

Magic

Magic is an inherent feature of Ayenee and allows the inhabitants to perform magical tasks, imbues objects with magical elements, certain places have magical abilities, and there are specific magical properties and creatures.

There multiple types of magic that someone can preform.

Elemental Magic

Elemental magic users have the ability bend the very elements around them to their will. Elemental magic can be divided down into four main categories:

- Pyromancy: Fire Magic
- Aquamancy: Water Magic
- Geomancy: Earth Magic
- Aeromancy: Wind Magic

Telekinesis

Magic that allows the user to move objects with only a mere thought.

Illusion Magic

A type of magic that affects the perception of those around the user. The wielder can cause people to see things that aren't there, or not see something that is. Illusionary magic can also help the wielder influence people when in conversations.

Creation Magic

This style of magic allows the user to create magical items or constructs to help the wielder. These can range from magical weapons and armor to magic golems and automatons.

Alchemy Magic

Alchemy is the ability to change something into something else. People can refine materials they find, or if they are particularly skilled, they can change one substance into another entirely. This is normally metals, but can range to almost any substance.

Summoning Magic

Users of Summoning magic are able to summon creatures and monsters to serve them. The stronger

the wielder, the stronger the creatures that can be summoned.

Necromancy

This type of magic revolves around the dead. A necromancer can command the dead to rise from their graves and serve them. They also have the ability to manipulate people's life forces.

Healing Magic

People who use this magic style have the ability to heal most wounds and ailments.

Defensive Magic

This magic style lets the wielder create magic barriers and shields to protect them from melee and ranged attacks. The type of barrier varies with the strength of the wielder, and what other magics they use to bolster their barriers.

Astral Magic

Users of this style of magic are able to move astral bodies with their intention alone.

Chronomancy

This magical class is the control over the flow of time. A very hard magic to learn and master, however the payoff is the ability to slow or speed up the passage of time on certain objects. Masters of this magic have been known to slow down an opponent, and speed up their own strikes

Blood Magic

Blood Magic in its spell form has an inherent need for someone's blood to cast the spells, be it the caster's or another's. There is another form of blood magic wherein one can control blood's movement with will.

Dark Magic

Dark magic allows the caster to control darkness and shadow at will. These spells mostly focus on destruction, curses, and manipulating supernatural forces.

Necromancy and Blood magic fall under this category of magic.

Puppeteering Magic

This magic is the ability to control humanoids (Living, dead, or inanimate) like a marionette. These caster's are able to form magic "puppet strings" to control their puppets.

Omnipotent Magic

This is the classification for someone who can control all magic classes. It is very rare to find a magic user who has the ability to use every magic class.

Places

See [Ayenee Locations](#)

Peoples and Creatures

See [Ayenee Species](#)

OOC Notes

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