

Eldritch Class Design Document

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1.0 The Eldritch Class

1.1 Eldritch Class Abstract

The Eldritch are members of a druid sect that have honed psychic powers to manipulate the thoughts, senses, and emotions of creatures around them. When conflict can be avoided, the Eldritch use this ability to deceive their opponents and when it is necessary to kill, the Eldritch can slay their foes without needing to lift a hand against them. These wild illusionists are no fools, however; every weapon needs a line of defense so should an enemy escape the clutches of their minds, the Eldritch have also trained in defensive agility and martial arts.

1.2 Eldritch Class Backstory Narration

“In the year I spent under the shadow of the Siabra Mountains, I heard more than a few peasants’ tales of the outlandish people that dwell in the abyssal forests there. More akin to tree and forest spirit than to others of their own kind, the Eldritch—as they were named to me—have apparently dwelt under those trees for millennia uncounted. Despite the perils of that environment, the Eldritch are said to shun physical violence. Instead they wield a power far more dreadful. With only a whim, they can alter the thoughts of interlopers, weaving complex deceptions of emotion and imagery into their minds with potency enough to kill when necessary.

“By all accounts it is not uncommon for the Eldritch to walk abroad, disguised sentinels watching for corruption that would threaten their home. However, I was only able to discover a single wiry hermit who could claim to have survived an encounter with one. He said that he had happened upon her by the lakeside near his home; a wild woman of impossible beauty. Startled, she had vanished from plain vision, her slender form transforming into a blinding sphere of light. When the man had pursued her, she had reappeared only to be surrounded by a host of terrifying demons. He remembered clearly the unspeakable pain of their tearing claws yet when he had regained consciousness, there had not been a mark upon his body nor any sign of the struggle. It seems that the old man had only imagined the woman’s protectors and he had returned to his hovel that day counting himself fortunate to have seen one the Eldritch and lived.”

2.0 Eldritch Class Gameplay

2.1 Overview

The Eldritch is a defensive caster class. It is a hybrid class combining ranged DPS and debuffs with a limited capacity to tank. To avoid the pitfall of a hybrid that is inferior in every role to specialists, the Eldritch is also intended to possess the most potent crowd control capabilities in this game.

2.2 Class Characteristics

This document will avoid specifying attribute distribution, statistics, or class limitations because those data would be meaningless without definition of their effects on other game systems. In short the Eldritch favors magic and avoidance, uses melee weapons primarily for defense, and wears light armor only.

2.3 Large Groups and Raids

Large groups and raids will find the Eldritch's primary usefulness in their potent debuffs and unique crowd control, being able to temporarily distract multiple opponents and to disable single targets for extended periods of time, while still producing decent area damage over time.

2.4 Small Groups and Solo

While solo or in small groups, the Eldritch will also find strength in their distracting illusions, using these to mitigate damage to themselves and their comrades. When failing by other means to protect themselves and their allies, however, the Eldritch can manipulate the aggression of single opponents, forcing those opponents to attack them. The Eldritch will then guard themselves with more illusions and with melee defense while burning down their enemies over time.

The Eldritch's ability to lock down single targets comes at the expense of also removing themselves temporarily from the action as well, ensuring that they will be invaluable comrades while not becoming overpowered when fighting solo.

2.5 PvP

In player versus player combat the Eldritch will be formidable opponents that, while perhaps causing damage more slowly than other casters, will be capable of surviving (or at least escaping) encounters in which they are outnumbered.

The best way to defeat an Eldritch will be to out-range him, avoiding his more potent illusions while assaulting him with ranged attacks that he cannot easily avoid. Failing this, it would be best to close quickly with him and use stunning and interrupting melee attacks to prevent him from casting spells.

3.0 Eldritch Class Abilities

3.1 Notes on Abilities

Ending at level 20, this is an incomplete ability list for a game that might allow as many as 50 character levels. The effectiveness of each ability is intended to scale with character level, removing the need for upgrades. Furthermore, the details provided are not intended to be comprehensive, but are instead limited to what is necessary to understand the usefulness of each ability. With no other player classes or non-player enemies to balance against, the Eldritch was designed primarily to play at a compelling rhythm with little inactivity in combat and with high utility (see supporting documentation at:

www.jasoneldred.com/GameDesign/EldritchSupportDoc.html).

3.2 Phantom Ember

Effect: single target, moderate direct damage

Level obtained: 1

Casting time: 1.5 seconds

Reuse time: none

Ability description: Cupping your hands around a small stone, you fling it at your opponent, causing them to believe that it has burst into white flame.

3.3 Spectral Parasite

Effect: single target, high damage over time

Level obtained: 2

Casting time: 0.5 seconds

Reuse time: 5.0 seconds

Duration: 10.0 seconds

Ability description: Plumbing your opponent's worst nightmares, you summon the image of a small, fleshy vermin that will crawl onto your victim, attach itself, and drink its blood. The illusion is so convincing that it will slowly drain your victim's life force. Casting Spectral Parasite again on the same target will refresh the effect; it will not stack with the previous effect.

3.4 Impervious Grace

Effect: self buff that increases the Eldritch's chance to dodge melee and ranged attacks and decreases her chance to be interrupted while casting

Level obtained: 3

Casting time: instant

Duration: until cancelled

Ability description: Millennia of martial training have taught the Eldritch to make their movements flow like water. Now you learn how to deftly dodge incoming attacks while maintaining your mental focus.

3.5 Lacerating Phantom

Effect: non-controllable pet that can cause light AoE damage over time, will cause an AoE attack speed debuff, and can draw aggro

Level obtained: 4

Casting time: 1.5 seconds

Reuse time: 10.0 seconds

Pet duration: 15.0 seconds

Debuff duration: 7.0 seconds

Ability description: You play upon the fear of your opponents, evoking the illusion of a forest wraith which will pursue the target opponent, taunting and attacking it and any other opponent within a twelve foot radius. Its festering claws cause its victims to believe that they have been infected with a debilitating palsy, reducing the effectiveness of their melee and ranged attacks. This effect is refreshed with every attack that the wraith makes. The wraith may skillfully dodge physical attacks and can resist magical damage, but will be destroyed instantly if it does receive damage (in which case any currently active palsy effects will still remain for their full duration).

3.6 Darken Vision

Effect: single-target aggro range reduction

Level obtained: 5

Casting time: 1.0

Reuse time: none

Duration: 20.0 seconds

Ability description: You cause a mist to come before eyes of a single opponent, so that it can no longer see you or your comrades unless you move very near to it. Casting this spell will not alert your target's allies unless it is resisted.

3.7 Grappling Phantom

Effect: non-controllable pet that can cause light AoE damage over time, will cause an AoE snare, and can draw aggro

Level obtained: 6

Casting time: 1.5 seconds

Reuse time: 30.0 seconds

Pet duration: 15.0 seconds

Snare duration: 5.0 seconds

Ability description: Surprising your opponents in their pursuit, you call forth an illusionary forest wraith to chase your chosen opponent, taunting and attacking it and any other opponent within a twelve foot radius. It will grapple its victims' legs, causing them to believe that they have become crippled, slowing their motion. This crippling effect has a 25% chance to be dispelled by other damage, but further hits from the wraith will refresh the effect. The wraith may skillfully dodge physical attacks and can resist magical damage, but will be destroyed instantly if it does

receive damage (in which case any currently active crippling effects will still remain for their full duration).

3.8 Augment Aggression

Effect: single target taunt over time

Level obtained: 7

Casting time: 1.0 seconds

Reuse time: 12.0 seconds

Duration: 10.0 seconds

Ability description: In defense of your allies, you delve into passions of your opponent, causing it to increasingly hate you so that it will focus its aggression on you.

3.9 Winged Horror

Effect: moderate direct damage that has a chance to jump to nearby opponents

Level obtained: 8

Casting time: 1.5 seconds

Reuse time: 10.0 seconds

Ability description: Deftly you weave the nightmare of a winged serpent into the vision of your opponents, sending it attack your selected target. After its attack there is a chance that the serpent will attack another opponent within fifteen feet. The serpent will strike each opponent only once, but may attack as many as five different opponents in total.

3.10 Amnesic Mist

Effect: self de-aggro

Level obtained: 9

Casting time: instant

Reuse time: 30.0 seconds

Duration: 10.0 seconds

Ability description: As a last-ditch defense you weave a mind-altering mist around all opponents inside a cone thirty feet in front of you, causing them to hate you less. Each of your victims will also become so confused that for ten seconds they will deal 30% less damage to you with attacks or spells unless you should perform a hostile action against them, awakening them from their stupor.

3.11 Eidolon

Effect: self invisibility and distracting illusion

Level obtained: 10

Casting time: 2.0 seconds

Reuse time: 15.0 seconds

Duration: 30.0 seconds

Ability description: With the prowess of your psyche, you create an Eidolon in the minds of others, an illusionary projection of yourself locked at the position where you

cast this spell. Until the illusion terminates your actual body will be invisible to all others and you may move freely. Any non-melee abilities that you may use will be cast by your Eidolon instead, with range treated as if you were still standing at the projection's location. Any aggression that your opponents may have toward you will be focused instead upon your Eidolon. Comrades using friendly spells and abilities upon you must also target the projection. The Eidolon may skillfully dodge physical attacks and can resist magical damage, but will be destroyed if it does receive damage. This spell will also terminate if you perform any melee action or if the distance between yourself and your Eidolon exceeds thirty feet.

3.12 Dementia

Effect: channeled, single-target confusion

Level obtained: 11

Casting time (prior to channeling): 1.0 seconds

Reuse time: 30.0 seconds

Duration: may be channeled (maintained as long as the Eldritch performs no other action) for 5.0 seconds and the effect will continue for 3.0 seconds after termination

Ability description: You focus a mental barrage against a single opponent, temporarily driving it insane. While you maintain this assault, your opponent will roam aimlessly, randomly attacking any creature in melee range. While maintaining your concentration you may not move or take any other action. The insanity will endure for three seconds after you release your opponent. Even after the spell has terminated, your victim will retain any aggression it may have earned from creatures that it attacked while insane.

3.13 Interfering Horror

Effect: non-controllable pet that can cause light, single-target damage over time, interrupts casting, and can draw aggro

Level obtained: 12

Casting time: 1.5 seconds

Reuse time: 20.0 seconds

Pet duration: 15.0 seconds

Ability description: By broadcasting distracting emotions you cause an opponent to be distracted by visions of a horrific winged serpent. Whenever it strikes with an attack, there is a chance that any spell your target may have been casting will be interrupted. The illusion may skillfully dodge physical attacks and can resist magical damage, but will be dispelled by any damage that it does receive.

3.14 Will'o'wisp

Effect: buff providing +20% movement speed and +25% resistance to all damage

Level obtained: 13

Casting time: 3.0 seconds

Reuse time: 2 minutes after terminating

Duration: 60.0 seconds or until cancelled

Ability description: Wrapping yourself in illusionary light, you take on the form of a will'o'wisp. You extend your presence beyond the realm of the physical and thus are able to move faster and receive reduced damage from all forms of attack. If you attack or take any action, however, the effect will be dispelled. Casting this spell will also terminate any existing illusions. This spell is easily interrupted while being cast.

3.15 Shield of the Wild

Effect: damage shield that intercepts damage for a single friendly target until destroyed

Level obtained: 14

Casting time: 0.5 seconds

Reuse time: 10.0 seconds

Duration: 30.0 seconds

Ability description: You deceive your opponents into believing that you (or a friendly target) are surrounded by a protective barrier of barbed vines. This barrier will intercept all physical and magical damage until it expires or is destroyed. It will also reflect a portion of any melee damage intended for its target back onto the attacker. When cast repeatedly on the same target, this spell will refresh itself but will not stack. Shield of the Wild may be placed upon your Eidolon, but not upon any of your other illusionary creatures.

3.16 Cerebral Barrage

Effect: channeled, single target stun

Level obtained: 15

Casting time (prior to channeling): 1.0 seconds

Reuse time: 30.0 seconds

Duration: may be channeled (maintained as long as the Eldritch performs no other action) for 4.0 seconds and the effect will continue for 2.0 seconds after termination

Ability description: You focus all your mental energy into an attack which can paralyze the thoughts of a single opponent, preventing it from moving or from taking any action for as long as you also do not move or take action. So vicious is your attack that your victim will remain immobilized for two seconds after you have released it. Should you deplete your magic supply while maintaining this spell, however, you will also suffer immobilization for one second upon the spell's termination.

3.17 Nine Winds

Effect: moderate frontal AoE damage, knockback, and short-duration stun

Level obtained: 17

Casting time: 0.5 seconds

Reuse time: 30.0 seconds

Stun duration: 1.0 seconds

Ability description: Enhancing your natural breath with illusions, opponents within a cone thirty feet in front of you suddenly believe that they are being struck by a powerful gale, and stumble backward, suffering from their fall.

3.18 Illusion of Demise

Effect: feign death

Level obtained: 18

Casting time: 1.0 seconds

Reuse time: 120.0 seconds

Duration: 30.0 seconds or until cancelled

Ability description: Deceiving your opponents into believing that you have died, you cause them to focus their attacks on others or to retreat. Opponents still engaged with your comrades when this effect terminates will remember their previous aggression toward you. This effect will prevent you from moving, attacking, or using any other ability.

3.19 Dominate Mind

Effect: channeled, single-target mind control

Level obtained: 20

Casting time (prior to channeling): 3.0 seconds

Reuse time: 90.0 seconds

Duration: 20.0 seconds or until resisted or cancelled

Ability description: You invade the mind of a single opponent, forcing it to obey your will for a time. For the duration of your concentration, you will control the target creature, leaving your own body stationary, and have access to special abilities that the creature may possess. Actions taken by your controlled creature will produce greater hatred than normal, allowing it to become the focus of hostile damage.

Casting this spell will terminate any existing illusions (it may be cast by your Eidolon, but it will terminate the Eidolon when casting is complete). This spell is also easily interrupted while being cast. Furthermore, the target creature will be given a chance to resist the spell when it is cast and again every 5 seconds thereafter. Even after the spell has terminated the creature will retain any aggression it may have earned from other creatures while you controlled it.