

THE VEIL

Worldbuilding Documentation



WORLD LORE SUMMARY

WORLD LORE SUMMARY

Gameplay: A fantasy adventure game combining contemporary and medieval fantasy settings, focused on mystery, exploration, and puzzle-solving. The player can move freely between two interconnected worlds – one in first-person perspective and the other in third-person perspective.

Theme: Gameplay takes place across two interconnected worlds: 1) our contemporary world, and 2) a dying medieval fantasy world contained within a painting. The player explores both worlds as their connection becomes increasingly apparent.

Goal/Conflicts: Player's primary goal is to uncover their true identity/purpose. In the fantasy world, the player must find a way to stop an infection that is destroying Camelot, leveling up their abilities through helping inhabitants and defending against supernatural forces. In the contemporary world, the player must maintain their relationship with their fiancé, Mark, as their wedding approaches. The player chooses how much time they spend in each world, but at a cost. The more time spent in Camelot, the closer they get to self-discovery but at the expense of their relationship with Mark. This is the dilemma that the player is faced with - where they want to invest more of their time.

Logline: Artist Lily Turner discovers she can travel between our world and a realm hidden within a painting: Camelot. There, she learns that her unique connection to the painted world may be the key to saving it from a supernatural threat – and to discovering her own sense of purpose.



AI Image used for educational purposes only

COMPARABLE GAMES, FILMS, & TV

Comparable Gameplay

Alan Wake 2



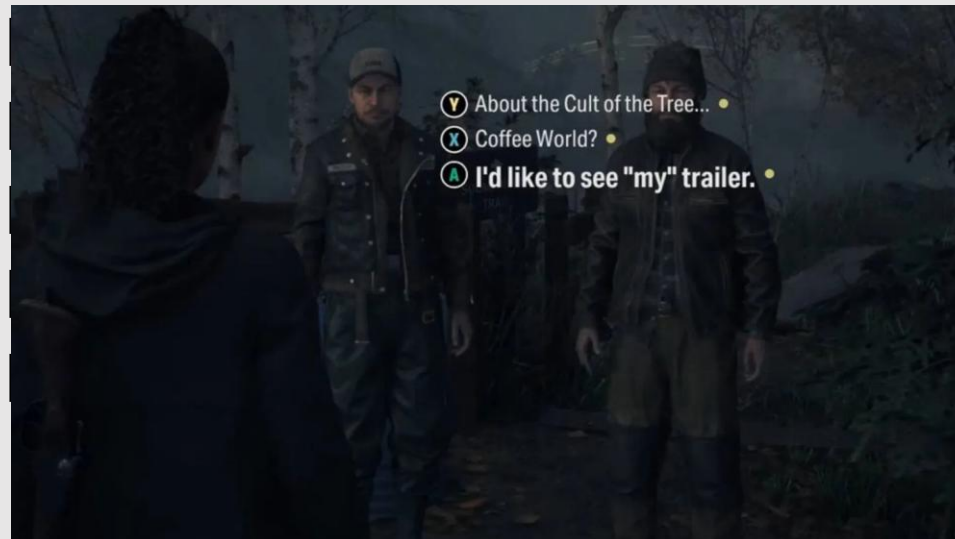
GAMEPLAY

- World Exploration
- Parallel/Adjacent Worlds
- Interior/Exterior Environments
- Third Person Perspective
- Environmental Puzzles/Investigation
- Resource & Inventory Management



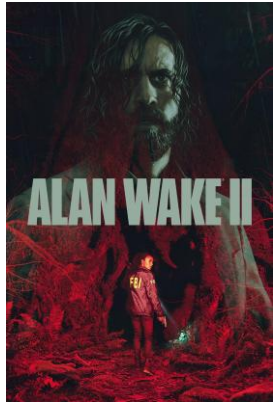
COMBAT

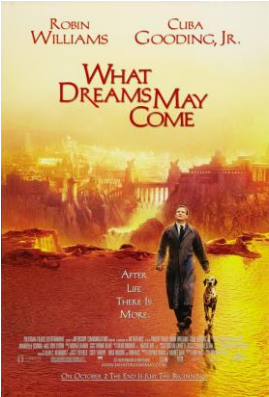
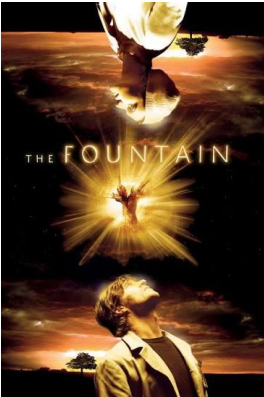
- Third-person ranged combat
- Light/darkness-based enemy mechanics
- Resource management
- Dodging
- Environmental combat
- Combat as a source of vulnerability

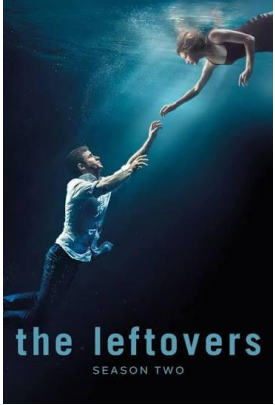
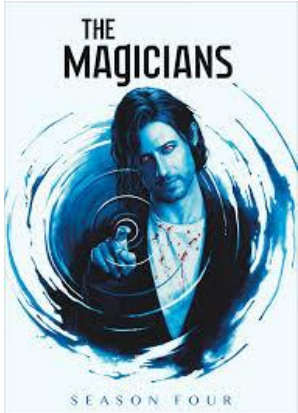


DIALOGUE

- In-Game Environmental Dialogue
- Fully Voiced Dialogue Conversations
- Contextual Dialogue
- Character-Driven Dialogue Exchanges
- No Dialogue Boxes

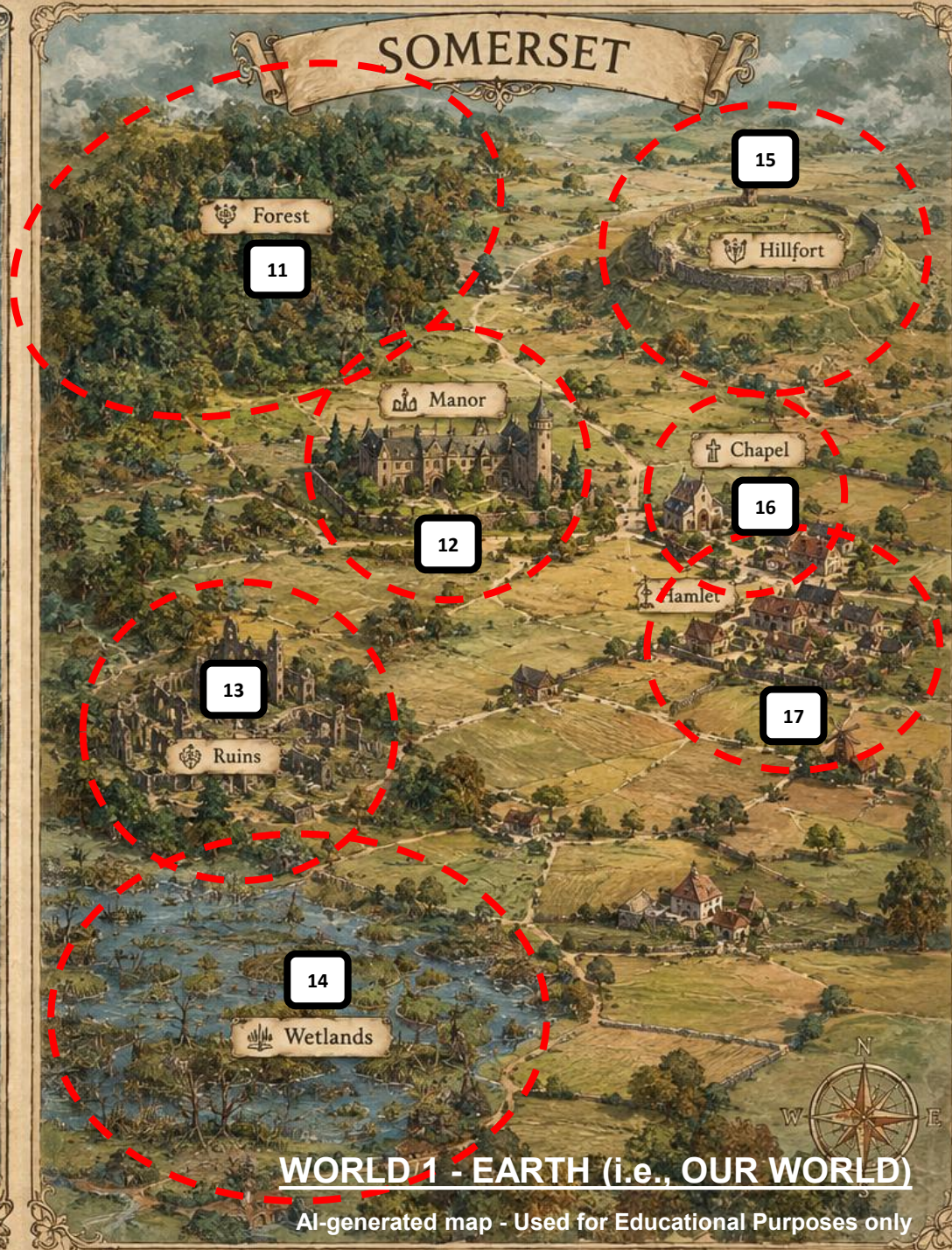
VIDEO GAME & TRAILER	GAMEPLAY REASONING	POSTER	GAME SUMMARY
ALAN WAKE 2 TRAILER	• Exploration and investigation to uncover a mystery • Protagonist's fate intertwined with a supernatural force • Hero travels between two interconnected realities • Combat as a means of survival, but not the primary objective		Third-person survival horror combining exploration, investigation, resource management, environmental puzzles, and deliberate combat. Players navigate interconnected realities, using light and firearms to survive supernatural threats.
LIFE IS STRANGE TRAILER	• Choices have a major impact on the game's outcome • Final, climactic choice that changes everything • World is at stake • Supernatural forces are at play • Newly obtained power that protagonist is learning to harness		Narrative adventure focused on exploration, environmental interaction, dialogue choices, and consequences. Players can rewind time to alter interactions, uncover information, and influence relationships and major story outcomes.
CONCRETE GENIE TRAILER	• Use of art/paint to restore/create • Paint directly alters the game world • Self-discovery through exploration and creativity • Solving environmental problems • Fantasy elements emerge within the real world		Third-person adventure centered on exploration, environmental restoration, puzzle-solving, and creative interaction. Players use a magical paintbrush to transform environments, create creatures, solve challenges, and progress through the world.

MOVIE & TRAILER	GAMEPLAY REASONING	POSTER	IMDB DESCRIPTION
WHAT DREAMS MAY COME TRAILER	• Exploring environments governed by supernatural rules • Navigating multiple distinct worlds/environments • Overcoming supernatural & environmental obstacles • Traversing an otherworldly environment to reach a character/objective		Chris Nielsen dies in an accident and enters Heaven. But when he discovers that his beloved wife Annie has killed herself out of grief over the loss, he embarks on an afterlife adventure to reunite with her.
FIRST KNIGHT TRAILER	• Exploring a medieval kingdom • Defending settlements/people from external threats • Sword-based melee combat • Combat used primarily as defense • Romantic relationships influence the protagonist's objectives		Lancelot falls in love with Guinevere, who is due to be married to King Arthur. Meanwhile, a violent warlord tries to seize power from Arthur and his Knights of the Round Table.
THE FOUNTAIN TRAILER	• Exploring multiple time periods/worlds • Solitary exploration in pursuit of a singular objective • Searching environments for information/answers • Progression through supernatural/spiritual abilities • Combat used defensively to survive hostile encounters • Environmental storytelling across different realities		As a modern-day scientist, Tommy is struggling with mortality, desperately searching for the medical breakthrough that will save the life of his cancer-stricken wife, Izzi.

TV SHOW & TRAILER	GAMEPLAY REASONING	POSTER	IMDB DESCRIPTION
THE LEFTOVERS TRAILER	• Deep, philosophical dialogue that reveals character truths • Protagonist confronts external threats while battling internal conflict • Parallel universe used to explore character/self • Mystery surrounding an unexplained supernatural event		Three years after the disappearance of 2% of the global human population, a group of people in a small New York community try to continue their lives while coping with the tragedy of the unexplained nature of the event.
TRUE BLOOD TRAILER	• Supernatural abilities • Mythical creatures and supernatural threats • Protagonist discovers previously unknown abilities • Combat using supernatural abilities • Romantic relationships complicate the protagonist's objectives		Telepathic waitress Sookie Stackhouse encounters a strange new supernatural world when she meets the mysterious Bill Compton, a southern Louisiana gentleman and vampire.
THE MAGICIANS TRAILER	• Travel between real and fantastical worlds • Learning and developing magical abilities • Exploring a fully realized fantasy world • Magic used to solve problems as well as combat threats • Quests with consequences for both worlds		After being recruited to a secretive academy, a group of students discovers that the magic they read about as children is very real--and more dangerous than they ever imagined.

WORLD MAPS & LOCATION BREAKDOWNS





WORLD 1 - EARTH (i.e., OUR WORLD)

AI-generated map - Used for Educational Purposes only

#	Region	Location Name
1	New York / Manhattan	Lily and Mark’s Apartment
2	New York / Manhattan	Richard’s Private Gallery
3	New York / Manhattan	June Bloom Floral
4	New York / Manhattan	Break Bread Bakery
5	New York / Manhattan	Aster & Gold
6	New York / Manhattan	Steeped in Suspense
7	New York / Manhattan	Mount Sinai Hospital
8	New York / Manhattan	Armitage Hall
9	New York / Manhattan	The Silk Thread
10	New York / Manhattan	Wren House
11	Somerset*	Forest
12	Somerset	Manor
12A	Somerset	Manor-Foyer

#	Region	Location Name
12B	Somerset	Manor-Gallery
12C	Somerset	Manor-Master Bedroom
12D	Somerset	Manor-Boiler Room
12E	Somerset	Manor-Library
12F	Somerset	Manor-Conservatory
12G	Somerset	Manor-Cinema
12H	Somerset	Manor-Game Room
12I	Somerset	Manor-Kitchen
12I	Somerset	Manor-Turret
13	Somerset*	Ruins
14	Somerset*	Wetlands
15	Somerset*	Hillfort
16	Somerset	Small Chapel
16A	Somerset	Small Chapel-Graveyard

**Some Somerset locations are purely background and not meant to be explored.*

#	Region	Location Name
16B	Somerset	Small Chapel-Sanctuary
17	Somerset	Hamlet
17A	Somerset	Hamlet-The Wayfarer’s Rest
17B	Somerset	Hamlet-Blacksmith
17C	Somerset	Hamlet-Apothecary
17D	Somerset	Hamlet-Pub
17E	Somerset	Hamlet-Market
17F	Somerset	Hamlet-Weaver’s House
17G	Somerset	Hamlet-Mill
17H	Somerset	Hamlet-Orchard

**Some Somerset locations are purely background and not meant to be explored.*

CAMELOT

THE FOREST

THE PLAINS

THE CASTLE

THE GARDENS

THE CITY

THE YEW

THE TOWER

MARKET

DOCKS

LOWER TOWN

CHAPEL

THE BOG

TRAINING GROUNDS

THE RUINS

WORLD 2 - THE PAINTED WORLD (PARALLEL UNIVERSE)

UNLABELED VERSION

AI-generated map - Used for Educational Purposes only

CAMELOT

THE FOREST

01

THE PLAINS

05

THE CASTLE

6H

THE GARDENS

6A

06

THE CITY

6G

THE YEW

THE TOWER

02

MARKET

6C

DOCKS

6B

LOWER TOWN

6D

CHAPEL

6F

THE BOG

03

TRAINING GROUNDS

6E

THE RUINS

04



WORLD 2 - THE PAINTED WORLD (PARALLEL UNIVERSE)

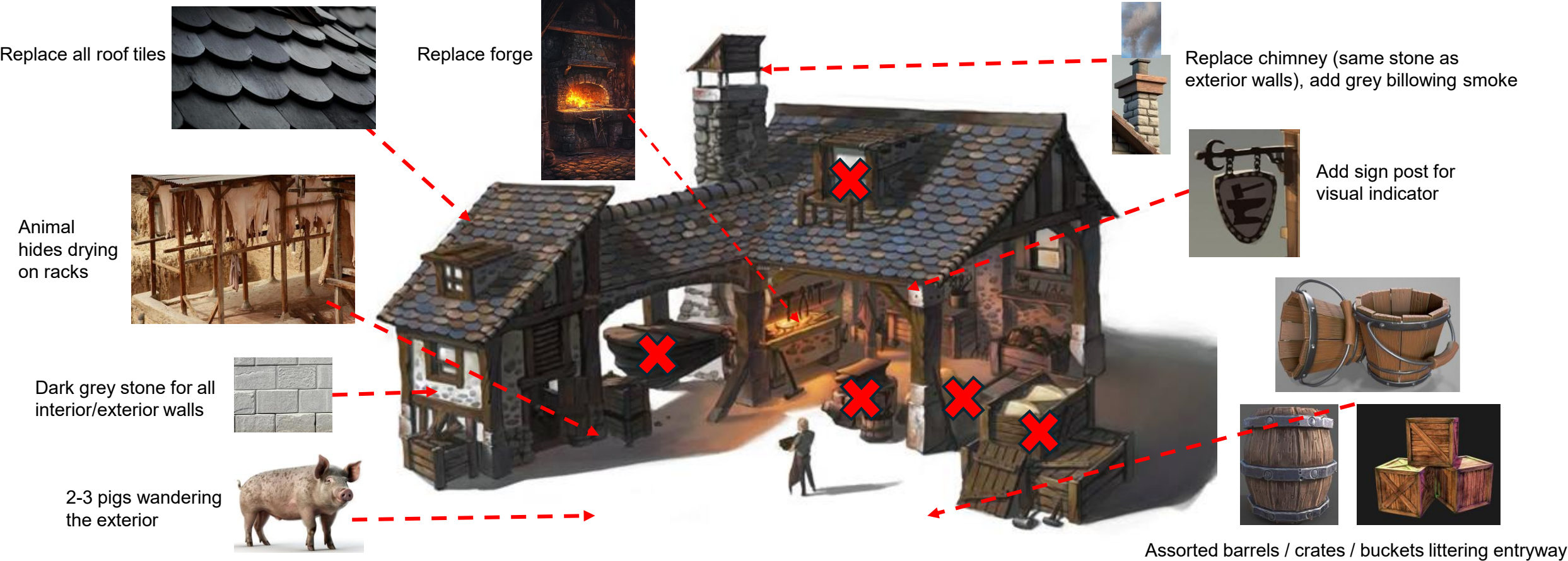
AI-generated map - Used for Educational Purposes only

#	Region	Location Name
1	Forest of Brocéliande	
1A	Forest of Brocéliande	Outer Forest
1B	Forest of Brocéliande	Deep Forest
1C	Forest of Brocéliande	Hidden Rot Chamber (#1)
2	The Tower	
2A	The Tower	Elaine’s Room
2B	The Tower	Tower Entrance (Exterior)
2C	The Tower	Boat Landing
3	Shrieking Marsh	
3A	Shrieking Marsh	Bog Village
3B	Shrieking Marsh	Hidden Rot Chamber (#2)
4	Tintagel Castle Ruins	Old Keep
4A	Tintagel Castle Ruins	Old Chapel
4B	Tintagel Castle Ruins	Hidden Rot Chamber (#3)

#	Region	Location Name
5	Salisbury Plain	
5A	Salisbury Plain	Wartorn Battlefield
5B	Salisbury Plain	Crossroads
5C	Salisbury Plain	Hidden Rot Chamber (#4)
6	The City	
6A	The City	Gardens
6B	The City	Docks
6C	The City	Market
6D	The City	Lower Town
6E	The City	Training Grounds
6F	The City	Chapel
6G	The City	Yew Tree
65	The City	King Arthur’s Castle

LOCATIONS & BUILDINGS

BUILDING NAME: Bohort's Forge
BUILDING DESCRIPTION: Blacksmith EXTERIOR
LOCATION: CAMELOT - City



NPCs (enemies, neutral, or allies)

- Bohort - Blacksmith (Ally)

LEVEL ART IMPORTANT DETAILS

- Blacksmith sign post, barrels/crates/buckets, wandering livestock, animal hides drying on racks or lines, chimney with billowing grey smoke
- Exterior is an organized mess - lots of clutter, yet nothing is in the player's way.

GAMEPLAY USAGE

- Gameplay: Purchase/upgrade physical weapons and armor, including repairs

BUILDING NAME: Bohort's Forge
BUILDING DESCRIPTION: Blacksmith INTERIOR
LOCATION: CAMELOT - City

Add shield to wall



Replace forge



Replace anvil



Replace lantern



Add rack of various weapons
-Interactable
-Buyable



Replace table (add hammer / tongs / chisel)



NPCs (enemies, neutral, or allies)

- Bohort - Blacksmith (Ally)

LEVEL ART IMPORTANT DETAILS

- Anvil, stone forge & fire (with chimney/ventilation), blacksmith's table w/ tools (hammer, tongs, chisel)
- Weapons rack (purchasable items)
- Decorative items (lantern, hanging shield)

GAMEPLAY USAGE

- Gameplay: Purchase/upgrade physical weapons and armor, including repairs

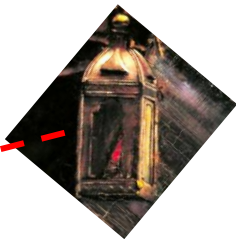
Replace chimney



Replace ornaments with yew garland



Durable, exotic tent fabric (purple linen)



Lantern hanging over threshold



Add wooden signpost featuring this design

NPCs (enemies, neutral, or allies)

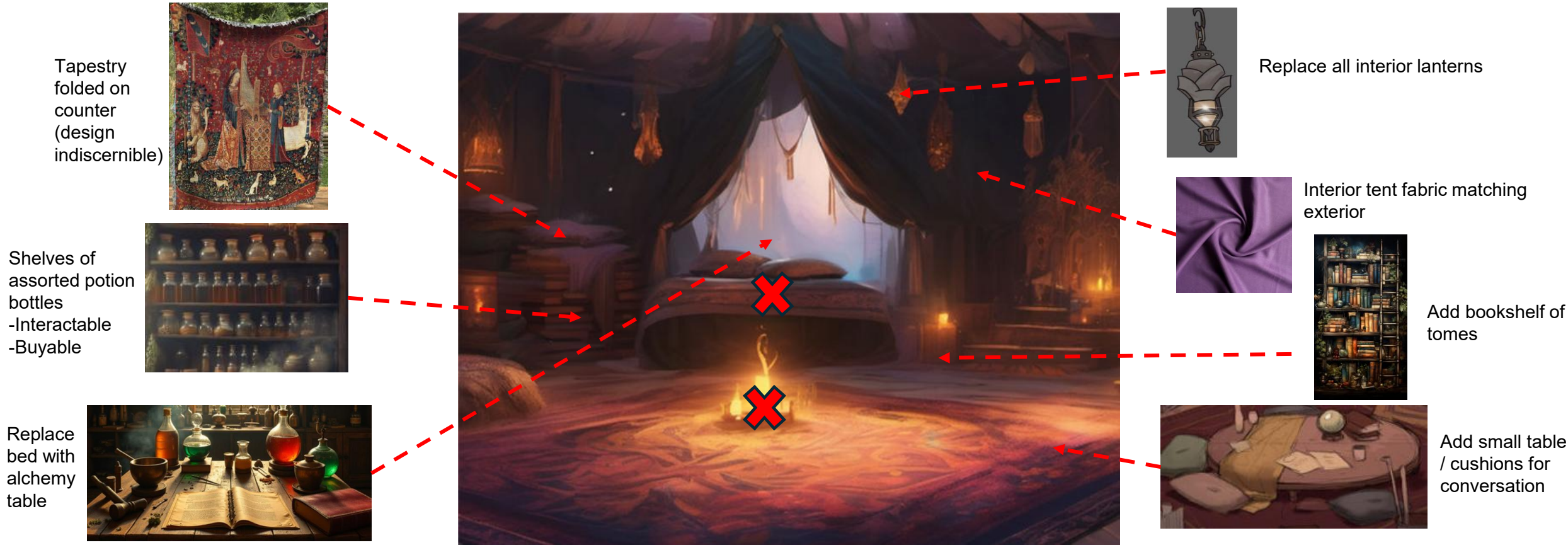
- Viviane - Mystic Healer (Ally)

LEVEL ART IMPORTANT DETAILS

- Tent design is more on-brand for an Arthurian mystic (vs. a hut or building)
- Purple is a significant, recurring colour (symbol of creativity/transformation, among other things)
- The lantern should be modeled closely (if possible) to the lantern from the Lady of Shalott painting
- Yew garland crafted from the city's Yew Tree

GAMEPLAY USAGE

- Gameplay: Purchase healing potions and upgrade magical abilities
- Story: Progress narrative (Lily's identity quest)



NPCs (enemies, neutral, or allies)

- Viviane - Mystic Healer (Ally)

LEVEL ART IMPORTANT DETAILS

- Lavish interior - expensive fabrics and upholstery (finest silks, linens, etc.)
- Alchemy table is the centerpiece - tomes, potion bottles (purchasable), and mortar & pestle
- A small table & cushions - Lily has all exchanges with Vivian here
- Tapestry is meant to mislead Lily (she later is tasked with finding a tapestry, but it is not this one)

GAMEPLAY USAGE

- Gameplay: Purchase healing potions and upgrade magical abilities
- Story: In conversation, Viviane drops hints intended to nudge Lily closer to the truth about her identity.
- 'Viviane', in Arthurian lore, is said to be the enemy of Merlin (another NPC), so this is a bit of an Easter egg

BUILDING NAME: King Arthur's Castle
BUILDING DESCRIPTION: Castle EXTERIOR
LOCATION: CAMELOT - City

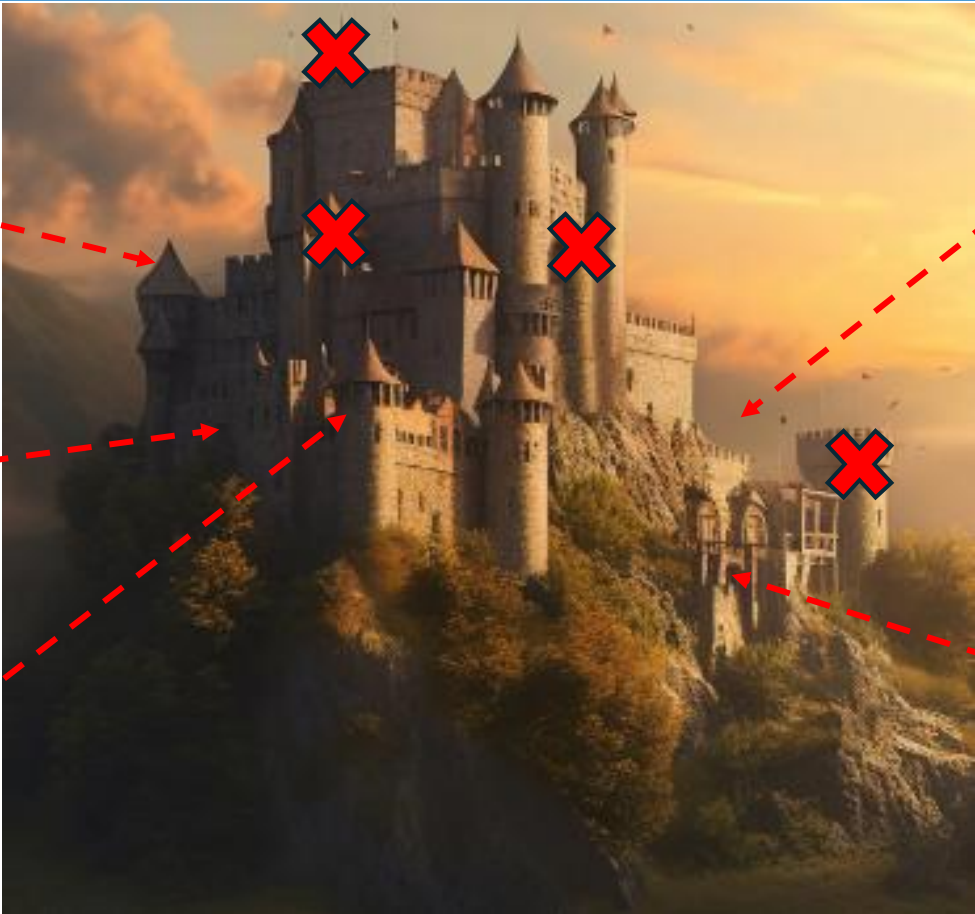
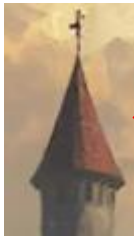
Many flags
(at each spire)



Walls made of
smooth-cut ashlar



Replace all spires
(some spires
removed)



Add detached
turret (Lily's
quarters)



Main doors

NPCs (enemies, neutral, or allies)

- Lancelot - Knight (Ally)

LEVEL ART IMPORTANT DETAILS

- Walls made of grey ashlar
- Strong, fortified main door/gate
- Numerous spires adorned with red flags
- Detached turret is a callback to The Tower location (Lily is trapped here and must escape during her first visit to Camelot)

GAMEPLAY USAGE

- Gameplay: Receive main/side quests; progress relationship with Lancelot (love interest); Lily's living quarters (outfit/cosmetic changes)
- Story: A major location for Lily's self-discovery journey

BUILDING NAME: King Arthur's Castle
BUILDING DESCRIPTION: Castle INTERIOR
LOCATION: CAMELOT - City

Stained glass windows on sides



Replace chandelier (candles for light)



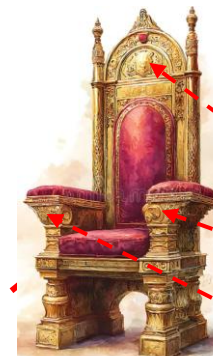
Pale walls (packed rubble and mortar)



Grand window in center



Replace all sconces



Add throne (w mods)



Replace banners (1 eagle crest, 1 bear crest)



NPCs (enemies, neutral, or allies)

- Lancelot - Knight (Ally)

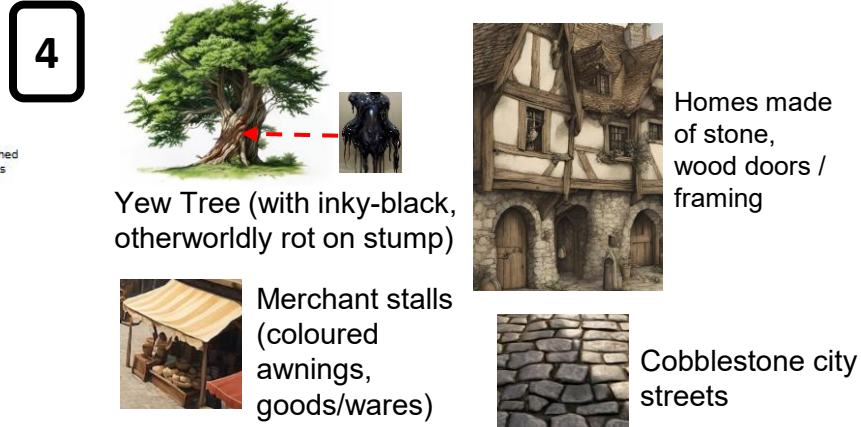
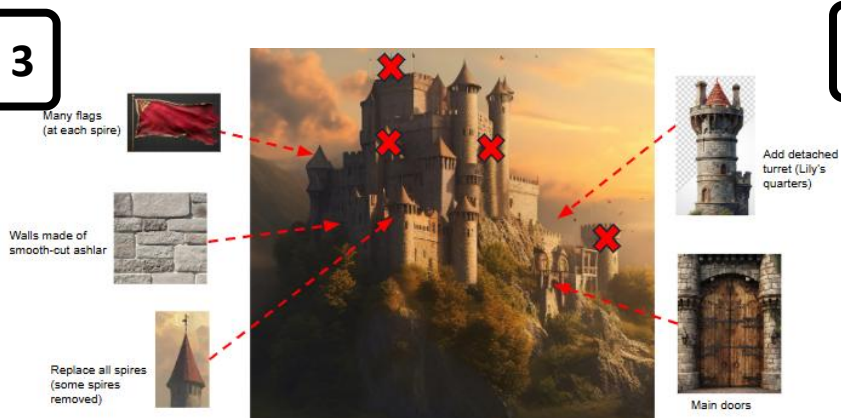
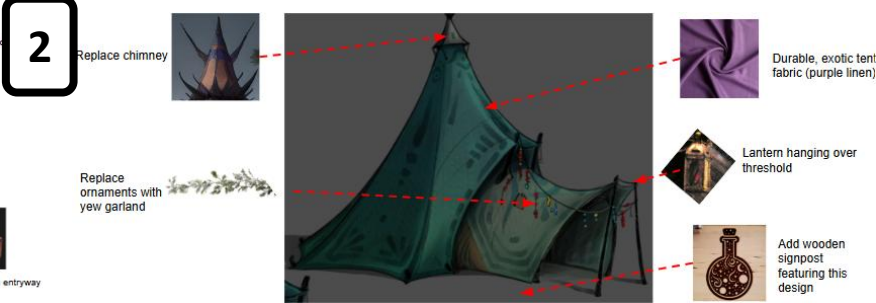
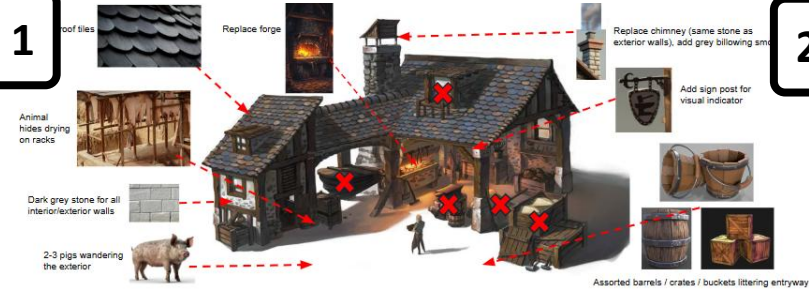
LEVEL ART IMPORTANT DETAILS

- King Arthur's throne; two heraldic banners (1 with an eagle for King Arthur, one with a bear for Lancelot)
- Medieval chandelier / wall sconces - lit by candles/flame
- A combination of stained glass windows and regular glass windows
- Smooth stone floors, with stone walls, high ceilings w/ heavy wooden beams

GAMEPLAY USAGE

- Gameplay: Receive main/side quests; progress relationship with Lancelot (love interest); Lily's living quarters (outfit/cosmetic changes)
- Story: A major location for Lily's self-discovery journey

LOCATION NAME: CAMELOT - City
LOCATION DESCRIPTION: Contains blacksmith, healer, and combat training grounds, and also provides crucial thematic elements/backstory for Lily (protagonist) as she pursues her **MAIN QUEST:** find Elaine of Astolat.



KEY SITES IN MISSION LOCATION

- 1. Bohort's Forge:** Provides new physical weapons/upgrades, and repairs.
- 2. Viviane's Healing Pavilion:** Provides healing potions and upgrades for magic abilities; Viviane occasionally provides insights that hint to Lily's true nature.
- 3. King Arthur's Castle:** Tied to main quests; Lancelot (love interest) is found here; this is where Lily has her "aha" moment about her identity/true nature.

LEVEL ART IMPORTANT DETAILS

- Camelot exists in **The Painted World** - as if it were a living painting. Therefore, the environment is physically malleable. Player interaction can cause paint to ripple, swirl, stretch, or smear, but it always "rubber-bands" back to its original form. Nothing the player does permanently alters the environment.
- King Arthur's castle is the main area of the city and the highest point; tied to main quest.
- The rotting Yew Tree is a visual indicator of Camelot's impending doom. It prompts Lily to accept the quest to seek out Rot Chambers, in hopes of remedying the issue.
- The City is polished - fresh. As if brand new.

LOCATION THEMATIC & APPEARANCE

Camelot's environment is made of malleable paint, but this isn't something that the citizens are aware of (to them it's normal). Camelot is in its golden age - polished and welcoming. The architecture is primarily stone and wood (albeit painted), with clean cobblestone streets. The rotting Yew Tree is the one blemish on the city.

LOCATION FUNCTION IN THE WORLD

- Gameplay:** Upgrades (physical/magical), combat training
- Story:** Lily searches for Elaine here (tied to main quest); location of The Yew Tree - the primary hub of the rot that threatens Camelot

BACKSTORY (in World Lore)

- Camelot is where Lily discovers her true self and purpose.
- In the real world, she feels stifled by her relationship with her fiancé, almost powerless. But in Camelot, she learns how to wield a new power. She gets to explore, fight, and become stronger.
- In traveling back and forth between the real world and Camelot, Lily lives a dual life. Her time in Camelot gives her a sense of agency, control, and excitement that she doesn't have in the real world.

NPCs (enemies, neutral, allies)

- 1. Bohort - Blacksmith (Ally)
- 2. Viviane - Mystic Healer (Ally)
- 3. Lancelot - Knight (Ally)

GAMEPLAY USAGE

- Receiving main/side quests, upgrading weapons/magic abilities, combat training, skill tree upgrades

CHARACTER BUILDING

Lily Turner - Player (Female)

Fantasy Adventure



-Replace belt design with floral print



-Replace belt

-Replace dress
-Remove shawl over shoulders



-Replace cape



-Add gold trim going up sides (at openings) and around hood



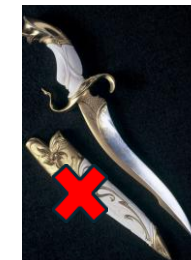
-Caucasian American, early 30s



-Change hair colour to dark brown



-Add necklace
-Change material to gold, swap positioning of detailing/flat design



-Add simple, brown sheath to hip
-Add ceremonial dagger to holster, with gold/silver design
-*This is not a combat weapon, but for story purposes (used to destroy 'Rot Hearts')

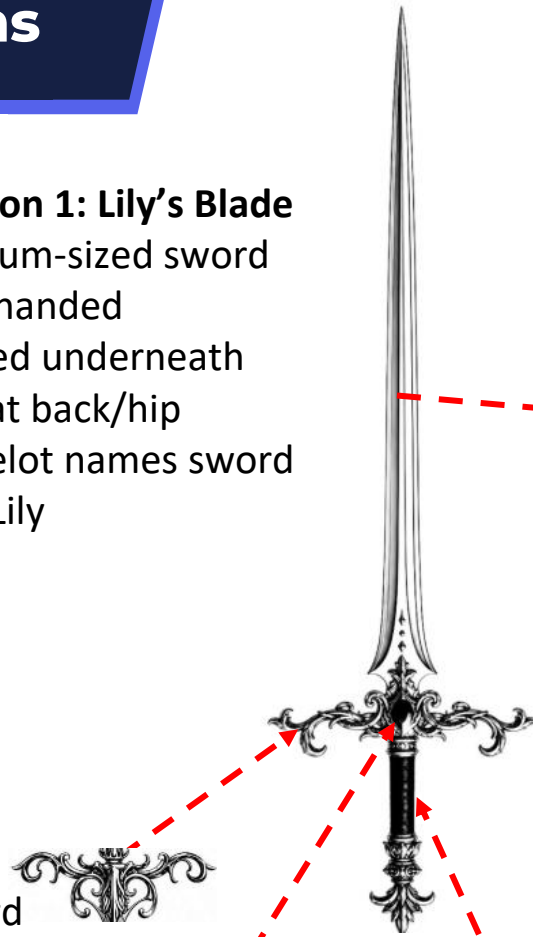


-Replace with brown animal hide boots

Weapons

Weapon 1: Lily's Blade

- Medium-sized sword
- One-handed
- Tucked underneath cape at back/hip
- Lancelot names sword after Lily



-Replace crossguard



-Add ruby to crossguard

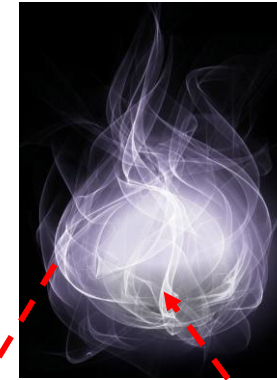


-Change grip to dark red



Weapon 2: Spirit Essence

- Glowing orb of mystical energy
- Can be summoned at will, but is otherwise not visible
- Functions like a ranged attack



-Replace colour with lavender



Special Weapon: Ceremonial Dagger

- Small dagger with gold and silver design
- Stored in brown hip sheath
- Imbued with special magic
- Not for combat; used only to destroy 'Rot Hearts'

Attacks & Defenses

**NOTE: Images are for visual reference only.*

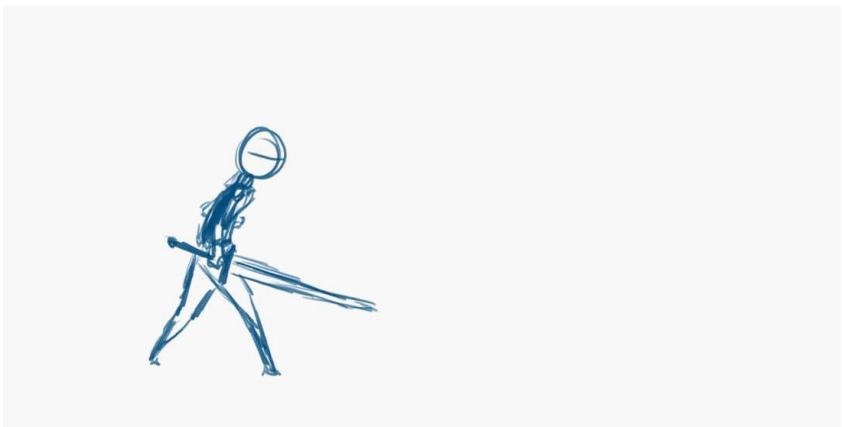
Weapon 1 - Lily's Blade - Attack 1: Rapid Strike

A quick slash that wounds an unsuspecting enemy, dealing moderate damage.



Weapon 1 - Lily's Blade - Attack 2: Deadly Blow

A powerful finishing move that uses Lily's momentum to deliver a powerful, charged swinging attack.



Weapon 1 - Lily's Blade - Defense: Brutal Retaliation

A devastating parry that, when properly timed, allows Lily to deliver a piercing follow-up attack.



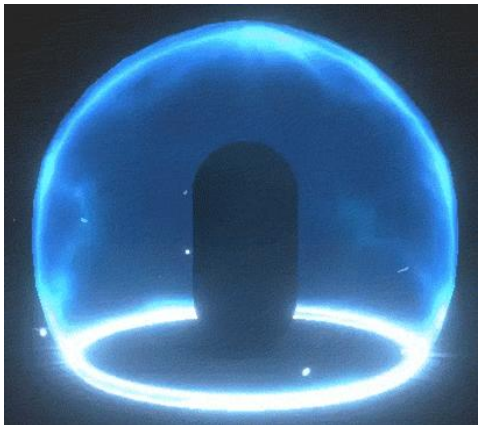
Weapon 2 - Spirit Essence - Attack 1: Orb of Assault

-A ranged orb attack that knocks the enemy back and damages.
-Note: Image shows two hands, but this is a one-handed attack.



Weapon 2 - Spirit Essence - Defense: Mystic Shield

Turns the orb into a protective barrier surrounding Lily. Remains active until destroyed by sufficient enemy attacks.



Special - Ceremonial Dagger: Vanquish

-A small dagger imbued with magic that, alone, can destroy 'Rot Hearts' throughout Camelot.
-Lily drives the dagger into a Rot Heart sending the blade's magical essence deep into the tumour.



Lily Turner - Player (Female)

Fantasy Adventure

Name: Lily Turner

Gender: Female

Age: 30

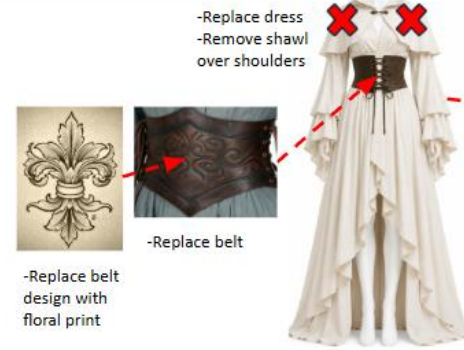
Race: Caucasian-American

Personality: Artist - creative, quiet, shy

Occupation: Visual Artist (painter, sculptor)

Lily Turner - Player (Female)

Fantasy Adventure



-Caucasian American, early 30s



-Change hair colour to dark brown



-Add necklace
-Change material to gold, swap positioning of detailing/flat design



-Add simple, brown sheath to hip
-Add ceremonial dagger to holster, with gold/silver design
-*This is not a combat weapon, but for story purposes (used to destroy 'Rot Hearts')



-Replace with brown animal hide boots

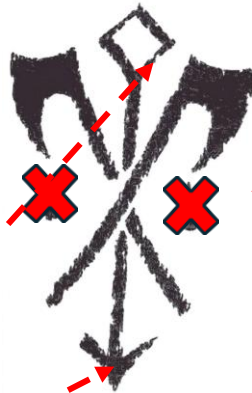
Bohort - Blacksmith (Male)

Fantasy Adventure

-Replace hammer



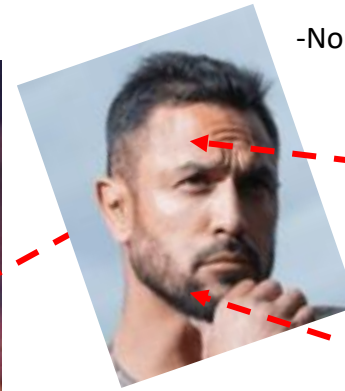
-Add tattoo on chest



-Replace arrow
fletching
-Replace
arrowhead



-North African / Amazigh, mid-40s



-Add age to face,
i.e., grey facial
hair, wrinkles

-Replace with generic
white shirt & brown
animal hide apron
-No gloves (bare-handed)



-Replace belt (remove
bottom hooks)



Bohort - Blacksmith (Male)

Fantasy Adventure

Name: Bohort

Gender: Male

Age: Mid 40s

Race: North African / Amazigh

Personality: Direct, guarded, stubborn

Occupation: Blacksmith

Bohort - Blacksmith (Male)

Fantasy Adventure

-Replace hammer



-Add tattoo on chest



-Replace arrow
fletching
-Replace
arrowhead



-North African / Amazigh, mid-40s



-Add age to face,
i.e., grey facial hair,
wrinkles



-Replace with generic
white shirt & brown
animal hide apron
-No gloves (bare-handed)



-Replace belt (remove
bottom hooks)

Viviane - Mystic Healer (Female)

Fantasy Adventure

- Replace shawl
- Hood should match dark red of shawl



- Replace cloth around belly
- Change colour to dark brown



- Replace skirt



- South Asian (Tamil Indian), late 50s



- Dark red, surprisingly full hair spilling out from beneath her hood



- Replace necklace



- Add animal hide sandals
- Should be weathered from years of wear

Viviane - Mystic Healer (Female)

Fantasy Adventure

Name: Viviane

Gender: Female

Age: Late 50s

Race: South Asian (Tamil Indian)

Personality: Omniscient, nurturing, cryptic

Occupation: Healer, mystic/spiritualist

Viviane - Mystic Healer (Female)

Fantasy Adventure

-Replace shawl
-Hood should match
dark red of shawl



-Replace cloth around belly
-Change colour to dark brown



-Replace skirt



-South Asian
(Tamil Indian),
late 50s



-Dark red,
surprisingly full
hair spilling out
from beneath
her hood



-Replace necklace

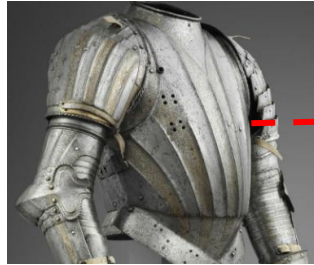


-Add animal hide sandals
-Should be weathered from years
of wear

Lancelot - Knight (Male)

Fantasy Adventure

-Replace upper body armor



-Replace fauld material



-Replace chausses



-Replace boots (no buckles)



-Caucasian,
British, early 40s



-Replace hair
with brown,
just above the
shoulder



-Replace crest with bear (also in red)



-Replace sword



-Replace cape



Lancelot – Head Knight (Male)

Fantasy Adventure

Name: Lancelot

Gender: Male

Age: Early 40s

Race: Caucasian, British

Personality: Impassioned, devoted, tender

Occupation: Knight

Lancelot - Knight (Male)

Fantasy Adventure

-Replace upper body armor



-Replace fauld material



-Replace chausses



-Replace boots (no buckles)



-Caucasian,
British, early 40s



-Replace hair
with brown,
just above the
shoulder



-Replace crest with bear (also in red)



-Replace sword



-Replace cape

Rot Mongrel - Enemy

Fantasy Adventure

-Small, piercing eyes,
glowing white



-Simple, black snout



-Sharp, long jagged teeth
-Large, gaping mouth
-Teeth should be white



-Feet have sharp,
pointed claws
-Keep them black
(to match rest of
body)



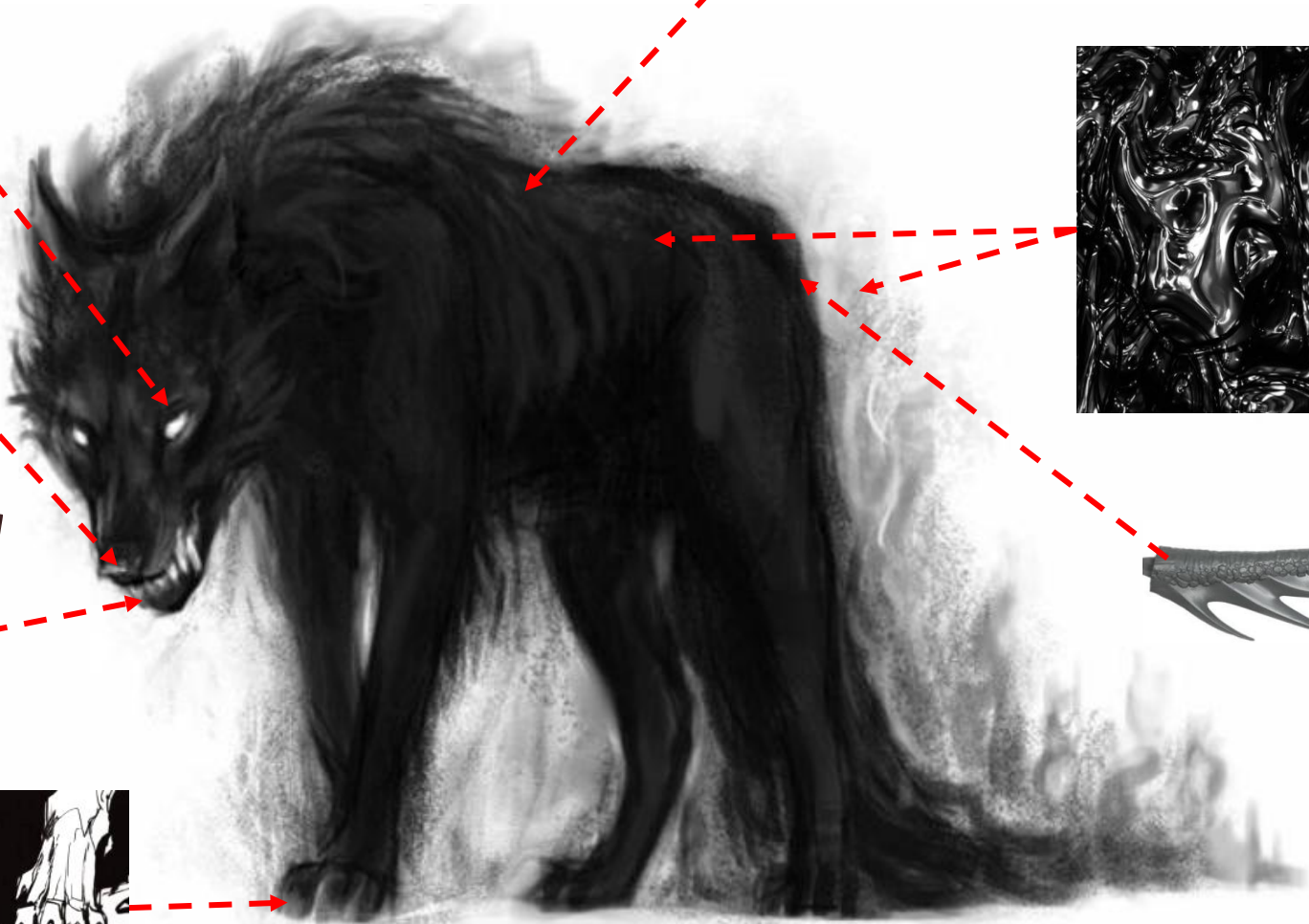
-Add black spikes all the way up back
-Flat against fur when mongrel is
docile, but stand upright during
combat



-Flesh is made entirely of a black,
inky substance called "Rot"
-The rot seeps/drips off the body at
random with a similar smoky effect



-Add long, black
spiked tail, for
combat



Weapons

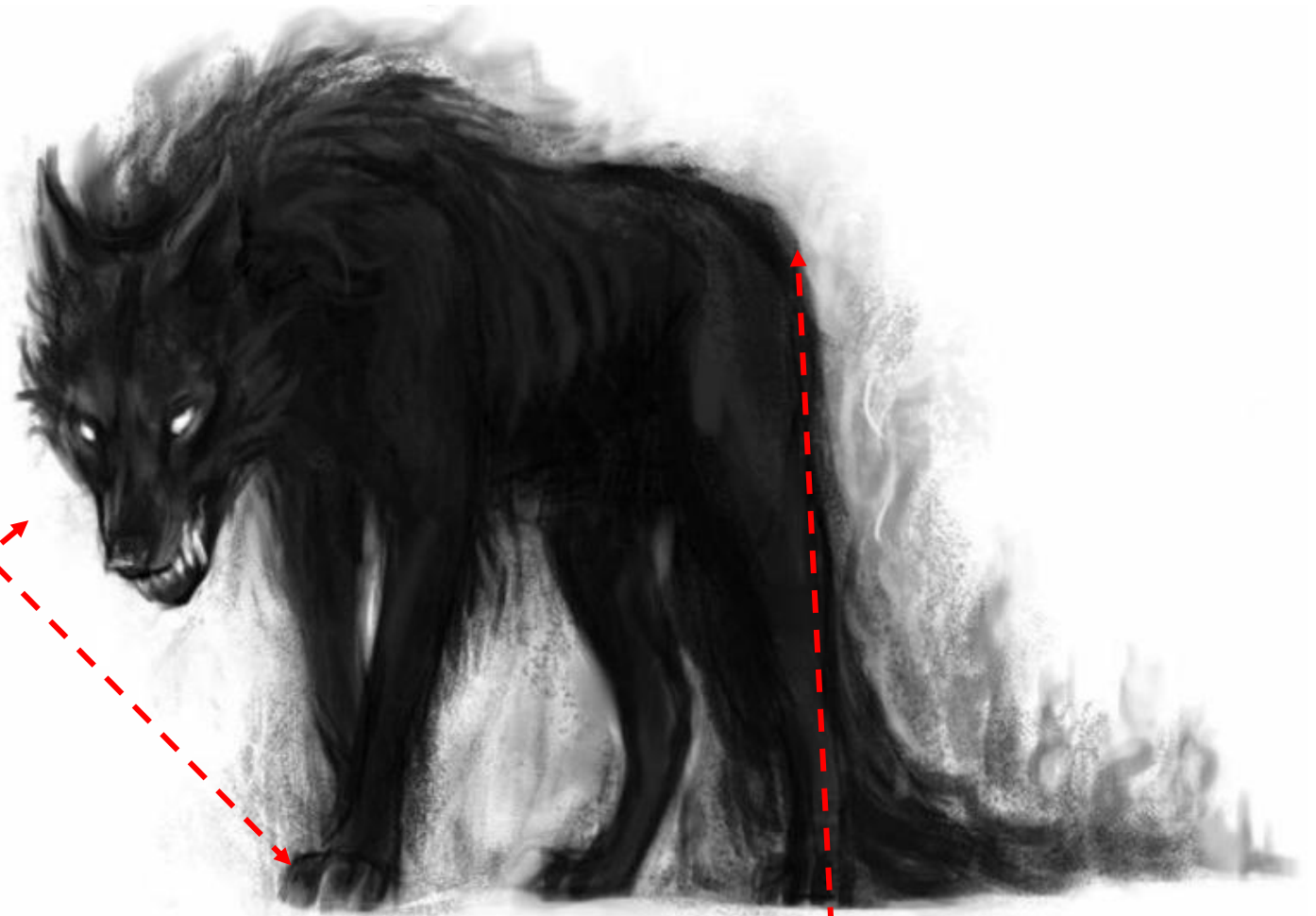
Weapon 1: Claws

- Sharp and precise
- Attack quickly and rapidly, dealing moderate damage



Weapon 2: Teeth

- Long, jagged teeth; dagger-like
- Pierce deep for heavy damage
- Can poison enemy with special attack



Weapon 3: Tail

- A quick whip attack
- Attacks similar to a cat-o'-nine-tails



Attacks & Defenses

Weapon 1 - Claws - Attack 1: Lingering Scratch

Mongrel lunges at enemy, delivering a rapid succession of slashes that do moderate damage.



Weapon 1 - Claws - Attack 2: Twin Slash

- Powerful charged attack, for increased damage.
- Mongrel winds up to deliver powerful slash with both paws.



Weapon 1 - Claws - Defense: Disarming Pounce

Mongrel pounces enemy before they can attack, knocking them down and incapacitating them.



Weapon 2 - Teeth - Attack 1: Venomous Bite

- Special Attack: A sharp bite that damages and poisons.
- Poison requires healing potion.



Weapon 2 - Teeth - Defense: Strong Jaw

The mongrel grips opponent's weapon with a vice grip, rendering the attack useless.



Weapon 3 - Tail - Attack: Barbed Lash

A heavy whipped attack that knocks the player back, while simultaneously damaging them with tail's numerous spikes.



Rot Mongrel - Enemy

Fantasy Adventure

Name: Rot Mongrel

Gender: Agender

Age: N/A (Supernatural/ancient)

Race: Rot Clan

Personality: Predatory, bloodthirsty, cruel

Occupation: Protector

Rot Mongrel - Enemy

Fantasy Adventure

-Small, piercing eyes, glowing white



-Simple, black snout



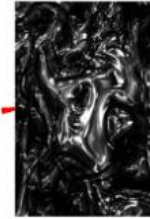
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-The rot seeps/drips off the body at random with a similar smoky effect

-Add long, black spiked tail, for combat

