# Core Mechanics

## Spells

The player has 5 spell slots that each hold one spell. Skills will benefit from you having multiple skills of the same type (up to 3) OR from having one of each type.

## Life, Defence, and Spirit

Players and enemies have a max life total. If life goes to 0 the player dies.

The amount of damage taken is calculated by considering the type of damage

magical damage taken = <base damage>\*MAX(<target spirit>, 0.5)

phys damage taken = <base damage>\*MAX(<target DEF<, 0.5)

Spirit contributes to magic dmg reduction and def to physical dmg reduction

# Lantern items

* Muddy Rock => when hit, the lantern will drop a flame that can be picked up by the player to restore HP (at most every 30s)
* Soul Link => +3 to attack, your lantern now also takes damage

# Player stats

## Move speed and evasion

* Hermes Boots => +2 to move speed
* Master ninja gear => 5% chance to avoid being hit
* Dusk shroud => you are immune while dashing
* Shoe spikes => dash distance increased by 10%

## HP – DEF

* Bear Pelt => increases HP by 10 and DEF by 5

## Spirit

#### Chakras

* Crown Chakra
* Third eye Chakra
* Throat Chakra
* Heart Chakra
* Solar Plexus Chakra
* Sacral Chakra
* Root Chakra

Collect all 7 chakras: gain ***Avatar of Mind and Body*** =>

**EITHER**

* lose all HP and DEF, Spirit replaces your HP

**OR**

* Lose all DEF, Damage reduction from Spirit also applies to physical damage

## Gold

* Travelers coin purse => increases gold dropped from enemies by 10%

## Random

* Lucky Die => Randomly increases or decreased a random stat by 1 (can kill if user has only 1 life)
* Loaded Die => Increases a random stat by 1

# Element specific

## Fire

* Hydra Scale => increases fire damage by 10%

Avatar of Fire => your fire resistance applies to all other magical damage types at 10% of its value

## Soul

* Goat Head => increases soul damage by 10%

Avatar of Pain => your soul resistance applies to all other magical damage types at 10% of its value

## Ice

* Yeti Fur => increases cold damage by 10%
* Popsicle => increases slow effects by 10%

Avatar of Ice => your cold resistance applies to all other magical damage types at 10% of its value

## Lightning

* Copper rod => increases lightning damage by 10%

Avatar of Lightning => your lightning resistance applies to all other magical damage types at 10% of its value

## Nature

* Viper Fang => increases poison damage by 10%
* Plague Doctor’s Mask => Poisons you inflict last 10% longer
* Plague Doctor’s Robes => Poison skills have 10% more AoE

Avatar of Nature => your nature resistance applies to all other magical damage types at 10% of its value

# Skills/Spells

* **Dash** (Player) => moves the player in the direction of the input, can be in one of 8 directions.

## Fire

* **Towering Inferno** => The lantern flies up high and transforms into a pillar of fire. While in this state the lantern moves slowly towards the nearest enemy and ramps damage from 0% to 100% over 5s

## Soul

* **Life Tap** => sacrifice 20% of your HP to gain a damage bonus that lasts 5 seconds
* **Contract** **from** **below** => take 5% of your hp as soul damage per second
* **Bleak** **Harvest** => Draw blood from up to X surrounding enemies to replenish souls
* **Soul** **Blast** => consume X souls to deal damage in an area around the lantern

## Ice

* **Ice Nova** => creates a ring of cold around the lantern that deals minimal damage to enemies within the area and slows their action speed by 20% for 2 seconds
* **Ice Spike** => deals high damage in a small area. Half of the damage is dealt as physical damage

## Lightning

## Nature

* Grasping Vines =>
* Spore Cloud =>