

Break the Card Tower - Narrative Document

High-Level Premise

Break the Card Tower will focus on the rocky relationship between two young brothers as they play an eldritch horror strategy game called "Hex Masters." The older brother loves board games and is working on the perfect adventure to play with his friends. He's very proud of his work, albeit a bit stubborn, and hates it when people try to mess with his creations. The younger brother is a goofy kid who looks up to his older sibling. Despite being very young, he's much brighter than he seems. He loves to insert himself into his brothers' activities, much to the other's chagrin.

The game takes place in the unseen bedroom of the older brother. What the player will see is the various props, maps, miniatures, and set pieces that the older brother is using to make his game come to life. The player will take control of the younger brother, playing through the older brother's Hex Masters campaign. Throughout the game, the younger brother will point out its flaws, make suggestions, and find ways to break it. The older brother will grow progressively frustrated and retaliate by throwing new challenges onto the playfield. Over time the older brother's play pieces will become shoddier in appearance, reflecting how he has rushed to create new content to appease his younger brother.

Over the course of the game, the brothers will confront their grievances with each other. The older brother, wanting to be more grown-up, likes to be in complete control of everything and becomes frustrated when his little brother messes things up. The younger brother, just wanting to be included, becomes frustrated when his older brother shuts him out. After coming to terms with their faults and insecurities, they come to understand one another better and grow closer as brothers. By the end, they will have gone from having a bitter sibling rivalry to being close friends who love playing games together.

Narrative Delivery

The story of BCT will be told through unique NPC encounters either during a run or through interactions in the HUB world. Such encounters would occur alongside one's progression, either through breaking the game or through acquiring cards. However much of the story will be told through the cards your enemies play and through the flavourtext of the cards you play. For example, you might come across a card that talks about the struggles and adventures of the Abyss Walker whose have previous encounters with the Judge leading to a deeper understanding of both motives.

Initially, there is no indication that the world is actually a tabletop card game. Everything the player sees is entirely fantastical, from the spoken dialogue, to the in-game art, to the UI elements. The hex based card gameplay is used to represent the abilities and items used by the adventurer as they climb the tower and fight monsters. The Judge Master narrates the events of the game, akin to a Dungeon Master (a la D&D) running a tabletop game with friends.

The more the game is broken, the more the veil of fantasy will begin to lift until nothing of it is left. The older brother will start slipping out of his Judge Master persona and speak more colloquially out of frustration. The environment will also begin to wear down and reveal the artifice of the in-game world. For example, the pieces the brothers are playing with will look less fantastical and more like plastic, the "Tower" will break apart and show the brothers' room in the background, and so on.

Setting

The game is split between the fictional Hex Masters universe and the real world. The primary location of the Hex Masters world is the Judges Tower, the dreaded fortress of the Judge Master that looms over the City of Brekenkard (or "Broken Card"). In the real world, Hex Masters is being played by the older and younger siblings in their shared bedroom. They live in a typical suburban neighbourhood in an unspecified part of the world (presumably North America).

Hex Masters Setting – The Judges Tower & the City of Brekenkard

Brekenkard is a large city that is visually inspired by industrial-era England. It was the center of technological and magical innovations in the world until the Judges Tower shot out from the ground in the very middle of the city 10 years ago. The tower is a twisted stone structure with large stems and thorns protruding from its sides. A constant aura of dark magic emanates from its outer walls. The interior looks like a medieval castle made of black cobblestone. While the décor is on the fancier end, much of it is dusty, dirty, or beat up. There are also many elements of steampunk technology and eldritch magic.

When the Judges Tower appeared in Brekenkard, monsters began roaming the streets and annihilating the city. Several buildings were destroyed, and most of the residents were driven out. The population of Brekenkard currently stands at only a few hundred people. Most people living in the city are jaded, fearful and pessimistic about their future. That being said, quite a few have adjusted to their new lives and remain hopeful for better days. The latter tend to be the friendlier and more humorous residents of Brekenkard.

The Judge Master is constantly creating havoc, cooking up new monsters, machines, and magics to make the lives of Brekenkard's citizens a living hell. Guards monitor the Judges Tower and keep these threats at bay, with the rest of the city being their base of operations. Anyone who isn't a guard usually stays indoors, working or hiding. There are workshops, shops, medical facilities, and more to keep the Brekenkard Defense Force operational. These facilities have made the city a popular spot for adventurers passing through or looking to take on the Judge Master.

The Judges Tower is a hive for eldritch beasts and lost spirits. It's hazardous to navigate, which has led to many adventurers dying on their way up. The ones who have survived the longest in the towers are a trio of siblings; Mercury, Wednesday, and Caduceus. They aren't fighters but have somehow become very good at evading monsters. Their services have become a boon to travellers climbing the Tower, so long as said adventurers have plenty of Chips, the currency of the country Brekenkard is located on.

The Hex Masters story sees the player character climbing the Judges Tower to take down the Judge Master, which would save Brekenkard and give it a chance at rebuilding. The events of the Hex Masters universe have no specific date and time other than taking place 10 years after the Judge Master's arrival.

Real World Setting – The Brother's Bedroom & their Neighbourhood

The two brothers play Hex Masters together in their shared bedroom. Their room is decorated with several figurines, OC drawings (that the little brother made), posters, and other fandom paraphernalia across their varying (and shared) interests. The older brother is annoyed at sharing a bedroom with his younger sibling. He is growing up and feels entitled to have his own space. The younger brother, meanwhile, enjoys having a shared room with his elder sibling. When he gets scared of monsters under the bed, his older brother's presence immediately puts him at ease, believing that it protects him.

Occasionally, the brothers go outside to do non-Hex Masters-related activities. The brothers' neighbourhood is a generic suburban area you would find in most Canadian provinces/US states. The houses all look similar, with slight variations between them. The neighbours are generally normal and keep to themselves. However, a few quirky and odd ones have caught the brothers' attention. Such neighbours include a supposed "witch" who lives a block away from them and their neighbour across the street with a dog the little brother is afraid of.

The real-world story's events focus on the brothers' evolving dynamic as they play Hex Masters together. The little brother is eager to play this new game, while the older brother is less enthusiastic and tries to mess around with his younger sibling. The real-world time and date aren't specified, but it is made clear (dependent on the player's choices) that the two brothers are playing the game over a weekend.

Story Routes

Overview

The story has various routes determined by how much the player breaks the game and the champions they face off against. Each route takes place over the course of a weekend in the real world, with Friday and Saturday involving conquering part of the tower, and endings taking place on Sunday. The first floor will feature one of three different champions, each one based on a different fear/anxiety that the brothers deal with. The second floor will pit the player against the "Judge Master" of the Card Tower.

Each route begins with a short monologue by the Judge Master (AKA the older brother) about the in-game world and the adventurer who has entered their tower. This cutscene will be the same each time, with variations made to account for the player's character class and the champions in the tower. When the Judge Master is defeated, an epilogue sequence will play that will focus on the adventurer's success, the little brother overcoming his fears in the real world, or a messy amalgamation of those two outcomes.

There are a total of ten endings the player can witness. The first nine are gated behind the three first floor champions, with each one giving access to three possible endings each. The final "true" ending is available after unlocking the first nine; the Judge Master calls the adventurer to one final battle and defeating him unlocks the true ending.

The following are the three different champion routes, each of their respective three endings, and the final route that is unlocked after witnessing the first nine endings:

Route #1 – Imaginary Monsters

This champion is based on monsters under the bed like the boogey-man, creepy characters seen in kids' movies, and other figments of a child's imagination that keeps them up at night. LB is not phased by gruesome imagery and has even drawn his own creepy creations, but there's some creatures who manage to take a step from being fascinating to horrifying in LB's eyes. It usually isn't the monsters themselves, but the elements surrounding them that make them creepy, like a jump scare too loud, a close-up too close, or a voice that's distorted or played backwards. Even an innocent creature, like a puppy dog, could become nightmare fuel if that creepy factor was added in just right.

OB tries to dissuade LB from playing Hex Masters with him by conjuring up a pair of Champion's that played on LB's fears: fraternal twin brothers Frank & Stein. The introduction to this route would include a description of the duo:

"Frank is a lanky fellow with a large, square shaped head and perpetual frown, while Stein was a short, plump man with round features and a rictus grin. They dress in raggedy jester outfits adorned with bells, horns, and whistles that made distorted sounds as they moved. They walk in a grotesque fashion and spoke in a high-pitch, backwards speech. Under my (the Judge Master's) command, Frank & Stein have kidnapped townsfolk from HBW and are turning them into deformed monsters with enchantment Hexes."

OB played an eerie voice recording in reverse to demonstrate how Frank & Stein talked, which made LB tense up with fear. "Bet you're too scared to play now, huh little baby?" OB said to LB, mocking him. LB hated being called a baby by his older brother. In attempt to prove his brother wrong, LB proclaimed "I'm not scared!" Of course he was, but he wanted to show his brother how big he could be. Maybe then, LB would have OB's respect.

Endings

1: Adventurer rescues the townspeople and restores them to their normal forms. To avoid being turned into monsters in the future, they come up with a plan to make masks to disguise themselves as Frank & Stein. Halloween is born in HBW.

2A: Adventurer saves the town, but the machine to reverse the monster transformations has been destroyed. The deformed townspeople are distraught, but Adventurer has an idea to give them a new life. He casts them in a movie (the same one from ending 3).

2B: The adventurer saves the townspeople, but the machine to reverse the monster transformations has been destroyed. The townspeople says the only way to save them is to give them the release of death, but Adventurer (in LB's voice) says that's way too dark, and just because they're monsters they are also people too. He helps the deformed townspeople acclimate to their new lives as monsters in HBW. Their lives are wacky and defy the rules of the in-game universe, as this story is now being told by LB.

3A: OB is invited to watch a movie with friends and is told to bring LB along. The movie has creatures that creep LB out, but OB's friends comfort him. They watch the movie and the creepy creatures turn out to be not so scary. LB loves the movie and OB sees LB is becoming braver.

3B: LB says the campaign was scary, and OB makes fun of him for thinking so. LB decided to get back at OB by building a LEGO style figurines (or large creepy drawings) of Frank & Stein. He places them next to OB's bed while OB is asleep. When OB wakes up, he screams loudly, and LB laughs.

Major NPCs

Dodger (Player Guide)

Summary

- Name: Dodger
- Age: Unknown
- Gender: Male
- Occupation: Leader of a Thieves Guild
- Goal: To help his "student" [the little brother] become a master and break the Card Tower
- Appearance: A humanoid bird creature with bright feathers and outlandish thief's clothes

Personality

Chaotic-Good aligned character (Robin Hood type). Values freedom, humour, and beautiful objects. Does not like being constrained by rules or people who would impose them. He loves to play tricks on people and always has a cunning plan for how to outsmart his foes. A very flamboyant person who uses colourful words and exclamations. He has a weakness for games, jewels, art, and decadent foods.

Backstory

In-Universe: Dodger is a (insert bird race name here) that leads The Order of the Bright Sky, a thief's guild dedicated to conquering evil and creating a free society for all. They specialize in trickery and subterfuge to outsmart their foes. His wife and child were kidnapped by the evil Judge Master and turned into eldritch abominations. He now seeks revenge for his lost loved ones, and looks towards our brave hero for help. He promises to teach them some devious tricks to break the Hex Grid and outsmart the Judge Master. He sees potential in our hero and is highly devoted to protecting them, no matter the cost.

IRL: Dodger is the imaginary friend of the little brother. The little brother came up with the idea after watching a show called "Bird Force." He was obsessed with their character designs and started making fan art based on the program. When it got cancelled, he started imagining made up scenarios involving the characters to make up for the lack of new episodes. Eventually, he came up with the idea of making his own character. The little brother decided to make Dodger a powerful trickster that can overcome anything because LB likes to goof around, doesn't like (unfair) rules, and wants to have someone powerful to cheer him on when no one else will.

Mercury (Shopkeeper)

Summary

- Name: Mercury
- Age: 25
- Gender: Female
- Occupation: Shopkeeper
- Goal: To make lots of cash by selling her wares
- Appearance: Half-orc; not much is seen of her since she is usually busy working in her shop; only her hand is visible poking out of the shop, open palm up as if to say "pay-up"
- In-Game Function: Sells cards/items to the player in exchange for currency

Personality

Lawful-Neutral, Mr. Krabs personality. Mercury is a simple-minded girl with one thing on her mind: profit. She often places her desire to make a sale over the needs of others. That being said, Mercury is not cruel or uncaring. She is friendly and exuberant to the point of being a little intense. When it comes to her relationships, she mostly seems forgetful and naïve. Mercury usually hides behind her counter, working away, even while dealing with customers.

Backstory

Mercury is the eldest of three children. Growing up, she was very fascinated by money. She loved playing shop and roped her younger siblings, Wednesday and Caduceus, into helping with her "business." Mercury now runs "Mercury's Market," a travelling cart where she sells Hex Cards. She got Wednesday involved as her assistant, who frequently gets separated from her older sister, but Mercury barely notices. She

regularly stops by the Judges Tower since some of her best clients are the adventurers (and monsters) wandering inside.

Wednesday (Trader)

Summary

- Name: Wednesday
- Age: 23
- Gender: Female
- Occupation: Trader
- Goal: To reunite with her sister Mercury (who seems to forget Wednesday's presence); is willing to help strangers in need along the way by exchanging their goods for currency
- Appearance: Half-orc; red hair worn in braided pigtails; freckles; wearing a bonnet and a Dirndl, similar to the Chemists from FF Tactics
- In-Game Function: Will accept player's unwanted cards in exchange for currency

Personality

Neutral-Good, Piglet personality. Very timid and anxious with a caring heart. She loves her sister, Mercury, and agreed to help her by finding new products to sell in her store. Unfortunately, she is very directionally challenged and often gets very lost. She always seems to be in a rush. Wednesday tends to stutter in her speech. She also has a weakness for pretty flowers, which are hard to find in the game world and harder still in the Judges tower.

Backstory

Wednesday is the middle child of three. She has always been shy, usually leaning on her elder sister, Mercury, for support. Wednesday became Mercury's assistant when the latter opened up her shop. Wednesday wasn't particularly excited to do this, but she felt she owed it to her sister. Plus, she didn't have any other idea of what she wanted to do with her life. Wednesday is usually wandering the Judges Tower looking for her sister. She frequently gets separated from her sister because of her trouble with directions. She'll ask adventurers for assistance navigating the tower and accepts their old Hex Cards in exchange for currency.

Caduceus (Gambler)

Summary

- Name: Caduceus
- Age: 21
- Gender: Male
- Occupation:
- Goal: Play games with (and take advantage of) travellers passing through the tower; live life to the fullest away from his sisters Mercury and Wednesday
- Appearance: Half-orc; short red hair kept underneath a top hat; sinister grin; a colourful, ragged tuxedo with eccentric flairs; he holds a deck of cards that he is usually shuffling; he has two pet snakes that are usually entwined on his limbs (arms or legs)
- In-Game Function: Runs a gambling minigame where the player puts in cards and either retrieves their cards back, wins something more powerful, or gains something weaker

Personality

Chaotic-Neutral, Spike/Catwoman personality. Similar to Dodger, Caduceus loves playing games and tricking people. However, he is more sinister in his intentions and only thinks about himself. Caduceus is a very "snake-like" character: cunning, slimy, alluring, and difficult to trust. Archetypal Slytherin. Some inspiration (in personality and character design) from Dr. Facilier from *Princess and the Frog*.

Backstory

Caduceus is the youngest of three children. He's always been a trickster and hated playing shop with his older sister Mercury when he was little. He turned down the opportunity to work with her when she opened up "Mercury's Market" and began to live a life of debauchery away from his sisters. Caduceus now wanders the Judge's Tower to gamble with those who roam inside. He hides from his sisters should they ever cross paths in the tower.

Playable Cards

Generic Cards

Artifact

- **Ancient Catalyst** – A multi-colored and volatile substance. Can be solid or liquid but should appear dangerous to those nearby.
 - *The Judgemaster has found human vessels to be prime sources of magical energy. The downside is that the volatile substance they leave behind is a hassle to clean up.*
 - *Touching the Ancient Catalyst can be deadly. Handle with care.*
 - *"Losing to the Judge Master was bad enough. Losing my home in the process was just salt on the wound." – Caduceus*
- **Anti-Magic Blade** – A large, dark void surrounding a rustic antique blade.
 - *The Anti-Magic Blade was created using remnants of Brekenkard after its destruction. Its rusty appearance, contrasted with its deadly nature, symbolizes Brekenkard's resilience and tenacity.*
 - *Now, if you really want to annoy your enemies, give 'em a good poke.*
 - *"Sometimes, all you need to beat the baddies is something REALLY sharp and pointy." – Sammy the Spelunker*
- **Beacon** – A geometric crystal with a massive pillar of light expanding in multiple directions.
 - *Beacons draw upon the residual magic energy of the artifacts and bobbles surrounding them. They make great defense systems for labs and workshops.*
 - *A well placed beacon can be the difference between victory and defeat.*
 - *"Together, no one can stop us. Our light shall shine through the dark." – Guard Captain Aegis*
- **Charged Spire** - A silver column with a metallic sheen that has static and electric effects jumping off it.
 - *These advanced lightning rods are designed to absorb electric currents and shoot them back at anyone who comes in close contact. It's recommended that the user wears rubber before approaching.*
 - *Zip, zap, zop!*

- *“They’re nothing compared to my tower, but geez, do those lightning strikes smart!” – The Judge Master*
- **Hydra Statue** – A statue resembling a hydra beast. Can be made of a rare or unusual material such as obsidian.
 - *Rumours tell of a ferocious hydra wandering the lower strata of the Judges Tower, but no one has ever seen it. That is, no one who has lived to tell the tale.*
 - *Nine heads are better than one.*
 - *“May the blessing of the almighty Hydra grant you new life.” – The Ghastly Order’s Prayer to the Hydra*
- **Infernal Vise** – A black and red vise tool (not to be confused with "vise grip") with a harsh or spiky exterior.
 - *The Infernal Vise is the Judge Master’s favourite device for interrogations.*
 - *Sacrifice is inevitable.*
 - *“You have a habit of sticking your hands in places they don’t belong. I have just the thing for that.” – The Judge Master*
- **Lead Feather** – A metallic feather that shows signs of having crushed something under its immense weight.
 - *Iron Birds were created to be scouts and infantry in the early days of Brekenkards destruction. Unfortunately, their heavy weight made them ineffective at their jobs, but the upside was their feathers became handy throwing weapons.*
 - *If you can’t pull your own weight, don’t be surprised if you get left behind.*
 - *“I thought maybe this would help me not fly too close to the sun. Too bad they don’t let me fly at all.” – Icarus, Inventor’s Apprentice*
- **Seer Stone** – A clear, royal blue stone that has reflections and afterimages of celestial objects scattered within it.
 - *The remaining citizens of Brekenkard cling to their Seer Stones, desperately hoping it will show them a better future.*
 - *What is today but yesterday’s tomorrow?*
 - *“People say you can’t predict the future, but I’ve already seen it three times. Wanna take a peak with me?” – The Time Wizard*
- **Conduit** – A large steampunk electrical generator. Blue and red wires are strewn about the ground around it. This is the same generator as the one in the Mecha-Magical Laboratory (see “Environment Art Prompts”).
 - *The Judge Master’s conduit is enough to power his entire Mech-Magical Laboratory.*
 - *Having a strong power source will help you get the most out of your artifacts.*
 - *“It’s bulky, and the wires are a pain to detangle, but it gets the job done.” – The Judge Master*
- **Dead Man’s Switch** – The Spelunker is holding a handful of cards in his right hand. He looks at this hand in shock as it has turned to bone.
 - *When resources are scarce like they are in Brekenkard, greed isn’t just a vice, but a crime.*
 - *You got everything you wanted, but was it worth it in the end?*
 - *“I just wanted to nab some extra loot! Is that a crime?!” – Sammy the Spelunker*

Nexus Bobble

- **Arachnode** – A mechanical spider that moves methodically, leaving behind a trail of silver webbing. The spider has a clockwork/steampunk style and is powered by blue mystical energy.
 - *The Arachnode is a versatile machine. Its high speeds make it an effective mount for long travels, and its silver webbing can be used to create strong barriers or repair broken structures.*
 - *Many have gotten stuck in an Arachnode's web, but very few have gotten out.*
 - *"I'm not fond of spiders, but the Arachnode's webbing sells for a pretty penny, so I always keep one of them around." - Mercury*
- **Blood Altar** – The typical stone slate with ominous red markings covering the surface.
 - *The Ghastly Order's right of passage involves a blood offering from the initiate. The blood is poured onto a slate, which lights up to reveal the cult's sacred oath. Reading the text aloud binds the initiate to the Order forever.*
 - *Eye for eye, wound for wound, life for life.*
 - *"The pain won't last much longer. In death, you shall find new life with the Ghastly Order." – ???, High Priest of the Ghastly Order*
- **Fountain of Knowledge** - A marble fountain with exquisite decorations, but instead of water flowing out it is magical blue script (glowing runes/glyphs).
 - *The Fountain of Knowledge is an ancient relic said to gift those who drink from it otherworldly knowledge. Those who have tasted its waters go on to live very long lives, presumably from learning the secret to a long and healthy life.*
 - *Knowledge is power.*
 - *"I drank from the Fountain of Knowledge and tasted the otherworldly wisdom that flooded through my mind. It was... honestly, kinda chalky." – Atlus the Abyss Walker*
- **Junk Fuser** – Run-down machine/device that has clear inputs for junk and outputs for nicely shaped packages of material.
 - *Since the Judges Tower first appeared, the people of Brekenkard became very good at recycling what was destroyed in the chaos.*
 - *Reduce, reuse, recycle.*
 - *"One man's trash is another man's treasure!" – Sammy the Spelunker*
- **Mirror Doll** – A creepy-looking doll made exclusively out of mirrors. It is surrounded by normal looking dolls, and is transforming one of them into a mirror doll by touching it.
 - *Dolls were very popular amongst the children of Brekenkard, but after the Judges Tower appeared, several were turned into Mirror Dolls that went rampaging through the streets.*
 - *Perhaps, in the end, we're all more alike than we think.*
 - *We're not so different, you and I.*
 - *"Whenever I get separated from my sister, I hold onto my Mirror Doll for good luck. She's kept me safe when times get tough." - Wednesday*
- **Redirecting Lens** – A mirror-like device that redirects the user's vision from one direction to another (or multiple!)
 - *Walking the streets of Brekenkard unarmed can be extremely dangerous. At the very least, be sure to carry some protective gear with you.*
 - *See? Doesn't hurt!*

- *“Some say I’m vain for surrounding myself with mirrors. I just prefer to stay alive. Getting to look at my beautiful face is just a bonus.” – Caduceus*
- **Wireframe Explosive** – A large explosive device is surrounded by frayed wires branching out in many different directions.
 - *Wireframe explosives were created for demolitionists that wanted greater control over the timing of their explosions.*
 - *Pass it on.*
 - *“I enjoy a good game of hot potato as much as the next person, but this is ridiculous!” – Tennant the Time Wizard*
- **Force Multiplier** – The scene is a steampunk laboratory. On the right is a goblin warrior strapped to a cloning machine (they are asleep). On the left is a device that looks like a portal/gate. Two goblin warriors that look identical to the one on the right step out of it. There are a few other goblin warriors hanging about the scene doing various activities (sharpening weapons, fighting each other, sleeping, etc.)
 - *The Judge Master uses Force Multipliers to create a neverending supply of minions. For every monster slain, at least two more will take its place.*
 - *For every monster slain in the Judges Tower, at least two more will take its place.*
 - *No matter how hard one fights, the battle never ends.*
 - *“It’s pointless to challenge me. Evil never stops. It always finds a way.” – The Judge Master*
- **Tithe Enforcer** – Caduceus is standing next to a wooden door in the Judges Tower. The door is covered by a forcefield, which is being powered by a small mechanism placed on the middle of the door. A makeshift sign above Caduceus says “Entry Fee = 5 Chips”. Caduceus is holding out his hand, awaiting payment.
 - *Trading with Caduceus can make or break your trip up the Judges Tower. If you lose to him, it’s game over.*
 - *Ante up.*
 - *“Trust me, you won’t regret this exchange... too much.” – Caduceus*
- **Power Leech** – A giant, mechanical leech standing upright (as well as a leech could “stand”). Its mouth is visible and has sharp teeth with electric currents jumping off them.
 - *The identity of whoever invented the Power Leech has remained a mystery. The purpose of this grotesque machine has also been somewhat of a question mark.*
 - *The purpose of this grotesque machine has remained somewhat of a question mark.*
 - *It’s a really big, gross leech.*
 - *“I’ve look into the pits of hell, and even this thing is scarier.” – Atlas the Abyss Walker*

Terra Hex

- **Mountain** – A large and imposing mountainside at dawn. The jagged rocks form strange, mystical looking shapes.
- **Lake** – A large, serene looking lake surrounded by cliffs that have trees on top of them.
- **Forest** – A lush forest in autumn with vibrant orange and yellow foliage.
- **Field** – A plain, wide open field at dusk. The grass in the plains is dried up.
- **Levitating Ground** - Underground POV of a large chunk of the earth floating up from a hole in the surface. Can have artifacts/nexus bobbles visible on top but is not the main focus.
 - *It’s important to know where and when to hide from the Judge Master.*

- *"It's important nobody finds my hidey hole!" – Sammy the Spelunker*
- **Mine Shaft** – Long tunnel supported by wooden constructs at regular intervals.
 - *The mines of Brekenkard have become a safe haven for those who survived the city's destruction.*
 - *Your eyes behold treasures untold.*
 - *"I promise, you'll be safe here." – Guard Captain Aegis*
- **Command Post** – A wide geometric structure with an open top, defensive structures placed along the perimeter. Some form of faction representation can be seen (could be banners, an insignia, emblems, etc.)
 - *The guards of Brekenkard have become masters of strategic warfare.*
 - *Divide and conquer.*
 - *"We go wide and protect the city at all costs." – Guard Captain Aegis*
- **Plateau** – A large grey plateau viewed from an airborne view off a cliffside.
 - *From here, the world seems so small.*
 - *"The real treasure was the journey I had, not just what I found at the end of it." – Sammy the Spelunker*
- **Absorbing Ground** – A blank and greyscale section of ground that is taking in characteristics from the area around it, such as trees, grass, colours, and flowers.
 - *Everything changes.*
- **Time Rift** – An object is visible on two different planes of time at once, illustrated by a large divide in the centre of the card art.
 - *One more shot at success.*
- **Leyline** – A large rift in the ground like a ravine, with bright blue energy emitting out from it.
 - *Technology has managed to capture the very life essence of the earth and use its power to heal the weak and weary.*
 - *Nature and Nurture.*
- **Necrotic Ooze** – A stream of what looks like very thick, black oil is slowly flowing down the streets of a Victorian city street. The ooze looks like it is boiling; it bubbles and gives off steam.
 - *Those who escaped from Brekenkard looked down at their former home to see evil had swallowed it whole.*
 - *"Everything and everyone I loved, my home, all of it... gone." – Citizen of Brekenkard*
- **Bog** – A grimy swamp filled with dark brown mud and rocks covered in light green moss. Most of the trees in the area are dead and rotting, no leaves on them whatsoever. Dark storm clouds cover the entire sky.
 - *Eventually, all things rot and return from whence they came.*
 - *Death is inevitable.*

Magic Whimsy

- **Afterimage** – The remains of a demolished artifact can be seen on the ground, but a transparent image of it is still visible above.
 - *A good adventurer makes the most of their artifacts and bobbles.*
 - *Sometimes, you get lucky.*
 - *"Wait, give me one more minute, please!" – Tennant the Time Wizard*

- **Arcane Split** – A beam of energy splitting off into two branches. Can be coloured to represent the split, such as a purple beam splitting into red and blue.
 - *Wizards of Brekenkard learned how to ‘split’ old magics into new spells. Extremely useful for adapting to unexpected situations, and a great way to stave off boredom.*
 - *This won’t do, but perhaps... this?*
 - *“I have no clue how this works. Want to find out with me?” – Tennant the Time Wizard*
- **Mind Spear** – An ephemeral spear being launched from the hand or head of a mage.
 - *This basic attack spell is a staple amongst practicing wizards, as it is usually one of the first spells they ever learn.*
 - *Ouch!*
 - *“Open your mind. Let me peer inside.” – Atlus the Abyss Walker*
- **Negate** – A hooded figure (such as an old, bearded mage) swiping his hand and dissipating an incoming spell attack.
 - *Even those who don’t consider themselves wizards will usually learn some variety of negation magic. In these dark times, it’s necessary.*
 - *Perhaps some other time.*
 - *“Sorry, not interested.” – Atlus the Abyss Walker*
- **Null** – Very minimalistic, can be as simple as a small white sphere on a black surface.
 - *Nothing matters.*
- **Reaping** – Several structures or artifacts being destroyed. Scythe imagery can be used anywhere in the image.
 - *Hit me with your best shot.*
 - *“What’s the matter? Are you chicken?” – Sammy the Spelunker*
 - *“Why don’t we make things interesting?” – Caduceus*
- **Sacrificial Blast** – A massive red ball of energy that is formed by absorbing artifacts around it. Texturing is mix of electricity and the sun's surface.
 - *Do what must be done.*
- **Shatter** – A statue or similar construct crumbling to pieces after being struck by lightning or a similar effect.
 - *The day the Judges Tower appeared was the day everything changed. For the people of Brekenkard, their way of life was destroyed.*
 - *Some troubles should be nipped in the bud.*
 - *“Nice trinket you got there. Would be a shame if something happened to it.” – The Judge Master*
- **Furious Rite** – A Ghastly Acolyte (see “Mob Encounters”) summoning a group of furious looking ghost behind them. The acolyte looks like they are in great pain.
 - *The summoning spells of the Ghastly Order don’t bring out the best in the spirits brought beyond the veil. Being torn from their eternal rest doesn’t exactly put them in the brightest of moods.*
 - *Being torn from their eternal rest doesn’t exactly put a ghost in the brightest of moods.*
 - *Disrespect the dead and they’ll disrespect you right back.*
 - *“Feel the hatred and rage of the damned!” – Ghastly Acolyte*
- **Funeral Pyre** – Overhead shot of a gathering of Ghastly Acolytes (see “Mob Encounters”) at night. They are standing in a circle around a funeral pyre. The fire is a bright purple colour.

- *Some members of the Ghastly Order take their devotion a step further than most, deciding to join the ranks of the dead to find greater power in the afterlife.*
- *It's time to end this.*
- *Ashes to ashes, dust to dust.*

Enchant Whimsy

- **Ward** – A transparent white bubble surrounding an artifact or structure.
 - *Raw firepower can only go so far. Protecting yourself from enemy threats is just as important as blowing them away.*
 - *“Raise thy shields!” – Guard Captain Aegis*
- **Disable** – A dark-coloured talisman attached to a statue. The talisman is emitting an ominous aura.
 - *Sometimes, the best you can do to your opponent is slow them down.*
 - *It's useless to resist.*
 - *“Even with all the weapons in the world, nothing we had could penetrate the Judge Master's defenses. How could we? Nothing we had worked.” – Guard Captain Aegis*
- **Curse of Fragility** – A large crack forming in the side of an object. A yellow glow can be seen emanating from within.
 - Modern day engineers have created highly durable weaponry, but even a near-perfect machine has a weak spot.
 - Striving for perfection is waste of time.
 - *“I found your weakness!” – The Spelunker*
- **Multiplying Barrier** – A shifting magical effect that follows a moving object.
 - *The best offense is a good defense.*
- **Divine Providence** – A single patch of land with a small artifact or building on it. The area is pristine, enveloped in white light, and the entire area surrounding it is black and destroyed.
 - *Humanity fears that the Gods have forgotten about them, but sometimes they get lucky.*
 - *Never let me go.*
 - *“We shall never be defeated!” – Guard Captain Aegis*
- **Amplification** – A simple crystal structure that is overflowing and crackling with arcane energy. The colour can be red, purple, or both.
 - *Any good Wizard knows to keep an amplification crystal on them. It can turn even the weakest spells into dangerous weapons.*
 - *The best defense is a good offense.*
 - *“Tremble before my almighty power!” – The Judge Master*
- **Multicycle** – The Time Wizard is casting a spell, waving his hands over his head like he's waterbending. The magic above is a blue aura with several constellations that connect to one, very large central star.
 - *What the Judge Master failed to realise was that the real power Brekenkard's people had was the love that kept them together. United, nothing could stop them.*
 - *Every success and failure, every single insignificant moment, it's all lead up to this.*
 - *“There's so many possible outcomes. Let's see which one leads us to victory.” – Tennant the Time Wizard*

- **Double Down** – The Abyss Walker is facing against Caduceus in a gambling game, with Chips (currency) and magic crystals being placed as bets. They are in a dark room lit by candle light. Our perspective is from over Caduceus' left shoulder, so the viewer mainly sees the Abyss Walker. The Abyss Walker is putting literally “doubling down” the bet placed by Caduceus in front of him.
 - Caduceus doesn't play to win. He plays to watch you lose.
 - Fortune favours the bold.
 - *“I'll call your bluff. I'm feeling lucky.” – Atlas the Abyss Walker*

Time Whimsy

- **Fast Forward** – Minimalistic fast forward symbol (arrows pointing right >>).
 - *Time flies when you're having fun.*
 - *There's no time to lose.*
 - *“Let's skip to the part where I defeat you.” – The Time Wizard*
- **Flashback** – A person is seen travelling through a blue vacuum of energy, with visions of the same area at different points in time visible around them.
 - *When the Brekenkard resistance first came together, a group of Time Wizards looked back to the past to see what went wrong and what they could do differently.*
 - *Sometimes, history repeats itself.*
 - *“Are you getting a weird feeling of Déjà vu?” – Tennant the Time Wizard*
- **Rewind** – Minimalistic Rewind symbol (arrows pointing left <<).
 - *Tampering with the past must be executed with great care and precision.*
 - *Not so fast!*
 - *“Don't be in such a rush! Are you really that excited to lose?” – Tennant the Time Wizard*
- **Stasis** – An outdoor scene is put into a complete time freeze. Animals such as birds appear frozen in place and the entire area is greyscale. Images of magical clocks or glowing runes are scattered throughout.
 - *The Judge Master can freeze you in a single moment of time, using it to sneak up on you when you least expect it.*
 - *Not so fast!*
 - *“Whatever it is you're planning to do, I'd stop it if I were you.” – The Judge Master*
- **Time-Space Continuation** – Two versions of an object are visible, one being clearly older than the other. A thin passageway of energy connects the two.
 - *Time is fleeting.*
- **Time Vortex** – A scene of structures and artifacts aging rapidly. The objects would look new on the left, then panning right they would increasingly degrade and show signs of overgrowth.
 - *Time Wizards who fail to maintain the fragility of the time-space continuum are bound to suffer the consequences.*
 - *Nothing lasts.*
 - *“Why don't we think of this as having a fresh start?” – Tennant the Time Wizard*
- **Twin Realities** – The Time Wizard looks into an orange coloured portal to see an evil twin version of himself. Our perspective is from behind the original Time Wizard; we only see his back and bit of his side profile. The main focus is the evil twin version of the Time Wizard.
 - *If you're ever travelling through time, avoid bumping into yourself at all costs. The consequences it would have on the time-space continuum could be catastrophic.*

- *If a single choice could change your life, what would thing be like if you chose differently?*
- *This world is just a statistical inevitability. It's nothing special.*
- *"I've only ever seen alternate realities in my mind. I hoped that I would never have to come face to face with one of them." – Tennant the Time Wizard*

Class Cards

Abyss Walker

- **Cosmic Gift** – A pair of hands cupped beneath a floating planet Earth. The background is a scene of out space (stars & constellations) with mostly orange, magenta, and royal blue colours.
 - *Reduce, Reuse, Recycle.*
 - *Use it wisely.*
- **Warping Terrain** – The setting is a small medieval village that looks somewhat run down. The buildings, trees, and other objects in the scene appear warped, as if they are melting. The sky is overcast, with some small pockets of orange sky visible between the clouds. The ground is primarily dirt paths and dry grass.
 - *Oh, what a world!*
- **Chilling Grasp** – A hand firmly grasping a clockwork heart. The heart is frozen in ice. Frost covers the hand and goes down onto the arm, getting less intense further down the forearm. The end of a robe sleeve is visible below the frost.
 - *The ghost of a person who died from hypothermia leaves a ghostly essence that's chillier than most. These spirits are prime sources for the Ghastly Order's ice magic.*
 - *Spirits of those whose cause of death was hypothermia are prime sources for the Ghastly Order's ice magic.*
 - *Thou shalt feel the cold embrace of death.*
- **Broken Mirror** – An ornate-looking glass on the floor; its glass has been broken into pieces and scattered on the ground. The glass shows a reflection of a mechanical hex-shaped object, but with the pieces scattered, the image is fractured.
 - *"Sometimes, I look at myself in the mirror and barely recognize what I see. What have I become?" – Atlas the Abyss Walker*
 - *What have I done? Who have I become?*
- **Remade** – An architect's sketch of the art from "Warping Terrain" on a brown wooden table. Drawing and measuring tools are laid beside (and possibly on) the drawing.
 - *The inner machinations of the Ghastly Order are an enigma.*
 - *The sinister tacticians of the Ghastly Order are not to be taken lightly.*
- **Lesser Daemon** – A small, salmon-coloured imp with a devilish grin flying away from a person chasing them in the distance. The imp is holding a gold hex-shaped mechanism. The background is dark blue and shows little detail besides speed lines.
 - *Gotta go fast!*
 - *Though a lesser creature of the demonic realm, an Imp can be your opponents worst nightmare if used wisely.*
- **Ruined Portal** – A top-down view of the land from the sky (like you're looking down at Earth from an airplane). A gigantic hex-shaped column is on the land; it is opaque and made of magical blue energy.
 - *What's yours is mine.*

- **Interitus** – Abyss Walker class character pointing towards an eldritch demon. The Abyss Walker is the focus of the image; they have glowing green eyes, and green liquid is dripping from their fingers. The demon is writhing in pain and covered in green acid that produces fumes. The green glow of the liquid on the demon illuminates the Abyss Walker from below.
 - *Walking through the Abyss teaches you the real meaning of suffering.*

Spelunker

- **Absorption** – A fireball sinks into an upright magical shield machine. The shield is absorbing the fireball. The shield is bright blue with a hex pattern, making it look magical and futuristic.
 - *Absorption shields were invented shortly after the Judges Tower first appeared. These high-tech barriers are staples of most cities defense systems.*
- **Grab and Go** – Spelunker class character sneaking away from a sleeping giant. The giant is sleeping beside a pile of treasures (gold coins, steampunk devices, jewels, etc.) The Spelunker is carrying a large bag filled with treasure above his head with the help of two large magical hands.
 - *While a giants wrath may be lethal when they are awake, they are heavy sleepers and easy to sneak up on.*
 - *Nabbing a Giant's loot? Childsplay! Just grab it while they're sleeping; a freight train could pass by and it wouldn't wake them." – Sammy the Spelunker*
- **Thieves Tools** – An open leather roll pouch with an array of thieves' tools laid on it. Tools can include a pair of pliers, lockpicks, small file tools (as in nail files), etc.
 - *Don't forget to upgrade lockpicking!*
 - *Extra lockpicks sold separately.*
- **Adventurers' Gear** – Spelunker class character rifling through his backpack while kneeling on the ground in a cave. He looks curiously at a simple mechanical tool that he's holding in his left hand by his head. Several essential adventurer tools are on the ground (a knife, rope, water canteen, torches, etc.)
 - *Never leave the house without it!*
- **Get out of there** – The Spelunker class character frantically climbs up a narrow tunnel using a glowing, golden rope. A swarm of eldritch beasts is pursuing him. He is holding a precious-looking artifact between his legs.
 - *Don't look down!*
 - *No time for a second trip!*
- **Traps Set** – A rocky cavern (mostly brown and some greys) with several booby traps set, including a wire trap connected to a net attached to the ceiling and bear traps.
 - *A smart spelunker knows to always be on the lookout for booby traps.*

Time Wizard

- **Tick Tock** – Time Wizard class character is turning on an egg timer next to a bunch of magical orange explosives. The bombs are on the ground by a wall with cracks in it, presumably meant to break down the wall to make a hole (think Legend of Zelda bombs + cracked walls)
 - *Tennant the Time Wizard has one of two ways to deal with enemies. Either he'll outsmart them with a cunning and highly calculated plan, or he'll just throw some explosives at them and call it a day.*
 - *It's the final countdown.*

- **Double Time** – Several clocks float in an empty space filled with mist. The hands of the clocks move rapidly, so they have blur/speed lines following behind them. Some look like they have more than two hands. The mist is a glowy-orange colour against a navy blue background.
 - *“Mostly it’s just a bunch of wibbly-wobbly, timey-wimey stuff.” – Tennant the Time Wizard*
- **Rewinding Clock** – Time Wizard class character facing a giant steampunk clock with a magical orange glow. The Time Wizard is seen from the back; the clock is the focus of the image. The setting is a medieval building with stone floors/walls. Metal pipes and mechanical objects are poking from the walls near the clock. Short metal stairs lead up to the clock.
 - *Looking through the Gates of Time does things to you. Some are driven to venture through it, some run away in fear. Others simply go mad.*
- **Faster than You** – A horse and buggy racing against a steampunk unicorn and carriage. The unicorn is silver with orange glowing lines and eyes. The background is a forest filled with dead trees at night time. It is cloudy, so the moon and stars are not visible, and the atmosphere is primarily dark purple.
 - *Not only will you outrace your opponents, you’ll also look really cool doing it.*
- **Copy** – A hex on the ground splitting into several copies lined up in a row. The overall look to go for is to make it look like Shadow Clone Jutsu from Naruto is being done on the center hex (they are blurry and have speed lines on them).
 - *Once more with feeling.*
 - *Time Wizards tend to have a reputation for being copy-cats.*
 - *Tennant the Time Wizard has a reputation for being somewhat of a copy-cat.*
- **Split Between** – Playback repeat icon (arrows starting from left and right that curve around and meet the end of the opposite arrow). One arrow is orange, and the other is blue. The background is orange behind the blue arrow and blue behind the orange arrow.
 - *Play this on repeat.*
 - *Let’s try working backwards now, shall we?*
- **Return** – A steampunk grandfather clock is sent through a portal in a magical laboratory. The portal looks like a black hole and is vertical, travelling upwards at a slight angle to have it visible on the card art. The portal is halfway up the clock; the clock is only visible above the portal, as the bottom has teleported away.
 - *Recent developments in portal technology has made teleportation a piece of cake!*

Enemies

Mob Encounters

Wailing Phantom

- **Description:** The unlucky souls of travellers who met a grim fate in the Judges Tower continue to roam through its halls. Some have acclimated to life inside the tower, partaking in leisure and merriment wherever they can find it. Those less fond of their new abode have become bitter and vengeful, making the lives of those who enter the tower a waking nightmare.
- **Art Prompt:** An extremely tall (roughly 7 ft. tall) androgynous ghost with elongated arms and a wispy tail instead of legs. They wear a raggedy oversized long-sleeved shirt that goes past their waist. They have long hair and messy hair. Their eyes are bright, white circles, and they have no

other facial features besides a mouth that opens extremely wide when they scream. Their "skin," clothes, and hair are a mixture of greys and light blues.

Suit of Armour

- Description: The hallways of the Judges Tower are lined with several regal suits of armour. Do not be fooled; though they may look empty, they come to life when provoked. Adventurers would be wise to avoid these sinister suits of armour or at least be prepared to fight them with a few Hexes at the ready.
- Art Prompt: A steel suit of armour that looks like one a typical knight would wear. It is operated by magical energy, so nothing would appear underneath it. It wields a shield in its left hand and a mace in its right hand.

Wind-Up Wasp

- Description: These pesky, mechanical wasps were created by the Judge Master. Their massive stingers pack quite a... err, sting. These wasps don't contribute to the world's ecosystem, so don't feel bad about taking a good swing at them!
- Art Prompt: A massive wasp with an exaggerated stinger. The wasp is mechanical and looks made of several shifting gears. Its striped are copper and black. The stinger looks like the pointy end of a spear. It has a large winding key in its backside between its wings.

Ragamuffin Rogue

- Description: These rambunctious kids are members of "The Twisters," a local gang of young thieves. They travel from town to town, terrorizing the local grown-ups and stealing their belongings. The Judges Tower is a popular spot for them, as many of the adventurers who wander in have several valuable items for them to steal. Their hobbies include playing pranks, picking pockets, and musical theatre.
- Art Prompt: A small child covered in dirt and wearing ragged clothes; a magical/steampunk Oliver Twist. They wield a small dagger in their right hand. The colours should be like the Spelunker's palette to reflect it being the enemy counterpart to that class.

Ghastly Acolyte

- Description: The Ghastly Order is a cult of mages who venerate the dead, using magic to control their bodies and spirits. The Judges Tower is a hotspot for ghostly activity, so they have established their home base in the underground catacombs. Ghastly Acolytes are low-ranking members of the Order with limited necromantic powers.
- Art Prompt: A hooded figure in all-black robes. Their hood obscures most of their face, leaving only the bottom half beneath their nose visible. The outfit they wear is simple, with only a few details included to reflect their acolyte status. The magic they wield with their hands glows a bright lime green colour. The colours should be like the Abyss Walker's palette to reflect it being the enemy counterpart to that class.

Environment Art Prompts

Board General Art Prompts

- Background
 - Cobblestone flooring

- Fallen decorations:
 - Broken pieces of a suit of armor
 - Metal weapons (from suits of armor)
 - Shattered pieces of stained glass
- Dirt/grime
- The Board
 - Copper/Bronze borders w/ metallic sheen
 - Beige (or off-white) hexagons
 - Player side is blue, enemy side is red (see colours on the GDD under "Art Direction")

Board Art Prompt, Type #1: Haunted Hallways

1. Top left corner: Ornate wardrobe
 - a. An antique wardrobe that is dark purple and has silver inlays/detailing. The top-front corners of the wardrobe have wooden spikes poking upright, making it look like it has devil horns. There are some discarded pieces of clothing on the ground by the dresser. To the right (left from the player's POV) of the dresser is a brown wooden wig-head with a lavender wide-brim hat on top of it; the hat has a black band with a large peacock feather sticking out of it
 - b. **Click animation: The wardrobe begins shaking before slightly jumping off the ground as its doors burst open. A swarm of giggling ghosts fly out and move around/out of the board. One ghost picks up the wide-brim hat and puts it on, strikes a pose, and throws it back onto the wig-head before flying off. The hat lands on the wig-head; both spin around three times before returning to their starting position.**
2. Top right corner: Suit of Armour
 - a. A silver suit of armour standing upright; it has a blue feather sticking out from the top of its helmet. For design reference, think "Carian Knight Set" from *Elden Ring*, but with less fabric and no leather boots. It is posed with its feet together and its hands in front, holding a battle axe downwards.
 - b. **Click animation: The suit of armour lifts the battle axe and holds it above its head, ready to strike down onto the board. After holding its initial swing pose, it begins to stumble and fall backwards. It falls to the ground and breaks apart with a loud CLANG. The armour and the battle axe float back together, returning to their original position.**
3. Bottom left corner: Ghostly Piano
 - a. A large, grand piano that is a very dark shade of maroon. The "mouth" opening (where the strings would be) is closed. In front of it is a small piano bench; the wood is the same colour as the piano and has a red cushion on top of it
 - b. **Click animation: The piano's "mouth" opens to reveal a large set of sharp teeth. It begins jumping around and chomping, similar to the piano from *Super Mario 64*. After six chomps, it returns to its starting position.**
4. Bottom right corner: Spectating Ghosts
 - a. An old, European-style wooden sofa with purple and red cushions. It faces toward the play area (board.) The cushions have intricate and regal tapestries in silver, red, and purple. To the left of the sofa is a small, wooden end table (dark brown) with two

glasses of red wine on top of it. To the right of the sofa is a tall, black candelabra with three lit candles on top of it.

- b. **Click animation: Two human-looking ghosts dressed in Victorian garb appear on the couch, facing the play area (board.) The one on the left grabs the two glasses of wine on the end table and hands one to the other ghost. They clink their glasses together, take a sip, and watch the board for a few seconds—the ghost on the right then hands their glass of wine to the other ghost. The ghost on the left takes it and puts both glasses of wine on the end table. The ghosts fade away, returning the scene to its original position.**

Board Art Prompt, Type #2: The Mecha-Magical Laboratory

1. Top left corner: Violent Reactor
 - a. A bronze steampunk furnace. The middle is round, with a small door opening with a glass window. It has several bent and curved pipes sticking out of it. Some stray nuts, bolts, and screws are lying on the ground around it.
 - b. **Click animation: Activated if the "Electrical Generator" is turned on, the "Chemistry Set" is set to red fire, and the "Cauldron Conundrum" is solved (blue magic liquid). Steam shoots from its valves, and purple magic glows from inside (visible through the glass on its door). After a few seconds, the door opens, and a purple slime monster emerges. It becomes a giant Frankenstein-like monster, yells loudly, then runs and jumps off the board.**
2. Top right corner: Chemistry Set
 - a. A complicated chemistry set on a wooden table. The set has vials of several shapes and sizes; some are long and thin, others are short and wide, and one curls around a few times. There are some broken pieces of glass on the ground.
 - b. There are two Bunsen burners on both ends of the table, each with a vial over them. The vials connect into one contraption. The chemicals in the vials are bubbling.
 - c. **Click animation: The fires of the Bunsen burners become more intense and change colour anytime the player clicks them. The cycle goes from low (orange), medium (red), high (blue), and very high (green). The chemicals in the vials boil harder as the heat level rises, with more fumes also coming from them. If the player clicks when the burners are set to very high, they return to low, and the cycle restarts.**
3. Bottom left corner: Electrical Generator
 - a. A large steampunk electrical generator. Blue and red wires are strewn about the ground around it, leading towards the "Violent Reactor" on the top left of the board.
 - b. **Click animation: The generator turns on and begins to vibrate. It gives off a humming noise that fades away after a few moments. It vibrates until turned off or when the "Violent Reactor" is activated.**
4. Bottom right corner: Cauldron Conundrum
 - a. A dark-copper cauldron with black liquid inside of it. The liquid bubbles and swirls around slowly. A curved table wraps around a part of the cauldron. Five potions are lined up in a row on top of the table. Each bottle is a different colour; red, blue, yellow, purple, and green.

- b. **Click animation: Each potion is interactable; clicking on them causes it to rise and pour liquid into the cauldron. After pouring four potions into the cauldron, one of the following outcomes occurs:**
 - i. **If one red, one purple, and two blue potions are selected (in any order), the black liquid in the cauldron turns blue and swirls with magical energy. Clicking the cauldron or activating the "Violent Reactor" at this point causes the liquid to explode with sparkly blue energy. The liquid goes back to black, and the puzzle can be repeated.**
 - ii. **If any combination other than the above is put in, the black liquid produces a puff of black smoke. The puzzle can immediately be repeated after this.**

Board Art Prompt, Type #3: The Armoury

1. Top left corner: Bullseye
 - a. A giant bullseye for target practice faces the ballista from the other corner of the board. On the ground around the bullseye are several arrows from archery practice. The bullseye is made of wood.
 - b. **Click animation: There is no animation to go with this object.**
2. Top right corner: Weapon Rack
 - a. A wall with several medieval weapons hung on a wooden weapon rack. All of the weapons are made of silver metal. May include a battle-axe, greatsword, spear, etc.
 - b. **Click animation: Clicking once causes the straps holding the weapons to break. The weaponry falls to the ground. If the player clicks again, a small robot (think R2D2, but steampunk) comes by. They fix the weapon rack and return the weapons to where they were before. The robot leaves the scene when they finish.**
3. Bottom left corner: Practice Dummy
 - a. A wooden stand holds up a simple practice dummy made of burlap and filled with straw. The practice dummy looks pretty beat up, with several cuts exposing the straw inside. It also has numerous arrows (shot by a bow) sticking out of it.
 - b. **Click animation: The dummy spins in place at rapid speeds, becoming blurry and unrecognizable. It returns to its default position after a few seconds.**
4. Bottom right corner: Ballista
 - a. A large ballista made of wood with metal/steampunk detailings stands at the ready. It is loaded with a magical-looking arrow.
 - b. **Click animation: The ballista fires at the bullseye on the other side of the board. The arrow hits the target directly in the center. Clicking the ballista again causes the arrow in the bullseye to vanish in a puff of blue magic. The small robot from the weapon rack animation (see above) comes by to reload the ballista. The robot leaves the scene when they finish.**