

Interloper Mod Ver 1.0

This documentation will outline everything on page two and below.

Spoiler tags will be listed on the page prior to the actual section.

This mod adds a new vendor, boss, equipment, and allows the player to obtain a version of Miasma from Moonbeast if it is destroyed.

How to install:

Drag and Drop all files within the folder to: copy and paste www files into the main directory of the game. (Browse local files via Steam)

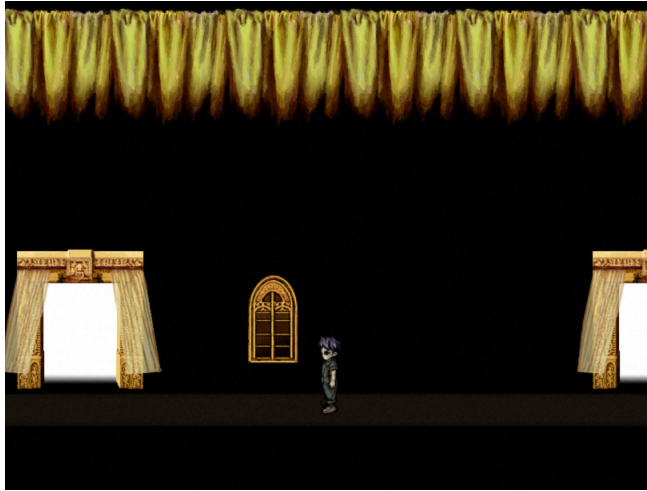
Known Issues:

- 1) Sabbath has been replaced with Blue Sin, although I wouldn't call this an issue given how bad the Sabbath was.

Added Areas

Sin_Bar

Accessible by obtaining the Golden Gate skill and accessing the Golden Gate Hallways, ending the weird window door. Exiting through the door in the back is a 1-way to the bathroom inside of the Cafe.



A shop run by Mauthe sells exotic wares in exchange for lucky coins.

They are:

Iron Mask [2 Coins]

Gaunt Plate Armor [4 Coins]

Gaunt Bascinet [4 Coins]

Eastern Silk Robes [2 Coins]

Rusted Claymore [5 Coins]

Lost Vest [6 Coins]

Soul Flower Stigma [1 Coins]

Soul Stone [2 Coins]

Added Items

Soul Flower Stigma-

Heals:

75 Body

40 Mind

Cures Toxin, Blindness, Infection, Poison, Paralyze, Withdrawl Symptom, Confusion, Defense Down Debuff, Speed Down Debuff

Necronomicon-

Obtainable by interacting with the book in the Crypt.

50% Chance for blood magic | 50% chance for instant death

Added Weapons

Rusted Claymore-

A heavy 2-handed sword. Creates devastating damage to all living. Engraved on the blade reads "Vae Victis".

Attack Element: Slashing

Attack Power: 55

Hit-Rate: +10%

Skill Added: Sweep

Sweep: Attacks all enemies at the cost of 30 Mind.

Miasma-

An otherworldly sword that oozes toxic gasses. The sword is said to house the strength of 6 men.

Attack Element: Otherworldly

Attack Power: 92

Hit-Rate: +10%

Status Effect Inflicted: Toxic + 100% Chance

Blue Sin

A fine and light one-handed sword with faint blue carvings.
On the hilt there is some writing: "For the sinners."

Obtainable by getting Sabbath normally in the church.

Attack Element: Slashing & Otherworldly

Attack Power: 85

Hit-Rate: +10%

Added Armors:

Leg guards (Accessory)

A pair of leg guards to prevent serious injuries.

Randomly Obtained via Chests

Defense: 4

Slash 90% Pierce 90% Blunt 90%

Immunities: Leg Cut

Iron Mask (Accessory)

An iron helmet that protects the entire face, including eyes.

Defense: 3

Slash 95% Pierce 95% Blunt 95%

Immunities: Blindness, Face Rip, Light Sensitive

Gaunt Plate Armor (Armor)

A plated armor which offers great protection. The armor has a family insignia of a bird.

Defense: 20

Slash 50% Pierce 65% Blunt 70% Fire 80%

Gaunt Bascinet (Helmet)

A steel military helmet with a face guard. Offers protection for throat, neck and rest of the head.

Defense: 4

Slash 85% Pierce 85% Blunt 85% Fire 90%

Immunities: Concussion, Blindness, Headless (Decapitation)

Geitor's Tooth

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Bitten Tricorn Hat

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Lost Vest

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Added Enemies:

Geitor

Major Spoilers Below After Empty Page

Added Weapons

Measma

An otherworldly sword that oozes toxic gasses. The sword is said to house the strength of 6 men.

This one looks... weird?

Obtainable by destroying Miasma from Moonbeats' back.

Attack Element: Slashing

Attack Power: 10

Miasma

Obtainable by talking to Geitor at the cost of not being able to enter the bar or defeating him in single combat. You'll lose 25 Mind every time you talk to Geitor if you asked for the Miasma.

Added Armors:

Geitor's Tooth (Accessory)

An earring that Geitor once wore. It prevents leg loss, limb loss, and fractures while granting immunity from poison, toxin, and nausea.

Obtainable by defeating Geitor, entering the "House of Sin" inside of the Gator_hole, and talking to Geitor again for the accessory.

Magic Defense: 1

Agility: 4

Otherworldly 95%

Immunities: Leg Cut, Arm Cut, Fracture, Poison, Nausea, Toxic

Bitten Tricorn Hat (Helmet)

A stylish hat with a large bite mark on the corner brim, the sturdy leather prevents concussions and reflects magic attacks occasionally.

Obtainable by picking it up off the floor in Dr. Kefer's Tricks & Magic backroom near some boxes.

Defense: 1

Magic Defense: 5

Agility: 2

Blunt 88% Otherworldly 90% Magic Reflection 20%

Immunities: Concussion

Lost Vest (Armor)

A sleeveless vest that looks like leather but feels like scales of a reptile. The tag inside reads "Property of Geitor".

Obtainable by buying it at Mauthe's shop for 6 Lucky Coins

Defense: 16

Slash 55% Pierce 65% Blunt 65% Otherworldly 55%

Magic Defense: 18

Max HP: 10

Max Mind: 10

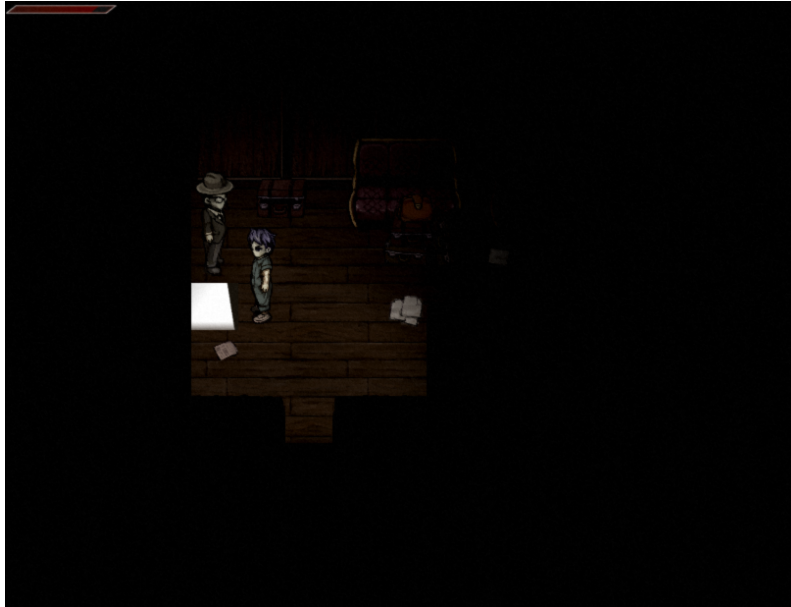
Agility: 2

Passive: Happy

Back Doors

For testing purposes two back doors were made, these doors are invisible and will open if interacted with. You're unable to run through them.

Back door 1: Train Cabins



Back door 2: Donovan's house



Easy Mode

Unless the player cheats, the fight with Geitor is nearly impossible to beat as he takes half damage and deals an increase of 1000% damage.

Geitor Stat Block

Defenses:

Blunt 90% Slashing 80% Piercing 100% Otherworldly 80% Fire 110%

Immunities: Blindness, Poison, Toxin, Fracture, Weakness, Curse, Irritation, Burning Small

Scorch Earth can not be used.

Rot, Burn, and Bleeding can be applied.

Action Properties-

First Turn

First Strike: Combat Start Coin Flip

Action Properties-

Army Breaker: Slashing

Damage Formula: 50

Status Effects:

Bleeding 100%, Fracture 100%, Toxic 100%, Arm Cut 100%

Head:

5000 HP

Action Properties-

Death Roll: Piercing

Damage Formula: $25 + a.atk * 4 - b.def * 2$

Status Effects:

Bleeding 100%, Fracture 100%, Defense Down 100%, Speed Down 100%

Condition: Both arms KO'd

Right Arm:

4000 HP

Action Properties-

[1] Dual Edge: Slashing (Attacks Twice)

Damage Formula: $a.atk * 4 - b.def * 2$

Status Effects:

Arm Cut 100%, Bleeding 100%

[2] Miasma Ooze: Otherworldly

Damage Formula: $a.atk * 3 - b.mdf * 2$

Status Effects: Toxic 100%

[3] Sweep the Leg: Slashing

Damage Formula: 50

Status Effects: Leg Cut 50%, Bleeding 100%

Left Arm:

4000 HP

Action Properties-

[1] Anima

Healing Formula: 600 to all body parts

Passives: Magic Defense+, Happy

Remove Debuff:

Bleeding, Burning, Burns, Burning Small, Critical State all at 100%

[2] Lurid Soul

Damage Formula: 2 (Attacks 9 times)

Status Effects:

Light Sensitive 10%, Defense Down 10%, Speed Down 10%

[3] Nitid Beam:

Damage Formula: 40

Status Effects:

Light Sensitive 20%, Stun (1 Turn) 15%

Torso:

15,000 HP | (Rot) 9001 HP

Right Leg:

2500 HP

Left Leg:

2500 HP