**Basic idea**

Take over realms( one or many forteress in a territory) by infiltrating it and taking over from the inside. Until eventually taking over empires, planets, solar systems, galaxy and finaly THE UNIVERSE.

Your playing an infiltrator.

An infiltrator is trained to become somekind of spy/ wizard/ ninja that infiltrates cites/ forteresses of a realm to take over.

**Complex spell crafting**

Compound spells components have 4 different types:

- Effects

- Targets

- Effect Modifiers

- Target Modifiers

**Game characteristics:**

* Camera: topdown
* 2.5D ( buildings 3d/ characters 2d) GTA2 style
* Auto generated world

**Important terms**

Empires

* Realms (territory with resources)
  + Fortresses
  + Cities
  + Villages

**What do you do?**

Find ways to get inside forteress unnoticed.

Use wizard spells to:

* + defeat enemies
  + avoid enemies
  + trick enemies
  + sneak around
  + destroy stuff

**Compound spell crafting**

The spell crafting is largely inspired by wordcasting in pathfinder. It allows the player to combine different spell components to design diverse, powerful and or silly spells.

Compound spells components have 4 different types:

- Effects

- Targets (missile, cone, circle, square, laser, projectile or self )

- Effect Modifiers

- Target Modifiers

Effects

Desc: determine what happens to targeted characters. Also determines how long the effect last.

* + - * 1. Emission time: How long the effect is emitted on the target

Instant:

ex. Explosion

Timed

Mana is spent equally during duration

Last stay until dispelled or timeout

Permanent:

Takes a big amount of mana once

Will stay until dispelled.

* + - * 1. Effect duration: how long the effect lasts on a affected character

Instant:

ex. Damage

Time span:

ex. Poison, fire damage, mind control

Permanent:

ex. curse

Targets

Desc: determine how effects are transmited to characters.

Target types: Missile, (relative to player)Cone, Square, Circle, (relative to player)Aura, (relative to player)Laser, (relative to player)Projectile, Personal

* + - * 1. Missile

Select a certain number of target by clicking them with mouse

* + - * 1. Cone

**Spells**

Elemental

1. Explosion
2. Fire
3. Wind magnet
   1. Attracts subjects to a point
4. Wind blast
   1. Pushes from a point

Mind control

1. Fury
   1. Subjects go crazy and attack the first thing seen

Necromancy (good / evil)

* + - 1. Heal
      2. Resurrect

Summoning

* + - 1. Summon allie