

Giovanni Torres
Ralph Anderson
Intro to Game Design
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Storytelling RPG: Hunting Fangs

Brainstorming:

01. Prison escape

- a. *Characters*
 - i. Older
 - 1. Stronger
 - 2. Leader
 - ii. Younger
 - 1. Smaller
 - 2. Scared
 - iii. Spy
 - 1. Smarter
 - 2. Liar
- b. *Story*
 - i. Sisters captured in battle
 - ii. Fight against the invaders
 - iii. Escape the prison, maze
- c. *Map*
 - i. Battleground
 - ii. Prison
- d. *NPC*
 - i. Guards
 - ii. Prisoners
 - iii. War leader
- e. *Puzzles*
 - i. Overall maze
 - 1. Direction choices
 - ii. Escape
 - 1. Big locked door
 - 2. Heavily guarded door
 - iii. Teamwork
 - 1. Crawl spaces
 - iv. Alarms
 - 1. Sneaking around guards
 - 2. Watchers
 - v. Strategic Survival

1. Sneak vs Attack
2. Where to go first

02. Post-apoloptic medieval

a. *Characters*

- i. Survivor
 1. Smart
 2. Lone Wolf
- ii. Knight
 1. Short temper
 2. Strong
 3. Moral dilemma
- iii. Royal
 1. Brat
 2. Privilege
 3. Bait

b. *Story*

- i. One kingdom secretly evolves faster
- ii. Deadly weapons destroy land
- iii. Resource limited

c. *Map*

- i. Broken kingdom/village
- ii. Abandoned farms

d. *NPC*

- i. Other groups
- ii. Farmers
- iii. King

e. *Puzzles*

- i. Secret of the weapons
 1. How they work
 2. How to destroy them for good
- ii. Survival
 1. Which resources are important
- iii. Small Encounters
 1. Defeating
 - a. Raiders
 - b. Creatures
- iv. Strategic Survival
 1. Sneak vs Attack
 2. Create plans to iterate with untrustworthy groups

03. Spaceship

- a. *Characters*
 - i. Pilot
 - 1. Leader
 - 2. Greedy
 - ii. Ranger
 - 1. Accurate
 - 2. Quiet
 - iii. Engineer
 - 1. Logical
 - 2. Weapon Smith
 - b. *Story*
 - i. The team gets hired to find outlaw
 - ii. Outlaw is misunderstood
 - iii. The employer isn't trustworthy
 - iv. Space ship, fuel stations
 - c. *Map*
 - i. Home planet
 - ii. Space, asteroid field, nebula storm
 - d. *NPC*
 - i. Employer
 - ii. Outlaw
 - iii. Pirates
 - e. *Puzzles*
 - i. Story
 - 1. Find out more about the outlaw
 - 2. Determine whether to trust the employer
 - ii. Selfishness
 - 1. Strangers on a ship
 - 2. Or teamwork to better the outcome
 - iii. Navigation
 - 1. Risky vs. safer routes
04. Future city
- a. *Characters*
 - i. Kid
 - 1. Street smart
 - 2. Compass
 - ii. Ex-cop
 - 1. Experience
 - 2. Alone
 - iii. Android

- 1. Healer
 - 2. Compassion
- b. *Story*
 - i. Kid stumbles
 - ii. Detective search
 - iii. Rogue killer
- c. *Map*
 - i. Future city
 - ii. Neon
 - iii. Meat cellar
- d. *NPC*
 - i. Citizens/witnesses
 - ii. Cop general
 - iii. Killer
- e. *Puzzle*
 - i. Mystery
 - 1. Identify the killer
 - 2. Further chances on confrontation
 - ii. Leads
 - 1. Gain information from locations
 - 2. Follow clues
 - iii. Character
 - 1. Secret agendas

05. Castle Hunt -> Hunting Fangs

- a. *Characters*
 - i. Hunter
 - 1. Fists
 - 2. Irrational
 - 3. Courage
 - 4. Head first
 - ii. Priest
 - 1. Weak
 - 2. Moral
 - 3. Prayer
 - 4. Guide
 - iii. Sharpshooter
 - 1. Observant
 - 2. Cautious
 - 3. Smart
 - 4. Accurate

- b. *Story*
 - i. Mansion overrun
 - ii. Demonic presence
 - iii. Monsters and such
- c. *Map*
 - i. Mansion
 - ii. Graveyard
 - iii. Top tower
- d. *NPC*
 - i. Vampire leader
 - ii. Servants / Butlers
- e. *Puzzles*
 - i. Puzzle rooms
 - 1. Finding a way to escape
 - ii. Traps
 - 1. Booby traps
 - 2. Trick levers
 - iii. Location
 - 1. Familiarizing with the mansion
 - 2. Finding threats
 - 3. Physical map (2 floors)
 - iv. Personal trait
 - 1. Character development
 - 2. Skill requirements
 - v. Secret Agendas
 - 1. The priest is there for a power
 - vi. Treasures
 - 1. Required puzzle items
 - 2. Loot, Gear, Weapons

06. Sky Island Treasure

- a. *Characters*
 - i. Birdman
 - 1. Head first
 - 2. Quick
 - ii. Architect
 - 1. Manipulative
 - 2. Smart
 - iii. Spotter
 - 1. Tracker
 - 2. Observant

- b. *Story*
 - i. Architect finds team
 - ii. Scavenger hunt
 - iii. Inevitable backstab
- c. *Map*
 - i. Sky lands
 - ii. Waterfalls
 - iii. Windmill
- d. *NPC*
 - i. Bird race
 - ii. Hint giver
 - iii. Pet bird
- e. *Puzzles*
 - i. MacGuffin
 - 1. The hexagon from the demos
 - 2. Multiple uses for one item
 - ii. Skill
 - 1. Character specializations
 - iii. Puzzle Rooms
 - iv. Treasure hunt
 - 1. Interesting but boring

07. Family Bonds

- a. *Characters*
 - i. Man
 - 1. Rule abider
 - 2. Hatred
 - ii. Son
 - 1. Arrogant
 - 2. Loyal
 - iii. Uncle
 - 1. Drunk
 - 2. Smart
- b. *Story*
 - i. Uncle “visits”
 - ii. Brings enemies
 - iii. Badass uncle
- c. *Map*
 - i. House
 - ii. Woods
 - iii. Secret safe house

- d. *NPC*
 - i. Bounty hunters
 - ii. Dead wife
 - iii. Snitches
- e. *Puzzle*
 - i. None
 - ii. Not a strong idea

Hunting Fangs

Characters: Names determined by player	Hunter <i>Drake</i>	Chemist <i>Joe</i>	Shooter <i>Samuel</i>
Skills:	Fighter	Brewer	Ranger
Strength	4	2	3
Dexterity	2	1	1
Constitution	3	1	2
Intelligence	1	4	2
Wisdom	1	2	4
Charisma	2	3	1
Traits	Eger, Irrational, Courageous, Greedy	Smart, Cautious, Strategic, Bias	Quiet, Observant, Accurate, Confident
Mental	Tends to dive in head first, kill first talk later	Isn't cut out for hands-on adventuring	Plays his own game, one angle
Story	In Materials		

Story

Why are these characters together?

Priest seeks monster hunters, three are willing to take on the hunt for him. Together they storm the mansion, though one hunter lives off the hunt, another **two** are in it for the reward

Mansion **overrun** hideaway

Demonic presence aspects of foreshadowing and horror

Where are they?

Monsters in the 1400s gothic horror, main town, mansion

Map:

Mansion

Small town

Path to mansion

What's the central conflict?

The monster leader is located deep in the mansion. The players are constantly trapped or interrupted by evil. Cover ground and find him

NPCs:

Vampire leader

Priest

What puzzles or challenges will the players encounter?

Many of the puzzles will be centered around navigating the mansion

Puzzle rooms

- Finding a way to escape
- Door locks behind them
- Locked in small combats

Traps

- Booby traps
- Trick levers

Location

- Familiarizing with the mansion
- Finding threats
- Physical map (2 floors)
- Fog of war type map, instead just have limited sight in the mansion

Personal trait

- Character development
- Skill requirements

Secret Agendas

- Priest is there for a power

Treasures

- Required puzzle items
- Loot, Gear, Weapons

Encounters

- Repeat creatures, boring
- Figure of weaknesses and immunities

What hints have you prepared in case they have trouble?

Hints will mainly be used when characters are running around the mansion. Whether they get stuck on where to go next or if they need help with a puzzle.

When players are struggling with the small encounters, less will appear

Narrative:

The year is 1463, Eastern Europe, where we focus on the small paranoid town of Kalin. There is a good reason for their paranoia, it's because of monsters. Specifically, those who dwell in the darkness. So Kalin isn't the most popular town given its circumstances, but it does hold homes for those desperate for the hunt. Kalin still holds hospitality and protection to travelers passing by but for a price. Nothing is free, you either owe favors or pay with coin, no negotiating. But with its known attraction for the more sketchy persons, it's everyone for themselves. One day there was a new permanent resident, a priest. He then insisted on reopening the town's run-down church for the lost religion must be regained to keep Kalin under the protection of God. He would ramble on and on, so he was handed the church even though he'd be the only one partaking in mass. But within weeks of his arrival, he started passing out flyers in need of a brave team of the best adventurers in town. This caught the attention of two acquaintances along with a new traveler. The hunter and the chemist were approached in Kalin's only pub while planning the next job for the hunter. The priest approaches them at the corner booth, he introduces himself as Elder Fin to the two men. And while explaining this opportunity to the table in his loud preacher voice, from the bar, the ranger overhears.

After chiming in, the group moves to the church to further discuss this job in private. Fin explains that it involves none other than the monster that feasts from the shadows. There exists an abandoned mansion that now serves as a hideaway for their leader. But as Fin goes on and on about the job gets more and more untrustworthy. So the hunter cuts to the chase and asks about the payment. The rewards will be split evenly after the job is done, but for now, just accepting this adventure each person receives 200 gold. And a promise of decades worth of treasure and priceless jewels were hidden throughout the mansion. So this is where the adventure starts, the priest tells them to meet back in the church early morning for a blessing before their journey. This gives the characters time to prepare themselves for battle and accommodate their tactics to help or hurt each other.

Now that the players are ready, baptized, reborn, and blessed. Elder Fin takes them to his house where they will now travel on horse carriage to his other small ranch closer to the path up to the mansion. But the carriage needs to be fixed, while others explore the house the priest and a player fix the wheels. Afterward, the crusaders travel through the sunrise and arrive after 2 hours nonstop. The horse is docked, and the path lays clear with the sun directly overhead. They approach the path and walk it until they make it to the front gates. The priest, getting nervous

insists on letting the group go on without him stating that his presence isn't welcome because of how close he is with the Lord but gives them the key to the front door. And from here the players are given full control on where to start. Outside there are a few observations about the house and other things. Given that the players make it into the house, they all witness a shadow on the top of the main staircase but then in a blur, it retreats further into the mansion. The mansion's first floor consists of the library (locks behind them, first puzzle of escape, examination of area) and the dining room with corpses (if the shiny item is touched, the 6 drained awaken (run or fight), pantry). From the main entrance, there are two staircases to the second floor (doesn't matter which they take). On the second floor are the bedrooms (keys that are found around the house determine how many bedrooms you can open, spiders, bats, and items), the game room (puzzle for an item along with the office key), and the office(insert key found in the game room, pull a lever, opens secret stairway) From this stairway the players hear nothing but silence. And then a laugh. The voice invites them to come up, and if they resist the office closes behind them and the room starts to fill with poisonous bugs which forces them up the stairs.

Entering the final boss room, the players should have a decent idea of what type of monster leader they are facing because of the clues about the mansion. But unless they figure it out on their own, he introduces himself anyway as the infamous count, Dracula. Dracula's lair is filled with the treasures as promised by Elder Fin but now one of the most powerful vampires is standing between the group's fortune. The boss will act as any other vampire, sunlight weakens, wooden stakes, immortality, speed, vervain infused weapons weaken, ripping out the heart kills (obv.) The players devise plans to kill Dracula. But it comes off as too easy almost. There's something more to the story. So there Elder Fin now races up behind them and up the stairs, congratulating the group and thanking them as well. He then approaches the body of his former master and reveals that Elder Fin is an anagram from Renfield, Dracula's former servant. He was waiting for a group to finally put an end to his reign so that he could now take the throne. He digs his hand into the chest of Dracula, ripping out his heart, and then quickly devours it bite after bite. At first, all he had was the taste of his blood but now digesting in his stomach is his entire heart. Renfield now holds the abilities and more of Dracula. His voice echoes all throughout the house, calling out to all vampires. The moon now shines over the mansion, it's all fair game. After realization, the group...

1. Retreats - runs through the mansion as corpses now reawaken after you
2. Fights - kills every player, or if they hold a certain item which saves them
3. Greed- slowly running through the mansion collecting valuables as you flee, bound to kill at least one of the players
4. However, the players choose to end this chapter

Scenario Analysis:

During the story presentation, I realized I simply wasn't ready for such a creative and imagination-based storytelling experience. On paper, I saw the task as more of improvisation rather than in-depth planning before the story display. So instead of planning for every possibility, I left it to my "yes and" skills to progress the story. Though it worked when it needed to, I think that it may have worked a lot better if I had made more pre-game plans and flowcharts. Although I think I had great improv skills when I was telling the narrative, it also left things feeling empty at times. For example, I was coming up with details for certain rooms on the fly which meant I didn't give the players a lot of options when it came to making their own decisions as to what they should investigate. I only gave the players the important details, rather than using more descriptive language to paint the room, building, or town in their minds.

On the other hand, an aspect of the story that I think was done well was the mystery. However as stated in the feedback, Tassi nailed the answer to the mystery on the second clue. I found there to be enough red herrings as well as solid evidence thrown about nicely. I think a little less in their face would've left the mystery run until the final room of the mansion but it worked as intended. I believe the mystery to be one of the story's strong suits because it's what the whole story is built around. From beginning to end, the mystery was always there creating suspense as well as building up to the conclusion. The main NPC was always supposed to be seen as untrustworthy but the characters given traits made the players have no choice but to get involved with this siege mission.

Leading into the characters, I believe the characters I made fit well into the story and setting that was handed to the players. Each player assumed their role and embodied their character perfectly for what I had planned for them in the story. I aimed to give each character their own "solo" moment, where they had control over the board as well as my full attention. I achieved this by giving options to stand on the sideline doing a separate off-screen task as well as trapping characters alone. It worked both ways, because as the solo player was doing their thing, the other players waited, and vice versa. One thing about the players that I didn't flesh out enough is the damage rolls. I gave them weapons but didn't fully explain the range or damage details like which dice to roll or its advantages. This also was the case with the skills I assigned in each table, a lot of them weren't even used and the one skill that was used the most, investigation, wasn't even listed in the table. I decided to use this mistake to my advantage by saying that no one person has a skill advantage in the investigation because everyone is human with roughly the same perception. I think this would've changed if any character chose to be baptized, but that didn't happen.

When addressing the player interest curves, a common thread was the players being way too interested in the story. Where I thought parts would be slower and more tedious, the players had the same amount of interest throughout the entire experience. For example. I had listed the traveling parts on the graph to see the intense drop in the graph but is only seen on one of the player's graphs. I was also surprised that they were that interested in those boring parts because

where I believed the numbers would've been ranging in the low ones and threes they were higher. I think they were just being generous because the starting town wasn't that great. For example, Tassi had stated that it felt empty and dead at times which is exactly how I felt after the session was over. But even when it felt empty, boring, or dead, the players found a way to always make it fun.

My overall experience wasn't all that terrible. I wasn't that nervous when creating the story and elements on paper, but when I entered the room the anxiety of it being a disaster hit me. During the storytelling session, I felt that I did a decent job for my first time being a DM. It was a really fun experience both being the host of an RPG as well as being a player in three other stories. Although I think I did well in the session, I don't think being a DM is for me. Being a DM for any RPG story takes a lot of creativity along with a ton of planning, but on the other hand, I had fun being able to create and tell the story I made. I found my experience of interactive storytelling to be very free-form. Mainly because I relied on improvisation for the majority of gameplay, but other than that it wasn't like normal storytelling where everything is set in stone. For example, I had the ability to mend the story and change it depending on the player's decisions. I was able to determine what was working for the story and what wasn't, then change it to make the story flow nicely as well as give the players something they'd be interested in playing more of. Overall, my free-form style worked in some favors but failed in others. It was enough for me to see why most DM's plan sessions weeks ahead, and it also gave me a clear example of what makes this storytelling in gaming such a new and fun experience.

Scenario Materials:

Player Name: Adam

Character Name: Drake

Skills	Skill Points
<i>Strength</i>	4
<i>Dexterity</i>	3
<i>Constitution</i>	3
<i>Intelligence</i>	1
<i>Wisdom</i>	0
<i>Charisma</i>	2
<i>Style</i>	2
<i>Persuasion</i>	1
<i>Stealth</i>	1

Class:

Fighter / Hunter / Human

HP: 45 -> 40 -> 38 -> 36**Inventory:**

Flask, Iron Gauntlets, 3 rations, Chainmail armor, Light CrossBow, 10 Bolts, Satchel, Handaxe, Monster index, Coin bag (62 gold)

Abilities:

Hunter's Vengeance

The player is consumed with rage, making his attacks stronger and movement quicker. After both actions, he is put into slight exhaustion.

Saving Throws:

Strength, Constitution, Dexterity

Personality:

Eger

Irrational

Courageous

Determined

Loose-Cannon

Story:

This hunter has been freelancing hunting for years, keeping hold in the town of Kalin. Though when he started he wasn't as experienced as he is nowadays. Monster hunting was never in his future but it was passed along throughout his family. Trained by his father but one day he never returned from a hunting party. So what started as a hobby has turned into a burning fire deep within fueled with rage and revenge. He takes any job offered because he craves the feeling of hunting and being hunted. Hoping that one of these days he'll find the monster that took his father from him.

Player Name: Brady

Character Name: Joe

Skills	Skill Points
<i>Strength</i>	2
<i>Dexterity</i>	1
<i>Constitution</i>	1
<i>Intelligence</i>	4
<i>Wisdom</i>	2
<i>Charisma</i>	3
<i>Style</i>	0
<i>Persuasion</i>	3
<i>Stealth</i>	1

Class:

Brewer / Chemist / Human

HP: 30

Inventory:

2 Green herbs, 5 Red herbs, 2 Yellow Herbs, 3

Damage splash potions,

2 Empty bottles, Recipe notebook, Small hand cannon,

2 Bullets, Old clothing, Supply bag, 1 dagger, Magicish Spear, Coin bag (119 gold)

Abilities:

Instant Ferment

Enchants a raw potion, raises the positions effectiveness. The spell shouldn't take long to be cast but just make sure you remember the words

Saving Throws:

Intelligence, Persuasion, Charisma

Personality:

Smart

Cautious

Strategic

Germaphobe

Story:

Born and raised in the town of Kalin and grew up with an average family in poverty and dirt. After his parents passed away from illness, he and his siblings were handed down the deed to the town pub and brewery. However, when this tragedy occurred, his siblings took the chance and decided to escape Kalin and start their own lives. Our player has been the proud owner for 6 years and has learned many recipes from traveling healers. One day, you are caught off guard in an alley by bandits, then the hunter saves your life. Since that day, you two have been coexisting business partners. Assisting in his aid with potions and food while never getting your hands dirty. You owe this man your life, so you find yourself blindly following his footsteps.

Player Name: Tassi

Character Name: Samuel

Skills	Skill Points
<i>Strength</i>	3
<i>Dexterity</i>	1
<i>Constitution</i>	2
<i>Intelligence</i>	2
<i>Wisdom</i>	4
<i>Charisma</i>	1
<i>Style</i>	1
<i>Persuasion</i>	0
<i>Stealth</i>	3

Class:

Shooter / Ranger / Human

HP: 40

Inventory:

Traveling cloak, Dark leather armor, Rustic combat bow,

15 Arrows, 8 Throwing knives, Water container, Raw squirrel, Diary, Hand-drawn map, Coin bag (103 gold)

Abilities:

Neva-Miss Targeting

Taking a lot of focus and understanding of intention, you will never miss your target.

Can use any weapon that is a projectile or can be used like one, but must be a considerable distance away.

Saving Throws:

Wisdom. Strength, Stealth

Personality:

Quiet

Observant

Accurate

Confident

Selfish

Story:

Exiled from the city, this ranger holds a dark past. He used to favor crime and theft but he decided to change his life around when it was too late. Preferring to keep to himself, many towns and old folk take him in only for him to leave without a trace. Townspeople speculate what kind of game he is playing, in reality, the only game he's playing is for his survival. Greed brings him from place to place, hoping to fulfill bounties and cash in for his reward. He believes in taking the trash off the street to prevent them from going down his path. Most of his skills are self-taught, along with his survival skills. He'd rather be the predator in the shadows than the prey waiting to be fed on.

Puzzle Analysis:

Puzzle 1: Dining Room

Expectation: Upon entering the dining room, the characters notice candles, 4 in each corner and 3 on the table. They observe that some candles are lit and others are not, but there is no way to light them. In the library, in the fireplace, there is one usable piece of wood that can still take on flame. After obtaining fire from the pre-lit candles in the room, the players can now choose which candles to light. If all the table candles are lit, the players hear a clanking sound from the china display cabinet. This unlocks the cabinet drawer, but if the flames are put out the drawer is locked again. If the players choose to light the candles in the corners of the room, a skeleton is spawned from the bones in the chair. But if any of the candles are blown out, two more skeletons spawn too, then three, then four, until all skeletons from the bone piles are reanimated.

Reality: The puzzle worked as intended, the player found the wood piece, and then lit the candles on the table. Though nobody paid attention to the clanking sound coming from the cabinet, the flame holder continued lighting the candles around the room. Once the corner candles were lit, the skeleton spawned. The initiative was rolled, and in a panic, the player tried blowing out the candle in hopes that the skeleton would disappear into rubble. But instead two more skeletons joined the party. Quickly realizing their mistake they decided to not touch any of the outside candles again. At the end of the combat, a player blew out one of the candles on the table so a clank of the drawer locking again was heard. But one of the players rolled a nat20 on opening the drawer while it was still locked. And a nat20 is a nat20, plus it was the strongest character, so i let him rip open the cabinet drawer but the contents were scattered throughout the room.

Puzzle 2: Final Combat

Expectation: Throughout the game, subtle hints were laid about giving clues for the final monster that the party has to fight. All clues led to it being Dracula, which means the players should know the basic characteristics of any vampire. But in case they didn't, a player possessed a monster identifier book in case the party needed a hint on how to defeat him. Several items were given to the players, such as an "enchanted" pure wooden spear, hidden vervain in the game room bar, stakes in drawers, etc. One of these items is used to stun or defeat Dracula, but if any other weapon is used against him, he instead instantly heals.

Reality: The players made theories and discussed with each other the clues they found on their path. It was initially a werewolf because of the full moon but then shifted into vampire territory when stakes were found. The vervain bottle was found, the spear was obtained, and stakes were gathered. But the party soon forgot about the other items after the spear was shoved into the hand cannon (blunderbuss-like) like a harpoon. This combination made quick work of Dracula, even though he was designed to be overwhelmed and defeated fairly quickly. Before

this blow was dealt, players tried damaging Dracula with a handaxe and a throwing knife but soon realized that wasn't his weakness.

Puzzle 3: The priest

Expectation: Elder Fin is supposed to be this very truthful priest but also very suspicious at all times. Between his weird actions and his language, to his history and father. At first, he tries to force baptism and then a prayer before traveling off. In his house, there are many odd artifacts along with secret boxes and personal belongings. Some hide in the cabinet, blood-stained sink, prescriptions in the mirror. These are all placed to draw speculation but no confrontation yet. At the mansion, Elder Fin stays outside. Inside the mansion more clues about his father and himself arise, and then the name Renfield is dropped in the office. Players should conclude that ElderFin is an anagram of Renfield as well as his “father” actually being his boss, Dracula.

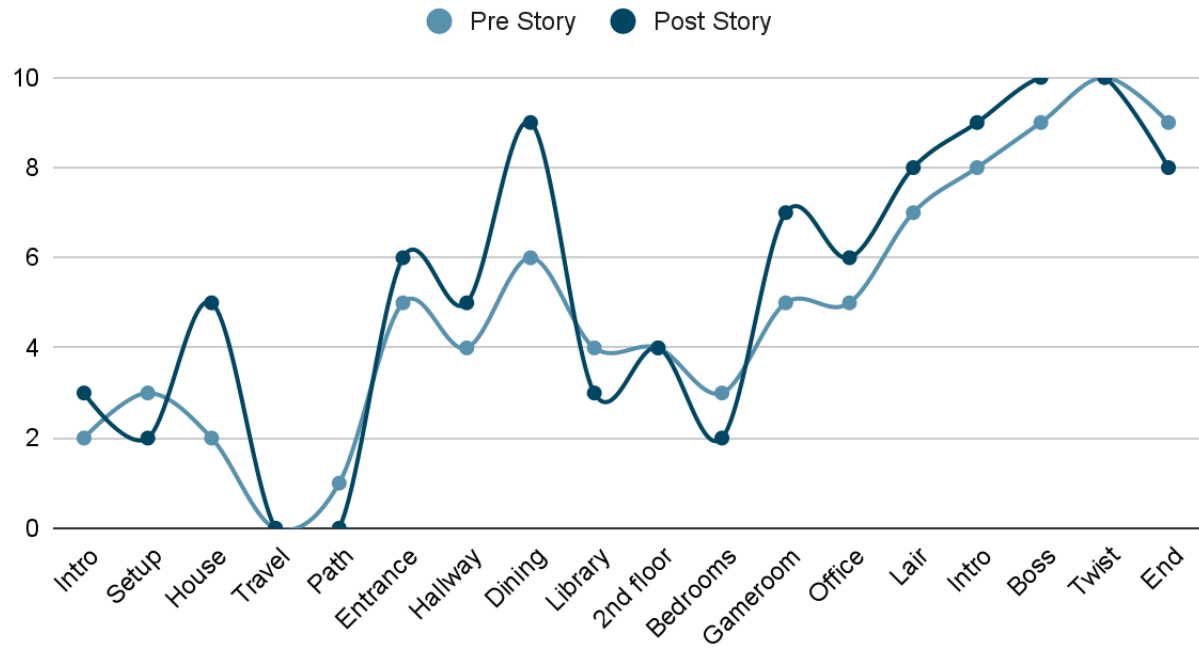
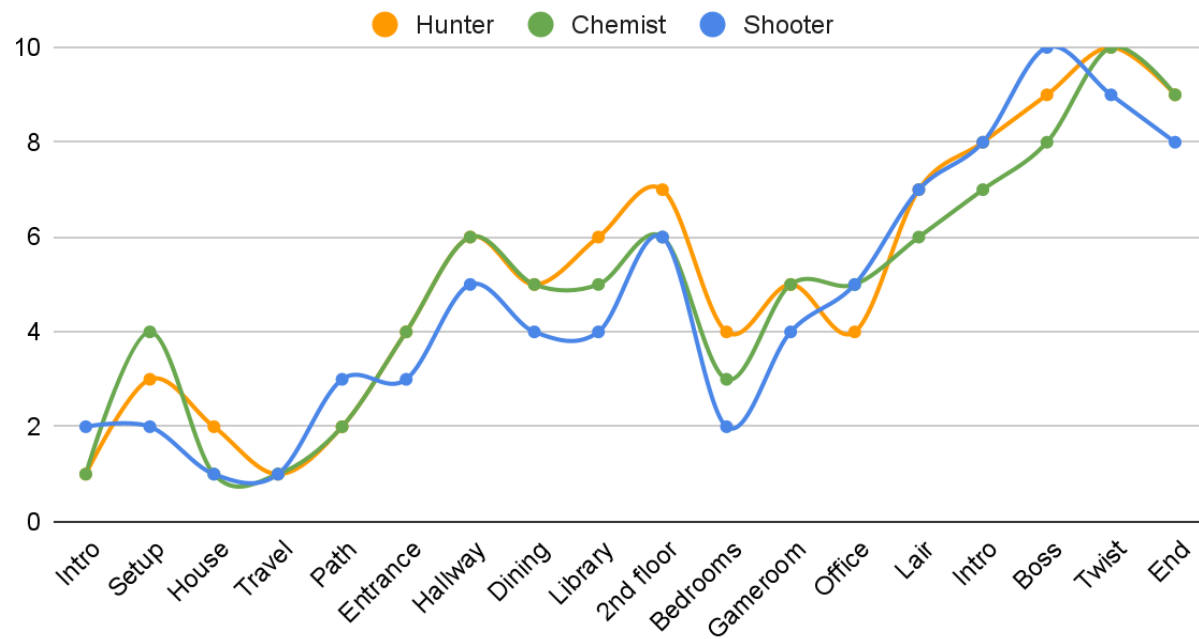
Reality: The twist worked as intended. Though I don't believe the party figured the hidden anagram out on their own, it was later revealed at the end. After Dracula falls to the floor, Elder Fin drives a stake right into his old master's heart. The party questioned how did he catch up so fast, and he now reveals himself as Renfield. As the players try to attack, he levitates into the air, the vampire essence of Dracula now flows freely through his body, empowering him into something Dracula's power couldn't compare to. He calls out to vampire reinforcements and gives the players a head start.

Puzzle 4: Gameroom

Wasn't used

Puzzle 5: Office

Just a secret lever that was found opened up the path to Dracula's lair

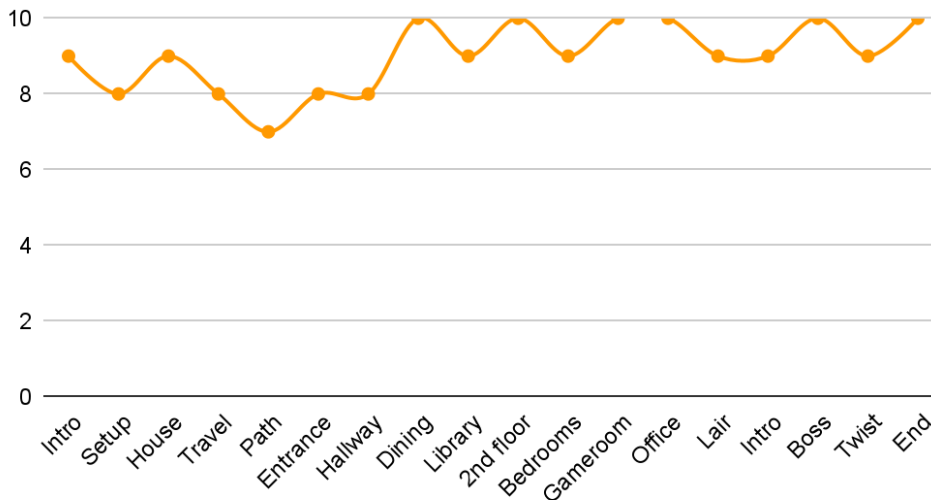
Story Interest Curve:**Story Interest Curve****Player Interest Curves:****Player Pre-Interest Curve**

Player Name: Adam

Hunter Response

(Click Chart -> Top right 3dots -> Open source -> enter numbers 1-10 in column B)

Post Interest Curve - Hunter



What did you like most while playing this adventure? Give specific examples of gameplay.

When playing the game I enjoyed the story and the theme. I also enjoyed the interaction with the merchant and the final boss interaction and twist at the end.

What did you like least while playing this adventure? Give specific examples of gameplay.

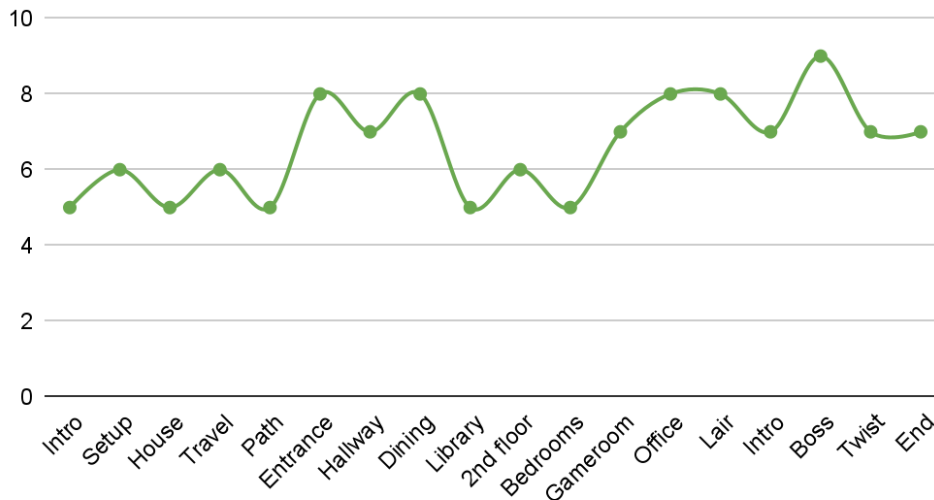
What I liked least in the adventure was the travel portion of the story. I understand that it needed to happen but it was a little slow until we got to the mansion.

Player Name: Brady

Chemist Response

(Click Chart -> Top right 3dots -> Open source -> enter numbers 1-10 in column C)

Post Interest Curve - Chemist



What did you like most while playing this adventure? Give specific examples of gameplay.

I was a fan of the idea of the adventure, being a small group and having an actual background to base why we want the money on, rather than just "You are adventurers, find some gold". It felt like our characters were very grounded in this world and led to some interesting interactions between Adam and I's characters, since we were previously connected.

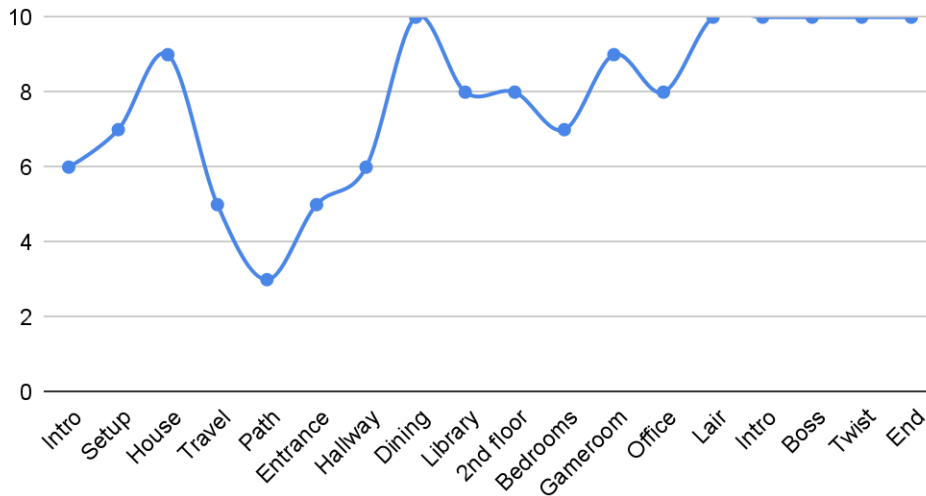
What did you like least while playing this adventure? Give specific examples of gameplay.

I wish there was slightly more of a mystery. This may have just been because Tassi nailed it absurdly fast, but I think the big reveal was diminished by the fact that we saw it coming from a mile away. I also wish we'd had a chance/way in some form to stop the guy from transforming, rather than just losing and that was that, although this could just be because of the ending we got. Overall, the adventure was solid and the beginning, end, and characters as a whole felt solid.

Player Name: Tassi
 Shooter Response

(Click Chart -> Top right 3dots -> Open source -> enter numbers 1-10 in column D)

Post Interest Curve - Shooter



What did you like most while playing this adventure? Give specific examples of gameplay.

I thought that the sense of mystery really added to the atmosphere of the campaign. Additionally, there was enough in the story element to help uncover details early on. Finally, the eerie mansion was the perfect setting for the final fight.

What did you like least while playing this adventure? Give specific examples of gameplay.

I think the campaign could have used a more populated beginning town. The world felt somewhat empty and I think only having interacted with Renfield took away from an interesting setting.