

Ogre's Knuckle – The Crypt

Neverwinter Nights

3/24/08



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Revision Notes

- 3/20/08 – Preliminary concept developed
- 3/24/08 – Basic work on the LDD
- 3/27/08 – Began drawing up floor plans
- 4/03/08 – Document completed
- 4/06/08 – Formatting reworked and TOC added
- 4/08/08 – Critical Path added
- 4/09/08 – Level Progression Chart added

Quick Summary

A shadowy mage has been staying in the Ogre's Knuckle graveyard. The local magistrate has asked you to get him to leave. The mage agrees to leave if you do some things for him. After doing his tasks, you discover that he plans to set a clan of vampires free from the crypt. Now you must go inside the crypt and destroy this clan before it's too late. While exploring the crypt, you discover a necromancer that is raising an army of undead. You need to put a stop to his evil plans.

Gameplay Overview

After entering the crypt and opening the door to first large area, the player encounters the necromancer for the first time. After a brief dialog, the necromancer raises two nearby corpses and then warps himself away. The player must defeat these two undead and then begin exploring the rest of the first floor of the crypt. The player cannot advance to the second floor without a key to unlock the door, but a fallen adventurer near the door springs to life when the player walks towards it. Defeating the undead and obtaining the key and a piece of a riddle, the player can advance to the second floor.

As the player moves forward on the second floor, a cutscene is triggered that shows the necromancer hard at work, raising more undead in a large room in the center of the floor. When the player opens the door to the room where the necromancer is located, another cutscene begins. The necromancer is slightly surprised that the player survived his undead. Growing angry, the necromancer raises more undead in the room. The player must defeat all of these undead before they can attack the necromancer. When the necromancer is low on health, another cutscene is triggered. Furious that he is losing, the necromancer begins to conjure up a terrible spell, but before he can unleash it, Timothy sneaks up behind him and finishes him off. Introducing himself, he joins your party to finish exploring the crypt. The player can loot the key to the third floor from the necromancer, along with another piece of the riddle. The player must finish exploring the second floor if they didn't do so before the boss.

Enemies on the third floor are slightly more difficult. Moving forward, the player encounters a special door. A cutscene is triggered where Timothy explains the door and gives the player 2 more pieces of the riddle. The player must use all four pieces of the riddle to figure out the combination to the lock on the door. Once the player has figured out the combination and correctly entered it, the door will open and the player will be able to advance to the fourth floor by riding the elevator.

Another cutscene will be triggered when the player enters the large room at the end of the bridge after exiting the elevator. The player has found the vampires for which he/she has been looking. The leader of the vampires is enraged that the player and Timothy would be so bold to step onto their unholy ground. The leader calls for the other vampires to attack. The player and Timothy must defend themselves against them before the leader of the vampires charges after the player. Once the vampire leader has been defeated, another cutscene shows Timothy thanking the player and tells him/her to return to Ogre's Knuckle to be rewarded. The player can use a portal on the other side of the area to return to the surface.

General Overview

1. Encounter the necromancer on the first floor.
2. Obtain the key to the second floor from the fallen adventurer.
3. Confront the necromancer on the second floor and defeat him.
4. Meet Timothy

5. Use the key obtained from the necromancer to advance to the third floor.
6. Discover the Riddle Door on the third floor.
7. Use the riddle pieces from the fallen adventurer, the necromancer, and Timothy to figure out the combination to the door and advance to the fourth floor.
8. Find the vampires on the fourth floor and defeat them.

Major Elements

1. Encountering the necromancer.
2. Defeating the necromancer.
3. Solving the Riddle Door.
4. Encountering and defeating the vampires.

Major Objectives

1. Stopping the necromancer's evil plans.
2. Getting passed the Riddle Door.
3. Finding and defeating the vampires.

Technical Overview

Campaign

The Crypt: This is an optional side-quest area of the Ogre's Knuckle module. It is designed for a level 4-5 player and has four floors. The player must find and defeat the mage's vampire clan, but also encounters a necromancer that is up to no good along the way.

Location

Setting: An ancient crypt outside of the town of Ogre's Knuckle.
Mood: Dark and foreboding.

Difficulty

Recommended player level: 4-5

Enemy levels and amounts at a time:

Floor 1: L3 (2-4)

Floor 2: L4 (3-6)

Floor 3: L4 (4-6)

Floor 4: L5 (6)

Metrics

Estimated play time: 20-30 minutes

Number of floors: 4, excluding the elevator

Max floor length: 8

Max floor Width: 12

Details

Theme / Mood

This level will be using the crypt tileset. Objects that compliment the tileset, such as sarcophagus, will be used to provide atmosphere. The first three floors of the level will have darker lighting with most light coming from torches on the walls, floors, and chandeliers. The fourth floor will be lit with a red tint to alert the player to danger.

Major Characters

The Player – Must stop the necromancer and defeat the vampires.

Necromancer – Raising an army of undead in the crypt. Must be defeated to progress. Has riddle piece.

Fallen Adventurer – Must be defeated to progress. Has riddle piece.

Timothy – Saves player from the last ditched spell of the necromancer. Has 2 riddle pieces.

Vampire Leader – Her and her clan will feed on the town if they are not stopped.

Story

Intro

- The mage outside wants to release the clan of vampires inside the crypt to feast upon the town of Ogre's Knuckle. Your only choice is venture into the crypt and remove the vampire threat.

In-Game

- The player encounters a necromancer on the first floor of the crypt who is attempting to raise an army of undead in order to attack the town of Ogre's Knuckles.
- The necromancer escapes and the player must continue searching the crypt.
- The player confronts the necromancer and a battle ensues. The necromancer is defeated by Timothy.
- Using the pieces of the riddle, the player uses his/her knowledge to unlock the Riddle Door.
- Finally, the player locates the vampire clan, whose leader is furious of the interruption, and a battle ensues. With all of the vampires defeated, the player and Timothy part ways.

Extra

- The player returns to Jered in Ogre's Knuckle to tell him of his/her victories inside the crypt. Thankful, Jered rewards the player for his/her efforts.

Major Areas / Visual Themes

First Floor

The player encounters the necromancer for the first time on this floor. There will be more than one corridor that reconnect before the player reaches the locked door leading towards the second floor. The

Fallen Adventurer holds the key to the door. This floor will be poorly lit, mostly by scattered torches. Sarcophagi sit around the area, some holding treasure. There will be at least one non-plot locked door. The necromancer will be standing in front of an altar of sorts.

Second Floor

The player confronts the necromancer for the second time on this floor. There will be two corridors that wrap around the large room where the necromancer is located. There is another locked door that requires a key that the necromancer possesses blocking progress to the third floor. This floor will be poorly lit, with the exception of the necromancer's large room, which will be lit by red flamed torches. There will be at least one non-plot locked door. The necromancer's large room will be filled with ritual items, like piles of skulls.

Third Floor

The player finds the Riddle Door on this floor: it will look different from all the other doors thus far. There are four pieces of riddle total: one from the fallen adventurer, one from the necromancer, and two from Timothy. The first three riddles will be simple, yet tricky, questions, while the fourth riddle will rely upon the first three riddles' answers. This floor will be lit much the same way as the first two floors. There will be at least one non-plot locked door.

Fourth Floor

The player encounters the vampire clan on this floor. There will be a large chamber at the end of a bridge: this is where the battle against the vampires will take place. This floor will be lit differently from the first three: there will be a red glow because of the evil rituals that the vampires have been doing. There will be a short corridor on the other side of the chamber filled with treasure that can be accessed after the vampires have been dealt with. A portal on the other side of the treasure takes you to the surface.

Level Objectives

Overview

The goal of the entire level is to explore the crypt and eventually locate the vampires hiding inside. There will be many undead that will attack the player as he/she explores due to the necromancer's recent activities. Cutscenes will be used to point the player in the right direction aside from telling the story.

- The player encounters the necromancer on the first floor. The Fallen Adventurer has the key to the second floor.
- The player defeats the necromancer and meets Timothy on the second floor.
- The riddles must be solved to unlock the door on the third floor.
- The vampires are defeated on the fourth floor and Timothy leaves for Ogre's Knuckle.

Challenge Highlights

- There will be plenty of combat against the undead roaming the crypt.
- The boss fight against the necromancer immediately follows a battle with a few ghouls that he raises in a cutscene beforehand.
- The player must use logic to figure out the riddles and thus figure out the combination to unlock the Riddle Door.
- The boss fight with the vampire leader immediately follows a battle with a large group of vampires that the leader calls for during a cutscene beforehand.

Wow Moments

The WOW moments of the game will mostly be visual impact moments, most specifically the cutscenes. The boss fights will also serve as these moments, due to the seemingly overwhelming odds.

- The necromancer will be shown raising two ghouls in his ritual chamber, the camera will pull back with the doors closing as it passes through them.
- The necromancer will raise more ghouls as the player confronts him in his chamber. The player has to fight all of them and then fight the necromancer himself.
- As the necromancer readies a powerful spell, Timothy will run in from behind and land a finishing blow against him.
- When the player finds the vampires, 6 more vampires will awaken during a cutscene and the all of them must be defeated before the leader attacks.

Actors

Player

Starting Location: Entrance from the Graveyard

Motivation: Find the vampire clan

Timothy

Starting Location: Second Floor after defeating the necromancer

Motivation: Sent by Jered in Ogre's Knuckle to investigate the crypt

Equipment: Bastard Sword, Half-Plate, Cloak of Protection

Inventory: Potion of Cure Moderate Wounds x 3

Important Enemies

Necromancer

Starting Location: Large room on the First Floor

Motivation: Raising an army of undead to attack Ogre's Knuckle

Inventory: Key to the Third Floor, Riddle Piece #2

Level: 4

Fallen Adventurer

Starting Location: Large room on the First Floor
Motivation: Kill the player
Inventory: Key to the Second Floor, Riddle Piece #1
Level: 4

Vampire Leader

Starting Location: Ritual Chamber on the Fourth Floor
Motivation: Devour the player's heart for trespassing.
Level 5

Other Enemies

Freshly Raised

Starting Location: Raised by the necromancer on the First Floor
Motivation: Kill the player
Level: 3 (2)

Recently Raised

Starting Location: Throughout the First Floor
Motivation: Kill the player
Level: 3 (2-4)

Ghoul

Starting Location: Raised by the necromancer on the Second Floor
Motivation: Kill the player
Level: 4 (3-6)

Shambling Corpse

Starting Location: Throughout the Second Floor
Motivation: Kill the player
Level: 4 (3-6)

Animated Skeleton

Starting Location: Throughout the Third Floor
Motivation: Kill the player
Level: 4 (4-6)

Vampire

Starting Location: Awakened by the Vampire Leader on the Fourth Floor

Motivation: Kill the player
Level: 4 (6)

Key Assets

Placeable Objects

Sarcophagus, Corpse, Arrow-filled Corpse, Singed Corpse, Pile of Stones, Pile of Skulls, Rubble, Candelabra, Chandelier, Brazier, Barrel, Small Treasure Chest, Large Treasure Chest, Summoning Symbol, Flaming Statue, Phylactery, Blue Portal

Traps

Weak Arrow x 5, Weak Magic Missile x 1, Weak Fireball x 1, Weak Bolt x 2, Average Negative Energy x 2, Average Lighting x 1

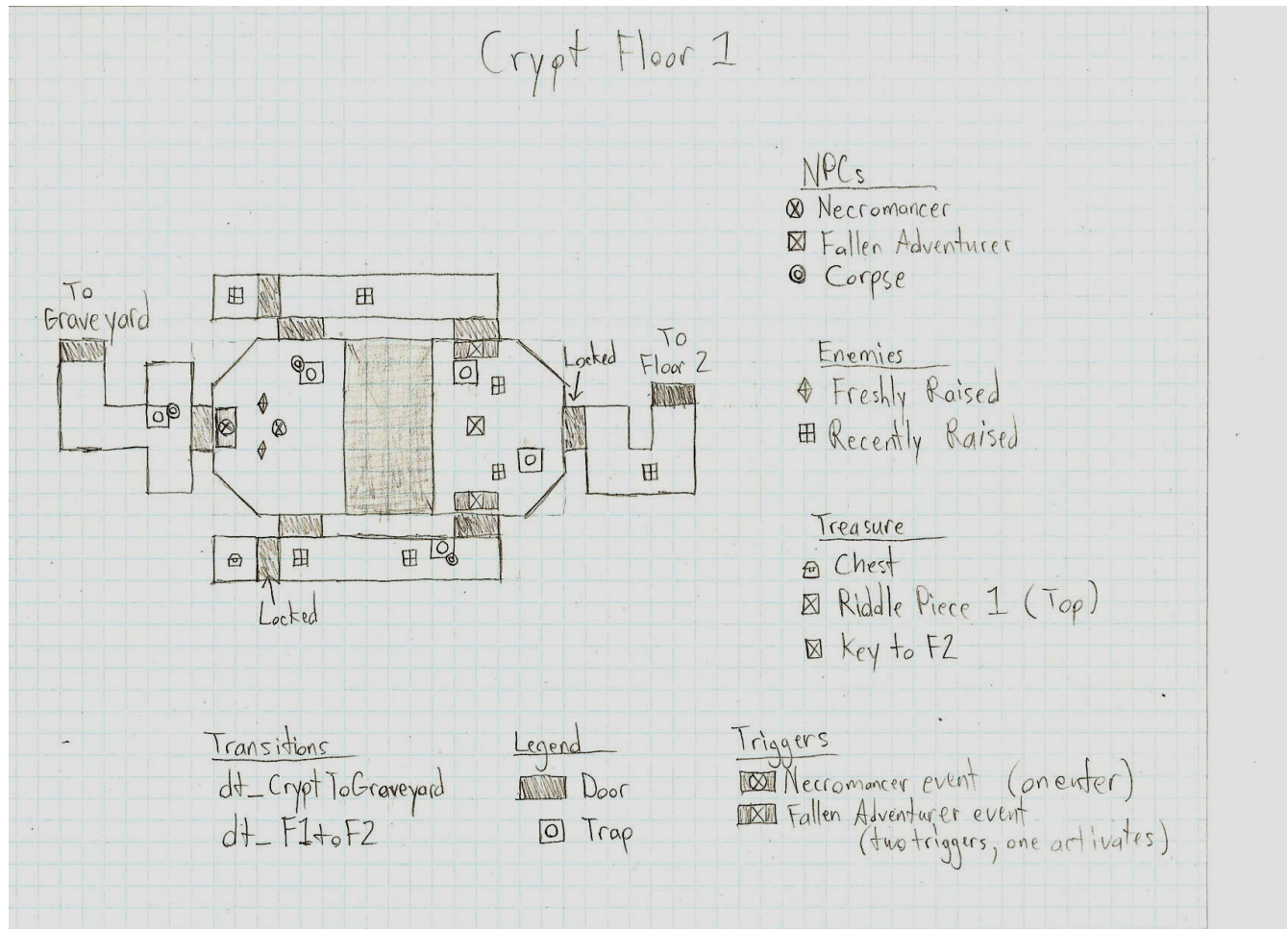
Encounters

Recently Raised x 6, Ghoul x 2, Shambling Corpse x 4, Animated Skeleton x 4

Plot Items

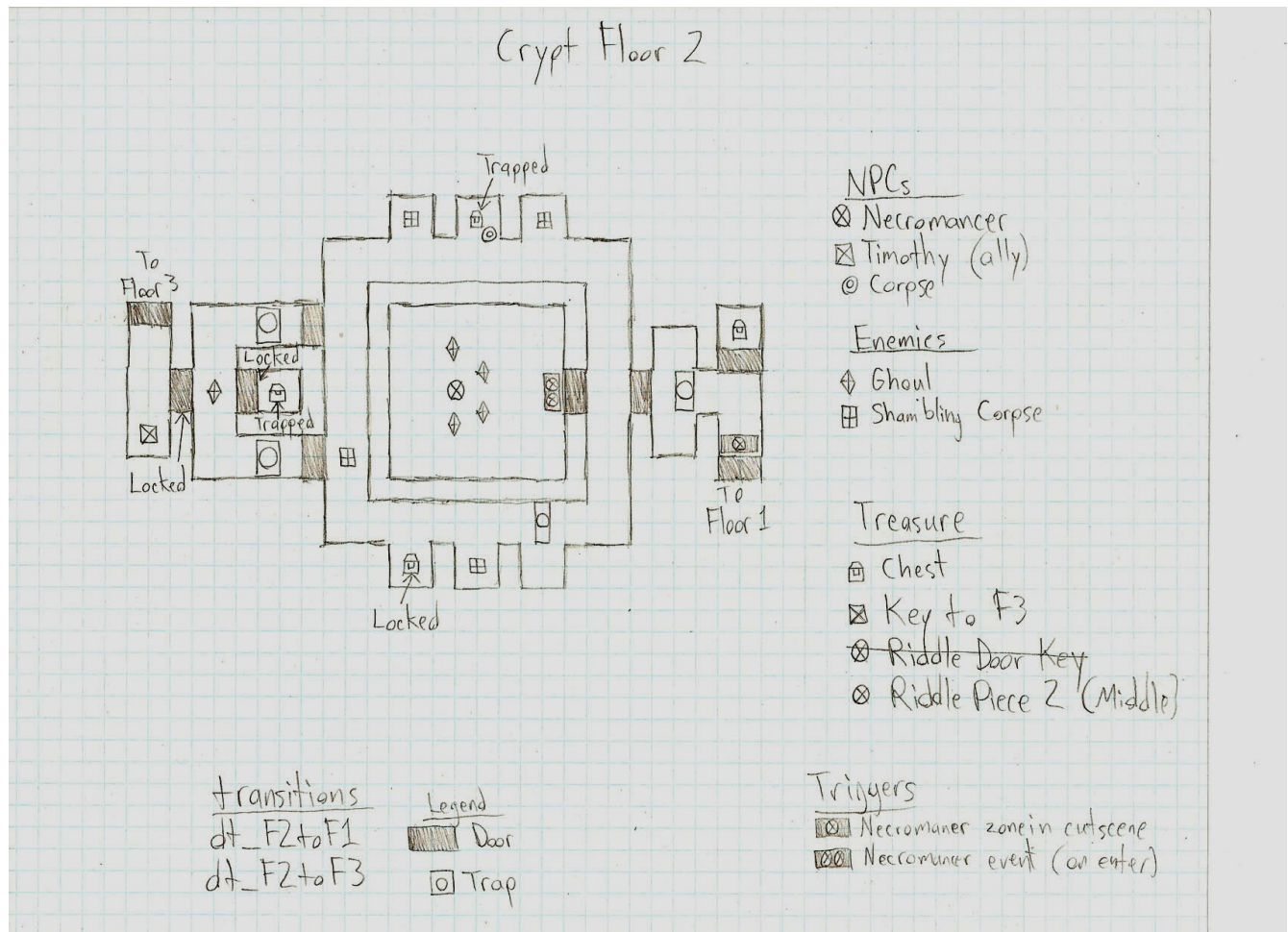
Key to the Second Floor, Key to the Third Floor, Riddle Pieces 1-4

Walk-through



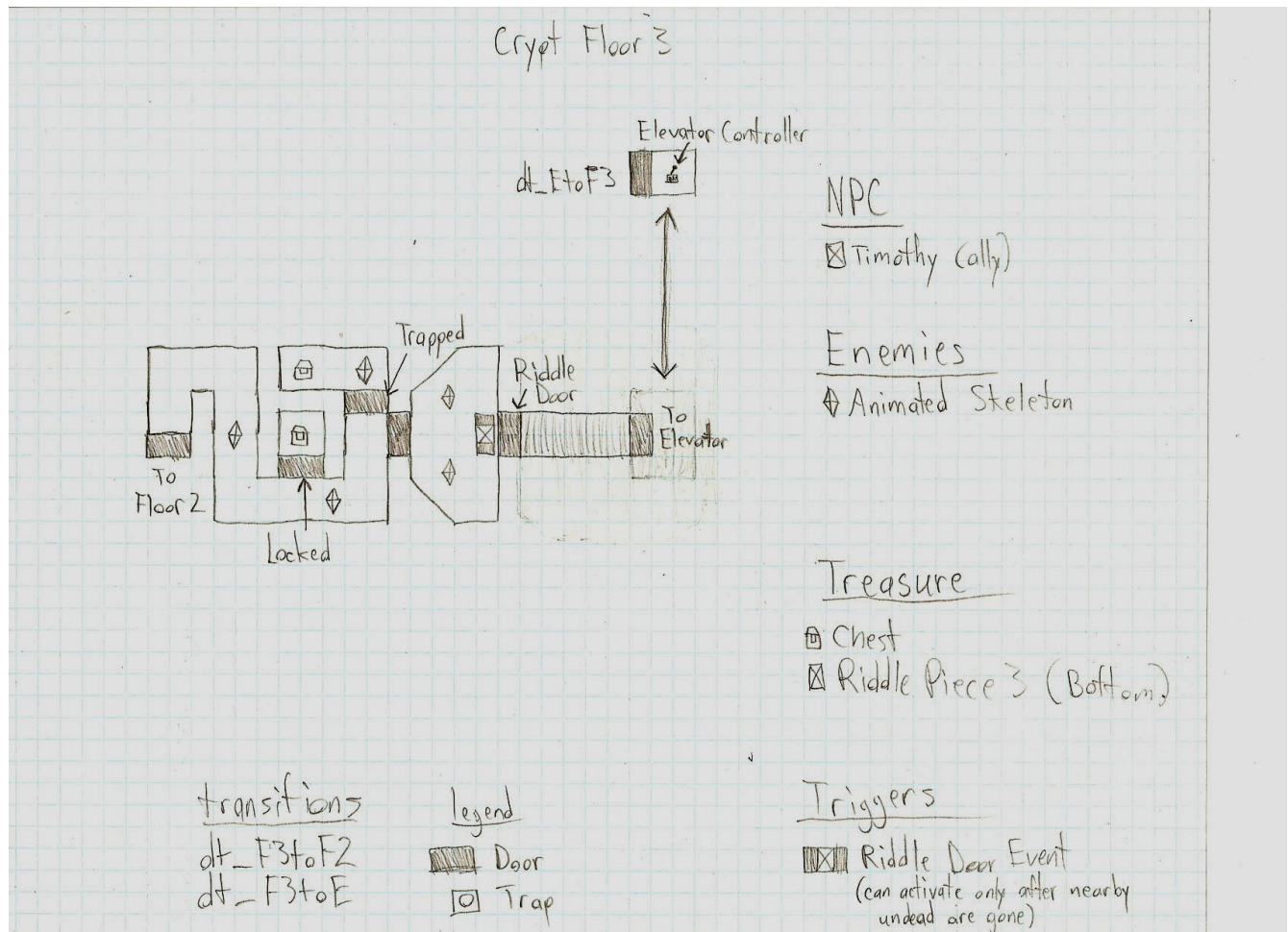
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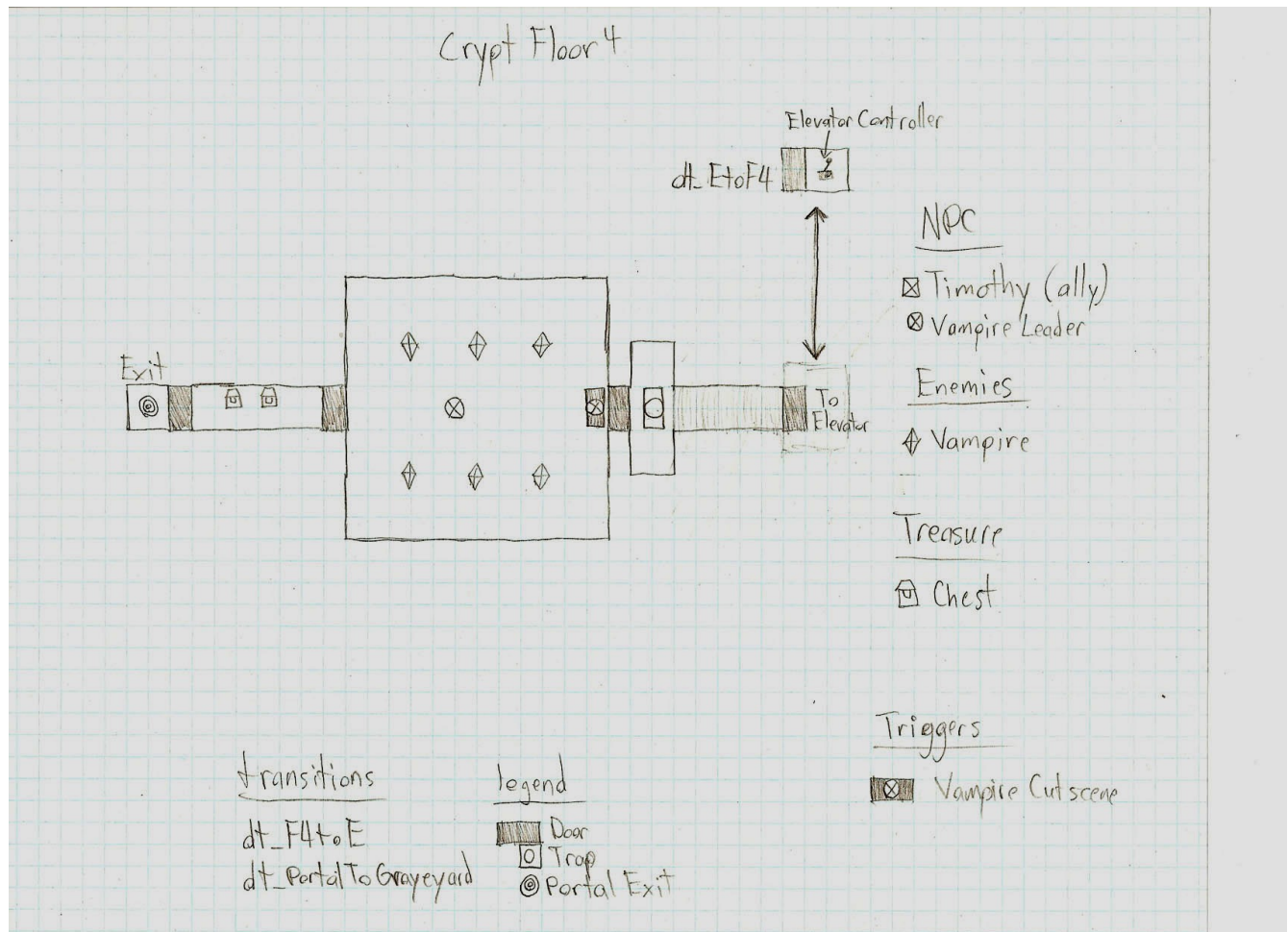
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Third Floor

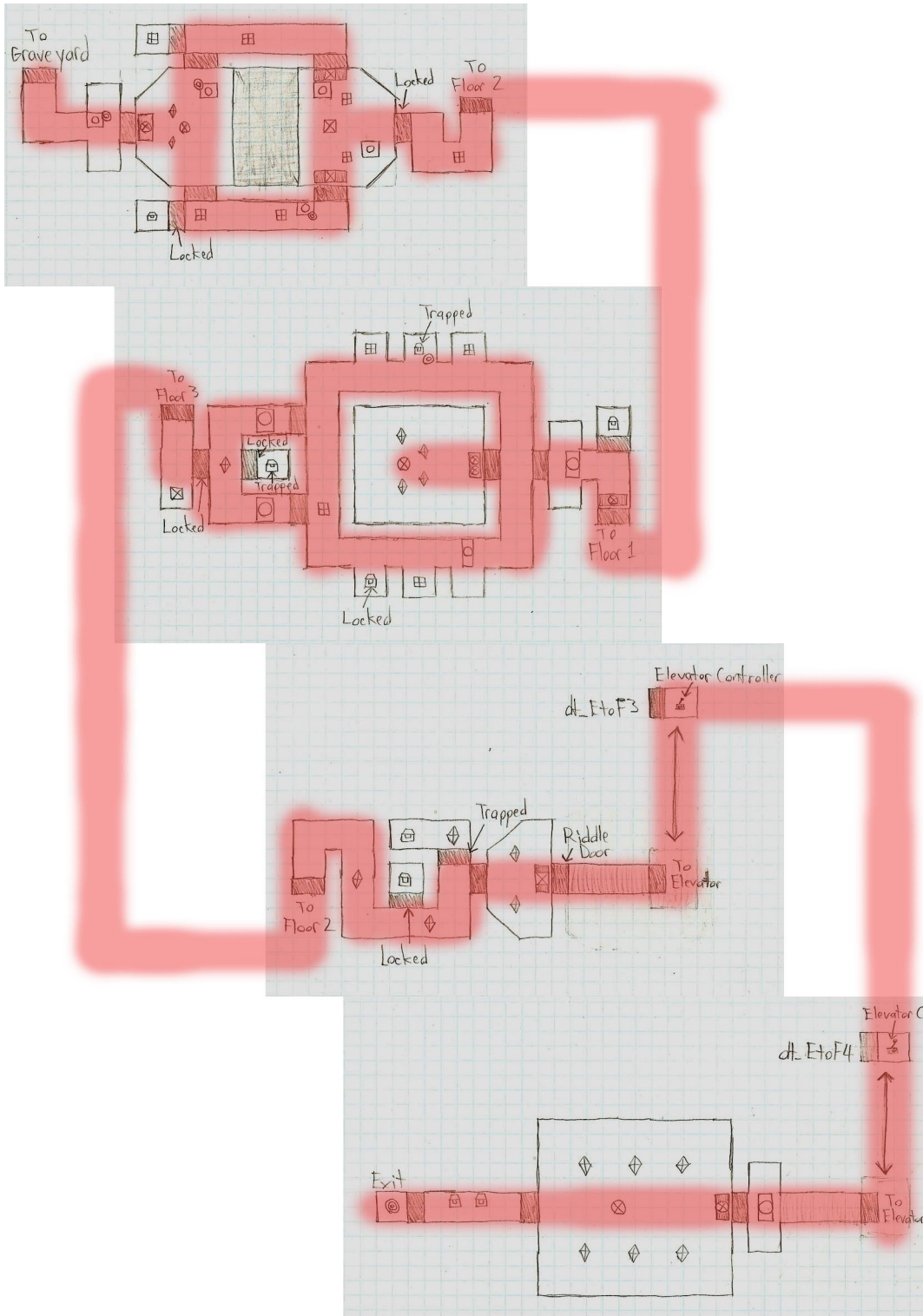
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Fourth Floor

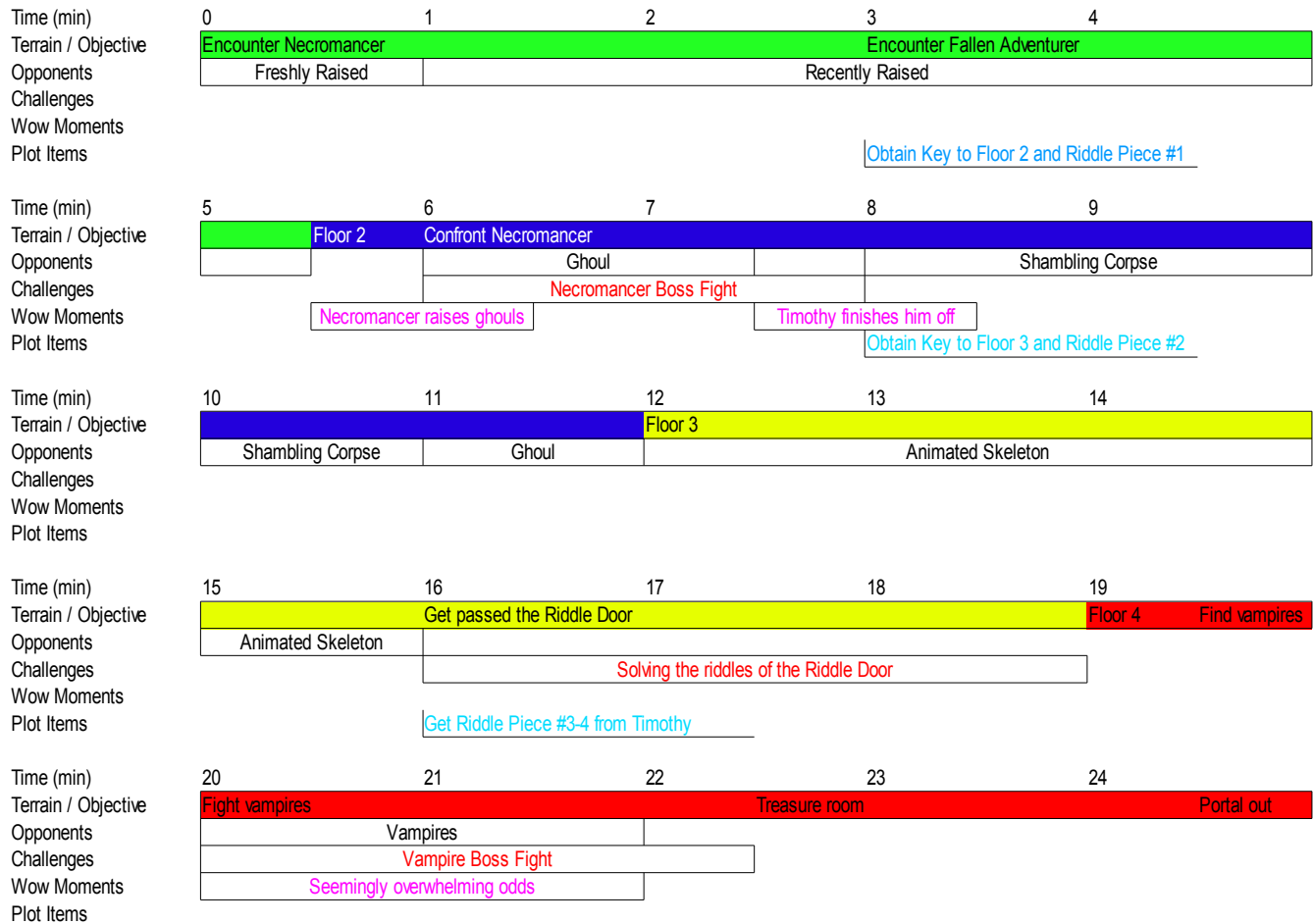
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Critical Path



Level Progression

Ogre's Knuckle – The Crypt : Level Progression Chart



Legend
First Floor
Second Floor
Third Floor
Fourth Floor
Challenge Highlight
Wow Moment
Plot Items