance is essential to survive.

You can use Lyric's journal to keep track of quests and progression, which you can either gain from other people or along your travels. Each character has their own talents of crafting, their own skill trees, and techniques that will make your travels easier. Each of the three continents are vast and explorable in a fully 3D world. In each continent, each character can utilize and learn new skills to unlock new areas and further your exploration. Supplies, resources, and crafting will differ between all realms.

Bloodstone breathes a refreshing and wild energy with varying shades of calm, tranquil travel music depending on your location, or high-energy tunes for battle or intense areas.



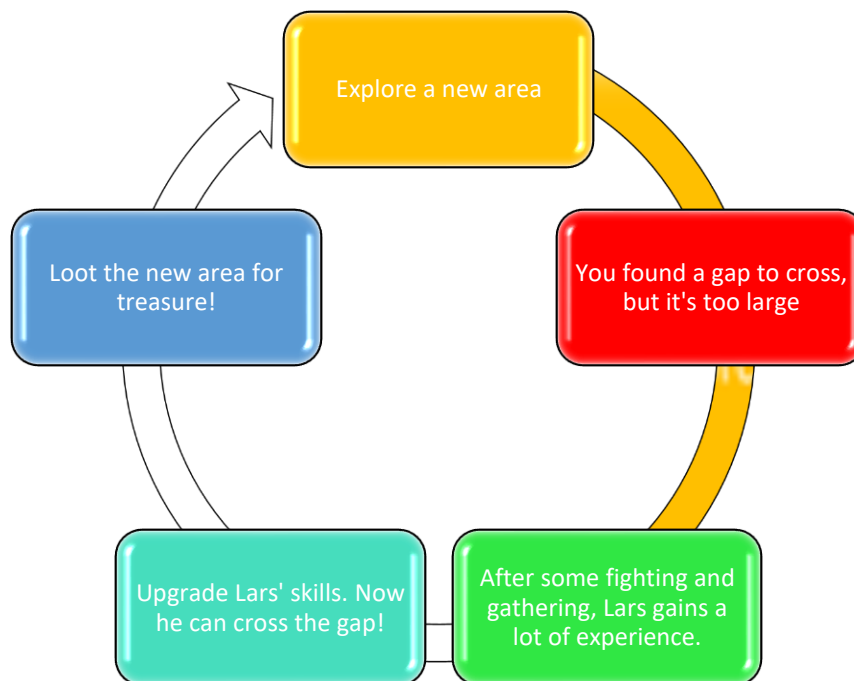
Mechanics:

Overworld

Exploration, climbing, swimming, and clearing wide gaps are all common features. Elements like Stamina and characters' personal strengths come into play. Progression, recipes, and leveling up can increase stats like Stamina for exploration between the three. The three realms are all explorable, and each has their own style of exploration.

In Legendlore, the characters utilize a tactic of 'thrown-spear' to cross open gaps in the sky continent. Lyric's clever eye can spot these locations where his spear might work. Lars' can learn how to utilize brute strength to chuck the spear further distances, or lodge it into tougher rock. Thalia can further her magical prowess to offer additional aid, accomplishing things neither of the other two can do. Later, they can upgrade their skills in the same way to utilize boats on the ground, to scale great cliffs, or to forge their own path underground.

Control can be switched between the three, or utilized in a 2-3 player scenario to fully open your explorative options. In addition to their strengths, they can level up further and get better at different things, making each advantageous under different circumstances. Lyric's main talents exist in stealth, hunting, and scouting. Lars utilizes superior strength, stamina, and charisma. Thalia utilizes magic in differing ways, allowing her to recognize arcane objects and ancient elven technology.





Combat:

Combat starts on the overworld and the only changes are button-mapping. Similar to Witcher 3's playstyle, the characters' buttons switch to primarily battle functions, mappable via learnt skills. While some basic attack functions are available in Overworld to, say, smash barrels, Combat overhauls them to make quick work of battles. Control can also be switched to other characters.

Combat should be a smooth transition of characters drawing weapons as an enemy approaches. Some story battles will precede this with a cutscene. The free movement of the characters will be changed to accommodate battle. An example of the battle control mapping for PS would be as follows:

- X – Jump/Grab
- O – Dodge/Block
- △ - Strong Attack
- □ - Fast Attack
- R1 – Ranged Focus (either bow or spell, assigned via menu)
- R2 – Ranged Attack (depending on above)
- R3 – Lock-on/center camera
- L1 – 'Witcher 3' style reel menu, set R1/R2 equip or spell, switch control character
- L2 – Skill button; hold down to use different options for O, Triangle and Square.
- L3 – Scan the area (differs between the 3 characters)
- Directional Arrows – Use hotkey items or switch between Skill/Spell quickly
- Center bar – Quick menu
- Options – Start menu
- Right Stick – Lock-on/camera
- Left Stick – Move

X acts as a jump and grab button (grappling in close proximity upon unlock) in battle, while O is dodge/block (Lyric dodge, Lars block, Thalia barrier). Square and Triangle are both weapon attacks, whether close-ranged or auto-aiming spells. R1 will be to use ranged option, switching the view Witcher/Zelda style to move the camera behind the user for a focused view of their weapon or spell. R2 uses the ranged weapon, or you can also use O, Square and Triangle for ranged skills. L1 opens the reel menu and can also be used to set the up/down arrow hotkeys, which will be potions or other items – the ranged weapon for R1/R2 can also be swapped here. L2 opens the Skill menu, changing the button mapping so Square, Triangle and Circle can be used for hotkeyed skills.

L3 functions like Dragon Age Inquisition's Scan or Witcher 3's Witcher Senses, scanning the nearby area for items or interactable objects. Lyric can use this to scout (identifying tracks, noteworthy items, etc.), Lars uses this in battle to note enemy weaknesses, and Thalia uses it for a magical scan.



Menu:

The menu is where you can view detailed stats for your characters. You can change equipment, learn upgrades, access Lyric's Journal, and many other features here.



Similarly to Dragon Age and Skyrim, the menu is divided into quadrants. It opens up initially into a summary menu showing Up, Left, Right, and Down. Center can be pressed for the map.

Up takes you to the Skill Trees and Character Menu. You can view what skills and upgrades you've applied to your team, as well as some stats like their personal relationships. Skills cannot be learned here; only at camps or bases. You can activate some skills here as well.

Another important feature here is setting your party's actions between battle and the overworld. Each of the three characters has default options (Lyric circles enemies and waits for an opening; Lyric charges; Thalia prioritizes healing), but you can change these via this menu. Outside of battle, Lyric prioritizes hunting, Lars seeks new fights, and Thalia gathers. These can also be modified, and new behaviors can be learned via experience, skill upgrades, or character relationships.

The Right menu leads to Inventory, Equipment, and Crafting. In a style like Dragon Age: Inquisition, you can cycle through the equipment and inventory of your characters, outfitting and comparing them. Some crafting can be done here, but you can also overview your recipes for crafting centers (campfires, crafting tents, etc.). Importantly, in Inventory, you can eat pre-made food to stave off hunger.

The Left menu leads to Lyric's Journal. Here you can view and sort your quests, bounties, and view your gameplay stats. You can also view the Maps here with quest markers.

The Down menu leads to the Bestiary/Codex menu with information on the various enemies, characters, and tutorials you've experienced. There is a completion percentage divided by areas and sections of the world.

Another menu that can be viewed is the Reel Menu by pressing L1 (or the equivalent). This allows you to set your characters' R1/R2 skill here (or hotkeys on a PC) and to set items for the Up/Down arrow hotkeys. The Reel Menu acts as a substitute for swapping skills in the main menu and only lets you operate with what the characters have on their Belt (R1/R2 Weapon/Skill, Equipped Weapon, 3 Potion/Food slots). More slots can be added by equipment or learning skills.

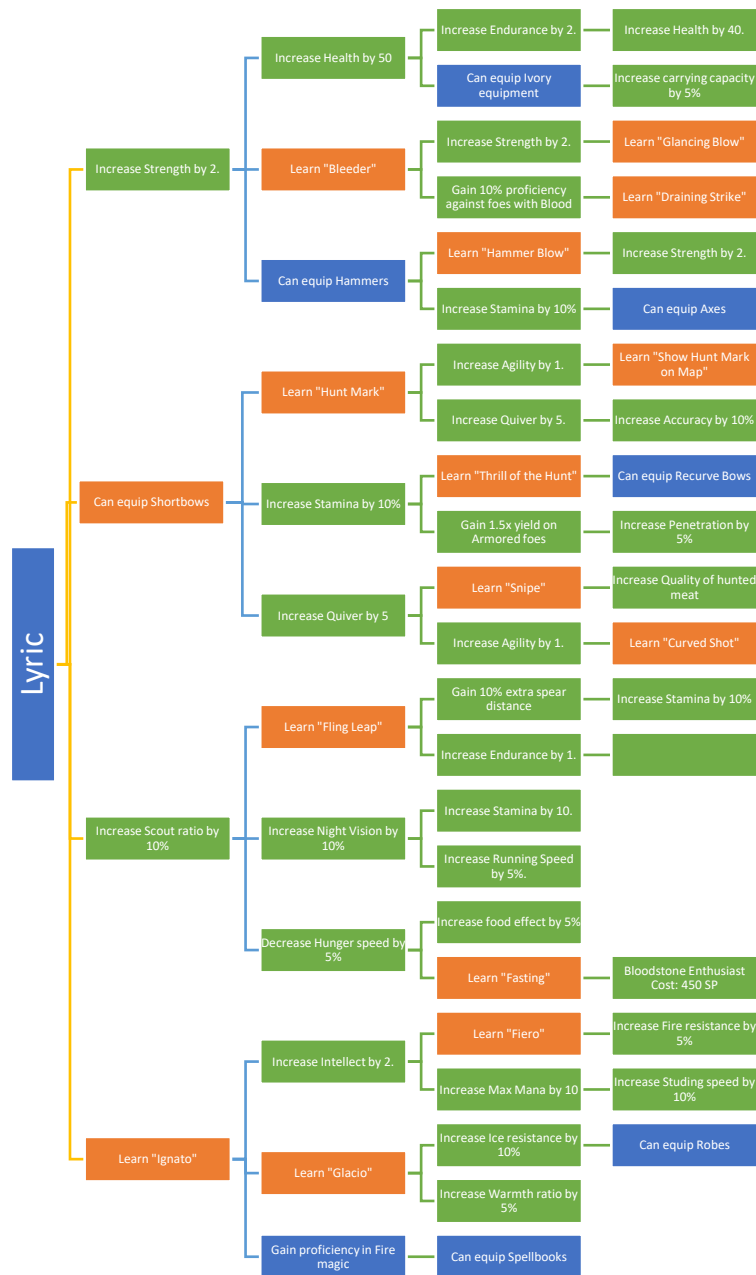
Other Mechanics:



Skill Trees:

Skills are learned in a Skill Tree-type fashion. Each character has their own unique Tree, but some skills may be similar in nature. Each also has categories, and more categories may unlock with character progression. Skills can be learnt by exchanging SP (Skill Points), which are earned based on leveling, exploration merits, and rewards.

The initial skill paths include a choice between Combat, Survival and Exploration skills. Each may increase respective parameters, teach new skills, or introduce new twists to the mechanics. For example, you can increase a characters' strength, their Hunger threshold, or the limits of their Scan ability. Skills can be a direct and specialized attack, the gained skill of learning to pierce rough shells with more ease, or how to smash boulders blocking paths. New twists can be provided by teaching non-combat skills in battle (a dive instead of a dodge, etc.), learning new tools for hunting, or the ability for Thalia to charm the spear and reach new grounds.



Increase Parameter

- Increase either a stat, a percentage, or a ratio. Can be a direct, visible stat or increase/decrease chances, effectivenesses, or gains.

Learn Skill

- Learn a direct ability, whether usable or passive. Passive skills are always active or can be enabled, where usable skills are directly usable in battle or the field.

Equipment

- Can now equip or use a certain type of equipment.

Relationships/Alignment:

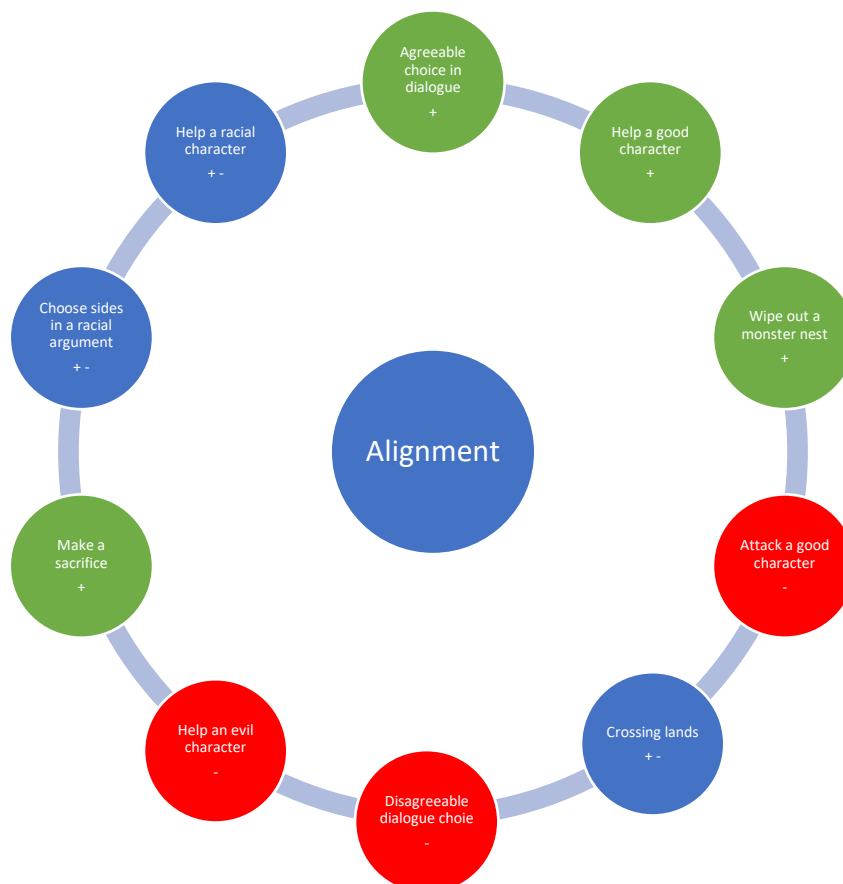
For the most part, the relationships between Lyric, Lars, and Thalia are the main statistics of the game and affect the outcome, battles, and learnable skills. However, this can also affect relationships with other major characters and races, which also affect the game in major ways.

The friendship between Lyric, Lars, and Thalia is instrumental to the game and can affect the true ending. It affects AI of characters not in your control and how they treat one another in cutscenes, and is primarily affected by dialogue choices and actions you take. Almost every choice you make affects the relationships between one or the other.

Other major characters can also affect the ending, primarily which characters end up with whom in the end. Lyric, Lars, and Thalia each have at least 4 possible candidates for whom they will pursue a relationship with at the end of the game, and each is part of a respective ending. The other major characters can assist the party depending on their relationships.

Alignment between the races is affected by your choices. The three races generally detest one another, but you can change this based on your interaction with the races and how they feel towards you personally. This can affect the story and, while it bars no doors directly, can change the actions you need to take to pursue certain ends.

Alignment also concerns how your characters are perceived by the world. Do good, and your status will increase; do bad, and it will decrease.



Crafting:



Crafting can be done in a few different ways and has a wide variety of uses. It is an instrumental system to the survival in Bloodstone. You can craft weapons and armor, tools, medicines, food, or other items. While a few simple things can be crafted through the menu at almost any time, others require campfires, crafting tables, or certain shops.

Crafting in the menu is done with very simple tools. You can break up bigger items into smaller parts and combine simple parts together. Recipes such as adding a condiment or spice to a food can also be done here. Potions can be mixed and can brew over time via Thalia's abilities. You can set her to make a recipe and it'll take some in-game time to complete. She can learn better ways of doing this, saving time, and new recipes through her skill tree.

At campfires, you'll see the cooking menu. Each character has specialties and cooking techniques they can improve on. At first, you can only roast certain meats and experiments, but you'll unlock recipes as you keep cooking, and further when you upgrade each characters' cooking abilities and experiment with new food items. Furthermore, besides improving and sometimes slowing the future rate at which hunger grows, some recipes offer bonus effects such as heat resistance, cold resistance, or a strength bonus.

At workbenches, you can create tools and repair items. Workbenches allow for more complex tools that you cannot create on the go, such as creating simple axes, hammers, or swords. Armor can be fashioned here as well, and you can supplement your current equipment with new upgrades. Recipes can be found all over, and others can be learned by upgrading your characters and fine-tuning their skills.

Anything that cannot be made at a workbench, requiring some kind of blacksmithing equipment, can be done at a Blacksmith. This will open up later as Legendlore doesn't have such metals required for metalworking, but the ground and below the earth do.

All of these skills can be perfected through your characters' skill trees, through trial and error, or through studying at libraries.

Camping



Your team can set up camp in many predetermined spots in the lands. Though predetermined, they're based off safe locations that the characters can protect and keep safe for a night. Once a camp is set up, you can use it as a base and recover health, sleep until day/night, set up a crafting table, and more as you gain new abilities. You can also use the opportunity to commune with your party and see what their suggested courses of action are.

Fling

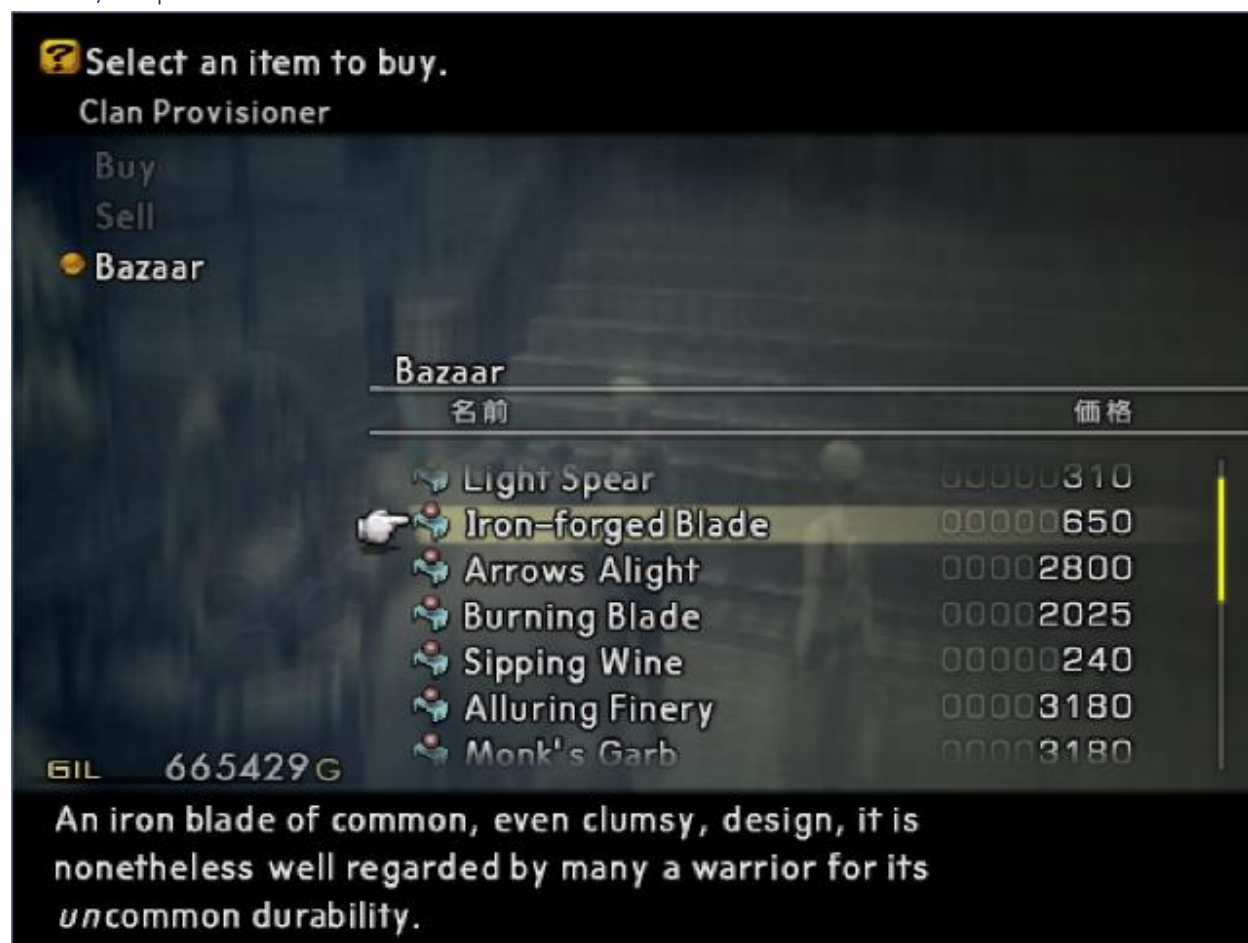
This technique mostly comes into play in Legendlore, the sky continent. As most of the land in the sky is floating free and sometimes a great distance apart, the two best ways to cross the larger gaps are Skybridges and Fling. Fling involves using a rope-tied spear to fling across gaps and secure passage across. All three characters can learn abilities to make this easier, to Fling new distances, or new advancements that can further your success. Flinging is important to cross the gaps, find new treasures, and even progress the story at points. You can activate Fling by standing at any ledge where you can see a target across. Some inhabited places have Fling targets, but you may come to identify rocky outcroppings or ledges as new Fling targets, too. Even with your skills, a small button prompt sequence will determine how successful your Fling is. The crossing itself is done automatically. Seeing as it's fully possible to fall off the continent, that part is automatic.

Dialogue/Towns



Bloodstone uses a smart version of the dialogue wheel in the form of simple emotional responses. As is seen in Detroit: Become Human, some situations result in a quick choice. However, games like Detroit: Become Human aren't fleshed out fully with the features of today's RPGs. Merging the two creates a quick and almost reflexive result. Will you react harshly? Softly? Do you agree with the choice before you, or turn your cheek?

Unless one of them isn't present, all three characters are usually involved with the dialogue, and you'll need to pay close attention to who's speaking to elicit the responses you want. Your characters' personalities and stories will unfold with the decisions you make and the ideals you represent. If Lyric treats all people fairly and suddenly snaps, involved characters may react differently than if he stayed to character. Your playstyle of this is up to you. Does Lyric fit into his roles, or break free? Does snapping at a character out of line elicit an effective response since Lyric is usually so calm, or does it fail to prove a point?



Bloodstone features a special shop system called the Bazaar. Whenever you sell enough of a certain loot, new items become available. This system differs between shops and calculates where your sold goods are best brought to. Selling your excess herbs to an herbalist is more likely to net you unique bazaar options, whereas selling metals or furs to a blacksmith may unlock new weapons. Each bazaar option is only available to buy once, but usually buying it will also teach you the recipe required to make it. Others can be batches of potions or weapons available at a cheaper rate.

Durability



Hand-in-hand with the crafting system, your equipment has certain durability settings. Near-broken equipment can be repaired at a workshop table or a blacksmith, but broken equipment may be unusable forever. Augmenting it (adding new parts) also restores an item's durability. Many important items have higher durability. If something breaks quite easily, it may be easier to forge a few or make better ones. Some special equipment will only break and need to be repaired at a shop, but will never become unusable.

The cost to repair this equipment varies. Your own equipment might need a new rope to secure your glaive. If something requires special attention from a blacksmith or armorer to fix, they'll likely charge for their time as well as for resources you may need to fix it. You can supply your own or buy what you need from the shop. It pays well to have a stock of resources available.

Of course, there are also key items. Maps, permanent tools, story items, and more can fall into this category. Anything you shouldn't give away or try to sell will probably end up here.

Enemies:

Enemies appear on the overworld map and can vary greatly in size, strategy, and threat level. While most enemies are designed to be pretty simple to fight, utilizing weaknesses and types of damage, there are certainly more complicated examples. Every region has a certain amount of enemies that can either be killed for EXP and loot, or otherwise avoided for exploration. Most will respawn so that an area will never have no enemies at a time. Included in this are animals that can be hunted, varying in threat levels from docile animals like foxes and deer, to bears or wild cats.

Wild animals and legendary creatures follow different attack patterns and use different skills and strategies. Some animals might simply be protecting their young and base their patterns on that of their wilder children. Others hunt, and will stalk the heroes from the shadows. Enemies like guards, bandits and vampires use more strategy and knowledge with their attack styles.

Most enemies will have a system to them to prevent them from seeming monotonous. Some will be nocturnal and may be found sleeping during the day. Others travel in packs.



Stronger monsters require more strategy to bring down, and might be difficult or near impossible to kill upon first sight. They can likely be brought down if you strategize well, but are better killed when your party returns stronger. Sometimes there will be quest rewards to be found for these monsters. Such can include stronger variations of regular monsters, more evolved types of monsters, or legendary beasts that cannot simply be attacked until they die. They could have armor that needs to be broken, powerful attacks that must be blocked or dodged, or methods to fight them that are unconventional at best.



One of Bloodstone's biggest enemy types are Vampires. These dark elves hunt at night and sometimes in packs. With extremely high defenses and virtually resistant to damage, they require careful planning and skill to bring down, but they must be fought at times to ensure the safety of your party. You'll need specialized equipment and defenses to last long in a fight. Some vampire peons can be brought down with careful planning, but vampiric generals are a different story. Bringing down a general is often a turning point in the story or a prerequisite for some serious rewards.

There are other bosses to be fought, especially later in the game, and they'll require their own strategies. From impressive wild monsters to captains of armies, they're a step above the stronger enemies of the game.

Quests:

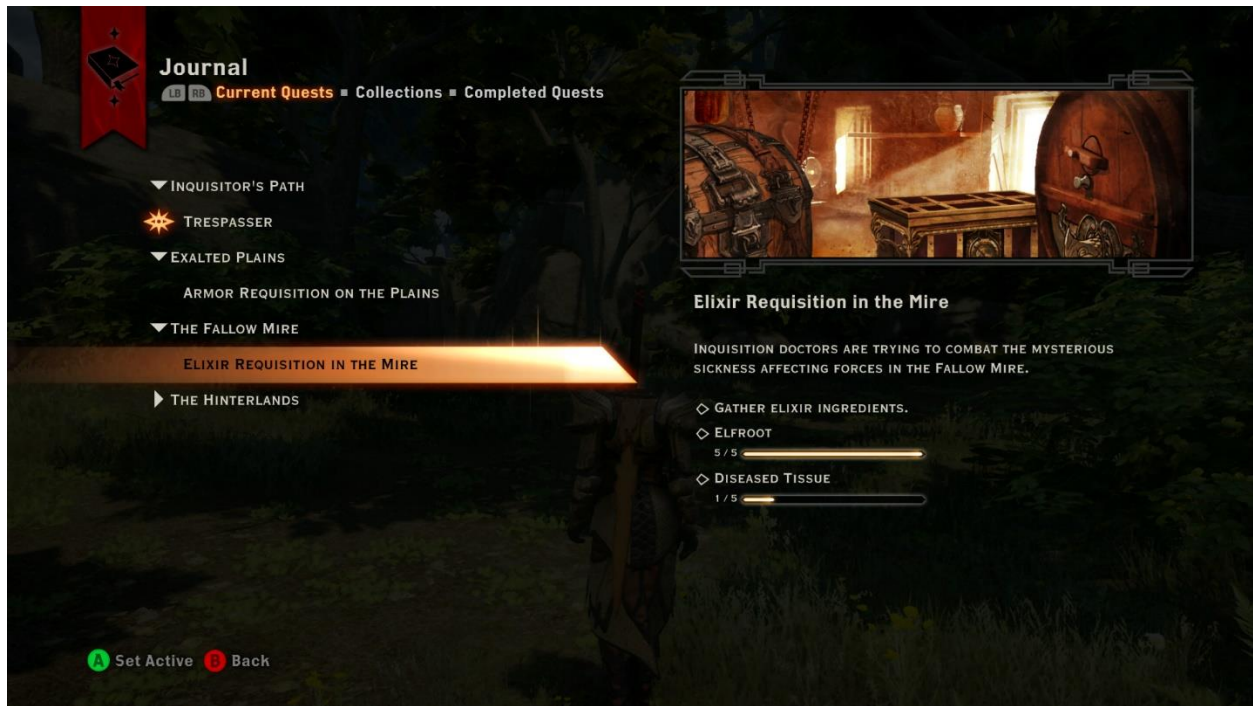
After completion of the tutorial, all of Legendlore is immediately open to you. Your initial story quests will be simple and leave lots of room for action between, but some might string closer together after, say, getting to the destination city. Often it leaves plenty of room to either pursue the story or take a break and do some levelling or sidequests.

Lyric makes notes of the quests you're taking in his journal and the points are marked on the map, making it easy to pick up where you've left off at any point. The journal divides between story quests, sidequests, bounties, and collectibles. It'll feature filter and sorting options, so you can easily determine what is nearby or what is in what continent or region.

Story quests will usually be one or two quests, sometimes an option between the two. Sometimes you'll have a list of things you need to accomplish or gain an optional, but story-driven, objective. These will all be noted under story.

Sidequests and bounties are similar, except that bounties are usually either given by reading news bulletins or directly from people offering you money or rewards for a task. Sidequests can narrow down

into several different points. You may overhear something in town that unlocks a new quest, or read a book that grants you a new objective.



Collectibles can sometimes be divided into continents. This also looks at the statistics of the game, including your exploration percentage, story completion, number of enemies killed, and more. Each continent has different artifacts of the civilizations you can find to piece the history of the three races together.

Modes:

Bloodstone will only likely have Story Mode, with the option to let two other players connect as the other two characters. This could be done with splitscreen or a multiple screen system, or local play with multiple systems. I'd like to keep from the online play.



As a book, Bloodstone is a 3 book series, but I think they could work as a combined and collective game. A New Game Plus might be a workable feature as well, mainly for getting different endings.



Bloodstone is a grand tale of two elven friends who meet a beautiful girl protecting an ancient stone. The Bloodstone is an ancient and powerful relic that once divided the great races of Gaia, and Thalia is the last protector of the stone. Pursuing her are the elves' darkest nemesis, Vampires; elves who worship the stone and believe blood is sacred, performing dark magic and doing anything necessary to get their hands on the stone.

Lyric, a confident outdoorsman, and Lars, a hopeful soldier, unwittingly end up protecting Thalia as the race begins to bring the Bloodstone down to the Deeps, traveling from the elven sky continent of Legendlore to places that elves haven't touched in a thousand years.

There are several hurdles to overcome. Elves have been trapped in the sky continent of Legendlore for a thousand years, unable to travel to the surface of Gaia and wholly uninterested. To descend to Earth, the three must chase rumors until they finally find the builder of an air balloon headed to the surface. Even then, the elven king distrusts their mission and challenges them to prove themselves.

The Vampires remain in hot pursuit. Their leader is unclear for a long time, but they slowly send stronger and stronger cultists after the trio. Lars struggles with the cult and their morals, having been infected by a vampire bite in their first skirmish.

On the surface, the elves struggle with the modern human society of cities, warfare and greed. In trying to find a way to the Deep Earth, the human king shows great and misplaced interest in their plight, trying to trap them and take the stone for humankind. The elves cleverly escape, pincered between the Vampires and humans, and find their way to the Deep Earth.

In the Deep Earth, their otherwise easier travels to the Deep Fire become convoluted when Lars' vampirism overcomes him and he turns on the others, overpowering them and taking the stone for himself. Lyric and Thalia must recuperate, recover from their injuries, and return to the sky to face Lars.

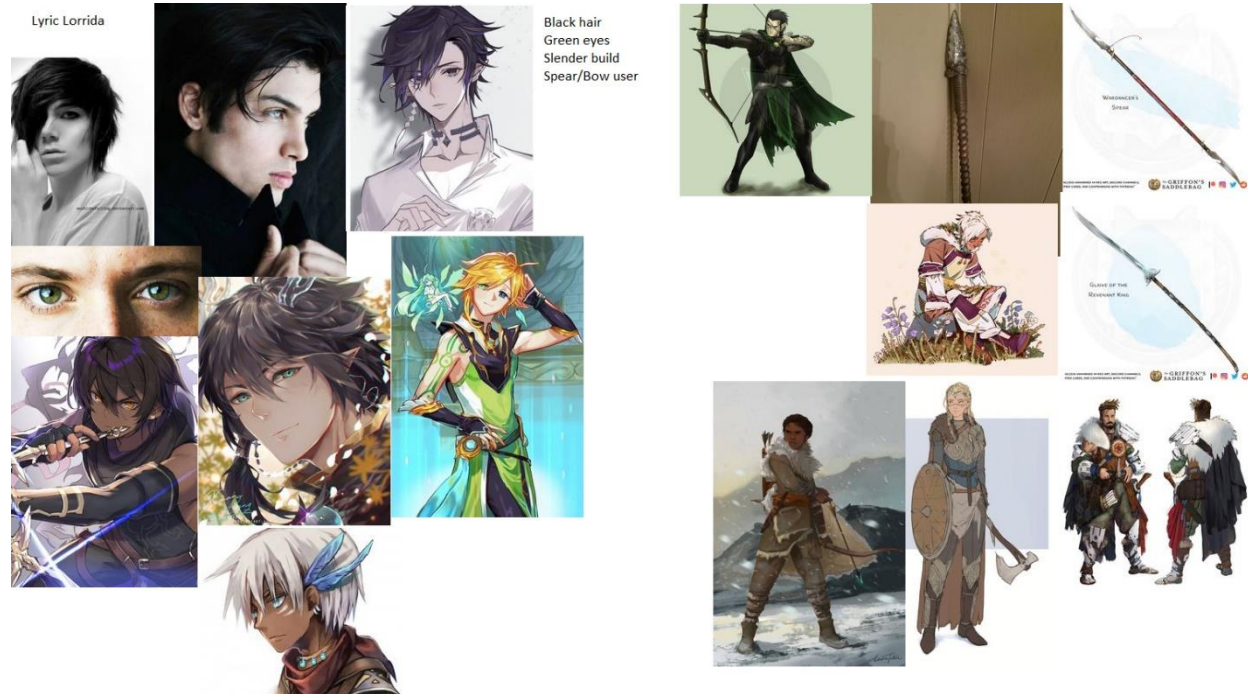
In battle, Lyric uncovers his bloodline ability of being descended from one of the first elven warriors and engages in a final confrontation with the vampires to destroy the Bloodstone.

Characters:

Lyric Lorrida

Age: 26

Woodsman



One of Bloodstone's main protagonists, Lyric Lorrida has a calm and worriless attitude about him. Despite his carefree attitude, he pays close attention to his surroundings and is an intuitive fighter. He's quite a flirt and presents himself carefully to women, including Thalia. He dreams of adventure, loves the forest, and has little impatience for lofty and self-important people. His parents left him in the care of Soradahmen to venture across the sky continent of Legendlore. In turn, Soradahmen has taught Lyric all he knows and calls him a prodigy. Other than Thalia, he and Soradahmen are the only secret practitioners of magic.

Lyric is skilled with most close-ranged weapons, archery, and magic in equal measure, though the distribution of his skills can sway him in any directions. His abilities can grant him a great deal of strategic value, including abilities that can target enemy weak points and increase his hunting skill vastly.

Starting Stats:

HP: 115

MP: 15

ATK: 7

DEF: 7

INT: 8

DEX: 11

STAMINA: Average

Starting Weapon(s): **Eldin Spear**

A long-handled glaive with versatile reach. +7 ATK, +1 DEX

Quarter Bow

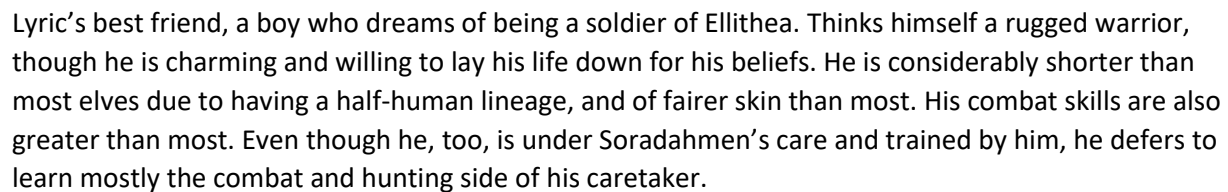
A bow Lyric crafted himself. +4 ATK, +3 DEX. 10% CRITICAL

Element: Wind/Light

Special Abilities:

- Lyric is the most accomplished hunter and can learn many skills to make hunting and providing easier. Some skills further in his skill tree are:
 - **Idle Fletcher:** Lyric can produce new arrows over time.
 - **Conservative Hunter:** Lyric can put each part of a kill to use, gaining multiple extra resources from each kill.
- Lyric is a versatile fighter and can become lethal with any weapon he sets his mind to. Some skills further in his skill tree are:
 - **Thousand Strikes:** Lyric studies the enemy for a moment, then rains a flurry of defense-breaking blows.
 - **Earth Splitter:** Lyric charges up a decisive axe strike and damages a cone of enemies before him.
- Lyric descends directly from the first elves and can call upon a pure bloodline. Some skills further in his trees are:
 - **Origin Mode:** Lyric enters a state of heightened skills and techniques for a short period of time, ending in a devastating strike.
 - **Ancestral Fire:** Lyric combines his bloodline and magic to unleash a lethal and wild spell.

Age: 26
Soldier



Starting Stats:

MP: 10

DEF: 11

DEX: 5

STAMI

Belonging to Lars' late father, a heavy sword fashioned of tempered ore. +8 ATK.

Elden Axe

A handaxe bound of stone and hard wood. +6 ATK.

Element: **Earth/Dark**

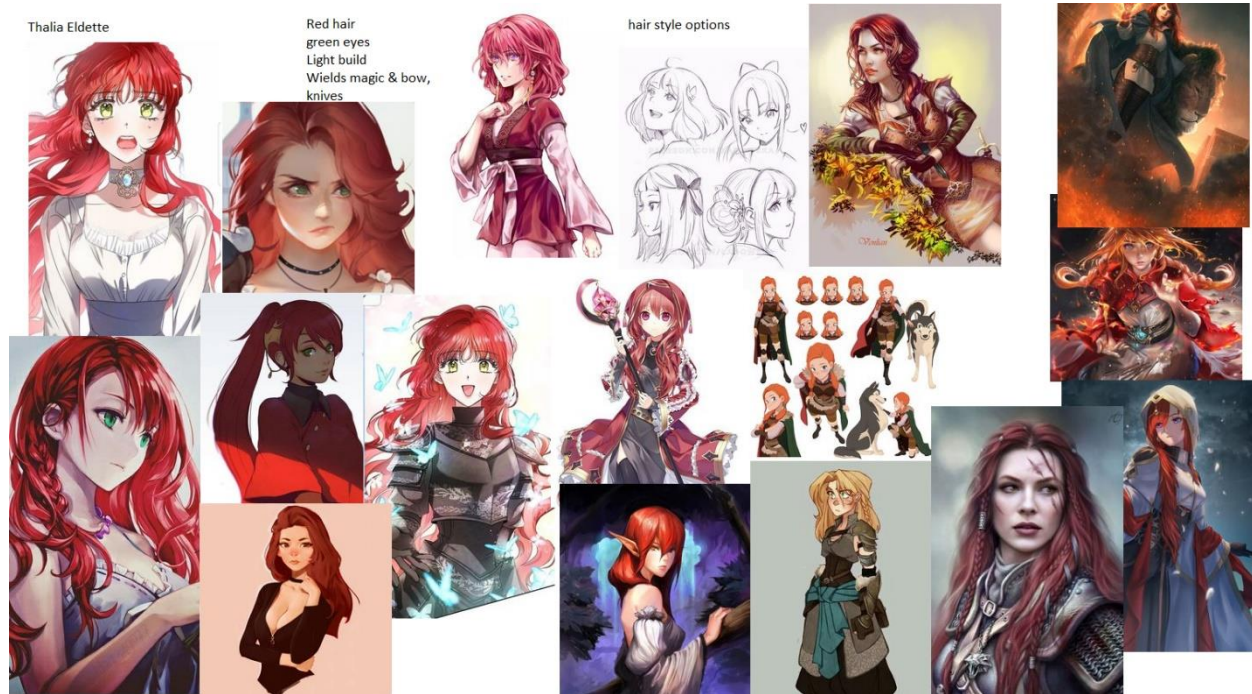
Special Abilities:

- Lars is physically stronger than most characters and versatile with heavy weapons. Some skills he can learn later include:
 - **Hammer Glaive:** Lars wields a hammer with such force to cleave a vast slash into the earth.
 - **Last Divide:** Lars channels some of his own health into unleashing a devastating slash.
- As all three have magic, Lars is the least studied in his own, but he can learn a few skills later on including:
 - **Rock Mode:** Lars musters stones to surround his body in battle, giving him great strength and endurance at a speed cost for a time.
 - **Stamina Suspend:** Lars can use magic to halt his stamina cost for a time.
- Lars is infected by a vampire strike early on and begins to adapt some of their techniques. Some he can learn later are:
 - **Bloodletter:** Whenever Lars inflicts damage, a percentage of it is restored to his own health.
 - **Distant Heart:** Lars can hear heartbeats of living creatures for a great radius around himself. He can also detect the absence of one, a vampire.

Thalia Eldette

Age: 24

Sacred Holder



The last of the clan protecting the Bloodstone. Thalia has lived a sheltered life with her mother, Silvieta, up until she was tracked and violently killed by vampires. She has seen most corners of Legendlore in her travels, but never stopped to experience it. She is quick to trust despite warning, but has difficulty getting close to people. Thalia sees things often as black and white, and struggles to understand a grey area.

Thalia is a highly skilled archer, deadly with a knife, and her magic is virtually unrivaled. Descending from a pure line of elves, she is greatly entuned with nature and animals, especially her close friend, Tussle the Boar. Other than Soradahmen and Lyric in secret, Thalia is the last practitioner of magic in Legendlore.

Starting Stats:

HP: 95

MP: 50

ATK: 7

DEF: 6

INT: 11

AGI: 10

STAMINA: Average

Starting Weapon(s):

Elveri (Bow)

A handcrafted bow made by someone close to her mother. 7 ATK, 3 DEX

Eldette Seal Knife

A silver knife crested with the Eldette seal on the pommel. 4 ATK

Element: Light/Fire

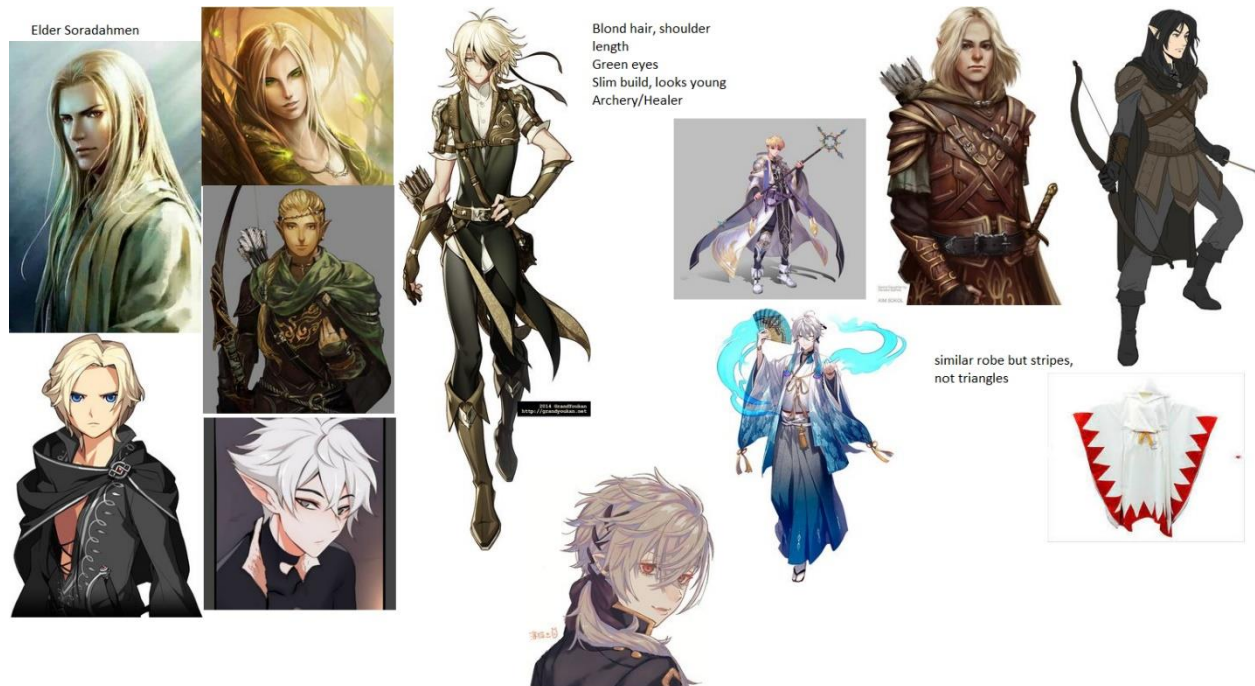
Special Abilities:

- Thalia has an unparalleled prowess with magic, taught the art since she was a child. Some later skills she can learn include:
 - **Radiant Blaze:** The mastery of fire and light at once, Thalia unleashes a thrilling holy fire.
 - **Divine Ray:** Thalia unleashes a brilliant sword of light energy.
- Thalia's archery is finely honed and largely self-taught, but her sharp gaze gives her great precision. Some skills she can learn include:
 - **Piercing Shot:** Thalia takes a moment to aim and releases a single critical arrow at a target.
 - **Helm Barrage:** Thalia combines magic and archery to launch a single arrow skyward, which rains a thousand arrows down upon the enemy heads.
- Thalia is easily the most gifted healer of Legendlore, both with magic and medicinal herbs, a skill taught by her mother. Some skills she can learn include:
 - **Secrets of Eldette:** Thalia's secret knowledge acts as a package deal and helps her find rare herbs, provide new and unheard of medicinal uses, and discover recipes over her thoughts.
 - **Herb Watcher:** Thalia learns to keep a close eye out as she travels, passively finding herbs as she walks around, varying in rarity.

Elder Soradahmen

Age: 177

Elder of Lombrale Village



Soradahmen is the young-looking elder of Lombrale Village, and protector of Lyric and Lars. He has taught both all he knows, and each has absorbed what they will. Soradahmen used to be a commanding officer of Ellitheia's armies against the vampires, but eventually retired to the quiet village of Lombrale. To his people, his word is absolute law, but they also know his favor to Lyric and Lars, two outcasts of the village. Other than Thalia, he has ensured that he and Lyric are the last practitioners of magic.

Soradahmen rarely travels with the party, and he does so out of player control until a certain point in the game. When he does, his skills become a mix of the three characters'. He is a talented archer and healer, but his combat and offensive magic skills are clear.

Stats:

HP: 145

MP: 50

ATK: 9

DEF: 9

INT: 10

AGI: 11

STAMINA: Low

Starting Weapon(s):

Ellitheia Bow

A royal bow crafted for the Ellithean army. +10 ATK, +3 DEX

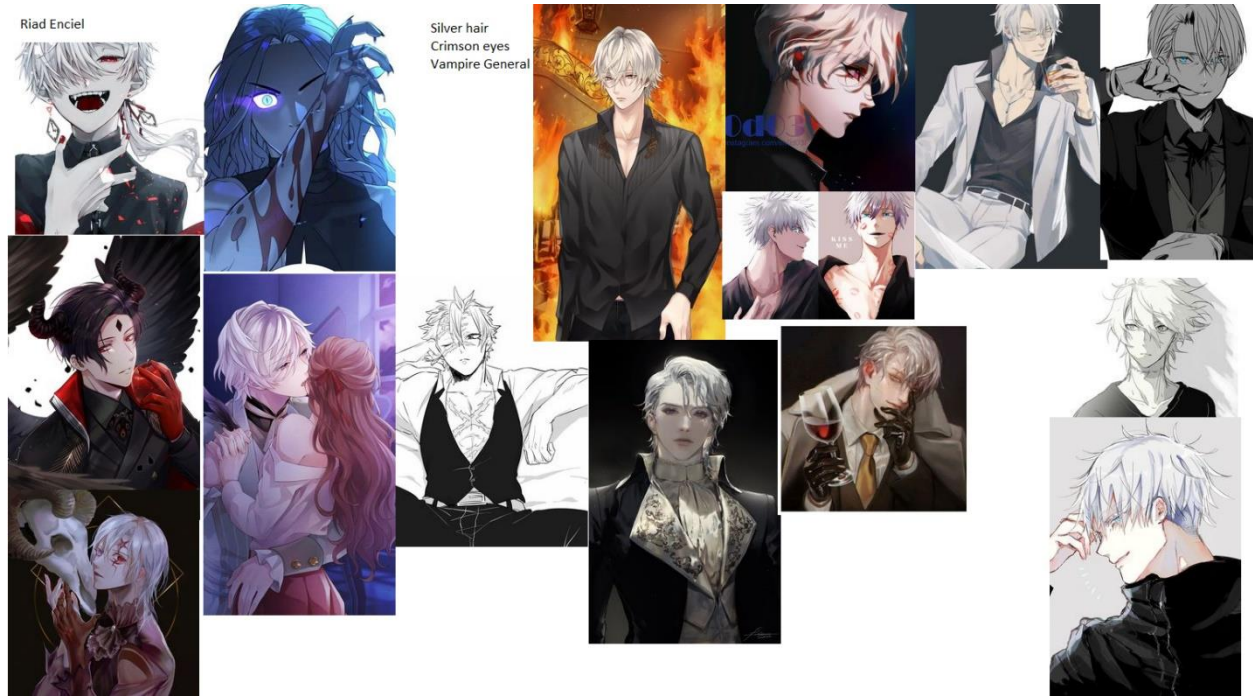
Element: Light/Ice

Villains:

Riad Enciel

Age: 665

Vampire General



One of the triad's biggest enemies and names at large. Riad is an extremely dangerous vampire who uses his startling youth and crushing power to annihilate his enemies. He is the vampire who killed and raped Silvietta, and one that Lyric and the others frequently barely escape.

In terms of vampires, he's still quite young and didn't see the world united, but led one of the greatest raids against an elven city – Lysvid, now a vampiric war city under his control, and known as one of his greatest victories.

Riad speaks with and tries to convert Lars many times. His calm demeanor and unsettling charisma are eventually what causes Lars to switch sides.

The Three Worlds

Long before the story, Gaia is split into three different worlds. **Legendlore**, the sky continent of elves; **Eartania**, the human world, and **Gelderung**, the deep earth of dwarves.

Legendlore

The Sky Continent of the Elves



Story:

When the elves were on the surface, they always sought to rise themselves above. Scaling tall mountain peaks, building homes in the trees, and even enlightenment. As such, when they were separated from the other races, the earth they claimed rose from the ground and into the skies – their new continent. Unlike the other races, one of the elves was given the Bloodstone to protect, which he passed on through his family for a thousand years.

Exploration:

Our heroes begin on the southern point of land and must cross the first Skybridge to reach the main continent. Legendlore is home to mostly forest and mountainous terrain, and is quite a cold climate. Snow falls more prominently on the south than the north, but furs and warm clothes are necessary almost year-round.

There are a few large cities and one kingdom – Ellithea – but most housing and villages are spread out over the lands. Not only elves live here, though – they compete with Vampires. In recent years, Vampires have kept to their own lands in the south-east and north-east forests, in mostly conquered lands including Lysvid.

A proud lion race called the Galleans inhabits a kingdom to the west. They interfere little in elven ways. Many religious temples and mysterious towers remain unexplored in Legendlore – some abandoned, some human towers having come with Legendlore into the sky.

To cross between masses of land, you must take either a Skybridge or find a way to Fling across. Advancements may come into play later to help your Fling levels, especially after you leave Legendlore and can choose to return for some loot with advancements like iron and the dwarven metals to strengthen your spear, or arcane magic Thalia can learn to strengthen your Fling to new levels.

Enemies and Loot:

The lands of Legendlore are harsh and untamed. There's little to be said for a beaten path unless you're near the kingdom or citadel, so there's always at least a small chance of danger. There are a few entirely uninhabited forested areas in Legendlore, plus many abandoned and overrun temples and citadels. Among the most dangerous are the two forests Vampires infest.

Eartania

The Earth Continent of Humans



Story:

Once the mainland for all races, humans now tramp across the lands and spread their influence far. They've spread well across the central continent and always seek to tame the wildlands, the deadly mountains, and anything they can get their hands on. When Lyric, Thalia, and Lars first get here, one question becomes clear: what will be the undoing of humans? The monsters that roam the land, once battled by all races, or their own greed?

Exploration:

Unlike humans, full exploration is quite easy for your group once you've landed. Thalia's main goal is to seek the help of the Eartania kingdoms, but you have plenty to explore in the meantime. Of course, the story will lead you to some of it.

Besides the sprawling human lands, the south is a wasteland faced with constantly erupting volcanoes, and most of the land is made of sprawling mountain ranges, rivers, and wild forests. The further from human land you go, the more untouched.

However, as humans are, you'll find you require writs to proceed in many directions. The story will give you a couple, but the others are granted by your deeds. To travel to certain places, you must prove yourself to the humans.

Enemies & Loot:

On top of vampires following you to Eartania, there are plenty of threats down here that once the three nations faced together. You'll find the deeds required to explore pale in comparison to the threats – and treasure – beyond. Eartania also introduces metals and new crafting techniques to your group, opening new possibilities as you try to source foundations of ore to Legendlore.

Gelderung

The Deep Earth of the Dwarves

Story:

The culmination of your trials. Gelderung is where the dwarves once were and where they stayed after the separation of the races – just closed off. They've built grand kingdoms and citadels under the earth, burrowing and finding new ways to support their grand structures and desires.

Deep in Gelderung lies the origin and end of the Bloodstone, the Deep Fire. To get there, you'll have to commune with the dwarves and perform a few tasks. Other than the monsters on the way, it's easier than the other two continents.

Exploration:

You'll need a dwarf guide to get anywhere, and you won't get far without light. Gelderung spreads out into a myriad of tunnels, cities and citadels. The cities have light, but only frequented mines and tunnels being dug out have their own light. You'll need the dwarves' permission to brave the depths of the earth, and their tools will help make easier work of it.

Enemies & Loot:

Where dark monsters lurk also awaits insane treasures. Gelderung houses precious metals and secret lost lore deep within.

The Narrative

Prologue

The game opens with a cinematic sequence explaining the separation of the races, and turns to a cutscene where Thalia's mother is cornered by vampires. Thalia escapes, but her mother is killed. She is seen running through the forest, where a vampire attacks her, killing several animals including a mother boar.

You'll learn the basic functions of battle here before Thalia deems the fight unwinnable and escapes, saving a young three-legged boar as she runs.

We then meet Lyric Lorrinda and Lars Basta. Some of the main mechanics are gone over as Lyric helps Lars review combat, and then they talk about tracking and hunting as they pursue an Ahriman. You can utilize Lyric and Lars' skills in tandem to hunt and bring down the Ahriman, a relatively easy opponent. Once the monster is killed, however, they realize someone is near, and Thalia appears, clutching her boar and pursued by a vampire.

Boss: Acolyte Vampire

Health: 1200

Strategy:

Lars is most useful in this fight while Lyric can use his sensing abilities to pick out the weakpoints on the vampire. Thalia can attack with magic and prioritize as a healer. This is a fairly short battle and the game walks you through some more mechanics during.

After the battle, they discover Lars is bit and escape to Lombrale Village.

Chapter One: Lombrale Village

In a cutscene upon reaching Lombrale Village, Lyric is disgusted by how the people react seeing Lars' injuries and immediately recognizing vampire wounds. Before things can peak, Soradahmen appears and denounces the villagers for their ways and sees to Lars. Lyric and Thalia interact in a scene before Soradahmen asks them to go and find some **Whitewing Herbs** to treat Lars. They grow on an eastern part of their island across a gap.

You get control of Lyric and Thalia and can stop at the markets before heading out on your journey. The only thing worth buying might be some **Moonwelt Tonic**, which you can craft but can only find the herb at night.

If you gain some levels fighting enemies around here, you might want to assign Lyric more damage-dealing skills for the time being. To get to the eastern island, go east from the village along a stretch of woods until you reach a gap to the south. At the gap, Lyric teaches Thalia the art of Flinging. Getting across the gap is fairly easy. Time the swing right and Lyric's spear will land soundly and they can swing across. From there, the **Whitewing Herbs** are at the southern point of the island, where the creek flows in falls off the edge of the island.

After talking briefly about the islands, Lyric has to climb down and get the herb, in which time a **Sereca** attacks – a large, forest-green wildcat.

Boss: Sereca

Health: 1400

Strategy:

This boss is a little harder than the last because only 2 of your party are available. Lyric and Thalia split damage dealing depending on how you've built Lyric's few skill points so far. Lyric will likely be your main offensive while Thalia supports and heals. If you chose to upgrade Lyric's hunting skills, you can gain some nice pelts from the Sereca. If you didn't, don't worry – you'll fight more of these. Serecas become mini-bosses in the woods at the start of Chapter 2.

With the Sereca gone, Lyric and Thalia are free to return to Lombrale. You can let Thalia fast-travel you there or make the journey and gather more materials.

You'll get a cutscene upon returning where Soradahmen finishes Lars' healing, then gives you some bad news. Lars' slow turning cannot be prevented and the inevitable result is banishment from Lombrale. You can make a few dialogue choices here to affect character relationships, but Lyric and Thalia will eventually decide to bring Lars and travel to destroy the Bloodstone, hoping to find a cure for him along the way.

For the rest of the game, Lars can now learn Vampiric bloodline skills alongside his own to give him huge bonuses, but the more vampiric he becomes, the less people will like him, which means you'll have to pick charismatic options for Lyric or Thalia. The tradeoff makes Lars a powerful warrior and an effective weapon against the other vampires. He will also gain some cost-free skills as his vampirism progresses. The first one is what he'll rejoin the party with, **Bloodhype**, which gives him a slightly increased health recovery time over the other two during battle.

Lars rejoins the party at the same level he was when he left, and you're urged to leave Lombrale and head toward Ellitheia, the kingdom in the central part of Legendlore. It's a lofty and distant goal, meaning you have plenty of time and space to adventure in on the way. As you progress toward the kingdom, more story quests will pop up to get you past certain spots, and you're free to explore almost all of Ellitheia. The only places you can't reach yet are limited on your skillpoints.

Soundtrack Inspirations

[Awesome Video Game Music 152: Blizzeta Battle - YouTube](#) – Vampire fight

[Croc Soundtrack: Snow Island - YouTube](#) – Snowy adventuring

[Donkey Kong 64 - Crystal Caves - YouTube](#) – Snowy area

[Snow Dancing In The Schoolyard Final Fantasy Tactics Advance - YouTube](#) – Snowy area

[The Legend of Zelda Majora's Mask: Snowhead - YouTube](#) – Dangerous snowy peaks

[Moving Clouds on the River's Surface extended - YouTube](#) – Traveling near water

[Pokemon Mystery Dungeon - Mt. Freeze - YouTube](#) – Frozen peaks of Legendlore

[Sidon's Theme - Zelda: Breath of the Wild Piano, Synthesia & Sheet Music \[How To Play\] - YouTube](#) – Touching scene

[Super Mario 64 Soundtrack - Dire, Dire Docks - YouTube](#) – Snowy adventuring

[Yoshi's Story - Alpina Blue - YouTube](#) – Snowy village

Item Glossary

Weapons

Some weapons can be found, but most will be crafted with materials.

Name	Description	Cost	Requirements
Eldin Spear	A long-handled glaive with versatile reach.	2 elder wood, 3 stone, 1 rope	Lyric's starting gear. Recipe is available from start.
Ahriman Spear	A spear made with Ahriman horns.	2 elder wood, 1 rope, 2 ahriman horn	Recipe learned after killing 5 ahriman.
Quarter Bow	A bow Lyric crafted himself.	2 red elm wood, 2 sinew.	Lyric's starting gear. Recipe is available from start.
Elveri	A handcrafted bow made by someone close to Thalia's mother.	3 isolant wood, 2 spellsilk	Thalia's starting gear. Recipe is available after isolant wood discovered.
Ulric's Sword	Belonging to Lars' late father, a heavy sword fashioned of tempered ore.	6 iron ore, Ulric's crest	Lars' starting gear. Recipe is available after discovering iron.
Stonecutter	A sword bound from stone and rope.	10 stone, 3 rope	Recipe given in tutorial.
Elden Axe	A handaxe bound of stone and hard wood.	2 hardwood, 2 stone	Lars' starting gear. Recipe is available from start.
Eldette Seal Knife	A silver knife crested with the Eldette seal on the pommel.	4 silver, Eldette crest	Thalia's starting gear. Can be made after discovering silver.

[illegible]

Usable Items

[illegible]

Crafting Materials

There are a few types of crafting materials, but this list will be for items that are useless on their own. When handed to a blacksmith or thrown into your Mortar & Pestle, you can use them to create new items.

Moonwelt Herb	Stardust Herb	Springwater	Reed Branch
Copper Whelp (fish)	Willowgrass	Oak Branch	Pine Branch
Pine Needles	Elder Wood	Pine Wood	Coppery Rock
Stone	Murky Water	Old Root	Winter Whisper

Augmentation Items

While not entirely useless, Augmentation Items are those which can be added to the slots of a Character Weapon or armor to alter its stats and eventually upgrade it. I'll just note the types of items below, as their possible statistics and titles are virtually endless.

Swords	Axes	Staves	Armor	General(non-specific)
Pommel	Spike	Staff Blade	Shoulder	Patch
Crossguard	Handle Hammer	Gem	Chestplate	Handle
Blade	Edge	Runic Symbols	Arms	Rune
			Legs	Blade
			Sigil	Haft (1h & 2h)
				Grips (1h & 2h)