

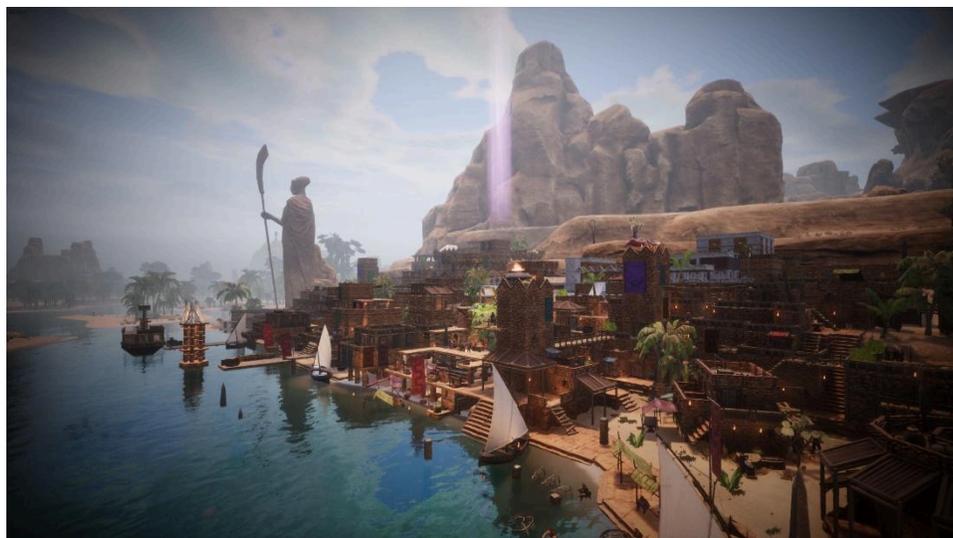


High-Concept Statement

“Spellswords” brave the untamed wilds in search of glory, fortune, and adventure in the high fantasy world of Kreisalt. From the darkest dungeons to the highest towers, fantastical beasts and otherworldly horrors, the world of Kreisalt is rife for adventure. The players each assume the role of one of the four characters who are arriving in the shadowed port city of Khemri Harbor. Keira Winters, an enigmatic spellcaster, Palias, a former soldier, Cleroque, a missionary of Tyr, and Tealeaf, an elven ranger, all seek the lost city of Acheron in the sands beyond the harbor. They must acquire the necessary resources, brave the harsh desert, and uncover the lost city. Once they’ve made it to the city, the party must delve deep beneath the sands and face all the challenges the city offers to find its fabled treasures.



Will your party of spellswords be able to locate the lost city and claim its treasures for their own? Or will the vast wilds of the desert and dark denizens of Acheron claim another four souls?



Executive Summary

The game is themed around the classic RPG adventures of old where the party explores a distant and fantastical land in search of treasure. In “Spellwords,” the game is divided into three phases that the party must progress through while managing resources and overcoming encounters in search of fortune and glory.



An example of the card game version of The Oregon Trail. As players move through the journey, they lay the cards out across the table marking the trail. Journey cards should work in a similar fashion where the players create a link of trail between the two oases and the location of the lost city.

As noted above, players can retrace their previous route only costing the day's resources instead of risking further journey encounter cards.



The screenshot to the left illustrates the final fantasy battle scene. Player characters occupy one side with enemies on the other. Based on the initiative order, each player and enemy choose skills or attacks to execute on their turn.

Players have a level, core ability stats, proficiencies, and spells/skills that determine their capabilities in the lost city. Each encounter awards some experience towards leveling up and each passing day costs resources. Players need to manage their resources to keep the adventure going long enough to uncover the secrets of the Lost City of Acheron. Each player has a single resource skill that they can use at the start of the adventuring day to generate some resources.

During the journey, players use the journey encounter cards to determine the course of events. Some cards have positive and negative effects while others depend on player choice when the card is drawn. Once at

1. Phase One – Arrival and Procurement

a. Players must use their starting gold to purchase equipment, supplies, special items, work crews, and a guide if they choose.

2. Phase Two – The Journey across the Desert

a. Players move through the desert to the first then second oasis using their resources to survive the harsh desert.

b. Each day of travel costs a certain number of resources per party member and work crew.

c. Players draw journey cards each day of the journey to determine what they encounter on their travels. When in an oasis, they can opt to purchase additional resources.

d. Once at the second oasis they begin their search for the Lost City.

3. Phase Three – The Dungeon Crawl

a. Players establish a base camp outside of the lost city and attempt to gain access.

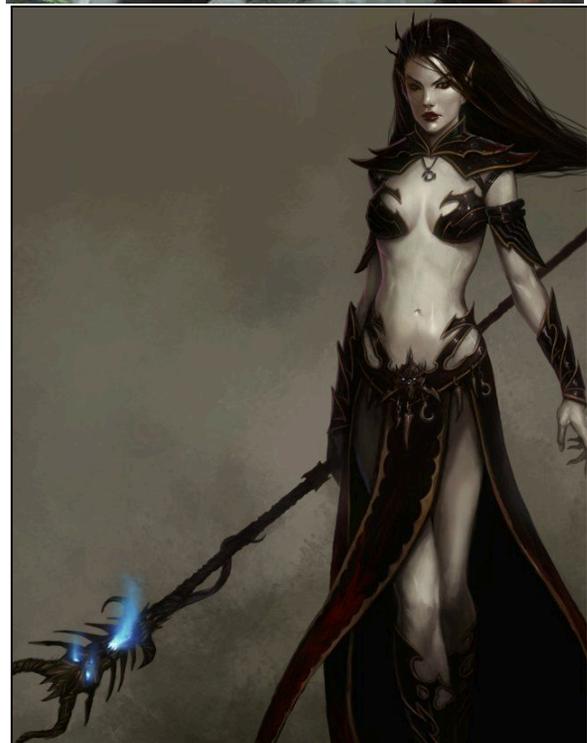
b. Players still spend resources each day, they may return to the second oasis to purchase more or attempt to acquire them in the surrounding area.

c. Each day, the player's get six encounters before needing to rest for the night. Every room explored in the lost city costs one encounter. Once a room is explored, the players can freely move through that room going forward.

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the Lost City of Acheron, the players move from room to room of the dungeon drawing one of the dungeon encounter cards for each newly explored room. Some cards feature traps that must be overcome, some feature combat scenarios, and others feature unique events that offer the player choices to determine outcome.

Combat, whether during the journey or the dungeon crawl, works in a similar way to old final fantasy games where all of the combatants occupy an “arena.” An initiative order would be used to determine the order in which players and enemies attack. Dice are used to determine which player an enemy attack on



their turn and with what ability. Character position would be “static” during the battle.

Types of Enemies

I want to establish a clear ancient Egyptian, desert, middle eastern theme for the types of enemies and encounters to match with the design of the region and the player’s quest. Lower tiered monsters might be generic bandits or beasts while higher tiered stuff would lean into the more fantastical or mythological based. Enemies might be themed partly around undead, giving the “death obsessed” notion we often have about ancient Egypt while magics might relate to desiccation or sand in many cases.

Tier One Enemies:

1. Desert Fox
2. Desert Coyote
3. Cheetah
4. Desert Bandit
5. Giant Scorpion



Tier Two Enemies:

1. Bleached Skeleton
2. Desiccated Zombie
3. Giant Cobra
4. Lesser Mummy

Tier Three Enemies:

1. Sand Wraith



2. Disturbed Soul
3. Cynop Guard (Anubis Statue)
4. Priest of Acheron

Boss: Lich Mummy, Greater Undead Creature



Key Features

- *Manage Your Resources* – Players must cooperate to make sure they have enough food, medicine, and water to continue their pursuit of treasure and glory.
- *Excel at your Role* – Players choose one of the four “spellswords” to play as. Each spellsword has a role to fill with unique abilities to help the party overcome the monsters.
- *Customize your Spellsword* – Choose their equipment, special items, proficiencies, and ability score allocation.
- *Unlock more of the Lost City* – Players need to use their encounter allotment each day to explore and unlock more of the lost city in search of its fabled riches.
- *Overcome any Challenge* – Whether traveling through the desert or exploring the lost city you’ll need to overcome challenges. Test your mettle against dastardly traps, deadly monsters, and mysterious unique encounters.
- *No need for a Dungeon Master* – Everything in the game is controlled by the dice so you don’t need a dungeon master to run the game! Just grab three friends, a bag of dice, and you’re ready to embark on an adventure.



INVENTORY RECORD SHEET

CHARACTER NAME _____

<input type="checkbox"/>	$\times 15 =$	$\times 2 =$	ENCUMBRANCE $\times 5 =$ Encumbered $\times 10 =$ Heavily Encumbered
	Carry Capacity	Push, Drag, Lift	
	$=$	$/ 2 =$	
	Jump (Running)	Jump (Standing)	
STRENGTH SCORE		Strength Score	

An example of design ideas and font examples for the character sheet card. This style would also carry over to the other card designs.

COIN PURSE

Maximum Capacity = 6 lbs.

CP	Treasure (Non-Standard Coins and Gems)	Lbs.
<input type="checkbox"/>	Item Name _____	_____
<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	_____	_____

EQUIPPED ITEMS

The items your character is wearing, as well as equipped or held objects.

Slot	Item Name	Lbs.
Main-Hand	_____	_____
Ammunition	_____	_____
Off-Hand	_____	_____
Base Clothing	_____	_____
Helmet	_____	_____

A concept design for the journey encounter card.