

The team at Cerkyrion Games, the developers behind Trials of Ashur

We are currently a two man development team. Our names are Leo and Sam and we are the co-founders of Cerkyrion Games. We are both university students in the UK.

Leo is the Community Manager, Gameplay Programmer and Map Designer. He will be handling most of the communication with the community as well as writing any announcements or other news we write. Leo also handles programming all of the gameplay elements like minions, towers, heroes. Leo's last responsibility is designing the map, including the layout of the map and the visual design of the map.

Sam is the system admin and backend developer for the game. He is programming all our background infrastructure. He builds, configures and manages all the software that you guys interact with from the API to our match servers. Once we have our back end functional he will be joining Leo in programming the gameplay.

We are actively looking to expand this team with more programmers and people to help with other areas of development. We cannot provide anyone working on the game with any sort of payment at the moment. Leo and Sam already work on the game for free in our freetime with the server costs coming out of our pockets.

If the game is successful and the game becomes self sustainable, we can reassess how we compensate everyone working on the game for their work. We also currently cannot provide and hardware or software for developers to use. We also require that all developers can speak a basic level of english so that we can communicate as a team.

We can provide a developer with an in-game account that unlocks everything for them (Mastery challenges, skins etc). We will not be locking anything that impacts gameplay behind a paywall.

For more information on joining the team, check our our document on it here:

https://docs.google.com/document/d/1CdVal6ezHBevZ3RFQ848sc6d74_xApoZNQT0tc1vJfw/edit?usp=sharing

The Trials of Ashur

The Trials of Ashur is a 5v5, third person MOBA set in the world of Paragon. We will be tweaking the lore Paragon had in places to fit our own design. We revealed some lore on our live stream talking about the Trials.

“The Trials of Ashur are the challenges people who desire the power of the Ashur have to conquer. Many people try, many fail and some die. The trials were not simple tasks and in some cases were life threatening. However if they succeeded in those trials the final trial was set out before them. A trial that could last days, weeks, months or years to end. The battle of the Ashur where two teams would be formed from the challengers who had made it through the rest of the trials. The winning side of each battle would earn the favor of the Ashur. It is not known what the winning requirement will be for the challengers.”

We will be using this as a baseline to integrate the lore of the heroes as well as refine the lore of the trials and the Ashur themselves. Lore is important to us so while gameplay will be a priority, lore will not be ignored.

We will be making some tweaks to the gameplay Paragon had to fit our own vision.

One of the first changes we are making is how we are attempting to diversify the way different heroes use their basic attacks. We'll be implementing some changes to both melee and ranged heroes. Players familiar with Smite will recognise the system we're putting in for melee heroes which is swing combos. This is where different swings in a character's swing pattern could be faster but deal less damage or be slower and deal more damage. Also depending on how the animation is played determines where people will be hit. We are aligning the melee weapon hitboxes to the weapon itself (E.g. Shinbi's sword, Sevarog's hammer). This allows us to do different things for each hero. For example with Sevarog, we can have two hitboxes for his hammer. One is the tip of the hammer and the other is the pole. The pole could do less damage while the tip of the hammer will do more damage. We want to try things like this to see how the community reacts to it and whether or not we decide to keep it.

Every hero will be receiving some changes to their kit as well. The minimum amount of changes a hero could receive is a passive and some extra functionality changes to their kit to allow the abilities to interact with the passive. We have seen some concerns regarding us talking about changing the hero abilities but we feel we have good reasoning to make these changes. Your feedback is important to us so if it is hated we

will take action on the feedback and work with you to make these heroes satisfying to play.

The main reason we want to change the ability sets some heroes use is that in Paragon the main functionality behind an ability was you aim it, you activate the ability and it does damage or stuns. For most heroes there was never extra layers to that process. Shinbi is one of the few exceptions to this as she had her ult do more damage based on the amount of stacks she had on the target. We feel this does not represent the amount of depth a hero in a MOBA should have. There's certainly nothing wrong with having heroes that have less complexity, but there wasn't much to master with Paragon's hero kits that wasn't general game knowledge or skills like aiming.

One of the other reasons we will be reworking heroes is that we feel we can better represent their identity. This will be covered on a case to case basis.

The final reason we are reworking some heroes is that there's a couple of characters that we just want to try something new with. These are the highly experimental reworks that may never make it out of development depending on feedback.

The first hero we will be talking about is Gadget, who is receiving an experimental rework. This rework will actually be aimed to fit into a new role we want to try in the game which is the "Overseer". A hero that is an Overseer will control minions to influence the flow of the game, these minions will serve various functions. The gameplay of an Overseer will be quite complex as they have to manage minions that could be in the same place, or they can be spread out across the map. We felt Gadget was suitable for this role as she is an inventor with her robots which we will be using as the base identity of her minions.

Gadget

(Anything taken directly from the hero kit is in italics. Any **X**'s are balance numbers that we are still waiting to test.

Role - Overseer/Mage

Passive

Bot Master

*Gadget's basic abilities are replaced with the various types of robots she has created. When she activates an ability it will create that robot if it doesn't currently exist on the map or control her existing one. Controlling a bot allows her to control it like a regular hero granting access to a basic ability based on the type of bot. The robots have their own stats and health pools while also acting as a source of xp and gold for Gadget. All bots except "Battle Bot" must manually return to Gadget to grant her the xp and gold. **X**% of the stats Gadget builds is granted to her bots.*

When Gadget is controlling a bot she becomes camouflaged. If she becomes revealed an enemy she will be taken off her controls of the bot she is controlling and returning the player to control Gadget. The player will not be able to re-enter bot control for 5 seconds.

*Camouflaged - The character becomes invisible to enemies. If an enemy enters an **X** unit radius around the character and has Line of Sight to the character, the character is revealed.*

Left Click

Electric Bolt

*Gadget shoots a bolt of electricity dealing **X** energy damage.*

Right Click

Battle Bot

*Cooldown on death: **X**s (Dev note: Potentially matching Gadget's respawn time)*

*Gadget spawns or controls a Battle Bot. Battle Bot is designed to go into lanes and act out the life of a regular hero... except weaker. It can last hit minions and trade with enemy champions with a basic ranged electric attack dealing **X** Energy Damage. Any gold or XP the battle bot earns is automatically granted to Gadget.*

OVERLOADED: Battle Bot gains 100% of the stats Gadget has built

Q

Scout Bot

Cooldown on death: Xs (Dev note: Likely to be 60s+)

*Gadget spawns or controls a scout robot. Has a high movement speed but a small health pool and cannot attack. Left click serves as a boost to its move speed. Provides vision in an area. When it is uncontrolled it enters the shadow plane. It stays in the shadow plane until it is repossessed it dies the ability goes on cooldown. Every enemy scout bot finds an enemy it stores **X** XP with a **Xs** cooldown on finding each hero.*

OVERLOADED: Scout Bot permanently enters the shadow plane for the duration of Overload.

E

Siphon Bot

Cooldown on death: Xs (Dev note: Likely to be 60s+)

*Gadget spawns or controls a Siphon Bot. Siphon bot can be placed near jungle camps or near minion waves to siphon **X%** XP and amber from when an enemy kills minions or jungle creatures within **X** units around Siphon Bot. If it returns to gadget it grants global xp and amber to her entire team. Siphon bot does not have an active ability and instead has an extra passive. When Siphon bot is not moving it becomes camouflaged. Siphon bot has a maximum effective range and when **X** units away from Gadget it receives a **X%** Slow (Something like 50%)*

*OVERLOADED: Increases XP and amber gain rate. Siphon bot also automatically transfers stored amber and XP to Gadget. (**Note from the developers** - Considering setting a reduced global rate for overload returns)*

R

OVERLOAD

*Gadget's bots all become overloaded. Granting special effects based on the robot. Lasts **X** Seconds.*

Battle Bot gains 100% of the stats Gadget has built

Scout Bot permanently enters the shadow plane for the duration of Overload.

Siphon Bot Increases XP and Gold gain rate. Siphon bot also automatically transfers stored

gold and XP to Gadget. (Dev Note - Considering setting a reduced global rate for overload returns)

Other Notes:

Gadget will have extra UI elements to help her keep track of her bots and easily see if they are in danger.

Shinbi's kit is up next. She's received a different Q due to technical difficulties with us getting her old Q working. She also received a passive and her other abilities are very close to their Paragon counterparts.

Shinbi

Role - Assassin/Mage

Passive

Wolf Mark

All of Shinbi's abilities apply a wolf mark per hit on enemy heroes building up to 10 stacks. Stacks last for X seconds and the duration resets when new stacks are applied.

At 6 stacks energy damage cause a X% slow. At 10 stacks ability damage will stun them (This cannot occur more then once every Xs)

Left Click

Sword Strike

Shinbi swings her sword following a 3 Step Sword combo. X%/X%/X%

Right Click

Howling Dash

Shinbi dashes forward dealing X energy damage and passing through enemies. If shinbi hits an enemy she gets a free second dash dealing the same damage.

Q

Wolf Strike

Shinbi's next basic attack is empowered by her wolves dealing X extra energy damage

E

Circle Rhythm

Summons 4 spirit wolfs that dash circle her for X seconds dealing X ability damage per second in an AOE.

R

ALL-KILL!

Shinbi's deals damage to the VISIBLE hero with the highest amount of wolf marks applied. Her wolfs strike the target dealing X Energy Damage for each mark.

The next hero we will be talking about is Twinblast. Twinblast is receiving a rework to better fit his identity as a dual wielding gunslinger. We all know his name is pretty dull but that doesn't mean his kit has to be.

Twinblast

Role - Hybrid Carry

Passive

Gunslinger

Twinblast has no need for anything magical. All he needs is raw firepower. Mana is replaced by Ammo. Twinblast can store up to X Ammo, Abilities and basic attacks cost Ammo. Twinblast automatically unlocks his RClick Ability "Reload" but can have skill points put into it.

Twinblast has 2 guns. Gun1 and Gun2. Gun1 is a standard gun that deals Physical Damage. while Gun2 is an energy pistol dealing energy damage.

(Dev Note - We will eventually give Twinblast's guns name. Need to think of a good name for them though. Any ideas don't hesitate to let us know)

Left Click

Gun1 and Gun2

Twinblast alternates between shooting Gun1 and Gun2. Gun1 deals x physical damage and Gun2 deals x energy damage. When twinblast respawns, the first gun he will fire is always Gun1.

Right Click

Reload

Twinblast spends X seconds reloading. With each level on Reload Twinblast's reload speed is increased.

Reload also has a passive component: "Gunslinger's Choice"

Twinblast can choose one of two directions for his playstyle. This is decided by the stats he decides to build. He can only choose to go down one. Reaching the stat threshold locks him to that choice. However, if he drops below the stat threshold he loses the bonus and does not unlock the decision

X% Attack Speed - Twinblast's guns require 0.5 ammo to fire but deal 25% less damage on critical strikes

X% Critical Strike Chance - Twinblast's guns deal 50% extra damage on critical strike (Stacks with items) but attack speed is reduced by X%.

Q

Bullet of Bullets

Twinblast fires {Gun 2} 5 times down a straight line repeatedly with the projectiles passing through anything hit dealing X Energy Damage.

E

Recoil Dash

Twinblast fires {Gun 1} behind him using the recoil to push him forward. Deals X physical damage in a line behind his initial location. Basic Attacks reduce the cooldown by X seconds.

R

The Final Stand

Twinblast gains X% Damage Reduction and begins firing at anyone in an area around him. He fires X shots per second each dealing X damage for a maximum of X seconds. Twinblast still switches between his two guns alternating between physical and energy damage but the damage dealt is the same. Bullets prioritise enemy heroes and can critically strike. Can be cancelled by casting again.

The shots fired by The Final Stand is affected by the decision made in "Gunslingers" choice. If Twinblast went for attack speed the ammo cost per second is halved but if he went for critical strike critical strikes will deal more damage but attack less.

Costs X ammo per second

We wanted Twinblast to be given a reason to be called "Twinblast" other than the fact that he's holding two guns. When designing his new kit we wanted to have his two guns reflected in his kit, while also giving us a reason to differentiate him as a carry. Dealing a mix of energy and physical damage, he is a bigger threat to tanks as they can't just build one type of armor to protect against him. With the final stand, you may be thinking that we just took Reaper's ultimate from overwatch. However, the idea actually came from Paragon's reveal trailer (<https://www.youtube.com/watch?v=Mly3hBQvHtl&feature=youtu.be&t=85>) . We see Twinblast

as being a good character for counter-engaging however we do have concerns his ult may be too situational. We will be monitoring the usage of it carefully to see how it plays out.

The final hero kit we have designed is Gideon who has also received a some minor changes to his basic ability set, a passive and then finished off with a reworked ultimate.

Gideon

Role - Burst Mage

Passive

The Creator of Black Holes

Every time gideon creates a black hole his next ability becomes unstable adding an extra effect to it.

Left Click

Void Strike

*Gideon throws a ball of void energy, dealing **X** ability damage to first target hit*

Right Click

Black Hole

*Gideon throws a miniature black hole out. When the black hole hits an enemy the black hole opens dragging in anything in a **X** unit radius around the black hole. All enemies hit take **X** energy damage.*

UNSTABLE: *Black Hole also makes targets hit suffer a **X%** slow.*

Q

Meteor Shower

*Gideon opens up a portal above him and calls a meteor through the portal striking anything in an area dealing **X** energy damage.*

UNSTABLE: Three meteors are called instead of the standard one meteor.

E

Portal Jump

Gideon creates a portal in front of him, opening another **X** units in front of him. He jumps through the first portal and teleports to the other portal. The portal persists for **X** seconds. Any allies can also use the portal

UNSTABLE: The portals emit periodic damage dealing **X** Energy Damage to nearby enemies.

R

Void's Demise

Gideon begins channeling a portal to the void for **X** seconds pulling in everything around him. If the channel is completed successfully enemies caught in it are stuck in the radius for **X** seconds with a **X%** slow. Allies caught in the radius can leave but suffer a **X%** slow (Significantly less than the slow on enemies). Once the channel is complete Gideon can move around freely but is tethered to the black hole. If Gideon leaves the radius of the black hole or dies, the tether breaks ending the effects of the ability early. While this effect is active Gideon's passive is permanently active.

With Gideon's kit we wanted to give him a theme of being a manipulator of space and the void. We felt we could do this with the unstable bonuses on his abilities and giving a precise and themed way of activating them. This also in turn gave him some combos to work with. We've changed his right click to instead of just be a slow to be something that allows him to combo with his Q. Once again this was inspired from Paragon's announcement trailer. While throwing a ball out and sending anyone hit to a endless void sounded fun, we didn't think it would be the most balanced ability. So we decided to go with an ability that pulls people instead.

The final change we want to talk about is his ultimate. We wanted to change Gideon's ultimate to be less of a kamikaze mission while still giving the enemy team a chance to take him out. We also didn't want it to be so that if the ability does activate, there is nothing the enemy team can do. This was how Gideon's ult was changed at some point in Monolith which meant that anyone hit was just stunned for the duration. This is just anti-fun. We also wanted the impact of the ability to be felt by everyone which is why we even made the slow affect allies. We wanted this ability to feel powerful when you use it and if the Gideon player manages to activate it in the middle of a clump of enemies. We want him to feel like he's powerful being unaffected by the zone that is affecting everyone else there.

Game Mechanics

Items, not cards.

We will not be carrying over the card system from Paragon. We do have a system inspired by the affinity choices which will be talked about next. We will be using an item system as our primary system in games. We will have Amber as the currency however it will function like gold in other MOBAs instead of being like the card level system used in Paragon. We are still fleshing out the kind of items you can expect to see in the game so we do not have any information to release for that. You can expect to be buying component items which will generally have pure stats that when combined with other items and some extra gold will become better items adding in passive and active effects to the item.

Affinity Talent System

We will be carrying over the affinity system from Paragon but putting our own twist on it. You can expect the same affinities (Death, Order, Chaos etc). The way we are currently planning this system to work is that at the start of the game you will get to choose your **secondary** affinity. At certain level milestones you will get to select a talent. These talents will be the same for each hero but different for each affinity and will be focused on your playstyle. When the Prime Guardian spawns, you will be prompted to select your **primary** affinity. The choice of your primary affinity affects the variant of the Prime Power you get. You will then at certain time milestones after the Prime Guardian spawns get to select talents for that affinity. These talents will be different to the secondary affinity talents and are instead focused on augmenting your prime buff.

Come on slam, and welcome to the jam - Prime Guardian

So, if you got the reference you will know where this is going. You will be able to dunk the Prime Orb. When you kill the Prime Guardian it will drop the Prime Orb. Whoever picks up the Prime Orb will activate their Prime Power. You are unable to recall with the Prime Orb so initiating a recall will force you to drop the Prime Orb. If the orb drops for this reason it does not lock out either team from picking up the orb and anyone can pick it up straight away. There's three options for when your team has the Prime Orb.

The first option is to leave the Prime Orb on one player on your team. They will keep their Prime Power activated until the orb expires. However while the Prime Power is locked in its orb it is able to be stolen by the enemy. If the player carrying the orb dies they will drop the orb. In this situation, the team which dropped the orb is unable pick it up for 10 seconds, allowing the enemy team to take it for themselves

Your next option is to dunk the Prime Orb in the enemy altar. There are two altars located on the opposite side of the map from the Prime Guardian's pit. They are on the outer edge of the Low Lane placed between each team's inner and outer turret. (One on Dawn's side. One on Dusk's side). Dunking the Prime Orb in the enemy altar will unlock the Prime Orb, activating everyone's Prime Power on your team. This also makes the buff non-transferrable. This means that when someone who has the unlocked Prime Power dies, they will not drop the buff.

Your final option is to dunk the Prime Orb in your teams' altar. This will allow the player who dunked the orb themselves to reselect their Primary Affinity (and subsequent talents).

Guess who's back, back again - Structures

The last game mechanic I teased during the initial teaser of the game was "an old structural friend". I am sure the old harvester looking structure was not missed in the teaser images. Harvesters are returning but we're making a change to put our own twist on the system. Harvesters are becoming general placeable structures. They are still only placeable at certain points (1 spot in each quadrant of the jungle). They can be destroyed and the placement point can be used to interact with them.

These structures can do a variety of effects. For example we are introducing harvesters as a structure which harvest amber for your team to collect. We are also experimenting with a tower type structure which may try and attack enemies invading that quadrant or maybe a warding one that grants your team vision. Your choice affects more than the central structure point itself. There are 3 nodes placed around each quadrant linked to their quadrant's structure. These nodes provide different ways the structure can interact with the world and the players. For example the harvester structure will not have global amber gains for the team who collects it. The amber that's collected will be split into the different nodes. These 3 nodes will act as points where you can collect the amber from the harvester, however you will only be able to collect the amber stored in that node.



The nodes look like the object with the yellow square around it. They will look differently depending on which quadrant they are in (Shape will stay the same, colours / moss will be different).

Dawn - white/blue, moss / no moss to indicate which side of the dawn jungle they are for
Dusk - black/red, moss / no moss to indicate which side of the dusk jungle they are for.

Paragon - What we're doing to avoid the same fate.

The last thing we want to talk about is Paragon. It's the elephant in the room about whether or not the Paragon fan remakes will fall to the same mistakes. We took some time to look back at Paragon's short history and find out what happened that contributed to it failing.

The first thing that everyone knew about. EPIC was not transparent with the community and on many occasions appeared to completely ignore what the community said or even acknowledge it. We will be including the community in every step of development. We have weekly development logs that will be displayed in our discord (<https://discord.gg/48VatKV>). These will be covering what we have been working on that week and we will occasionally do a deeper dive into how we are doing a feature. We'll take feedback on how people react to some of these things and we will adapt the format till we get it right. As well as responding to any concerns about anything we talked about.

We will also be actively working on incorporating the community and getting their feedback early before we make a feature public. The alpha test group we have is the start of this process. They will have early access to jump into some private tests and give us feedback on ideas early. These builds will be made public as we are planning on making a public build that allows you guys to jump in and play the game yourselves as we improve it. We hope to have more information on when we'll have a playable build soon. We're not scared to rollback changes or scrap an idea if it just isn't working out. Afterall, we recognise that wasting time spent developing a feature is better than wasting your trust in us.

Another big thing that Paragon suffered from was that it constantly tried to reinvent itself. Whatever the reason whether it was a change in their vision, data, statistics. Anything. We will be careful that we aren't trying to reinvent ourselves unless it's necessary. We will constantly assess that we are staying true to the vision and that if we feel we need to change that vision, we will be transparent with you guys and give you our reasoning. Ultimately if we want to implement something that is different to a MOBA, we will implement it as a separate mode or in a different version of the game to see how well it does. Following from this we can decide whether it is better for the future of the game or whether we can have it exist alongside the main MOBA mode.

Social Links

Twitter: <https://twitter.com/TrialsOfAshur>

Reddit: <https://reddit.com/r/TrialsOfAshur>

Twitch: <https://twitch.tv/TrialsOfAshur>

Discord: <https://discord.gg/48VatKV>