

Fateweaver

1. Pitch

1.1. Elevator Pitch

Fateweaver streamlines the leveling and gearing process in MMOs and ARPGs into a repeatable roguelike system. The goal is to capture the excitement of putting a build together and seeing it in action at endgame while blasting through fast-paced combat and bosses. The player will get the challenge of creating a proper build while dealing with the randomization of roguelikes and then get to see it all come together in a roughly hour-long session.

1.2. Inspirations

A general list of games I took inspiration from:

- Diablo
- Path of Exile
- Last Epoch
- Hades
- Slay the Spire
- Risk of Rain 2
- Guild Wars 2
- World of Warcraft
- Destiny 2
- Elden Ring
- Baldur's Gate 3

While I hope to create a unique experience, these are games that I love that inspired me in all aspects of Fateweaver, such as gameplay, mechanics, story, and feel.

2. Game Overview

2.1. Game concept

The main objective is to complete a full run and kill the final boss. This will comprise of multiple different maps, each with a mini boss and one final boss at the end of the run. Each map will have groups of enemies to fight through and potential side objectives before reaching the mini boss. It will be fast-paced, ability-based combat with all the player's actions outside basic movement tied to different abilities. Throughout Fateweaver, players will level up to unlock new skills and find unique gear to change their playstyle further. The skill and gear selection will be somewhat randomized to force the player to make build decisions on the fly and adapt to the options they are given. It should be a fun and high octane game without too much complexity involved in the build crafting to allow more time to be spent playing than theorizing during a run.

2.2. Audience

Anyone who already likes MMOs or ARPGs and fans of roguelikes. The goal is a sort of genre fusion that will hopefully appeal to multiple types of players. It will be more focused on gameplay than buildcrafting, so players who enjoy the spreadsheets and third-party apps of other games may not find that here due to the randomness.

2.3. Genre

Roguelike with ARPG elements

2.4. Setting

The base setting is high fantasy with lots of magic and monsters. Fateweaver will take place in and around a large city that is overrun with darkness and features lots of ruined areas.

2.5. World structure

The player has a main hub where they can focus on making sure their build is set up how they want before and after each map. The maps themselves consist of a series of zones based around different locations that must be cleared of enemies. Each map will feature an arena at the end for the boss. After beating the final boss of each run, if the player has progressed enough, there is also a final area opened up to reach the true ending.

2.6. Player

It is a single player game where the player plays as one of four classes they can choose from at the start of each run.

2.7. Core loop

Fight through enemies to level up, learn new skills and find unique gear, defeat bosses.

3. Gameplay

3.1. Objectives

The main objective is to beat the final boss map at the end of each run. Five maps must be completed before this. To complete each map, the player must eliminate a certain percentage of enemies and defeat the final boss. There may also be small side objectives such as defeating a specific enemy or finding an item.

3.2. Progression

The player levels up by slaying enemies, completing side objectives, and completing maps. Leveling up allows the player to choose from a somewhat random selection of skills to enhance their build. These can be passives or actives. The player can have at most ten active skills useable at a single time, but they may learn more than ten and swap them around in the hub area. Passive skill effects are always on in the background and there is no limit. The player will also potentially find unique gear in the maps, which can enhance their build further by modifying or improving abilities. At the end of each run, the player will unlock new skills to be used in future runs. The game also progresses towards the true ending throughout multiple runs, with progress being unique to each class. After beating the true ending on a class, the player will have the option to face higher levels of Darkness corruption, which will allow for more replayability and increased difficulty. These will be modifiers such as time limits, increased health or damage for enemies, special modifiers and attacks for bosses, higher enemy density, and more.

3.3. Play flow

Start by choosing a character. Then, enter a map to fight enemies and complete side objectives to level up and find new gear. After the map, return to the hub to organize and then enter the next map. This process repeats until five maps are completed, at which point the player enters the final boss map and attempts to beat a run. Runs can also end if the player dies. Ideally, a run should take around an hour and the player shouldn't have to spend too much time trying to min max their build.

3.4. Difficulty

Fateweaver's difficulty should reasonably scale with the player as they progress, with each map being harder than the last to force the player to improve their build over time. Enemies' health and damage will scale up each map, and in the later maps players may also face special modifiers on enemies that make them more challenging. There is also some expectation that the player can blast through enemies near the end when their build has come together to reward effective play, but the player will be met with tougher enemies to challenge their build. The bosses also exist to end off each map and run, and will challenge the player to utilize their build effectively. There will be a few different bosses that can appear in each map and they should all offer unique fights to challenge the player. A lot of the difficulty comes from the player's ability to craft a reasonable build and utilize it effectively based on the uniques they find and the skills choices they are given.

4. Mechanics

4.1. Rules

Players' actions are limited to movement and casting abilities. All sorts of actions, such as attacks, crowd control, or defensives, are some sort of ability the player uses.

4.2. Game universe

Maps are procedurally generated based on a series of premade designs. Enemy selection is somewhat random as well. There is a set selection of enemies and bosses that can appear in each map, but the amount and placement of them can vary.

4.3. Physics

Fateweaver takes place in a 2.5D isometric world with no gravity, meaning minimal physics beyond things like projectiles and knockback. Projectiles have no drop but they will have a max range. The environment will be mostly static with no major destruction.

4.4. Economy

The economy is limited to a single vendor present in the main hub. The player may gain currency from activities completed in maps as well as selling unused gear. The player can use this currency to buy useful equipment or skills from the vendor. The vendor's inventory refreshes after each map so the player must

make decisions about when to buy something or wait for new options. The vendor inventory consists of one unique item for each slot as well as five skill options.

4.5. Character movement

The player moves around with their mouse and is limited to essentially 2D movement. The player may also have certain abilities that allow them extra movement like dashes or leaps. With no gravity, the player won't be able to jump or fall off any ledges. There may be stairs or ramps that change the elevation of certain areas, but the player won't be able to fall off edges. To traverse different elevations, the player must either use some sort of leap skill, or find the actual path up.

4.6. Player interaction

In maps, there may be doors or chests for the player to open. The player can also interact with a vendor and storage in the main hub. For abilities, the player will have a bar at the bottom of the screen where abilities can be placed and different buttons can be bound to use them. Abilities will activate immediately when the button is pressed and if they are aimed in any way will look towards the cursor.

4.6.1. Game menus

There will be a normal pause menu with options such as sound and keybinds. The player will have a skills and gear menu to edit their build. There is also a vendor and storage menu in the hub.

4.6.2. Saving

The game can be saved in the main hub during a run, but not in maps. Progress is automatically saved upon entering the main hub and overall progress is saved at the end of each run.

4.7. Abilities

Most player actions are done through abilities. This can include attacks, defensives, buffs, heals, crowd control, movement, and more. The player will have a skill book to keep track of any abilities they have earned, and they can have up to ten on their ability bar at a time. Every ability has a mana cost, cast time, active time, and cooldown time. Depending on the ability, some of the times may be instant. Only one ability can be used at a time, with a short global cooldown preventing players from using multiple abilities at once. There are a few different times players will earn abilities throughout a run. Upon leveling up, the player will have a random choice of three basic abilities. After beating a boss and clearing a map,

the player will be given a choice of three more powerful special abilities. These ability choices are fully random, although the power of the abilities will somewhat scale as the run progresses. Behind the scenes, abilities have a rarity and in later maps the player is more likely to be offered rarer abilities. Finally, at the end of each run the player will be given the choice between two new sets of abilities to add to their pool for future runs. There are twenty extra abilities to earn for each class, with ten coming from each of the primordials that class can meet and two being given each completed run.

4.7. Uniques

Uniques are special rare drops that will modify or enhance the way certain abilities or types of abilities work. Uniques can drop at any time, but they are more likely to come from the boss of each map or special side objectives. The player can only equip one piece of unique gear of each type, consisting of weapons, helmets, body armor, gloves, and boots. There is also a chance for ultra rare set bonus uniques that require the player to use all their slots but provide the best upgrades. Set bonus uniques should provide more general power so that players can't find one at the end of a run and then be screwed because it doesn't fit the build they have crafted. Extra unique gear can be sold to the vendor in the hub, where the player can then buy different uniques or skills. The game won't feature a full armor and stats system, but uniques are a core part of the loop of the game to capture the excitement from random drops you would find in actual ARPGs or MMOs. Ideally, the player should see on average about one unique per map for a total of five per run. For each map, the player doesn't receive a unique, they will be more likely to find one in the next map to ensure players get at least a few per run. Set bonus uniques will be much rarer, on average appearing once every five runs or so.

5. Graphics and audio

5.1. Visual system

Low realism with a stylized fantasy look. All models and animations are 3D but in a 2.5D view.

5.1.1. Player camera

2.5D isometric camera that loosely follows player movement.

5.1.2. Landscape

Fateweaver uses a pseudo-3D world on a flat foundation. The map itself is mostly flat without dynamic differences in elevation. Elevation changes only come from direct use of stairs or ramps that lead to other flat areas. The stylized look should give the feel of a deeper world with background elements also helping.

5.2. Interface

Interface inspired by MMOs with minimap, ability bar, player health and mana. Enemy health is visible above the enemy, while bosses have special large healthbars at the top of the screen. Skill book and character inventory/gear are the main menus players will interact with.

5.3. Audio system

There will be sounds attached to player actions such as moving, casting abilities, opening menus, and such. Enemies will also have unique sounds for their attacks and actions. The interface will have minimal sounds to act as feedback for interactions.

5.3.1. Game music

Music will be mostly background, with music for each map, the main hub, and special music for boss fights

5.3.2. Audio look & feel

The music should convey the fast-paced feel of Fateweaver as well as the desperate times the player finds themselves in while also immersing the player in the dark high fantasy aesthetic.

6. Story and narrative

6.1. Backstory

Before time, the Elemental Lords ruled over the land of the Primordials. One day, the other Primordials tricked the Elementals and stole their power to forge the universe. In doing so, the Primordials became the Gods worshipped by the mortal races of the land. Led by the power of the Lord of Darkness, the Elementals, now known as the Chaos Lords, waged an Eternal War to reclaim their power and defeat the Primordials. The Primordials gifted mighty heroes with their powers to fight the Eternal Darkness and

eventually the endless conflict came to a close, with the Chaos Lords being imprisoned. For millennia since then, the realm has been prosperous with a great kingdom rising to rule over an age of peace. However, the era of heroes was lost to memory. With no darkness, there is no reason for heroes to rise and many have grown complacent. In time, the Gods too have grown distant. Now, something stirs that was thought to be gone forever.

6.2. Main plot

The Eternal Darkness has returned to once again cast its shadow over the realm. Lacking defenses and with the Gods distant after ages of peace, the kingdom has quickly fallen to the destruction of the Chaos Lords and their armies. Small resistances have risen around the world but without the mighty heroes of old, it seems futile. The fate of the realm appears to be set, but one unknown person seizes the opportunity to write their own story. When all hope seems lost, the player character picks up a weapon and decides to fight back. The player chooses a class (Mage, Rogue, Ranger, Warrior) to determine who their character is. Either a scholar of the arcane arts, an assassin for hire, a hunter, or a knight. The player character has decided to join the small resistance in their community and fight back against the eternal darkness.

6.2.1. Plot progression

The plot progresses as the player explores and conquers the different maps. In each map, the player fights against the armies of darkness and faces off against powerful lieutenants of the Chaos Lords. After finishing a map, there will be some potential dialogue and plot progression in the hub area and the environment will slowly change as the darkness recedes. At the end of each run, the player will face one of the Chaos Lords, and after defeating all of them, the player will unlock the true ending of Fateweaver, where the player faces the Lord of Darkness. Defeating a Chaos Lord at the end of each run may also attract the notice of one of the Primordials, who may gift the player with new abilities to be found and used in future runs. Throughout each run and between them, the player will learn the history of the realm and the greater universe through interactions with different characters, items, and the environment

6.2.2. Items

The player will find unique items as they progress through Fateweaver, either from fighting enemies or doing small sidequests. For example, the player may take the weapon of one of the bosses or find the helm of an ancient hero. These items will shine some light on the history of the world and the conflict between the heroes and the eternal darkness long ago as well as the age of peace that has reigned since then. These items might share the names of certain characters and will have small lore tidbits attached to

go into the deeper lore or Fateweaver. They are not necessary to the game but will help players who are interested learn more about what has happened and is happening.

6.3. Cutscenes

There will be a cutscene at the start to explain the story leading up to the player character joining the resistance. This will highlight the return of the Chaos Lords and how they have mostly conquered the world, as well as touch on the resistance and their budding effort to fight back.

7. Characters

7.1. Main characters

The player acts as the main character. Each class has a set appearance that can't be customized. The only time a character's appearance will change is based on the unique items they have equipped.

7.1.1. Backstory

Backstory is minimal and is based on the player's class as described in 6.2.

7.1.2. Personality

The character's personality also depends on the class, with it being shown through small voice lines the player character may say upon completing quests or fighting certain enemies. The mage is an educated scholar who seeks to understand the darkness so it can be truly destroyed. The rogue was once an assassin for hire and is the silent but deadly type, she will find the darkness's weakness and exploit it. The ranger is a hunter who is used to animals being his prey, and he views the darkness as nothing more, just another beast that needs to be put down. The warrior was a noble knight before the realm collapsed, he seeks to protect those who cannot protect themselves and restore the realm to its glory.

7.1.3. Appearance

Mage - Robes, Staff



Rogue - Light Armor, 2 Daggers



Ranger - Light Armor, Bow and Arrow



Warrior - Plate Armor, 2 Handed Sword



7.1.4. Playstyles

Mage - Slow but big spells such as fireballs and lightning storms, moderate maneuverability with things abilities such as blink, good crowd control with things like frost, decent defenses with magical armor and wards

Rogue - Fast and highly maneuverable, deal damage quickly and get out utilizing high burst or damage over time with bleed or poison, decent defense with dodging and evasion as well with invisibility, limited crowd control but can slow enemies or reduce their outgoing damage

Ranger - Quickfire abilities and moderate maneuverability, unleash storms of arrows and channel animalistic powers to defeat enemies while staying out of range, low defense, but can avoid getting hit

Warrior - Low maneuverability but high survivability, rush head first into the fray and demolish enemies with big attacks, intimidate enemies and crush them beneath your sword or utilize holy powers to smite your foes

7.2. Supporting characters

Find other members of the resistance while exploring maps, and they may give you sidequests. Important recurring resistance members will appear in the main hub to talk to the player and potentially offer more quests. There is also the resistance quartermaster who will trade Uniques and Skills with the player in town. The player will also attract the interest of the Primordials at the end of each run, where they will grant new skills to be found in future runs. The Mage will meet The Scholar or The Mother. The Rogue will meet The Night or The Reaper. The Ranger will meet The Hunter or The Beast. The Warrior will meet The Day or The General.

7.3. Enemies

The Eternal Darkness is a mostly unknown force in the realm at the present. It has all but faded into myth after it was thought to be destroyed in an ancient war. The armies of darkness are led by the Chaos Lords and the Lord of Darkness leads them. The player will discover as they progress through Fateweaver that each of the Chaos Lords is an ancient being that represents one of the elements of creation (Fire, Water, Earth, Air) and the Lord of Darkness represents the nothingness itself. The armies feature a variety of enemies from corrupted mortals to elemental beings.

8. Game world

8.1. Look & Feel of the world

Fateweaver world should have a pretty general high fantasy feel with magic, gods, other races, monsters, and more. When Fateweaver starts and the darkness is at its strongest, the hub area will look mostly destroyed and abandoned, and the player should feel closed off and in danger. As they progress, the darkness will begin to let up, and the hub will start to be built up and become more populated. On the other hand, the maps will be more and more destroyed and covered in darkness as the player progresses and faces more difficult bosses. The hub lightening up will make the player feel a sense of the good they are doing, while the maps seeing more of the effects of the darkness will give the player the sense that the game is getting harder and the enemies more dangerous.

8.2. Locations

The main hub will be the player and the resistance's base of operation throughout a run, while the maps will be the main place the player explores and faces the darkness. The maps will include an open forest area, a small town, a farm area, the outskirts, the capital, and finally the palace. The player will progress through the maps as they move towards the capital city where the darkness has taken the throne of the kingdom. They will face the final boss of each run in the palace and eventually face the Lord of Darkness himself within his realm.

8.2.1. Connection to the plot

The Hub - The resistance's base, a camp in the woods that springs up into a small town throughout a run as NPCs move in. The player will return here after each map to fix up their build, trade with the quartermaster, and talk to NPCs.

The Forest - The area surrounding the hub, needs to be cleared immediately to make sure the area is safe.

The Town - A small town near the camp where the player character is from. It was overrun by darkness at the start of the invasion and the player must clear it out to save anyone left.

The Farms - A vast area of farmland surrounding the capital. Must be cleared to gain access to the city and restore food supplies to the resistance.

The Outskirts - The outer city area featuring many ruins and areas overrun by the darkness. People here are trying to flee the city where the Chaos Lords reside.

The Capital - The capital of power of the kingdom. A path must be cleared to the palace to take on the Chaos Lords. Similar to the outskirts, but more dense and featuring building interiors as well.

The Palace - The grand palace of the king, now home to the Chaos Lords as they corrupt the land. The player must clear a path through the palace and take on one of the Chaos Lords during each run.

The Seat of Darkness - The realm of the Lord of Darkness, only accessible once all of the Chaos Lords have been defeated.

9. Build Crafting

This section will cover some potential ideas for skills and uniques. It also covers the basics of each Primordial and what skills they will offer. Skills are sorted by rarity, with higher rarity skills more likely to appear later in runs. This is not a full list of all abilities present but instead serves as an outline for potential playstyles and builds for each class.

9.1. Mage

9.1.1. Skills

- Starter
 - Arcane Bolt - Fire a bolt of arcane energy that deals damage to the first enemy hit
- Common
 - Lightning Strike - Call a small lightning strike that does damage in an area
 - Firebolt - Fire a small fireball that ignites the first target hit and does damage over time
 - Blink - Teleport a small distance
 - Minor Ward - Channel a ward for two seconds that mitigates a small amount of damage
 - Frost Shield (Passive) - After using a frost spell, take reduced damage for a few seconds
- Rare
 - Ice Blast - Launch a cone of ice shards damaging and slowing enemies in the area
 - Arcane Comet - Fire a large blast of arcane energy that explodes and hits all enemies in an area
 - Frost Dash - Blast a lane of ice and dash across, damages all enemies hit and leaves a trail of ice that slows enemies
 - Lighting Shield - Encase yourself in lightning, reducing damage taken and damaging enemies that hit you
 - Ignition (Passive) - When ignited enemies die, they spread the burn to nearby enemies
- Epic
 - Fire Storm - Launch a wave of fire in all directions that burns enemies
 - Arcane Onslaught - Cast a huge amount of arcane bolts that target random enemies around you
 - Thunderclap - Blast a wave of thunder in front of you, stunning all enemies hit and striking them with lightning
 - Major Ward - Channel a ward for two seconds that blocks all damage
 - Electrocute (Passive) - Lightning abilities stun enemies that have been recently affected by other lightning abilities

9.1.2. Uniques

- Gauntlets of the Pyromancer - Enemies that are already ignited explode when hit by fire skills
- Helm of the Tempest - Enemies hit by lightning skills chain lightning to other nearby enemies
- Onslaught Staff - Arcane Onslaught casts Arcane Comets instead of Arcane Bolts
- Robes of Warding - Wards reflect all damage blocked
- Elemental Master's Set (Set Bonus) - Enemies take bonus damage for each elemental debuff on them

9.1.3. Primordials

- The Scholar - Grants abilities that play into the arcane spellslinger aspects, such as buffs that increase cast speed or more ways to fire arcane bolts
- The Mother - Plays into the elemental abilities by teaching the player abilities that help them weave together different elemental attacks or empower specific elements

9.2. Rogue

9.2.1. Skills

- Starter
 - Stab - Strike with both daggers dealing damage to an enemy
- Common
 - Dagger Throw - Throw a knife at an enemy to deal damage
 - Sever - Slash at an enemy causing them to start taking bleed damage over time
 - Roll - Roll a short distance and dodge attacks
 - Evasion - Gain a chance to dodge attacks for a short duration
 - Poison Blade (Passive) - Stab inflicts a small amount of poison damage over time
- Rare
 - Fan Of Blades - Throw knives in a cone in front of you to deal damage
 - Poison Cloud - Drop a cloud of poison that damages enemies and applies poison in an area
 - Backstab - Teleport behind an enemy and deal damage, if this kills the enemy reset the cooldown
 - Shadowmeld - Go into stealth for five seconds and cure all debuffs, while in stealth, enemies won't attack you, attacking removes stealth
 - Surprise (Passive) - Using an ability while in stealth stuns enemies hit
- Epic
 - Death Dance - Dash between all nearby enemies dealing damage and inflicting bleed

- Reaping Strike - Strike an enemy, immediately dealing damage equal to the amount of damage over time on that enemy
- Blade Fury - While channeling, continuously slash enemies in a circle around you and throw knives out at nearby enemies
- Smoke Bomb - Drop a cloud of smoke around you, while in the cloud enemies have a high chance to miss their attacks
- Swift Reflexes (Passive) - Increase dodge chance by a lot, dodging causes you to take no damage

9.2.2. Uniques

- Knife Dancer's Gloves - Thrown knives are left in the ground and can be blinked to
- Bloody Dagger - Bleed damage dealt heals you
- Cloak of Night - Enter stealth after killing an enemy
- Poisoner's Helm - Poison no longer deals damages but slows enemies and reduces their attack speed
- Shadow Walkers' Set (Set Bonus) - Attacks no longer break stealth

9.2.3. Primordials

- The Night - Gives the player stealth-focused abilities that may give the player more ways to enter stealth or improve stealth's functionality
- The Reaper - Plays into the different damage over time aspects of bleed and poison and provides new ways to work with them

9.3. Ranger

9.3.1. Skills

- Starter
 - Quick Shot - Fire an arrow that damages the first enemy hit
- Common
 - Snipe - Charge a high damage shot that pierces targets
 - Explosive Shot - Shoot an arrow that explodes on impact and damages enemies in an area
 - Backflip - Jump backwards to reposition
 - Roar of the Bear - Summon a bear to roar at enemies in a cone in front of you and stun them

- Piercing Arrows (Passive) - All bow skills pierce an additional target
- Rare
 - Arrow Barrage - Fire five arrows in quick succession to damage enemies
 - Hawk Strike - Summon a hawk to swoop in and attack enemies in an area
 - Blink Arrow - Fire an arrow and blink to where it lands
 - Cover - Summon cover to hide behind and reduce ranged damage taken
 - Eagle Eyed (Passive) - Increase range of all abilities by a moderate amount
- Epic
 - Arrow Storm - Unleash a hail of arrows to damage all enemies in an area
 - Stampede - Summon a group of bears to rush at enemies, damaging and slowing them
 - Rapid Fire - Attack much faster for a short period
 - First Aid - Heal yourself and cure all debuffs
 - Animal Companion (Passive) - Gain a permanent animal companion that fights with you

9.3.2. Uniques

- Hawk's Talon Gloves - Hawk Strike becomes a passive that can be triggered with Quick Shot
- Mask of the Hunter - Snipe no longer pierces but does massively increased damage
- Ricochet Bow - On hit, bow skills ricochet to nearby targets
- Hide of the Bear - Using bear skills gives you increased damage reduction for a short time
- Friend of the Wild Set (Set Bonus) - Enemies hit by animal skills are marked and take increased damage from bow skills for a short duration

9.3.3. Primordials

- The Hunter - Gives new bow skills that make your archery more deadly and effective
- The Beast - Gives more animal skills that allow you to play into the wild side of the ranger

9.4. Warrior

9.4.1. Skills

- Starter
 - Slash - Slash in front of you damaging enemies
- Common
 - Overhead Strike - Swing down to do moderate damage to an enemy in front of you
 - Ground Slam - Slam the ground to stun enemies around you

- Leap - Jump forward and damage enemies in a small area on impact
- Fortify - Increase damage resist for a short duration
- Maim (Passive) - Slash slows targets for a small amount
- Rare
 - Whirlwind - Spin a circle and damage enemies for a few seconds
 - Intimidating Roar - Roar at enemies around you to increase their damage taken for a short time
 - Shoulder Charge - Lower your shoulder and charge, damaging and stunning the first enemy hit
 - Shield of Light - Summon a holy shield that reflects damage for a short duration
 - Divine Blessing (Passive) - Using holy abilities increases your damage for a short duration
- Epic
 - Fissure Strike - Slam your sword down, dealing damage in a line in front of you
 - Heaven's Strike - Call a sword from the heavens to deal damage in an area and leave a patch of consecrated ground that does damage over time
 - Earthquake Stomp - Slam the ground causing damage and stunning enemies in increasingly large circles around you
 - Rallying Cry - Let out a war cry to heal yourself and increase your damage reduction
 - Empowering Roars (Passive) - War cry abilities increase your damage for a moderate duration

9.4.2. Uniques

- Sword of the Dawn - Holy abilities burn enemies hit
- Unstoppable Boots - Shoulder charge slows instead of stuns but now passes through enemies
- Helm of the Berserker - Rallying cry no longer has a base heal but instead heals you based on damage dealt while it's active
- Gauntlet's of Fortification - Fortification is now a channeled ability that has greatly increased damage reduction while channeling
- The Immortal's Set (Set Bonus) - While a war cry is active, you can not be reduced below one health

8.4.3. Primordials

- The Day - Gives the warrior holy abilities that utilize the power of the heavens to smite foes and protect you

- The General - Teaches the warrior more ways to effectively utilize war cries to control the battlefield and inspire themselves

10. Prototype

I have included a prototype build with five warrior abilities to fight endless enemy spawns. Simply download the exe and the data folder to the same location to play. Some normal enemies give 10 xp and bosses that drop 50, the player levels up after 100 xp. An ability selection screen will pop up at each level, containing two placeholders and one ability to choose. The game goes until the player dies, at which point you can reset. For all attacks, the hitboxes are shown since there are no animations to see the attacks yet. Movement is done with WASD and not the mouse. There are also invisible walls around the plane to keep you and the enemies in. The abilities are:

- Slash (Left Click) - Swipe in front of you to deal damage
- Whirlwind (Right Click) - Hit all enemies in an area around you
- Fortify (Q) - Increase damage resistance for a short time
- Fissure (F) - Do a high damage strike in a line in front of you
- Rallying Cry (E) - Heal and increase damage resistance

I also included a video of me playing in case it doesn't work. It may only work on Windows, so I can build a separate Mac version if you need that. Not entirely sure though.