

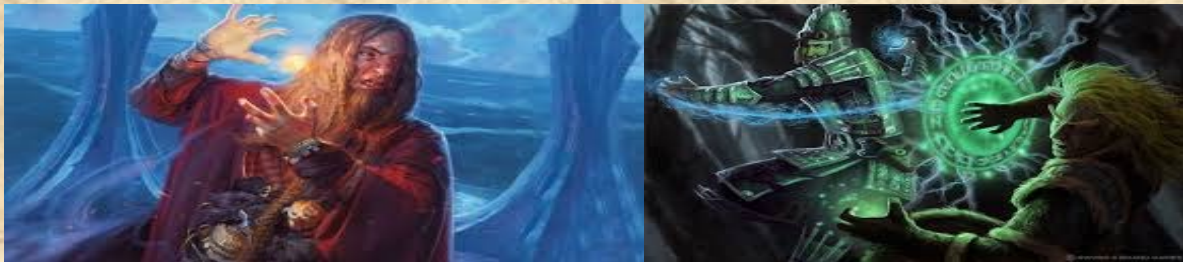
*Scrolls of Thermia*

## *Scrolls of Thermia*

Thermia is a fantasy world that is full of life and prosperity, but an unknown entity has been releasing chasm fiends into the world, now threatening this once peaceful place.



As a budding sorcerer, you set out to make a name for yourself, delving into Thermia's mysteries and eradicating monsters while expanding your scroll library. Every sorcerer has a scroll library, and the larger it is, the greater your capacity and creativity for magic becomes! Thus, not only are you trying to gain glory and honor as the world's savior, but you also strive to become a master of your craft, the most elite of sorcerers, a Realm Breaker! But be careful, scrolls are a priceless well of knowledge, and friends may quickly become foes if the opportunity presents itself...



Discover Thermia's dark past as you uncover a conspiracy that could shatter the fabric of reality. Explore boggy swamps and floating islands in your quest for knowledge and power. Vanquish terrifying monstrosities and overcome magical anomalies as you test the limits of your magical prowess.



## *What Exactly is Scrolls of Thermia?*

In many ways, Scrolls of Thermia is your typical third-person RPG. You explore, slay monsters, go on quests, customize your avatar, and save the world. But here is the catch, there is no leveling system. Progression is tracked by a core mechanic called the Scroll Library, and completing the Scroll Library is the major goal of the game.

## *Scroll Library*

What is a Scroll Library?

Well as every sorcerer knows, magic is not just given to the village farmer because goblins attacked. Sorcerers dedicate their whole lives to uncovering the intricacies of magic and its laws.

But how can we emulate the process of discovering new and unique magical abilities?

And thus, the Scroll Library was born.





As a core mechanic of the game, The Scroll Library is a creation system that allows the player to create their own magic. That's right, YOU create the magic.



*Oh, you want to conjure the powers of earth and fire to send meteors hurtling through the sky at your enemies? Go for it.*

*create a vortex of gravity that rips your opponents to shreds? Why not.*



*Fuse and become one with magic, taking on the appearance of the most grotesque abominations or the most heroic of Spirits? Let's make it happen.*

## *How it Works*

Imagine a typical class of magic such as Enhancement magic. The player would select this class of magic as his specialty and start out with an initial set of core scrolls. These scrolls act like parts of a spell, and combining different parts will allow the player to create different kinds of magic with different affects and appearances based on the parts the player has used. Let's say a sorcerer has three scrolls:





- The First scroll attributes an element and potential affects(These scrolls would be available regardless of a sorcerer's class of magic)
- The Second scroll determines the structure of the magic(armament, projectile, passive)
- The Third scroll determines mana consumption and power



## Rarities



Not all magic is created equal, and to give structure and balance to the parts of a spell, each scroll will be assigned a rarity. Rarity will help determine a number of factors including the effectiveness of a spell on a monster and unique features like spatial type magic or armament magic that resembles a samurai which could be considered a “legendary” rarity. It is important that the aesthetics of the magic are appealing because this will inspire the player to continue looking for scrolls.



## Enemies and Environment

A major part of Scrolls of Thermia is how resourceful you can be with your Scroll Library. That is why the enemies and environment will encourage and reward the use of certain spells and thinking outside the box.



An example would be an enemy that phases through physical projectiles, this might indicate to the sorcerer that spatial type magic might be the only way to inflict damage upon this particular enemy. This enemy happens to be located in a boggy swamp covered in fog, making it almost impossible to move around or see within a few feet of the player. For the sorcerer to progress, a spell of levitation or minimal gravity might be necessary as well as some sort of heating spell to clear some of the fog.



A particular theme should exist in each environment to cue the player into the possible discoveries they may find while exploring the area. A difficult area to move around in with ghost-like enemies might indicate some kind of undead magic that hinders movement or incapacitates.

## *Assistance*



Playing with friends always improves an experience, which is why a system similar to Dark Souls will be in place that will allow other people to aid or hinder your progress. Up to four players will join together to vanquish certain foes, and will only be allowed to hinder another player after the goal of a quest has been achieved.



Should a player die to another player, that player will have his or her scrolls damaged and will be required to go on a quest to restore them. Certain scrolls will only be obtainable by helping players or hindering them.





## *Combat & Resource System*



Players will only be able to take a maximum of 10 spells with them when they leave the Scroll Library. This encourages the player to think like an adventurer and prepare for the unpredictable nature of the world around them. 10 spells may seem like a lot, but when half of those go into keeping the player alive and surviving terrain, the player begins to seriously consider what they can bring with them and what they are forced to leave behind. (Castable spells may have a cool down in order to prevent

ability spamming.)



## *Mana*

The player is constrained to a fixed amount of mana that is based on how many scrolls are in the Scroll Library. The only method of recovering mana is to rest or consume mana potions, which can become rather expensive if the ingredients aren't in season. Whether a sorcerer has enough mana or not could be the difference between life and death, and if the player has decided to take on a bunch of passive spells that drain their mana consistently, or some massive spell of destruction that zaps all their mana in one go, they may end up as dinner for a hungry Gnoll or shifty Fanged Spectre.





Are you the type of person that likes to explore a world full of mystique?

Do you often wish you had been born into a world of magic, instead of the dull reality you got?

Do you want to flaunt your power by crushing your opponents with fantastical powers?

Do you fantasize about what unique magic you would have the second someone mentions Fairy Tail?

Are you tired of having to go through a level system to get what you want? Wait no longer!

You've probably watched Lord of the Rings at least seven different times. (Who hasn't?!)

Want to take the edge off that 9-5 job when you get home? We've got you!

Average Joe by day, Zagan, Savior of the Realm by Night.

Do you like risks and adventure armed with only your ingenuity and creativity?



Because most of our sorcerers will most likely own a computer, and issues like processing power and frame rate could hinder the immersion, computer would be the most advisable platform for attracting players.



## *What we want from Scrolls of Thermia*

Our player should feel the Pride, Excitement, Confidence, Triumph, Awe, and Wonder that a sorcerer who has explored a world full of mystery would feel after creating a new magic or finally reaching the pinnacle of their research. This game should emphasize the creativity of magic and the mystery of exploration. Magic is not about grinding out experience, it's about discovery and testing your limits against oppressive monsters without knowing if you'll survive. It can be incredibly frustrating when the soul reason why you were unable to clear an objective or complete a task was because you were under-leveled. Exploring a region because you want to is completely different from exploring it because that's the best place to gain experience.

*Let's stop leveling and let's start exploring.*

