

1. Concept

1.1 Summary

Dark Arts is a game of tactical spell dueling and strategic resource management. The player takes on the role of a young spell caster who must travel between seven different alien worlds, battling enemy sorcerers, capturing essence obelisks and navigating mysterious and dangerous magical lairs. These range from cloud citadels to infernal dungeons and each is ruled by a powerful enemy mage who has surrounded himself with diabolical traps, powerful guardians and deadly spells in order to guard his ultimate source of power: the Essence Obelisk. To pass each arcane level, the player must capture or create power sources, summon mighty allies and challenge the level master to a climactic magical duel. In between levels, the player is treated to cut-scenes that divulge the story of *Dark Arts* and majestically reveal the many exotic worlds he/she must travel across.

In addition, *Dark Arts* has immense potential as a multi-player game. Making use of the twenty-one levels of *Dark Arts*, or generating their own, players can challenge each other to mystical duels. The strategic elements of this game all lend themselves to compelling multi-player play. Players will be able to control such game elements as level, number of players, number and frequency of power-ups and the maximum power of the magi involved.

1.2 Introduction

Irimanthe was a beautiful and peaceful planet, populated by the *Sereth*, a mysterious race of sorcerers and philosophers. Although the *Sereth* were a kind people, they were extremely inquisitive and passionately yearned to unearth the secrets of the magic they had been born with. One such *Sereth*, a young woman by the name of Io Wisting pursued her studies with an almost religious fervor and it was she who first unlocked the secrets of the Celestial Flux. What she discovered therein would change the course of reality for all time.

When Io Wisting first cast her mind into Flux Space she was unprepared. She did not understand the importance of maintaining a link between her spirit self and her physical self. Wracked by temporal shock, her soul was torn from her body, at which time the demonic entity *Virithilimax the Elder* took up residence in her abandoned body.

This heralded the end of peace on Irimanthe.

Exultant in his newfound freedom, *Virithilimax* laid waste to the serene world he found himself on. Although Irimanthe was populated by a race of sorcerers, none could match the diabolical ferocity of the demon, who drew greedily upon the powers of the Celestial Flux in order to massacre his opponents. As their skies rained fire about them, three dozen *Sereth* of the Seventh Order descended upon *Virithilimax's* dark lair and pitted their arcane powers against his evil might. The resulting cataclysm tore apart the very fabric of Flux Space and unleashed a torrent of destruction across the face of the planet.

Six of the *Sereth* magi survived the holocaust by casting their essence into the void at the moment of *Virithilimax's* destruction. Each found themselves far from home, on alien worlds, scattered throughout the cosmos. At their point of arrival each found an obelisk of black rock, bleeding arcane power: the dispersed remnants of *Virithilimax's* twisted soul. In addition, the torrential destructive power they had unleashed had

damaged Flux Space and opened permanent Celestial Portals between their worlds and the ruins of Irimanthe.

Many millennia have passed since those dark days, however Virithilimax's legacy has remained. Dark citadels and sorcerous towers have been erected at the obelisk sites and many a wizard's duel has been fought over the power the obelisks represent. The most powerful magi of seven planets challenge each other continually for control of the obelisks and the Celestial Portals. Each hopes to seize control of the primary obelisk in Irimanthe and claim the title of 'Arch-Mage.' The inhabitants of the seven planets watch these incredible battles and find peace in the fact that the magi choose only to kill one another.

Most recently however, things have taken an ugly turn.

Few are born with the potential to be magi. Amongst those, upon occasion there is born a child who is possessed of an additional arcane talent: an ability to rob a foe of his/her power at the moment of death. The power (and those who possess it) is called the '*Grimkisst*.' Those gifted with the *Grimkisst* became hated and feared for their ability to rapidly increase their power without the need for decades of endless study and training.

The current Arch-Mage is a mighty sorcerer of the *Jhabiti* race by the name of Lihan Kos Zhatul. Twenty years ago he spearheaded a movement to exterminate the *Grimkisst*. All who exhibited signs of the gift were slain at birth. All *Grimkisst* sorcerers were systematically hunted down and destroyed by the other magi.

Having eliminated this threat to his power, the Arch-Mage has now directed his attention to the many worlds of the Celestial Flux. Not merely content with the throne in Irimanthe, he has gathered a few powerful magi who are loyal to him and begun to lay siege to the various towers and citadels of the obelisk lands. No lone mage can stand before his might and already many have fallen before his followers. It seems that Lihan Kos Zhatul intends to capture all seven obelisks, extending his power over seven worlds. Who knows what a mere mortal will do with such godlike power...

1.3 Goal

The player must conquer three arcane lairs in each of seven worlds to achieve the title of "Arch-Mage."

1.4 The Story

In *Dark Arts*, the player takes on the role of a young Grimkisst mage who witnesses the horrific death of his parents at the hand of Zhatul's inquisitors. Traumatized by this terrible event, the hardened child goes into hiding, vowing revenge at any cost.

Alone and hunted, the young mage trains in solitude for many years, forging the heat of his anger into a fierce passion for vengeance. Gifted with the art of the Grimkisst, the mage manages to defeat his first enemy sorceress at the age of 17. Her name is Shar Seldon, and using the dark powers of Soul magic, he binds her essence to his own, thus capturing her soul as a Spirit Guide.

Now empowered with Shar Seldon's arcane guidance, the young mage places his foot on a path of destruction, setting his sights on the sorcerous towers of his world. A dark and mysterious figure, anguished and bitter, he now dares to enter a realm of warring magics and eldritch powers, hoping to revenge himself upon Lihan Kos Zhatul. Little does he know the true nature of the intricate and sinister game that he would dare

to play.

In actual fact, Lihan Kos Zhatul is not himself. In attempting to draw too deeply of the powers of his obelisk, Zhatul has instead released the fragment of the ancient spirit of Virithilimax the Elder, that diabolical entity from beyond the Celestial Flux. Thus made flesh again, Virithilimax seeks to conquer each of the seven worlds in order to reunite the obelisks of his being and free his power to enact a terrible vengeance on all peoples.

This is the foe that the young mage must face. In order to have any chance of banishing the demon once and for all he must rise to the highest step of the magi orders. He must defeat many foes: magi friendly to Zhatul, and any other that would stand before him.

As our anti-hero travels through seven strange and exotic worlds he will slowly unravel the mysteries of *Dark Arts*, develop a curious and provocative relationship with his Spirit Guide, Shar Sheldon, and learn how to tame the power raging wild within him.

1.5 Interface and Appearance

1.5.1 Tactical View

The Tactical View is a top-down scrolling isometric viewpoint centered on a figure representing the player's icon. The viewpoint is from a high 45-60 degree angle, allowing tactical visibility of the surrounding territory, while remaining intimate enough to capture the atmospheric elements of the various levels of *Dark Arts*. The map is tilted three-quarters for dramatic effect and all down-screen walls are transparent, allowing unobstructed sight lines. Lighting is dynamic and rooms lacking sufficient illumination will result in a limited circle of visibility, centered on the mage icon. In addition, rooms will be possessed of differing dynamic sound characteristics, ranging from dripping stalactites, to crackling fires, to eerie gothic chanting.

In the Tactical View, the icon's movement is controlled by means of the gamepad (or keyboard.) One button on the gamepad is reserved for the icon's Natural Power. (Exception: Magi do not have a Natural Power. Instead this button can be used to trigger the Celestial Flux.) A second button casts the next spell in the Greater Magic queue. Four other buttons are used for the icon's Lesser spells. These four buttons are programmable and can be used to trigger any four of the icon's Lesser spells. Although the player will primarily use these controls to manipulate him/herself, at times, due to spell effects, the player will be able to take control of the other game icons (creatures, enemy magi, etc.) These game icons may or may not have all of the above functions available to them.

The use of spells, natural powers, and movement, are the only means by which the controlled icon can interact with the game environment. (Exception: melee combat, see below.) Players use these abilities to navigate the various levels, explore, engage in combat, capture & attune power sources and duel with enemy spell-casters.

1.5.1.1 The Status Bar

This bar on the right hand side of the screen reveals important information about the status of the mage and his/her minions, rooms and spells.

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1.5.1.2 Interactive Elements

There are various interactive elements in the tactical screen. Each spell's attributes indicate which interactive elements are legitimate targets.

1.5.1.2.1 Icons

Icons include enemy spell casters, creatures, demonic entities, animated statues, and the mage him/herself. They can be made the target of spells and natural powers, and in addition they can be engaged in melee combat.

1.5.1.2.2 Doors

A strip of color at the top of each door indicates which mage it is controlled by. Doors prevent the movement of all enemy icons. Doors can be opened either by melee combat or spell use.

1.5.1.2.3 Lights

Light sources provide illumination for the various rooms and can be targeted or created by certain spells.

1.5.1.2.4 Fonts

Fonts are the source of power for all magi. They are a critical game element and their function is described in **5.1 Essence Fonts** below.

1.5.1.2.5 Walls

Walls prevent icon movement (unless circumvented by the use of spells.) Additionally, walls and wall elements can be targeted by certain spells and can be made into traps and various creatures.

1.5.1.2.6 Spells

Spells can be targeted by other spells (see **6.3.7 Meta-Magic** below.) Some spells can be avoided by movement.

1.5.1.2.7 Traps

Traps can be navigated by means of careful movement. In addition they can be the legitimate targets of certain spells.

1.5.2 Flux Space

Upon occasion the player will enter Flux Space. While a player is in Flux Space, time is stopped. Magi enter Flux Space by means of employing the art of the Celestial Flux. The primary reason for entering Flux Space is to assemble Greater spells, which can then be assigned to the magi's Greater Magic queue, and thereby released to wreak their devastating effect upon reality. **<section removed>**

1.5.3 Magi Spirit Guide

Every mage has a Spirit Guide. The Spirit Guide is an invisible assistant that verbally alerts the player of certain crucial game information. In particular the Spirit Guide will warn the player when certain rooms are under attack or inform him as to the status of his guardians and spells. Other than providing this form of assistance, the Spirit Guide does not perform any other game function.

2. Worlds

The realm of *Dark Arts* consists of seven different alien worlds, through which the player must travel on his quest for the throne of Arch-Mage.

2.1 Oberyll

2.1.1 Race

The Dyphanta are a peaceful race of prophets and seers. Vaguely elf-like, their pointed ears often poke mischievously out from under long wistful hair. Although they are not a war-like race, their affinity for magic makes them potent adversaries.

2.1.1.1 Magic Realm

The Dyphanta have additional skill in the realm of Divination.

2.1.1.2 Special Bonus

These magi get additional spells from the realm of Divination.

2.1.2 Atmosphere

Oberyl is a magnificent world of great oceans and forests. Temperate and pleasant, its people live in open-air pavilions and sprawling forest villages.

2.1.2.1 Level Design

All magi of Oberyl are gathered in one general area in the centre of the Gibbing Forest. This realm is known as the Elder Darkling and is the home of ancient magics, and mysterious and seldom seen creatures.

The first level of Oberyl takes place in and among the stones of Darkling Watch. This magnificent henge is a sprawling maze of granite monoliths and impassable forest. Gander Wisps spiral through these foreboding stones, electrocuting any that dare to cross their path.

The second level of Oberyl is Darkling Mire, a swampy brier, overgrown by thorny bramble. Partially lit by the occasional beam of moonlight, Darkling Mire is a dark and dangerous place, and home to a dangerous assortment of swamp dwellers.

The third level of Oberyl is Overdarkling, an immense wizardly lair built within the trunk of a titanic tree at the centre of Gibbing Forest. It is ruled by Iasha Rivenwise, a prophetess of prodigious power. The Tremblebark, a race of formidable tree-like giants, guard Iasha's home.

2.2 Aos

2.2.1 Race

The Luprator call Aos home. Although they are a very tall people, they carry themselves in a wary crouch, constantly alert to danger. It is said that the Luprator are cousins to the wolf and this seems apparent in their pack-like mentality and feral disposition.

2.2.1.1 Spell Realm

Luprator magi are particularly skilled in the realm of Transformation.

2.2.1.2 Special Bonus

When a Luprator casts a spell that alters his/her shape, the spell costs half as much and lasts twice as long.

2.2.2 Atmosphere

Aos is a small frozen moon plagued by storms and severe cold. Monolithic stone castles, large frozen seas and clumps of hardy pine trees spot its surface.

2.2.2.1 Level Design

The first two levels of Aos take place in underground lairs, safe from the harsh elements. These warrens are well lit by blazing fireplaces. It is whispered that ice trolls wander these caves, thirsty for mortal blood. The trolls often hunt with war wolves to better track their prey. The weight of surface snow and ice has collapsed portions of the barrow hallways, rendering them impassable.

The Snow Witch, Kaerlan Keed, owns Aos' third lair. A stone castle perched atop a wintry crag, it stares down at the city-village of Tharnwold below. Keed's lair is a circular maze, at the centre of which lies her throne room, guarded by two tremendous Frost Titans, immense warriors from beyond the Crystal Wastelands.

2.3 Caleior

2.3.1 Race

Caleior is home to Humans. Prolific and extremely adaptable, their race has mastered many arts. Generally a war-like race, human mages have dedicated themselves to the study of harnessing vast mystical energies, primarily useful for destruction.

2.3.1.1 Magic Realm

Humans are most proficient in the realm of Energy.

2.3.1.2 Special Bonus

Humans get an additional slot in their Greater Spell queue for energy spells.

2.3.2 Atmosphere

Caleior is a large and temperate world of diverse environments. Its surface is crisscrossed with rivers and roads, and dotted with lakes and cities. Signs of civilization are everywhere on this planet, from stone castles, to wooden forts, to sprawling pastoral villages.

2.3.2.1 Level Design

Three mighty castles are home to the three primary magi of Caleior. Each must be defeated in turn.

The castles are large stone buildings, well guarded and dangerous to the unwary visitor. Each is replete with traps of various nasty sorts. Scores of archers are ready to perforate intruders, and deadly knights in armor will make short work of those who survive the onslaught of arrows.

The largest castle, home to the wizard Mothagon Silk is particularly nasty and apparently home to at least one greater demon. In addition, it is said that due to his great paranoia, Mothagon has laid innumerable magical traps throughout his castle, making it extremely inhospitable to those who would seek to challenge him to wizardly battle.

2.4 Kaal'Jokka

2.4.1 Race

The Children of Jokka are an extremely devout race who worship many gods. Short, dark and cat-like, these elegant people cover their bodies in mysterious runes and intricate tattoos. Sons and Daughters of Jokka blessed with the gift of magic are

revered and treated with the utmost respect.

2.4.1.1 Magic Realm

The Children of Jokka primarily pursue mastery of the realm of Soul.

2.4.1.2 Special Bonus

Children of Jokka receive additional essence from captured essence fonts.

2.4.2 Atmosphere

Kaal'Jokka is a tropical world of lush jungles and sandy badlands. Great limestone ziggurats and ornate temples are the primary structures. Two red suns blaze in its magenta skies, searing the landscape below.

2.4.2.1 Level Design

The three levels of Kaal'Jokka each take place in one of three holy ziggurats. These limestone pyramids are filled with ancient tombs and immense temples, punctuated by impressive marble pillars. Skeleton Warriors and dark Ravenings prowl the dusty passageways and many an intruder have fallen prey to the intricate traps of these ancient lairs. Wavering torches provide the primary means of illumination. Continually, from out of the depths of the living stone, comes ominous chanting as the mage priests continue their legacy of religious sacrifice.

2.5 Subotai

2.5.1 Race

The denizens of Subotai call themselves *Wind Folk*. They are an austere and inwardly looking people who are well trained in the mental and physical disciplines. Those of the Wind Folk race are said to be the finest sword masters of the seven planets.

2.5.1.1 Magic Realm

The Wind Folk prefer the realm of Mind.

2.5.1.2 Special Bonus

Wind Folk magi are much better at melee combat than any of the other races.

2.5.2 Atmosphere

Subotai is a world of many small islands. None of its cities are land locked. It is a warm and tropical planet and is home to magnificent ships of immense variety and beauty.

2.5.2.1 Level Design

The first level of Subotai takes place on a Sky ship, bound for Lord Kitado's Ethereal Palace, a castle amongst the clouds. An able and dangerous crew of pirates and sword masters pilots the Sky ship.

The second level of Subotai takes place on an enchanted cloud, high above the ground. The Realm of Mists must be passed before the Ethereal Palace can be attempted. The Realm of Mists consists of solid areas connected by cloud bridges. It is said that Sune Azado, ruler of the Realm of Mists, keeps several Jinn as bodyguards.

The final level of this world is the Ethereal Palace, home of the deadly enchanter, Lord Kitado. This tenuous lair is littered with traps of various sorts and howling winds wail through the halls day and night. As a master enchanter, Lord Kitado has captured the minds of many diverse creatures and they are all ready to give their lives in service to their master.

2.6 Heljia Six

2.6.1 Race

Heljia Six is populated by the Jhäbiti, a tall and mysterious race who wrap their rangy frames in long flowing capes. Their skin is grey and flawless and their eyes are completely white and lack a visible pupil. The Jhäbiti are not a talkative race as they prefer actions to words.

2.6.1.1 Magic Realm

Jhäbiti magi are masters of the realm of Flux.

2.6.1.2 Special Bonus

Jhäbiti magi get more time in Flux Space than any other race.

2.6.2 Atmosphere

Heljia Six is a small world whose dark skies are dominated by five spectacular moons. Tall obsidian towers claw at the violet and moody skies, casting their long aggregate shadows across the rocky landscape. Heljia Six is a twilight world; its many large moons often eclipse the nearby sun, drowning the surface with inky pools of reflected light and shadow. It is a world of black rock and sparse alien vegetation.

2.6.2.1 Level Design

The three levels of Heljia Six are all contained within one great mystical tower belonging to Lihan Kos Zhatul.

The first level takes place in the dungeons beneath the spire. This level is quite dark, lit by the violet glow of strange fungi or the ghostly illumination of bizarre obsidian pillars. Jehak Warriors stalk these dark caverns, elusive and terrible, slipping in and out of shadows, their very tall frames clad in black armor.

The second and third levels take place within the dark tower itself. Each level is presided over by a powerful sorcerer with legions of dark minions in his control. Strange energies race down these twisted halls, illuminating the grotesque faces of gargoyles carved into the black stone walls. The third level of Heljia Six is particularly deadly for it contains several *Soul Crystal* traps. (See **5.2.3 Traps** below.)

2.7 Irimanthe

2.7.1 Race

Irimanthe is home to the Sereth. Once a peaceful and united peoples, the Sereth are now scattered throughout the shattered lands of Irimanthe. Once masters of the arcane arts, the Sereth now fear magic and destroy or flee those who employ it. The Sereth are a pale race, whose skin ranges from pale green to icy blue. Exotic and proud, they refuse to surrender and instead spend their days repairing their battered planet.

2.7.1.1 Magic Realm

The Sereth are particularly suited to the realm of Meta-Magic

2.7.1.2 Special Bonus

Sereth have an innate resistance to magic equal to 1% per sub-step.

2.7.2 Atmosphere

Once a beautiful world, Irimanthe is now but a weak shadow of its former glorious self. Great cracks violate the earth where ancient seas have been drained away and immense rocky plains bear the broken remnants of mountains destroyed by the cataclysm. Only recently has vegetation truly begun to grow again.

2.7.2.1 Level Design

When Virithilimax unleashed his power on Irimanthe, the very earth moved. An immense fissure opened in the ground and swallowed up the Citadel of Mysteries: that ancient home of Io Wisting: the sorceress responsible for Virithilimax's freedom.

The first level of Irimanthe is built into the rock of this fissure. It must be passed in order to gain access to the lower levels. Primarily a network of natural caves; there are some that claim that it is home to a dragon of immense size.

The second level begins at the base of the fissure, at the foot of the Sunken Sea. Permeated by underground lakes and tidal pools, this dangerous realm is home to the Vapra, a race of amphibious humanoids. The Vapra are said to be entirely without mercy and eat the flesh of their prey.

The third level takes place in the sunken Citadel of Mysteries, which houses the Celestial Nexus: the place where all the Celestial Portals meet. The final resting-place of Virithilimax's essence, the Citadel of Mysteries is a treacherous place, populated by extra-planar creatures of all types. Nefarious minions wander these submerged halls, slaying indiscriminately and preparing for the return of their dark master.

3. Characters

3.1 Villains

Vita: Vita is a woodland Dyphanta nymph and guardian of the Darkling Watch, the first level of Obery. She is an Apprentice mage of the First Order. If defeated, she will ask the player to spare her. If the player does choose to spare Vita, they will not gain a sub-step. However, if still living, Vita will return to aid the player in Caleior against the wizard Mothaggon Silk.

The Brambledrog: This old and twisted Dyphanta is more beast than man. A permanent denizen of the Darkling Mire, he survives by hunting amphibious swamp dwellers. Although bestial, this Dyphanta is also a Journeyman mage of the First Order.

Iasha Rivenwise: Iasha is an ancient and powerful prophetess. However, she will not engage the player directly, preferring instead to leave the defense of Overdarkling to her giant Tremblebark friends. When she is finally confronted, she will ask the player to leave peacefully through her Celestial Portal. If they agree, she will give them some important advice and grant them a sub-step if they spared Vita from the first level of Obery. If the player tries to duel her, she will teleport them into the Celestial Portal and onto the next level.

Daelek Tron: This Luprator sorcerer is lord of the first level of Aos. This wild eyed shape shifter is an Apprentice mage of the Second Order.

Daena Tron: Twin sister to Daelek, Daena has seized the larger network of ice caves beneath Aos' crust. She has struck a deal with the ice trolls of Aos to protect her frozen lair. More dangerous than her slightly insane brother, she is a Journeyman mage of the Second Order.

Kaerlan Keed: Known as the Snow Witch, Kaerlan Keed is a Master mage of the Second Order. Devious and malicious, the Snow Witch rules over the village of Tharnwold by terrorizing the hapless population. Essentially a coward, she will do nearly anything to save her own life.

When threatened with destruction, Kaerlan Keed will offer the player a suit of Beast Hide armor in return for her life. She is as good as her word. Note: players who choose to spare Kaerlan Keed in this fashion will *not* gain a sub-step after her defeat.

Lady Drake: Besides being an Apprentice mage of the Third Order, this human sorceress can also claim noble blood. Beautiful and deadly, Lady Drake rules over Drake Keep, wary for those who would challenge her power.

Erlix: This Journeyman mage of the Third Order rules the second level of Caleior, also a formidable stone castle. He is a powerful and wicked foe and has no qualms about using his sorcerous powers to drive out any intruders.

Mothagon Silk: Also known as Mothagon the Evoker, this Master mage of the Fifth Order has captured a powerful demon that is a source of much of his power. He is a very deadly opponent, however he has his weaknesses. If Vita lives, she will return to aid players on this level by freeing Mothagon's demon. Unleashed, this powerful evil entity will seek revenge on its captor, thus becoming a potent ally of the player.

Leto the Revenger: Worshipped as a goddess, this Child of Jokka is an Apprentice mage of the Fourth Order. She has earned her name and is known to be exquisitely cruel in her revenge.

Kitoth the Guardian: Also revered by the people, this mage-priest rules over the second level of Kaal'Jokka. He is a Journeyman mage of the Fourth Order. It is rumored that Kitoth has mastered the secrets of granting life to inanimate objects and thus has created an army of animate statues to serve as his guardians.

Shilandro Jokka: The most powerful of the magi of Kaal'Jokka, Shilandro also presides over the sacrificial rituals of these subterranean crypts. Cruel in the extreme, this Master mage of the Fourth Order is a deadly foe. The Children of Jokka believe her to be the incarnation of the god Jokka himself.

Master Teng: Captain of the Star's Needle, Master Teng is a pirate and a swordsman. He is also an Apprentice mage of the Fifth Order.

Sune Azado: This powerful enchanter is the ruler of the Realm of Mists, the second

level of Subotai. He is a Journeyman mage of the Fifth Order. An arrogant master of his celestial domain, Azado is contemptuous of uninvited guests and has his Jinn servants deal with them harshly.

Lord Kitado: This Master mage of the Fifth Order is also a collector of sorts and his Ethereal Palace is home to a wide assortment of creatures who have fallen prey to his mind control powers. He is a genius, a trained swordsman, and an extremely formidable opponent.

Avek On Edros: This Jhăbiti wizard is an Apprentice mage of the Sixth Order and master of the first level of Heljia Six. He is extraordinarily focused and is a relentless opponent. He will lay down his life for Lihan Kos Zhatul, whom he worships. He is the keeper of the Jehak Warriors.

Wyllo Săn Wyx: Wyllo Săn is the Jhăbiti sorceress who presides over the second level of Heljia Six. It is she who rules the lower levels of the dark tower of Lihan Kos. Wyllo Săn is a Journeyman mage of the Sixth Order. Her ability to manipulate time and space make her particularly difficult to track down. In addition, she is tremendously deceptive. If defeated by the player, she will offer them a Crystal of Eminence and a suit of Dark Plate armor in return for her freedom. She will open a secret passage and direct the player inside. It is a trap. The back of the room bears a chest, which when approached, activates a *Demon Maw* (see **5.2.3 Traps** below) trap. In addition, the entrance to the room will be sealed with a *Wizard Archway*, (see **5.2.2 Doors** below) barring escape.

Lihan Kos Zhatul: Lihan Kos is the primary villain of *Dark Arts* and rules over the third level of Heljia Six. Lihan Kos is possessed by the elder demon *Virithilimax* and as such desires to re-capture the obelisks of his essence in order to regain his demonic powers. Lihan Kos is a tall virile Jhăbiti wizard with a piercing gaze and long dramatic white hair. In addition, he is a Master mage of the Seventh Order.

If Lihan Kos is defeated in *Heljia Six*, he will take a Celestial Portal to *Irimanthe* to stage his final battle.

Kemen Quisterwane: Kemen was one of the original six Sereth magi to survive the destruction of *Virithilimax*. However, he was driven insane in the process and now rules over the natural caves at the base of the fissure of the Citadel of Mysteries. He keeps an immense dragon as a 'pet' and keeps the ancient beast close at all times. Although he is completely demented, he is also an Apprentice mage of the Seventh Order, and thus a deadly opponent.

Shade of Io: Although her soul has long fled into the Celestial Flux, Io Wisting's body has been re-created by Lihan Kos Zhatul in order to serve in his personal army. This diabolical clone is possessed by a demon under Lihan Kos' control. When finally confronted, the Shade of Io will attempt to pass herself off as the real Io Wisting in order to find an additional opportunity to destroy the player. When she is at last defeated, the true spirit of Io will appear to offer the player some advice regarding the final level.

Virithilimax: Virithilimax is the elder demon who has possessed Lihan Kos Zhatul. If

and when Lihan Kos is defeated for the final time, Virithilimax will be freed from his body and must also be defeated. Virithilimax is a tremendously powerful foe. He is considered a Master mage of the Seventh Order, possessed of *all* racial bonuses and with access to *all* spells.

3.2 Heroes

3.2.1 Jhabiti

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3.2.2 Luprator

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3.2.3 Dyphanta

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3.2.4 Children of Jokka

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3.2.5 Sereth

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3.2.6 Windfolk

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3.2.7 Human

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4. Attributes

Each icon in *Dark Arts* is possessed of several basic attributes that define its capabilities in terms of game play.

4.1 Order

Every mage is of an order which represent his/her level of power. Magi begin at the First Order and can hope to ascend through the ranks to become a mage of the Seventh Order, the highest level a mage can reach. A mage's order determines the level of spells that he/she can cast. For example, a mage of the Sixth Order could cast spells of up to level six. Each order has three sub-steps: apprentice, journeyman and master. Therefore, in total, a mage can aspire to rise through 21 steps of mastery before becoming a Master of the Seventh Order. Each step brings with it a corresponding increase in essence, vitality and the number of spells a mage can access.

4.1.1 Gaining sub-steps

Every time a Grimkisst mage defeats another mage, he/she can employ this power to immediately go up one sub-step (i.e. from apprentice to journeyman, from journeyman to master, from master to apprentice of the next higher order.) (Note: all player magi are Grimkisst magi.)

4.2 Speed

Icons are possessed of a speed attribute from 2 to 10. This determines the icon's relative speed of movement on the tactical screen.

4.3 Vitality

Vitality is a measure of an icon's health level. When an icon's vitality reaches zero, they die from their wounds. (Exception: see **5.4 Mage Death** below.)

4.4 Armor Types

The armor attribute represents an icon's ability to resist damage from the four different attack forms: soul, mind, body, and energy. Each armor type has four armor ratings which can range from 0 (no protection) to 10 (complete protection.)

4.4.1 Armor Types

Beast Hide: This organic armor ranges from leathery skin to durable fur. Armor rating: 4/2/2/1.

Ghost Aura: This ghostly aura makes its owner particularly resistant to physical attacks. Armor rating: 0/2/8/2.

Iron Plate: This heavy suit of armor offers good all around protection. Armor rating: 2/3/5/4.

Stone Skin: This flexible rock covering is extremely effective against body attacks. Armor rating: 3/1/7/5.

Shadow Cloak: Wreathed by an incorporeal aura, owners of the shadow cloak are almost completely immune to body attacks. Armor rating: 2/1/9/7.

Dark Plate: This eerie black armor is an excellent defense against all attack forms. Armor rating: 6/6/5/5.

Celestial Robes: Although these robes seem flimsy, they are an incredible defense against all attacks forms, except body. Armor rating: 8/8/1/8.

Dragon Scale: These magnificent scales are formidable protection against all attack forms. Armor rating: 6/7/7/8.

4.5 Essence

A magi's essence is his/her source of power. It is expended every time the mage casts a Greater spell. The only way to regain essence is to have control of essence fonts, which will provide a continual trickle of essence to the mage.

4.6 Melee Combat

Icons have the ability to engage in melee combat. The effectiveness of any particular melee attack is dependent on the icon's vitality and the type of melee attack involved. In order to attack another icon with a melee attack, an icon must move within range of any enemy icon. There are five different ranges for melee attacks:

Very Close: Icons must be almost touching each other

Close: ½ space separating icons

Medium: 1 space

Long: 2 spaces

Very Long: 3 spaces

In addition, melee attacks have a recharge rate:

Very Slow: 10 seconds

Slow: 5 seconds

Medium: 2 seconds

Fast: 1 second

Very Fast: ½ second

The speed of a melee attack determines how long it takes for a blow to execute once it has been activated by an enemy coming within range:

Slow: 1 second

Medium: ½ second

Fast: ¼ second

The final attribute of melee attacks is Damage Factor. The 'DF' determines the amount of damage that any particular attack will do. Damage is calculated as a percentage of the attacker's vitality.

4.6.1 Melee Combat Types

Katana: These swiftly striking swords are razor sharp.

Range: Medium Recharge: Fast Speed: Fast DF: 10%

Dragon Claws: These massive claws are certain to crush most opponents.

Range: Long Recharge: Slow Speed: Slow DF: 15%

Beast Fangs: Snapping teeth will make short work of point blank foes.

Range: Very Close Recharge: Very Fast Speed: Fast DF: 10%

Stone Fist: This monolithic hand is slow, but deadly.

Range: Long Recharge: Very Slow Speed: Slow DF: 20%

Dark Sword: An icy black radiance sheathes these nocturnal blades.

Range: Medium Recharge: Fast Speed: Medium DF: 13%

Scourge: This long black whip is embedded with sharp steel barbs.

Range: Very Long Recharge: Medium Speed: Slow DF: 4%

Gut Hook: The gut hook is a nasty sickle designed to carve up opponents.

Range: Close Recharge: Fast Speed: Medium DF: 11%

Wooden Staff: This ordinary staff is the weapon of most magi.

Range: Medium Recharge: Medium Speed: Medium DF: 5%

Wind Staff: Swift and long ranged, these sticks can quickly pummel foes.

Range: Long Recharge: Very Fast Speed: Medium DF: 3%

Claws: Standard weapon of beast-like creatures.

Range: Close Recharge: Fast Speed: Medium DF: 8%

Jade Trident: These dangerous spears can impale targets at long range.

Range: Long Recharge: Medium Speed: Fast DF: 16%

Iron Mace: These heavy clubs are designed for maximum bone breakage.

Range: Medium Recharge: Slow Speed: Slow DF: 15%

4.7 Natural Powers

Magi do not have a Natural Power. Other icons however are possessed of Natural Powers which represent their various abilities. Natural Powers have many different natures: some are offensive, some defensive, and some serve a miscellaneous purpose. Once a Natural Power is used, it cannot be used again until it recharges.

4.7.1 Natural Power Types

Archery: This ability allows the icon to fire arrows. These natural missiles are swift moving and moderately damaging.

Leaping: Icons that can leap have the ability to jump over two intervening spaces. Not only does this allow the icon to evade certain traps and obstacles, but it also allows it to rapidly attack an opponent.

Wind Frenzy: Icons activating this ability will momentarily double their speed and rate of attack.

Flaming Breath: The flaming breath natural power is very dangerous. The icon using it suddenly emits a long, wide tongue of flame that is quite damaging to all caught in its fiery range.

Electrical Arc: This special power zaps all foes within its short range when it is activated.

Shield: Icons activating a shield power are protected from most attack forms (from the direction they are facing.)

Wraith Cloak: Wraith Cloak is a particularly nasty Natural Power. The Wraith Cloak wreathes the icon in a black ambience that drains vitality from all enemies it touches. The icon activating this power receives a portion of this lost vitality.

Flux Hop: Activating this ability allows the icon to step briefly into Flux space. This causes the icon to teleport randomly a short distance away. This power can be a useful way to avoid dangerous spell effects or to surprise an enemy.

Needle Blast: The Needle Blast power fires a barrage of sharp spines in all directions at once. It can be an effective way of damaging many opponents.

Beast Howl: The Beast Howl temporarily confuses all opponents who hear it. This confusion prevents affected icons from using Natural Powers or spells for a short period of time.

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5. Strategy

5.1 Essence Fonts

Capture and control of essence fonts is critical to success in *Dark Arts*. Essence fonts provide a continual source of energy for the mage, which is used to power spells and traps, summon minions, and engage in spell combat. The farther a mage wanders from his/her essence fonts, the slower he/she will regenerate essence. Magi must travel from room to room capturing essence fonts, which are then linked into the mage's essence grid. Magi can create or summon fonts for rooms that do not already have them.

5.1.1 Font Types

5.1.1.1 Master/Obelisk

The Master font is the most important font of each level. The Master font of the primary enemy wizard of each world is represented as a great obsidian obelisk, and is extremely powerful. The Master font is immobile and can be destroyed. It is the only font that cannot be captured. When the mage first appears on a level, he/she immediately places a Master font in a secure area.

The Master font is the primary source of each magi's essence. More powerful than any other lone font, they are the lifeblood of the mage, and must be protected. As long as a mage maintains control of his/her Master font, he/she is

effectively immortal and cannot be slain by conventional means (see **5.4 Mage Death & Mortality** below.) In addition, in order for a mage to gain essence from any other fonts he/she has captured, they must be *linked* directly to the Master font, or to any other fonts that are eventually linked to the Master font.

5.1.1.2 Shard Font

Shard fonts are immobile and cannot be destroyed. They are the most common font in *Dark Arts*.

5.1.1.3 Article Font

Article fonts are mobile and vulnerable to destruction. They come in several forms: obsidian statues, enchanted flames, and dancing blades.

5.1.1.3.1 Moving Article Fonts

Each form of Article font is moved differently. The obsidian statue can be moved by means of an “Animate Stone” greater transformation spell. Enchanted flames are moved by a mage employing the “Energy Gateway” greater energy spell, while dancing blades can be drawn from their resting-place and commanded by magi casting the “Revelation” greater divination spell.

5.1.1.3.2 Destroying Article Fonts

Just as each Article font is moved by differing means, so too are they destroyed in a unique fashion. Obsidian Statues are considered a creature and as such they must be attacked and destroyed by conventional means. (Destructive spells, or combat.) **<section removed>**

5.1.1.4 Prisoner Font

Prisoner fonts are immobile and can be destroyed or freed. **<section removed>**

5.1.1.4.1 Creating Prisoner Fonts

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5.1.1.4.2 Destroying Prisoner Fonts

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5.1.2 Linking Fonts

When a mage encounters an uncontrolled essence font, he/she may try to link it into the existing font network. The mage must cast an Attune Font spell (Greater Soul spell, see **7.2.5 Soul** below) in order to add the font’s power to his/her total. A successfully linked font will cause the mage to gain essence at a faster rate. A font must be considered to be *adjacent* to any already linked font in order for it to be a legitimate link. Fonts are considered to be adjacent if they meet the following two requirements:

- A) A font link cannot cross rooms or corridors.
- B) Fonts cannot link across multiple levels of a lair.

If a font is *attuned* but does not meet the criteria above, then it does not contribute to recharging the mage's essence supply. However, it will still change to the mage's color and the mage will be considered to have control of the room. (See **5.2.4 Controlling Rooms**, below.)

5.1.3 Capturing Fonts

When a mage encounters fonts that belong to the enemy, he/she can attempt to capture these fonts; robbing the enemy of fonts while bolstering his/her own energy supply. Fonts are captured by use of the Capture Font spell (Greater Soul spell, see **7.2.5 Soul** below.)

5.1.4 Moving Fonts

The mobility of Article fonts allows them to be transported from room to room, thus opening up new font linkages or removing them from danger. However, while a font in motion will still contribute to essence gain, it is not linked to the network. Care must be taken in moving Article fonts lest a player accidentally severs his/her connection to other fonts.

5.1.5 Destroying Fonts

Master, Article and Prisoner fonts can be destroyed. Destroying a font is easier than capturing it, so this can be an important means of crippling an opponent's power sources.

5.2 Rooms

Rooms are the primary playing areas of *Dark Arts*. Rooms are the only place where fonts can be found and they are usually equipped with a variety of defenses that can make them extremely dangerous areas.

5.2.1 Powering Rooms

Room defenses require power in order to remain active. If a room has a font, then the room will drain some of the font's power in order to regenerate its defenses. If the room does not have a font, then its defenses will not return once they have been defeated. Room defenses typically exist in three forms:

5.2.2 Doors

Doors are a barrier to all icons except those belonging to the mage who controls the room. Door ownership is indicated by a colored stripe at the top of the door. There are several different types of doors, each of which can be defeated by various means. In general, doors are vulnerable to physical damage. Therefore they can be the targets of damaging spells, melee attacks and other attack forms. In addition, particular spells are designed to have an effect on doors.

Wooden Door: This solid oak barrier will withstand conventional battering for quite some time.

Stone Door: The stone door is a formidable obstacle. It is very resistant to melee attacks.

Portcullis: This iron gate is immune to most normal melee attacks. It is quite durable and can only be destroyed with some effort.

Obsidian Portal: This arcane portal is totally immune to all but the most

powerful natural attacks. In addition it occasionally reflects offensive spells back on the spell caster.

Wizard Archway: The Wizard Archway can only be affected by spells that are specifically designed to target doors, making it extremely difficult for most icons to bypass.

Demon Hatch: This diabolical postern is believed to be completely impassable. Better find another way around...

5.2.3 Traps

There are two distinct types of traps in *Dark Arts*. Spells that create traps are dealt with in their own section. (See **6.2.3.3 Trap Spells** below.) Room traps tend to be more mechanical in nature; in addition they draw power from a room's font. (Allowing them to regenerate once triggered.) The effects of room traps can be avoided in many ways, if they can be detected. Certain spells target traps.

Trip Wire: The trip wire trap is activated if an icon crosses it in a perpendicular fashion. Diagonal movement circumvents the trip wire. If tripped, this trap fires several razor sharp darts, which can only be avoided by the swiftest of icons.

Reaper Blades: An icon crossing a particular tile activates the reaper blades. Twin steel blades drop from the ceiling, crisscrossing in two vicious arcs, damaging all that lie beneath.

Stake Column: Although these columns seem innocent enough, they spell death to all that approach them. Any icon coming within range of a stake column will activate its terrible stakes: long barbed spikes spear out in eight directions, impaling all who are unlucky enough to be nearby.

Pyrogoyle: Crossing in front of this grinning gargoyle face causes it to breathe a great plume of flame.

Insidious Ooze: Slow but sure, this caustic ooze bubbles forth from cracks in the stone work, usually cutting the victim off from escape. It can be destroyed by a speedy mage able to destroy it by using his/her destructive spells, while avoiding its deadly touch.

Prismatic Chamber: The prismatic chamber is a usually a long hall or room populated by several prismatic columns. When the chamber is entered, the columns immediately flash in a sporadic pattern of colored lights. The chamber is safely traversed by a mage who does not pass directly between two columns that have flashed the same color. Passing between two such aligned columns results in the icon being blasted by a beam of intense laser energy. Every time this room is entered, the pattern changes. In addition, if this room is entered, but not traversed, the speed at which the pattern is flashed is increased, making it more difficult to track the color progression.

Slam Tile: Slam tiles can be recognized by a vague flaw in the marble of its surface. Stepping onto a slam tile can be most unpleasant: the tile is immediately propelled toward the ceiling, crushing anyone who happens to be along for the ride.

Demon Maw: Stepping on a trigger tile activates the demon maw. Once activated, the room containing the maw becomes a death trap. Suddenly, individual tiles will begin to shake. A moment later, a great stone spike bursts forth from the living stone beneath the tile, impaling anyone unfortunate enough to be standing atop it. The effects of the demon maw continue for quite some time.

Soul Crystal: This most deadly of traps resembles a standard essence font of

the shard variety. However, when a mage touches it in an attempt to capture it, it immediately unleashes a vortex of negative soul energy that extinguishes the life force of its target. Very deadly.

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5.2.4 Guardians

Guardians are creatures that help to defend a room against intrusion in the absence of the controlling mage. If they exist in a room that has a font, then once destroyed, they will eventually re-spawn to continue their vigil.

The types of guardians and their powers are listed in **7.3 Monsters** below.

5.2.5 Controlling Rooms

A mage takes control of a room by attuning its fonts. If a room has no fonts, then the mage may decide to create a font for it so as to establish his/her control over the room. Having control of a room means that the mage will no longer be targeted by any of the room's defenses. All defenses will now only have an effect on intruders who attempt to enter the room.

5.3 Easter Eggs

Easter Eggs are various bonuses that appear throughout the levels of *Dark Arts*.

5.3.1 Power-ups

There are many different power-ups in *Dark Arts*. Power-ups increase the abilities of the icon that activates them. There are several different types of power-up.

Essence/Vitality Gem: This gives the icon an immediate boost of 10 essence/vitality points.

Essence/Vitality Elixir: The elixir returns the icon to full essence/vitality.

Soul/Vitality Ring: The ring adds 2 to the icon's maximum essence/vitality.

Winged Boots: These increase the icon's speed by one permanently.

Armor (All types): This power-up gives the icon the corresponding armor type. (See **4.4.1 Armor Types** above.)

Crystal of Eminence: This powerful gemstone contains the essence of a vanquished mage. Grimkisst magi who discover this stone will immediately gain a sub-step.

5.3.2 Bonus Spells

Bonus spells appear as arcane scrolls or tomes. Capturing one of these spells instantly adds it to the mage's repertoire. If an icon that does not have the ability to cast spells picks up a spell bonus, they will receive a random power-up bonus instead.

5.4 Mage Death & Mortality

As long as a mage still retains control of his/her Master font, he/she cannot be permanently slain. As long as a mage still has essence, his/her vitality cannot be reduced to zero. Instead, for every point of damage that would otherwise bring a mage below zero, two points of his/her essence are consumed. Once damage is done to a mage that exceeds his/her remaining supply of essence, his/her physical body is

destroyed and he/she is recalled to the master font. There, a new body is grown for the mage's spirit. This takes a period of time. While the mage is thus banished, he/she loses control of all minions. Once a new body has been grown for the mage, he/she can resume the game.

5.4.1 Master Font Destruction & Mortal Magi

As stated above, the only way to permanently destroy an enemy mage is to destroy his/her Master font. Once the Master font is destroyed, the mage becomes a mortal mage. Destroying the Master font releases a great blast of arcane energy. Much of this energy returns to its owner, infusing him/her with a large store of essence. If he/she is slain one more time, he/she is finally defeated.

Mortal magi cannot claim fonts. The only hope that a mortal mage has of victory is to immediately attempt to destroy the enemy's Master font. This is occasionally possible due to the infusion of power he/she receives at the destruction of the Master font.

5.4.2 Final Defeat and The Grimkisst

Once an enemy mage is defeated for the final time, he/she becomes susceptible to the power of The Grimkisst. The art of the Grimkisst steals much of the mage's power at the moment of death, imbuing the victor with an additional sub-step.

6. Magic

6.1 Spell Classes

There are two classes of spells in *Dark Arts*: Lesser spells and Greater spells. Lesser spells are free, very convenient and quick to cast, and must recharge themselves between uses. Greater spells on the other hand, require essence, take time to prepare and cast, but can be extremely powerful.

6.1.1 Casting Lesser Spells

Four of the Mage's Lesser spells can be active at any one time. They are each linked to a particular button and are activated when that button is pressed.

6.1.1.1 Recharge Rate

The only limitation in the use of Lesser spells is their recharge rate. Certain Lesser spells take longer to recharge than others do and their use must be governed accordingly.

6.1.2 Casting Greater Spells

A Mage's Greater spells can only be accessed through Flux Space

6.1.2.1 Flux Space

Celestial Flux is a Lesser spell that allows access to Flux Space. A button press activates it. (The Natural Power button.)

Flux Space is that strange realm outside of the time stream to which a mage retreats to access his/her Greater spells. While a Mage is in Flux Space, time is frozen in the area. (Until the Celestial Flux spell expires.) The Mage has to use this limited time to play *The Flux Game*. Spells successfully assembled in

The Flux Game are moved to the Greater spell queue.

6.1.2.1.1 The Flux Game

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6.1.2.2 The Greater Spell Queue

The Greater spell queue is where a mage stores his/her Greater spells. Two spells can be stored in the queue. (Exception, **see 2.7.1.2 Special Bonus** above.) Each time a player presses the Greater spell button, a spell is cast from the queue, until it is empty. Spells stored in the queue eventually expire if they are not cast.

6.1.2.3 Chaining Spells

Certain Greater spells can be *chained*. Chained spells that are stored in the queue together will be cast simultaneously. Chaining certain spells together allows a mage to summon up some truly cataclysmic spell effects.

In order to chain spells, first the mage must have a spell in the queue. He/she then assembles a spell that can legally chain with the first spell. When this second spell enters the queue, it will chain with the first spell, and when triggered, both will be cast simultaneously, adding their effects to each other. Two spells can be chained in this fashion. (Exception, **see 2.7.1.2 Special Bonus** above.)

6.2 Spell Attributes

6.2.1 Essence Cost

Greater spells have a cost in essence. Each time they are assembled, they consume a certain amount of the mage's essence.

6.2.2 Level

The level of a spell determines its relative power. As a mage reaches higher orders, he/she gets access to higher level spells.

6.2.3 Spell Mode

Spells have four different modes. These modes determine the type of effect the spell has.

6.2.3.1 Offensive Spells

Offensive spells are spells that directly attempt to damage or influence enemy targets in an adverse fashion.

6.2.3.2 Defensive Spells

Defensive spells are designed primarily to protect the mage from damage or enemy interference.

6.2.3.3 Trap Spells

Trap spells are dropped spells that remain in place until triggered by certain conditions.

6.2.3.4 Miscellaneous Spells

These are the whole range of spells which do not have an effect described by the above modes. They include spells that reveal information about the game world, alter the environment, transport objects or have an effect on

other spells.

6.2.4 Casting Time

All Greater spells have a casting time. Once a Greater spell in the queue is activated, the mage will engage in the casting ritual, which can take several seconds. During this time, the mage cannot undertake any other actions, except to activate the Celestial Flux Lesser spell. Doing this will immediately take the mage into Flux Space and abort the spell he/she was in the process of casting.

Clearly while the mage is casting a spell he/she is vulnerable to enemy attacks. However, spell casting is not disrupted by attacks. (It *can* be disrupted by certain spells however!)

6.2.5 Delivery Method

Delivery method refers to the means by which a spell is targeted. The differing means of delivery are listed below:

Auto: This indicates that a spell is automatically targeted.

Targeted: When a targeted spell is cast the caster will have the option of choosing from all legitimate targets in the area.

Dropped: Dropped spells (usually traps) simply fall directly behind the caster.

Aimed: An aimed spell fires out ahead of the caster in a straight line.

6.2.6 Area of Effect

This attribute is simply a reference to how large an area the spell covers.

6.2.7 Duration

Spells usually only remain in existence for a limited time. This attribute indicates how long a spell will remain in effect.

6.2.8 Chaining

Certain spells can be chained to other spells, thereby multiplying their effects. Spells that can chain will also indicate which spells they can be chained with.

6.2.9 Effect

This aspect of the spell is simple: what does the spell do?

6.3 Spell Realms

All spells in *Dark Arts* belong to one of seven different realms. The realms are each distinct and help to define the precise nature of magic.

6.3.1 Divination

Spells of the realm of Divination are primarily informative in nature. They reveal to the caster certain information; about the other magi, the nature of the game world, the map, the actions of certain icons, etc. Divination spells can be extremely useful. They are primarily of the miscellaneous mode.

6.3.2 Flux

Flux spells are those that alter the fabric of the space-time continuum. As such, they allow the caster access to flux space. In addition, control over space and

time allows the caster to transport him/herself across great distances, summon powerful minions, alter the flow of time and exert an influence over Flux Space.

6.3.3 Transformation

Transformation spells are those that alter matter in some way or another. These spells allow the caster to shift shape, modify attributes, alter the composition of matter, and change the nature of solids, liquids and gases.

6.3.4 Energy

While transformation spells allow one to exert control over matter, these spells allow the mage to exert control over energy. This leads to the summoning of great spells of destructive power, telekinesis, anti-gravity, and the manipulation of light.

6.3.5 Soul

This realm allows the caster to manipulate spiritual energy. With these spells, the mage can drain essence, project his/her spirit from his/her body, attune essence fonts, possess other icons and even raise the dead.

6.3.6 Mind

The spells of the realm of Mind permit the caster to play tricks on the awareness of other sentient beings. Control over the mind results in spells which can modify the actions of other icons, grant the mage invisibility, paralyze icons or force them to do the mage's will.

6.3.7 Meta-Magic

Meta-Magic is that realm of spells that have an effect on other spells. Meta-magic spells can disrupt the effects of other spells, grant the caster immunity to magic, or allow the caster to enhance the powers of his/her spells.

6.4 Spell Acquisition

As a mage goes up the sub-steps of the various orders, he/she will gain access to additional spells. In addition, upon occasion the mage will encounter spell scrolls. (See **5.3.2 Bonus Spells** above.)

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6.5 Minions

Minions are creatures that come under the control of the mage. Minions can be icons that are controlled, summoned, or created. At the moment that a minion comes under the control of the mage, he/she has the opportunity to choose a state for the minion.

6.5.1 Minion States

A state, once chosen for a minion, cannot be changed, as long as the mage retains control of the minion. The various minion states define that minion's role. The states are:

Guardian: A guardian minion acts in much the same fashion as normal room guardians do. If the minion is currently in a friendly room it will start to guard it. Otherwise, it will seek out the nearest friendly room and guard it.

Protector: A protector is a minion that follows the mage around and attacks

any enemy icons that threaten the mage.

Assassin: An assassin minion will hunt down and attempt to kill any enemy magi on the level.

Slayer: A slayer minion will hunt down and attempt to kill any enemy icon it encounters.

Spy: This special minion state is only available for certain minions. A spy minion will track the nearest enemy mage and send back information about his/her activities. Spy minions usually have the ability to cloak themselves so as to spy on their target undetected.

6.6 Spell Appearance

When a Greater spell is activated, the mage will engage in a period of spell casting. The appearance of the mage during this period will give some important clues to other magi who witness the casting as to the nature of the spell involved. If they can piece the clues together quickly enough, they may be able to summon a spell of their own which will interfere with the success of the enemy's spell.

A clue regarding the realm of the spell will be found in the color of the aura surrounding the mage casting the spell:

Divination: (Sun) Yellow

Flux: (Cerulean) Blue

Transformation: (Blood) Red

Energy: (Fiery) Orange

Soul: (Eerie) Purple

Mind: (Ocean) Green

Meta-Magic: (Prismatic) Rainbow

A second clue is available indicating the form of the spell. It can be found in the appearance of the various symbols that spiral around the caster:

Offensive: Stars

Defensive: Moons

Trap: Triangles

Miscellaneous: Circles

In addition, the level of the spell being cast will appear as a golden Roman numeral floating above the caster's head.

7. Appendices

7.1 The Lesser Spells

7.1.1 Divination

7.1.1.1 Level One Spells

Name: Sense Font

Mode: Misc.

Duration: 10

Recharge Rate: 90

Area of Effect: Caster

Chains with?:

Cost: 0

Casting Time: 0

Delivery: Auto

Effect: Caster learns direction of nearest font

Description: A golden sparkle whirls around the caster and shoots off in the correct direction. Sounds of whirls and twinkles.

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Recharge Rate: 30 **Area of Effect:** Room **Chains with?:**
Cost: 0 **Casting Time:** 0 **Delivery:** Auto
Effect: Prevents access to flux space in caster's room
Description: Room goes vaguely dim and wavers slightly. Heart beat like noises for duration of spell

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7.1.4 Meta-Magic

7.1.4.1 Level One Spells

Name: Magic Boost **Mode:** Misc. **Duration:** 20
Recharge Rate: 60 **Area of Effect:** Caster **Chains with?:**
Cost: 0 **Casting Time:** 0 **Delivery:** Auto
Effect: Lesser 1 spells are boosted in power
Description: Sparkles dance about the caster making whirling sounds.

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7.1.4.2 Level Two Spells

Name: Spell Flash **Mode:** Defensive **Duration:** .5
Recharge Rate: 30 **Area of Effect:** Caster **Chains with?:**
Cost: 0 **Casting Time:** 0 **Delivery:** Auto
Effect: Caster momentarily immune to magic
Description: Caster briefly flashes white. A brief flute-like note.

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7.1.5 Mind

7.1.5.1 Level One Spells

Name: Distraction **Mode:** Defensive **Duration:** 5
Recharge Rate: 60 **Area of Effect:** Caster **Chains with?:**
Cost: 0 **Casting Time:** 0 **Delivery:** Auto
Effect: Opponents have difficulty seeing the caster
Description: The image of the caster wavers and become indistinct. A faint buzzing sound occurs at the moment of casting.

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7.1.5.2 Level Two Spells

Name: Kiss of Binding **Mode:** Offensive **Duration:** 30
Recharge Rate: 40 **Area of Effect:** LOS **Chains with?:**
Cost: 0 **Casting Time:** 0 **Delivery:** Aimed
Effect: Target of vitality under 30 joins your side momentarily.
Description: Kissing sound. Tweeting red lips spiral twinkling towards the target. If struck, the sounds of angel harps and sighing...

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7.1.6 Soul

7.1.6.1 Level One Spells

Name: Essence Drain **Mode:** Offensive **Duration:** 0
Recharge Rate: 4 **Area of Effect:** 2 **Chains with?:**
Cost: 0 **Casting Time:** 0 **Delivery:** Targetted

Effect: Steals 2-3 points of essence from the target

Description: A bolt of ghostly grey energy snakes out, striking the nearest opponent in range.

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7.1.6.2 Level Two Spells

Name: Soul Sink

Mode: Offensive

Duration: 120

Recharge Rate: 12

Area of Effect: LOS

Chains with?:

Cost: 0

Casting Time: 0

Delivery: Aimed

Effect: Sink drains 20% of targets incoming essence.

Description: A ghostly hand streaks out of the caster, clinging to it's target. Draining sound is vaguely like a heart throbbing.

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7.1.7 Transformation

7.1.7.1 Level One Spells

Name: Air Shield

Mode: Defensive

Duration: 2

Recharge Rate: 5

Area of Effect: Caster

Chains with?:

Cost: 0

Casting Time: 0

Delivery: Auto

Effect: Damage from non-magical attacks reduced by 50%

Description: A faint creaking sound, then the caster is momentarily shrouded in a thin, coherent blue aura.

<section removed>

7.1.7.2 Level Two Spells

Name: Air Shrapnel

Mode: Trap

Duration: 60

Recharge Rate: 15

Area of Effect: 7

Chains with?:

Cost: 0

Casting Time: 0

Delivery: Aimed

Effect: Makes air bomb that detonates when approached within 1 space. Does 10 damage.

Description: A howling wind sound. Air swirls behind the caster, creating a tiny vortex.

<section removed>

7.2 Greater Spells

7.2.1 Divination

7.2.1.1 Level One Spells

Name: View Arcanus

Mode: Misc.

Duration: 10

Recharge Rate: -

Area of Effect: Level

Chains with?:

Cost: 8

Casting Time: 2

Delivery: Auto

Effect: An overheap map of the level, ground plan only.

Description: Shimmering stars form a vague pseudo constellation which wavers into existence, revealing the level map.

<section removed>

7.2.1.2 Level Two Spells

Name: Trap Awareness

Mode: Defensive

Duration: 5

Recharge Rate: -

Area of Effect: Room

Chains with?:

Cost: 10

Casting Time: 3

Delivery: Auto

Effect: All traps in room become visible to the caster.

Description: Diabolical tah-dah! sound. Trap icons appear.

<section removed>

7.2.2 Energy

7.2.2.1 Level One Spells

Name: Plasma Stroke

Mode: Offensive

Duration: -

Recharge Rate: -

Area of Effect: 4 hexes

Chains with?:

Cost: 10

Casting Time: 6

Delivery: Targetted

Effect: Stroke of energy does 15-20 points of damage to target

Description: A flash of energy engulfs the caster, then blazes from his chest, arcing to blast the target.

<section removed>

7.2.2.2 Level Two Spells

Name: Wizard Echo

Mode: Misc.

Duration: -

Recharge Rate: -

Area of Effect: Spell

Chains with?: Greater

Energy

Cost: 5

Casting Time: 2

Delivery: Targetted

Effect: Linked energy spell is cast twice.

Description: A yin-yang comes into existence above the casters head, seperates and disappears. A loud gong-like chime echoes.

<section removed>

7.2.3 Flux

7.2.3.1 Level One Spells

Name: Warp Bubble

Mode: Trap

Duration: Perm

Recharge Rate: -

Area of Effect: 1

Chains with?: Traps

Cost: 5

Casting Time: 3

Delivery: Dropped

Effect: Target is teleported randomly to a linked room

Description: A low buzzing sound follows the growth of a swirling silver bubble. The bubble fades away to invisibility.

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7.2.3.2 Level Two Spells

Name: Imp Gate

Mode: Offensive

Duration: Perm.

Recharge Rate: -

Area of Effect: -

Chains with?:

Cost: 30

Casting Time: 10

Delivery: Auto

Effect: Summons an Imp to aid the caster.

Description: Caster waves his hands in the air, incanting in an evil tongue. A black gateway opens and a horned imp flies through, cackling.

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7.2.4 Meta-Magic

7.2.4.1 Level One Spells

Name: Energy Prism

Mode: Offensive

Duration: 60

Recharge Rate: -

Area of Effect: 2

Chains with?:

Cost: 10

Casting Time: 5

Delivery: Aimed

Effect: Prism adds 20% damage to energy spells one way, -20% the other.

Description: A crystalline shimmering sound reveals a short gleaming transparent crystalline wall. One edge is dark, the other is light.

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7.2.4.2 Level Two Spells

Name: Distrupt Spell

Mode: Defensive

Duration: -

Recharge Rate: -

Area of Effect: LOS

Chains with?:

Cost: 30

Casting Time: 5

Delivery: Targetted

Effect: Distrupts target spell during casting if under level 5

Description: A white beam strikes the target, making a low oscilating sound. Target's spell dissipates in sparks.

<section removed>

7.2.5 Mind

7.2.5.1 Level One Spells

Name: Paralysis Pulse

Mode: Offensive

Duration: 15

Recharge Rate: -

Area of Effect: Room

Chains with?:

Cost: 15

Casting Time: 4

Delivery: Auto

Effect: All in area with vitality under 15 are paralysed.

Description: A violet ring pulses out from the caster's head, blanketing the room. A deep thruming pulse sound.

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7.2.5.2 Level Two Spells

Name: Invisibility

Mode: Defensive

Duration: 90

Recharge Rate: -

Area of Effect: Target

Chains with?:

Cost: 30

Casting Time: 6

Delivery: Targetted

Effect: Target becomes invisible.

Description: Target shimmers and fades from view, mirage-like. The sounds of chimes.

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7.2.6 Soul

7.2.6.1 Level One Spells

Name: Essence Link

Mode: Misc.

Duration: Perm.

Recharge Rate: -

Area of Effect: Font

Chains with?:

Cost: 3

Casting Time: 10

Delivery: Targetted

Effect: Target font is linked to your font network

Description: Tendrils of light (of the caster's color) stream from the caster's fingertips, slowing infusing the font with the caster's color. Swooshing.

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7.2.6.2 Level Two Spells

Name: Enhance Vitality

Mode: Defensive

Duration: Perm.

Recharge Rate: -

Area of Effect: Caster

Chains with?:

Cost: 30

Casting Time: 2

Delivery: Auto

Effect: Caster's vitality is increased by 25 (up to the maximum)

Description: A rising flute-like warble.

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7.2.7 Transformation

7.2.7.1 Level One Spells

Name: Fleet Foot **Mode:** Misc. **Duration:** 60
Recharge Rate: - **Area of Effect:** Caster **Chains with?:**
Cost: 12 **Casting Time:** 3 **Delivery:** Auto
Effect: Casters speed is increased by 2
Description: Bionic sounds. The caster leaves faint tracers behind when s/he moves.

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7.2.7.2 Level Two Spells

Name: Lycanthropy **Mode:** Misc. **Duration:** 120
Recharge Rate: - **Area of Effect:** Caster **Chains with?:**
Cost: 35 **Casting Time:** 12 **Delivery:** Auto
Effect: Caster is transformed into a wolf.
Description: A beam of moonlight transfixes the caster, who, howling, transforms into a wolf, his clothes ripping dramatically away.

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7.3 Monsters

7.3.1 Oberyf

Name: Gander Wisp **Speed:** 8 **Armor:** Ghost Aura
Natural Power: Electrical Arc **Vitality:** 20 **Melee:** None
Description: Although the Gander Wisp is quite fragile, it is capable of harassing foes for long periods of time. Its Ghost Aura armor type makes it resistant to physical attack forms. It appears as a spiraling globe of yellow light.

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7.3.2 Aos

Name: War Wolf **Speed:** 6 **Armor:** Beast Hide
Natural Power: Beast Howl **Vitality:** 35 **Melee:** Beast Fangs
Description: These vicious wolves are trained in pack tactics. Typically they will begin battle by using their Beast Howl which cripples their opponents ability to use spells. Then they will quickly close, tearing their opponents to shreds with their sharp teeth.

<section removed>

7.3.3 Caleior

Name: Archer **Speed:** 5 **Armor:** None
Natural Power: Archery **Vitality:** 20 **Melee:** None
Description: These unarmored humans have no melee attack and are not particularly strong, however they launch endless barrages of arrows that can quickly damage an unsuspecting target.

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7.3.4 Kaal'Jokka

