

A BRIEF INFORMATIVE DOCUMENT ON: THE DEALER

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INTRO

The Dealer class focusses mainly on utilizing the raw power of magic, without the usage of mana, transcribed in cards. The symbols on these cards provide a steady magic flow, which results in powerful magic. The weapons used by the Dealer are Decks and Cards. Cards cannot be used individually and need to be integrated into Decks. Decks consist of 2-5 cards and it's up to the gods to decide which card the Dealer draws. Luck is therefore one of the main characteristics of the Dealer, since weaving fate can be useful, but letting fate decide increases the deadly potential of the magic residing in the Cards.

What Dealers lack in strength, they make up for in utility. Depending on the Deck a Dealer is using, he or she can function as a support, an assaulter, or even a tank. This makes the Dealer an excellent solo-hitter, but also great in a team composition.

Those that still find their offensive capabilities lacking, often choose to use Dal Decks for extra damage output. Dal, dark Cards, and Lum, light Cards, have varying effects. Dal cards often try to hurt their user, but since fate needs to be stabilized, the Lum cards get stronger when using both in one Deck. Lum cards can be utilized for any and every situation; from healing allies, to damaging enemies.

Dealers have been around from approximately 200 years past the Calling of Cthulu. The Elders found that transcribing magical symbols onto papyrus served as a mana medium, thus requiring no affinity for magic to use. It was around this era that the first, legendary, Ancient Cards were made, rumored to be unbeatable when faced.

Below is an explanation on the two types of Cards:

- Dal Cards are (as stated before) the dark Cards a Dealer can use. Most Dal cards have a negative effect on the Dealer, may it be a de-buff or just plain damage. Depending on the strength of the Dal Card, the Lum Cards that are in the same Deck get a boost to all their stats (damage, buff time, etc).
- Lum Cards are (as stated before) the light Cards a Dealer can use. They can give buffs to the Dealer, heal the Dealer, give de-buffs to enemies, deal damage, or all at once.

REGARDING DECKS AND CARDS

Decks are composed of 2 to 5 Cards, where most Dealers customize them to implement their own Cards, whether they be Dal or Lum, so the Deck fits their fighting style the best. For each Dal card, the Lum cards in the deck get stronger. One deck cannot contain more than 4 Dal cards, but can contain 5 Lum cards. This would result in a steady fate thread, thus lowering the damage output quite a lot. It was written by the Elders that “A Deck should have the potent to kill, may it be friend or foe”. A Deck can be changed around at all times, but you rarely see Dealers flip Cards during battle, since most carry a spare Deck or two around.

CARD NAME	CARD TYPE	CARD DESCRIPTION
I – Hermit	Lum	The most basic Card- deals damage.
II - Death	Dal	Makes the Dealer bleed for 5-10 second (no natural healing).
III – Soulfire	Lum	When an enemy is hit with this card, it deals initial damage and manifests its magic into the soul of the enemy, dealing additional damage after 2 seconds. When it collides with a tile, it lies on the ground and explodes when an enemy walks past it, or when 3 seconds have passed.
IV – Demon	Dal	Curse the user of this Card for 2 seconds (not able to use items).
V – Archangel	Lum	One of the stronger Cards that can be crafted. When this Card hits an enemy, it spawns another Archangel card off-screen, which is fired at the enemy that was hit. This effect occurs up to 2 times per Card (for a total of 3 Cards).
VI – Scythe	Dal	Deals 1-3 damage to the user of this card.

Table 1: Some of the most basic Cards used by Dealers (this list is still subject to updates).