**VIUS Lecture**

**Magic**

Magic is one of our greatest weapons against the Dracules, as well as a versatile tool for many other matters. If it weren’t for magic, we would be unable to close the gates Dracules spawn from, and would have been overwhelmed long ago. Some of you may have experience with magic, but I’m gonna go over the basics.

Spellcasting comes in two basic subtypes, Arcane and Divine. Some of you might argue some shit like god isn’t real, divine magic has some other source, but how about we just stick to it’s given name. Anyway, each spell caster works through something called a focus, a piece of equipment that is magically charged and can receive or grant magical energy. Focuses come in many forms, from the holy symbol of a war cleric, to a sorcerer’s glove, or a wizard’s favourite hat. I even know someone who insisted on writing his spells in a book, using that as his focus. A spell caste is rendered unable to use magic without their focus, as such, they lose most of their fighting capacity.

If this is all going over you hack n’ slash goons’ heads, here’s what you need to know. The spell casting squads create something called a Shield Core, which purges an area of D-virus contaminants, assuming you’ve cleared the area of Dracules. One an area has been purged, it becomes habitable for ordinary citizens again. The spell casting squads also make spell notes, which act as a temporary replacement for a spell you need. Spell notes can also be used by anyone, but this nature makes them liable to go off at any moment if not properly secured.

The spell casting department also does enchantments and the like for armour and weapons, although we charge a fee for that shit, as that’s where we get most of our funding, while you other squads get paid for every mission you finish or even just for simple crap like……Sorry… I’m rambling.

Uhh…..Where was I? Oh yeah, the last thing you need to know is how we close a gate. The closure of a gate takes at least six spell casters arrayed in a specific formation. We cannot move from our formation, and we have to focus all effort on channelling our magic. It’s during this moment that we need the other squads to protect us, as we’re completely vulnerable. After the closure of the gate, the land nearby becomes devastated as a side effect, and usually there’s some kinda explosion or something from the gates’ point of origin.

Alrighty, I’ll see you all next on the battlefield……Or, far more likely, the enchanting shop. Oh yeah, and if you have any questions, direct them at the squad two captain. His dumbfounded expression when you talk to him about magic is hilarious.