

Long Beach Harbor (Dilapidated Docks)

A Level Designed for Vampire: The Masquerade – Bloodlines

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1. Introduction

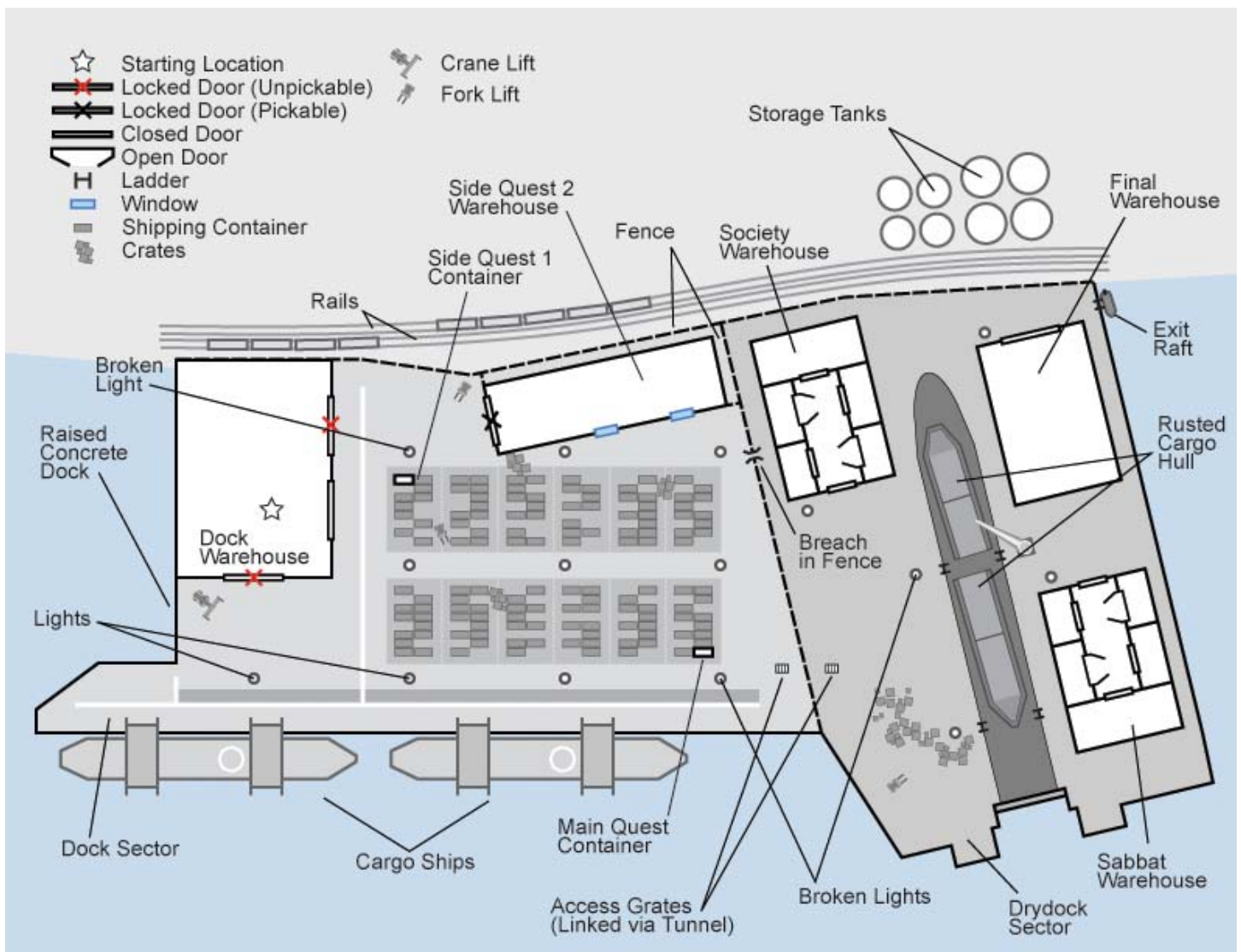
1.1 Brief Description

This is a level designed for Vampire: The Masquerade – Bloodlines. As with the original game, being in the World of Darkness, Long Beach Harbor as portrayed here is desolate and lacking maintenance, as opposed to its reality in the real world as an efficient and busy port. As well, it is always night time, so the setting should be dark and good for sneaking around. Some of the running themes explored in this level are “the enemy of my enemy is my friend” and the conflict between preserving the Masquerade while also preserving Humanity (and staving off the Beast).

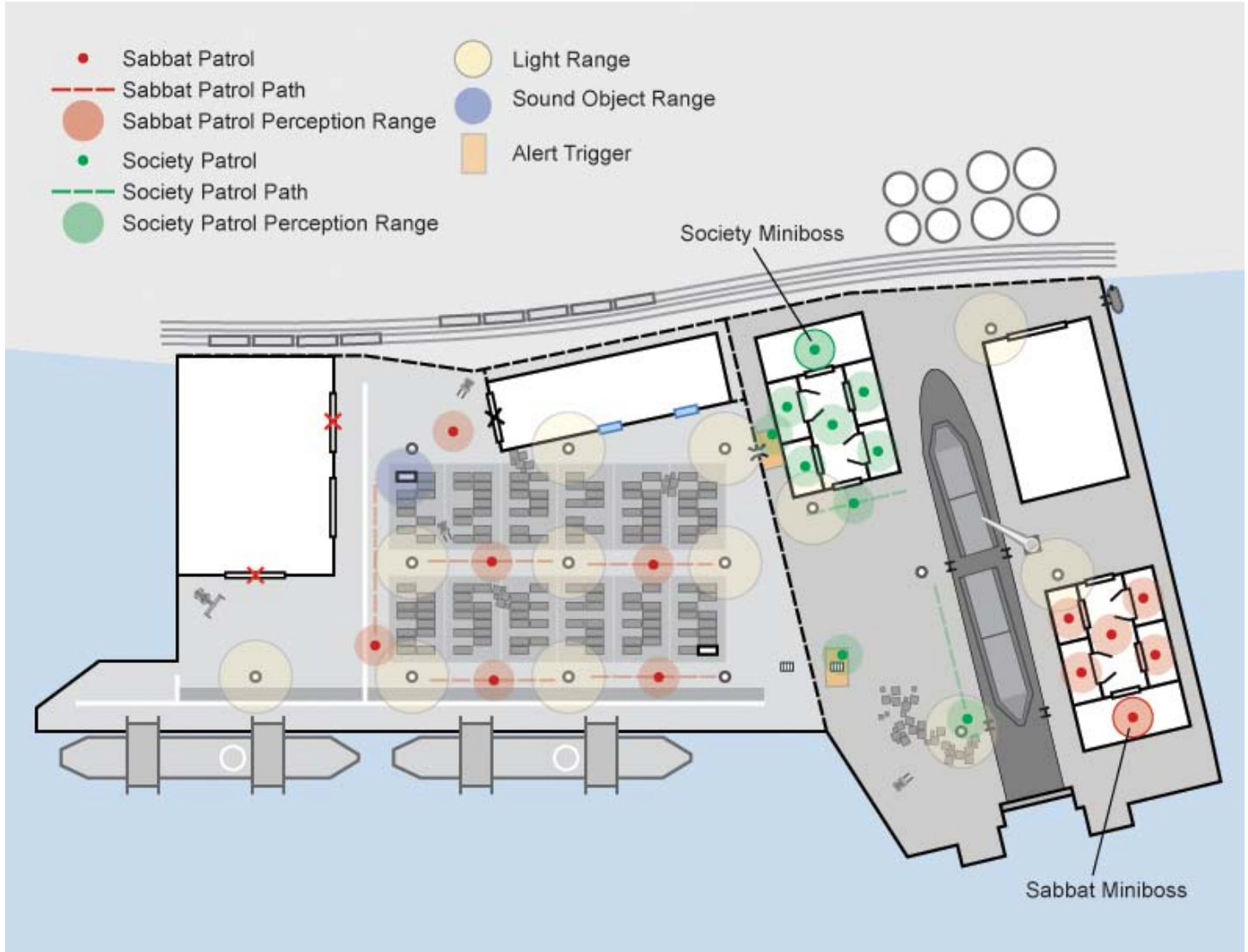
1.2 Maps

For easier viewing, please consult the .pdf file that is companion to this document.

Layout without Objects



Layout with Objects



1.3 Assumptions

The player approaching this level, which should occur rather late in the game, should be a fairly developed character (about halfway between middle and end game). However, it is also assumed that the player is lacking all but the most basic equipment (e.g. low level weapons and 2-3 blood packs at the most, no armor) due to some prior circumstance before entering this level. This level should not be the last, but its contents should help set up the final culmination of the game. As with the original game, the player is, ostensibly, a Camarilla agent working for the Prince.

Since extra music is not likely to be created for this level, the area music to use should be the “dangerous places” set. The final boss fight should use the “default combat” music.

1.4 Notes Before Getting Started

It's important to keep in mind that VtMB does not feature an overhead map or radar. Particularly for the containers, please texture occasional distinctive rust or other identifying features as place marks to prevent disorientation. Also, the height of the lights should rise above the containers enough, or the height of container stacks should be low enough, that the player, while in the midst of the containers, should be able to spot broken lights in the distance (please note the locations for all broken lights during implementation as they have been placed specifically to help direct level flow). Finally, containers should be big enough that the player can walk into them and still have enough camera wiggle room to be able to see clearly (think, in size terms, along the lines of the train cars used during the Sabbath Warehouse part of "Explosive Beginning" in the original game).

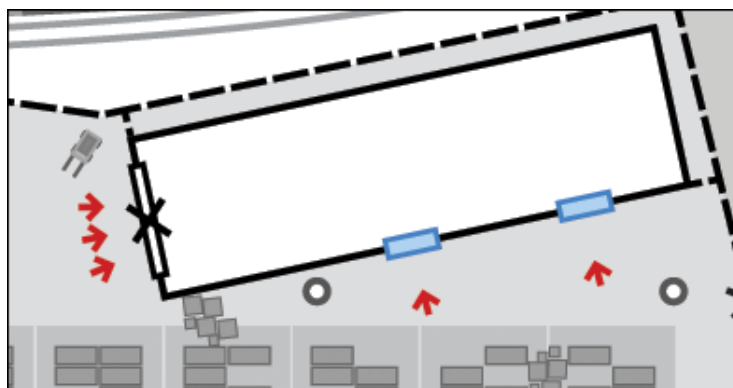
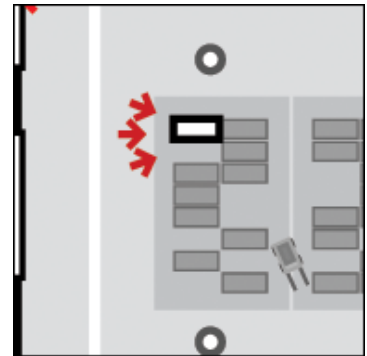
Some of the powers used in this level (for example, those belonging to the Society of Leopold and the "renegade" Society boss) are *not* cannon to the World of Darkness and have been fabricated by the designer (see Section 9.3).

Finally, this level attempts to use a difficulty condition as opposed to a physical barrier to control the player's progress from the Dock to the Drydock sectors. See Sections 3 and 9.1 for more details.

2. List of Adversaries

2.1 Dock Sector

- 6 Sabbath Patrols (Priority A)
 - 5 on routed patrol (as per map)
 - 1 on stationary patrol (as per map)
- 3 Additional Patrols for Side Quest 1 (Priority B)
 - On spawn, move to and attack player
 - Spawn at locations indicated on image to right
- 15 Additional Patrols for Side Quest 2 (Priority C)
 - Reduced hit points compared to regular patrols
 - On spawn, move to and attack Dockmaster
 - Spawn at locations indicated on image below



2.2 Drydock Sector

9 Society of Leopold Vampire Hunters (Priority A)

- 2 on routed patrol (as per map)
- 7 on stationary patrol (as per map)

1 Society of Leopold Miniboss (Priority A)

- On stationary patrol (as per map); like regular vampire hunters but with tougher stats and quest dialogue

5 Sabbat Patrols (Priority A)

- On stationary patrol (as per map)

1 Sabbat Miniboss (Priority A)

- On stationary patrol (as per map); like regular Sabbat patrol but with tougher stats and quest dialogue

2.3 Final Warehouse:

1 Sabbat Boss *or* 1 Society Boss *or* 1 Renegade Society Boss, depending on player action (see Section 6.4) (Priority A)

- For AI notes and tactics for bosses, see Section 7 at the end of the document
-

2.4 AI and Tactics for Creatures

Patrol Behavior

Priority A

The AI behavior used here should be the same as that employed in other patrolled areas of the original game (basically, walk waypoints until player is perceived, then attack player), with a few modifications.

- All routed patrols should remain stationary until the player breaches the dock entrance trigger (see Section 5.1).
- Perception **should not** extend beyond walls as is default AI behavior. That is, creatures in rooms with closed doors should not be able to detect creatures outside their rooms.
- Sabbat and Society patrols should not fight each other (indeed, they should never come into range of each other to begin with).

As with the original game, it should be possible to entirely bypass patrols with enough sneak ability and obfuscate discipline. In effect, this means the player can, as an extreme example, complete the Main Quest entirely by killing only 2 opponents (see Section 6.4 and 6.5).

Spawned Patrols for Side Quests 1 and 2

Priority B

These patrols should be set on alert for the player (the player should not be able to sneak on them). For side quest 1, the 3 spawned patrols should automatically move to and attack the player. For side quest 2, the 15 spawned patrols should automatically move to and attack the Dockmaster (see Sections 6.3 and 8.3).

Other Notes for AI Scripting (also see Section 8.4 and 8.5)

Priority B

- Perception range for patrols will have to be adjusted to scale to prevent overlap.

- Side Quests 1 and 2 should additionally double perception range for all routed patrols, depending on player action (see Section 6.2 and 6.3 for conditions).
 - If non-sneak combat is initiated on a patrol, double perception range for all routed patrols (same amount as with Side Quests 1 and 2).

 - For extra ambient animation scripting, see section 8.1.
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3. Sample Creature Detail

The Society of Leopold Vampire Hunters on stationary patrol by the fence breach and access grate, or the choke points between the Dock Sector and the Drydock Sector, act as checks on player progression. This is in lieu of a more typical key-locked door system to facilitate a more naturalistic progression check (see Section 9.1). Players attempting to attack the Society hunters without having accomplished Main Quest Part 1 will find it impossible to defeat them, for the following reasons:

The Society of Leopold Vampire Hunters patrolling the area will have a “Divine Retribution” aura which damages the player if he makes physical contact (thus preventing feeding), or if he attacks the hunter in any fashion. Additionally, all discipline effects against them will simply fail entirely. Vampire hunters should have enough health to withstand at least 3 hits from any form of non-sneak attack capable by the player with the amount of character development he should have for this level, while “Divine Retribution” should deal damage equal to half of the player’s maximum health per hit. To defeat this, the player must have completed Main Quest Part 1 and obtained the “Darkly Grasping” occult item, which will negate the aura (For game balance concerns, see Section 9.1).

In addition to the aura, the hunters will also have a “Divine Blessing” aura which prevents the player from ingesting their blood (attempts to feed will fail and result in vomiting). This can be sidestepped with the “Weirding Object” occult item that can be gained as a reward in Side Quest 1, however, if the player does not possess this item, it would be best to simply avoid feeding from them (For more information on the rationale for this feature, see section 9.2).

Scripting Requirements:

Essentially, both the “Divine Retribution” and “Divine Blessing” features are simply checks for item possession in the player’s inventory on player action, with penalties applied if the player does not possess the requisite item.

For the “Divine Retribution” aura, on receiving damage or on being attacked (this should also trigger on discipline usage and feed attempts) check if attacker is a player character, and if so, check the attacker’s inventory for “Darkly Grasping.” If the item is not present in the attacker’s inventory, deal to attacker damage equivalent to half of the attacker’s max health on attack and fail all discipline attempts. When feeding, regardless of whether “Divine Blessing” is negated or not, the same damage should apply per feed tick if the item check for “Darkly Grasping” fails. So while it will be possible for a player carrying “Weirding Object” to feed on a hunter, they will still take significant damage.

For the “Divine Blessing” attribute, on the player’s attempt to feed, check the feeder’s inventory for “Weirding Object.” If feeder is not carrying that item, fail feed attempt and induce vomiting action immediately (as used for diseased blood or Ventrue feeding on low pedigree blood).

4. Special Items

4.1 “Weirding Object”

Occult Item

Priority B

Item Description:

This item should negate the “Divine Blessing” attribute on the Society of Leopold members in the level. Although this item is Priority B, for game balance purposes it may actually be Priority A, depending on how it goes with play testing. If it is too difficult to defeat the Society members without being able to feed off of them, upgrade this item to Priority A.

Resources Needed:

- 3D model of the item for when it is an object on the ground
 - 2D illustration for the item for when it is an object in the player’s inventory
 - Additional scripting for this item should be handled on the side of the scripting for Society of Leopold (an inventory check for item possession; see Section 3)
-

4.2 “Darkly Grasping”

Occult Item

Priority A

Item Description:

This item should negate the “Divine Retribution” aura for the Society of Leopold members in the level. The item is highly necessary for completing the level (see Section 9.1).

Resources Needed:

- 3D model of the item for when it is an object on the ground
 - 2D illustration for the item for when it is an object in the player’s inventory
 - Additional scripting for this item should be handled on the side of the scripting for Society of Leopold (an inventory check for item possession; see Section 3)
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4.3 “Cursed Retribution”

Occult Item

Priority C

Item Description:

This item should enable for the player something akin to a dark version of the “Divine Retribution” aura. It pertains specifically to defeating the renegade society boss (Section 6.6). When the renegade boss attacks the player, if the player is in possession of this item, the boss should take a set amount of damage (this damage should be determined to adjust the difficulty of the otherwise extremely difficult renegade boss) per hit. It should be specified in the item description that this item is only effective against “rare humans who are capable of using discipline-like powers” (i.e. the renegade society boss).

Resources Needed:

- 3D model of the item for when it is an object on the ground
- 2D illustration for the item for when it is an object in the player’s inventory
- Additional scripting for this item should be handled on the side of the scripting for the renegade boss, as described above, in the reverse fashion as the Divine Retribution aura
- Sounds for this item may include a hit sound when damage is dealt by it and an aura sound for when the item is in effect (although, since it is constantly in effect, the aura sound may be distracting, in which case, don’t implement)
- Visuals for this item may include a hit visual for when damage is dealt by it and an aura for when the item is in effect (again, since it is in constant effect, the aura visual maybe excessive)

5. List of Events and Triggers

Besides the entrance triggers and patrol alert, these events are covered in depth in Section 6. They are listed here in order to outline their importance to level progression and flow, and likelihood for the player to encounter each event.

5.1 Dock Sector Entrance Trigger

Priority A

Importance: Level Flow

Likelihood for Encountering: Guaranteed

Opening the front door to the starting warehouse should cause the routed patrols for both areas to start walking their waypoints. This is mainly important for herding (level flow) purposes at the start of the level.

5.2 Patrol Alert

Priority B

Importance: Level Flow, Difficulty

See Section 8.4

5.3 Side Quest 1 Initiating Dialogue

Priority B

Importance: Optional Item Reception, Patrol Perception Range Alteration

Likelihood for Encountering: High

Since the player is looking for a distinctive container, this side quest should be encountered almost immediately as the level begins.

5.4 Side Quest 2 Initiating Dialogue

Priority C

Importance: Flavor, Patrol Perception Range Alteration

Likelihood for Encountering: Medium

The player may encounter this side quest, but it is entirely ignorable (however, see Section 9.1 for a case in which this quest may be upgraded to Priority B).

5.5 Drydock Sector Entrance Trigger

Priority A

Importance: Level Flow

Likelihood for Encountering: Guaranteed

This trigger is part of the level progression check between the Dock and the Drydock sectors.

Triggers should be placed around the breach in the fence and the access grates (on the Drydock side for both) which checks the player's inventory for "Darkly Grasping." If the item is not present, the nearby stationary Society of Leopold patrol should be alerted to the presence of the player and set to attack the player; any sneaking or obfuscation should be broken so that the player is forced to fight the stationary patrols. If the item is present, allow sneaking as normal. (If the alternative level progression check as described in Section 9.1 is implemented, this trigger is not necessary)

5.6 Main Quest Part 2 Miniboss Dialogue

Priority A

Importance: Quest Progression, Level Completion

Likelihood for Encountering: Guaranteed

During the course of this part of the main quest, the player will defeat at least one faction miniboss, which will trigger a dialogue. Depending on the player's actions, this will determine how part 3 plays out. (If the bonus quest is not implemented, the level can also be completed at this stage. See Sections 6.4 and 6.6)

5.7 Main Quest Part 3 Boss Encounter

Priority A

Importance: Level Completion

Likelihood for Encountering: High

Unless the player decides to eliminate both faction minibosses, the player will encounter this event. It is necessary to complete the level.

5.8 Bonus Quest Boss Encounter

Priority C

Importance: Level Completion

Likelihood of Encountering: Low

If the player does decide to eliminate both faction minibosses (and the bonus quest has been implemented), the player will encounter this event. It will be necessary for level completion.

5.9 Nosferatu Agent

Priority A

Importance: Level Exit

Likelihood of Encountering: Guaranteed

At the end of Main Quest Part 3, or the Bonus Quest, the player will find the Nosferatu agent, who will then lead the player to the exit. Please note: the exit raft should spawn once the area boss is dead, so the Nosferatu is not strictly necessary, but the player is likely to have trouble finding the exit raft without the Nosferatu's guidance.

5.10 Ventrue Agent

Priority A

Importance: Level Exit

Likelihood of Encountering: Medium

This event should only occur if the helper miniboss dies, or if the bonus quest is not implemented but the player decides to kill both minibosses. In either case, once the main quest has been completed, the Ventrue agent should lead the player to the exit in the stead of the Nosferatu agent. (See Sections 6.4, and 6.6)

6. Quests

6.1 Main Quest Part 1

Priority A

“Needle in the Hay”

The level should start with a cutscene at the dock warehouse on the northwest corner of the map. At this point in the game, the area's Prince has gone into hiding, and the player is rather left out on a limb with few allies. A Ventrue will brief the player concerning the situation, and the cutscene should consist of views of the area as the Ventrue discusses the situation—a sort of preview of the grounds which the player will have to navigate.

Contents of the Briefing:

One of the kindred working for the Camarilla has apparently been investigating a recent insurgence of Sabbat activity; they've been gathering a lot of humans for mass induction, and yet their overall numbers don't seem to be increasing in direct proportion, so an agent, a Nosferatu, was sent in to ascertain the situation. It's been some time since the agent last reported with the Prince, but it is known that he has been operating out of one of the industrial containers rusting in the Dock Sector. Judging from the Sabbat patrols that have been set up by the dock in the last few days, it seems that the agent has been discovered. However, it's possible that his container has not yet been found, so it's the player's job to find this container and see if there is any information or anything else of use left behind.

At the end of this briefing, before leaving, the Ventrue will caution the player that he won't get far unless he discovers what the Nosferatu was able to learn. This is to hint that it will be more or less impossible to get past the choke points leading into the Drydock Sector without the occult item which will be obtained in the container.

In order to avoid a needle-in-the-haystack situation, only two containers should be colored red: the Main Quest container, and the Side Quest 1 container. All other containers should be textured in dull neutral tones.

Inside the main quest container, the player will find a computer containing logs detailing the progress of the agent. It will hint at the Society of Leopold's presence in the area by mentioning certain humans found by the agent whose blood seems to be an allergen to vampires; some sort of "Divine Blessing" prevents their ingestion/digestion. Worse, it seems impossible to attack the Society members in the area without a special occult item. Luckily, the Nosferatu agent was able to locate said item among the Sabbat warehouses, but he is certain that in doing so, his presence was tipped off to the Sabbat. The logs will also mention that the agent has heard of the existence of an industrial container in the area which holds human prisoners for the Sabbat to feed on (Side Quest 1). Finally, noting that it is likely that the Nosferatu will soon be captured, the last entry will contain the pass to a coded safe (next to the computer) containing the following some items: 1 or 2 blood packs, a magnum, a sledgehammer, a set of heavy clothing, and a set of heavy leather armor, and lastly, but most importantly, the "Darkly Grasping" occult item.

Experience Reward: 3 points

Scripting Summary:

- Intro cutscene
- Journal updates
- Give player experience reward on completion

6.2 Side Quest 1

Priority B

"Prisoner of Conscience"

During the first mission, the player may encounter an industrial container full of humans kept by the Sabbat for feeding. This container should have an area of effect sound object (the prisoners screaming and banging on the container for help) so that the player will be alerted to, and be enticed to open, it. Besides being close to the exit from the dock warehouse, this container should also be quite noticeable in that, along with the main quest container, it is the only other container to be textured in red. Sneak oriented players are also likely to pass nearby as the light closest to this container is broken.

The interior of the container, and the prisoners themselves, should be terribly filthy/bloody so that it's clear these humans are suffering (if it wasn't already clear enough from their containment). The player will have the option of releasing the prisoners, or using them himself as blood fuel.

The first option will gain the player a Humanity point, but lose the player a Masquerade point. The loose prisoners will also alert the Sabbat to your presence, making sneaking around more difficult, and immediately attract the attention of (that is, spawn) three Sabbat members (For spawning locations and initial states, see Sections 2.1 and 2.4 respectively). However, the player

will receive the powerful “Weirding Object” (the protection against “Divine Blessing” occult item) as a reward.

The second option will lose the player Humanity, but he will gain a Masquerade point, and of course, keep the Sabbat in the dark as to his presence. As a reward, a nearby useable object will allow the player to draw blood from the prisoners (create blood packs; limited number), and the player will also be able to return at any time to the container to feed on the prisoners.

The choice between the two should be forced on the player if he opens the container, via a dialogue, so that he will not be able to simply ignore or bypass the penalty and feed on the prisoners. Of course, the player can simply ignore the entire situation altogether and leave the container closed (hence, the sound object).

Experience Reward: 2 points

If the Player Frees Prisoners: +1 Humanity, -1 Masquerade, and “Weirding Object”

If the Player Keeps Prisoners: +1 Masquerade, -1 Humanity, and 2 Blood Packs

Scripting Summary:

- Initiate dialogue when player opens container

If the Player Frees Prisoners:

- Double perception range of patrols (see Section 8.4)
- Spawn 3 Sabbat patrols (see Section 2.1 for location)
- Nearby patrol needs to be addressed (see Section 8.2)
- The possibility of post release feeding on prisoners needs to be addressed (see Section 8.2); this may include a cutscene or additional scripting for the prisoners, depending on which solution of the two mentioned in Section 8.2 is picked.
- Have prisoners run to specified point and destroyed if cutscene solution as mentioned in Section 8.2 is not implemented

If the Player Keeps Prisoners:

- Cause prisoners to have stationary ambient animations
- Prisoners need to be scripted so that they cannot exit the container

- Journal updates

6.3 Side Quest 2

Priority C

“The Dockmaster”

The Dockmaster’s warehouse should have a locked door with a low lockpick skill check (3 or 4). Once the player opens the door, the Dockmaster should engage the player with a dialogue. The dialogue should make clear that the Dockmaster is under nightly siege by the Sabbat and that he is not likely to survive the next siege. The player will then be presented with a choice between helping the Dockmaster or leaving him to his plight.

If the player decides to ignore the Dockmaster, a cutscene should show the Dockmaster being overwhelmed by Sabbat while the player watches from the shadows. The player should also receive a Masquerade point for this action.

If the player decides to help the Dockmaster, he should be presented with 2 options for defending against the siege: to barricade the windows and guard the door against attacks (a melee oriented strategy) or to barricade the door and defend the windows from attacks (a ranged attack oriented strategy) [The door should be wide enough to let two or three Sabbat pass at a time, while the two windows should only be wide enough to fit one Sabbat each].

Once the player picks a strategy, a cutscene should play showing the appropriate barricade being set up. Afterwards, the Sabbat will attack in 3 waves, with each wave increasing in number (a suggestion would be 4, 5, 6 in that order, a total of 15 as listed in Section 2.1). These Sabbat should be the same as the patrols, except with lesser hit points (For spawning locations and initial states, see Sections 2.1 and 2.4 respectively; for discussion of AI issues, see Section 8.3). Between waves, the player should have enough time to engage in conversation with the Dockmaster to change strategies if needed.

If all of the Sabbat waves are defeated and the Dockmaster survives, the player should receive an experience reward and a point in Humanity, but lose a Masquerade point. If the Dockmaster dies during the siege, there should be a cutscene showing a single Sabbat member running off to alert the other to the player's presence, and the player will have to defeat the remaining Sabbat of whichever wave he is on.

Experience Reward:

Dockmaster Survives: 4 points, +1 Humanity, -1 Masquerade

Dockmaster Dies: 2 points

Player Ignores: 0 point, +1 Masquerade, -1 Humanity

Scripting Summary:

- Initiate dialogue when player opens warehouse door

 If the Player Helps the Dockmaster:

 (Also see Section 8.3)

 - Script dialogue so that player can choose a strategy

 - Script cutscene for setting up the both sets of barricades

 - Walkable areas may need to be edited (or the player may need to be transported to a duplicate area during the above cutscene) to prevent the player from leaving the warehouse during the siege

 - Have waves spawn at appropriate locations (either by door or by windows)

 - Allow for pause between waves

 - Script dialogue so that player can change strategy

 - Script cutscene for Dockmaster's death

 If the Player Ignores the Dockmaster

 - Script cutscene as described

- Journal updates

6.4 Main Quest Part 2

Priority A

“Pick a Card”

Depending on which Drydock warehouse the player decides to go to first (and thus, who he attacks first), the player will have to fight through a small group of opponents belonging either to the Society of Leopold, or to the Sabbat. After fighting through this group, at the far end of the warehouse, the player will encounter a “miniboss” for that faction.

Defeating the miniboss will trigger a dialogue in which the miniboss will offer to fight alongside the player to defeat the remaining faction. If the player accepts, the other faction’s warehouse should be emptied (creatures destroyed), and the appropriate faction boss should be spawned at the final warehouse. If the player refuses (he will have to kill the miniboss on refusal), he can still go to the other faction’s warehouse and repeat the same process. If he refuses both faction minibosses, and kills them both, he will have to fight a “renegade” Society of Leopold Vampire Hunter (see Section 6.6). For additional scripting, once a miniboss has been defeated, all faction members not already engaged in a fight with the player should be destroyed. Lastly, if both minibosses are taken out, the player should receive the occult item “Cursed Retribution” from the second miniboss’s corpse.

It should be noted that a player with high enough obfuscate should be able to bypass the faction members and head directly into the minibosses’ rooms. (This means, if the player sneaks in and closes the door behind him, he can complete Main Quest Part 2 by eliminating just the two minibosses).

Experience Reward Per Miniboss: 3 points (6 points possible if both minibosses defeated)

Scripting Summary:

- Script dialogues for minibosses
 - If the player picks a miniboss, the other faction’s creatures should all be destroyed and the appropriate faction boss should spawn at the final warehouse
 - See Section 6.6 for Below:
 - If Bonus Quest is implemented
 - If both minibosses are killed, on the second miniboss’s death should spawn the renegade Society boss at the final warehouse
 - If Bonus Quest is not implemented
 - If both minibosses are killed, on the second miniboss’s death spawn Ventrue from briefing to guide player to exit raft
 - Journal Updates
-

6.5 Main Quest Part 3

Priority A

“A Social Engagement/An Anti-Social Engagement”

Working with one of the faction minibosses (the AI for the miniboss should be scripted in a similar fashion as Barabus during “Come Into My Parlor” in the original game in terms of following and acting with the player; see Section 8.6), the player will progress to the final warehouse to fight the opposing faction’s boss (see Section 7 for details on the boss fight).

After the fight is over, if the miniboss survives the fight, he will reveal to the player that the Nosferatu agent has been held in confinement in the final warehouse, and depart from the player peacefully. The player can then obtain the key from the dead boss’s corpse (this key should not spawn on the corpse if the miniboss did not survive) and the freed Nosferatu agent will lead the player to the exit raft, which should be spawned on the faction boss’s death. If the miniboss dies, the Ventrue agent from the original briefing at the start of the level should return to guide the player to the raft instead of the Nosferatu.

Experience Reward: 4 points for defeating boss

If helper miniboss survives: 3 point for finding Nosferatu agent

For Society Boss: +1 Masquerade

For Sabbat Boss: +1 Humanity

Scripting Summary:

- Script closing dialogue for helper miniboss in the case he survives
 - Create key to Nosferatu agent during this dialogue on boss corpse; alternatively have it in boss’s inventory by default and destroy if the miniboss dies during the fight
 - Journal updates for killing faction boss and discovering (or not discovering) Nosferatu agent
 - Spawn exit raft
 - Script Nosferatu or Ventrue agent to guide player to raft
-

6.6 Bonus Quest

Priority C

“The Renegade Hunter”

If the player has chosen neither to fight by the Leopold nor the Sabbat, and instead decides to kill off both minibosses, the final warehouse will spawn a “renegade” Society of Leopold Vampire Hunter (details in Section 7.3). This boss will have a mix of the Society boss’s powers and the Sabbat boss’s disciplines (however, how it is possible for a human to possess discipline-like power needs will need some sort of explanation, perhaps he possesses a special item, etc.). This battle should be quite difficult as the player needs to take on a boss exceeding the difficulty of the other faction bosses, but alone instead of with the help of a miniboss. However, the “Cursed Retribution” item dropped from the second miniboss should somewhat mitigate the difficulty.

The renegade boss’s presence should be used, in a dialogue, to explain the increased Society presence and Sabbat activity (the Society is out to put down a rogue agent, while the Sabbat is having trouble dealing with both in the area).

As a special treat, what with the Prince in hiding and the player needing all the help he can get, after defeating this boss the player will have the option to embrace the renegade hunter and

become his Sire. Afterwards, the renegade will reveal the location of Nosferatu agent, who will lead both to the exit raft.

Alternatively, if this quest cannot be implemented, simply end the main quest when both minibosses are dead, however, the player should receive a reduced experience reward (2 point only) for cleaning out the area of both factions, and it will not be possible to discover the fate of the Nosferatu agent. The exit raft should be spawned after both minibosses are dead. Since the Nosferatu agent will not be present to guide the player to the raft, the Ventrue agent from the original briefing at the start of the level should return to guide the player to the raft instead of the Nosferatu.

Experience Reward (for defeating the renegade boss): 5 points, 3 points for finding Nosferatu Agent

Scripting Summary:

- Script closing dialogue with option to embrace renegade boss
 - Script the freeing of the Nosferatu agent
 - Script Nosferatu agent to guide player to raft, and the renegade boss (if embraced) to follow
 - Journal updates
-

7. Boss Detail

The boss encounter for this level will feature one of the following creatures, depending on player action for Main Quest Part 2 (Section 6.4)

7.1 Society of Leopold Boss

Priority A

Powers:

Divine Retribution (Slightly Increased Efficacy)

Call Lightning (cause temporary incapacitation and some damage)

4 Sets of Limited Regeneration

Description:

The Society of Leopold boss should be a melee damage based character, and behave in the same manner as the default AI with a few additions. Since it must be the case that the player is in possession of “Darkly Grasping” at this point in the level (or, even if the alternative level progression check [see Section 9.1] is applied, the following should still be implemented in the same manner), for the Divine Retribution aura with increased efficacy, simply have a blanket script for all cases in which any creature attacks or otherwise damages (via discipline) the boss to apply a fixed small amount of damage to the attacker. This also means that the same damage will apply to the Sabbat miniboss fighting alongside the player. The Society boss’s Retribution aura should not use the same scripting as for regular Society patrols as that implementation (as described in Section 3) checks to see if the attacker is a player character.

The second addition to the default AI would be the use of Call Lightning in tandem to the self heal feature. Once the boss reaches 1/4th or below of his total health points, he should use the Call Lightning skill, which will temporary incapacitate both the player and the miniboss with an electric shock. The boss should use this time to run away and regenerate up to half of his maximum hit points (which would mean the boss would have 75% of his hit points at the end of the regeneration). The speed of regeneration, length of the shock, and distance moved by the boss should be set so that a melee based player can run to the boss just as his regeneration completes. Any damage applied to the boss during the time of Regeneration should make it cease. Because the miniboss should be scripted to stay close to the player (see Section 9.5), this means that the player needs to use at least one ranged attack or discipline (or Celerity) if he hopes to disrupt the boss's Regeneration state. There should also be a cool down time between Call Lightning/Regeneration uses so that the player has a reasonable chance to defeat the boss without having to defeat all 4 Regenerations.

The Society boss should be scripted to only attack the player, except when using Call Lightning, so the helper miniboss should have enough hit points to last at least 2 full Regenerations. However, if the player wishes to find the Nosferatu agent, it would be in the best interest of the player to cut short Regenerations as soon as possible, as the miniboss will be taking damage every time he attacks the Society boss.

Feed Attempt Check: All feed attempts by the player should fail.

Summary: Highly resilient with low to medium sustained damage output

Defeat Tactic: Disrupt regeneration

7.2 Sabbat Boss

Priority A

Powers:

Obtenebration (causes screen to go black for a short period of time; player and boss can still move/attack, but the helper miniboss should be stationary during this time)

Celerity (increased walking speed in short bursts)

Potence (increased damage in short bursts)

Description:

The Sabbat boss is another typical close range opponent, but he uses his three disciplines together to gain an advantage. During the course of the fight, the boss will randomly use celerity to quickly distance himself from the player. While his celerity is still in effect, he will use Obtenebration to hide the direction from which he will return to attack the player. His next attack will count as a sneak attack and deal triple damage (this may have to be adjusted to double if the damage proves to be too overpowering), after which Obtenebration will break. Obtenebration will also break if the boss takes damage, so if the player manages to land a hit before the boss does, the boss will not be able to pull off a sneak attack (that is, the sneak attack should be a function of Obtenebration and not Celerity). Additionally, 4 or more points in Auspex (this number should be adjusted up or down to tweak the difficulty) will allow the player to see the

boss through Obtenebration, and negate the sneak attack damage. Finally, when not using Celerity, the boss will also occasionally employ Potence for even more increased damage.

The Sabbat boss should be scripted to attack only player until the player's health dips below 1/4th of his maximum hit points. Once this has happened, the Society miniboss should be fair game.

Again, these powers should have cool down timers so that the player can have a chance to heal himself, if he has the blood packs to do so. Alternatively, the player should also be able to exploit the presence of the Society miniboss and feed off of him (recall that blood pool is separate from hit points). If the player wishes to find the Nosferatu agent, he needs to keep up his health as much as possible to prevent it from dipping below 1/4th its maximum.

Feed Attempt Check: Should be nearly prohibitively high, but not impossible.

Summary: Low to medium health and no regeneration, but sudden bursts of high damage output
Defeat Tactic: Sneak attack damage prevention

7.3 Renegade Society of Leopold Boss Priority C

Powers:

Call Lightning

Obtenebration

4 Sets of Limited Regeneration

These powers should function in the same fashion as described above in Sections 7.1 and 7.2, including cool down timers and breaking conditions/counters

Description:

Also a melee character, the renegade boss should mix and match Call Lightning with Obtenebration, or Obtenebration with Regeneration, or Call Lightning with Regeneration. That is, he can use Call Lightning with Obtenebration to achieve a guaranteed sneak attack. But this also means his Regeneration skill will be nearly ineffective until the cool down timers for Call Lightning or Obtenebration have expired. The renegade boss can also use his Regeneration with his Obtenebration, so that he can use Call Lightning to attack the player while he is incapacitated.

This fight should be exceedingly difficult, not only as the player needs to fight off the renegade boss by himself, but also because of the nature of the skills which the boss possesses. The "Cursed Retribution" item should help (perhaps the damage dealt by this item should be about equal to what can be dealt by a miniboss; this will have to be playtested for game balance), but the fight will still prove quite challenging.

Feed Attempt Check: The renegade boss should have a special feed attempt check which changes depending on his health. All feed attempts should fail if the boss's health is above 50%, but

below 50% succeeding a feed attempt should be easy. This means the player's best bet for defeating this boss would be to bring his health down and finish him off by feeding, as opponents are incapacitated during a feeding.

Summary: Capable of guaranteed sneak attack, high resiliency, and damage dealing while incapacitating the player

Defeat Tactic: Once the boss is below 50% health, feed to finish him off

8. AI and Scripting Issues

8.1 Ambient Animations

Priority C

Particularly for stationary patrols, some ambient behavioral scripting would add a large deal of polish to the level. Some ideas include pausing to smoke a cigarette (reducing perception range), having the patrol occasionally turn to face a passing train (if nearby enough), pausing to stretch (also reduced perception range), taking a leak by a container or wall, etc. Or if two patrols happen to meet (although perception ranges should not overlap, for instance, when a patrol reaches a distance double its unmodified perception radius from another patrol), they should pause to converse a bit (some interesting banter, or background information).

To add even more polish, some animations for the prisoners, such as banging on container walls, would add a nice touch.

8.2 Side Quest 1

Priority C

A problem with this quest may arise if the Sabbat patrol walking the area in front of the side quest's container is alive and nearby when the player decides to free the prisoners; he may be aggrieved undesirably (this is not wholly problematic, but nevertheless undesirable). To deal with this problem, some clever use of ambient animation which causes this patrol to be engaged and out of the way for the duration of this quest may need to be implemented, or simply have him destroyed once the player is engaged in the dialogue that starts when the player opens the container—which ever is more naturalistic for immersive purposes (for the latter method, a player may find it odd and disruptive to gameplay if the patrol that was there before he entered the container is now gone).

Priority B

An additional scripting problem which will need to be solved is that, after the player has released the prisoners, he should not be able to exploit having already released them and feed on them for free (that is, without a penalty to Humanity). The cleanest method to solve this problem would be to initiate a cutscene immediately following the dialogue which has the prisoners leave the area; the Sabbat patrols could also spawn as part of this cutscene. Alternatively, having the dialogue choice to release the prisoners turn on a one-time penalty for feeding on them, or having the penalty on by default and turned off if the player chooses not to free them, can also solve this problem, but this is a messy solution for scripting purposes as well as the fact the player will still have obtained the reward item and the Masquerade penalty.

8.3 Side Quest 2

Priority C

For Side Quest 2 it will be necessary to have the spawning Sabbat patrols be capable of scaling, or at least jumping through, windows. The Sabbat should be scripted to have the Dockmaster as the priority target, but if attacked by the player, to turn and attack the player. Player attacks should not damage the Dockmaster, and vice versa. The Dockmaster will also have to be scripted so that he stays fairly stationary (4 or 5 yard radius movement range at most), and does not go after the Sabbat members attempting to invade his home.

As with Side Quest 1 (see Section 8.2 above), the single stationary Sabbat patrol located by the entrance to the Dockmaster's warehouse may aggro undesirably during the course of the quest. Again, it will be necessary to have him engaged in a separate behavior located elsewhere, or have him destroyed during the quest initiating dialogue.

8.4 Perception Range Increases

Priority B

[This information is mostly, but not entirely redundant with that listed in Section 2.4 under Other Notes; listed here for easier reference]

Certain player actions can cause perception range for the Sabbat patrols to double their default value. This should only be done once for the entire level (once the patrols are alerted, they can't be "more alerted"), so the following is a list of 3 events which can cause this. For side quest 1, this event should be when the player chooses the dialogue option to free the prisoners. For side quest 2, this event should be when the Dockmaster dies. Lastly, any non-sneak attack should also double their perception range. Again, which ever of these comes first should be the only time the increase in perception range occurs.

More problematically, non-sneak attacks (actually, sneak attacks on these creatures should not be possible, so effectively all attacks) on the patrols which spawn during Side Quest 2 should not increase the perception range for regular patrols; as mentioned, this should instead be handled by the Dockmaster's death or player dialogue choice.

8.5 Sneak Check Value

The required skill value to successfully avoid sneak detection for all creatures in this level besides the minibosses and bosses should be 7 points. Once the player has been detected and perception range has doubled for patrols, this value should decrease to 5 points. The sneak value should be 9 points for the minibosses. The player should not be able to perform sneaks upon the bosses. Bosses should also detect all levels of Obfuscate.

8.6 Sabbat Miniboss as Helper

Due to the nature of the powers used by the Society faction boss, the Sabbat miniboss should be a melee character using only Fortitude and Potence for discipline powers (the powers need to be close ranged in nature). During the final battle, the Sabbat miniboss should be scripted to stay close to the player—within melee range—as much as possible.

Since the powers which the Society miniboss has do not apply to non-player characters, the only concern for him is that he stays in close range to the player.

As with the Dockmaster, helper miniboss attacks should not damage the player, and vice versa.

8.7 Warehouse Doors and Minibosses

The player may inadvertently stumble upon the miniboss while he is fighting the other faction members inside the warehouse (or, if he uses obfuscate to reach the miniboss, he may neglect to close the door behind him before attacking the miniboss, thus alerting the preceding faction members to his presence). This could cause for an awkward situation if these others are still alive (and still fighting the player) when the player defeats the miniboss.

This problem can be solved in two ways, the first of which is much cleaner:

1. Destroy all the faction members immediately as the player engages in dialogue with the faction miniboss (this method is preferred).
2. Use a locked door system. The door leading to the miniboss should remain locked and unpickable until all nearby faction members are killed (this means all faction members inside the warehouse *and* those outside close enough to aggro during the miniboss fight; alternatively, all faction members outside the warehouse should be scripted to not aggro once the player is inside the warehouse) *unless* the player attempts to open the door with an active Level 5 Obfuscate. In that case, the door should open to the player even if the preceding members are not dead. If the player uses Obfuscate to enter the miniboss's room, there should be an obligatory scripting event which causes the player to close the door behind him so as to prevent aggro with the faction members outside the miniboss's room.

9. Other Notes

9.1 Alternative Level Progression Check

If playtesting reveals that Divine Retribution as described is untenable, that is, it is too unbalanced, or it breaks immersion too much, and does not serve as a play conducive progression check, removed these features and instead implement a normal lock system for the choke points. In this case, the fence breach should instead be a gate, whose key can be obtained from the Dockmaster after completing Side Quest 2 (this will also mean that the player can completely skip discovering the Nosferatu container for Main Quest 1, so journal updates will have to be adjusted accordingly). The key to the access grate, then, should be found in the safe at the Nosferatu container, along with the other items.

9.2 Game Balance Issues Concerning the Availability of Blood, and Humanity vs. Masquerade

While Side Quests 1 and 2 are labeled Priority B and C, respectively, for the following reasons they may prove to be more important for maintaining game balance.

Since this level should occur fairly late in the game, the opponents should be extremely challenging to fight without the use of disciplines. However, as the player should be low on blood packs, and "Divine Blessing" makes feeding off of Society members impossible, this

could make Side Quest 1 a necessity for completing the level, rather than just a side quest; otherwise the player may feel that his choice between the Sabbat and the Society for part 2 of the main quest is really not a matter of choice at all.

“Divine Blessing” was designed to be a part of the level progression check system, and was also conceived in order to push the importance of preserving Humanity in order to ward off the threat of a low blood pool frenzy (this was to make the choice between preserving Humanity and preserving the Masquerade more even). However, the progression check at least should still hold (through the “Divine Retribution” feature) even if the “Divine Blessing” attribute is not implemented. If playtesting indeed proves that fighting the Society without being able to feed off of them is too difficult, “Divine Blessing” should be altered so that the player can still feed, but at a much lower efficacy, or removed altogether. Alternatively, the difficulty for Society opponents could be reduced so that the player would be able to face them without having to use as much discipline powers.

Finally, the Humanity/Masquerade rewards or penalties for Side Quests 1 and 2 may make it necessary to implement both if one or the other is implemented so that the player has the option of redeeming lost points by playing one quest off of the other.

9.3 World of Darkness

Admittedly, this designer has limited experience with the World of Darkness and its rules. Ideally, a gamemaster more thoroughly familiar with its ruleset and lore should go over this document and suggest changes to particularly egregious violations to what is acceptable in the World of Darkness.

9.4 Names

The names used for items and quests in this document should be understood as tentative suggestions; they have been formed as closely as possible to the style used in the original game. Ideally, a brainstorming session or a writer should be employed if better names can be conceived.

10. Sample Level Flow

- Sabbat Patrol
- Sabbat Patrol Path
- Sabbat Patrol Perception Range
- Society Patrol
- Society Patrol Path
- Society Patrol Perception Range
- Light Range
- Sound Object Range
- Alert Trigger

