

# Korax' Heritage: Scattered Evil

## Design Guide

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## Design Guide

### Introduction / Base Concept

*Korax' Heritage: Scattered Evil* is a Total Conversion built on the commercial game *Hexen* from 1995 (version 1.11) and on the Doomsday Engine (a 3D accelerated open-source port) from 2000 (version 0.99.6).

*Scattered Evil* (sometimes referred to as *SE* in the following) is a single player action game with a strong RPG vein. Gameplay is similar to *Korax Mod*, enhanced through character interaction and quests. Several *Korax Mod* features are carried to the next level, too (more complex character attributes and experience system, advanced shopping system, more spells with a graphical interface).

Gameplay is mostly hub-based with a central town where you can't draw weapons, instead you can get quests, shop for items or sell unneeded ones, learn new spells and information, sleep, eat and drink. Maps are designed in a similar way as original *Hexen* maps and should carry that distinct *Hexen* feeling. The main difference is that all hubs are parts of a greater complex, of which the town is the center. You may be able to proceed only to a small part of a hub at the beginning, and after completing tasks or discovering items in another hub may you only proceed further in the first hub.

There should be a large variety of weapons, artifacts and other items to be found in the dungeons or to be bought/sold in shops. Many of them can't be used under a certain level, some of them can be used only by a certain character class.

Most monsters have several subtypes which differ not so much in looks but in base attributes like strength, speed, HP etc. In case of smaller differences, they're just part of the same monster type, in case of greater differences they'll look different (like slightly altered clothing, different skin color, etc.).

*Scattered Evil* takes place a couple of months to a year after the defeat of Korax. The base storyline is that Korax' evil minions have been scattered, and there is no more evil to fear on Cronos. At least that's what most people think... in reality, a new cult is forming around a Uber-Heresiarch, with the ultimate goal of re-establishing the old terror. The cult's center is in an underground temple beneath the hills near <TOWN NAME>. A bold hero sets out to get to the truth behind some rumors and finds out more than he wanted pretty soon, and then keeps finding out more and more as the game advances, until around the middle he knows about the cult and the temple and tries to find it. The game ends when he locates the temple, defeats the cult leader and its hordes of minions (and maybe destroys the temple itself as well).

## Gameplay

### Game Start / The Town

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The player first chooses a skill level and a character class, then generates his character. At the beginning of the game, he starts in the town, at the headquarters of his order. Here he can wander around and talk to several persons, but he has to talk to the leader of his order to receive the first quest, which is to head out of town and try to see what this talk lately about evil uprising is.

The player receives the first couple of items and experiences from the people at the headquarters. He is free at any time to get outside and wander the town streets, where he may receive sidequests. The only places he can't enter are the headquarters of the other 2 orders.

There is no action in the town, i.e. no fighting, no spells, no monsters. As long as the player is in the town map, the in-screen weapons (or hands) disappear and no weapons or spells can be selected. No one will attack the player, neither.

Once the player has been exploring the town somewhat, he should exit through one of the 3 gates, into one of the 3 hubs you can enter from the beginning. There he should be able to explore a small part of the hub only (either part of the first map, or small parts of several maps). The player should be able to finish a couple of sidequests, but unable to go on until a certain quest has been completed or a certain item has been found/purchased. This forces the player to travel a lot between locations and revisit old places again and again (like in Hexen, just on a larger scale).

After traveling back and forth between different hubs many times, the player solves a row of main quests (and as many sidequests as he likes). In the end he finds out all he needs and can enter the 4th, final hub, which has an entrance from one of the first 3 hubs. Here he defeats the end boss, and the game ends.

### Map List

Map nr.	Map name/description/whatever (mostly wad name)	Map exits to
1	Town (RambOrc)	2, 19, 34
2	hxthebar	1, 3, 9, 14
3	castle	5
5	chaosrsh	7, 8
7	labyh	8
8	hexsoul	2
9	gnosis	10, 11, 2
10	hxcod1	9

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11	swmpledges (Swamp Ledges)	12
12	purpdth1	13
13	octarena	2
14-18	necros (5-maps-hub)	2
19	Abandoned Mines (RambOrc)	1, 20, 24, 25, 28
20	hexquak2	21
21	hexquake	22
22	hexquake3	23
23	agility	19
24	hxtera	19
25	centaur caves (map #1 from krull.wad)	19
28-33	zowehex (6-maps-hub)	19
34	badland	1, 35
35	The Old Fortress (Levelkiller)	36, 39
36	Sewers (Levelkiller)	37
37	out (Levelkiller)	38
38	pddm3 (Levelkiller)	35
39	e1m1 (Levelkiller)	40
40	River of Fire (Levelkiller)	41
41	Heart of Fire (Levelkiller)	42
42	The Great Riff (map #4 from krull.wad)	43
43	hades	44
44-49	chuxen (6-maps-hub)	the end

### Gameflow / Story Baseline

*Note: Numbers in brackets are map numbers, corresponding to the map list entries from above.*

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### **Tier 1**

Start in the town (1), which has a lot of places to explore and 3 gates on the North, West and South sides (A, B and C map groups). Your first quest is to look at the Abandoned Mines and find out about some kind of rumors concerning it. Thus, only the South gate is open yet. Exiting through it you find yourself in the Abandoned Mines map (19) which offers some puzzles and combat, and also a single map to explore for some experience and goodies (25). On solving the mini-quest in A.M., you already get your main quest: rumors about a secret cult of Korax worshippers with sinister purposes - they must be located and stopped, or the town and the people might be in great danger. At this point, all 3 gates are open and you can access more areas.

### **Tier 2**

Through the North gate, you can now access the gateway map of group A (34), and the Old Fortress map (35), though that one can be explored only up to the lake shores, the fortress itself is closed and you have no way of getting inside.

Through the West gate, you get access to the gateway map of group B (2). Here you can talk to patrons and the innkeeper, and depending on the way the discussion takes, you can either get your head bashed in and waking up in the prison (Episode Abduction, 3-8) and then coming back to beat up the innkeeper and getting the right answer out of him, or you can ask the right question right away and get the answer without having to go through the Abduction episode. This right answer is that the key to the Temple of Tera (24) is held by a so-called „Dragonmaster“. If you want to get this key, you enter Episode Dragon Hunt (9-13). Through a basement trapdoor you can also enter the secret episode of the game, Necros (14-18).

Through the South gate, you can visit the 4 maps already opened, plus the Temple of Tera (24). From some bits of information, you conclude that this must be the temple where the hidden cult assembles and operates from. Through a recent earthquake another underground opening is also uncovered, leading to the Hexquake series (20-23) (this episode has no name yet).

### **Tier 3**

After having entered the Temple of Tera and eliminating its master, you find that this was a false lead. On returning to town, you can talk about the Old Fortress with an NPC and find out from him that the key to it is hidden in Zoweseandek's Realm (28-33). To enter it, you return to the Abandoned Mines (19) and locate a hidden passage which leads underground to the other side of the mountains, into Zoweseandek's Realm. There you go through all those trials to finally defeat Zoweseandek and get the key to the Old Fortress. After this, you return to the town and through its Northern gate to the Old Fortress. From there, you proceed onward and enter the Episode „The High Priest“ (36-38). On defeating the High Priest, you glory in your own greatness, and return to the town to collect your reward.

### **Tier 4**

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On returning to town, you find that the sky is black, with blood-red streaks of lightning. The eternal night has descended, evil isn't scattered any more, but united once again. You were following the wrong trail. Damn... Hordes of evil minions are roaming the countryside and the town will soon be attacked and won't stand a chance. Your only option left is to find the figure behind this new uprising, and stop him. The senior magus of the town feels a strange, dark power emanating from the direction of the Old Fortress, so you must return there once again and find another path there.

You get back to the Old Fortress and locate a collapsed entrance that leads to a previously unexplored part of the fortress (39). From there, you go on through the River of Fire (40, 41) and finally descend to Hades itself through the Great Rift (42). Through Hades (43) you arrive on The Other Side (44-49) where you fight horrible minions of the long-dead Korax, and at the end find out he might be dead and gone from your dimension, but still living on in the Afterlife. You have to banish him from this adjoining plane as well so that he can't ever again have any influence on your world.

Accomplishing this, the game at last really ends - as for you, there is no return from the Afterlife. Great setting for a Mission Pack. :) (not that we plan any)

*Note: once you exit The Great Rift (42) and enter Hades (43), you can't go back to the rest of the maps any more.*

4a (alternative version)

On returning to town, the senior magus of the town tells you that you didn't really eliminate the threat, as you still haven't found the HQ of this new cult. On the other hand, they could pinpoint its location, but you won't be able to access that place by normal means - you'll have to find a way down to Hades. Hades is connected with many places of our plane, and so you can basically step into it from one point and step out at another - the amount of time you have to spend (and survive) down there depends on the actual distance between the two locations on our plane of existence.

## **Background info on the world of Korax' Heritage**

### **The Pantheon**

There are 3 gods ruling over Cronos, analogue to the 3 major gods of classic Hinduism. Each god corresponds to one of the orders (the Cronos gods do not yet have a name so I use the original Sanskrit names for the moment):

Bramhah the creator - Arcanum (Order of Magi)

Vishnu the keeper - Church (Order of Clerics)

Shiva the destroyer - Legion (Order of Warriors)

### **The base of magical spells**

It's based on the theory of intersubjectivity, which claims that the world isn't real, it exists only in one's imagination. Also, there is a higher power (godhead) that projects this

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seemingly material world into the minds of all beings, that's why every being imagines the same world and that's why they can interact with each other in this world. Now, as to magic, it's nothing but that moment when a certain being lifts this veil from before his eyes and by seeing that this world is not real and he's outside of it, he can modify the fabric of this world, changing just a bit of a thread in the fabric here and there, thus making things that wouldn't be possible after the laws of the world - as long as someone is trapped within that world. After casting the spell, the veil falls back again, and the mage is once again just part of the world, as he isn't enlightened enough to be able to realize for longer periods of time the vastness of the universe and the cosmic illusion (mahyah), without his mind burning out from overload. That's why no mage can cast spells without stopping (represented by the numeral value of magic points the character has at his disposal at a given moment).

### **Spells**

#### **Mage's spells**

The Mage will have no physical weapons except for 1 single staff. This staff can be charged with a variety of spells that can be then directly launched from the staff w/o using any mana/magic/whatever in the process, simply draining the charges. Recharge is a long and tedious process that needs a peaceful and quiet place (like an inn's room). If you make a charge spell, it happens in a second in real time but several hours will pass in game time.

The only other means of attack for the mage will be spells he can cast directly with his 2 hands and will require magic. Such combat spells he'll have to learn only once from a book, a scroll or some other source (this takes some game time), and then he has them handy at all times, as long as his Magic level is high enough to cast it.

The 3rd type of spells the mage can cast are time-consuming spells that have a long-time effect (like enchantments). These spells have to be first memorized, then depending on the spell certain things have to be prepared etc., and then the spell is cast. If you want to cast the spell again, you'll have to re-learn it again and do all the other stuff too.

#### **Sleep**

Target falls asleep for a limited time. Probability of spell success and sleep time depend on player level, player stats, foe stats, saving rolls etc. (this goes more or less to all spells).

#### **Convert**

This spell converts one or several monsters, if successful. Converted monsters will behave in the same way summoned monsters do. They'll also keep their current EXP/HP etc.

#### **Hour Glass**

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Slows down the world around the player. This gives a much greater advantage than just accelerating the player, since this way not only are you better able to control your character, but you also need less superior reflexes to dodge the (much slower flowing) projectiles of your foes.

### **Stop Time**

This makes the whole game world and all effected entitites to stop for a short time, in which the player can move around freely. since time is stopped, nothing can be killed or destroyed, but hits will be registered (e.g. if you hit a stained glass window twice and an Ettin 5 times, the one will shatter and the other die the moment the spell ends).

### **Wall of Fire**

Creates a continous, 64 units high wall of fire that spreads outwards in a circle from the player's body. If it hits a wall, an elevation over 64 units, water or slime, it'll stop in that area. If it hits ignitable objects (like trees), they'll burn down. If it hits monsters or NPCs, they'll suffer a certain amount of damage for every second they spend in the range of the flames.

## **Items**

### **Potions**

## **Weapons**

There are basically 2 kind of weapons, melee and ranged weapons. There are a couple of different types of both melee and ranged weapons. Some weapons are "combo weapons", meaning depending on certain conditions they can be used for melee or ranged attacks. Under a certain type, there might be any number of specific weapons.

Weapons can be magical in different ways. They can produce magical attacks by default (or through enhancements), or be enchanted through magical spells or items to have better physical abilities.

### **Melee weapons**

There are 3 different types of melee damage: cut, crush and pierce. Depending on the weapon type, one or several types of attacks are possible. For a simpler real-time fight system, different attack types are ommitted. This means a weapon that can cause different damage types will cause a certain amount of damage in all damage types at once.



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### **Axes**

Cause cut and crush damage, exact amount and proportion depends on the specific weapon (and its enhancements).

### **Swords**

Cause cut and pierce damage, exact amount and proportion depends on the specific weapon (and its enhancements).

### **Hammers**

Cause crush damage, exact amount depends on the specific weapon (and its enhancements).

### **Staves**

Cause crush damage. Staves can be fitted with a blade at their end and cause pierce damage as well afterwards.

## **Ranged Weapons**

### **Crossbows**

Fighters and Clerics can purchase and use Crossbows for non-magical ranged attacks.

### **Staves**

The Cleric and the Mage can use magical staves to fire different types of projectiles. The Cleric can purchase enchanted magical staves that can fire a predefined type of projectile. The Mage has one single staff from the beginning, and he can lay different enchantments on it so that different types of projectiles (and other spells) will be available.

## **Interface**

### **The Journal**

The left ~1/4 of the screen is the menu bar. It can be navigated with the PgUp and PgDown keys. The remaining part of the screen is the content part. Its navigation is always done with the cursor keys and the Enter key, but the exact functions depend on the journal section.

### **Character overview/stats page**

With the up/down keys, you can select an attribute or the „OK”. With the left/right keys, you can change a value. When the „OK” is selected, the Enter key lets the changes take effect.

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### **Monster and item overview sections**

The left/right keys let you go to the previous/next page. The up key lets you go to the first page of the section, the down key to the last.

### **Maps**

Here you can view (the discovered parts of) the map of the area you're in. This works more or less as the original Hexen automap, with the difference that you can't walk while in map mode, it's always fixed in the non-follow mode of the original version (toggled with the F key in Hexen). That means you can move around the map with the 4 cursor keys, and zoom in/out with the +/- keys. The only exception is the town (area #1), if the player is in the town, the map section of the journal displays a fixed, unscalable image that displays the whole town from the beginning. This image is detailed and indicates all important buildings.

### **Quests**

Here you can view your quests, one quest per page. If you get extra information about a quest, it'll be automatically added to the existing text of the page. You can go from quest to quest with the left/right keys, and scroll a quest text (if it's longer than the screen) with the up/down keys.

### **The spellbook**

The Mage has a spellbook that functions pretty much the same way as the Journal. The navigation bar on the left lets you browse the different spell categories (PgUp/PgDn). Within a category, you can browse spells with the left/right arrows. With the up/down arrows, you can navigate the options for a spell. In some cases, it includes certain adjustments you can make to a spell. In all cases, it includes 2 choices: „cast now” and „memorize”. „Cast now” means the spellbook will be closed, the player returns to the game and the spell will be cast at once (provided enough Magic is available). If „memorize” is chosen, the player will be prompted to enter a number 2-0. The spell will be hotkeyed to that number, without deducting any Magic, and the spellbook will remain open. Once the player returns to the game, he can cast that spell any time by pressing the corresponding key, provided his Magic level is sufficient. If he wants to hotkey another spell to that number, he just needs to open the spellbook again, choose another spell, navigate to its „memorize” option and put in the same number again.

## **Technology**

### **SDK**

Once SE is completed (or a short time afterwards) a complete SDK should be out. It should include:

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- all share- and freeware editing tools we used ourselves (WadAuthor, WinTex, etc.)
- all custom config files for these editors (like hexen.wcf for WadAuthor)
- a short documentation with the SE-specific features/options/objects for these tools

### **Music**

There is a base music in all maps (except maybe a couple of places where there is silence as an effect). When entering a special area of a map (like a shop in the town), there is a different music. At certain special occasions, a dedicated music piece can play as well (like longer conversations with certain NPCs, etc.)

There is also a pool of dedicated battle music pieces, from which one is chosen randomly every time the player enters a combat of any significance (the exact definition of combat stands yet to debate, it could be any kind of fighting, but also only starting with a certain number of enemies active around the player at a given time point, etc.).

Preferred music format is MP3 or a similar format. CD Audio would need too much space and MIDI isn't sufficient for our purposes. A special music engine is needed that can always engage the right music piece. It should be able to mix the music pieces, i.e. when there is a change the one should be slowly silenced over 1-2 seconds and the new one should get louder from zero to normal volume over the course of 1-2 seconds, too.