**The Warriors of Ameros**

***ARCHIVES***

*VOLUME IV*

Magic and Its Derivatives

*A Brief Overview*

Magic is an organic element on the continent and world of Ameros. It is a gift, from the earth itself, that any living creature may utilize for their own ends. There are many forms of magic, and in fact it may be safely assumed that there are unlimited forms of magic, or as many manifestations as the imaginations of the world may conjure and grasp.

Many living creatures are limited in how, and in what ways, they can cast magic inherently though. This is because of their capacities for sentience and personal willpower. Willpower, actually, is the major limiting source for all who cast in the world. It is what determines one’s capacity for casting, and how much they can create and cast under any short time. Even then, there are limits and exceptions to this rule; those with the greatest willpower often cannot cast anything at all.

This is due to them being mechanical or gem-typed beings; those whose focus and drive is pro-grammatically controlled, and as such are not tuned into nature and it’s musings. Those that can cast magic are often penalized by losing their ability to handle casting many spells, or even being able to concentrate enough to cast high class spells.

The best spell casters are those who are special hybrid species (like faeries), or naturalists, by trade. There are few exceptions to this rule, if any.

Those that where once avid sorcerers may lose their ability to cast spells if they delve into mastering technology in any form. Those who practice in this manner may tap back into their natural powers through the use of special charms, or through the help of more in-tune magical creatures. Drakons are known to be one of the few empathetic creatures that can transfer their natural affinity for spell-craft to any creature of their choosing who gains their favor, regardless of they are mechanical or mechanically inclined, however it is restricted by their proximity to said caster. Covens of humans or other species can manage the same feat, but it is an exhausting process, often killing the weakest participants in the process.

*Spell Categories*

* **Offensive** – Typically serves to just do major damage to a target.
* **Defensive** – Typically serves to do close quarters damage to repel enemies, or strengthen the user.
* **Buffs/Debuffs –** Typically impart a positive status effect on friends, and negatives on enemies, while not doing any base damage.
* **Modifiers** – Specialty moves that effect how many spells can be cast in one selection, and what the effects of those spells can be.

*Spell Components*

* **Name** – The name of the spell featured in the hot-bar.
* **Base** – Factor that determines the cost of the spell after the user’s willpower is polled.
* **Type/Element** – The natural damage the spell does to an entity.
  + *Holy* – Undead are damaged 2x more.
  + *Fire* – Water entities are damaged 2x more. Fire entities are damaged by a factor of 0.5x.
  + *Water* – Fire entities are damaged 2x more. Water entities are damaged by a factor of 0.5x.
  + *Earth* – Wind entities are damaged 2x more. Earth entities are damaged by a factor of 0.5x.
  + *Wind* – Earth entities are damaged 2x more. Wind entities are damaged by a factor of 0.5x.
  + *Non-Elemental* – No resistances or bonuses to any entity type.
* **Discipline** – The specialty that the spell falls under, determining what kinds of entities can learn the spell.
* **Exclusivity** – If only one playable character can learn it.
* **Description** – What the spell does.
* **Status Effects** – What status effects can the spell impart on the targeted entity.
* **Safety** – Can the spell be interrupted by being attacked? If so, the user loses the energy they would have used if the spell worked, but the effect/damage does not register on the target, and the user is staggered.
  + *Passive* – the effect of the spell is done without input from the player. It is always active and checked in-game.

*Spell Classes*

* **Master** – Base is either at 0, or from 76 – 100+
* **Advanced** – Base is from 51 - 75
* **Apprentice** – Base is from 26 - 50
* **Novice** – Base is from 1 - 25

*Status Effect Descriptions*

* **Life** – Brings the effected back to full health after achieving death. Has the reverse effect on the undead.
* **Restore** – Brings the effected back to 10% of their full health after achieving death. Has the reverse effect on the undead.
* **Vigor** – A life-like status effect, but does not resurrect the living, only kills the dead instantly. Has no effect on the living.
* **Regeneration** – A healing status effect, slowing healing friends and allies over time. Healing amount per second determined by who casts the incoming spells. Damages over time for those who are undead. The duration of the effect is always 20 seconds.
* **Reflection** – Any status effects attempted to be put on those with this status have it rebound on the caster instead.
* **Armorer** – The armor of the afflicted is increased. Nominally, this value is increased by 25%.
* **Cleanse** – Eliminates all status effects in progress, both good and bad. The only way to remove the effects of **Zombie** and **Undeath**.
* **Zombie** – The afflicted is now counted as undead permanently. If used on an NPC, that NPC acts against the player party, and starts attacking.
* **Undeath** – The afflicted is now counted as undead permanently.
* **Eye of Providence** – Transforms the user into a small statue of the Eye of Providence. Works on every enemy, including bosses and super-bosses, however the chance of the effect working decreasing by multiples.
  + Bosses = 0.1% chance of success
  + Super-Bosses = 0.001% chance of success
* **Stun** – The afflicted is put in a stupor for a period of time, unable to react or move to their surroundings. Stops all activity regardless of it’s level.
* **Slow** – Reaction time of all activities is reduced, and animation times increase for every instance. Lateral and horizontal movement is also slowed on the field. It’s level determines how long it lasts, and the factor by how slow the user is. Nominally, the user’s speed is reduced by 25%.
* **Burn** – Harms the afflicted for a period of time. Damage dealt per second determined by who casts the incoming spell.
* **Weaken** – Reduced the armor rating of the afflicted target. Nominally, the armor of the individual is reduced by 25% of the total value for that specific target.
* **Death** – Instantly kills the living. Resurrects and fully heals the undead.
* **Slow Death** – Applies **Death** to the target after 5 minutes of in-game time. See **Death** for details.
* **Curse** – A permanent status affliction. Cannot be cured. Every 10 seconds, in-game, the target effected with one of the following
  + Burn = 30% chance
  + Slow = 20% chance
  + Stun = 40% chance
  + Weaken = 9.375% chance
  + Death = 0.625% chance
* **Focus** – Increasing the energy and armor of the target by a nominal 25%.
* **Swift –** Speeds up all movements and actions by a nominal 25%.
* **Fury** – Increases the Strength of the target by a nominal 25%.

*Status Level Descriptions*

* **Quick** – Lasts for 5 seconds, for half the strength of the nominal affect
* **Normal (no prefix) –** Lasts for 10 seconds, for the regular strength of the nominal effect.
* **Superior –** Lasts for 15 seconds, for double the regular strength of the nominal effect.
* **Master –** Lasts for 20 seconds, for triple the regular strength of the nominal effect.
* **Self –** Inflicted on the user. Lasts based on the following prefix, if any.
* **AOE** – Area of Effect, i.e. has a range in a circle radius.

*Offensive Spells*

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Base** | **Type/Element** | **Discipline** | **Exclusive?** | **Description** | **Status Effect?** | **Safe?** |
| Purity | 100 | Holy | Holy | Kayleigh | Casts holy light at the target, burning away sins and imperfections | Vigor (Insta-kills most undead) |  |
| Infinity | 95 | Non-Elemental | Sorcery | Céilidh | The caster expels an array of blinding energy in front of them, damaging all targets before them |  |  |
| Fire Glyph | 95 | Fire | Pyromancy | Avalon | The user casts a symbol on the ground, that encases all entities inside, friend or foe, in flame. Seriously burns all in range | Superior Burn AOE |  |
| Probability Sphere | 90 | Non-Elemental | Probability Hex | Céilidh | Casts a sphere at a target, possibly transforming them into a harmless statue | Eye of Providence (Insta-kill) |  |
| Flawed | 85 | Holy | Holy |  | Freezing the target in place, they are then shattered by the will of the caster | Superior Stun |  |
| Cauterize | 80 | Holy | Sword Magic | Daphne | A long sword is emblazoned in Holy light, and burns with intense heat before being swung at the target | Burn and Superior Weaken |  |
| Dragon’s Breath | 75 | Fire | Pyromancy | Gwilym/Liam | Intense flame is expelled at the target by tapping into the user’s soul | Superior Burn |  |
| Fire Storm | 70 | Fire | Pyromancy | Gwilym/Liam | Tapping into overwhelming emotions of worry, the user casts an offensive barrier of flame in a half-moon, ensnaring all targets | Burn AOE |  |
| Incinerate | 70 | Fire | Sorcery |  | The target is instantly set ablaze | Quick Burn |  |
| Riptide | 70 | Water | Sorcery |  | A strong wave pushes the target away | Quick Slow |  |
| Vine Trap | 70 | Earth | Sorcery |  | The earth grabs and gropes at the target | Quick Weaken |  |
| Tempest | 70 | Wind | Sorcery |  | Harsh winds rake the target | Quick Stun |  |
| Engulf | 65 | Fire | Pyromancy |  | The target is stopped by a instant pillar of flame | Burn and Slow |  |
| Fire Bolt | 50 | Fire | Sorcery |  | A swath of flame strikes the target, setting them ablaze | Weak Burn |  |
| Wave | 50 | Water | Sorcery |  | A wave pushes the target away | Weak Slow |  |
| Vine Whip | 50 | Earth | Sorcery |  | The earth slashes at the target | Weak Weaken |  |
| Whirlwind | 50 | Wind | Sorcery |  | Harsh winds confound the target | Weak Stun |  |
| Matchstick | 30 | Fire | Pyromancy |  | A quick flicker of light that burns a target. | Burn |  |
| Flare | 25 | Fire | Sorcery |  | A small light scorches a target |  |  |
| Droplet | 25 | Water | Sorcery |  | A droplet irritates the target |  |  |
| Vine Trip | 25 | Earth | Sorcery |  | The earth softly retaliates at a target |  |  |
| Air Wisp | 25 | Wind | Sorcery |  | A light wind bruises a target |  |  |
| Decay | 0 | Non-Elemental | Sorcery | Céilidh | After 5 minutes, the target is taken by Death | Slow Death AOE (Kills most living) |  |
| Death | 0 | Non-Elemental | Sorcery | Céilidh | Death immediately takes the target | Death (Insta-kills most living) |  |

*Defensive Spells*

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Base** | **Type/Element** | **Discipline** | **Exclusive?** | **Description** | **Status Effect?** | **Safe?** |
| Reflect | 100 | Holy | Holy | Hunter | Any status effects cast on the afflicted are given to the original caster | Reflection |  |
| Owl’s Sign | 90 | Non-Elemental | Summon | Iustus | The user casts an aura that grants energy and defense to the target. Can be cast on self. | Superior Focus |  |
| Wall of Flame | 50 | Fire | Pyromancy |  | The user casts a large wall of flame, damaging those nearby, and inflicting burns | Burn |  |
| Redirect Target | 0 | Non-Elemental | Technomancy | Kalima | If the target is a mechanical or gem entity, the user causes it to stop, and then select another random entity to attack besides the user. Spell cost depends on the strength of the entity controlled. All others not effected |  |  |

*Buff and Debuff Spells*

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Base** | **Type/Element** | **Discipline** | **Exclusive?** | **Description** | **Status Effect?** | **Safe?** |
| Circle of Life | 200 | Holy | Holy | Avalon | Casts a massive resurrection effect on the field for friends and allies. Extremely long animation, and weakens the caster | Life AOE  and Self Weaken |  |
| Auto-Revive | 175 | Holy | Holy | Avalon | If there is enough energy by the caster upon death, they will be automatically revived. Prevents the user from healing normally, however | Life | Passive |
| Miracle Glyph | 150 | Holy | Holy | Avalon | Casts a massive area where all wounds are healed at an accelerated rate for friends and allies. Extremely long animation, and slows down the caster | Regeneration AOE and Self Slow |  |
| Curse | 125 | Non-Elemental | Black Hex | Céilidh | Casts the Curse effect on the target, with no additional damage. | Curse |  |
| Steel Will | 100 | Non-Elemental | Pyromancy | Gwilym/Liam | The user steels their will against attackers, increasing their resistance to damage for a substantial time | Superior Armorer |  |
| Resurrection | 100 | Holy | Holy | Kayleigh | Fully brings the target back into the field of battle. Cannot be cast on self | Life |  |
| Hawk’s Sign | 90 | Non-Elemental | Summon | Iustus | The user casts an aura that quickens the users actions and movements. Can be cast on self. | Superior Swift |  |
| Revive | 75 | Holy | Holy |  | Brings the target back into the field of battle. Cannot be cast on self | Restore |  |
| Bear’s Sign | 90 | Non-Elemental | Summon | Iustus | The user casts an aura that strengthens the users actions and movements. Can be cast on self. | Superior Fury |  |
| Sutures | 50 | Holy | Holy |  | Casts a healing effect to resolve major wounds and injuries. Directed at a single target |  |  |
| Bind | 25 | Holy | Holy |  | Casts a healing effect to resolve small wounds. Directed at a single target |  |  |
| Randomized Effect | 0 | Non-Elemental | Probability Hex | Céilidh | Randomly grants any and all status effects to a target. Each has an equal chance of occurring | Burn, Slow, Weaken, and/or Stun at a random level |  |
| Control | 0 | Non-Elemental | Technomancy | Kalima | If the target is a mechanical or gem entity, the user takes control of them temporarily. Spell cost depends on the strength of the entity controlled. All others not effected | Lasts for 30 seconds |  |
| Self-Destruct | 0 | Non-Elemental | Technomancy | Kalima | If the target is a mechanical or gem entity, the user causes it to explode, instantly killing it and causing AOE damage. Spell cost depends on the strength of the entity controlled. All others not effected |  |  |

*Casting Modifiers*

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Exclusive?** | **Description** | **Modifiers** |
| Rapid Cast | Gwilym/Liam | The user quickly expels magical energy through impatience. Boosts the status effect of any up one level (i.e. Superior to Master, etc.). It cannot be interrupted. High cost to the user. | - Animation Time 0.5x  - Casting Cost 3x  - Status Effect Boost  - Not limited to any spell class  - Uninterruptible |
| Double Cast | Kalima | The user focuses, and casts stronger versions of their apprentice magic twice in a row. Able to be interrupted. | - Casting Cost 1.25x  - Base Boost 1.5x  - Limited up to, and including, the Apprentice spell class  - Interruptable |
| Triple Cast | Kayleigh | The user focuses, and casts their lowest level spells with a higher degree to strength and vigor, up to three times in a row. Very likely to be interrupted. | - Animation Time 2x  - Casting Cost 1.5x  - Base Boost 2x  - Limited to use only with the Novice spell class  - Interruptable |