

On Domains and Magic

Observations have shown the presence of at least eight domains of magic. Each domain dictates the type of magic that an individual can utilize. This is further modified by the mana type one is attuned to. Our cores seem to process and channel mana rather than build it. I will go over mana and its attunements in a separate observation.

Evidence thus far has indicated that magic needs to be “unlocked” in someone before they can utilize it. I am unsure of all of the various mechanisms that may accomplish this. For myself, it required me to use a ring whose purpose was to amplify my mana use. For now, these are my current thoughts on what each domain is and does, at least when it comes to magic use. Future observations may change this.

Abjuration - This is the domain of protection. Depending on someone’s attunement, this will manifest their magic in different ways. Observed uses are mana-based Energy **Shielding**, which is what Gisele does. She projects a shield onto a location of her choice that is capable of stopping physical and magical attacks. I suspect its strength will increase over time. Another observed manifestation of Abjuration is **Healing**, I am unsure of the extent of or types of healing spells one is capable of using, but Maud is capable of using her **Heal** spell to repair nearly any physical wound. Her only limitation seems to be how much mana she can channel at once. The last function of Abjuration is merely theoretical at this point, but I suspect that **Dispelling** is the last function of the Domain. More observations of magic users are needed.

Alteration - This is the domain of change. This domain will manifest in the ability to either manipulate materials physically, such as being able to **Shape** various metals. Also, I strongly believe Alteration allows for the **Manipulation** or **Shaping** of spells and mana.

Artifice - This is the domain of empowering and manipulating the properties of objects. Classical fantasy would probably call this enchantment, but my observations have shown that it includes so much more. Artifice allows one to **Identify** objects and their function. Also, I suspect that Artifice is required to **Empower** objects and runes. Artifice may also be required to **Embue** intent into gems runes. This domain is the cornerstone of all of my future money-making potential.

Conjuration - Conjuration is the domain of **Summoning** and **Materialization**. I believe this domain will be able to **Summon** magic (possibly even physical) creatures or companions. Further, I believe this domain is capable of **Materializing** objects or ... materials. Further tests are required.

Divination - The domain of information, detection, and foretelling. Depending on the attunement, I believe this domain will allow users to use magic to **Track**, **Scry**, or even delve into **Potentialities**.

Evocation - The domain of energy creation and manipulation. Evocation is what everyone thinks of when they hear the word Mage. Whether it's casting a **Mana Bolt** or even the timeless **Fireball**, evocation allows you to draw into your attunement and manifest the elements into the real world.

Illusion - The domain of smoke and mirrors. This type of magic allows a user to create spells based on false images or scenes. Further, illusionists can also use the domain to **Obfuscate** themselves from others to remove themselves from view or even thought. **Stealth** is likely a mainstay of this domain for the rogue in your life. I believe any damaging effects from this would be more mental in nature. This brings us to our last domain.

Mind - The domain of mental effects. Depending on the attunement, this can take various forms. From offensively attacking someone's mind through something like a **Mind Blast**, to protecting another's. Perhaps even **Mind Heal** or **Soothe**, or **Manipulating** it. I believe this can also manifest in **Coordination** or **Telepathic Communication** which would be highly sought after for squad-based units.

Domain-based magic presents many opportunities, but it seems also fairly limiting for the user. This will likely create more specialized individuals, which will then lead to highly sought-after domains or specialties. I believe there is something to each person that determines their domains. Most people seem to have only one domain from what I have observed, while I have three myself. I am not yet certain what circumstances are required to have access to multiple domains.

More tests into cores are necessary. Especially cores with multiple attunements which also seems rare. None of my companions have more than one attunement. Again, another oddity in myself that deserves more testing.

There seems to be a difference in how domains manifest in users. I strongly believe that not everyone is even capable of true magic. I would contest that while mana has affected everyone, it has done so in two different ways. Each person likely uses mana in either **Mental** or **Physical** ways. I would call this their Alignment. Someone with a **Mental** alignment is what allows someone to cast spells within their domain. I have not been able to do any tests within **Physical** alignment. I will need to work with the knights more to figure out this alignment. This also brings up the possibility of a **Hybrid** alignment. Again, more tests are required.

Mana has clearly changed the way people are built at a fundamental physical and even a *supernatural(?)* level. Mana also seems to augment our stamina, and I theorize that there is a Mental Stamina that dictates how much mana we are capable of using before getting tired just like our Physical Stamina dictates how much physical activity we are able to undertake. People are capable of so much more than we were prior to the event, and it seems to be only increasing. It is something that has not only changed sapient beings but wildlife in general. I look forward to meeting other humans *terrans* to see if they have received any similar changes like myself. Perhaps the act of transporting us to this world did something different than it has to the various denizens of Eona.

Domain Tests

Maud - Abjuration (Green Mana Attunement)- Mental Alignment - Healing

Gisele - Abjuration (Red Mana Attunement) - Projected Energy Shielding - Hybrid? Mental?

Sloane - Artifice, Alteration, Evocation (Multiple Mana Attunements) - Enchanting, Casting, Material/Spell Manipulation

Deryk - Possible Illusion Physical Alignment - Stealth? - Tests Needed

Cristole - Possible Divination with Hybrid Alignment - Tests Needed

Ismeld - Conjunction? - Tests Needed

Ernald - Mind (Blue Mana Attunement) - Some type of coordination-based magic. Seems to be doing it without knowing. More tests are needed.