**“Esper” DOOM Mod**

This mod focuses on the use of swords and magic instead of guns, placing the player in the shoes of Terra Branford of Final Fantasy VI.

**What kind of mod is this?**

Esper is a gameplay overhaul, altering many aspects of the game from weapons and monsters to sound and color palettes. The core focus will be on weapons first, but monsters will see some big changes as well. It will use QuakeStyle Unbound as a basis.

**What are the weapons?**

Your starting weapon is a basic melee weapon (Dirk). New melee weapons can be found throughout the maps, replacing certain items. Each one has different stats and some have different effects, but collecting one does not drop your current weapon from your inventory. New weapons are acquired in a pre-determined order. Upon collecting the item, the next one in the list is given to you. It is also possible to acquire a ranged weapon that works in the same way.

Almost all other weapons come in the form of spells. Each selection has two spells bound to it, one black magic spell and one white. All black magic spells and some white can be upgraded through the collection of magicite shards, and all spells are found at weapon spawn points as magicite crystals. New first-level spells come in a predetermined order as they replace weapons and the Berserk Pack, and lower-level spells are not lost when stronger ones become available. Note that magicite shards do *not* apply to all spells at once, only the equipped ones. If none are equipped, points are assigned randomly. The list of spells is as follows.

**Black Magic (Listed by which item their crystal replaces)**

Chainsaw: Fire/Fira/Firaga/Firaja/Firama

Shotgun: Blizzard/Blizzara/Blizzaga/Blizzaja/Blizzama

Chaingun: Thunder/Thundara/Thundaga/Thundaja/Thundama

Rocket Launcher: Daemo/ Daemora/ Daemoga/ Daemoja/ Daemoma

Super Shotgun: Drain/Poison/Stop/Bio/Osmose/Break/Confuse

Plasma Rifle: Aero/Gust/Whirlwind/Tornado/Maelstrom/Death

Berserk Pack: Stalag/Fault/Quake/Demi/Comet

BFG9000: Flare/Holy/Mjolnir/Banish/Meteor/Ultima

**White Magic (In same order)**

Haste/Hastera/Hastega

Sight

Vanish

Safe/Protect/Wall/Barrier

NullForce/NullShot/NullMagic/NullBlast/NullAll

Cure/Cura/Regen/Curaga/Curaja/Curama

Berserk

Reflect

Below is a description of the spells.

* **Fire:** A hitscan blast of flame. (Pistol)
* **Blizzard:** A spread of weak, icy hitscans. (Shotgun)
* **Thunder:** Close-range, continuous electric blast that forces pain states. (Chainsaw)
* **Daemo:** A projectile energy ball that explodes on impact. (Rocket Launcher)
* **Fira:** A stream of fire that rips through targets.
* **Blizzara:** Extremely fast-firing ice projectiles with a ton of spread.
* **Thundara:** Rapid-fire rail attacks with a zappy edge. (Chaingun)
* **Daemora:** A ripping beam attack with low rate of fire that explodes on the first thing it hits.
* **Firaga:** A fireball that hovers in place, exploding when anything gets too close.
* **Blizzaga:** An icy spear that does high impact damage to a single target.
* **Thundaga:** Rapid, perfectly-accurate lightning balls that pack mild AoE. (Plasma Rifle)
* **Daemoga:** A wave that travels along the ground, dealing constant AoE damage.
* **Firaja:** Small, explosive fireballs that home in on targets.
* **Blizzaja:** Spikey ice balls that bounce off surfaces and targets.
* **Thundaja:** A large spread of small lightning shots. (Super Shotgun)
* **Daemoja:** A concentrated ball of explosive magic.
* **Firama:** A large, arced projectile that drops flames on the ground on impact.
* **Blizzama:** A slow, icy whirlwind that does constant AoE damage.
* **Thundama:** A concentrated ball of lightning. (BFG9000)
* **Daemoma:** A radial blast centered at the caster that sends out spirits to chase down and devour enemies.
* **Drain:** Steals health from an enemy.
* **Poison:** A fast projectile that causes one enemy to begin taking continuous damage.
* **Bio:** An AoE attack that poisons all in its blast radius.
* **Stop:** Chance to hold an enemy in place for a few seconds.
* **Osmose:** Deals only 1 point of damage, with a chance to steal MP from the target equal to 20% of their max health.
* **Break:** Rapid-firing, inaccurate energy balls that freeze enemies upon death.
* **Confuse:** Chance to cause the target to turn on its allies.
* **Aero:** A blast of wind that cuts through targets.
* **Gust:** A close-range air blast that damages all in front of the caster.
* **Whirlwind:** A swirling vortex that remains still at the caster’s location, dealing AoE damage to everything that enters it.
* **Tornado:** A slow-moving cyclone that draws enemies in from a great distance and deals continuous AoE damage. It will quickly come to a stop, and then disappear after a few seconds.
* **Maelstrom:** A smaller cyclone that sits on the ground, lying in wait. When it’s approached by an enemy, a blast of wind deals severe damage and throws it into the air.
* **Stalag:** A rocky spike bursts from the ground and forces gibbing if the target is killed.
* **Fault:** A wave of earth magic that travels along the ground and deals ripping damage to enemies.
* **Quake:** A radial blast of earth magic centered at the caster that spews rock projectiles from the ground.
* **Demi:** A blast of dark energy that has a high chance to cut the max health of all caught in it in half.
* **Comet:** A volley of explosive, icy rocks that freeze their enemies.
* **Flare:** A homing ball of magical energy that delivers and explosive payload to its target.
* **Mjolnir:** A slow-moving ball of lightning that draws in enemies, dealing AoE and ripping damage. Upon hitting a wall, it explodes for significant damage in a massive radius.
* **Holy:** Rapid-firing beams of light that shred through demons.
* **Banish:** Small chance to instantly kill enemies in a large radius.
* **Death:** Moderate chance to instantly kill one enemy.
* **Meteor:** A massive flaming bounder drops to the ground, dealing incredible explosive damage.
* **Ultima:** Combines the effect of Banish with large explosive damage, guaranteed to kill anything short of a Baron in one shot.
* **Haste:** Speed increases by 30% for 30 seconds.
* **Hastera:** Double movement speed for 30 seconds.
* **Hastega:** Double movement and attack speed for 20 seconds.
* **Sight:** Light amplification for 60 seconds
* **Vanish:** Invisibility for 30 seconds
* **Safe:** Protection from damaging floors for 60 seconds.
* **Protect:** Reduces damage by 25% for 30 seconds.
* **Wall:** Reduces damage by 40% for 60 seconds.
* **Barrier:** Invulnerability for 10 seconds.
* **NullForce:** Blocks one melee attack.
* **NullShot:** Blocks one bullet attack.
* **NullMagic:** Blocks one demonic projectile.
* **NullBlast:** Blocks one explosive attack.
* **NullAll:** Blocks one of each kind of attack.
* **Reflect:** Bounces damage back at attackers for 15 seconds.
* **Berserk:** Attack speed, damage, and range increase for 60 seconds, but cannot use magic.
* **Cure:** Restores 10 HP.
* **Cura:** Restores 25 HP.
* **Curaga:** Restores 50 HP.
* **Curaja:** Restores 100 HP.
* **Curama:** Restores 200 HP.
* **Regen:** Restore 5 HP per second for 20 seconds.

**But what about…?**

Yes, Terra will have her Morph ability from Final Fantasy VI, and it will work similarly as it did there. Duration is based on the number of magicite shards collected. While in Esper form, damage is doubled, MP usage falls to zero, and the player is able to fly. However, duration is much lower than it was in Final Fantasy VI. Eight shards will give you one second in Esper form, and you are limited to 200 Esper Points (EP). One shard translates to one EP, so that amounts to 25 seconds for collecting 200 shards rather than 256 seconds for 256 Magic Points.

**You mentioned melee and ranged weapons?**

Yes, here they are. Any special effects are listed in parentheses.

* **Melee:** Dirk/Mithril Sword/Regal Cutlass/Rune Edge (Magic Crit)/Break Blade/Soul Sabre (HP Drain)/Murasame (Air Slash alt)/Stout Spear/Aura (Air Slash alt)/Atma Weapon (MP Drain)
* **Range:** Cards/Loaded Dice/Darts/Viper (Poison)/Death Tarot (Instant Death)/Moonring Blade/Rising Sun/Hawkeye/Sniper/Wing Edge (Confusion)

These weapons can be dropped. If you do this, you can only get them back by first collecting the last weapon in the list.

**What are player stats going to be like?**

Health is normally capped at 100, but can be overhealed to 300. MP begins at 200, but can be increased. Armor works just like it did in QuakeStyle Unbound.

* Green (Mithril): 33% for 100 points.
* Yellow (Gold): 50% for 150 points
* Blue (Diamond): 66% for 200 points.
* Red (Crystal): 80% for 300 points.

There will be no Armor Spheres or anything to go beyond these numbers, but a Megalixir (replacement for MegaSpheres) will give 300 health and red armor. Mega-Potions (SoulSpheres) will give 100 health just like their vanilla counterparts, but they can restore up to 300. Elixirs (Unbound’s Life Spheres) will give the maximum 300 health.

As for movement, the player will be able to dash and double-jump. They will have the air control and reduced gravity seen in Unbound, as well as being able to jump higher than normal. The player will have no resistances or weaknesses to any form of damage. Self-damage will not be halved as it was in Unbound, but many spells will not hurt the player anyway (namely any spell that is centered at the player).

**Now, what about items?**

I’ll be reiterating a few things here.

* Weapon and Berserk Pack spawn points will be replaced by magicite crystals that give the player new spells. If the player already has the Lv. 1 spell corresponding to that crystal, they will receive 10 magicite shards instead.
* Health and armor bonuses will get a resprite, but remain the same as they were in Unbound, offering a random value when picked up. The 1- and 2-point enemy drops will not be present. Monsters will instead drop an MP bonus item.
* Stimpacks will be replaced by Potions but function the same.
* Medikits will be replaced with Hi-Potions but function the same.
* Small ammo pickups will be replaced with Ethers that restore 20 MP.
* Large ammo pickups will be replaced with Hi-Ethers that restore 100 MP.
* Backpacks will be replaced by X-Ethers that increase maximum MP by 50 and fully restore it.
* Computer Area Maps are replaced by Elixirs which restore 300 HP.
* SoulSpheres will be replaced by Mega-Potions which restore 100 HP and can overheal to 300.
* MegaSpheres will be replaced by Megalixirs which give 300 HP and red armor.
* Invisibility Spheres will be replaced by ranged weapons, the first one giving Cards since you do not start with one. If you have all ranged weapons, this item will restore 200 MP.
* Radiation Suits will be replaced by melee weapons. If you have all melee weapons, this item will restore 50 HP.
* Invulnerability Spheres will be randomly replaced by a weapon or X-Ether.
* Vanilla Green Armor is replaced by either the mod’s Green Armor or Yellow Armor.
* Vanilla Blue Armor is replaced by either the mod’s Blue Armor or Red Armor.

**What about Edgar’s tools?**

I see no reason not to add them in aside from the fact Terra can’t use them. Creative liberties and whatnot though. These will randomly appear alongside magicite crystals.

* **Auto Crossbow:** Have an unlimited automatic weapon! Damage and accuracy are low, but it can be used in a pinch. Appears in Chaingun spawn points.
* **Noise Blaster:** Inflicts mild AoE damage and has a small chance to confuse. Appears in Super Shotgun spawn points.
* **Bio Blaster:** Inflicts mild AoE damage and has a small chance to cause poison. Appears in Shotgun spawn points.
* **Chainsaw:** It’s a chainsaw, exactly what you expect. Appears in Chainsaw spawn points.
* **Tek-Laser:** No, this isn’t a tool Edgar used, but an explosive laser would be more fun than Flash. It’s got some punch to it, but it’s very slow. Appears in Plasma Rifle spawn points.
* **Air Anchor:** After being struck with this, the target will die the next time it tries to attack. This weapon is good for only one use and doesn’t work on bosses. Appears in Rocket Launcher spawn points.

**No inventory items?**

There are inventory items, but they are rare drops from monsters.

* **Sprint Shoes:** Same effect as Haste, but lasts for 2 minutes.
* **Earring:** Increases magic damage by 50% for 60 seconds.
* **Hyper Wrist:** Increases weapon and tool damage by 50% for 60 seconds.
* **Hero Ring:** Combined effect of Hyper Wrist and Earring.
* **Atlas Armlet:** Doubles weapon damage for 60 seconds.
* **Economizer:** Reduces MP cost to 1 for the remainder of a level.
* **Cherub Down:** Flight for 30 seconds.
* **Gaia Gear:** Reduces damage taken by half for the remainder of a level.
* **Tonic:** Restores HP to 100.
* **Tincture:** Restores MP to 200.
* **Heal Force:** Fully repairs armor.

**Difficulties. What are we looking at here?**

Skill settings are the same as those found in Unbound, but renamed. Here they are, presented in the same order.

* Moogle
* Human
* Magitek Knight
* Halfling
* Esper
* Gambler
* Blitz
* Dancing Mad

**In general, how hard is the mod intended to be?**

This is meant to be the next logical step up in difficulty from Unbound. Expect it to be quite a challenge.

**What’s the bestiary going to be like?**

The bestiary will be based on that of Unbound, but with a more relaxed scope to allow for more fantasy-style enemies. Basically, Esper will open the way for Heretic and Hexen-like baddies to do away with. If sprites can be found, monsters from Final Fantasy can also see the light of day here.

**Will there be custom gore?**

Yes, it’ll use Nash Gore, even though most attacks won’t cause gibbing anyway.

**How about that color palette?**

Bright and colorful without being garish is the goal here. It’ll be about the same as Unbound’s, but a bit more vibrant if possible.

**What sounds are getting changed?**

Esper will use Per Krishnan Risvic’s 32kHz sounds where applicable, so things are going to sound a lot nicer. Menu sounds are going to be changed to fit the Final Fantasy vibe.

**Are any fonts getting changed?**

Yes, to something more fantasy-like. A custom main menu title card will also be present.

**What’s not getting messed with?**

Music will be left alone so as not to cause issues with folks using their own music wads. The same can be said for textures and maps.

**What about skins?**

Skins will not be supported.

**What other mods will this work with?**

Map mods that don’t rely on custom actors will be fine. Texture packs and music mods will work as well. Don’t expect this to work with Pirate Doom, Brutal Doom, Reelism, Russian Overkill, Daedalus, The Adventures of Square, or anything like that. Conflicts will be everywhere if you try, assuming the game doesn’t just fail to load outright. In the case of some mods like Deus Vult 2, you may have to load the mods in a specific order to get everything functioning properly.

**What source port will this run on?**

It will be built using GZDoom 2.4, so you will need that or a later version.

**What games will it work with?**

Doom, Doom 2, and Final Doom. There are no plans to make it compatible with Hexen, Heretic, Strife, or Chex Quest.

**What expansions will it have?**

The Weapon Wheel is definitely getting implemented. Monster Closet will be making a return as well, under the name “World of Ruin.” Other add-ons are currently not planned.