

# RAVENSWATCH

CUSTOM  
CONTENT DESIGN DOCUMENT

ENEMIES & BOSS

+

CHARACTER





# GAME CONTEXT



A roguelite **Hack and Slash** created by Passtech games in 2023,  
set in a **fantasy world** based on **re-imagined fairy tales**.

# GAME CONTEXT

Within the game, a player **incarnates a hero** who has various **unique abilities**. They spawn in a world **filled with monsters**, and must acquire experience by fulfilling quests and discovering locations in the world.

After a certain **time limit**, they must confront the **Master Nightmare**, a powerful entity.



*The Master Nightmare awakens.*



# ENEMY ANALYSIS General rules

Most **enemies** in Ravenswatch follow a few common rules:

- All enemies have **health**, which once reduced to 0, **kills** the enemy, **rewarding experience points** to nearby player characters.
- They also have a **poise meter**, and once it reaches its **threshold**, the enemy is **temporarily stunned**, preventing it from acting for the duration. Some enemies **don't have poise** and cannot be poise broken.
- Some enemies may have **high armor**, that reduces damage taken, which is often ignored when the enemy is stunned.



*Enemies with high armor. You can see their poise bar underneath their health.*



Most **enemies** in Ravenswatch follow a few common rules:

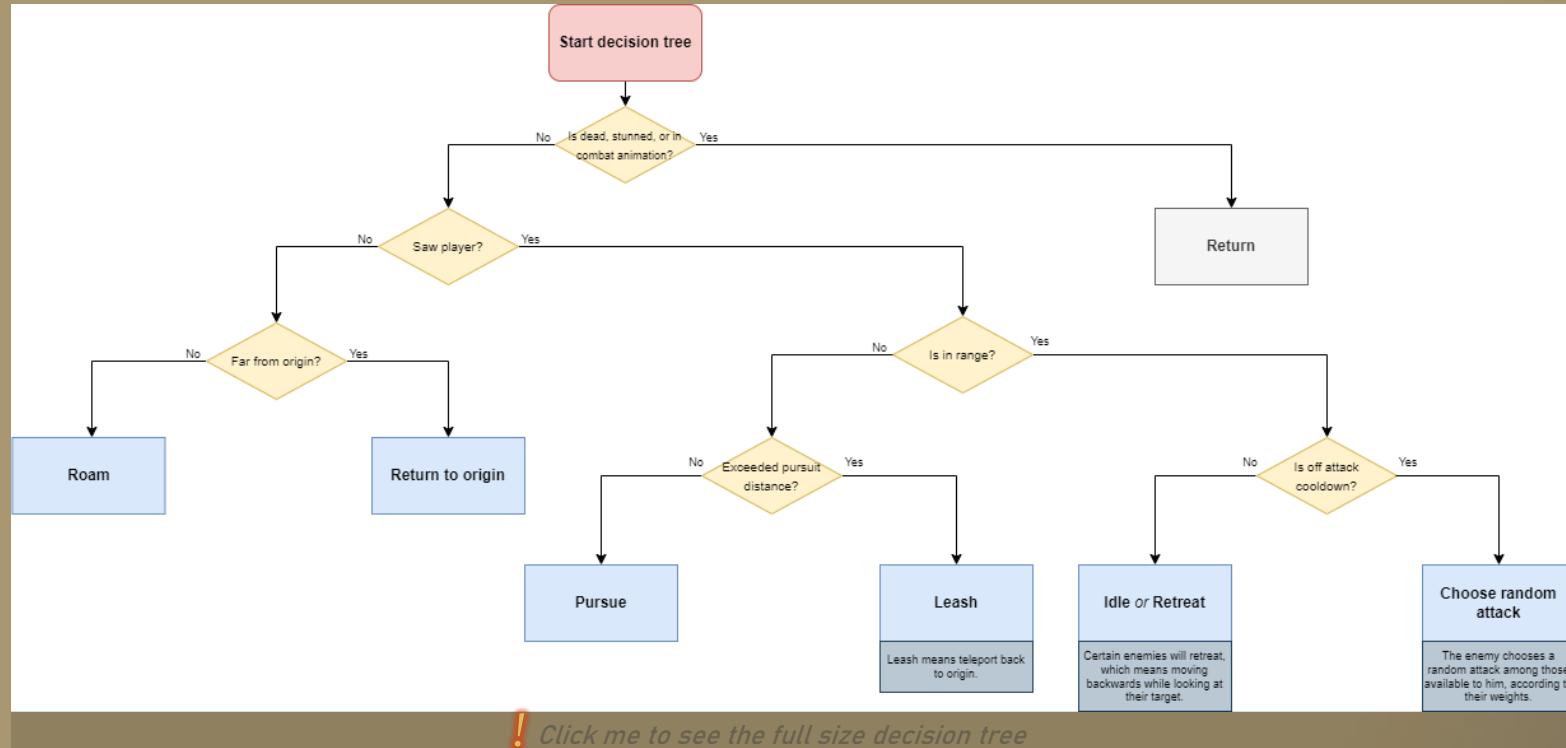
- When an enemy **takes damage** when not in a combat animation, they suffer **Hitstun** for a short period of time, **preventing them from acting**. An enemy **repeatedly taking Hitstun** will eventually become **immune to it** for a while, allowing them to react.
- If an enemy **notices a player character**, it will enter in **pursuit** of the player character and attack when it is capable of doing so. If the enemy pursues the player **too far away from its origin point**, it will be **leashed**, teleporting back to its origin point.
- If an enemy is **damaged** and they **do not act for a while** (such as after returning to their spawn point), they will **heal all of their health**.



*A hit enemy enters a hitstun animation.*

# ENEMY ANALYSIS Common behavior

Most **enemies** share a **common decision tree** that determines **how they act**.





In terms of **signs**, most enemies do the following:

## SIGNS

When a **player enters combat**, the **music will change**, increasing in **tempo and intensity**.

When an enemy **notices a player**, they will produce a **sound specific to the enemy**.

When an enemy **starts an attack**, a **red flash** appears somewhere on their model. This is mostly used for enemies that have **fast attack windups**.

All of an enemy's attacks are accompanied by **red smear effects** that illustrate the **range of the attack**.



*A red flash warning of an incoming attack.*



# ENEMY ANALYSIS Feedback

In terms of **feedback** the enemies give, most enemies do the following:



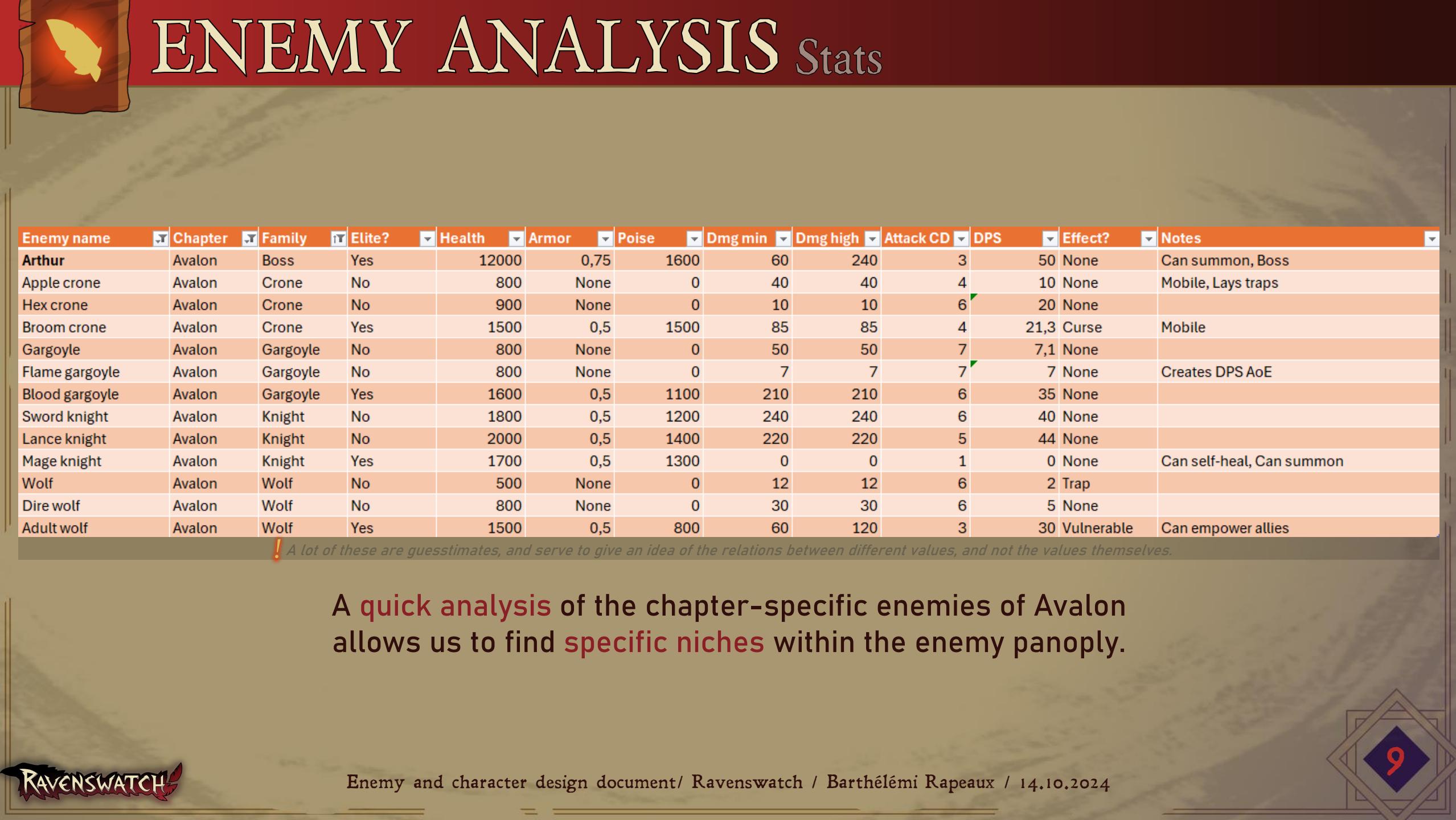
*A poise-broken enemy.*

## FEEDBACK

When an enemy has their **poise broken**, they will produce a **sound**, play an animation, and a **white flare** appears showing the player which enemy has been stunned.

When an enemy is **hit**, they **flash white and red**. If they can be **hitstunned**, they play a **hitstun animation**. A **hit sound** also plays, indicating that an attack struck. A **number** indicating the damage dealt **floats above** the hit enemy. The **enemy's health bar** shows the **proportional damage dealt** in white before fading away.

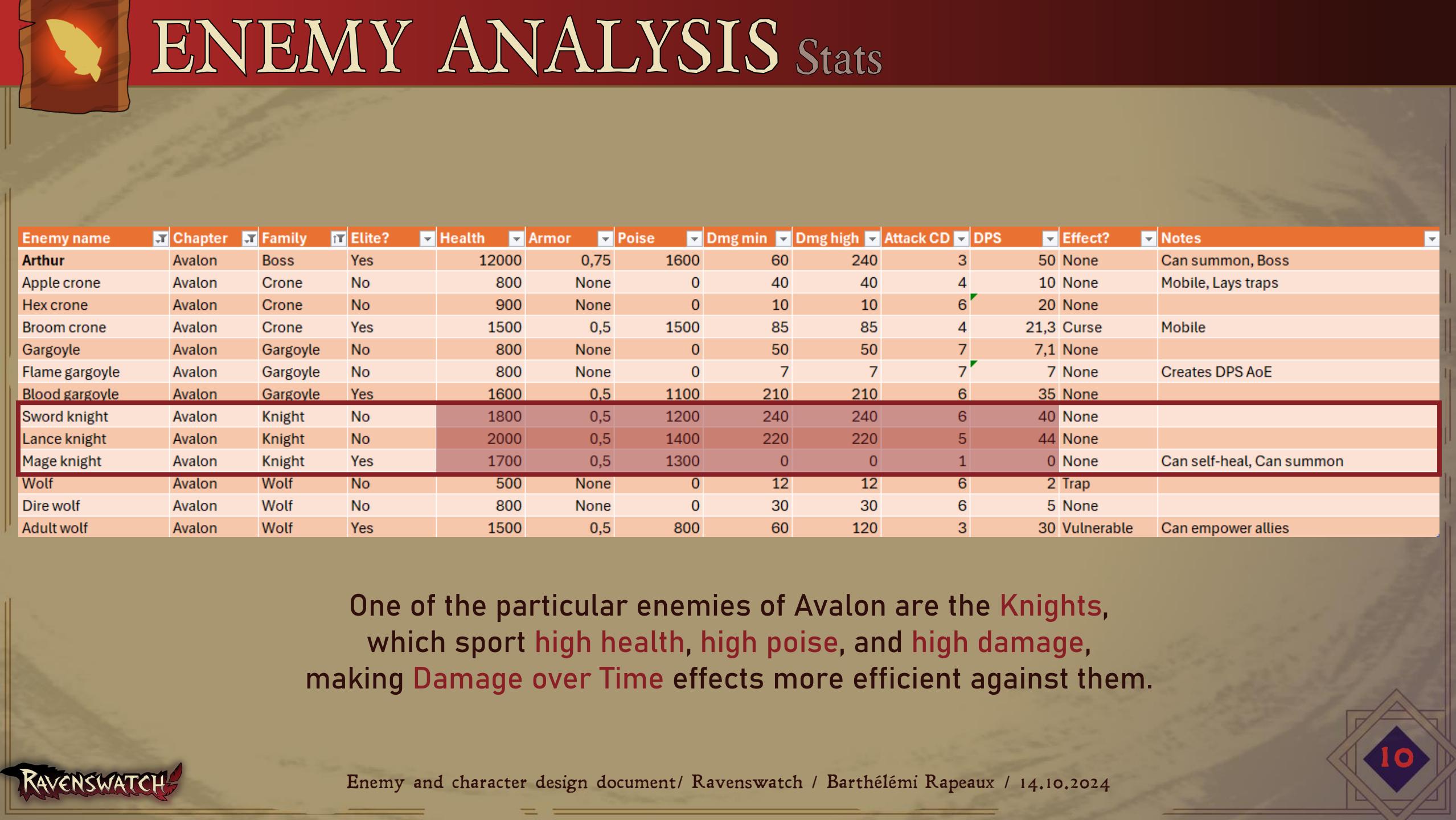
When an enemy **dies**, they produce a **sound** and play a **death animation**. A **blood VFX** also plays at their death location.



Enemy name	Chapter	Family	Elite?	Health	Armor	Poise	Dmg min	Dmg high	Attack CD	DPS	Effect?	Notes
Arthur	Avalon	Boss	Yes	12000	0,75	1600	60	240	3	50	None	Can summon, Boss
Apple crone	Avalon	Crone	No	800	None	0	40	40	4	10	None	Mobile, Lays traps
Hex crone	Avalon	Crone	No	900	None	0	10	10	6	20	None	
Broom crone	Avalon	Crone	Yes	1500	0,5	1500	85	85	4	21,3	Curse	Mobile
Gargoyle	Avalon	Gargoyle	No	800	None	0	50	50	7	7,1	None	
Flame gargoyle	Avalon	Gargoyle	No	800	None	0	7	7	7	7	None	Creates DPS AoE
Blood gargoyle	Avalon	Gargoyle	Yes	1600	0,5	1100	210	210	6	35	None	
Sword knight	Avalon	Knight	No	1800	0,5	1200	240	240	6	40	None	
Lance knight	Avalon	Knight	No	2000	0,5	1400	220	220	5	44	None	
Mage knight	Avalon	Knight	Yes	1700	0,5	1300	0	0	1	0	None	Can self-heal, Can summon
Wolf	Avalon	Wolf	No	500	None	0	12	12	6	2	Trap	
Dire wolf	Avalon	Wolf	No	800	None	0	30	30	6	5	None	
Adult wolf	Avalon	Wolf	Yes	1500	0,5	800	60	120	3	30	Vulnerable	Can empower allies

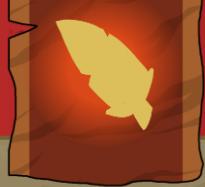
! A lot of these are guesstimates, and serve to give an idea of the relations between different values, and not the values themselves.

A quick analysis of the chapter-specific enemies of Avalon allows us to find specific niches within the enemy panoply.



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Lance knight	Avalon	Knight	No	2000	0,5	1400	220	220	5	44	None	
Mage knight	Avalon	Knight	Yes	1700	0,5	1300	0	0	1	0	None	Can self-heal, Can summon
Wolf	Avalon	Wolf	No	500	None	0	12	12	6	2	Trap	
Dire wolf	Avalon	Wolf	No	800	None	0	30	30	6	5	None	
Adult wolf	Avalon	Wolf	Yes	1500	0,5	800	60	120	3	30	Vulnerable	Can empower allies

One of the particular enemies of Avalon are the **Knights**, which sport **high health, high poise, and high damage**, making **Damage over Time** effects more efficient against them.



# ENEMY ANALYSIS Stats

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Adult wolf	Avalon	Wolf	Yes	1500	0,5	800	60	120	3	30	Vulnerable	Can empower allies

The Crones are also particularly mobile enemies, as Apple crones can teleport and Broom crones can ride quickly between two points, punishing bad positioning.

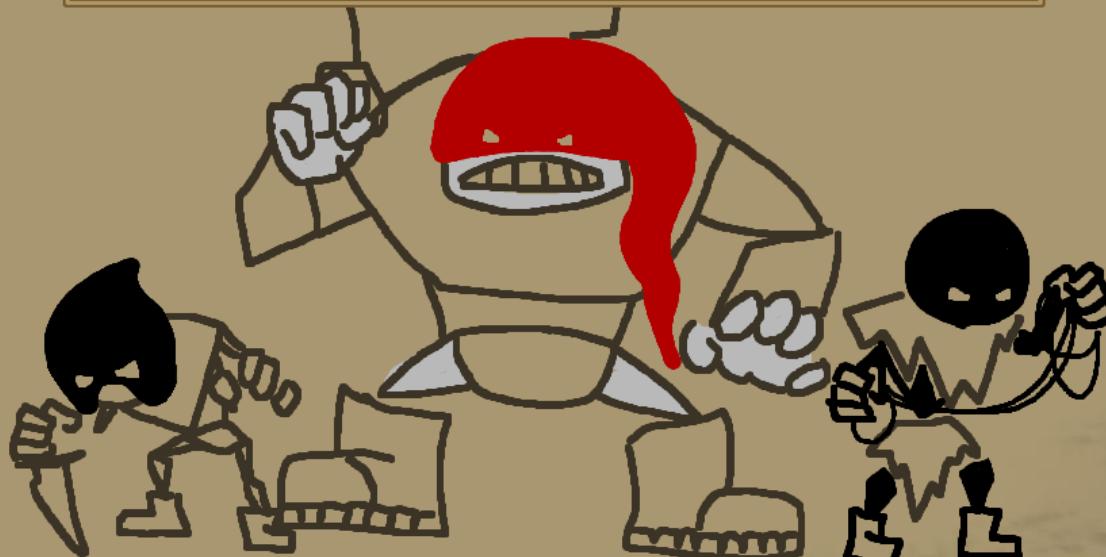


# CUSTOM CONTENT Boggarts

## Design intentions

My objective here is to create a new group of enemies unique to the third world and chapter, Avalon, which is based on english and scottish folklore.

The Avalon chapter lacks **melee-focused** enemies with **high mobility** and **weak defenses**, so I sought to **fill this niche** with a new type of enemy: **Boggarts**.





# CUTTHROAT Boggart

## GENERAL INFORMATION:

**Enemy family:** Boggart

**Appearance :** Gray skin, **tattered black cowl, gangly limbs, hunched posture, wields large jagged knives.**

**Elite ?** No *(an 'elite' enemy generally has higher health, and is more dangerous than a normal foe)*

## STATS:

**Health:** Very low (**600**)

**Armor:** None

**Poise:** None *(an 'enemy with no poise cannot be poise-broken)*



# CUTTHROAT Boggart

## Leaping stab

Medium windup

Slow followthrough

No weight

*The cutthroat leaps briefly into the air, before coming down with a stab using their knife.*

Damage: Medium (30) Effects: n/a

How to avoid: *REFLEXES*

When jumping into the air, their knife blade shines briefly right before striking down. Dodge accordingly.

! The cutthroat will **prioritize** characters that currently have a **condition** applied to them.



## Design intentions

The cutthroat acts as a **glass cannon** of sorts, dealing relatively high damage however having an **easily-blocked** or **dodged** attack that is **easy to punish**.

Cutthroats by themselves are not much of a hassle – it is when they are in numbers, or aided by condition-applying allies that they are a **dangerous threat**.



# KIDNAPPER Boggart

## GENERAL INFORMATION:

**Enemy family:** Boggart

**Appearance:** Charcoal skin, **tattered rags**, **gangly limbs**, **straight posture**, wields a **bladed garrotte wire**.

**Elite ?** No *(an 'elite' enemy generally has higher health, and is more dangerous than a normal foe)*

## STATS:

**Health:** Low (**900**)

**Armor:** None

**Poise:** None *(an 'enemy with no poise cannot be poise-broken)*



# KIDNAPPER Boggart

## Strangle

Slow windup

Medium followthrough

## Medium weight

*The kidnapper crouches briefly, before swiftly circling around behind a character and attempting to strangle them.*

Damage: **Low** (10)

Effects: Silence (3s)

How to avoid: *REFLEXES*

When the kidnapper is behind the targeted character, they raise their garrotte high, which shines briefly.



**Silence** is a new condition that prevents the use of abilities other than attack and trait.

## Design intentions

Silence as a condition **prevents the player** from using **defensive and movement abilities**, making fighting multiple enemies **much more dangerous**.

Pairing the kidnapper with two or three other common enemies makes the group a **significant threat**.



# KIDNAPPER Boggart

Bladed whip

Medium windup

Fast followthrough

Medium weight

*The kidnapper lassoes their garotte above their head, and brings it down in a straight line in front of them.*

Damage: Medium (40) Effects: n/a

How to avoid: *REFLEXES*

As they are lassoing their garotte, the blades shine right before striking down. The lassoing animation is also recognizable.

## Design intentions

I thought the kidnapper could use more **offensive potential**, notably after silencing a target. This attack can affect **multiple targets** at the same time if they're not positioned correctly. This is mainly used for when the players **bunch up together or get too close**.



# REDCAP Boggart

## GENERAL INFORMATION:

**Enemy family:** Boggart

**Appearance :** Pale skin, glistening long red hood, large hunched posture, wields heavy iron cleaver.

**Elite ?** Yes *(an 'elite' enemy generally has higher health, and is more dangerous than a normal foe)*

## STATS:

**Health:** High (1800)

**Armor:** 1 Shield (50% damage reduction)

**Poise:** Low (1000)



# REDCAP Boggart

## Cleaving frenzy

**Slow** windup  
**Fast** followthrough

## High weight

*The redcap lifts their cleaver into the air, and strikes 3 times in succession while moving forward.*

Damage: **M/M/High** (60/60/90)

How to avoid: *REFLEXES*

Before starting their onslaught, the redcap roars and stomps the ground like a bull.

## Design intentions

This is the redcap's **deadly bread and butter**. This is similar to the **sword knight's combo**, however there is **added mobility** in this, allowing the redcap to **surprise low-mobility characters** even from relatively **far away**.



# REDCAP Boggart

## Stomping grounds

Medium windup  
Fast followthrough

## Low weight

*The redcap leaps high into the air, and comes crashing down dealing damage in an area.*

Damage: **High** (120)

Effects: Stunned (1s)

How to avoid: *REFLEXES*

When they leap into the air, an AoE indicator appears on the ground. Move out of the range of the indicator.

! The redcap is **intangible** while they are **in the air**.

## Design intentions

This is a **very similar** attack to the **alpha wolf's pounce**, dealing **slightly higher** damage and also **stunning** targets in the area.

It has a **slightly smaller area of effect**, however the **combo potential** that this represents compensates this lack of reach.



# REDCAP Boggart

## Blood curse

Medium windup  
Medium followthrough

## Low weight

*The redcap pulls off their hood, straining it into their hand, and then flinging the cursed blood in a large arc.*

Damage: **None** (20 DPS) Effects: Bleed (6s)

How to avoid: *REFLEXES*

As the redcap squeezes the blood from their hood, an AoE indicator appears on the ground.



Enemies caught within the AoE of the blood curse will be granted **Strength**.

## Design intentions

This attack is **more dangerous** than it initially seems to players. On one part, damage over time effects **aren't reduced by armor**, and accumulates quickly.

Additionally, its capacity to **buff enemies** can be also dangerous in **larger groups**.



# WILD HUNTER Boss

## GENERAL INFORMATION:

Enemy family:

Boss

Appearance:

Humanoid with **charcoal skin, crown of antlers, celtic armor and leaf cloak**, wields large **celtic spear**. Rides a **muscular white horse**.

Elite ?

Yes *(an 'elite' enemy generally has higher health, and is more dangerous than a normal foe)*

## STATS:

Health:

Boss (11000)

Armor:

2 Shields (75% damage reduction)

Poise:

Medium (1300)

### Design intentions

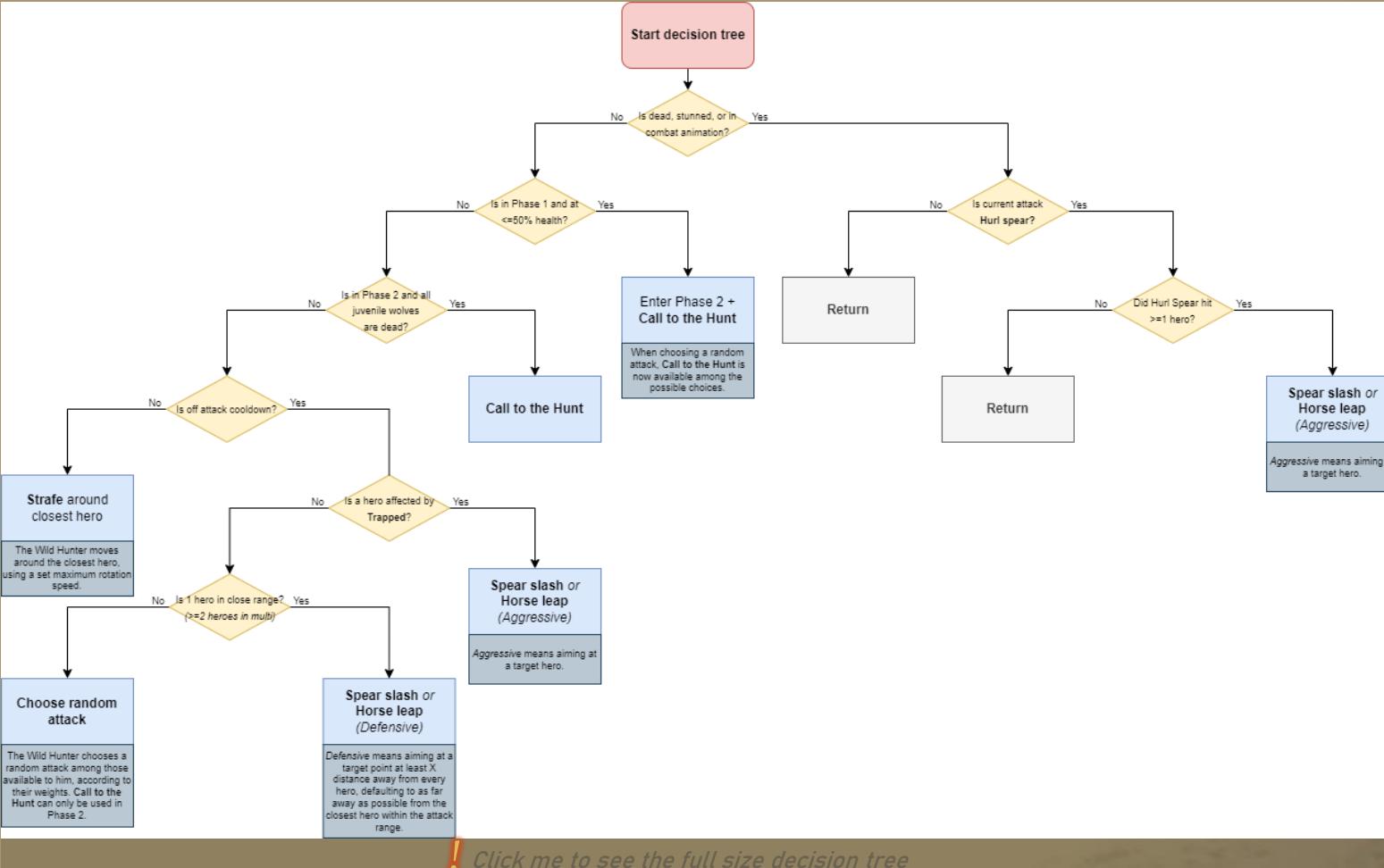
The wild hunter has relatively **low poise** compared to other bosses. If the characters manage to deal hard-hitting attacks to the wild hunter, they can be **stunned to great effect**.

However, the wild hunter has a **lot of mobility** to make up for its lack of poise, and uses its attacks to move around all while dealing damage.



# WILD HUNTER Boss Decision Tree

The wild hunter has its own decision tree because of the complexity of its attacks.





# WILD HUNTER Boss

## Horse leap

Medium windup

Medium followthrough

Medium weight

*The horse rears up, leaping up and stomping on the ground.*

Damage: **High** (200)

Effects: Stunned (1s)

How to avoid: *REFLEXES*

When the wild hunter prepares this attack, an AoE indicator appears on the ground. The attack is set off as the horse lands.



The wild hunter is **immune to damage** while they are **in the air**.

## Design intentions

**Horse leap** is at the same time a **high-damaging attack** and a **mobility device**, used to clear long distances quickly and aim for the backline, or follow up with a combo after a successful **Hurl spear**.

It can also be used **defensively** to run from players.



# WILD HUNTER Boss

## Hurl spear

Medium windup  
Fast followthrough

## High weight

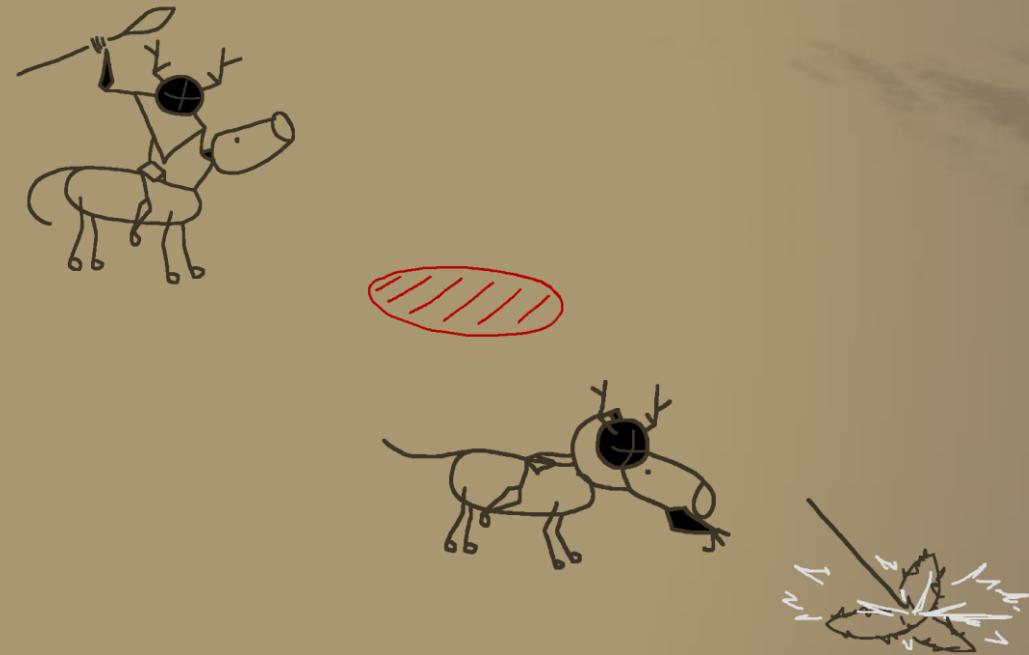
*The wild hunter reels backward, spear in hand, before throwing it at long range, dealing damage in an area and sprouting roots that run along the ground in a celtic knot pattern.*

Damage: **Medium** (120) Effects: Trapped (3s)

How to avoid: **REFLEXES**

As the wild hunter prepares the attack, an AoE indicator appears at the target point. The spear blade shines right before being thrown.

! The wild hunter's spear **desintegrates** after being thrown, and they **summon** a new one.



## Design intentions

This attack is the wild hunter's **main combo starter**. If it lands successfully, the wild hunter will, **regardless of cooldown**, transition into a **Horse leap** or **Spear slash** for devastating damage.

Alone, its damage is relatively low.



# WILD HUNTER Boss

## Call to the Hunt

Slow windup

Fast followthrough

Low weight -  
Phase 2 only

*The wild hunter draws a horn from their side, and blows into it as their horse rears up. 4 wolves are summoned to aid them, and 5 volleys of arrows rain down on heroes.*

Damage: **None / Low (80)**

Effects: Vulnerable (5s)

How to avoid: **REFLEXES**

As the wild hunter prepares the attack, AoE indicators appear on the ground. The attack is set off right when the horse rears up.



## Design intentions

When the wild hunter **hits 50% health**, they will enter a **second phase** using this attack, which itself has two parts: a first **large AoE** which renders players **Vulnerable**, during which **4 wolves appear**. This is followed shortly by **5 volleys of arrows** raining upon random positions near the players.



# WILD HUNTER Boss

## Spear slash

Slow windup

Slow followthrough

## Low weight

*The wild hunter charges forward, lifting their spear and performing a large slash to their side.*

Damage: **High** (150)

Effects: n/a

How to avoid: **REFLEXES**

Once the wild hunter lifts their spear, the blade shines briefly right before the swing. Dodge accordingly.



## Design intentions

Much like **Horse leap**, this attack is designed to grant **mobility and damage** to the wild hunter, and to be used in conjunction with the **trapping** effect of **Hurl spear** or the summoned **wolves** via **Call of the Hunt**.

It can also be used **defensively** to run from players.



# WILD HUNTER Boss

## Design intentions

The wild hunter uses combinations of attacks in quick succession, punishing **lack of mobility** and **relying on high health and armor** to withstand hits.

One of the wild hunter's most common attacks is **Hurl Spear**, which if successful traps the target. The wild hunter will immediately follow up with either **Spear Slash** or **Horse Leap** on the same target to deal significant total damage.

**Staying close** to the wild hunter is one valid strategy – allowing successive attacks to **break their poise**. Characters will need to have sufficient mobility to keep up with the wild hunter, however, as attacks such as **Spear Slash** or **Horse Leap** will be prioritized (however, they pose no significant threat to the characters as they are essentially used as a means to create distance).

During their second phase, the **juvenile wolves** that are summoned also **trap characters**, working well in tandem with the wild hunter who can then use their more dangerous attacks **unimpeded**.



# WILD HUNTER Boss

## Design intentions

I wanted the appearance of the wild hunter to reflect the common depictions of **Gwyn ap Nudd**, a mythological character of Irish folklore commonly associated with being at the **head of the wild hunt**.

The wild hunter's abilities also reflect this, such as being able to summon reskinned wolves with white fur and red ears which represent the **barghests** Gwyn used.



*Depictions of Gwyn ap Nudd.*



# QUIXOTE Hero

## QUIXOTE, sole survivor of Blunderbore's fall

Base Maximum Health: **High** (110)

**Trait:** **Giantslayer** – *the bigger they are, the harder they fall.*

**Attack:** **Lance** – *three precise strikes.*

**Power:** **Spectral steed** – *call upon the memory of Rocinante.*

**Special:** **Challenge** – *I'll engage them in fierce and unequal combat.*

**Defend:** **Endure** – *take the strike and make it yours.*

**Ultimate:** **Fall of giants** – *a flaming windmill falls from the heavens.*

### Design intentions

When creating **Don Quixote** for Ravenswatch, I wanted to use a well-known story from a culture that hadn't been yet represented within the game – so I chose hispanic.

I also wanted to fill utility that I felt was missing from the current roster of Ravenswatch heroes: **High single-target burst damage** and **tankiness**. Quixote is a **boss slayer** who has more trouble with **hordes of enemies** and **self-sustainability**.





# QUIXOTE Trait

## Giantslayer

Medium cooldown (8s)

## Trait

*For this is Righteous warfare, and it is God's good service to sweep so evil a breed from off the face of the earth.*

**Passive:** Quixote deals 10% additional damage to Bosses and Elites.

### Active:

Deal 150% poise damage for 3 seconds. If Quixote breaks an enemy's poise during this, deal **50** damage to surrounding enemies.

### Design intentions

Quixote specializes in **single high-value target takedowns**. Enemies with poise are often stronger than enemies with no poise, and certain enemies also **lose their armor** when being poise broken.

This also allows Quixote to have a **form of team presence**.





# QUIXOTE Attack

## Lance

3 attacks/s (.25/.25/.5)

## Attack

*Quixote steadies his lance and delivers three successive blows directly in front of him, with a powerful final blow.*

Damage: 12/12/36 [18/18/54]

### Notes:

All attacks have a sweet spot situated at the tip of Quixote's lance. If an enemy is hit with just the tip, it is an automatic crit. The base critical damage is calculated above.

### Design intentions

Quixote is a character that is also about **spacing**, something that is exemplified in other abilities detailed hereafter.

If players want to maximize Quixote's damage output, they must care for spacing, adding a **level of skill and strategy**. This also makes objects and talents which **increase crit damage** powerful tools for Quixote.



*As a reference, the spear weapon from Curse of the Dead Gods.*



# QUIXOTE Power

**Spectral steed**   **Long cooldown (12s)**

**Power**

*Quixote calls upon Rocinante to blaze through enemies and deliver a charging strike.*

**Damage: 60 [90]**

## Notes:

Briefly makes Quixote intangible at the start of the ability. For the duration of this ability, Quixote has increased move speed and a decreased rotation rate. It can be held to last up to 4 seconds. Upon release, Quixote delivers a strike with their lance in front of him, which is an automatic crit if the ability was held for at least 2 seconds.

## Design intentions

Using this ability allows Quixote to have **high mobility bursts**, that they can use to deal a strong blow to **start a fight, move out** of a fight, or even as a means of **quick travel** across the world.

As stated previously, **spacing** is important to make the most use of this ability.





# QUIXOTE Special

## Challenge

Long cooldown (12s)

## Special

*Quixote issues a challenge to all surrounding enemies, attracting their attention and granting himself ARMORED.*

Damage: n/a

### Notes:

All enemies caught within a short-range AoE around Quixote have their aggro diverted to Quixote for 6 seconds. For this same duration, Quixote benefits from ARMORED, which increases his damage reduction by 50%.



**ARMORED** is a new condition which is the opposite of **VULNERABLE**, granting **50% damage reduction** for the duration.



## Design intentions

Challenge is used a means of **crowd control** which grants Quixote some team presence, and the addition of **ARMORED** allows him some survivability in dire cases. This can be thought of as a **poor man's defensive ability** when playing alone.



# QUIXOTE Defend

Endure

Short cooldown (5s)

Defend

*Quixote is immobilized for a short duration, blocking the first strike that hits him, granting himself a breakable shield.*

Damage: n/a [30]

Notes:

Quixote is immobilized for 0.65s, blocking the first hit that hits him. If a hit is blocked, he gains a 20 shield for 3 seconds. If the shield is reduced to 0, or at the end of the duration, the shield explodes, dealing 30 damage to all nearby enemies.

## Design intentions

This, used in conjunction with Quixote's **Special**, allows him to have some **much-needed form of area damage** that can be used against hordes of enemies.

However, it is designed to **not be an efficient method** of area damage, highlighting one of Quixote's weaknesses.





# QUIXOTE Ultimate

**Fall of Giants**   **Very long cooldown (60s)**   **Ultimate**

*Quixote calls down a flaming windmill from the skies, that crashes down on an area in front of him, dealing high damage. Once the windmill is destroyed, it grants STRENGTH to allied heroes.*

**Damage: 350**

**Notes:**

Quixote starts calling down a flaming windmill from the sky, allowing the player 2 seconds to aim the AoE.

After 1 second once the target is locked, the windmill crashes down dealing its initial damage.

The windmill has 500 health and lasts for 5 seconds. Once its duration expires or its health is reduced to 0, it grants STRENGTH to all allied heroes for 7 seconds. The windmill can be struck by Quixote and his allies. The windmill is considered an Elite enemy for the purposes of Quixote's trait.



## Design intentions

Quixote's ultimate ability grants him a means of having **burst damage** dealt in a medium-sized AoE, increasing his ability to take care of hordes of enemies. However, the **main benefit** of this ability is the given **STRENGTH**, which coupled with Quixote's already **great single-target** damage allows him to **tear down strong bosses easily**.