



“Embric of Wulfhammer's Castle”

is an RPG Maker 2003 game, written and Produced by Saint Bomber 2009-2010
featuring additional Art by Greg Mustache, Shinhoshi and AnvilPiper

Embric of Wulfhammer's Castle is a fantasy RPG with an uncommon focus on the relationships between adventurers and the people who have to live with them, with only a fraction of the combat.

The Duchess of the fair land of Elstwhere comes by carriage to the Marque of Wulfhammer, presumably to marry its lord, Embric of Wulfhammer. Embric, however, is nowhere to be found. The Duchess, not being the sort to sit around idly, embarks on her own quest to get to know the body of the eccentric populace of Castle Wulfhammer, among them the ladies and dwarves of the [Awesome Fellowship](#), those rescued on the [Fellowship](#)'s grand adventures, a bevy of mysterious townsfolk, monsters, nobles, demons and devils, waitresses, clerks, clerics and more. But there is something strange about this castle and its people. As the mysteries begin to unravel, and the real lives and futures of the people of Wulfhammer come into question, who can rescue those who are so used to doing the rescuing?

“The asphyxiation from choking on my laughter actually made me literally collapse to the floor and start rolling around.”

“This is going to keep me sated for ages. “

-Anvil Piper

“Damn, this game is tons of fun and I've ended up staying way too late. “

-Winterbraid

“This is by far the most awesome RPG game I played. “

-Germany, by representative

“Awesome game maker is awesome.”

“Alice confirmed for god-tier bro. Brings a tear to mine eye. “

“I got the Duchess on Akinator “

-Anonymous

---How to play the game---



Move the Duchess around with the arrow keys or the number pad

(Oh, a painting of someone unpleasant!)



Explore your world, talk to characters, and make amusing remarks about houseplants with the Space bar, Z or Enter Keys

(All items are key items!)



Access the Duchess' Status, Items and Equipment with the Esc or X key

(Is it really so difficult to stay dressed?)



If you end up disrobed...

(Here you go, your Grace!)



Alice will usually have a fresh set of clothes for you. She's good like that.

(Promotions!)



If someone else ends up naked, it's not your responsibility!

(I will guard this with my life!)



She'll also be near your diary most of the time, so don't write anything of national importance in there.

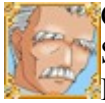
She'll probably tell Ecinacea about it, and then we'll all be boned.

However, your Diary will have the Duchess' thoughts in it, which may help you come to understand the very peculiar **Awesome Fellowship**.



To play in windowed mode, press Alt+Enter.

---Characters, as introduced by Wilhelm, Major Domo of Castle Wulfhammer.---



Good day, your Grace.

Since it has been a while since the [Awesome Fellowship](#)... Mhmm. Invaded your Uncle's castle, I thought you might be able to make use of a brief reintroduction to the saviors of Aeresland.

I shall try to keep from being overly candid in my assessments.

Oh, and don't worry overmuch about the archaic system of measurements, it's an old habit of mine, and I hope you don't find it too off-putting.

Falwythwier Windgrace:

Age: 240 (on paper)

Height: 25 pixels (29 with feather)

Class: Elf?



An elven sorceress fond of lightning spells. She is dedicated to her role as artillery support for the

[Awesome Fellowship](#), which she takes very seriously. However, her strong emotions cloud her judgment

at times, and she can become very difficult to get close to.

Her only friends seem to be the [Awesome Fellowship](#), whom she still fights with given reason.

They seem to have a working understanding of one another, that as near as any of the servants of the castle can understand.

She spends much of her time in the library and her own hidden chamber working on some inscrutable Grimoire or another.

But she has been working with the local smith and his unusual daughter, on occasion as well. Perhaps her unusual hobbies are a way to get close to her.

Louni Quickfingers:

Age: 20-something

Height: 29 pixels (in heels)

Class: Expert/Rogue



The trap specialist and “Brains” of the [Awesome Fellowship](#). Louni was the last to join, but her connections and capacity for, if you'll excuse the orcish, “Cunnin' Planz” makes her invaluable to the team.

She looks at everything as a puzzle, and has yet to run into one she can't solve.

This has left her a bit unsatisfied, of late, so I understand that she has begun to weave own puzzle that will be her masterpiece.

If anything can be used to describe Lady Louni personally, it would be “Job Oriented.” Her errands and personal

goals keep her from having much time to indulge in the finer things in life. It is my hope that Lady Elstwhere will be

able to slow her down enough to, mhmm, quite. Smell the roses.

The Good Dwarf:

Age: Well Aged, we think. Dwarves are hard to understand.

Height: 20 pixels tall, give or take.

Class: So very multi-talented.



An enigmatic character whose language no one seems to speak, at least not sober.

Little is known about the Good Dwarf. Even his/her name is something no one seems to know.

But with wisdom old as the stones, what could drive a member of this insular race to the surface into a land of people who can barely understand them?

To our regret, Lord Embric was the only one who could really speak with the Good Dwarf on any level.

I realize it is quite the language barrier to surpass, but I have faith in your Grace's ability to bring all of our hearts together.



There are a few more dramatis personae scattered about the castle as well, since your Grace has time.

Alice of Rankfort:

Age: 19

Height: 25 pixels

Class: Expert/Barbarian



The Duchess' handmaiden, whose well-honed strength, and utter lack of dexterity gives her a destructive reputation. She will be your Grace's constant companion, through thick or thin.

She was rescued some time ago by Lord Embric and Company when they liberated Rankfort. Regrettably, I understand that Alice lost someone very close to her there, and has been in something of a state since.

Carmina Halaal:

Age: Probably over a thousand

Height: 25 pixels (29 with jewelry)

Class: Noble/Enchantress



A creature of darkness with unsurpassed beauty, hidden away behind a series of locks and traps. Sinister, proud and hungry, she waits like Ragnarok crouched on the slick precipice of disaster.



My goodness, sir Wilhelm, such poetry and saga! One would think her more a creature than a person!



Perhaps that is the problem, your Grace.

Either way, her presence is a matter of great contention. Engaging with her on any level is taking

your fate into your own hands.



Scheherazade:

Age: Well, I don't rightly I know, do I?

Height: 60 pixels long, or so.

Class: Humanoid



Mhmm, Quite.

Within the castle there are creatures that live in closely guarded secret.

Diabolically cunning and secretive, one among them rises as a leader, feeding gently to avoid suspicion.

The Serpent queen prefers to keep her identity secret, of course.

Ecinacea

Age: 19, or so.

Height: 25 pixels and an hourglass figure.

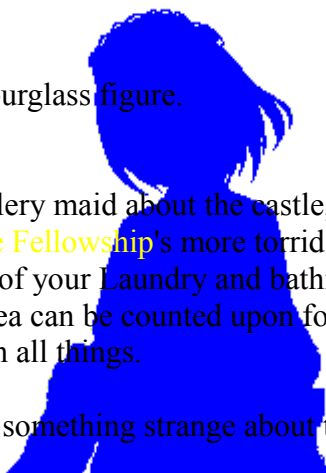
Class: Little to none.



Ecinacea is the scullery maid about the castle, having been liberated from one of the **Awesome Fellowship**'s more torrid adventures. Your Grace can count on her for all of your Laundry and bathing needs.

If there is one thing Ecinacea can be counted upon for, it is a positive attitude, and keeping a sense of humor in all things.

Though I must say, there is something strange about that girl.



The Black Knight:

Age: 23

Height: 25 pixels



harboring a deep need for revenge, and power granted by dark gods,
Lady Xing moves inexorably towards the object of her vengeance within the **Awesome Fellowship**.

What? Why can't I do my own introduction?



...
Mhmm, Quite.
You are breaking the established setting for the manual.



Really, how am I supposed to tell what is going on if you break the integrity of the scene?



It's just a manual.
...Just pretend I'm a bandit or something.

---A brief message about “Embric of Wulfhammer's Castle by Saint Bomber---

As the creator, I like to think of it as a sandbox rpg, somewhere between a classic jrpg and a visual novel. Perhaps even a “Sprite Opera.”

Moving the Duchess around gives you a lot of control over how the story progresses, with character arcs compiling with other character arcs to produce alterations to each others' stories, culminating in the final story, which will show you the results of your unique play-through. I designed the game to appeal over both short and long term play, with focused play resulting in the satisfying completion of character arcs, and long term play resulting in complex and interesting compound stories.

The central relationships are Yuri/Shoujo Ai, mostly between characters that don't fit into the standard “14 year olds save the earth” age range.

I tried to make the characters fairly deep, and in a lot of cases, they really wrote themselves. Moe appeal wasn't much of a focus, but your mileage may vary.

There's a lot of Dungeons and Dragons in my background, and that likely shows.

Overall, the game was written as an experiment, a learning experience, and to complete a new years resolution to complete SOME story before I die.

In that respect, I'm pretty proud.

Next year I'll try to make it a little quicker.

Also:

I need artists!

Included in the Zip file of this game is a list of scenes and included spoilers that need illustration.

I'd like to release a “Deluxe Version” at Cons and such, and to do that, the game needs to be worth 5\$ or so to the average gamer.

I'm not a game-design studio, but WE could be.

-Saint Bomber

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