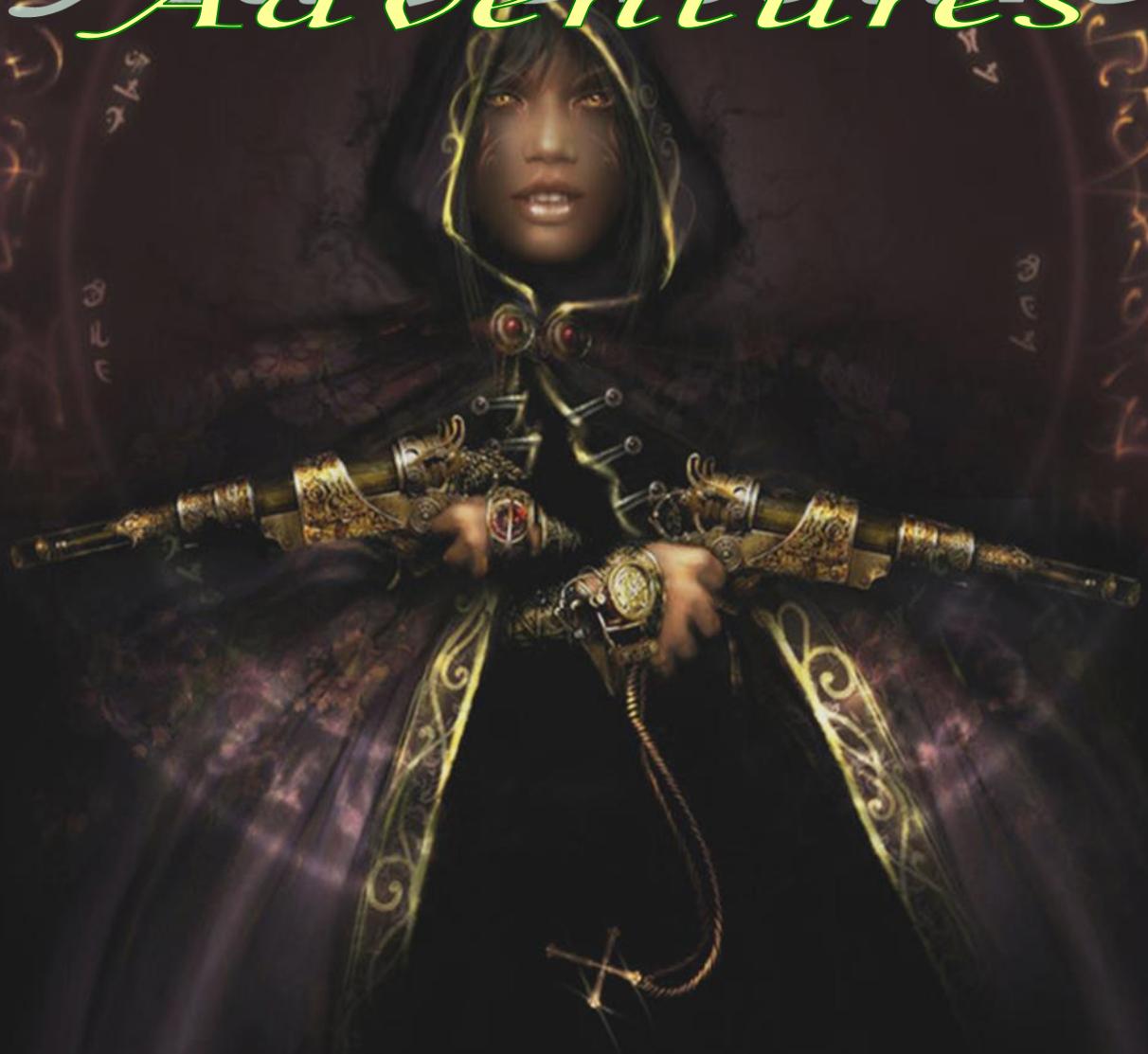


Mythic
Mythic
Adventures
Adventures



SADOMIR



Entropy's Sax

Flax
Tower



Lakeview

Longview

OLD WOLF LAKE

Skyview

Mist Edge

Deepwood
Glen

Glenwood
Cove

Greenvale

0

5



Scale in Miles

Longview



The Forward and Acknowledgements

Mission Statement:

To provide an immersive game of intrigue, with boffer combat.

Hopefully for entertainment, enjoyment, and perhaps a chance for a little self-enlightenment.

Acknowledgements:

This is the part where I thank people who have helped write, play test, and just plain act as sounding boards to create this game.

Before I start telling you about some of the people and groups that I am so very thankful for helping us form this wonderful game, LARP group, and yes family, let me start by thanking those who are both the present and the future of Mythic Adventures. You, all the players. Without you this little book would be only that, just a book.

We are a player driven LARP with plot hooks, and player driven events as well that add to the story and the environment for everyone else. Without your enthusiasm and dedication, without you giving us a try and building a living breathing entity which not only increases your enjoyment, but also the level of immersion and enjoyment for everyone around you. We simply would just be another book, online without an audience.

Throughout the rewrites, the play tests and the ongoing story arcs that have hopefully captured the imagination, I have been thankful and humbled by the level of dedication I see in each and every one of my players. All of you are amazing!

My Staff

I would like to take some time to thank many of my various staff and friends who have aided and helped me along the way.

Rory Baer, who as the LARP Guy online has been able to review and catalog so many of the items and references we use in this game every time we play. He is my fellow Game Master in all of this craziness.

Rory who started as the first of our new type of Fey planning on a goofy, comical almost slap stick Eldar Deputy who served a Humans sheriff, and who through time and many long road trips with the Crimson Chain crew helped change the course for an entire race.

Rory has helped us develop a silly race into one with a majestic past, as one of the first Fey Races who rose to the very pinnacle of Civilization and yet maintained its feral edge. A race which has seen loss too horrible for most to comprehend, and now seeks only to wipe out the darkness, even if they have to embrace that darkness and give up all hope for themselves in do so. Rory is the primary reason the Eldar are what they are today.

Sarah Andoe, my other Game Master, who also spent way too many hours driving around the country in the Sovereign Nation of Tahoe from MetroCON to Otakon to GenCon back home to do DragonCon, and all those places in between.

Sarah has helped me take the mythical ideals of Elves set by such authors as Tolkien and Fiest and bring them into our own rendition of the Ancient Guardian Race.

She is a driving force behind the Sisterhood of the Phoenix, and yet humble enough to know that to serve is the first step to being a good leader.

Oh and Sarah is also one of the first people to encourage me when I hit a writing block, and also tell me when I've done something just plain dumb. Both needed, believe me.

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Jonathan shares my vision of immersion, and care for making sure everyone around him is included in the story arcs, whether he is running the story or is playing in the story just like everyone else.

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Robert Rook, who is for all of us the grounding that we need to make sure none of this goes overboard. He understands what I mean by immersive and therefore that every monster and item must be phys-rep'd and therefore we are a low fantasy, character powerful, low magic item game.

Not that items and spell won't be a big part of the game, but Robert is there to help make sure we all understand you will not see a dragon until we can make a dragon.

Jessica Frame, you have always done amazing things, I really thank you for wanting to spend time helping me, doing our programing and making sure that the Sisters of the Phoenix are a force to be reckoned with every time.

To all of my Marshalls now and in the future, you are the heart and soul of making sure we succeed in helping out everyone who plays Mythic and to help each person have the chance to flesh out their character, improve their gameplay, and provide them endless hours of immersion and intrigue in a safe and consistent environment. Hats off to each of you.

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Chris Menigo, Daniel Copa, Danny Dawson, Wesley Martin, and hey even Chris "Kit" Tollerton, and Sean "Shecky" Timmons without these people and many (oh so many) more Mythic Adventures would not be in your possession today.

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Thank You All!

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Chapter 1: Beginnings

In the beginning, there was only Darkness, a calm pervasive stillness to the universe. In this time before all things there was nothing. All that exists now did not, a singularity, a unity of peace and nothing.

Then there was the Spark of All Things, and what was nothing was pushed back by everything. Life like a fire of abundance was suddenly shattering everything, in all corners the darkness retreated, and knew pain. Worlds were created in that moment, all of existence suddenly burst into life and in great agony the nothing dreaded all that was lost.

The Immortals were the first to arise. Their forms coalescing, beginning to take shape that all things after would copy and repeat.

The Ethereals arose from these beings, as did the Ancient Races of the Fey. The Ethereal Races traveled the pathways through space and time; through the planes of existence, where they built their kingdoms. Though being not as fully formed as the Fey, and traveling along the Planar Nexus of realities, they became manipulated by the elements and magics around them.

The Djinn-born being closest to the elemental planes had fire and flame, ice, lightning, and darkness all leave their mark on these celestial beings.

Warped by Ethereal powers, the Sons and Daughters of Kyth, the Arcanum, the Shadowvium, and others arose. War often followed them both amongst themselves and in many a land they passed through or conquered.

The Ancient Races were born on the material planes, and these beings became both caretakers and the reshapers of worlds.

Both Elves and Eldar built their cities and kingdoms, and are still held in awe, as amongst these are the most powerful places ever to exist.

The Eldar arose with more variation, more civilized and yet more feral than the Elves. They were the reshapers, the builders, and the peace keepers. Their ancient kingdoms a million strong; they dominated the world. They were the first people of the world to watch over her and repel the invaders.

The Elves were more singular in their nature, though civilized they were more in tune with the world, and accepted their roles as caretakers, teachers, and protectors. They became the guardians of the world and all her wonders.

Next to arrive were the Younger Races. Dwarves appeared first, spouting from the mountains and tearing into them to make their homes and gather their wealth.

Shirelings and Gnomes then came and built their farms, workshops and homes, all quite content to enjoy the bountiful harvest, and create wonderful pass times and toys, to enjoy all that they had, here and now.

Then came the Humans. They too left their mark on the world for both good and ill. Humans' nature was so unpredictable that they are never satisfied with what is now, but always looking to the future, even though they are often too short lived to see such.

The kingdoms of the Humans began to try to rival those of the Fey. Humans were jealous, so they tried to imitate and copy, some might say poorly, the Elves and the Eldar.

For the sake of power alone they built their kingdoms, manipulated the world around them rather than become part of it, used twisted magics and created the beast races as servants or slaves and indentured them to fight the older races.

The last to arise during this corruption were the Goblinoids. The Orcs came from the darkest regions of the world. From the crags, swamps, bogs, and moors, the Orc horde arose and made war with all.

Fed by the Darkness they exalted the infinite nothing, and yet they learned to conquer and control, to exist, and thus were the first mistake the nothing made. For nothing created from something could truly be nothing.

To this day, the Goblinoids wage war, they kill for sport and for fun. Only death is their gift, they corrupt the very lands in filth and harm comes to all who cross their path. They are beings purely bred for one purpose, to make war on the other races of the Spark.

So, the Darkness coalesced, and its pain grew. It had not yet truly taken from beyond the edges of reality, that thing that does not exist, but is perceived. It's only desire to return to the eternal calm.

This singularity grew, and it found ways to breach the reality of the Spark.

Bringing its anger first in an attack of mad wrath against the Ancient Races of the Fey. Fairies, Eldar, Centaurs, and Dryads all were attacked. They became aware of an enemy that they never knew; which never existed. Millions were driven from their great cities and kingdoms in a single strike, which none had expected or could prepare against. The Nothing had found anger and hatred; its wrath was on full display.

Hundreds of thousands of Eldar attempted to protect their homes and families as the war began to rage on. Fear came with dread, and the nothing found a name.

Tens of thousands found a way to contain the Darkness, and bring the war back to the Dredd, even on its own plane, as thousands of Eldar fought and corrupted themselves in an effort to defend all that they loved, they watched as other Fey races were wiped out, near completely.

The Elves finally arrived to find thousands of refugees, and to give support to help seal the breach that had given the Dredd their opening in the first place. They came into these wars late. The caretakers along with their Eldar brother and pushed back the darkness and banished it from this plane

With the bright pain of the terror brought upon them, the Eldar still harbored wounds from of a million souls crying out for revenge. Once millions strong, now they are but a few thousand. The Elves help their brothers and sisters as best they can and the Eldar allow.

The Elves did not arrive late for lack of wanting to help, but they too were assaulted. The Nothing itself unleashed Necromancy into the world in an act of Entropy. This form of unlife was destructive to all the caretaker Elves held dear, and they fought back in a war against the undead, which served as a distraction that allowed the Dredd the time they needed to attack the other Fey races.

Though pushed back, the Undead still exist in every corner of the world, as beings of nightmare and servants of Entropy. As for Entropy, she is said to still reign in the Undying lands, neither alive nor dead. She is all forms of Undead, and none, being Spectral, Corporeal, and Skeletal, and yet more. She is served by her Decaying Seraphim and Undying Dragon. Her Cultists walking the lands still, they contain members of all races waiting for the end times, and Entropy to run her course.

The Ethereal races returned, driven out of their strongholds by changes of fortune, wars and the legions of the Dredd.

First to return were the Djinn-born, sent to the world by the other denizens of the Elemental planes as both ambassadors, and soldiers against the coming dark. Their hatred of the Arcanum and the Shadowvium knows no bounds and has existed for so long it seems to have no beginning. It just is, as if it were hardwired into their very essence.

In more recent history, as counted in Human terms, there were seven kingdoms, all of whom traded amongst themselves as well as made war with each other. They all rose to great power, and their strength began to rival those of the Fey who were now in retreat from the minds of the Younger Races.

Wars against the Goblinoids seemed to crush those monster's numbers, and beings of old such as Dragons and other Mythical creatures all but disappeared.

The Humans had even believed they rivaled the Elves and that they no longer should take their counsel. They began to use old and forbidden magics to create beings which they could turn against the caretakers, such as the Beast Races, and when those failed, Necromancy came easily to the idle hands of the Humans. It seemed the time of Man was here, but in the way of deceiving things, corruption always finds a way into wicked intentions.

Again, came the plague of the Undead. The being Entropy heard the calls and spells of Man and she answered with her hordes.

With her powers obviously tied to those of the Nothing, Undead made war on all the peoples of the world. The specters, skeletons, and the corporeal undead blighted the entire world and the world finally had enough. She went to shake off humanity and start over. Though twelve brave souls went to appease her and to bring a stop to these wars, Ancient

beings proceeded to purify the land and bring balance back. As wars were fought many died. Necromancy arose among the Humans again and the Twelve were betrayed, and the destruction of the Old Kingdoms were sealed. The survivors had to flee their blighted and blasted lands. They fled to new shores, the old line of kings was rebuilt, and they formed an alliance with Elves, Dwarves and Eldar.

This would have been enough, but the beast races also arose and fought for their freedom against those kingdoms that had enslaved them. With the aid of their former enemies they gathered in strength and conquered the archipelago of Jal'Khandia.

More than 200 years have passed and in that time strife and war have gone. Border skirmishes have happened, Orcs still attack, and goblins still abound in the hills. But the Free Kingdoms haven't known war now for 88 years, the King's age of peace. Its Parliament, full of squabbling nobles, tries to weaken its Queen's powers. They see her military as a threat to their power. Kingdom heroes of old are forgotten, their descendants living on the good names of those long gone.

Those Ancient Races which fought in the wars of old are seen as warmongers, powerful beings of a bygone and better forgotten era. Even magic, with its academies and hedge wizards, is seen as a fading discipline, or merely a useful tool in the belt of Humans. A new tool has begun to take its place, technology holds the promise to replace magic, and even give those who can't wield magic capabilities similar in strength and power. So, no, the Humans do not fear the Darkness, after all, nightmares are only dreams; they do not exist.

The Elves have begun to muster with their Eldar allies. They have warned, the portents show, that the Arcanum will one day return. The Kingdoms of the world are in their sights. The Arcanum raid, leaving only destruction, and then flee before the Darkness can catch up to them. Those left alive from their raids only serve to slow down the darkness while the Arcanum flee.

Yet even now the Darkness still stirs and watches as squabbling fools grow weak. It waits, biding its time, collecting its thoughts, hoping to return to silence. A chorus of the Dredd waits to see when its symphony can strike.

All the while Entropy sits on her throne and her Undead still haunt the world.

Chapter 2:

What is a Live Action Game?

Have you ever been to a theater and thought it would be fun to be one of those characters on the big screen. Well, that is what a Live Action Game is like, at its very base. You get to be one of those people, not with dice around a table or cards over at a friend's house. Instead you get to develop the role, dress the part, and respond as the character would.



The Rules are guidelines and provide the way to solve problems or complete a task, but otherwise it is you having to do it, you are swinging the weapon, in this case your trusty foam sword. You are the mage casting the spell, by saying the verbal and then throwing the bean bag and hoping you hit your target, but there is a lot more too it then just that.

Think of it as Improv Theater at its best. The story team makes the background narrative and the other players fill in the cast, and you respond as the role you developed, and as the story progresses, so do you. The best part is of course that you can develop the story too. It is not just the story team but the players that determine how the game will go, what happens, and when.

Live Action can be a fun and immersing experience, one that truly gives you the opportunity to be happy, sad, surprised, and, at its best, thrilled.



Good Sportsmanship

The primary expectation and catch all rule for our game is Good Sportsmanship.

What this means is that we expect everyone to play by the rules presented here and on site honestly, honorably, and to the best of their ability, to acknowledge and respect other players' concerns as raised, and keep other players' fun in mind when making choices. Basically, to crib off numerous moral systems, treat others with the respect you would like to be treated.

It is impossible to define every possible interaction and what we believe Good Sportsmanship would call for in that situation. What is or isn't Good Sportsmanship is inherently a judgement call, and that call will be made by the people running the game when called into question. New details may even change that call after the fact, including the examples presented here. In general, calls made on the field should be respected and followed until you have a chance to speak to someone else.

The conflict resolution hierarchy is:

1. Players amongst themselves.
2. Appropriate Marshal.
3. Staff Member responsible for the subject area.
4. Officer
5. Game Director

Your common sense and judgment can determine if it is appropriate to skip one or more links in that chain for the issue at hand.

Here are some broad examples and guidelines as to what we consider Good and Bad Sportsmanship, and some common nomenclature. If you are repeatedly on the wrong side of sportsmanship calls, then you may end up in a disciplinary situation.

Good Sportsmanship:

Taking your Hits – Do your best to pay attention to what is happening around you in combat. If you lose track of your hp count or are told something hit you and you are unsure if it did or not, take the effect/go down.

Helping others to their feet and thanking them after a battle.

Everyone makes mistakes - Graciously taking corrections from Marshals on rules and requests to check your swings or throws from opponents.

Supporting and encouraging new players.

If you're unsure of timing, use real time or a slow 5 count, as appropriate.

Play in good faith – As much as you can, follow the intent/spirit of the rules as much as the letter. There should be no perfect combination in Mythic Adventures. Everything has a counter or weakness. If you're not sure, please ask before implementing your fool-proof plan for game domination, or that interesting edge case rule interaction you found, and you think no one else has.

Bad Sportsmanship:

Breaking the law – Nothing in this game or rule set should be taken to imply that unlawful actions are permitted or supported from an out of play perspective. These situations can and will be referred to law enforcement as appropriate.

Cheating - Intentionally not following the rules of the game.

Metagaming – Using information you have, or gained, out of play to the advantage of your character in play. This doesn't include using actual player skills like sneaking or downtime activities/puzzles such as translations, though we do recommend appropriate RP skills if you use them often.

Refusing to follow the standards set, or guidance of the Marshal responsible, for a restricted group you are a member of, including Profession, Prestige Group, or Race. This can lead to you being removed from that group.

Being a Rectal Haberdasher to other players out of play.

Mommy/Daddyding – Going to a different or higher authority after receiving a call you disagree with, and not informing the new judge before you ask that you've already asked the question and gotten an answer, in the hopes of getting a different answer.

Rule Shopping – Similar to the above, but intentionally going to certain people who you believe will agree with you initially, instead of the closest or more appropriate authority to the situation.

Knowingly spreading false out of play information or rules calls. This includes following old rules that have been modified or corrected, but that you prefer.

Blurring the line of out of play/in play or using character impetus to justify violating known or reasonably expected out of play boundaries like privacy, touching, and trauma.

“It's what my character would do,” is not a blanket excuse, especially if you know something will cause out of play harm. If you still feel a need to do something, check in with the player or staff to see if there's a better or not as harmful way to resolve the situation.

“Deal with it”, “Suck it up”, or similar are inappropriate responses when someone tells you to check your swings or similar.

Chapter 3:

Basics of how to make a Character

Ever want to be a person from a book or history? Popular fiction is filled with wonderful stories of people such as magic users, brave knights, and scoundrels who in the end have a heart of gold.

But why stop there? Thrilling and exciting villains also exist, as do druids who protect the balance of nature, and bards who tell their tales to the masses.

Elves, Dwarves, Fortune Tellers, and any number of others exist in our minds and in our hearts.

So, with all this in mind, how do we get started? Simple, first we decide what type of person we want to be. Then we decide what race and we go from there.

Then ask questions, seek out advice, and be prepared to visualize your concept.

Have a costume ready, or at least an idea of one. Have a starting place and find a group of friends, everything else will come in time, and you may be surprised. Where you end up may be very different from where you started as the character evolves.

Skills are there to match the concept and enhance it; to give the character direction and goals. Without a basis to go on though, they are just numbers on a page or in a database. Take the time to read and see what you want to do, but before anything take the time to dream and figure out who you want to be.

A character always starts at level one (1) with one (1) Character experience point. Level one (1) starts with twenty (20) skill points to spend on skills. These can be anything the player would like that are not level or prerequisite restricted. The world is dynamic and while magic can change based on player actions, so too can prerequisites. Additional requirements or restrictions based on these changes may also be in effect. Check with the Hero's Library who keep a record from the Staff and Race/Duchy Marshals of these dynamic changes.

There are two types of experience point categories that will be referenced by the Hero's Library. The first is player experience. Player experience is experience earned by the player. This can be gained from volunteering. These points can be spent towards the character experience point pool. This is the pool that indicates when a character will level. Once experience is in the character experience category, it can not be removed.

Sometimes a player can find a way to start at a higher level, and thus

start with more skill points. This is covered in the chapters on experience points and leveling toward the end of the book.

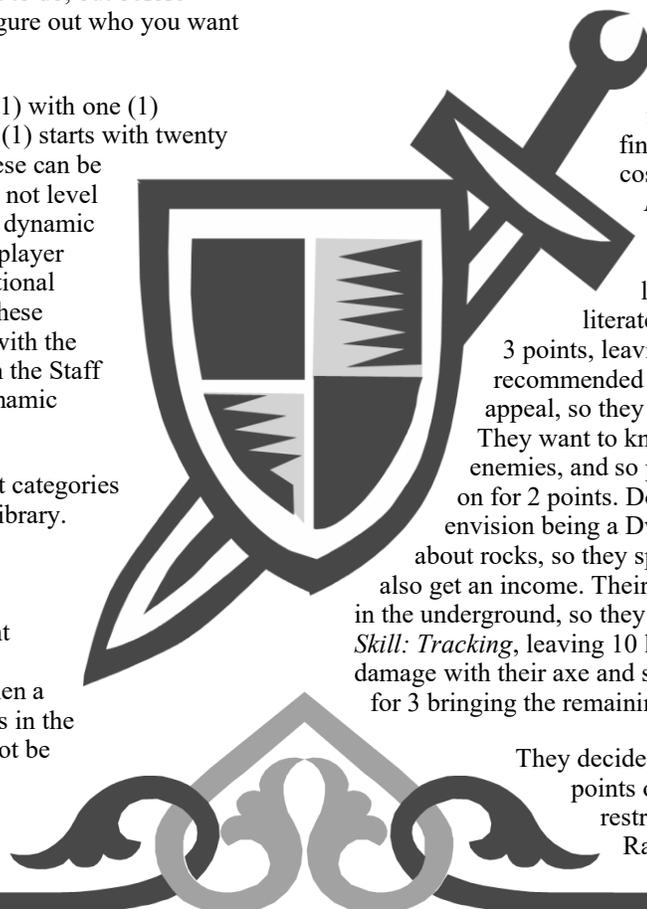
These higher-level characters will almost always start with the base experience points for that level.

Character Creation Example:

Beth looks over the Races and Professions and decides they want to play a Dwarf Warrior named Brigid. They have a long beard from a previous cosplay, enjoyed Gimli et. al. from the films and liked the brief view of the culture they got from the Race Primer.

With this basic concept in hand, they reach out to the Dwarf Race Marshal with the contact information they got from the FB page or Mythic Adventures website. They discuss their costume, the make up requirements, their planned background, and they get more information and advice on how they can firmly place their character in the existing story of Mythic Adventures. They decide to be part of Clan Zanor Ibmat. They have the beard and some dwarven looking garb. Their basic concept, make up, and costume are approved by the Race Marshal, so on to the next step.

They're ready to begin spending points on skills. As a 1st level Character they start with 20 points to spend. They also monstered for an event to get the lay of the land and earned enough XP to gain a level and start at level 2. They notify the Hero's Library that they wish to spend their XP to level from 1 to 2. This grants them 10 more skill points for a total of 30.



They want to fight, and they want to fight with an axe and shield. Looking at the skill chart in the column labeled Warrior they find *Cleaving One Handed Weapons* costs 4 points and *Shield Use: Medium* costs 3 points with their Dwarf advantage. They note these down and have 23 points left to spend. They want to be

literate, so they pick up *Read & Write* for 3 points, leaving 20 left to spend. *First Aid* was recommended to them and they can see the appeal, so they grab that for 2 points, leaving 18. They want to know more about some of their enemies, and so puts *Lesser Information Lore: Orcs* on for 2 points. Down to 16 points, they can't envision being a Dwarf without knowing something about rocks, so they spend 3 points on *Mining* which can also get an income. Their back story includes hunting game in the underground, so they spend another 3 points on *RP Skill: Tracking*, leaving 10 left. They want a little extra damage with their axe and so add *Weapon Affinity I: Dwarf* for 3 bringing the remaining down to 7 points.

They decide they want to spend their last 6 points on *Nobility* but sees that it is a restricted skill. They go back to the Race Marshal to inquire. There is an

available spot, but Nobility comes with more strict costuming requirements and role play responsibilities. Beth thinks about it and decides they can do it. They go through their costume closet, finds some pieces that fit the noble aesthetic described by the Race Marshal, and submit pictures of their new costume for approval. After a little back and forth on changes, the Race Marshal approves the Noble costume and purchase the skill. They spend their last 6 points on *Nobility* leaving 1 left over for future purchases once they gain more levels and are ready to talk to the Hero's Library.

Beth submits the character to the Hero's Library and the Race Marshal, and the Race Marshal informs the Hero's Library about any necessary approvals. Once confirmed by the Hero's Library they're ready to play the character at a Mythic Adventures event.

Sample Character Sheet

Character: Brigid of Clan Zantor Íbmat

Player: Beth Smith

Race: Stone Dwarf

Profession: Warrior

Level: 2

HP: 15

Skills: 30 Points

Cleaving One Handed Weapons - 4

Shield Use: Medium - 3

Read & Write - 3

First Aid - 2

Lesser Information Lore: Orcs - 2

Mining - 3

RP Skill: Tracking - 3

Weapon Affinity I: Dwarf - 3

Nobility - 6

Total Spent: 29

Remaining: 1

Mythic Adventures

Playable Races

Live Action Role-Playing Game

Chapter 4: The Races

In the fantasy world in which *Mythic Adventures* is set many varied and diverse races live side by side; some in conflict, others in partnership. In this chapter, you will find the information on those races which you the player may portray. Each has its own set of requirements and unique experiences.

Limited Races and Population:

Some races are just so rare that the game must place a limit on how many there can be of any given race. This is to help maintain immersion and game balance. All races other than Kingdom Humans have a population limit.

This is expressed per hundred (100) and specifics may vary for different campaigns or world settings. The number represents how many players may be of a given race for every one hundred individual players there are on the games books.

There are other restrictions on a given race as well, such as needing a Game Marshall's approval and even limitations which require none of a race can be played for the first hundred (or more) of a chapter's players.

(Example: Djinn-born are limited to three (3) characters per hundred players but may not be opened as an available race until the game has at least one hundred players have already been created. Thus, you may see the first 'pack' of Djinn-born be a group of six (6))

Restricted Races:

Experience is often required to play certain more complex races; therefore, several of our races are restricted to those players with greater role-playing skill. Also, many of these races require unique costuming and / or make-up requirements which must pass through and be approved by a Race Marshall.

Further, due the storyline these races represent, players may have to earn a certain amount of experience points through other means so that they may start at the higher level these beings need.

On the other hand, it is not unusual for a new player to demonstrate the capability to play a restricted race. In that instance, an exception can be made. The restricted races below are noted by placing [R] next to their name.

Costuming and Make-Up:

As a player it is understood that many factors affect a player's costuming, with considerations like budget and time often being the most limiting. While we hope that you can make the costume that you want a reality, we understand that our imaginations sometimes reach beyond our means. Ours is a Medieval Fantasy game, costuming should reflect this period, and not be of a modern day or Science Fiction genre.

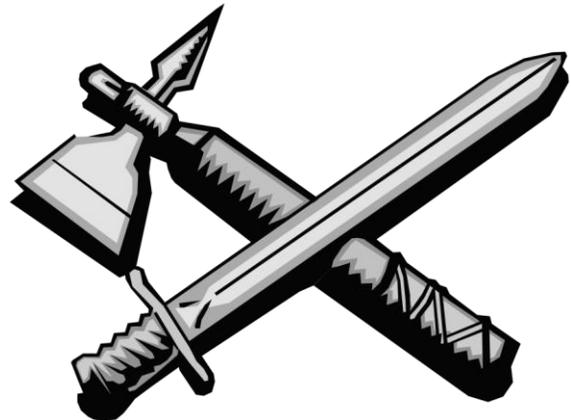
On the other hand, make-up is not such a flexible issue. As a very inexpensive part of our game, there is no reason a player's make-up shouldn't be flawless! Set an example and have the BEST make-up!

Race Marshall:

A Race Marshall is a player who has been assigned a specific race to represent. The many jobs of this individual include supplying answers and information about the race, adjudicating any misunderstandings, and monitoring all characters of their assigned race. If a player is found to be improperly playing a race that player will be warned and can lose her/his right to play that race. Reversion to Humans and loss of skill points can result!

Each Race Marshall has access to a race lore packet for the members of that race to be able to play to the fullest. These packets are full of lore, clues on playing a race, mythology and legends of the race, and basic information such as politics, aging and so on.

These packets must be attained from a Race Marshall, who will review the character's background, and assist in fleshing out the character. The only way to gain access to one of these packets is to play the race in question, or be trained in the appropriate Lore skill (i.e. Elf Lore, Dwarf Lore, etc....)



The Kingdoms of Man

Humans come in all shapes, sizes, and colors and can choose any profession. It seems that humankind is capable of anything, from profound love to extreme hatred and violence. Humans have a relatively short life span and can learn skills and trades with lightning speed. This ability is both boon and bane.

There are additional Human realms beyond the borders of the Free Kingdom, many of which await discovery, and though not common enough to be a normal payable race they may still be encountered from time to time.

Kingdom Humans:

The Humans of the Free Kingdom are based on a feudal society with a limited monarchy, ruled by a beloved and just Queen. Parliament is composed of those of the noble caste, and the common man is both dedicated to the lands and to his or her Lord or Lady.

Notes: A Kingdom Human does not have to belong to a Duchy, but if they choose to they gain both a specific ability, at the cost of being answerable to the militia of the Duchy they belong to.

The Queenslands

The Queen's personal holding and home of the Kingdom's capital of Summer's Rest, the Queenslands are a peaceful pastoral paradise filled with rolling fields and orchards.

The Captial has the highest population density in the free kingdoms and the most diverse inhabitants. It is home to the head chapters and campuses of most human prestige groups, the military, the court, and parliament.

Make-Up and Costuming:

Humans are not required to wear make-up.

The capital and its surroundings base their fashions of 16th and 17th century France, though given the melting pot nature of the capital, pretty much any Renaissance or Medieval fair garb will work.

Population: *Unlimited*

Profession Information

Preferred Professions: *Any*

Forbidden Professions: *None*

Preferred Magic: *Any*

Forbidden Magic: *None*

Skill Information

Special Skills: *None*

Special Masteries: *None*

Affinities

Weapon: *None*

Magic: *None*

Production: *None*

Inherent Advantages:

Humans are the baseline of which all other races are measured; as such they have no specific advantages.

Starting Humans may buy the *Nobility* skill if they wish.

Inherent Disadvantages:

Humans have no inherited disadvantages.



Edomere

Edomere is a place of Trading, Art, and Exploration. The priority placed on these attributes depends on the group or person you ask.

Access to cheaper food from Berowick combined with Cultural influences from the Farseni traders has led to a more specialized and merit-based society in Edomere. A skilled individual can rise among his peers to become a person of wealth and importance in Edomere.

Houses and Merchants use their wealth to compete to patronize great Artists, Mages, Engineers, and Scientists. A focus is put on information that is more useful in war, such as Firearms and Siege Engines. Finding a good patron is a goal for many from Edomere.

Flowing in the steps of Scoprire, Edomere has a focus on exploration and sends out ships to search for new islands or land that has not been discovered yet. With the hopes to expand without breaking the treaty with the elves. This has led to several noble and merchant houses building their estates on newly found islands as a sign of Prestige.

Duke of Edomere: Duke Travin Oberon

Colors: Sea green with a silver seahorse

Make-Up and Costuming:

For commoners, themes of Renaissance Italy should be in your garb, but can also include garb that is seafaring in nature. For Nobles, there is a higher standard of costuming that must include inspiration from Renaissance Italian Fashion.

Edomere is a naval Duchy, and this is reflected in its clothing. Commoners wear plain loose-fitting cottons and linen clothing that would support a life at sea or on the coast.

Those looking at appearing wealthier and/or noble should look towards Renaissance Italian fashion. Wealthy Edomerians see clothing as a status symbol, and will normally purchase new fashion regularly as a way to show off wealth.

A character whose house is inside of the Book of Silver might show that with a long sash of silver cloth or a silver bracelet.

Population: Unlimited at this time.

Profession Information

Preferred Professions: None for the duchy as a whole
Forbidden Professions: None for the duchy as a whole, individual houses may have restrictions

Professions Preferred Magic: Any
Forbidden Magic: None

Skill Information

Bonus Craft: Shipwright
Required for Nobles: Navigation
Strongly Encouraged Skill: Evaluate Item
Special Masteries: None

Affinities

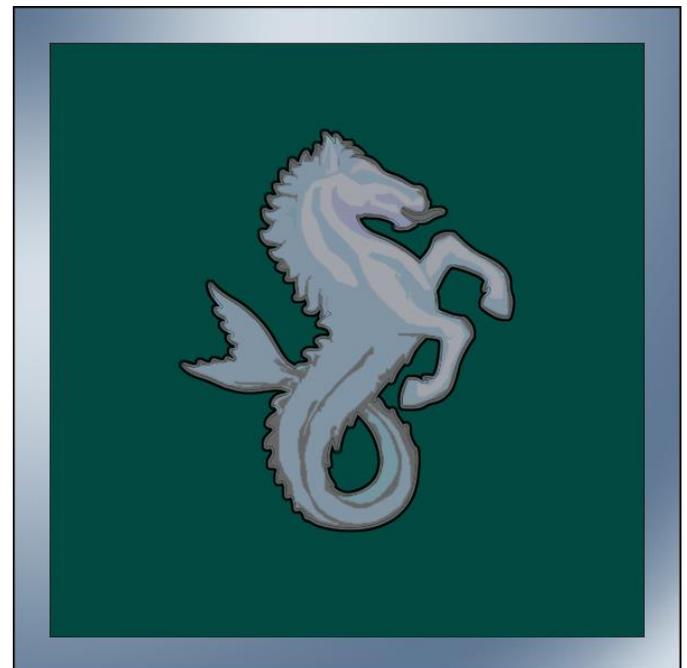
Weapon: Fencing Blade (DR with Buckler*)
Magic: None
Production: Jewelcrafting

Inherent Advantages:

None

Inherent Disadvantages: None

**** You must send your backstory (all players) and a picture of your ACTUAL costuming (nobles) prior to your first event as your character for approval ****



Berowick

Berowick was the third duchy founded after the Free Kingdom was established. They are a duchy of farmers first, and everything else second. They are exceedingly loyal to their Duchess and to their Queen, often taking a dim view of outsiders.

They have more Shires than any other duchy.

In general, Berowickians are home bodies with a deep love of hearth and home and consequently very protective of their loved ones and their land.

It is the breadbasket of the kingdom, growing wheat, barley, and rye, as well as most of the vegetables and berries consumed by the kingdom. It is also known for its superior beers.

Duchess of Berowick: Duchess Cynthia Valhelm

Colors: Pale gray with a blue gryphon

Make-Up and Costuming:

Humans are not required to wear make-up.

Nobles are held to a higher standard of costuming than commoners, frequently appearing in some variation of their house colors. The fabrics will be of a higher quality and have more trim. New players coming in as nobles must have their costuming approved by the Berowick marshal.

Sleeves and skirts/pants that can be hiked or tied are commonly seen in the peasant classes.

Trumpet sleeves are fashionable for the noblewoman, and noblemen tend to wear sleeves that do not tie at the wrist and pants that do not tie at the ankle.

Population: Unlimited at this time

Profession Information

Preferred Professions: Any

Forbidden Professions: None, individual houses may have restrictions

Preferred Magic: Any

Forbidden Magic: None

Skill Information

Bonus Craft: Farming (1)

Required for Nobles: Cartography

Special Skills: None

Special Masteries: None

Affinities

Weapon: Polearms and Spears

Magic: None

Production: Brewing

Inherent Advantages:

None

Starting Humans may buy the Nobility skill (only at character creation) if they wish.

Inherent Disadvantages:

None

**** You must send your backstory (all players) and a picture of your ACTUAL costuming (nobles) prior to your first event as your character for approval ****



Sudomir

Nestled between the forests of Valenwood and the grasslands of Aeldirmann lay the hills, mountains and swamps of Sudomir. Sudomir is a harsh land still recovering from a dynastic civil war shortly after it's founding.

Good farmland is rare throughout most of the duchy, with the vineyards in the northwest being the primary exception. Stone, ore, and fighting men and women are the primary trade goods of the Duchy. This is good, as it borders the Orc stronghold of Threskmar and even prior the opening of new mountain routs in the sudderings of 212, Orc raids were not unknown.

Sudomir does not have rich enough farmlands to inspire many Shirelings or Gnomes to face the risks and take up residence.

Sudomirians can be a harsh and tradition bound people, but that reflects their surroundings and history. The current duke is dragging the populace into the modern age through force of will, and the people are nothing if not loyal to their duke.

Duke of Sudomir: Duke Ivan Van Neste VI

Colors: Purple (or Black) with a gold fist holding a crown

Make-Up and Costuming:

Humans are not required to wear make-up.

Sudomirian Culture is loosely based on the Eastern European areas near the Black Sea and southern Russia. Commonfolk tend to dress in these styles which are largely unchanged from the 12th century all the way up to the time of Peter the Great.

The noble court, and costal nobles, under the direction Ivan VI tend to follow the fashions prominent in Summer's Rest, similar to the fashions of 16th century France.

With the Duke's push toward modernization, new ideas, such as allowing an Academy Sorcerous to break ground and open its doors, as well as other institutes of higher learning are the talk all around the lands. Great strides in ore refinement and in Engineering are also looked on favorably by the Duke and his counsel.

Population: Unlimited at this time

Profession Information

Preferred Professions: Any

Forbidden Professions: None, individual houses may have restrictions

Preferred Magic: Any

Forbidden Magic: None

Skill Information

Bonus Craft: Stonemason

Required for Nobles: Riding Land Animal:Horses

Special Skills: None

Special Masteries: None

Affinities

Weapon: Longswords and Maces (DR with Tower Shield*)

Magic: None

Production: Weaponsmithing

Inherent Advantages:

None

Starting Humans may buy the Nobility skill (only at character creation) if they wish.

Inherent Disadvantages:

None

**** You must send your backstory (all players) and a picture of your ACTUAL costuming (nobles) prior to your first event as your character for approval ****



Valenwood

A land of deep forest and tradition, Valenwood is the northern most duchy of the Free Kingdoms. The people, named the Valish, are hardworking and superstitious. They pride themselves on their unique culture and independence from the Kingdom at large.

Civil discontent is on the rise in the duchy. Rampant banditry and high taxation have driven the commonfolk to the brink and war is rumored to be all but waging and no one has managed to escape the fallout. The nobles now move to quash or avert the violence, but many think it maybe too late and the first blood of what promises to be a terrible conflict is going to be split.

Duke of Valenwood: Duke Vlad Ravengain

Colors: Chestnut with a white raven

Make-Up and Costuming:

Humans are not required to wear make-up.

Valish costuming is grounded in the styles of the Normans. Tunics and simple pants are the predominate style, cloaks and jerkins of simple make to ward off the worst of the chill that can settle in around winter. Nobles emulate this style with more emphasis fine fabrics, intricate trims, and the incorporation of fur.

Metal is rare and often used as a sign of wealth, most common folk only having simple wood or clay jewelry while nobility will often wear showy and large pieces.

Those who go armed (which is most of the populace) are armed with a number of weapons of well crafted, but simple designs. Armor is almost exclusively leather, with the most popular style being brigandine.

Population: Unlimited at this time

Profession Information

Preferred Professions: Any

Forbidden Professions: None, individual houses may have restrictions

Preferred Magic: Any

Forbidden Magic: None

Skill Information

Bonus Craft: Forestry

Required for Nobles: Cartwright

Special Skills: None

Special Masteries: None

Affinities

Weapon: Staff, Bows, and Daggers

Magic: Druid

Production: None

Inherent Advantages:

None

Starting Humans may buy the Nobility skill (only at character creation) if they wish.

Inherent Disadvantages:

None

**** You must send your backstory (all players) and a picture of your ACTUAL costuming prior to your first event as your character for approval ****



Aeldirmann

Aeldirmann was the first duchy granted after the Free Kingdom was established. People from here are taught how to ride at an early age, and almost all have at least some small skill with weapons (most have far more than “small”). They are loyal to their Duke and their Queen.

In general, Aeldirmanians love parties, horses, and pie, and hate necromancy with a deep and abiding passion.

It is based on Rohan from LOTR.

Duke of Aeldirmann: Xavier Rickshire IV

Colors: White with a green horse

Make-Up and Costuming:

There is no makeup requirement for Kingdom humans.

Both nobles and commoners have a very “Rohan” LOTR feel, with a slight Viking influence, especially those from the earldom of Blackwall.

Nobles are held to a higher standard of costuming than commoners, frequently appearing in some variation of their house colors. The fabrics will be of a higher quality and have more trim. New players coming in as nobles must have their costuming approved by the Aeldirmann marshal.

Fur is rarely worn in Aeldirmann because it’s hot and is often a fashion statement when it is.

Population: Unlimited at this time.

Profession Information

Preferred Professions: None for the duchy as a whole

Forbidden Professions: None for the duchy as a whole, individual houses may have restrictions

Professions Preferred Magic: Any

Forbidden Magic: None

Skill Information

Bonus Craft: Animal Husbandry (1)

Required for Nobles: Land based Riding: Horse

Strongly Encouraged Skill: any weapon skill

Special Masteries: None

Affinities

Weapon: 1H, 2 Edged Swords and Axes (DR with Med Shield*)

Magic: Hearth

Production: None

Inherent Advantages:

None

Inherent Disadvantages: None

**** You must send your backstory (all players) and a picture of your ACTUAL costuming (nobles) prior to your first event as your character for approval ****



Durenmyr

The southernmost duchy draws traders like flowers entice bees. The closest geographically to the Farseni Empire, they parallel the mercantile aims of their southern neighbor.

A relatively young duchy, it seems to be a meritocracy with most of the nobility having been raised from successful merchant houses with the Duchess leading and riding herd on the pack.

The pursuit of wealth is considered a primary virtue in these lands and even commoners are hustling to do business. Durenmyrians have trade routes throughout the kingdom and beyond. This has sometimes led them into conflict with other groups and there is a noticeable lack of Dwarven trade.

Duchess of Durenmyr: Duchess Loren Vigarth

Colors: Red with a white Tudor rose

Make-Up and Costuming:

Humans are not required to wear make-up.

Based upon the Dutch conservative style of the 15th-17th centuries. Severe blacks, lots of coverage, ruffs, and similar fashions.

Population: Unlimited at this time

Profession Information

Preferred Professions: Any

Forbidden Professions: None, individual houses may have restrictions

Preferred Magic: Any

Forbidden Magic: None

Skill Information

Bonus Craft: Draft Teams

Required for Nobles: Evaluate Item

Special Skills: None

Special Masteries: None

Affinities

Weapon: 2H Swords

Magic: None

Production: None

Inherent Advantages:

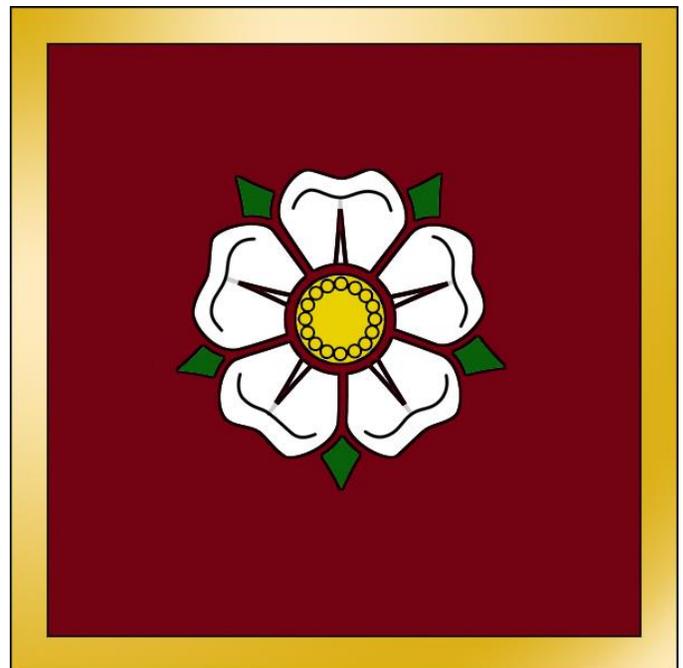
None

Starting Humans may buy the Nobility skill (only at character creation) if they wish.

Inherent Disadvantages:

None

**** You must send your backstory (all players) and a picture of your ACTUAL costuming (nobles) prior to your first event as your character for approval ****



The Romanovi [R]

"Family is the rock on this never ending road that stretches before us."

These are the haunted wanderers that travel the land. Although only the Matriarchs and Vezeto of their kind can truthfully speak on their origins, most others suspect some terrible event led to their nomadic ways and resulted in their ability to level the dreadful Evil Eye on an attacker or wrongdoer.

The Romanovi themselves are often linked with the "Creatures of the Night". While this may or may not mean that a particular Romanovi is evil, there is definitely a connection between Romanovi and both Lycanthropes and the Undead.

Make-Up and Costuming:

Romanovi are Human and are not required to wear make-up but rather specific costuming instead.

Romanovi are based on the groups of Romanian, Balkan and other cultures around the Black Sea area. Romanovi tend to wear traditional fabrics with vibrant coloration that is often weathered due to the amount of traveling they do. Family heirlooms, and clothing that has seen extensive use is common. The words faded splendor should come to mind when looking at these individuals.

The Romanovi have a distinct language which is often only speak among themselves.

Though Romanovi is the common name, among themselves they refer to their clan name, not the generic word: Romanovi.

Population: Six (6) per 100 players, starting after 100 players

Profession Information

Preferred Professions: Rogue, Magi, & Apothecary

Forbidden Professions: Marauder & all Knight Professions

Preferred Magic: Any

Forbidden Magic: None

Skill Information

Special Skills: Evil Eye (1 – 9)

Special Masteries: None

Affinities

Weapon: Dagger

Magic: None

Production: Elixirs & Poisons

Due to their survival-oriented nature, certain skills are required from all starting Romanovi:

RP: Survival (Woodland or Mountainous)

Craft: Divination (Any) Rank 1

Craft or Gather (Any) Rank 1 of a useful skill to the Romanovi (Example: Tailoring, Cartwright, Animal Husbandry, Scavenging...)

Inherent Advantages:

Romanovi may purchase the Curse of the Evil Eye skill.

Romanovi may also purchase the skill Evaluate Item at half skill point cost, rounded up. In addition, a Romanovi character may purchase any Role-Playing or Craft skill dealing with divination for minus one (-1) point. Such as the Divination or Tarot Reading skills.

A Romanovi's connection to the dark forces of nature has caused them to become very sensitive to beings that have been corrupted. Thus, a Romanovi may detect corruption on five (5) count by stating "Detecting Corruption 1, Detecting Corruption 2, Detecting Corruption 3,..." If the being focused on is corrupted by magic or by nature, such as a dark Fey, this would be revealed to the Romanovi.

Further the Romanovi's affinity with curses allows them to detect a curse placed on a being on a five (5) count, as well. This is done by stating "Detect curse 1, detect curse 2, detect curse 3,..." This will reveal any curse placed upon the target being examined, what type (i.e. spell, Curse of the Evil Eye, etc.) and how powerful.

The range of these abilities is 20 feet, and the target must know they are the focus of the detection.

Break Charm: Powerful Romanovi can purchase the *Break Charm* skill at 20th Level.

Inherent Disadvantages:

Because of their nomadic and secretive ways, a Romanovi cannot become a noble or be a member of any of military order, knightly order, or any prestige group. Romanovi may never purchase the Nobility Skill.

Because of their affinity toward dark powers they feel uneasy around Undead, and any naturally corrupted beings. This is a role-playing effect that should be displayed and altered around more powerful beings.

An example would be that the Romanovi may not want to read the cards of an Eldaran, but might cower (wisely) in the presence of a powerful Vampire.

Lastly lycanthropes cause terror in Romanovi. This effect will cause them to flee from these beings once they reveal themselves. A Romanovi who is attacked can defend themselves, but they reduce their damage against such creatures by four (4) points. Learning the Bravery skill will counteract this disadvantage.

**** You must have a Marshall's approval to play a Romanovi****

Note: All Players wishing to start as a Romanovi must have achieved enough experience to be at a minimum of Level 5. See a Marshal or Staff on the ways this can be achieved.

Farseni Empire[R]

The Humans of the Farseni Empire are based loosely on North African and Persian medieval cultures. They are known to be well educated and are mostly encountered as nomads and merchants in the Free Kingdoms. Once, they were a great empire with many lands under their rule, but they are now in decline. The Jal'Khandian were once the servants of the Farseni Empire and their war for freedom may have been the last nail in the coffin towards the empire's final decline.

The Farseni Empire has long been rumored to be ruled by a dragon and many have heard the proclamations throughout the land, but none claim to have seen the emperor in the flesh

Make-Up and Costuming:

A Persian or Moroccan feel to one's clothing is a must. Veils, scarfs, and caftan are common items of clothing. Farseni have no make-up requirements

Population: *Twelve (12) per 100 players*

Profession Information

Preferred Professions: *Scholars, Crafters and Cavaliers*

Forbidden Professions: *Marauder*

Preferred Magic: *Any*

Forbidden Magic: *None*

Skill Information

Special Skills: *None*

Special Masteries: *None*

Affinities

Weapon: *Scimitar, Jambya, and Samshir*

Magic: *None*

Production: *None*

Inherent Advantages:

Farseni are all known for their intelligence and education, thus they have a few benefits in the Scholarly and Production fields

Farseni gain a level of *Divination* for free and are trained in the style of Astronomy.

Farseni may purchase any *Magic Art* (i.e. *Wrath Arts*, *Celestial Arts*...) for minus (-1) one point

Farseni may also purchase any *Apprentice* <Production> skill of for minus (-1) one point

Starting Farseni characters may buy the *Nobility* skill if they wish.

Lastly, their nomadic natures and mercantile expertise mean any Farseni may purchase the *Evaluate Item* skill for half cost, rounded up.

Inherent Disadvantages:

Farseni have culturally accepted the freedoms won by the Jal'Khandians and have entered many trading agreements with them, but they have still not learned to deal well with the Ancient Races such as the Elves and Eldar. They simply are too foreign to them.

Farseni characters may not learn any *Cleaving* or *Blunt Weapon* skills other than Staff, as these items are seen as unclean.

Special Note: Farseni may join the Jal'Parr ibn Klem prestige group if they qualify.

***** You must have a Marshall's approval to play a Farseni*****

The Stout Folk

The Dwarves

The Dwarven Races: The first of the Stout Folk are the Dwarves. From the mysterious Shadow Dwarf, to the noble Stone Dwarf, and the nearly broken Sundered Dwarf these ancient people all share the same stubbornness and single-mindedness of their forefathers.

Additionally, Dwarves are extremely long-lived, aging only one year for every seven Human years. These attributes enable these beings to be such an enduring power in the realm.

The Stone Dwarf [R]:

These stocky and sturdy folk, also known as the Khazduna, are believed to have arisen from the very rock of the realm's mountains. These aggressive crafters have left an indelible mark on history.

The Dwarves' legacy of song, history, and drink certainly belies their amazing fierceness in the arts of war.

Make-Up Requirements:

Stone Dwarves have only one make-up requirement. Male and female characters alike must wear (or have) a full beard.

Note: This beard must be approved by a Marshall.

Costuming of a Nordic or Slavic type is encouraged as is costuming with coloring based on clan (see the Stone Dwarf Primer).

Also, costuming which would safely add to the look or feel of a Dwarf such as shoulder pads or broad waist belts.

Population: Fifteen (15) per 100 players.

Profession Information

Preferred Professions: Warrior, Cavalier or Smith

Forbidden Professions: Marauder, Knight of Darkness, Magi and Sorcerer

Preferred Magic: Hearth or Healer

Forbidden Magic: None

Affinities

Weapon: Hammers and Axes (DR with Shield*)

Magic: Runes & Hearth

Production: Armorsmith & Weaponsmith

Skill Information

Special Skills: Resist Toxin & Resist Disease (up to 5 times each)

Special Masteries: Dwarven Weapon Master (All Axes (Cleaving) & Blunt Weapons)

*may couple with Shield for Special Affinity DR

Inherent Advantages:

Because of a natural toughness, Dwarves start with +10 hit points, and thus may attain +10 hit points over their profession's hit point cap.

Dwarven tradition has led to breakthroughs in stone and metalworking and study of Rune magic.

This allows Dwarves to purchase the *Rune Lore* skill at half cost.

The following skills are also purchased at half skill point cost, rounded up: *Stonemason & Blacksmithing*

Stone Dwarves may also purchase the *Apprentice, Journeyman, Master and Grandmaster Armorsmith & Weaponsmith* skills for -1 skill points if their profession allows, and for 10 skill points each even if their profession is restricted from learning these skills.

Dwarves may purchase *Armorsmithing* and *Weaponsmithing* levels for 6 skill points each even if their profession does not normally allow these skills, or even beyond their profession's normal limits.

Natural resilience permits a Stone Dwarf to purchase the *Resist Disease & Resist Toxin* skills up to 5 times each.

Stone Dwarves may purchase levels of the *Improved Armor Skill* and *Wear Extra Armor* skill for -1 skill points as well.

Stone Dwarves may purchase all skills relating to shields at -1 skill points as well. (i.e. *Shield Use, Shield Block and Shield Bash*)

Starting Stone Dwarves may buy the *Nobility* skill if they wish.

Inherent Disadvantages:

Because of their stout stature, Dwarves are unable to purchase the *Bow*, or *Weapon Master - Missile Weapons* skills. Though Dwarves may learn and excel at the *Crossbow* and *Thrown Weapon* skills.

Stubbornness prevents efficient learning of Ethereal magic; therefore, any *Ethereal Arts* skill costs triple (x3) the normal skill points cost.

The Shadow Dwarf [R]:

Born deep under the realm's crust, this breed of Dwarf has an ominous and secretive past.

Shadow Dwarves, or Zharrguna, are a brooding lot and rumor holds that these stout fellows are haunted by some terror or evil of the past that causes them much sorrow. Prone to deep melancholy, the Shadow Dwarves don't know, or more likely, won't tell the cause of this suffering.

Make-Up Requirements:

The player must wear metallic base with jewel tone accents on all exposed skin. Both male and female players are required to wear (or have) a full beard.

Note: This beard must be approved by a Marshall.

Costuming of tribal nature is encouraged (i.e bones that have been gilded in gold or silver, leather, scales). Coloring should be that of somber colors based on clan (see the Shadow Dwarf Primer).

Also, costuming which would safely add to the look or feel of a Dwarf such as shoulder pads or broad waist belts.

Population: *Three (3) per 100 players; with a minimum of 100 players before becoming available to play.*

Profession Information

Preferred Professions: *Warrior, Avenger or Smith*

Forbidden Professions: *Marauder, Knight of Valor, Ranger, Magi and Sorcerer*

Preferred Magic: *Hearth or Wraths*

Forbidden Magic: *None*

Affinities

Weapon: *Hammers & Axes (DR with Shield)*

Magic: *Runes & Wrath*

Production: *Jewel Crafting & Weaponsmith*

Skill Information

Special Skills: *Resist Toxin & Resist Disease (up to 5 times each)*

Special Masteries: *Dwarven Weapon Master (All Axes (Cleaving) & Blunt Weapons)*

**may couple with Shield for Special Affinity DR*

Inherent Advantages:

Because of a natural toughness, Shadow Dwarves start with +10 hit points, and may attain +10 hit points over their Profession's hit point cap.

Dwarven tradition has led to breakthroughs in stone and metalworking and study of Rune magic. This allows Shadow Dwarves to purchase the following skills at half skill point cost, rounded up: *Stonemason, Mining, Blacksmithing, and Rune Lore.*

Shadow Dwarves may also Purchase the *Apprentice, Journeyman, Master and Grandmaster Jewel Crafter & Weaponsmith* skills for -1 skill points if their Profession

allows, and for 10 skill points each even if their Profession is restricted from learning these skills.

Shadow Dwarves may purchase *Jewel Crafting* and *Weaponsmithing* levels for 6 skill points each even if their profession does not normally allow these skills, or even beyond their professions normal limits.

Exposure to the toxins of the Underworld also allows a Shadow Dwarf to purchase *Herbalism* for -2 skill points.

Natural resilience permits a Shadow Dwarf to purchase the *Resist Disease & Resist Toxin* skills up to 5 times each.

Shadow Dwarves may purchase levels of the *Improved Armor Skill* for -1 skill points as well.

Shadow Dwarves may purchase all skills relating to shields at -1 skill points as well. (i.e. *Shield Use, Shield Block and Shield Bash*)

They may purchase the *Nobility Skill* if they wish

Inherent Disadvantages:

Because of their stout stature and the confines of the Underworld, Shadow Dwarves are unable to purchase the *Bow Skill or Weapon Master - Missile Weapons Skill*. Though they may learn and excel at *Crossbow and Thrown Weapons*.

Stubbornness prevents efficient learning of Ethereal magic; therefore, any *Ethereal Arts* skill is purchased at triple (x3) skill point cost.

Shadow Dwarves lose any bonus hit points during the day, and in fact Shadow Dwarves suffers a -10 hit point disadvantage while adventuring in the daylight hours.

Casting of a *Light* spell (1st level) momentarily blinds Shadow Dwarves. The *Rune of Brightness* (1st level), or an Alchemical Light Elixir will also have the same effect if activated within 5'. This effect lasts for at least 10 seconds.

*Note: ****You must have a Marshall's approval to play a Shadow Dwarf. *****

*Note: All Players wishing to start a Shadow Dwarf must have achieved enough experience to be at minimum **Level 10** before creating one of these beings. See a Marshall or Staff on the ways this can be achieved.*

The Underhill (Wee) Folk

Likely the youngest of all the races of the world are those wee folks from under the hills.

These are a peaceful and prosperous folk, whether Gnome or Shireling, and happy to tinker, be toy makers, and generally lead happy and unassuming lives in burrows and villages.

Often friendly and inviting to the bigger races, one would be mistaken to think they are easy prey, and more importantly to think they are without friends throughout all the kingdoms of the world.

The Shirelings

Shirelings are well accepted amongst most races and make loyal friends and competent adventurers. To most people, Shirelings prefer to live a simple farm life. They drink a lot, smoke a lot, and relax even more. This is an image which Shirelings cultivate and take great pride in.

These diminutive fellows reside in homes they call “Burrows”.

Always fond of food and drink, these chaps are warm and inviting. However, an evildoer should not be surprised when his Shireling victim slips a dagger between his ribs or renders him to dust with a *Fiery Devastation* spell!

One of the youngest races, they are a moderately long-lived race. It is not uncommon for a Shireling to live up to 130 years.

Make-Up Requirements:

Shirelings have fur on the tops of their feet. (Shoes that look like feet are acceptable)

Men often have mutton chop beards, and handlebar mustaches (Though these are not required)

Costuming for a Shireling tends to be simple peasant, farmer and commoner styles which show their rustic natures. Twill and homespun cloth items tend to be the most common fabrics for Shirelings. Plate armor is rare to say the least.

Population: Eighteen (18) per 100 players.

Profession Information

Preferred Professions: Rogue

Forbidden Professions: All Champions, Knights & Duelists

Preferred Magic: Hearth

Forbidden Magic: None

Affinities

Weapon: None

Magic: Hearth

Production: Brewing & Winemaking

Skill Information

Special Skills: Resist Disease (up to 5 times)

Special Masteries: None

Inherent Advantages:

Dexterous hands give the Shireling an advantage when dealing with locks and traps; as such, they can purchase the *Disarm Traps* and *Pick Locks* skills at half skill point cost, rounded up. They also gain +2 Weapon Damage with *Thrown* weapons.

Shirelings have a love of food that goes beyond just the dinner table. Thus, they may purchase the *Craft* skills of *Cooking* and *Farming* at half cost, rounded up.

Shirelings great love of drink makes them excellent wine makers and brewers and thus they may learn *Apprentice*, *Journeyman*, *Master* and *Grand Master* *Vinting and Brewing* at -1 skill points

Inherent Disadvantages:

Because of their small size, Shirelings suffer a penalty of -5 hit points from their profession’s maximum hit points.

They may not purchase the *Fortify* or *Master Fortify* skills

They furthermore are prevented from purchasing any of the following skills: *Two-Handed Blunt*, *Two-Handed Bladed*, & *Two-Handed Cleaving*.

They also may not purchase the *Nobility* Skill

This lack of a martial background also prevents a Shireling character from ever learning any of the *Weapon Master* skills.

Lastly, Shirelings may not learn *Shield Use: Tower* or *Shield Use: Master*.



Gnomes [R]:

These little people of the hills are believed to be related to the Dwarves in the same way the Shirelings are to Humans. They are a fair and fun race and live quite content to tinker time away making things, and toys, oh so many toys....

Among other races the gnomes are known for their love of technology, creation and toys.

This is not to say that a Gnome does not like nature, he/she just simply enjoys making life more efficient so that one can enjoy the bountiful harvest that nature provides.

Make-Up Requirements:

Gnomes have only a few make-up requirements. Male characters must wear a large nose prosthetic, this may be pointy or round as preferred, and must also wear a pointy chin goatee which may be of any color. Female Gnomes always have large freckles on their cheeks and noses and must have rounded prosthetic ears. Hair for both and female's freckles may even change color with the seasons.

In fact, a Gnome's hair may also be of any color and often colors not seen normally in nature such as greens, blues or pinks are common amongst these carefree tinkers.

Costuming of a practical nature and Aprons and heavy gloves are common. A Gnome always has some sort of headwear, usually a very soft pointy hat, goggles, or both.

Note: The racial makeup and costuming must be approved by the Gnome race marshal.

Population: Three (3) per 100 players.

Profession Information

Preferred Professions: Smith & Tinkerer

Forbidden Professions: Warrior, Knights, Ranger, Avenger, Marauder, & Cavalier

Preferred Magic: None

Forbidden Magic: None

Affinities

Weapon: Hammers & Firearms

Magic: None

Production: Engineering

Skill Information

Special Skills: Resist Toxin (up to 5 times)

Special Masteries: None

Inherent Advantages:

Gnomish tradition has led to breakthroughs in engineering and metalworking.

Gnomes may purchase the *Apprentice, Journeyman, Master and Grandmaster Engineering* skills for -1 skill points if their profession allows, and for 10 skill points each even if their profession is restricted from learning these skills.

Gnomes may purchase *Engineering* levels for 6 skill points each even if their profession does not normally allow these skills, or even beyond their profession's normal limits.

Their love of technology also allows gnomes to purchase *Craft: Siege Engines* and any *Craft* skill involving machines or toys at -1 skill point as well.

Gnomes love explosions and thus firearms. Because of this, once they have the prerequisites, they may purchase any *Firearms* skill at -1 (minus one) point, including *Damage* skills.

Natural resilience permits a Gnome to purchase the *Resist Toxin* skill up to 5 times.

Inherent Disadvantages:

Because of their fondness for mechanical devices gnomes prefer firearms and crossbows and are therefore unable to purchase the *Bow* and *Weapon Master - Missile Weapons* skills.

Gnomes may not purchase the *Nobility* Skill and may never become nobles.

Gnomes cannot use a tower shield and therefore cannot learn the *Shield Use: Tower or Shield Use: Master* skills either.

*Note: *****You must have a Marshall's approval to play a Gnome ******

*Note: All Players wishing to start a Gnome must have achieved enough experience to be at minimum **Level 5** before creating one of these beings. See a Marshall or Staff on the ways this can be achieved.*

The Ancient Races

Long ago, at the very beginning of all things, the darkness was split by a Spark. From this time arose the first ones.

On the world, those closest to the original Spark are known as the Ancient Races. Some have gone extinct; others simply vanished to the planes or from our memories all together.

The origins of these beings are shrouded in the mists of time. Their civilization dates from times before the first Dwarf swung a smith's hammer, or the first Humans emerged from their primal nomadic ways

The most common of the Ancient Races are those commonly considered to be fey in nature. The assumption is that they all are descended from a common ancestry. This may or may not be true, depending on how one views the original Spark of all things.

The Ancient Races of the Elves and the Eldar are those which players can most commonly interact with and play as characters.

Other races do exist such as the Fairies, Druen'Ell, and even more wild beings like Centaurs and Dryads.

The Ancient Races tend to be the caretakers of the world and often have fought wars to protect the realm from beings unseen by the Younger Races.

They are known to have built the first great civilizations, though are now universally thought to be in decline and close to extinction after generations of strife against Orcs, Goblins, and other beings of nightmare and legend. Their great cities are often abandoned to the ravages of time. Places where relics of power and magic often await the brave to discover, left by these beings of power and ancient natures.

The Ancient Races often act as guardians and guides to the Younger Races, often referred to as the lesser races by some of these beings. They also jealously guard the secrets the past and may act to intercede rather than allow the Younger Races to tamper with ruins better left forgotten.

The Elves

The Elven Races: Regal and often beautiful, the Elven races are commonly considered to be the last of the Ancient or greater races. Even the eldest of these fair races cannot recall the origins of their people, and folklore holds that some great event led to the destruction of the first great Elven nation at the hand of the Orcs. The survivors of this catastrophe were scattered and had to form new nations.

Elves are often seen as the caretaker race, both of the Younger Races and the knowledge and ways of the ancient ones.

All the Elven races are extremely long lived, living often see a millennium or more before passing beyond the mortal coil.

Those of this race are considered mature at 100 and starting around their second century of life, they age at about a rate 12 times slower than that of a Humans.

Thus, if an Elf is the equivalent of a 30-year-old Human, then he or she would be 360 years old.

Elves are the guardians of the world and the places and beings within it.

They are often harsh or restricting, as a parent might be to a child, when dealing with the Younger Races. Though the Humans and Dwarves of the world may see this as a sign of the arrogance that is Elfdom, it is just a sign of the protectiveness the Elves feel for the Younger Races and the world around them.

This protectiveness does not extend to the Orcs or the Goblinoid races as a whole. Though they seem to treat Ogres with some deference, not always killing them on sight, Orcs gain no such luxury. Full blooded Orcs are the enemy of all that is good and right in the world and are treated as such. Their unfortunate offspring such as orc-bloods may not be treated quite as harshly, but neither are they trusted without proving themselves. That is a long road and Elves have all the time in the world.

Lastly the Elves are a caste-based society. Though they are fair and just to all their kind, and these beings are regal by any Human's standard, they have a ranking within their own structure of which those whom the right to rule was granted, and these are the Elves whose lineage is purest and closest to the original Spark.

The castes are the High Elves known as the Nol'Queldir. The Dawn Elf or the Que'Lyndir, the Dusk Elves known as the Illithari or Nol'Illithar in ancient texts, and the Sylvan Elves, often simply referred to as the Sylvan. Even though these beings of grace are a caste-based society, it is important to note all Elves are just that; Elves.

The Dawn Elf[R]:

These Elves are known as the Que'Lyndir by the Elven people and they are the most common of the Elves.

While typically Frailer and weaker than humans, the Elves excel at all they do.

Ethereal by nature, they live tranquil lives with all the time in the world for self-reflection and to perfect their chosen set of skills. The Elves are the Guardians of both the remaining Ancients and their places and of the Younger Races.

Do not be fooled by this inner quiet and peace, if called to action The Elves can be the deadliest and effective opponents on a battlefield anyone would ever have to face. Their Bladesingers are legendary, as is their mastery of Magic.

The Elves have broken their society into three distinct types of people, each with their own background and unique role-playing experience.

The Que'Lyndir are the most common cast of Elves. Natural longevity causes most Elves to be patient and tranquil, but they are every bit as prone to the eccentricities as other races.

Proud and noble beings, pride is also their greatest fault, and causes them the most problems. Even these commoners are regal by most other races standards. In the ranks of the Ancients/Fey; Elves are the Guardian Race.

Make-Up Requirements:

The only make-up requirements for Dawn Elves are all characters must wear pointed ears, and male Dawn Elves do not have facial hair.

Population: *Nine (9) per 100 players*

Profession Information

Preferred Professions: *Sentinel & Magi*

Forbidden Professions: *Marauder, Knight of Darkness, Cavalier*

Preferred Magic: *Ethereal & Healing*

Forbidden Magic: *Necromancy*

Affinities

Weapon: *Single Edged Short & Longsword, Bow*
(*DR with Bladesong)

Magic: *Celestial and Healer*

Production: *None*

Skill Information

Special Skills: *Weapon Damage (Both) (called Bladesong by the Elves), Resist Metabolic, Resist Mind Effecting and Evade (up to 5 each)*

Remove Illness - A Dawn Elf may remove a disease or disease like tagline/effect from a victim on a 5 count. Purchased up to 5 times, (cost 5points each)

Special Masteries: *Elven Weapon Master (Bladed Weapons & Bow)*

**may use two Elven swords for Special Affinity DR*

Inherent Advantages:

An Elven character may purchase Resist Metabolic, Resist Mind Effecting, and being so nimble they may also learn the Evade skill (up to 5 times for each) <<*Note Elven Knights may learn Evade, but are still Restricted on Dodge skill, may still only use Intercept with magic items contrasting the Dodge skill*>>

The Blade and the Bow are staples of Elven childhood education, Thus Elves may purchase the following Weapon Masteries at a discount of -2 Skill Points from its normal cost: Missile, Blades, Elvish or All. When using a Bow or a Bladed Weapon, Elves gain a + 2 damage bonus above any Damage and/or magic bonus they normally have.

Elves have their own Weapon Mastery skill which includes the Bow and all Bladed weapons including thrown ones. They can also apply their Weapon Damage to both hands if the Elf has the Dual Wield skill.

Inherent Disadvantages:

Frail physique prevents the Elf from purchasing the *Two-Handed Blunt, Two-Handed Cleaving, or Two-Handed Master skills*. A second side effect of their lithe build is a penalty to their normal total hit points of -5 applied to their professions maximum hit point total. They also may not purchase the *Nobility* skill

**** *Note: You must have a Marshall's approval to play a Dawn Elf*

*Note: All Players wishing to start a Dawn Elf must have achieved enough experience to be at minimum **Level 5**, in addition to Marshal approval before creating one of these beings.*



The High Elf [R]:

These are the descendants of the first Elven Nation. Known as the Nol'Queldir by all of Elfdom. Theirs is the right to rule, and they have an aura of command over other Elves and even Ancients.

Proud and noble beings, pride even arrogance is also their greatest fault, and causes them the most problems. Even these regal beings. In the ranks of the Ancients/Fey; Elves are the Guardian Race; High Elves are the officers.

It is not that they are rude; quite the opposite they are often overly polite or full of etiquette, it is in their minds and upbringing they feel superior, and that they must teach and guide all the other races. This especially goes for the Bestial and Goblinoid Races, but even Humans and Dwarves can be amazed at just how noble, direct, aloof, and yet elusive High Elves can be.

Make-Up Requirements:

The only make-up requirements for High Elves are all characters must wear pointed ears, and male High Elves do not have facial hair.

Population: *Three (3) per 100 players*

Profession Information

Preferred Professions: *Knight of Valor, Duelist, & Artificer*

Forbidden Professions: *Marauder, Knights of Darkness, Vagabond, and Tinkerers*

Preferred Magic: *Healer or any Ethereal*

Forbidden Magic: *Necromancy*

Affinities

Weapon: *Single Edged Short & Longsword, Bow*
*(*DR with Bladesong)*

Magic: *Celestial & Healer*

Production: *None*

Skill Information

Special Skills: *Weapon Damage (Both) (called Bladesong by the Elves, Resist Metabolic, Resist Mind Effecting and Evade (up to 5 each)*

Special Masteries: *Elven Weapon Master (Bladed Weapons & Bow)*

**may use two Elven swords for Special Affinity DR*

Inherent Advantages:

An Elven character may purchase the Resist Metabolic skill up to 5 (five) times. Elves may also purchase the Resist Mind Effecting skill up to 5 (five) times as well. Being so nimble they may also learn the Evade skill (up to 5 times)

<<*Note Elven Knights may learn Evade, but are still Restricted on the Dodge skill, and may only use magic items as Intercept*>>

The Blade and the Bow are staples of Elven childhood education, thus Elves may purchase the following Weapon Masteries at a discount of -2 Skill Points from its normal cost: Missile, Blades, Elvish or All. When using a Bow or a Bladed Weapon, Elves gain a + 2 damage bonus above any Damage and/or magic bonus they normally have.

Elves have their own Weapon Mastery skill which includes the Bow and all Bladed weapons including thrown ones. They can also apply their Weapon Damage to both hands if the Elf has the Dual Wield skill.

High Elves are noble and contain a sort of glamour when dealing with other Elves and Ancients. As such they gain a +1 to any ranks of Leadership skill they have for the various Ancient races. (This means they can give a maximum bonus to other Ancients at Leadership III of +4 damage and +40 Hit points)

Starting High Elves must buy the Nobility Skill but do so for -2 skill points. .

Inherent Disadvantages:

Frail physique prevents the High Elf from purchasing the *Two-Handed Blunt, Two-Handed Cleaving, or Two Handed Master skills.*

A second side effect of their lithe build is a penalty to their normal total of -5 to their profession's maximum hit point total

All High Elves must purchase the *Read & Write* skill, the *Nobility* skill as well as know at least the *One-Handed Blades* skill and *Bow* skill before they may purchase any other skills.

***** Note: You must have a Marshall's approval to play a High Elf. *****

*Note: All Players wishing to start a High Elf must have achieved enough experience to be at minimum **Level 15** before creating one of these beings. See a Marshall or Staff on the ways this can be achieved.*

The Sylvan Elf [R]:

Often referred to as the “Wood Elves”, these Elves have shed the trappings of civilization in favor of a simpler existence more in touch and tune with Nature. Often they are seen and More Brash and less wise than their Dawn Elf cousins, though every bit as capable in War and Magic.

They have an understanding of the natural world envied by most non-Elven or Fey Druids. While still seen as the Guardian Race of the Ancients, they have directed this to the natural places and deep forests of the world.

Make-Up Requirements:

All characters must wear pointed ears.

Sylvan Elves must dress in a more woodland manner; they tend to wear fetishes such as feathers and claws in their clothing. Though they do not always have to whenever a Sylvan Elf is knowingly going to battle, they tend to wear war paint style face paint.

Male Sylvan Elves do not have facial hair.

Population: *Three (3) per 100 players*

Profession Information

Preferred Professions: *Ranger*

Forbidden Professions: *Cavalier, All Knights, Tinkerer, Smith & Artificer*

Preferred Magic: *Druid (Sylvan Elves may always learn Druid Magic as their secondary Magic regardless of Profession or Prestige Group)*

Forbidden Magic: *Necromancy*

Affinities

Weapon: *Single Edged Short & Longsword, Bow*
(*DR with Bladesong)

Magic: *Druid*

Production: *None*

Skill Information

Special Skills: *Weapon Damage (Both) (called Bladesong by the Elves), Resist Metabolic, Resist Mind Effecting and Evade (up to 5 each)*

Special Masteries: *Elven Weapon Master (Bladed Weapons & Bow)*

**may use two Elven swords for Special Affinity DR*

Inherent Advantages:

Sylvan characters may purchase the *Resist Metabolic, Resist Mind Effecting and Evade* skills up to five (5) times each.

Due to their closeness with the natural world, Sylvan Elves start with *Greater Lore: Nature* for free and may purchase *Druid Arts* for half cost.

All Sylvan Elves regardless of Profession also gain the benefit of Animal Friendship for free, which always works as the Druid spell of the same name, and is the greater form of a Druid's Animal Empathy skill.

The Blade and the Bow are staples of Elven childhood education, Thus Elves may purchase the following Weapon Masteries at a discount of -2 Skill Points from its normal cost: Missile, Blades, Elvish or All. When using a Bow or a Bladed Weapon, Elves gain a + 2 damage bonus above any Damage and/or magic bonus they normally have.

Elves have their own Weapon Mastery skill which includes the Bow and all Bladed weapons including thrown ones. They can also apply their Weapon Damage to both hands if the Elf has the Dual Wield skill.

Inherent Disadvantages:

Frail physique prevents the Sylvan Elf from purchasing the *Two-Handed Blunt, Two-Handed Cleaving, or Two-Handed Master skills*.

A second side effect of their lithe build is a penalty to their normal total of -5 to their profession's maximum hit point total

They also may not purchase the *Nobility* skill

Sylvan Elves regardless of profession must purchase the *Bow* skill or a *Mastery* with *Bow* at character creation.

**** *Note: You must have a Marshall's approval to play a Sylvan Elf*

*Note: All Players wishing to start a Sylvan Elf must have achieved enough experience to be at minimum **Level 10** in addition to Marshal approval before creating one of these beings. See a Marshall or Staff on the ways this can be achieved.*

The Dusk Elf [R]:

This enigmatic race is frequently presumed to be harsh and menacing. Though more accurate descriptions may be fierce and calculating.

The unforgiving Darkness of the Deep Forests and Upper Cave systems is their natural home. They will only venture into the light of day when they have great need.

Though still Elves and therefore seen as a Guardian Race, Dusk Elves often use methods of teaching seen as harsh and more survival of the fittest rather than gentle caretaking, they would rather a harsh lesson on survival than to coddle the Younger Races.

The Dusk Elf's sensitive eyes are caused pain by daylight, and they tend to avoid Daytime or cover their faces with hoods.

An open mind is a weakness and thus Dusk Elves go to great lengths to shroud their thoughts as well.

Make-Up Requirements:

The Player must wear gradients of gray make-up on all exposed skin. Dusk Elves have gray, silver, or white hair and must wear pointed ears. Dusk Elf Males do not have facial hair.

Dusk Elves tend to wear lots of Dark hooded clothing, or even Blacks. Spiders, Skulls, and other macabre images are common on their clothing.

Population: *Three (3) per 100 players; with a minimum of 100 players before becoming available to play.*

Profession Information

Preferred Professions: *Knight of Strife, Duelist.*

Forbidden Professions: *Marauder*

Preferred Magic: *Wrath & Ethereal*

Forbidden Magic: *None*

Affinities

Weapon: *Single Edged Short & Longsword, and Crossbows*
*(*DR with Death Dancers)*

Magic: *Celestial & Wrath*

Production: *Poisons*

Skill Information

Special Skills: *Weapon Damage(Both); which is known as Death-Dance. Resist Metabolic, Resist Poison, Resist Mind Effecting & Evade (up to 5 each)*

Special Masteries: *Dusk Elven Weapon Master (Bladed Weapons & Crossbow)*

**may use two Dusk Elf swords for special affinity DR*

Inherent Advantages:

A Dusk Elf character may purchase the Resist Metabolic, Resist Poison and Resist Mind Effecting up to 5 (five) times each. Being so nimble they may also purchase the Evade skill (up to 5 times)

The Blade and the Crossbow are staples of Dusk Elven childhood education, thus Dusk Elves may purchase the

following Weapon Masteries at a discount of -2 Skill Points from its normal cost: Missile, Blades, Dusk Elvish or All. When using a Crossbow or a Bladed Weapon, Dusk Elves gain a + 2 damage bonus above any Damage and/or magic bonus they normally have.

Dusk Elves have their own Weapon Mastery skill which includes the Crossbow and all Bladed weapons including thrown ones. They can also apply their Weapon Damage to both hands if the Dusk Elf has the Dual Wield skill.

Starting Dusk Elves may buy the Nobility Skill if they wish. This is only for their race and does not follow the normal Elven traditions.

Inherent Disadvantages:

Size and physique prevent the Dusk Elf from purchasing the Two-Handed Blunt, Two-Handed cleaving, or Two-Handed Mastery skills.

While not as frail as the Surface Elf, a Dusk Elf suffers from physical weakness in bright light or daylight the Dusk Elf suffers a -10 Hit Points penalty at these times. This may cause weaker Dusk Elves to go comatose during these times, though they will not die, and will recover once in Darkness. Similarly, the Light Spell (Terrestrial, 1st Level) causes a Dusk Elf to be blinded for 10 seconds. Rune of Brightness (Rune, 1st Level) and an Alchemical Light Elixir will have the same effect if activated within 5'.

******* Note:*** *You must have a Marshall's approval to play a Dusk Elf.*

Note: *All Players wishing to start a Dusk Elf must have achieved enough experience to be at minimum **Level 20** in addition to Marshal approval before creating one of these beings. See a Marshall or Staff on the ways this can be achieved.*

The Per'Mithelda (The Gray/Half Elves) [R]:

Through strong magic, long ago, there was a way for the Younger Races and the Ancient Races to marry and conceive a child. These children became known as Gray Elves or Half-Elves.

Though accepted by both worlds they belonged to neither, and as time passed, they begun to intermingle amongst themselves, and reproduced more of their own kind.

They have an average Life span of 350 years.

Being connected to both the Ancient and Younger Race these beings can have offspring with Other Half-Elves, Humans or Elves. Unlike The true Ancients, the mother doesn't determine the race of the child, but instead if a Gray has a child with an Elf or another Gray that child is also a Half-Elf. If they have a child with a human that child is human in all respects.

Thus this race is exceedingly rare. More so because there were once four clans, but all four were nearly wiped off the face of Tyrra by a Cabal of Vampires more than 150 years ago, who saw the Grays as a force of prophecy.

Make-Up Requirements:

All characters must wear small, pointed ears.

They may favor clothing of either elven or human design and as they tend to travel often will have garb which reflects tastes of all the cultures they have visited.

Unlike Elves Male Half Elves may have facial hair and commonly do.

Population: *One (1) per 250 players*

Profession Information

Preferred Professions: *Vagabonds and Rangers*

Forbidden Professions: *Marauders and Cavaliers*

Preferred Magic: *Hearth and Druid*

Forbidden Magic: *None*

Affinities

Weapon: *Bow*

Magic: *Hearth and Druid*

Production: *None*

Skill Information

Special Skills: *Weapon Damage (Both) (under special circumstances); Resist Metabolic & Resist Mind Effecting (up to 3 each)*

Special Masteries: *None*

Inherent Advantages:

Half Elven characters may purchase the Resist Metabolic & Resist Mind Effecting Skills. Limited to Three (3) times each

Due to their belonging to both the Ancient and Mortal World, and to neither this race may purchase Informational Lores at minus one (-1) cost. They may purchase Elude (Avoidance), Combat, and Magical Lores for a minus one (-1) skill cost as well due to their nomadic lifestyles.

Half Elves retain some of their Elven Heritage in that they may purchase the Weapon Damage(Both) Skill which they also call Bladesong but must learn this skill from an Elf in play who is willing to teach them. They must already have dual wielding, and then effectively buy that skill a second time to upgrade it to Bladesong. Of course Rogues and Duelists do not need to go through this process as their professions already grant them Weapon Damage(Both).

Inherent Disadvantages:

This race does not suffer from the inherent negative to Hit Points most Full-blooded Elves do, but instead gain Hit Points and Reach Max Cap just as a Human would

The biggest disadvantages for a Half Elf is in Role-playing a being caught between two realms, they will outlive all their human friends and family, but age rapidly to any Elves they befriend.

A Half Elf must have something in their history, an ancestor that is special which allowed for the Half Elf to exist. This is a Role-playing background and can often include something off about their history.

Half Elves may not learn the Nobility Skill, though they often earn noble ranks through service to others.

**** *Note: You must have a Marshall's approval to play a Gray/Half Elf.*

The Eldar

The Eldar were formed by the original Spark. Some say they are the most civilized of all the peoples of the world, others the most feral, like a captive but still wild animal.

A dying race with perhaps only a thousand or less survivors left, they are often seen as dark, tragic in nature and a haunting race of people. A race that has survived a war of genocide and knows that their days are numbered regardless. For one day, there will be no more Eldar in the world.

All Eldar are extremely long lived, they have been known to live for thousands of years.

The Eldar are now commonly broken into the Eldarine and Eldaran, but not to the survivors of this race. They only refer to others as the Eldar, never by the distinction of Eldarine and Eldaran

*Note: All Players wishing to start an Eldar must have achieved enough experience to be at minimum **Level 15** before creating one of these beings. See a Marshall or Staff on the ways this can be achieved. You must have a Marshall's approval to play any Eldar.*

The Eldarine (Seelie Court Fey) [R]:

History has always suggested that the Eldarine are close relatives to the Elves, they are one of the Ancient Races, called the "Eldar" before the sundering some six centuries ago.

Many academics suspect that the Eldar are closer to the original Spark that all life shares.

The Eldarine were once creatures of light. Lovers of art, quick with a quip, and light of heart, these champion-poets are now often as skilled with an ink quill as with a rapier.

No longer, now they bear a great burden of heart. Though they are still fond of adventure, it now has a reason. You will always find an Eldarine in search for a cure for their blighted brothers and sisters, though they secretly fear there is none to be found.

Make-Up and Costuming Requirements:

An Eldarine doesn't have any specific costuming requirements, but they do tend toward loose flowing clothing.

Eldarine are required to wear pointed ears. These must be longer than those of an Elf being at least 3 inches long. They may be curved or leaf like as well.

An Eldarine also must have something *off* about their look. Sometimes they have strange colored eyes, or tattoos around their eyes. They often also have horns, or even thorns. These may be of latex, sculpting clay, or foam.

Population: *Three (3) per 100 players.*

Profession Information

Preferred Professions: *Sentinels & Cavaliers*

Forbidden Professions: *Marauders, Knights of Darkness, and Tinkerers*

Preferred Magic: *Healing*

Forbidden Magic: *Necromancy & Charm Magics*

Affinities

Weapon: *Rapier & Main Gauche, Hand Crossbow*
*(*DR with Main Gauche off hand)*

Magic: *Healing & Druid*

Production: *Scribe*

Skill Information

Special Skills: *Resist Mind Effecting & Resist Metabolic, Break Charm & Dominion*

Special Masteries: *Weapon Master Eldar (One handed Blades, Cross Bows & Spear)*

**must use Rapier & Main Gauche combo for DR*

Inherent Advantages:

This race has some command over mind controlling magics. Thus, they may purchase the *Break Charm & Domination* skill.

Seelie court fey may purchase the *Resist Mind Effecting* skill and *Resist Metabolic* skill five (5) times each as well.

Because of the wars they fought, the Eldarine are all skilled warriors. Thus, they may purchase any *Weapon* skill for -1 skill point. Because of their warrior natures, they may purchase *Offensive Combat* skills for -1 skill point. (i.e. *Weapon Damages, Parry, Critical Strike, Riposte & Lethal Strike*)

Creatures of light from birth, they may also purchase *Greater Lore: Nature, Druid Arts, and Healing Arts* skills for -1 (one) skill points each.

Starting Seelie Court fey may buy the *Nobility* skill if they wish.

Inherent Disadvantages:

The Eldarine do have some limits to the choice of combat arms. *Two-Handed Cleaving, Two-Handed Blunt, and Two-Handed Master* skills are unavailable to this race.

It is unknown why all Eldarine despise Necromancy and charming magic or effects so much, but they will NEVER use either.

The Eldaran (Unseelie Court Fey) [R]:

This malignant breed of Eldar is the result of an ancient conflict of the fey warriors against some darkness from the outer planes themselves.

Fully a third of the Eldar choose to corrupt themselves to combat this enemy. These Eldar were twisted into dark reflections of the light and renamed themselves the Eldaran.

There is a blackness pulsing through their very bodies, and visible are the scars and the dark heart that beats inside, giving life to these twisted beings.

Sages agree the Eldaran are dark, but are they truly inherently evil? Can a creature infused with this type of corruption be good? It is agreed that they became these monsters to defend their light brethren willingly and with the knowledge there would be no cure for their actions. Now it is as if they are the mirror antithesis of the Eldarine from which they were spawned.

Make-Up and Costuming Requirements:

An Eldaran doesn't have any specific costuming requirements, but they do tend toward loose flowing clothing, often tattered and angled.

Eldaran are required to wear pointed ears. These must be longer than those of an Elf being at least 3 inches long. They may be curved or leaf like as well.

An Eldaran also must have something *off* about their look.

Sometimes they have strange colored eyes, or tattoos around their eyes. They often also have blackened horns. These may be of latex, sculpting clay, or foam. They may look like antlers or ram's horns or whatever natural horns the player wishes. Consult a Race Marshall for tips on making your horns.

Unseelie court fey are required to use make up and have gray to black markings around their eyes to represent the darkness that flows through their veins, they sometimes continue these marks over the whole body as dark veins to show the darkness that corrupts their very beings.

Population: *Three (3) per 100 players; with a minimum of 100 players before becoming available to play.*

Profession Information

Preferred Professions: *Warrior, Cavalier, Knight of Strife & Duelist*

Forbidden Professions: *Marauder, Knight of Valor, Knight of Darkness, Ranger, All Crafters, Magi and Artificer.*

Preferred Magic: *Wrath Magic*

Forbidden Magic: *Healer and Charm Spells*

Affinities

Weapon: *Rapier & Main Gauche, Hand Crossbow*
*(*DR with Main Gauche off hand)*

Magic: *Wrath*

Production: *Alchemy*

Skill Information

Special Skills: *Resist Mind Effecting & Resist Metabolic, Break Charm & Dominion*

Special Masteries: *Weapon Master Eldar (one handed Blades and Crossbows, Spears and Bows)*

**must use Rapier & Main Gauche combo for DR*

Inherent Advantages:

Because the Eldaran are essentially corrupted Eldar they may purchase the *Break Charm and Domination* skill.

Eldaran may purchase the *Resist Mind Effecting* skill & the *Resist Metabolic* skill up to five (5) times each.

The Eldaran are all skilled warriors. Thus, they may purchase any *Weapon* skill for -1 (minus one) skill point. Because of their warrior natures, they may purchase offensive *Combat* skills for -1 skill point. (i.e. *Weapon Damages, Parry, Critical Strike, Riposte & Lethal Strike*)

Starting Eldaran may buy the *Nobility* skill if they wish.

Inherent Disadvantages:

The Eldaran do have limits to the choice of combat arms. *Two-Handed Cleaving, Two-Handed Blunt, and Two-Handed Master* skills are unavailable.

Eldaran are permanently corrupted, and this corruption cannot be cleansed or removed by any known means. There is rumored to be a ritual magic that can restore these creatures to their former state, but no one claims to have witnessed it.

As creatures touched by the very forces of corruption any curative magic or effect or magic with the Light tagline effect. cast on a Eldaran will harm them. Any *Darkness* spell such as an *Inflict* type spell, will do nothing to them. The magics that can heal an Eldaran are only *Heal, Cause & Corruption* spells and effects.

Life, Death, and Revive spells and the like all work on Eldaran as they would any other creature

Unlike their Seelie brothers and sisters, the Eldaran have no problem with using *Corruption* magic or effects; in fact, they seem to have been indoctrinated and bred for them.

It is unknown why all Eldaran despise charming magic or effects so much, but they will NEVER use them.

**** *Note: You must have a Marshall's approval to play any Eldar.* ****

Troll Brood [R]:

Trolls have a strange history that is somehow connected with the fey. They are often servants of both the Eldaran, and surprisingly the Eldarine as well. They seem strangely to be accepted by all the Ancient Races, though fairies fear them greatly. They are based on the trolls of Nordic and Germanic myths.

Trolls are not known for their sense of humor; they especially dislike practical jokes.

Often these brutes are seen as cannibals and kidnapers. Beings of scary reputation and disposition, who would just as soon murder a victim and eat them as anything else.

Trolls are said to practice dark rituals unlike anything that the other races and cultures have. It is rumored that they can divine the future from the bones of their victims

The troll brood is the smallest and most common of the various trolls. Some might argue they are also the most cunning if not the most intelligent.

Make-Up and Costuming Requirements:

Troll Broods have various blotchy green to sickly bluish skin and black, red, orange, blue or even purple hair. Remember, a player must cover all exposed skin with make-up.

Trolls also must wear a prosthetic nose that is at least 5 inches long. Troll brood also have 4 inch or longer pointed ears, which may be smooth, serrated or jagged.

Troll brood can wear any type of costuming, but usually prefer a more “jungle” look. Brightly colored ritual tattoos are very common

Population: *Two (2) per 100 players; with a minimum of 100 players before becoming available to play.*

Profession Information

Preferred Professions: *Marauder*

Forbidden Professions: *Cavalier,*

All Knights, Tinkerer, Apothecary,

Preferred Magic: *Hearth Magics*

Forbidden Magic: *Healing*

Affinities

Weapon: *Bone or Bone Handled Weapons*

Magic: *None*

Production: *None*

Skill Information

Special Skills: *Divination – Roll the Bones*

Special Masteries: *None (Weapon Master: All is their favorite)*

Inherent Advantages:

Weapon Masteries can be purchased for minus two (-2) Skill points.

Troll Broods are very strong and get a +2 *Enhanced Strength* bonus.

Furthermore, all troll brood may purchase their *Enhanced Strength* score up to +5 regardless of profession. Warriors, Smiths, and Marauders may purchase five additional strength points as per their profession, for a total +7 *Enhanced Strength*.

Quick Recovery: Trolls are often thought to naturally regenerate, and though this is true of some of the larger and stranger troll types, troll brood do not regenerate.

They do gain a special bonus from any form of healing they receive in that the spell, elixir or whatever does an additional 5 points of healing. This even applies to desecrated or corrupted trolls who are healed by *Causes*. (i.e. a troll would gain 7 points of healing from a *Cure Light Wounds* spell, or a desecrated troll would get 7 points of healing from a *Cause Light Wounds* spell.) The troll's constitution also gives them a +5 hit point bonus to their total. Thus, they may attain +5 hit points over their profession's hit points cap.

Trolls who buy the *Fortify* skill do gain double the regenerative powers of that skill (i.e. *Fortify IV* rather than regenerate 2 HP / 10 min a troll brood regenerates 4 HP / 10 min)

Inherent Disadvantages:

Many consider troll broods to be a stupid race. While there are no doubt less intelligent members of any race, the troll broods are anything but.

Trolls panache for dark rituals and toward cannibalism coupled with their ability to gain extra from any form of healing have led to their inability to ever learn any *Healer* magic spells. They simply see no reason; it doesn't fit their culture.

Troll Broods, like all trolls, are very susceptible to fire. Thus, when attacked by any *Fire* or *Flame* attack the troll brood takes an **additional five (5) points** of damage from the attack. (i.e. The *Fiery Dart* spell would do 10 points of damage to a troll brood)

It is unknown how long a troll brood can live, or even how they are born. They even have a legend that they are all the regenerated parts of an immortal giant troll being.

They also may not purchase the *Nobility* skill

**** Note:** *All troll broods must have a fey (Eldaran or Eldarine) as their sponsor in play. They are attached to this character and their house*

***** Note:** *You must have the Eldar Race Marshall's permission to play this race, and be connected to an Eldar player character.*

******** *All Players wishing to start a troll brood must have achieved enough experience to be at minimum **Level 10** before creating one of these beings*

The Goblinoids

The Goblinoid Races: Often considered the enemy of humankind, the Goblinoid races are, fierce, aggressive, and cunning; these creatures are found in all parts of our world.

Goblinoids come in a wide variety of races and sub species. The only thing that tend to hold them all in common is that they revel in bloodshed and destruction wherever they go. War is their guiding force, strife their purpose, and a passion for violence is almost universal amongst their entire ilk.

The player must decide how best to handle the savage nature of these beings. Though players may not start as a full-blooded member of these races, their ilk often have the same tendencies, even if they are just below the surface. They are regarded with suspicion and even hatred most place they go. They often turn to a life of adventure and travel as a means to never place roots down and always stay away from the bigotries that haunt their lives.

Will you be an outcast from an Orcish tribe, or a rampaging member of a pack of Ogres? These races provide a great role-playing opportunity and are a lot of fun.

Orc-Blood [R]:

Orcish history is drenched with blood especially Elven. It seems that their nature is to destroy; because of that, most people view these beings as evil destroyers with little redeeming qualities.

The full-blooded Orc is the adversary, but they do often leave a softer hearted progeny in their wake, namely the Orc-Bloods. Orc-Bloods make fierce champions and can become loyal companions.

Orc-Bloods are a relatively short lived race and usually don't live past sixty years of age.

Make-Up and Costuming Requirements:

Orc-Bloods have brownish dark green, splotchy black or graying skin and black, brown or dark red hair. Remember, a player must cover all exposed skin with make-up.

They are required to wear tusks at all times. *Unless eating, of course!*

Orc-Bloods also tend to have pointed ears, but unlike the gently sloping ears of Elves, an orc-blood's ears tend to be serrated or jagged.

Orc-Bloods can wear any type of costuming, but usually prefer a more "barbaric" look. Tattoos are another very common trait amongst the orc-bloods

Population: Six (6) per 100 players.

Profession Information

Preferred Professions: Marauder

Forbidden Professions: Knights of Valor, and all Scholars

Preferred Magic: Wrath Magics

Forbidden Magic: None

Affinities

Weapon: Wide Bladed Sword and Heavy Axe
(*DR with Shield)

Magic: Wrath

Production: None

Skill Information

Special Skills: None

Special Masteries: Orcish Weapon Master (All Bladed and Cleaving Weapons)

*may couple with Shield for Special Affinity DR

Inherent Advantages:

Orcs are very strong, and their kin share that attribute. Orc-Bloods get a +1 *Enhanced Strength* bonus.

Furthermore, all orc-bloods may purchase their *Enhanced Strength* score up to +5 regardless of class. Champions and Smiths may purchase five strength points as per their profession, for a total +6 *Enhanced Strength*.

Orcish heritage is one full of war and strife. As such Orcs quickly learn that the more armor the better. This carries over to the orc-bloods as well. As such, orc-bloods may purchase the *Wear Extra Armor* skill at -1 skill points per level.

The Orcish constitution also gives them a +10 hit point bonus to their total. Thus, they may attain +10 hit points over their profession's hit points cap.

Orcs like to see things bleed, and they have developed a great fondness for edged weapons of all types. Orc-Bloods may purchase the *Orcish Weapon Master skill*, which includes all bladed weapons from a dagger to a two-handed sword and all forms of cleaving weapons both one and two handed.

Inherent Disadvantages:

Many consider orc-bloods to be a stupid race. While there are no doubt less intelligent members of any race, the orc-bloods are anything but.

Regardless, orc-bloods have a difficult time learning to read and write. Because of that, an orc-blood player must pay double (x2) skill point cost for any *Ethereal Art* or *Read & Write* skills.

They also may not purchase the *Nobility* skill

Orc-Bloods also pay double (x2) for any *Informational Lore* skill. Orc-Blood martial upbringing limits them in the ways of magic further. They may never purchase any of the *Ritual Master skills* or *Magical Lore* skills

***Note: you must have a Marshall's approval to play an orc-blood.

The OGREKIN [R]:

Ogre-kin are less common than their full-blooded kin and often prefer to remain in solitude, even though they are well accepted into ogre society.

This does not preclude these behemoths from adventuring, however, and they can hold most any occupation. They have a hidden aggressive nature and can be more vicious than any orc.

Ogrekin also have a hard time understanding the concept of a weaker race being in charge. Might makes right and someone must generally prove to an OGREKIN why they should lead.

This often gets them into brawls, but if defeated, and then shown kindness or offered friendship one could never ask for a more loyal companion.

Ogrekin are relatively long-lived races some are known to have lived to be over 150 years of age.

Make-Up and Costuming Requirements:

Ogrekin have dark yellowish skin if they are related to the hill Ogres, and deep brown skin if they are more akin to the Ogres of the high mountains, both types can be highlighted with related colors like lighter browns or deep oranges. Remember, a player must cover all exposed skin with make-up.

Ogrekin can have hair of any natural color, but it is usually dark. They also are required to wear tusks at all times. ***Unless eating, of course!***

Ogrekin can wear any type of costuming, but usually prefer animal skins or leather armor to any fancy dress or heavy plate armor.

Population: *Three (3) per 100 players.*

Profession Information

Preferred Professions: *Warrior & Marauder*

Forbidden Professions: *All Scholars & Crafters*

Preferred Magic: *No Preferred Magic*

Forbidden Magic: *None*

Affinities

Weapon: *Clubs, Hammer & Maces*

Magic: *None*

Production: *None*

Skill Information

Special Skills: *None*

Special Masteries: *None*

Inherent Advantages:

Ogres are very strong and pass that attribute onto their kin through a +1 *Enhanced Strength* bonus. This bonus allows the character to deal an additional point of damage in combat.

Furthermore, all OGREKIN may purchase their *Enhanced Strength* score up to +5 regardless of class. Champions and Marauders may purchase five additional strength points as per their profession for a total +6 *Enhanced Strength*.

The ogre's constitution also gives them a +15 hit points bonus to their total. Thus, they may attain +15 hit points over their profession's hit point cap.

Ogre society praises strength and toughness above all else. As such, ogrekin can purchase the *Fortify* and *Master Fortify* skills for -1 skill point

Inherent Disadvantages:

Many consider ogrekin to be slower and less intelligent than the more "civilized" races.

Ogres and ogrekin do not seem to mind this impression as it tends to give them an advantage over the other races when it comes to getting away with things.

None the less, ogrekin, like orc-bloods, have a difficult time learning to read and write and must pay double (x2) skill point cost for any *Ethereal Art* and the *Read & Write* skill.

They also may not purchase the *Nobility* skill

An OGREKIN's bulk means they cannot effectively use a buckler shield, and thus can't purchase the *Shield Use:Buckler* or *Shield Master* skills.

Note: You must have a Marshall's Approval to play this race.

The Oni or Ogre Magi [R]:

Oni or ogre magi as they are commonly called are a strange race of ogre.

Warped by powerful *Ethereal* magics they share a similar history to normal Ogres, and sometimes the offspring of two normal Ogres can turn out to be a blue skinned ogre magi.

Oni are less common than their full-blooded kin, and it is rumored that there is a colony of these creature on a large volcanic island where they practice mighty *Ethereal* magics in solitude away from prying eyes.

This does not preclude these *Ethereal* champions from adventuring, however, and these cunning casters have a quick and devious mind.

Make-Up and Costuming Requirements:

Ogre magi have dark bluish skin that can be highlighted with colors like red and purples.

Oni can have hair of any color, but it is usually dark, and even can be of strange colors such as blue, or green. Very rarely female Oni are said to have silver, and the rare male metallic gold.

They are required to wear tusks at all times. *Unless eating, of course!*

Some Oni also grow horns like the Djinn-born or fey.

Ogre magi can wear any type of costuming, but usually prefer a more Oriental or Persian look.

Remember that a player must cover all exposed skin with make-up.

Population: *Three (3) per 100 players; with a Minimum of 100 players before becoming available to play.*

Profession Information

Preferred Professions: *Sentinel*

Forbidden Professions: *Marauder, Ranger, All Knights & All Scoundrels, Cavalier*

Preferred Magic: *Ethereal*

Forbidden Magic: *All Terrestrial*

Affinities

Weapon: *None*

Magic: *Celestial & Arcanist*

Production: *None*

Skill Information

Special Skills: *None*

Special Masteries: *None*

Inherent Advantages:

Ogres are very strong and pass that attribute onto their Oni kin through a +1 *Enhanced Strength* Bonus. This bonus allows the character to deal an additional point of damage in combat.

Please Note their Enhanced Strength bonus is in addition to any Enhanced Strength their profession may allow them to buy but does not allow them to exceed that limit.

The ogre magi constitution also gives them a +10 hit point bonus, and thus +10 to their profession's maximum

Inherent Disadvantages:

Unlike Ogres, which many consider to be an unintelligent race, Oni are known to be very intelligent and are quite capable casters. While there are no doubt stupid members of any race, the Oni are anything but.

Unlike their ogre brethren; Oni can easily learn any *Ethereal* Magics. But due to the ogre society's lack of a written language they must still pay double (x2) to learn the *Read & Write* skill.

They are inherently *Ethereal* creatures though and can thus never learn *Terrestrial* magics of any sort. This means that they are also unable to become any of the *Terrestrial* magic based professions, which include: Ranger, or any Knight profession.

Furthermore, Oni lack the benefit that others of ogre descent gain in that they cannot learn additional *Enhanced Strength* beyond what their chosen profession would allow.

They also may not purchase the *Nobility* skill

An Oni's bulk means they cannot effectively use a buckler shield, and thus can't purchase the *Shield Use:Buckler* or *Shield Master* skills.

The Ethereal Races

The Ethereal Races: The list of other races and species that have visited us is long and varied. Djinn-born, the Brotherhood Arcanum, and the Sons & Daughters of Kyth, as well as, others more mysterious have all left their mark. War is usually the gift they bring, and death is left as a reminder.

*Note: All players wishing to start an Ethereal race must have achieved enough experience to be at minimum **Level 15** before creating one of these beings. See a Marshall or Staff on the ways this can be achieved. You must have a Marshall's approval to play any Ethereal.*

The Daughters of Kyth [R]:

Long ago there was a great war on the Ethereal borders. Slaves of the Darkness rebelled. Their leader was the Great Kyth.

These sons and daughters fought for their freedom, and won, but at a great cost. Kyth was utterly destroyed in the battle, consumed as if she never existed.

The former slaves had always been kept separate from one another as far as male and female, and when the final backlash of titanic magical energy ripped the fabric of existence they were again cast far from one another.

Over millennia the Daughters of Kyth developed great skill at the *Celestial* arts, and traveled the planes in search of what had happened to their beloved mother Kyth. As they travelled they became one with the planes around them, and their appearances changed to reflect their new power.

Finally, they were reunited with their brothers, but too late, for the male of the species had made a horrible and unforgivable mistake. The arrogant males' legends held that Kyth was a male. Further they bent their lives toward the ways of *Arcanist* magic.

So, the debate began, and though the two are of one race they no longer have the same beliefs, and neither side is willing to give in as to the true identity of Kyth.

Daughters of Kyth are very long lived; they can endure for thousands of years

Make-Up and Costume Requirements:

Daughters of Kyth have yellow to bright gold skin with darker highlights and spots. The Daughters of Kyth's hair is usually a dark color, but may be any natural color. A daughter of Kyth often has only a top knot of hair and this can be achieved through a prosthetic cap. Daughters of Kyth have serrated ears as well. Nose prosthetics to make the players nostrils appear as slits are also encouraged.

Daughters of Kyth tend to wear costuming of a flowing nature, often adorned with magical symbols or glyphs. They also often cover their bodies with a cloak or hood to cover their obviously alien nature.

Population: One (1) per 100 players; with a minimum of 100 players before becoming available to play.

Profession Information

Preferred Professions: *Artificer*

Forbidden Professions: *All Champions, All Knights, Ranger, & Duelist*

Preferred Magic: *Celestial*

Forbidden Magic: *All Terrestrial and Arcanist*

Affinities

Weapon: *None*

Magic: *Celestial*

Production: *Scribe & Surgeon*

Skill Information

Special Skills: *Resist Arcanist (up to 5 times)*

Special Masteries: *None*

Inherent Advantages:

Because of their otherworldly origins, the Daughters of Kyth have been exposed to the powerful ethereal forces of their hidden home. Thus, Daughters of Kyth may purchase the skill *Resist Arcanist Magic* up to 5 times regardless of their profession.

Daughters of Kyth who learn *Celestial* magic as their primary magic gain a special bonus of an additional spell at each level of magic they have learned. For example, if a daughter of Kyth has a 4,3,2,1 primary *Celestial* column they may cast 5,4,3,2 spells. These bonus spells MUST be a *Celestial* only spell.

Their special knowledge of *Ethereal* magic allows Daughters of Kyth to purchase the *Celestial Arts* skill for half skill point cost, rounded up.

Inherent Disadvantages:

Daughters of Kyth are completely unable to learn any *Terrestrial Arts*. So powerful is the Daughters of Kyth's pull toward *Celestial Magic* that they cannot learn the *Arcanist Arts* skill.

Sons and Daughters of Kyth can be great fun to role-play. Though they are technically the same race they have traveled in two completely different directions, and as such can no longer agree on their shared past. So, strong is this that though violence is typically forbidden against one another, long, and sometimes very loud heated arguments are common. All this strife is over whether Kyth was male or female.

They also may not purchase the *Nobility* skill

*Note: All players wishing to start a daughter of Kyth must have achieved enough experience to be at minimum **Level 10** before creating one of these beings. See a Marshall or Staff on the ways this can be achieved.*

Note: You must have a Marshall's approval to play this race!

The Djinn-born [R]:

Related to the Djinn such as the genies of air and the efreeti of fire, these elemental beings are masters of *Elemental* magics.

Their keeps seem to float around many of the most extreme environments of the world. Deserts, volcanoes, arctic plains all are home, and in fact relished by the Djinn-born

Djinn-born are very long lived, it is speculated they can endure for thousands of years powered by the magic they manipulate.

Population: *Three (3) per 100 players; with a Minimum of 100 players before becoming available to play.*

Profession Information

Preferred Professions: *Sorcerer & Sentinel*

Forbidden Professions: *Marauder, Ranger, Knight of Valor, Knight of Darkness*

Preferred Magic: *Elemental*

Forbidden Magic: *Hearth and Necromancy*

Affinities

Weapon: *Short Blade & Spear*

Magic: *Elemental*

Production: *Scribe*

Skill Information

Special Skills: *Resist Elemental (up to 5 times, plus any class Resists)*

Special Masteries: *None*

Make-Up and Costume Requirements:

Djinn-born must wear various prosthetics like horns or ears or both and should be made to look like the element they are closest to, or multiple elements if approved by a Marshall.

Djinn-born have full body make-up that must reflect the nature of the element they are closest to, or even multiple elements. So, a fire Djinn-born might have red skin with bright orange and yellow veins, brown or gray like dirt or even marble would mark a Djinn-born close to earth. Prosthetics are encouraged and may be used for a more elemental face. A Djinn-born's hair is usually a dark color, but may be any color, or none.

As elemental beings, the Djinn-born can use prosthetics to add to their look. A player may want to have crystals or rocks coming out of their Djinn-born's arms or head. Several looks can be achieved to give the feeling of being one with the elements.

Djinn-born tend to wear costuming of a flowing nature, often adorned with magical symbols or glyphs. They also often cover their bodies in bright magical runes.

Inherent Advantages:

Djinn-born have been exposed to the powerful elemental forces of their planar exile. Thus, Djinn-born may purchase the skill *Resist Elemental* up to 5 times regardless of their profession or any skill in *Elemental* magic, these are in addition to any their profession or spell column allows.

Djinn-born who learn *Elemental* as their primary magic gain a special bonus of an additional spell at each level of magic they have learned. For example, if a Djinn-born has a 4,3,2,1 primary elemental column they may cast 5,4,3,2 spells. These bonus spells MUST be an *Elemental* spell. (I.e. Fire, Ice, Lightning)

Their special knowledge of *Ethereal* magic allows Djinn-born to purchase the *Elemental Arts* skill for half skill point cost, rounded up.

Djinn-born are said to be so hearty they are immune to elemental damage. Though this is not quite the case they do become more in tune with the elements as they progress. This translates into a damage reduction verse *Elemental* attacks and spells of minus one (-1) per level of the Djinn-born, regardless of his or her profession. This does not apply to the base damage of a weapon such that a sword calling 10 magical fire would still do its base 10 magic against the Djinn-born. But the fiery breath of a hell hound would be reduced by this defense. (Example a 7th Level Djinn-born rogue who is hit by a 10 fire packet from a hell hound or an *Ice Blast* spell from an elemental would only take three (3) points of damage from the attack.

Starting Djinn-born may buy the *Nobility* skill if they wish.

Inherent Disadvantages:

Djinn-born are completely unable to learn the *Hearth Arts* or *Necromancy Arts* skills.

In addition, a Djinn-born must pay an additional 1 skill point cost for each *Spell Level* purchased for any Terrestrial Art they can learn. (i.e. Knights of Strife now pay 3 for a 1st or 2nd level spell slot, 4 for a 3rd and so on.)

So powerful is the Djinn-born pull toward *Elemental* magic that it must always be their primary *Ethereal Art*, learned before *Arcanist* or *Celestial*.

*Note: All Players wishing to start a Djinn-born must have achieved enough experience to be at minimum **Level 15** before creating one of these beings. See a Marshall or Staff on the ways this can be achieved.*

Note: You must have a Marshall's approval to play this race!

The Sons of Kyth [R]:

Long ago there was a great war on the *Ethereal* borders. Slaves rebelled against their masters and their leader was the Great Kyth.

These sons and daughters fought for their freedom, and won, but at a great cost. Kyth was utterly destroyed in the battle, consumed as if he never existed.

The former male and female slaves had always been kept in separate housing far from another. So, when the final backlash of titanic magical energy ripped the fabric of existence they were once again cast far from one another.

Over millennium the Sons of Kyth developed great skill at the *Arcanist* arts and traveled the planes in search of what had happened to their great father Kyth.

As they travelled, they became one with the planes around them, and their appearances changed to reflect their new power.

Finally, they were reunited with their sisters, but too late, for the female of the species had made a horrible and unforgivable mistake. They believed Kyth had been female and had bent their lives toward the ways of *Celestial* Magic.

So, the debate began, and though the two are one race they no longer have the same history. Neither side is willing to give in as to the true identity of Kyth.

Sons of Kyth are very long lived, it is speculated they can endure for thousands of years powered by the magic they manipulate.

Make-Up and Costume Requirements:

Sons of Kyth have drab green/olive to coppery brown skin with dark highlights. The Sons of Kyth's hair is usually a dark color but may be any natural color. Sons of Kyth have serrated ears as well. Nose prosthetics to make the players nostrils appear as slits are also encouraged.

Sons of Kyth tend to wear costuming of a flowing nature, often adorned with magical symbols or glyphs. They also often cover their bodies with a cloak or hood to cover their obviously alien nature.

Population: *One (1) per 100 players; with a minimum of 100 players before becoming available to play.*

Profession Information

Preferred Professions: *Magi*

Forbidden Professions: *All Champions, All Knights, Ranger, & Duelist*

Preferred Magic: *Arcanist*

Forbidden Magic: *All Terrestrial and Celestial*

Affinities

Weapon: *None*

Magic: *Arcanist*

Production: *Jeweler*

Skill Information

Special Skills: *Resist Celestial (up to 5 times, plus any class Resists)*

Special Masteries: *None*

Inherent Advantages:

Because of their otherworldly origins, Sons of Kyth have been exposed to the powerful ethereal forces of their hidden homeland. Thus, Sons of Kyth may purchase the skill *Resist Celestial Magic* up to 5 times regardless of their profession.

Sons of Kyth who learn *Arcanist* magic as their primary magic gain a special bonus of an additional spell at each level of magic they have learned. For example, if a son of Kyth has a 4,3,2,1 primary *Arcanist* column they may cast 5,4,3,2 spells. These bonus spells MUST be an *Arcanist* only spell.

Their special knowledge of *Ethereal* magic allows Sons of Kyth to purchase the *Arcanist Arts* skill for half skill point cost, rounded up.

Inherent Disadvantages:

Sons of Kyth are completely unable to learn any *Terrestrial Arts* skills.

Further so powerful is the Sons of Kyth's pull toward *Arcanist* magic that they can never learn the *Celestial Arts* skill.

Sons and Daughters of Kyth can be great fun to role-play. Though they are technically the same race they have traveled in two completely different directions, and as such can no longer agree on their shared past. So strong is this that though violence is typically forbidden against one another, long, and sometimes very loud heated debates are common. All this strife over whether Kyth was male or female.

They also may not purchase the *Nobility* skill

*Note: All Players wishing to start a Son of Kyth must have achieved enough experience to be at minimum **Level 10** before creating one of these beings. See a Marshall or Staff on the ways this can be achieved.*

Note: You must have a Marshall's approval to play this race!

A fantasy illustration featuring a wizard in the foreground, wearing a dark, ornate robe and a hood, with a glowing blue magical energy emanating from his hands. In the background, several other characters, including a warrior in armor and a woman with long, flowing hair, are depicted in a dynamic, action-oriented pose. The overall color palette is dominated by blues, greys, and browns, with a misty or ethereal atmosphere.

Mythic Adventures

Class Groups and Professions

Live Action Role-Playing Game

Chapter 5: Professions

Professions are first based on a Class or grouping such as Champions or Scoundrels which determine the basics of the group, such that all professions in a group gain hit points at the same rate and have the same maximum hit points.

Every player must choose what profession his/her persona will be. Professions do more than just determine what type of skills a person will be able to purchase, but also how much those skills will cost and even how much of certain skills one may buy.

Read through the list of professions, both for what they can and cannot do, what the cost of their skills are, and how many of any given skill they can buy.

Also note that not all professions are open to all of the playable races, such as Orcs cannot become Scholars, nor can a Shireling become a Warrior or Marauder.

Always keep in mind the role-playing aspect you wish to portray. By combining your race and your profession you will find that, no matter which profession you choose, your opportunities abound.

Here is a brief synopsis of the Classes and Professions of Mythic Adventures

Champions

- Warrior
 - *Soldiers, brawlers and the premier combatants.*
- Cavalier
 - *Heavy armored, nobles bound by honor and title.*
- Marauder
 - *Tribal warriors who are superstitious against magic.*

Knights

- Knight of Valor
 - *Those who would live by honor and protect the weak.*
- Knight of Strife
 - *Honor bound Knights who will call on dark powers in war.*
- Knight of Darkness
 - *A Knight who believes a noble death leads to a noble undeath.*

Defenders

- Ranger
 - *Defenders of the natural and elemental worlds.*
- Avenger
 - *A tragic dark defender who seeks vengeance on a hated enemy.*
- Sentinel
 - *Those who would perfect the arts of sword and spell.*

Scoundrels

- Duelist
 - *Combat professional, ranging from Musketeer to Assassin.*
- Rogue
 - *Thief, spies, scouts and thugs.*
- Vagabond
 - *Travelers and nomads. jacks of all trades, masters of the road.*

Crafters

- Apothecary
 - *Specializing in Elixirs, Alchemy, and Poisons, mad scientist.*
- Tinkerer
 - *Specializing in engineering, constructs, and flintlocks.*
- Smith
 - *Specializing in all things related to a forge, armor, weapons and jewel crafting.*

Scholars

- Magi
 - *Baseline scholar good at spell casting and rituals.*
- Sorcerer
 - *Battle spell casters who prefer the field to the ritual circle.*
- Artificer
 - *Those Scholars who'd rather be in a ritual than casting in a battle.*

The Champions

Champion professions excel at martial skills, and they can easily dominate a melee combat.

Champions are also the toughest of the professions, adding to their survivability in almost any situation. They rely on strength of arm and armor to win the day.

Warriors

These Champions are the most basic form of combatant. This does not mean that they are all cookie cutters of one another quite the opposite.

Warriors form the back bone of any military force, and they can learn at least the basics of any martial skill in the game.

Classic examples of Warriors in history would be the Spartans, most of the Crusaders, even the Musketeers.

Hit Points: 5 per level up to 100 (adjusted by race)

Maximum Weapon Damage: +30 (Thirty)

Maximum Armor: 200

Weapon Restrictions: None

Max Backstab Damage: +9 (nine)

Maximum Spells: Four (4) column Primary

Magic Type: Any

Maximum Strength: +5 (five) adjusted by race

Racial Restrictions: No Shirelings, Gnomes, Sons of Kyth, Daughters of Kyth.

Warriors may learn to call more damage through skills at +30 (thirty) than any other profession. This also means they may learn as many *Parries*, *Critical Strikes*, *Ripostes*, and *Lethal Strikes* as their *Weapon Damage* will allow them, as well as *Shield Blocks* and *Shield Bashes*.

Warriors have no weapon restrictions and can learn any form of weapon combat including any *Weapon Master* their race allows.

When it comes to stealth, Warriors are not averse to these tactics, and though not as well suited for these tasks as a Rogue they can still excel and gain enough *Backstab Damage* at +9 (nine) to be able to also buy *Assassinates*, *Dodge/Intercepts*, *Feints* and *Eviscerate* attacks up to what their skill in *Backstab Damage* will allow.

Warriors can learn magic. They will never be as well suited for this as other professions, or even other types of armored combatants such as Knights of Valor or Rangers, but they can with time and great effort succeed in magic and are even able

to learn from any discipline of magic, gaining up to a four (4) column in that magic type.

Runes, as with all professions, are available to Warriors and many a Warrior has learned these valuable skills to augment their combat prowess.

Crafts, *Lores*, and even *Production* skills can all be learned by the Warrior profession, and many can even be mastered.

Warriors form the backbone of any military group, they can wear as much armor as they can carry, gaining the benefit of every piece, up to 200 armor points.

As a member of the Warrior profession, seek out those who can further your martial skill. Join a Garrison or town guard, become part of a mercenary group, or strike it out with your trusty sword and shield, decked out in your best armor. The whole of the world beckons, and riches wait at the end of your blade.

Special Abilities:

5th Level: Weapon Specialization I (3 points) - A warrior may choose a fighting style to specialize in. They may choose a Basic Weapon Skill (One Handed Blunt, 2 Handed Cleaving, Medium Shield, etc.) for each hand. A 2 Handed Weapon Skill takes both hand selections. The effect of the Affinity is +1 Weapon Damage and -1 Physical DR per level of the Affinity when using those weapons. The damage may stack with other applicable affinities, but only the highest individual affinity DR will apply.

15th Level: Weapon Specialization II (3 Points) - The warrior may purchase the second level of their chosen affinity.

20th Level: Resolute Defense (5 points) purchased every 20 Levels (20, 40, 60, 80 & 100) This skill allows the user to take only 1 hit point of damage from any damaging spell, attack or effect. This includes special attacks or spells which normally would drop the character to critically wounded or worse status, such as Critical Strike, Lethal Strike, Assassinate, the Death or Condemn spells, and similar. To activate this ability, the user must loudly declare "*Resolute Defense*" once affected by an attack.

25th Level: Ferocious Strike (5 points) purchased every 25 levels (25, 50, 75, 100). This is a melee attack which if successful will cause the victim to take x3 (triple) damage from the attack (up to the weapon's maximum potential damage). User must state "*Ferocious Strike <Damage/type>*"

25th Level: Weapon Specialization III (3 Points) - The warrior may purchase the third level of their chosen affinity.

30th Level: Weak Points (Free) The Warrior may call the Magic Tagline when using their Specialization style to represent overcoming a target's inherent resistances. Requires Weapon Specialization 3.

40th Level: The Heat of Battle (5 points) purchased every 40 Levels (40,80)- Gain +3 Dam, -3 DR for 10 minutes. Activate by saying "The Heat of Battle!"

50th Level: Warcry (5 Points) purchased every 50 levels (50,100) 10' AoE Fear vs Enemies. Activate by saying "Warcry. Fear 10-foot radius"

Cavaliers

These Champions are often mistaken for those of the Knight professions.

Cavaliers are those Champions of privileged birth, and heavy arms who ride out to take on the enemies of family, land and pride. They often feel they are entitled to a life of valor and privilege long after their family fortunes have run dry.

Though many are arrogant and haughty, others still are noble and self-sacrificing for their land and people, feeling they must take on every burden, every slight, and carry out every judgment themselves, to show the people why the nobles justly rule the common class of people.

Classic examples of Cavaliers in history would be the Dragoons, Robber Barons, Knighted Nobles and even the Conquistadors

Hit Points: 5 per level up to 100 (adjusted by race)

Maximum Weapon Damage: +24 (Twenty-four)

Maximum Armor: 200

Weapon Restrictions: Missile and Primitive

Max Backstab Damage: +0 (none)

Maximum Spells: Five (5) column Primary of any type, and a Four (4) column Secondary of any type of magic.

Magic Type: Any

Maximum Strength: +5 (five) adjusted by race

Racial Restrictions: No Romanovi, Dawn Elves, Sylvan Elves, Gnome, Shireling, OGREKIN, Orc-Blood, Oni, Troll-Brood, Son of Kyth, Daughter of Kyth, Wolven, Ursoni, Minotaur, Ima'Ghandi, Kili'Samdi or Duma'Handi can ever become a Cavalier

Cavaliers may learn to call up to +24 (twenty-four) points damage through skills, as the weapon type will allow. This also means they may learn as many *Critical*, *Riposte*, and *Lethal Strikes* as their damage skill will allow them, as well as *Shield Blocks* and *Shield Bashes*.

Cavaliers have few weapon restrictions, other than use of pole arms, staves, clubs and other commoner weapons. Otherwise they can learn any form of weapon combat including any *Weapon Master* their race allows.

When it comes to stealth, Cavaliers will not dirty their hands with it. They have subordinates for such things after all. They are not averse to these tactics, they just don't employ them themselves. Thus, they can never learn *Ambush*, or any *Backstab Damage* at all, and therefore may not learn any of the more advanced attacks either such as *Eviscerate*.

Cavaliers can learn any magic type. In fact, because a Cavalier is well educated they can learn more than one type of magic if

they are so inclined. They can gain up to a five (5) column in their Primary spell column, and must learn this in a five (5) column format.

The Cavalier may also learn a Secondary magic and with time and great effort succeed, gaining up to a four (4) column.

Runes, as with all professions, are available to Cavalier and many a Cavalier has learned these valuable skills to augment their combat prowess.

Crafts, *Lores*, and even *Production* skills can all be learned by the Cavalier, and some can even be mastered.

Cavaliers must always wear the best armor, or clothing as befitting their station in life. This means that a player who does not meet the standards of costuming set forth by the Marshalls, will be stripped of his / her special abilities until they return to their costuming requirements, and a Marshall approves their reactivation.

A Cavalier's disdain for common things is such that even if the Cavalier had the skill to use an item such as a club, and found a magical club +5, double (x2) damage versus everything, they would not use it in favor of their own well-made non-magical mace.

Cavaliers form the elite cavalry of many a military group, they can wear as much armor as they can carry, gaining the benefit of every piece, up to 200 armor points

As a member of the Cavalier profession, seek out other nobles and those who can further your martial skill. Earn an officer rank or buy a commission in a military unit.

Cavaliers also have several special abilities they can learn throughout their careers. As with all professions which have special abilities, a Cavalier must purchase the abilities of a lower level before he/she may purchase the higher level ones.

Cavaliers must start out with the *Nobility* Skill. They must also purchase the *Read & Write* skill at creation. They must know a *Melee Weapon* skill and a *Shield Use* skill by 5th level.

Special Abilities:

Stipend: Cavaliers are the epitome of what the nobility thinks of itself. They gain a 50% bonus to their noble stipend for an event.

1st Level: *Role-Playing Skill: Riding* <chose appropriate land mount> (Free)

1st Level: *Role-Playing Skill: Heraldry* (Free)

5th Level: *Resist Disease* (3 points) A Cavalier may purchase this skill up to 5 times, in addition to any Racial or Magical Resists

10th Level: *Resist Mind Effects* (5 points) A Cavalier may purchase this skill up to 5 times, in addition to any Racial or Magical Resists

15th Level: *Resist Toxins* (5 points) A Cavalier may purchase this skill up to 5 times, in addition to any Racial or Magical Resists

20th Level: *Bravery* (Free) Complete immunity to Fear, Terror and Horror spells and effects.

20th Level: **Resolute Defense** (5 points) purchased every 20 Levels (20, 40, 60, 80 & 100) This skill allows the user to take only 1 hit point of damage from any damaging spell, attack or effect. This includes special attacks or spells which normally would drop the character to critically wounded or worse status, such as Critical Strike, Lethal Strike, Assassinate, the Death or Condemn spells, and similar. To activate this ability, the user must loudly declare "*Resolute Defense*" once affected by an attack.

30th Level: *Role-Playing Skill: Riding Airborne Mount* <chose appropriate flying mount> (Free)

50th Level: **Cloak of Bravery:** (Free) Once per day a Cavalier's mere presence can inspire all those around him/her on a battlefield. This ability removes all Fear, Horror and Terror effects used on anyone within a 10' radius of the user and grants those within that radius a temporary *Bravery* effect (as the skill) for 10 minutes as well.

Marauders

More than just rugged and backwards warriors, Marauders come from cultures that may be quite sophisticated, but at its core have a strong distrust of the “civilized” world and view its wealth and trappings as theirs for the taking.

Historical examples of what the more civilized people of the world considered Marauders exist. The cut throat buccaneers of the high seas, tribal people such as the nomadic horse riders of the Mongols, the stalwart conquerors of the Huns, the zealot Conquistadors, and the seafaring conquerors of the Norse, known as the Vikings, are all examples of what the world has considered Marauders.

Hit Points: 5 per level up to 100 (adjusted by race)

Maximum Weapon Damage: +27(twenty-seven)

Maximum Armor: 50

Weapon Restrictions: None

Max Backstab Damage: +15 (fifteen)

Maximum Spells: None (they may learn Runes)

Magic Type: None

Maximum Strength: +5 (five) adjusted by race

Racial Restrictions: Only Kingdom Humans, Romanovi, Orc-Blood, OGREkin, Troll Brood, Wolven, Minotaur, Ursoni, and Ima’Ghandi may become Marauders.

Marauders are not trained to be warriors as much as they are born to be. They come from tribes of people who have always had to fight to survive, for whom raiding others is not just about gaining wealth, but often just about survival.

They grind out their living with their own two hands. Not some ethereal magical forces, which civilized people often use to protect their weakling selves from the stronger raiders.

As born warriors, Marauders excel at combat, just like their Warrior cousins. They can purchase twenty-seven (27) levels of *Weapon Damage*. This also means they may learn as many *Critical*, *Riposte*, and *Lethal Strikes* as their *Weapon Damage* skill will allow them, as well as *Shield Blocks* and *Shield Bashes*.

They may also learn any weapon skill that their race will allow.

Marauders are natural hunters and stalkers, and as such the concept of stealth is a normal part of life. They prefer to face their opponents head on, but when a blade in the back is needed or a stealthy attack upon an unsuspecting enemy is called for a Marauder is quite capable of such. As such they can learn *Backstab Damage* up to +15 (fifteen) and thus able to also buy *Assassinates*, *Dodge/Intercepts*, *Feints* and *Eviscerates* up to what their skill in *Backstab Damage* will allow.

Marauders have a strong distrust for Ethereal magic and Necromancy and will never learn spells.

Marauders can and often do learn Runes though. In fact, they often wear clothes with complicated geometric patterns or even tattoos with such.

Many *Crafts* and *Lore* skills are open to the Marauder as well as *Production* skills. Though they often have a problem learning those skills which seem to be the backbone of many more “civilized” cultures such as *Engineering* and higher end *Poisons* and *Alchemies*.

As Marauders cannot learn spells they also do not have the means to learn to make scrolls and become *Scribes*. It should go without saying no Marauder can ever learn *any Ritual Master* or *Magical Lore*s.

Marauders can be fun to play, and have a lot of role-playing potential. Often taking the role of the outsider, who seems both superstitious and even naive to those around them.

They furthermore excel on a battlefield. Their high hit point potential combined with their ability to call great amounts of damage with their chosen weapons and the numerous special attacks they can learn make them a force to be reckoned with.

Marauders may be a dominating force on the battlefield, and they often take what they want from a point of strength, rather than negotiation, but they are not without their limitations.

Due to their nature as raiders they tend to travel light, as such they will only take those items with them that they can carry regularly on their person or mount.

Marauders have several special abilities they can learn throughout their careers. As with all professions which have special abilities, a Marauder must purchase the abilities of a lower level before he/she may purchase the higher level ones.

Special Abilities:

1st Level: *Role-playing Skill: Survival* <outdoor type> (Free)

1st Level: *Craft:* <Any trade skill or gathering skill> (Free)

10th Level: *Resist Corruption/Darkness* (5 points) this may be learned up to 5 times

20th Level: *Resist Arcanist Magic* (5 points) this may be learned up to 5 times

25th Level: **Ferocious Strike:** (5 points) purchased once every 25 levels (25, 50, 75, 100). This is a melee attack which if successful will cause the victim to take x3 (triple) damage from the attack (up to the weapon's maximum potential damage). User must state "*Ferocious Strike* <Damage/type>"

30th Level: *Resist Elemental Magic* (5 points) this may be learned up to 5 times

40th Level: *Resist Celestial Magic* (5 points) this may be learned up to 5 times

50th Level: *Resist Magic* (5 points) this may be learned up to 5 times

The Knights

Knight; the word brings up images of the flower of chivalry, heavily armored defenders of the realm. Those whose very deeds and actions have proven themselves to be a cut above the rest of the world.

Loyalty, valor and honor are the traits all Knights share regardless of their disposition toward light or darkness, toward love or hatred.

Not all Knights are heavily armored, indeed many a would be swashbuckler could be called a Knight.

What all Knights do share is a certain state of grace that places them above the normal populace, inner nobility.

This special state is what grants the Knights their special skills and abilities, that which causes them to be able to complete feats that others simply could not, to stand in the face of insurmountable odds and never flinch, in fact to even attain a state of total and complete immunity to fear itself.

Who can be a Knight is a limited option, not everyone or even every race is cut out for such duty, but those that are a special and rare breed indeed.

Knights have very strict guidelines in their profession when it comes to titles as well as lineage.

A Knight who has yet to learn his or her path of grace is called a **Squire** regardless of his noble standing. Squires may not purchase any spell levels before learning their path of grace.

Once a Knight has learned his / her path of grace, they are known as a **Knight Errant** until they have learned all their special abilities and the requirements for them up to 25th Level, at which time they are considered a **Full Knight**, and often just use the title Knight.

A **Knight Master** is one who has gained +10 *Weapon Damage*, three (3) *Parries*, three (3) *Critical Strikes*, two (2) *Ripostes* and two (2) *Lethal Strikes*, as well as a 9th level spell in their Primary magic type, and all special abilities through level 50.

A **Knight Marshall** is one who has learned even more of the martial and magical skills, and has all of a Knight's special abilities. It requires +15 (fifteen) *Weapon Damage*, a 9th Level Spell in their Primary school, three (3) *Parries*, three (3) *Critical Strikes*, three (3) *Riposte* and three (3) *Lethal Strikes*.

Once a Knight reaches the rank of **Knight Errant** they may begin to train those of lesser skill. A Knight will always be able to recite his or her lineage of Knight Masters, and whom they have served, back to the beginning.

Knights are proud of where they came from and would rather face death than disgrace their lineage or their liege's honor.

Thus, no Knight will ever refuse an order that does not directly break a Knight's code. (Such as ordering a Knight of Valor to use an item to create undead)

No Knight will ever lie. In fact, all Knights will be forthrightly, some might even say brutally, honest. A Knight may refuse to answer a question though, especially if it would endanger or dishonor their master or liege.

Knights will always accept an honor challenge, and will always fight such challenges with honor, staying to any rules and conditions agreed upon in the challenge.

Knights will not attack from stealth themselves. They will always face an opponent directly. This does not mean once a battle is joined a Knight must call out to each individual they attack, as a mass battle is just that and everyone in the battle is keenly aware they are in a fight.

A Knight of any type is proud of his or her Knighthood. They will never omit the fact they are a knight, nor forget to tell someone. In fact, once they reach **Knight Errant** status all knights will always add Sir or Dame to their title as is appropriate. A knight will never let someone guess as to whether or not they are a knight. (i.e. if they don't ask they don't find out will earn a knight a one-way trip to a fall from grace)

A Knight does not care about another Knight's magics, in fact to even ask a Knight what type of Knight they are because of the magic they cast is a grave offense and grounds for an honor duel.

Each type of Knight, though they have differing play styles, will always adhere to the rules above. To not do so can cause the Knight to lose their special abilities and even fall from grace, becoming unable to ever learn any spells or special abilities other than combat skills, still staying within the limits of the class.

All Knights can sense a fallen Knight and will shun such individuals. If a player ever falls from grace, they must inform all other Knights that they encounter of their fall.

Special Note on Knights: While a professional Knight is still a **Squire** it is possible to change from one type to another. As a professional Knight treats all other Knights the same, regardless of their magical preferences, it is possible for a Squire of a Knight of Strife to choose upon attaining his *Hand of Grace* and **Knight Errant** position to be a Knight of Valor or even Darkness.

As a result. Knights may not purchase any spell levels until after they have chosen their knightly path at level 10.

As an additional note, Knights with a Magic Affinity may always select that magic as their secondary column in addition to the ones listed in each type.

Knights of Valor

The Knights of Valor give themselves to a higher ideal. They are the defenders of the weak, the champions of the realm, and those rare individuals whose higher calling benefits us all.

The Knight of Valor is often compared to a Paladin, or one of the Knights of the Round table.

They are the ones the masses go to for protection and the ones the masses willingly serve, because they have proven themselves time and again, and have earned the respect of the populace.

Hit Points: 4 per level up to 80 (adjusted by race)

Maximum Weapon Damage: +21 (twenty-one)

Maximum Armor: 150

Weapon Restrictions: Limited Missile Weapons

Max Backstab Damage: None

Maximum Spells: 9 Column in Healer, 4 Column Secondary, may also learn Runes

Magic Type: Healer Primary column, Secondary limited to Wrath or Magic Affinity (*also see Prestige groups for exceptions*)

Maximum Strength: +4 (four) adjusted by race

Racial Restrictions: No Romanovi, Sylvan Elf, Eldaran, Shadow Dwarf, Shireling, Gnome, Orc-Blood, Oni, Troll Brood, Djinn-born, Sons of Kyth, Daughters of Kyth, Wolven, Minotaur or Ursoni may become Knights of Valor.

Special Note: Many Knights start off purchasing the Nobility skill, but it is not necessary

Knights of Valor may learn to call up to +21 (twenty-one) *Weapon Damage* with any weapon they can wield, and the weapon type will allow. This also means they may learn as many *Critical*, *Riposte*, and *Lethal Strikes* as their *Weapon Damage* will allow them, as well as *Shield Blocks* and *Shield Bashes*.

Knights of Valor have no weapon restrictions, beyond some missile weapons and can learn any form of weapon combat including any *Weapon Master* their race allows.

Knights of Valor may learn *Bow* or *Crossbow* depending on their race. High Elven Knights and Eldarine Knights may learn the *Bow* skill; Dwarves can learn the *Crossbow* skill, all Knights who are member of a Younger Race who chose to learn *Engineering* may learn to use *Firearms* as well. Any Knight may learn *Thrown Weapon*, but not the *Weapon Master - Missile Weapons* skill.

Stealth is a coward's tool, and one no Knight would ever resort to themselves. Knights of Valor know the value of intelligence and of scouts but they themselves could never

resort to such tactics. They can never learn the ways of stealth such as *Ambush* and *Backstab Damage*. They are therefore unable to ever learn *Assassinate*, *Dodge/Intercept*, *Feint* or *Eviscerate*. To be plain, these skills are simply unacceptable and beneath them.

Knights of Valor must learn *Healing* magic. Because of their state of grace, their costs are far lower than that of a Warrior. Knights of Valor can gain up to a nine (9) column in their *Healer* spells and must learn this in a five (5) column format.

Knights of Valor may also learn *Wrath* magic as a Secondary magic and with time and great effort succeed, gaining up to a four (4) column in that magic type as well. (*See Prestige Groups for exceptions*)

Runes, as with all professions, are available to Knights of Valor and many a Knight has learned these valuable skills to augment their combat prowess.

Crafts, *Lores*, and even *Production* skills can all be learned by the Knight professions, but under great restriction, and some of these skills are simply barred from the Knight forever, such as *Poisons*.

Knights of Valor gain special abilities as their service deepens. Because of their special devotions and requirements Knights of Valor must have certain required skills by 3rd Level. These basic skills are *Read & Write*, *First Aid*, and a *Weapon Skill*

Knights of Valor gain the following special abilities. These abilities may each only be purchased one time unless otherwise specified, and they must be purchased in order, though in the case of multiple purchase skills, only one must be purchased before the next skill may be.

Special Abilities

1st Level: Role-Playing Skill: Riding <chose appropriate land mount> (Free)

1st Level: Role-Playing Skill: Heraldry (Free)

The Path of Valor

10th Level: Hand of Valor (Free) This skill is usable once every hour. Due to the self-sacrificing nature of the Knight of Valor he/she can access a healing power that no other can. This is the start of their unique path of grace. This skill will allow a Knight to sacrifice from their own hit points to heal another, limited by their level. For every hit point a Knight sacrifices in this manner the target is healed 2 hit points up to their regular maximum but not beyond. This skill can be used to heal someone in the *Bleeding Out* health status to bring them back to healthy, but has no effect on people in the *Critically Wounded*, *Lethally Wounded* or *Dead* health statuses.

As a further bonus for their Valor, a Knight may instead use this ability to heal themselves for one (1) hit point per level up to their maximum hit points but not exceeding them. Regardless this healing may only be utilized once per hour.

This skill is on a counter so "Healing 2 hit points, healing 4 hit points, ...and so on.

Example a level 12 Knight of Valor could heal a comrade 24 hit points by sacrificing 12 of his/her own hit points, or his/herself 12 hit points because of their state of Grace.

This skill has no effect on creatures without a life-force or the Undead.

Note: A Knight must complete a quest to gain this skill.

12th Level: Repel Undead 1/day (1 point) (Requires *Healer Arts*)

14th Level: Remove Disease 1/ day (1 point) (Requires *Healer Arts*)

15th Level: Bravery (Free) Complete immunity to Fear, Terror and Horror Spells and effects.

Note: A Knight must complete a quest to gain this skill.

16th Level: Turn Undead 1/day (2 points) (Requires *Healer Spells* Level 1)

17th Level: Remove Toxin 1/day (3 points) (Requires *Healer Spells* Level 2)

18th Level: Zone of Life 1/day (3 points) (Requires *Healer Spells* Level 3)

19th Level: Shield of Valor 1/day (4 Points) (Requires *Healer Spells* Level 4)

20th Level: Heal Lethal Wounds 1/day (4 points) (Requires *Healer Spells* Level 5)

20th Level: Additional Hand of Valor / hour (5 points), This skill is available to purchase again at levels 40, 60, 80 and 100

21st Level: Annihilate Undead 1/day (5 points) (Requires *Healer Spells* Level 6)

22nd Level: Heal 1/day (5 points) (Requires *Healer Spells* Level 6)

24th Level: Revive 1/ day (5 points) (Requires *Healer Spells* Level 7)

25th Level: Mace of Valor (5 points) May purchase up to 5 times.: This skill allows a Knight of Valor to add 2 points of Light damage per character level to a single attack against the Undead, creatures from the planes of Death, Hatred, Strife or Corruption, and the Dredd.

This attack counts as a Magic attack even if the Knight of Valor uses a non-magical weapon. It may not be used on creatures other than those of the Undead, creatures from the planes of Death, Hatred, Strife, Corruption, or the Dredd.

The attack would be regular damage + twice level in Light damage. The tagline would be Mace of Valor (Damage) Magical Light.

Example: A 25th level Knight of Valor who normally calls 10 Magic with their longsword would be able, for a single swing, to call "Mace of Valor - 60 Magical Light". If the attack hits it will affect the target. If missed, blocked, evaded, or parried it would still be used up, though it will not affect the target in those cases.

30th Level: Role-Playing Skill: Riding Airborne Mount <chose appropriate flying mount> (Free)

Note: A Knight must complete a quest to gain this skill

50th Level: Valor (Free) Complete immunity to all Undead Tagline effects. The Knight still takes damage, and is affected by spells, but does not suffer from the taglines of Undead such as, Nausea Venom or Dominate Gaze. For example: A melee attack of 7 Paralyze by an Undead would do 7 points of damage, but the Knight would be immune to the Paralyze effect.

Note: A Knight must complete a quest to gain this skill

50th Level: Additional Knight Abilities (Free) At 50, and every 10 levels after up to 80, the knight may purchase an additional column of their knight spell like abilities, in the original order and at the original cost, up to 5 columns maximum.

Knights of Strife

Sometimes things must be done in the name of loyalty. Sometimes the weak must be shown who their betters are. Society needs leaders, and if those leaders must be harsh then so be it.

Knights of Strife, have often seen the face of war, and know that sometimes things must be done to save the world. Horrible things, but when your lord or master orders such, then his orders are to be followed to the letter.

Some Knights of Strife see themselves as the dominate force in a land. They are the land's protectors who lead troops in battle. Then win, even if they must sacrifice the whole of their forces to do so.

Many Knights of Strife are loyal servants of the people. They wish to build a perfect society, but to build that perfect society they must do terrible things, they must become monsters. They know they may never live in the society they helped build and protect, but someone must show all the monsters of the world that this society is protected by monsters as well. They will protect their perfect world at any cost.

The strong survive and the weak shall perish; it is the way of the world. This is the creed of the Knights of Strife.

Do not misunderstand these men and women. They are still extremely honorable. They live by a code the same as any knight. They follow this code to the letter. There is no room for misstep. They know the people fear them and that is good, because fear will keep the people strong; it will keep them alert and fear is a sign of respect.

Hit Points: 4 per level up to 80 (adjusted by race)

Maximum Weapon Damage: +21 (twenty-one)

Maximum Armor: 150

Weapon Restrictions: Limited Missile Weapons

Max Backstab Damage: None

Maximum Spells: 9 column *Wrath*, 4 column Secondary, may also learn Runes

Magic Type: *Wrath* Primary column, Secondary limited to *Healer*, *Necromancy*, *Wrath* or *Magic Affinity* (also see *Prestige groups for exceptions*)

Maximum Strength: +4 (four) adjusted by race

Racial Restrictions: Only Kingdom Humans, Farsini, Easterlings, High Elf, Commoner Elves, Dusk Elves, Eldar, Stone Dwarves, Shadow Dwarves, Gnomes, Orc-Bloods, OGREkin, and Djinn-born may become Knights of Strife.

Special Note: Many Knights start off purchasing the *Nobility skill*, but it is not necessary,

Knights of Strife may purchase up to +21 (twenty-one) *Weapon Damage* This also means they may learn as many *Critical*, *Riposte*, and *Lethal Strikes* as their *Weapon Damage* will allow them, as well as *Shield Blocks* and *Shield Bashes*.

Knights of Strife have no weapon restrictions, beyond some missile weapons and can learn any form of weapon combat including any *Weapon Master* their race allows.

Knights of Strife may learn *Bow* or *Crossbow* depending on their race. High Elven Knights and Eldarine Knights may learn the *Bow* skill; Dusk Elves and Dwarves can learn the *Crossbow* skill, all Knights who are member of a Younger Race who chose to learn *Engineering* may learn to use *Firearms* as well. Any Knight may learn *Thrown Weapon*, but not the *Weapon Master - Missile Weapons* skill.

Stealth is a coward's tool, and one no Knight would ever resort to themselves. Knights of Strife know the value of intelligence and of scouts but such information should be gathered by their subordinates not themselves as they are the leaders not the gathers. Thievery is dealt with harshly by these knights, and the hand of a thief may well be cut off as judgment for such acts.

Knights of Strife therefore can never learn the ways of stealth such as *Ambush* and *Backstab Damage*. They are therefore unable to ever *Assassinate*, *Dodge/Intercept*, *Feint*, or *Eviscerate*, as these skills are simply unacceptable and beneath them.

Knights of Strife must learn *Wrath* magic. Because of their state of grace, their costs are far lower than that of a Warrior. Knights of Strife can gain up to a nine (9) column in their *Wrath* spell and must learn this in a five (5) column format.

Knights of Strife may also learn from a limited pool of Secondary magics, learning only either *Necromancy* or *Healing* magics; gaining up to a four (4) column in that magic type as well. (See *prestige groups for exceptions*)

Runes, as with all professions, are available to Knights of Strife. They serve the purpose of augmenting their combat prowess, making them better combatants, and thus are quite common amongst the most powerful of these knights.

Crafts, *Lores*, and even *Production* skills can all be learned by the Knight professions, but under great restriction, and some of these skills are simply barred from the Knight forever, such as *Poisons*.

Knights of Strife gain special abilities as anger takes form and matures. Because of their special natures and requirements Knights of Strife must have certain required skills by 3rd Level. These basic skills are *Read & Write*, *First Aid*, and a *Weapon Skill*

Once these minimums have been met a Knight is free to learn any other allowable skill such as, Runes and Production.

Knights of Strife gain the following special abilities. These abilities may each only be purchased one time, and they must be purchased in order.

Special Abilities

1st Level: Role-Playing Skill: Riding <chose appropriate land mount> (Free)

1st Level: Role-Playing Skill: Heraldry (Free)

The Path of Strife

10th Level: Hand of Strife (Free) *Path of Strife*. This skill is usable once every hour. Due to the war like nature of the Knight of Strife he/she can access a draining power that no other can. This is the start of their unique path of grace, *The Path of Strife*.

This skill will allow a Knight to drain from a target or their own hit points to heal another, limited by their level. For every hit point a Knight drains in this manner the target is healed 1 hit point up to their regular maximum but not beyond. This skill can be used to heal someone in the *Bleeding Out* health status to bring them back to healthy but has no effect on people in the *Critically Wounded*, *Lethally Wounded* or *Dead* health statuses.

As a further bonus for their grace, a Knight of Strife may instead use this ability to heal themselves for one (1) hit point per level up to their maximum hit points, but not exceeding them, by draining a victim.

The victim must be willing or unable to resist the Knight of Strife. A victim can only be drained to 0 hit points at which time they will begin *Bleeding Out* and can provide no more health to the Knight or his target.

This skill is on a counter so "Draining 1 hit point, draining 2 hit points..." and so on.

Example: A level 12 Knight of Strife could heal a comrade 12 hit points by sacrificing 12 of his/her own hit points, heal a comrade 12 hit points by draining a victim and channeling the victim's hit points to the target, or heal themselves 12 hit points by draining a victim. All because of their War like natures and *Path of Strife*.

This skill has no effect on creatures without a life-force or the Undead. *Note: A Knight must complete a quest to gain this skill.*

12th Level: *Blessing of Wrath* (1 point) (Requires *Wrath Arts*)

14th Level: *Blades of Wrath* 1/ day (1 point) (Requires *Wrath Arts*)

15th Level: *Bravery* (Free) Complete immunity to Fear, Terror and Horror Spells and effects. *Note: A Knight must complete a quest to gain this skill.*

16th Level: *Blessing of War* 1/day (2 points) (Requires *Wrath* spell level 1)

17th Level: *Shield of War* 1/day (3 points) (Requires *Wrath* spell level 2)

18th Level: *Wrath of War* 1/day (3 points) (Requires *Wrath* spell level 3)

19th Level: *Shield of Rage* 1/day (4 Points) (Requires *Wrath* spell level 4)

20th Level: *Blades of Blood* 1/day (4 points) (Requires *Wrath* spell level 5)

20th Level: *Additional Hand of Strife* / hour (5 points), This skill is available to purchase again at levels 40, 60, 80 and 100

21st Level: *Armor of Heroes* 1/day (5 points) (Requires *Wrath* Spells Level 6)

22nd Level: *Emaciate* 1/day (5 points) (Requires *Wrath* spell level 6)

24th Level: *Death* 1/day (5 points) (Requires *Wrath* Spell Level 7)

25th Level: Sword of Strife (5 points) May purchase up to 5 times.: This skill allows a Knight of Strife to add 1 point of Massive Damage per character level to a single attack against any enemy.

This attack counts as a Magic attack even if the Knight of Strife uses a non-magical weapon.

The attack would be regular damage + level in Massive damage. The tagline would be "Sword of Strife: (Damage) Massive.

Example: A 25th Level Knight of Strife who normally calls 10 magic with their mace would be able to, for a single swing, call "Sword of Strife - 35 Massive". If the attack hits it will affect the target. It may be missed, *Evaded* or *Dodged*, but may not be *Parried* or *Blocked* by normal means, either way it would still be used up.

30th Level: Role-Playing Skill: *Riding Airborne Mount* <chose appropriate flying mount> (Free) *Note: A Knight must complete a quest to gain this skill*

50th Level: Strife (Free) Complete immunity to all movement impairing tagline effects. The Knight will still take damage, and is affected by spells, but does not suffer from the taglines such as, *Slow*, *Petrification* and *Paralyze*. Example: A Melee attack of 7 Entangle by an Ent would do 7 points of damage, but the Knight would be immune to the entangling effect. *Note: A Knight must complete a quest to gain this skill*

50th Level: Additional Knight Abilities (Free) See Knight of Valor.

Knights of Darkness

Power can slip through one's grasp. Old age can weaken one's sword arm. Wealth can all be spent. Honor and glory are the only things one can take to their grave, or are they?

Undeath has long been a power frightening and terrible, but with a promise as well. What if a Knight never had to sleep or eat? What if she could forever keep her vigil, and always remain strong, nay, be stronger for the service they have given their master.

Knights of Darkness serve the powers of Undeath, and they are rewarded for that service. These knights know that a never-ending supply of troops is just a graveyard away. That a battlefield's dead are just reinforcements waiting to be called upon.

That to serve Undeath is to cheat death and know that the role of an eternal Death Knight awaits them, if they strive hard enough, become powerful enough in life, and serve their master unendingly.

These are the true Anti-Paladins, servants of dark powers who promise eternal life in death. These Knights are the perverted reflections of the Knights of Valor.

Make no mistake these men and women are Knights. They are the ones who embrace the ways of honor and the Code of Knighthood to show they are superior to all others, and that in the end they do not fear death, they instead conquer it.

Hit Points: 4 per level up to 80 (adjusted by race)

Maximum Weapon Damage: +21 (twenty-one)

Maximum Armor: 150

Weapon Restrictions: Limited Missile Weapons

Max Backstab Damage: None

Maximum Spells: 9 Column *Necromancy*, 4 Column Secondary, may also learn Runes

Magic Type: *Necromancy* Primary column, Secondary limited to *Wrath* or *Wrath* or Magic Affinity, (also see *Prestige groups for exceptions*)

Maximum Strength: +4 (four) adjusted by race

Racial Restrictions: Only Kingdom Humans, Farsini, Easterlings, Dusk Elves, Shadow Dwarves, Orc-Bloods, OGREKIN, and the Shir'Khandi may become Knights of Darkness.

Special Note: Many Knights start off purchasing the Nobility skill, but it is not necessary,

Knights of Darkness may purchase up to +21 (twenty-one) *Weapon Damage* This also means they may learn as many *Critical*, *Riposte*, and *Lethal Strikes* as their *Weapon Damage* will allow them, as well as *Shield Blocks* and *Shield Bashes*.

Knights of Darkness have no weapon restrictions, beyond some missile weapons and can learn any form of weapon combat including any *Weapon Master* their race allows.

Knights of Darkness may learn *Crossbow* depending on their race. Dusk Elves and Dwarves can learn the *Crossbow* skill, all Knights who are member of a Younger Race who chose to learn *Engineering* may learn to use *Firearms* as well. Any Knight may learn *Thrown Weapon*, but not the *Weapon Master - Missile Weapons* skill.

Stealth is a fools' tool, and one no Knight would ever resort to themselves. Knights of Darkness know the value of intelligence and of scouts but also how easily the living can be thwarted by the undead, and the ability they have to sense one's life essence.

Knights of Darkness therefore can never learn the ways of stealth such as *Ambush* and *Backstab Damage*. They are therefore unable to ever *Assassinate*, *Dodge/Intercept*, *Feint*, or *Eviscerate*, as these skills are simply unacceptable and beneath them.

Knights of Darkness must learn *Necromantic* magic. Because of their state of darkness their costs are far lower than that of a Warrior. Knights of Darkness can gain up to a nine (9) column in their *Necromancy* spells and must learn this in a five (5) column format.

Knights of Darkness may also learn *Wrath* magic as a Secondary magic and with time and great effort succeed, gaining up to a four (4) column in that magic type as well. (see *Prestige groups for exceptions*)

Runes, as with all professions, are available to Knights of Darkness and many a Knight has learned these valuable skills to augment their combat prowess.

Crafts, *Lores*, and even *Production* skills can all be learned by the Knight profession, but under great restriction, and some of these skills are simply barred from the Knight forever, such as *Poisons*.

Knights of Darkness gain special abilities as their bond with Undeath matures. Because of their special natures and requirements Knights of Darkness must have certain required skills by 3rd Level. These basic skills are *Read & Write*, *First Aid*, and a *Weapon Skill*

Knights of Darkness gain the following special abilities. These abilities may each only be purchased one time unless otherwise specified, and they must be purchased in order, though in the case of multiple purchase skills, only one must be purchased before the next skill may be.

Special Abilities

1st Level: *Role-Playing Skill: Riding* <chose appropriate land mount> (Free)

1st Level: *Role-Playing Skill: Heraldry* (Free)

The Path of Darkness

10th Level: **Hand of Darkness** (Free) This skill is usable once every hour. Due to the Necromantic nature of the Knight of Darkness he/she can access a draining power that no other can. This is the start of their unique path of grace, *The Path of Darkness*.

This skill will allow a Knight to drain from their targets hit points to heal themselves, limited by their level. For every Hit point a Knight drains in this manner they as healed 1 hit point up to their regular maximum but not beyond.

As a further bonus for their grace a Knight of Darkness may instead use this ability to heal an Undead for two (2) hit points per level up to their maximum hit points but not exceeding them, by draining a victim. This skill cannot bring an Undead back up from *Dead*.

The victim must be willing or unable to resist the Knight of Darkness. A victim can only be drained to 0 hit points at which time they will begin *Bleeding Out* and can provide no more health to the Knight or his target.

This skill is on a counter, so "Draining 1 hit point, draining 2 hit points..." and so on.

Example a level 12 Knight of Darkness could heal an Undead 24 hit points by draining 12 of his/her victims hit points or heal themselves 12 hit points by draining a victim. All because of their Necromantic like natures and Path of Darkness.

This skill has no effect on creatures without a life-force other than the Undead.

Note: A Knight must complete a quest to gain this skill.

12th Level: *Elude Undead* (1 point) (Requires *Necromancy Arts*)

14th Level: *Plague* 1/ day (1 point) (Requires *Necromancy Arts*)

15th Level: *Bravery (Free)* Complete immunity to Fear, Terror and Horror Spells and effects. *Note: A Knight must complete a quest to gain this skill.*

16th Level: *Control Undead* 1/day (2 points) (Requires *Necromancy* spell level 1)

17th Level: *Inflict Poison* 1/day (3 points) (Requires *Necromancy* spell level 2)

18th Level: *Create Skeleton* 1/day (3 points) (Requires *Necromancy* spell level 3)

19th Level: *Siphon Life Force* 1/day (4 Points) (Requires *Necromancy* spell level 4)

20th Level: *Inflict Lethal Wounds* 1/day (4 points) (Requires *Necromancy* spell level 5)

20th Level: *Additional Hand of Darkness* / hour (5 points), This skill is available to purchase again at levels 40, 60, 80 and 100

21st Level: *Vampiric Embrace* 1/day (5 points) (Requires *Necromancy* spell level 6)

22nd Level: *Create Wraith* 1/day (5 points) (Requires *Necromancy* spells level 6)

24th Level: *Condemn* 1/day (5 points) (Requires *Necromancy* spell level 7)

25th Level: **Scythe of Darkness** (5 points) may purchase up to 5 times.: This skill allows a Knight of Darkness to add 1 point of Life Draining damage per character level to a single attack against an enemy with a life-force.

A successful attack will further heal the Knight of Darkness 1 hit point per level of the Knight of Darkness. This skill will not heal the Knight beyond their normal hit points maximum.

This attack counts as a Magic attack.

The attack would be regular damage + level in Draining damage. The tagline would be "Scythe of Darkness: (Damage) Magical Life Draining".

Example: A 25th level Knight of Darkness who normally calls 10 magic with their battle axe would be able to, for a single swing, call "Scythe of Darkness - 35 Magical Life Draining ". If the attack hits it will affect the target and would heal the Knight of Darkness 25 hit points (up to their hit point maximum). If the swing missed or was *Blocked*, *Evaded*, or *Parried* it would still be used up, though it will not affect the target in those cases.

30th Level: *Level- Role-Playing Skill: Riding Airborne Mount* <chose appropriate flying mount> (Free)
Note: A Knight must complete a quest to gain this skill

50th Level: **Darkness** (Free) Complete immunity to all tagline effects by creatures of Order and Life. The Knight will still take damage, and is affected by spells, but does not suffer from the taglines such as, *Life Drain* and *Paralyze*. For example: A melee attack of 7 *Slow* by a Life Elemental would do 7 points of damage, but the Knight would be immune to the slowing effect.

Note: A Knight must complete a quest to gain this skill

50th Level: **Additional Knight Abilities** (Free) See Knight of Valor

The Defenders

There are many people who throughout the History of the Realm have tried to combine the skills of a Warrior and those of the Magi into the ultimate hybrid combatant.

Rangers

Rangers are the wardens, protectors, caretakers, and defenders of nature and the natural balance of the world. Often seen as woodland champions, they are in fact from all natural climates, and regions.

Classic examples throughout history of Rangers would be men and women like Diana the Huntress, Robin Hood or Chingochgook & Hawkeye.

Hit Points: 3 per level up to 75 (adjusted by race)

Maximum Weapon Damage: +18 (eighteen)

Maximum Armor: 75

Weapon Restrictions: None

Max Backstab Damage: +12 (twelve)

Maximum Spells: 7 column *Druid*, 5 column *Elemental*

Magic Type: *Druid* Primary column, Secondary limited to *Elemental* only.

Maximum Strength: +3 (three) adjusted by race

Racial Restrictions: No Shadow Dwarf, Gnome, Oni, Eldaran, Djinn-born, Sons of Kyth, or Daughters of Kyth may ever become Rangers.

Rangers tend to live a simple life, and though they may become or even start as nobles they tend to shed those trappings. They will only keep what money they can carry, and though they can own property such as a cabin in a forest, or even a family estate (though they may not be very attentive to it.) they tend to travel lightly, and never collect items just for personal wealth or greed's sake.

Therefore, a Ranger will donate to a higher cause such as his/her kingdom's troops, a band of healer's, or even to help maintain a small village's crops so they do not have to over hunt an area whenever possible. This is a role-playing trait which will be carefully monitored by Staff.

Greed is not a trait these defenders like or will indulge in themselves, they will only search for what they need, and often will leave a battlefield with only gathering the basics of life or information, leaving the gold to others who would be scavengers.

Rangers will act as guides often to others. They do this so that they can monitor those around them, and make sure they do not harm the natural environment. They often teach lessons to

those who would over harvest or sport hunters, sometimes very violent lessons.

Abominations such as the Undead are never associated with, and are actively destroyed when they can be, and avoided if they must be.

Rangers often belong to the local Druid's Grove and act as wardens, but they are not required to join a Grove.

Rangers do not avoid elementally touched creatures such as the Djinn-born, and in fact have often become fast friends with various Elemental beings.

Rangers can and do serve others and often can be found as scouts for their race or members of the Kingdom's military and militias. They are still guided by conscious and will never willing do anything which would break their sense of justice, such as burn a forest.

Rangers may learn to call up to +18 (Eighteen) *Weapon Damage* with any weapon they can wield, and the weapon type will allow. This also means they may learn as many *Critical, Riposte, and Lethal Strikes* as their *Weapon Damage* will allow them, as well as *Shield Blocks* and *Shield Bashes*.

Rangers have no weapon restrictions and can learn any form of weapon combat including any *Weapon Master* their race allows.

When it comes to stealth, Rangers tend to embrace these skills. Many are skilled scouts and hunters who excel at stealthy maneuvering through the woodlands, and though not as well suited for these tasks as a Rogue they can still gain enough *Backstab Damage* at +12 (twelve) to be able to also buy *Assassinates, Dodge/Intercepts, Feints and Eviscerate* attacks up to what their skill in *Backstab Damage* will allow.

Rangers must learn *Druidic* magic. Rangers can gain up to a seven (7) column in their *Druid* magic and must learn this in a five (5) column format.

Rangers may also learn *Elemental* magics and with time and effort succeed, gaining up to a five (5) column in their *Elemental* column as well, learning these spells in a four (4) column format. (*also, see Prestige groups for exceptions*)

Runes, as with all professions, are available to Rangers and many a Ranger has learned these valuable skills to augment their combat prowess.

Crafts, Lores, and even *Production* skills can all be learned by the Ranger profession, and many can even be mastered.

Rangers gain special abilities as their bond with the natural world matures. Because of their special natures and requirements Rangers must have certain required skills by 3rd Level. These basic skills are *Read & Write, First Aid, Druid Arts, and a Weapon Skill*.

Rangers gain the following special abilities. These abilities may each only be purchased one time unless otherwise specified, and they must be purchased in order, though in the

case of multiple purchase skills, only one must be purchased before the next skill may be. Though similar to a Knight's special abilities a Ranger learns his/hers based on level, basic skills, and prerequisites.

Special Abilities

1st Level: Role-Playing Skill Survival (Free) A Ranger must choose a natural environment such as Woodlands or Desert.

1st Level: Role-Playing Skill Tracking (Free)

1st Level: Greater Informational Lore: Nature (Free)

5th Level: Elude in Nature (3 points) up to 5 times. This skill allows the Ranger to *Elude* detection by creatures while in natural (non-urban) surroundings. This effect lasts ten (10) minutes and the Ranger must say "Elude" to the creatures he/she is avoiding during the duration of this skill. They cannot leave combat, attack, or cast during the Elude otherwise the effect is broken, and the creatures will act accordingly. (Requires *Informational Lore: Nature*)

*Note: A Ranger does **not** have to learn this skill five times to buy their next skills of a higher level.*

5th Level: Marksmanship (Free): +2 damage with any missile weapon (bow, crossbow, thrown) the Ranger can use.

10th Level: Improved Marksmanship (3 points): Up to 5 times. This skill allows the Ranger to call x3 damage when using a missile weapon (bow, crossbow, thrown) with their next attack, up to the maximum potential of the weapon.

10th Level: Speak with Animals 1/day (1 point) (Requires *Druid Arts*) up to 5 times.

15th Level: Animal Friendship 1/day (3 points) (Requires *Druid Arts*) up to 5 times. Animal Friendship causes a wild animal (Natural or Giant) to want to aid or assist the Ranger if they can, and to look at him/her in the most positive way. It does not grant the Ranger the ability to speak to the animal like the spell of the same name does.

15th Level: Greater Informational Lore: Elemental (Free)

20th Level: Elude Elemental (3 points) up to 5 times. This skill allows the Ranger to *Elude* detection by elemental creatures and beings connected to the elemental planes. This effect lasts ten (10) minutes and the Ranger must say "Elude" to the creatures he/she is avoiding during the duration of this skill. They cannot leave combat, attack, or cast during the Elude, otherwise the effect is broken, and the creatures will act accordingly. (Requires *Elemental Arts*)

*Note: A Ranger does **not** have to learn this skill five times to buy their next skills of a higher level.*

20th Level: Speak with Elemental 1/day (5 points) (Requires *Elemental Arts*) up to 5 times.

20th Level: Combat Elementals (Free): +2 (two) damage with any weapon used against elementals (Requires a *Weapon Skill & Elemental Arts*)

Note: this skill can stack with other damage enhancing skills such as Elemental Combat Lore.

25th Level: Vanish in Nature: (5 Points) up to 5 times. The Ranger may Vanish from creatures while in natural (non-urban) surroundings and the effect lasts 30 seconds. The Rogue must say "Vanish in Nature" to the creatures he/she is avoiding during the duration of this skill. The Rogue cannot enter combat, attack or cast during the Vanish otherwise the effect is broken, and the creatures will act accordingly. The ranger may also enter Elude directly from Vanish.

25th Level: Freedom of Nature: Immunity to all forms of natural confining, including all entangles. (Requires 5th level *Druid* spell and 3rd level *Elemental* spell)

30th Level: Voices of the Grove: Immunity to natural charm effects (Requires *Druid* spells level 9)

50th Level: Gift of the Ents: Immunity to most toxins, including but not limited to *Nausea* and *Poison* taglines, as well as all ingested and gaseous *Production* skill poisons, but not *Venom Coatings*, *Grand Master Poisons*, or *Poison spells*. (Requires a *Resist Toxin*)

Note: A Ranger may still learn the Resist Toxin skill up to what their Druid Spell Column will allow

Avengers

Sometimes tragedy befalls those who can stand up and fight back. These people come forth, and bring terror back to those who would terrorize. Avengers are those people. Some tragic occurrence in their past drives them to defend others from that same tragedy, and bring judgment to the power that caused it, often delving into the same dark powers which were used against them to gather their revenge, other times learning the counter abilities to thwart their enemy.

Classic examples throughout history of Avengers would be men and women like Van Helsing, Hercules, Joan of Arc and even Samson.

Hit Points: 3 per level up to 75 (adjusted by race)

Maximum Weapon Damage: +15 (fifteen)

Maximum Armor: 75

Weapon Restrictions: None

Max Backstab Damage: +15 (fifteen)

Maximum Spells: 7 column Primary, 6 column Secondary,

Magic Type: Any

Maximum Strength: +3 (three) adjusted by race

Racial Restrictions: No High Elves or Gnomes may become Avengers.

Avengers may learn to call up to +15 (fifteen) *Weapon Damage* with any weapon they can wield, and the weapon type will allow. This also means they may learn as many *Critical, Riposte, and Lethal Strikes* as their *Weapon Damage* will allow them, as well as *Shield Blocks and Shield Bashes*.

When it comes to stealth, Avengers tend to embrace these skills. Many are skilled hunters and stalkers who excel at stealthy maneuvering through the woodlands, and though not as well suited for these tasks as a Rogue they can still gain enough *Backstab Damage* at +15 (fifteen) to be able to also buy *Assassinates, Dodge/Intercepts, Feints and Eviscerate* attacks up to what their skill in *Backstab Damage* will allow.

Avengers may learn any form of magic, and may achieve up to a seven (7) column in their Primary form of magic, learning this in a five (5) column format.

Avengers may also learn from a Secondary school of magic and with time and effort succeeds, gaining up to a six (6) column in their Secondary; learning this in a four (4) column format as well.

Runes, as with all professions, are available to Avengers and many an Avenger has learned these valuable skills to augment their combat prowess.

Crafts, Lores, and even Production skills can all be learned by the Avenger profession, and many can even be mastered.

Often, they learn skills or a magic which could counteract the power of those beings which were a part of their personal tragedy, but just as well they may learn the same skills and magics so they can better understand their enemy and use their own power against them. Often this may lead an Avenger down a dark or otherwise forbidden path. (Example: An Avenger who was the sole survivor of an undead attack on his/her village might learn *Necromancy* to use against the Undead.)

Avengers gain special abilities as they become more adept at hunting their monsters. Because of their special natures and requirements Avengers must have certain required skills by 3rd Level. These skills are *Read & Write, and a Weapon Skill*.

Avengers gain the following special abilities. These abilities may each only be purchased one time unless otherwise specified, and they must be purchased in order, though in the case of multiple purchase skills, only one must be purchased before the next skill may be. Though similar to a Knights special abilities an Avenger learns his/hers based on level.

Special Abilities

1st Level: Hated Enemy: <insert enemy> (Free) Avengers inflict an additional five (+5) damage with weapons and spells vs. their chosen enemy. This is their first enemy, the one that caused their tragic tale, but not necessarily the last foe to earn an Avenger's hatred.

Note: This may be coupled with Combat Lore as well

Note: An Avenger may only ever have one type of Hated Enemy, and it must correspond to a Lore Type (Greater or Lesser). These creatures, and their creators, have harmed an Avenger in such a manner they will never suffer them to live in their presence.

1st Level: Information Lore: <insert enemy> (Free) Avengers gain an information lore in their chosen enemy for free.

5th Level: Combat Lore Effectiveness – Avengers gain half again as much damage for each level of *Combat Lore* purchased. This translates into three (+3) damage with *Combat Lore I*, six (+6) damage with *Combat Lore II*, and nine (+9) damage with *Combat Lore III*.

Thus, an Avenger with *Combat Lore II* vs. Undead would call an additional six (6) points of damage when fighting these creatures.

5th Level: Magical Lore Effectiveness – Avengers gain half again as much damage for each level of *Magical Lore* purchased. This translates into three (+3) damage at *Magical Lore I*, seven (+7) damage at *Magical Lore II*, and fifteen (+15) damage at *Magical Lore III*.

Thus, an Avenger with *Magical Lore II* vs. Undead would call an additional seven (7) points of damage when fighting these creatures with spells.

10th Level: Resist Metabolic (5 points) An Avenger may purchase up to five (5) *Resist Metabolic* in addition to any racial or magical resists.

15th Level: Resist Mind Effecting (5 points) An Avenger may purchase up to five (5) *Resist Mind Effecting* in addition to any racial or magical resists.

20th Level: Break Charm (5 points): An Avenger may learn the *Break Charm* skill regardless of the Avenger's race

20th Level: Evade vs. Lore Creatures (5 points): The Avenger may Evade an attack made by a Creature in which he/she has an *Informational Lore*. This skill acts like the Dodge skill. The player must state "Evade" loud enough for all to hear. When using this skill, any attack aimed at the

character misses, he/she simply gets out of the way. This skill is not effective on area of effect attacks (Example Fire 10' Radius cannot be evaded).

This skill may be learned once every 20 levels by the Avenger (i.e. 20th, 40th, 60th, 80th and 100th level, each time costing 5 points)

25th Level: Non Romanovi Avengers can begin to learn the skill – *Curse of the Evil Eye*

30th Level: Vindictive Requite: (5 points) The Avenger may use his skill to reflect back any one spell or spell like attack, any damaging attack (i.e. number calling attack), or packet delivered tagline effect back at its source, if cast by any enemy which the Avenger has *Combat Lore* against. The Avenger must state "Requite, <the attack reflected>" loudly to use the special ability.

This skill may be learned once every 30 levels by the Avenger (i.e. 30th, 60th, and 90th level, each time costing 5 points)

100th Level: An Avenger may use his/her *Vindictive Requite* to reflect any form of attack made by an enemy in which they have a *Combat Lore* against. This includes specialty attacks and ritual magics (i.e. An Avenger trapped in a circle could reflect a *Soul Wrack* ritual)

Sentinels

Sentinels are those who would combine a Champion's skill at arms and a Magi's skill with spells into one profession. They excel at magic and war, but are slower to advance than either of their counterparts.

Many Orders of Mystics, Knights and Cavaliers come to mind. Historically there have been many who would try to combine the forces of the unknown into the martial skills. The Knights Templar with their unknown rituals and symbols for many represent the epitome of this type of figure.

In fiction and literature these players abound in heroes such as Gilthanis of *Dragonlance*, and Tomas the Valheru.

Hit Points: 3 per level up to 75 (adjusted by race)

Maximum Weapon Damage: +15 (fifteen)

Maximum Armor: 75

Weapon Restrictions: None

Max Backstab Damage: +9 (nine)

Maximum Spells: 10 column Primary, 7 column Secondary, 5 column Tertiary Magic

Magic Type: Any

Maximum Strength: +3 (Three) adjusted by race

Racial Restrictions: Any race may be a Sentinel

Sentinels may learn to call up to +15 (fifteen) *Weapon Damage* with any weapon they can wield, and up to what the weapon type will allow. This also means they may learn as many *Critical*, *Riposte*, and *Lethal Strikes* as their *Weapon Damage* will allow them, as well as *Shield Blocks* and *Shield Bashes*.

Sentinels have no weapon restrictions and can learn any form of weapon combat including any *Weapon Master* their race allows.

When it comes to stealth, Sentinels find themselves on uneven ground with Rogues and Warriors, but as skilled martial characters they do grasp and can learn these skills. Sentinels can still gain enough *Backstab Damage* at +9 (nine) to be able to also buy *Assassinates*, *Dodge/Intercepts*, *Feints* and *Eviscerate* attacks up to what their skill in *Backstab Damage* will allow.

Sentinels excel as casters and can learn from any school of magic they choose and may become powerful casters with up to a ten (10) column in their Primary Magic; which they must learn in a six (6) column format.

Sentinels, like Magi, may even learn Secondary Magic out to a seven (7) column; which they learn in a five (5) column format, and even a Tertiary school of magic if they so desire

up to a five (5) wide column; leaned in a four (4) column format.

They also may learn to cast powerful *Ritual* magics and gain *Ritual Masteries*.

Runes, as with all professions, are available to Sentinels. Many a Sentinel has learned these valuable skills to augment their combat prowess.

Crafts, *Lores*, and even *Production* skills can all be learned by the Sentinel profession, and many can even be mastered.

Sentinels have no specific code they must follow for good or evil. Desired by every military and mercenary group for their diverse and power skills, Sentinels find work easy.

At higher levels a Sentinel gains the following special abilities

Level 10 Spellstrike: (5 points) Purchased every 10 levels (10, 20, 30..) this skill allows the Sentinel to channel a spell from his / her memory offensively through their weapon. The spell is activated upon contact and the user must simply state "Spellstrike <Spell name> "then the spell effect. The skill must be used offensively, and any spell shield will still be in effect, but this cannot be blocked by a *Parry* or *Shield Block*.

Level 20 Sentinel: (5 points) Purchased every 20 levels (20, 40, 60, 80 and 100) this skill allows the Sentinel to act as a guardian and peer through anyone using an *Elude* or *Avoidance* skill to pass unnoticed and unaffected by the Sentinel. To use this, the Sentinel must point to the *Eluding/Avoiding* target and state loudly enough for them to hear "As a Sentinel I disrupt your stealth."

Level 30 Enhance Spell: (5 points) Purchased every 30 levels (30, 60, and 90) this skill allows the Sentinel to add 20 damage to a single effect spell from their primary column. This is announced by adding the word "Enhanced" before the effect amount from the spell.

Level 40 Bulwark: (5 points) Purchased every 40 levels (40, 80) this skill allows the Sentinel to reduce the effect of an incoming damage effect by an amount equal to their level. This is announced by saying "Reduced Effect" to the damage effect.

Level 50 Vigilance: (Free) Upon reaching level 50 a Sentinel's enhanced perception allows them to perceive phased creatures. This is not full veil sight and does not allow them to identify such creatures, but they have a general sense of the direction and quantity (one, several, many, very many, etc) of the creatures around them. The closer the proximity, the more discerning a Sentinel's Vigilance becomes. There is a component of Role Play in the use of this ability.

The Scoundrels:

Scoundrels; the very word brings up the image of those who are on the edges of society. Those people who would break all the rules, and yet still find a place in our hearts, of course sometimes that place may be filled with their dagger.

Vagabonds

Wanderer, nomad, traveler; the master of nothing and beholden to none. These are the trademarks of the Vagabond profession. They move constantly, gathering what skills they need to do whatever it is they feel like at that moment.

Heralds, Skalds, swashbucklers, spies, cavaliers, and even lore masters are all images that can also be the Vagabond's role.

It is often said, and correctly so, that a Vagabond is a Jack of all trades, a dabbler extraordinaire, but a master of nothing. The loveable rake and the charming and dashing hero, ready to sweep people off their feet.

Never specialized, or ritually trained, most Vagabonds spend their time gathering the skills they like, until they have what they want then moving on to the next bit of fun, or new idea of interest.

Hit Points: 3 per level up to 60 (adjusted by race)

Maximum Weapon Damage: +9 (nine)

Maximum Armor: 30

Weapon Restrictions: No two-handed weapons, other than Staff and/or Spear.

Max Backstab Damage: +18 (Eighteen)

Maximum Spells: 7 column Primary, 5 column Secondary

Magic Type: Any

Maximum Strength: +2 (two) adjusted by race

Racial Restrictions: High Elves, Oni, Ursoni, Shir'Khandi and Ima'Ghandi may not become Vagabonds

Vagabonds may learn to call up to +9 (nine) *Weapon Damage* with any weapon they can wield, and up to what the weapon type will allow. This also means they may learn as many *Critical*, *Riposte*, and *Lethal Strikes* as their *Weapon Damage* will allow them, as well as *Shield Blocks* and *Shield Bashes*.

Vagabonds have few weapon restrictions and can learn any form of one-handed weapon combat, as well as any *Weapon Master* their race allows.

When it comes to stealth, Vagabonds find themselves often resorting to its use without ever becoming the true masters that Rogues are. Vagabonds can still gain enough *Backstab Damage* at +18 (eighteen) to be considered a master at the art, and can also buy *Assassinates*, *Dodge/Intercepts*, *Feints* and

Eviscerate attacks up to what their skill in *Backstab Damage* will allow.

Vagabonds are good if haphazard casters and can learn from any school of magic they choose and may become powerful casters with up to a 7 (seven) column in their Primary magic, which they learn in a five (5) column format.

Vagabonds may even learn a Secondary magic up to a 5 (five) column, learning this in a four (4) column format.

Runes, as with all professions, are available to Vagabonds. Many a Vagabond has learned these valuable skills to augment their chances at survival on the open road.

Crafts, *Lores*, and even *Production* skills can all be learned by the Vagabond profession, and many can even be mastered.

Vagabonds have no specific code they must follow for good or evil. Though given their diverse and skill set Vagabonds find work easy, in most places, even if only temporarily.

Unlike a Sentinel, a Vagabond should embrace the temptation to learn as many skills at once as they want, though this means they may be a long time waiting before they excel in any skill. Vagabonds are slow at start, but at middle and higher levels they are one of the most powerful professions available.

Because of their nomadic natures, Vagabonds must have certain required skills by 5th level. These basic skills are *Read & Write*, *First Aid*, a *level 1 spell*, an *Apprentice Production* skill, *Ambush*, and a *Weapon Skill*.

Vagabonds gain the following special abilities. All a Vagabonds special abilities are based on his or her knowledge, and therefore are tied directly to which *Lore Skills* the vagabond has. These abilities must be purchased in order, though in the case of multiple purchase skills, only one must be purchased before the next skill may be.

1st Level: Lesser Informational Lore Skill (Free), The vagabond may choose any one (1) *Lesser Informational Lore* skill for free. This skill should be worked into the Vagabonds background as well.

1st Level: Combat Lore Effectiveness - Vagabonds gain half again as much damage for each level of *Combat Lore* purchased. This translates into three (+3) damage with *Combat Lore I*, six (+6) damage with *Combat Lore II*, and nine (+9) damage with *Combat Lore III*.

1st Level: Magical Lore Effectiveness - Vagabonds gain half again as much damage for each level of *Magical Lore* purchased. This translates into three (+3) damage at *Magical Lore I*, seven (+7) damage at *Magical Lore II*, and fifteen (+15) damage at *Magical Lore III*.

5th Level: Elude vs. Lore Creatures (3 points), may purchase up to 3 times: The Vagabond may Elude detection by creatures he/she has an *Informational Lore* skill in. One lore group is chosen at activation and the effect lasts 10 minutes. The vagabond must say "Elude" to the creatures he/she is

avoiding during the duration of this skill. They cannot enter combat, attack or cast during the Elude otherwise the effect is broken, and the creatures will act accordingly. This skill may be stacked with other eludes, or with itself against an additional lore group with an additional expenditure of the skill.

10th Level: Evade vs. Lore Creatures (5 points) may purchase up to 3 times. A vagabond may Evade an attack made by a Creature in which he/she has an *Informational Lore*. This skill acts like the Dodge skill. The player must state “Evade” loud enough for all to hear. When using this skill, any attack aimed at the character misses, he/she simply gets out of the way. This skill is not effective on area of effect attacks (Example Fire 10’ Radius cannot be evaded).

15th Level: Resist vs. Lore Creatures (5 points) may be purchased up to 3 times. A vagabond may resist an attack made by a creature in which he/she has an *Informational Lore* skill in.

15th Level: Production Affinity I <Select base production skill> (2 points) The Vagabond gains an affinity in a production base skill (Herbalism, Blacksmithing, or Fermenting). This allows the Vagabond to create an extra recipe per event from any *Production* skill that requires that base skill. This item must be from a *Production* skill that the Vagabond knows and has a recipe for and may only be of up to the skill that he or she has in that production (i.e. Apprentice, Journeyman, or Master) This skill only removes the need for the production points to create the recipe, not the required components or crown costs. This skill cannot be used to make additional Grand Master Recipes.

20th Level: Magical Affinity I vs. Lore Creatures (2 points). The Vagabond gains the ability to use one spell from any school he/she can cast, up to the maximum level of spell he/she may cast as a bonus spell against any creature they have an *Informational Lore* skill in. (i.e. if the Vagabond has a 4,3,2,1 Hearth column and a 3,2,1 Elemental column they may throw one bonus spell of up to 4th level in Hearth or 3rd level in Elemental per day) The spell used must be one in the Vagabond’s spell book. This skill may not be used with Ritual magics.

25th Level: Unparriable Critical Strike vs. Lore Creatures (5 points) Purchased once every 25 levels (25,50,75, &100). This melee attack allows the user to *Critically Strike* an opponent which the Vagabond has an *Informational Lore* Skill in, like the skill of that name. This attack cannot be parried by a *Parry*, *Shield Block*, or *Shield Bash*. It can be *Dodged*, *Evaded*, or protected against by spells. To activate this skill, the user states “*Unparriable Critical Strike <tagline>*”

25th Level: Pierce Spell vs. Lore Creature (5 points) purchased once every 25 Levels (25,50,75 &100). The Vagabond may empower any one spell he or she can cast from memory (not item) to bypass all magical protections and spell barriers of a target which the Vagabond has an *Informational Lore* Skill in. The verbal is cast normally and then the “Pierce” tagline must be added to the spell. The pierce does

not apply if it strikes a creature other than one the Vagabond has an *Informational Lore* skill in.

30th Level: Production Affinity II: <same base skill> (2 points) The Vagabond gains a second affinity in the previously selected *Production* base skill. This allows the Vagabond to create up to two (2) extra recipes per event from any *Production* skill that requires that base skill. This item must be from a *Production* skill that the Vagabond knows and has a recipe for, and may only be of up to the skill that he or she has in that production (i.e. Apprentice, Journeyman, or Master) This skill only removes the need for the production points to create the recipes, not the required components or crown costs. This skill cannot be used to make additional Grand Master Recipes.

35th Level: Lore of the Road (Free): The Vagabond has, in his travels, heard many rumors and innuendos from all over. This tends to keep them well informed especially on matters of creatures they have *Informational Lore* skills in. The Vagabond may at the beginning of each event session request a special rumor or bit of information regarding their selected enemy such as troop movements, staging areas, or even a new dungeon location. This is a *role-playing* skill.

40th Level: Magical Affinity II vs. Lore Creatures (2 points). The Vagabond gains the ability to use two (2) spells from any school he/she can cast, up to the maximum level of spell he/she may cast as bonus spells against any creature they have an *Informational Lore* skill in. (i.e. if the Vagabond has a 4,3,2,1 Hearth column and a 3,2,1 Elemental column they may throw one bonus spell of up to 4th level in Hearth or 3rd level in Elemental per day) The spell used must be one in the Vagabond’s spell book. This skill may not be used with Ritual magics.

50th Level: Double Magical Lore Effectiveness – Vagabonds gain twice as much damage for each level of *Magical Lore* purchased. This translates into four (+4) damage at *Magical Lore I*, ten (+10) damage at *Magical Lore II*, and twenty (+20) at *Magical Lore III*

50th Level: Double Combat Lore Effectiveness – Vagabonds gain twice as much damage for each level of *Combat Lore* purchased. This translates into four (+4) damage at *Combat Lore I*, eight (+8) damage at *Combat Lore II*, and twelve (+12) damage at *Combat Lore III*.

60th Level: Phasing (5 points) May be purchased up to three (3) times. The Vagabond gains the ability to phase out of reality on a five count. The player must state “Phasing one, phasing two, phasing three, phasing four, phasing five” to enter this state and place both arms crossed over his / her head. This effect can last up to 10 minutes. The player may not cross barriers such as wards or proscibes but may otherwise move undetected freely. To exit the player must use a five count of “Phasing in 1, phasing in 2...”

Duelists

Musketeer, swashbuckler, killer for hire, Assassin, and mercenary are all forms of Duelist, and there are more terms can be used when one describes the Duelist and his/her profession.

Duelists are masters of combat, and stealth. They strive to become the perfect weapon. Not relying on armor or magic as a crutch, but as just another weapon in their arsenal. In the end, though, nothing surpasses their drive for martial perfection, to make themselves one in mind, weapon and body.

Duelists do excel at stealth and misdirection. After all, what is the point in getting the kill; if you cannot get away with it?

Hit Points: 3 per level up to 60 (adjusted by race)

Maximum Weapon Damage: +18 (eighteen)

Maximum Armor: 45

Weapon Restrictions: None

Max Backstab Damage: +21 (twenty-one)

Maximum Spells: 5 column Primary

Magic Type: Any

Maximum Strength: +2(two) adjusted by race

Racial Restrictions No Shirelings, Sons of Kyth, Daughters of Kyth, Pixies, Sprites or Gryll may become Duelists.

Duelists may learn to call up to +18 (eighteen) *Weapon Damage* with any weapon they can wield, and up to what the weapon type will allow. This also means they may learn as many *Critical, Riposte, and Lethal Strikes* as their *Weapon Damage* will allow them, as well as *Shield Blocks and Shield Bashes*.

Duelists have few weapon restrictions and can learn any form of weapon combat, as well as any *Weapon Master* their Race allows. Furthermore, all Duelists may purchase the *Weapon Damage (Both)* skill regardless of race, provided they learn the proper prerequisite skills.

When it comes to stealth, Duelists find themselves almost without equal. Their drive for perfection in combat extends to stealth as well. Duelists can gain up to +21 (twenty-one) *Backstab Damage*, and can also buy *Assassinates, Dodge/Intercepts, Feints and Eviscerate* attacks up to what their skill in *Backstab Damage* will allow.

Duelists are driven to physical and martial perfection and are thus weak casters. Though they can learn from any one school of magic they choose and may become powerful casters with up to a 5 (five) column in their Primary magic, which they learn in a four (4) column format.

Duelists drive for martial perfection means they will never bother to learn a Secondary or Tertiary school of magic.

Runes, as with all professions, are available to Duelists. Many a Duelist has learned these valuable skills to augment their chances at survival on the open road.

Crafts, Lores, and even *Production* skills can all be learned by the Duelist profession, and many can even be mastered. In fact, many a would-be killer for hire finds that their knowledge of poisons is invaluable in plying their craft.

Duelists have no specific code they must follow for good or evil. Duelists are intimidating even if they are good guys. Duelists are the perfect killers, whether to protect the weak or to profit from death is their choice, and they would not have it any other way. As a Duelist, you will often be approached to fight, and work should be easy to find. After all, your reputation will precede you.

Before level 5 all Duelists must know at least a *Weapon Skill, Weapon Damage +1, Ambush* and *Backstab Damage +1*. These are the only required skills a Duelist has.

Duelists do have some abilities which they gain as their Martial prowess increases. These are based on level rather than any particular skill set. Though two of the three skills enhance their ability with other skills, they are all available for free once a Duelist gains the appropriate level.

Special Abilities

10th Level: Deadly Knowledge (Free): Though not Avengers or Vagabonds, Duelist are still aware how powerful a little knowledge can be. A Duelist who purchases a *Combat Lore* gains half again as much damage for each time the Lore is Purchased. This translates into three (+3) damage at *Combat Lore I*, six (+6) damage at *Combat Lore II*, and nine (+9) at *Combat Lore III*.

20th Level: Protection (Free) A Duelist's drive for perfection also means they rely on speed and dexterity rather than heavy and cumbersome armor. They are in fact so good at wearing light armor that a Duelist gains additional benefit from the *Improved Armor* skill, gaining the ability to use the skill's damage reduction against armor piercing taglines such as *Body* and retaining the DR effect even after their armor has been reduced to 0. The Duelist also retains the DR effects of GM Armor and similar items that would normally be inactive when their armor points reach 0.

30th Level: Hardiness (Free) Duelists are extremely tough to kill. He or she gains one (1) additional hit point per level. (Note: They may also buy *Fortify* normally to gain even more hit points)

40th Level: Evade vs. Lore Creatures (5 points) purchased every 40 levels (40,80) A Duelist may Evade an attack made by a Creature in which he/she has an *Informational Lore*. This skill acts like the Dodge skill. The player must state "Evade" loud enough for all to hear. When using this skill, any attack aimed at the character misses, he/she simply gets out of the way. This skill is not effective on area of effect attacks (Example Fire 10' Radius cannot be evaded).

50th Level: Unparriable Critical Strike vs. Lore Creatures (5 points) Purchased once every 50 levels (50, 100). This melee attack allows the user to *Critically Strike* an opponent which the Duelist has an *Informational Lore* Skill in, like the skill of that name. This attack cannot be parried by a *Parry*, *Shield Block*, or *Shield Bash*. It can be *Dodged*, *Evaded*, or protected against by spells. To activate this skill, the user states "*Unparriable Critical Strike* <tagline>"

Rogues

Scout, assassin, bandit, and thief are all forms of Rogue, but why stop there. Villain, hero, highwayman, lawyer, poisoner, infiltrator, and oh so many more terms can be used when one describes the Rogue and his/her profession.

Rogues are masters of stealth and redirection. In fact, the real sign of a good Rogue is that people often do not even know he or she is one. They may think they are a low-level Warrior, or Sentinel. That they are some sort of Vagabond, or a member of the military scouts like some Ranger. There have even been Rogues whom have been mistaken as squires for Knights of Valor.

No matter what, Rogues excel at stealth and misdirection. Be they a con-artist out to bilk others of a few gold or a thug out to take every silver from someone by force.

Hit Points: 3 per level up to 60 (adjusted by race)

Maximum Weapon Damage: +12 (twelve)

Maximum Armor: 40

Weapon Restrictions: No two-handed weapons

Max Backstab Damage: +36 (thirty-six)

Maximum Spells: Five (5) column Primary

Magic Type: Any

Maximum Strength: +2(two) adjusted by race

Racial Restrictions: Oni, Ursoni, and Ima'Ghandi may not become Rogues.

Rogues may learn to call up to +12 (twelve) *Weapon Damage* with any weapon they can wield, and up to what the weapon type will allow. This also means they may learn as many *Critical, Riposte, and Lethal Strikes* as their *Weapon Damage* will allow them, as well as *Shield Blocks and Shield Bashes*.

Rogues have few weapon restrictions and can learn any form of one-handed weapon combat, as well as any *Weapon Master* their race allows. Furthermore, all Rogues may purchase the *Weapon Damage (Both)* skill regardless of race, provided they learn the proper prerequisite skills.

When it comes to stealth, Rogues find themselves without equal. No other ever becoming the true masters that Rogues are. Rogues can gain +36 (thirty-six) *Backstab Damage*, and can also buy *Assassinates, Dodge/Intercepts Feints and Eviscerate* attacks up to what their skill in *Backstab Damage* will allow.

Rogues are good if haphazard casters and can learn from any school of magic they choose and may become powerful casters with up to a 5 (five) column in their Primary magic, which they learn in a four (4) column format.

Rogues are not academics by any means, they live life more as it comes and rarely have time for the more scholarly pursuits. Thus, they can only ever learn one school of magic.

Runes, as with all professions, are available to Rogues. Many a Rogue has learned these valuable skills to augment their chances at survival on the open road.

Crafts, Lores, and even Production skills can all be learned by the Rogue profession, and many can even be mastered. In fact, many a would-be assassin finds that their knowledge of poisons is invaluable in plying their craft.

Rogues have no specific code they must follow for good or evil. Though given their diverse skill set, Rogues find work easy, in most places, even if only temporarily.

Unlike any other class, a Rogue should never be known as such. In fact, the best rogues are often mistaken for another profession.

Special Abilities

1st Level: Elude vs. Lore Creatures (3 points), may purchase up to 3 times: The Rogue may Elude detection by creatures he/she has an *Informational Lore* skill in. One lore group is chosen at activation and the effect lasts 10 minutes. The rogue must say “Elude” to the creatures he/she is avoiding during the duration of this skill. They cannot enter combat, attack or cast during the Elude otherwise the effect is broken, and the creatures will act accordingly. This skill may be stacked with other eludes, or with itself against an additional lore group with an additional expenditure of the skill.

10th Level: Deadly Insight: (Free) The Rogue may add +1 damage to his or her Backstab Damage against any creature he/she has *Informational Lore* in per 10 character levels. (+1 at level 10, +2 at level 20, +3 at level 30, +4 at level 40...). This skill stacks with *Combat Lore*s but does not count toward the purchase of special skills such as *Assassinates*. This bonus may also be added to the strength modifier for the purposes of the Ambush skill.

20th Level: Vanish vs. Lore Creatures: (5 points) May purchase once every 20 levels (20, 40, 60...): The Rogue may Vanish from creatures he/she has an *Informational Lore* skill in. One lore group is chosen at activation and the effect lasts 30 seconds. The Rogue must say “Vanish vs <Lore Group>” to the creatures he/she is avoiding during the duration of this skill. The Rogue cannot enter combat, attack or cast during the Vanish otherwise the effect is broken, and the creatures will act accordingly. This skill may be stacked with itself against an additional lore group with an additional expenditure of the skill. The rogue may also enter Elude directly from Vanish.

30th Level: Evade vs. Lore Creatures (5 points) purchased every 30 levels (30,60, 90) A Rogue may Evade an attack made by a Creature in which he/she has an *Informational Lore*. This skill acts like the Dodge skill. The player must state “Evade” loud enough for all to hear. When using this skill, any attack aimed at the character misses, he/she simply gets out of the way. This skill is not effective on area of effect attacks (Example Fire 10’ Radius cannot be evaded).

40th Level: Resist vs. Lore Creatures (5 points) may be purchased every 40 levels (40, 80). A Rogue may resist an attack made by a creature in which he/she has an *Informational Lore* skill in.

50th Level: Piercing Sneak Attack (5 points) purchased every 50 levels (50, 100). A Rogue may purchase the ability to call the Piercing tagline with a sneak attack like Ambush or Assassinate, allowing it to bypass a Spell Shield such as Armor of the Spirit.

The Crafters

Some people just like to build things, to create objects into more than just their component parts. These builders and scientist form the group we call the Crafters. They believe that though magic is a potent part of the world, and that warriors may rule the battlefield, that neither would be able to even begin to function without the items and resources that the Crafters make.

Apothecaries

Apothecaries believe that formulas, not magic, will be the rule of the future. Magic is powerful, and it has its place, but one day; soon if they have their way, research will make even more powerful tools than magic.

The choice of playing an Apothecary is one which can truly be a role-playing decision. To play a researcher in a magical world obviously can spawn endless debate and countless opportunities to engage the world around the player. Not only for the player, but for those around him.

Hit Points: 2 per level up to 50 (adjusted by race)

Maximum Weapon Damage: +6 (six)

Maximum Armor: 30

Weapon Restrictions: None

Max Backstab Damage: +6 (six)

Maximum Spells: 5 column Primary, 4 column Secondary

Magic Type: Any

Maximum Strength: +1 (one) adjusted by race

Racial Restrictions: OGREKIN, Troll Brood, High Elf, Eldaran, WOLVEN, Minotaur, Ursoni, and Ima'Ghandi may not become Apothecaries.

Apothecaries may learn to call up to +6 (six) *Weapon Damage* with any weapon they can wield, and up to what the weapon type will allow. This also means they may learn as many *Critical*, *Riposte*, and *Lethal Strikes* as their *Weapon Damage* will allow them, as well as *Shield Blocks* and *Shield Bashes*.

Apothecaries have no weapon restrictions and can learn any form of weapon combat including any *Weapon Master* their race allows.

When it comes to stealth, Apothecaries find themselves on uneven ground with Rogues and Warriors, but as skilled martial characters they do grasp and can learn these tasks. Skilled Apothecaries can still gain enough *Backstab Damage* at +6 (six) to be able to buy *Assassinates*, *Dodge/Intercepts*, *Feints* and *Eviscerate* attacks

Apothecaries can be competent casters and can learn from any school of magic they choose up to a five (5) column in their Primary magic; which they learn in a five (5) column format

Apothecaries may even learn a Secondary magic up to a four (4) column.

Runes, as with all professions, are available to an Apothecary. Many an Apothecary has learned these valuable skills to augment their research into multiple fields.

Crafts and Lore skills can all be learned by the Apothecary profession. In fact, all skills which require Herbalism are the bread and butter of this class, to the point that an Apothecary may master all of them.

Apothecaries have no specific code they must follow for good or evil. Desired even if a little feared, by governments and scholars alike, a skilled Apothecary can find work easily.

Due to an Apothecary's constant use of research and their ability to deconstruct items, they do gain certain special skills at higher levels. An Apothecary must therefore have the following skills by 5th level. *Read & Write*, *Herbalism*, *Apprentice Poisoner*, *Apprentice Alchemist*, and *Apprentice Elixir Crafter*. Regardless of which of the three he/she decides to improve from there.

Special Abilities

5th Level: (Free) An Apothecary gains a +5 (five) effect when using a healing or harming effect herbalism production. For example, a weak acid would call 15 acid, or a lesser healing potion would heal 25 when administered by the apothecary.

10th Level: Examine Being: (Free) This skill allows the Apothecary to examine a body for 10 minutes after which they can determine several key things about the creature in question, such as race, plane of origin, and health at time of demise just to name a few. A body will not dissipate while this skill is being used on it but will if the Apothecary stops the examination.

15th Level: *Production Affinity I: Herbalism* (2 points) The Apothecary may create an extra recipe per event from any production skill they have which requires Herbalism. This item must be from a production skill that the Apothecary knows and has a recipe for and may only be of up to the skill that he or she has in that production (i.e. Apprentice, Journeyman or Master) This skill only removes the need for the production points to create the recipe, not the required components or crown costs. This skill cannot be used to make additional Grand Master Formulas.

15th Level: (Free) An Apothecary gains a +10 (ten) effect when using a healing or harming effect herbalism production. For example, a weak acid would call 20 acid, or a lesser healing potion would heal 30 when administered by the apothecary.

20th Level: Determine Weakness: (Free) This is an extension of the *Examine Being* ability. It allows the Apothecary to determine any special weakness a living or undead creature examined may have, such as a vulnerability to fire, or that a certain herb is poisonous to the creature.

30th Level: *Production Affinity II: Herbalism* (2 points) The Apothecary may create up to two (2) extra recipes per event to use from any production skill they have which requires Herbalism. These items must be from a production skill that the Apothecary knows and has a recipe for and may only be of up to the skill that he or she has in that production (i.e. Apprentice, Journeyman or Master) This skill only removes the need for the production points to create the recipes, not the required components or crown costs. This skill cannot be used to make additional Grand Master Formulas.

30th Level: (Free) An Apothecary gains a +15 (fifteen) effect when using a healing or harming effect herbalism production. For example, a weak acid would call 25 acid, or a lesser healing potion would heal 35 when administered by the apothecary.

40th Level: Exploit the Weakness(Free): This is an extension of the *Examine Being* ability. It allows the Apothecary to determine if there are any flaws in a living or undead creature, and if so how to create a potion to exploit them. (This potion must be made from parts of the creature, takes 1 hour to create, and imbues the consumer with +10 damage vs. said creature with melee or magical attacks)

Obviously, these skills are pole-play enhancing skills, and do require some involvement with the Story team. They may or may not lead the Apothecary to finding out some special way to defeat an enemy or to neutralize a creature.

50th Level: *Production Affinity III: Herbalism* (2 points) The Apothecary may create up to three (3) extra recipes per event to use from any production skill they have which requires Herbalism. These items must be from a production skill that the Apothecary knows and has a recipe for, and may only be of up to the skill that he or she has in that production (i.e. Apprentice, Journeyman or Master) This skill only removes the need for the production points to create the recipes, not the required components or crown costs. This skill cannot be used to make additional Grand Master Formulas.

50th Level: (Free) An Apothecary gains a +20 (twenty) effect when using a healing or harming effect herbalism production. For example, a weak acid would call 30 acid, or a lesser healing potion would heal 40 when administered by the apothecary.

75th Level: (Free) An Apothecary gains a +25 (twenty-five) effect when using a healing or harming effect herbalism production. For example, a weak acid would call 35 acid, or a lesser healing potion would heal 45 when administered by the apothecary.

100th Level: (Free) An Apothecary gains a +30 (thirty) effect when using a healing or harming effect herbalism production. For example, a weak acid would call 40 acid, or a lesser healing potion would heal 50 when administered by the apothecary.

Tinkerers

Tinkerers believe that *Engineering*, not magic will be the savior of the day. Magic is the past, but one day; soon if they have their way, *Engineering* research will make even more powerful tools than magic.

The choice of playing a Tinkerer is one which can truly be a role-playing decision. To play an engineer who tinkers with machines and gadgets will create opportunities to engage the world around the player. Not only for the player, but for those around him.

Hit Points: 2 per level up to 50 (adjusted by race)

Maximum Weapon Damage: +9 (nine)

Maximum Armor: 30

Weapon Restrictions: None

Max Backstab Damage: +6 (six)

Maximum Spells: 5 column Primary

Magic Type: Celestial Only

Maximum Strength: +1 (one) adjusted by race

Racial Restrictions: High Elves, Sylvan Elves, Eldaran, Eldarine, OGREKIN, Troll Brood, Wolven, Minotaur, Ursoni, Ima'Ghandi & Duma'Handi may not become Tinkerers.

Tinkerers may learn to call up to +9 (nine) *Weapon Damage* with any weapon they can wield, and up to what the weapon type will allow. This also means they may learn as many *Critical*, *Riposte*, and *Lethal Strikes* as their *Weapon Damage* will allow them, as well as *Shield Blocks* and *Shield Bashes*.

Tinkerers have no weapon restrictions and can learn any form of weapon combat including any *Weapon Master* their race allows.

When it comes to stealth, Tinkerers find themselves on uneven ground with Rogues and Warriors, but as skilled martial characters they do grasp and can learn these tasks. Skilled Tinkerers can still gain enough *Backstab Damage* at +6 (six) to be able to also buy *Assassinates*, *Dodge/Intercepts*, *Feints* and *Eviscerate* attacks

Tinkerers can be competent casters and can learn from the Celestial school of magic up to a five (5) column; which they learn in a four (4) column format.

Tinkerers are focused on how technology can, and, in their mind, will outperform magic. Thus, they do not have the will or desire to learn more than just the Celestial type of magic, because of its ability to augment their engineering.

Runes, as with all professions, are available to a Tinkerer. Many a Tinkerer has learned these valuable skills to augment their research into multiple fields.

Crafts, *Lore*, and *Production* skills can all be learned by the Tinkerer profession. *Engineering* is their most beloved production and though most people are put off or even a little scared of it, Tinkerers revel in any new designs, plans, or ideas they come across.

Tinkerers have no specific code they must follow for good or evil. Desired, even if a little feared, by governments and scholars alike a skilled Tinkerer can find work easily.

Due to a Tinkerer's constant use of research and their ability to deconstruct items, they do gain certain special skills at higher levels. For this reason, a Tinkerer must learn the following skills by level 3. *Read & Write*, *Blacksmithing*, *Apprentice Engineer*, and *Flintlock Weapon* skill (any type)

Special Abilities

5th Level: (Free) Tinkerers gain +1 (one) damage when wielding a firearm. This is in addition to any *Weapon Damage* or other bonuses they may have.

10th Level: Examine Item/Construct: (Free) This skill allows the Tinkerer to examine an item for 10 minutes after which they can determine several key things about the item in question, such as plane of origin, what species created it, and its basic functionality.

15th Level: (Free) Tinkerers gain +2 (two) damage when wielding a firearm. This is in addition to any *Weapon Damage* or other bonuses they may have.

20th Level: Determine Structural Integrity: (Free) This is an enhancement to the *Examine Item/Construct* ability. This allows the Tinkerer to determine any special weakness an item or construct examined may have, such as a vulnerability to lightning, or that a certain metal is more destructive to a construct.

25th Level Ranged Shattering Strike (5 points): When using his/her firearm to attack a construct the Tinkerer can deliver a blow which causes 50 points of damage to the construct itself. The Tinkerer may learn this skill once every 25 levels (so again at 50th level, 75th level and 100th level)

The verbal for this attack is “Shattering strike”.

This attack will do 50 points of damage to a golem or construct, and in addition to the damage it renders any golem or construct under 250 HP, including if creature is reduced below 250 HP by the strike, immobile for 1 minute

30th Level: (Free) Tinkerers gain +3 (three) damage when wielding a firearm. This is in addition to any *Weapon Damage* or other bonuses they may have.

40th Level: Find the Design Flaw: (Free) This is an enhancement to the *Examine Item/Construct* ability. This allows the Tinkerer to determine if there are any flaws in an item, and if so how to exploit them.

Obviously, some of these skills are role-play enhancing skills, and do require some involvement with the Story team. They may or may not lead the Tinkerer to finding out some special way to defeat an enemy or to neutralize an item being used against him/her.

50th Level: (Free) Tinkerers gain +4 (four) damage when wielding a firearm. This is in addition to any *Weapon Damage* or other bonuses they may have.

75th Level: (Free) Tinkerers gain +5 (five) damage when wielding a firearm. This is in addition to any *Weapon Damage* or other bonuses they may have.

100th Level: (Free) Tinkerers gain +6 (six) damage when wielding a firearm. This is in addition to any *Weapon Damage* or other bonuses they may have.

Smiths

Smiths are the backbone of almost every society. Always needed for their skills to craft items, from the mundane, everyday essentials to the truly spectacular.

The choice of playing a smith is one which can truly enhance role-playing not only for the player, but for those around him.

Also, let's face it, people need items, and if you're the only one who can make them, well you stand to be able to accumulate a large pile of wealth and prestige. Though this may seem to be an attraction to those who would rob the smith, the threat of the loss of service counter balances this and makes for great role-playing.

Hit Points: 2 per level up to 50 (adjusted by race)

Maximum Weapon Damage: +18 (eighteen)

Maximum Armor: 150

Weapon Restrictions: None

Max Backstab Damage: +3 (Three)

Maximum Spells: 5 column Primary

Magic Type: Any

Maximum Strength: +5(five) adjusted by race

Racial Restrictions: High Elves, Sylvan Elves, Eldaran, OGREKIN, URSONI, KILI'SAMDI & DUMA'HANDI may not become Smiths.

Smiths may learn to call up to +18 (eighteen) *Weapon Damage* with any weapon they can wield, and up to what the weapon type will allow. This also means they may learn as many *Critical*, *Riposte*, and *Lethal Strikes* as their *Weapon Damage* will allow them, as well as *Shield Blocks* and *Shield Bashes*.

Smiths have no weapon restrictions and can learn any form of weapon combat including any *Weapon Master* their Race allows.

When it comes to stealth, Smiths' are no Rogue. A skilled Smith can still gain enough *Backstab Damage* at +3 (three) to be able to buy an *Assassinate* and *Dodge/Intercept*, but because of their limited skill can never buy *Feints* or *Eviscerate* attacks

Smiths can be competent casters and can learn from any school of magic they choose up to a five (5) column in their Primary magic; which they learn in a four (4) column format.

Smith's see magic as a way to enhance their production, but not so much as a life path. Thus, they can only ever learn one type of magic.

Runes, as with all professions, are available to Smiths. Many a Smith has learned these valuable skills to augment their combat prowess.

Crafts, *Lores*, and *Production* skills can all be learned by the Smith profession. The *Blacksmithing* skills of *Armorsmith*, *Weaponsmith*, and *Jewel Crafting* are all the meat and drink of those who follow the path of the Smith. A Smith may master all three of them.

Smiths have no specific code they must follow for good or evil. Desired by every military and township; Smiths find work easy.

Due to a Smith's constant use of hammers in their chosen field they gain certain special bonuses when wielding a hammer in combat as well. Therefore, they must learn a weapon skill which includes the use of hammers, such as, *One Handed Blunt Weapons*.

A Smith must also have the following skills by level 5. *Read & Write*, *Blacksmithing*, *Apprentice Armorsmithing*, *Apprentice Weaponsmithing*, and *Apprentice Jewel Crafter*. A Smith is required to know all three regardless of which they decide to pursue further.

Special Abilities

5th Level: (Free) Smiths gain +1(one) damage when wielding a hammer. This is in addition to any *Weapon Damage*, *Enhanced Strength*, or magical bonuses they may have.

10th Level: *Weapon Knowledge* <chosen Weapon> (3 points): May be purchased up to three (3) times, once every 10 levels. (10, 20 & 30) When purchased for the first time, the *Weapon Knowledge* may be assigned to any single, base *Weapon Skill* the Smith knows. (i.e. *1 Handed Blades*, *Bows*, *2 Handed Crushing*, etc. but no *Weapon Masteries*). *Weapon Knowledge* provides a damage bonus per level when using the chosen weapon. This is also considered to be part of a Smith's specialization for their *Weaponsmithing* production skill. There are certain Grand Master recipes that require this knowledge or an affinity and only a Smith with the correct specialization can create them.

15th Level: (Free) Smiths gain an additional point of damage for a total of +2 (two) when wielding a hammer. This is in addition to any *Weapon Damage*, *Enhanced Strength*, or magical bonuses they may have.

20th Level: Shield Breaker (5 points): When using his/her hammer, the Smith can deliver a strike to an opponent's shield which will destroy any non-magical shield and will render a magical shield inert, and unable to call up its magical properties, for 10 minutes after the strike.

The tagline "Shield Breaker" is added to the Smith's normal damage for this strike to take effect, and the strike must hit the opponent or its shield.

A Smith may learn this skill once every 20 levels, so they may learn a second at 40th level, another at 60th level, 80th level and again at 100th level if they so desire, for a maximum of five (5) per day.

25th Level Shattering Hammer Strike (5 points): When using his/her hammer the Smith can deliver a blow directly to an opponent's armor, which causes 50 points of damage to the armor itself, but not the opponent.

The verbal for this attack is "Shattering strike".

This attack will do 50 points of damage to a golem or construct, and in addition to the damage it renders any golem or construct under 250 HP, including if creature is reduced below 250 HP by the strike, immobile for 1 minute.

A Smith may learn this skill once every 25 levels, so they may learn a second at 50th level, another at 75th level, and again at 100th level if they so desire, for a maximum of four (4) per day.

25th Level: Hardiness (Free) Smiths are extremely tough to kill. He or she gains one (1) additional hit point per level. (Note: They may also buy *Fortify* normally to gain even more hit points)

30th Level: (Free) Smiths gain an additional point of damage for a total of +3 (three) when wielding a hammer. This is in addition to any *Weapon Damage*, *Enhanced Strength*, or magical bonuses they may have.

50th Level: (Free) Smiths gain an additional point of damage for a total of +4 (four) when wielding a hammer. This is in addition to any *Weapon Damage*, *Enhanced Strength*, or magical bonuses they may have.

75th Level: (Free) Smiths gain an additional point of damage for a total of +5 (five) when wielding a hammer. This is in addition to any *Weapon Damage*, *Enhanced Strength*, or magical bonuses they may have.

100th Level: (Free) Smiths gain an additional point of damage for a total of +6 (six) when wielding a hammer. This is in addition to any *Weapon Damage*, *Enhanced Strength*, or magical bonuses they may have.

Note: A Smith's extra points of damage with a hammer do not count toward the purchase of any special abilities such as Critical Strikes.

The Scholars

Wizards, magic-users, members of academia all are descriptive of the Scholarly professions. Though many might say magic is the bread and butter of these professions, it is in fact knowledge that makes the Scholar. Forbidden knowledge, that rare bit of powerful information that can turn the entire world upon its ear.

Scholars are more likely to find their noses in a book, while sitting behind a protective barrier referencing some bit of lore they just gained from a greater power, then swinging a sword at a target dummy trying to learn the basics of combat, any day.

Magi

The Magi are those who would control the forces of the universe, through channeling outside powers or the force of their own will.

They excel at magic and some would say they live and breathe their craft. Given to long bouts of research; to find that one clue that will unlock even more mysteries and power.

Historically there have been many who would have been seen as Magi. Merlin, Archimedes, even Nostradamus.

In fiction and literature these players abound and are in fact a cornerstone of such literature.

Hit Points: 2 per level up to 40 (adjusted by race)

Maximum Weapon Damage: +3 (Three)

Maximum Armor: 20

Weapon Restrictions: No two-handed weapons other than Staff

Max Backstab Damage: +3 (Three)

Maximum Spells: 12 column of Primary Magic, 12 column of Secondary Magic, 9 column of Tertiary Magic

Magic Type: Any

Maximum Strength: +1 (one) adjusted by race

Racial Restrictions: No Dwarves, Eldaran, Orc-Blood or OGREKIN may become Magi.

The Magi is not a great warrior by any stretch, preferring studious work, experiments, and research to the sword and shield. Thus, they may learn to call only up to +3 (three) *Weapon Damage* with any weapon they can wield, and up to what the weapon type will allow. This also means they may learn only one *Parry and Critical Strike*, but never have access to *Riposte* or *Lethal Strikes*. Also, only one *Shield Block* and *Shield Bash*.

Magi's have many weapon restrictions and can learn only a select few martial weapons, of course the staff and dagger are chief among these items.

When it comes to stealth, Magi's find themselves on poor footing compared to Rogues and Warriors. They do grasp and can learn these skills, but only limitedly at best. Magi can still gain enough *Backstab Damage* at +3 (three) to be able to also buy a single *Assassinate* and *Dodge/Intercept*. They can never learn *Feints* or *Eviscerate* attacks.

Magi are first and foremost casters and can learn from any school of magic they choose and may become powerful casters with up to a 12 (twelve) column in their Primary magic; which they learn in a six (6) column format.

Magi may learn a Secondary magic if they so desire. Learning their Secondary out to a twelve (12) as well in a five (5) column format.

Magi may even have a Tertiary magic in which they can learn up to a nine (9) column in a four (4) column format.

They are extremely powerful Ritual magic practitioners if they wish and can gain *Masteries* of those Ritual magics.

Runes, as with all professions, are available to Magi. Many a Magi has learned these valuable skills to augment their curiosity and skill in research as well as their personal survival.

Crafts, *Lores*, and even *Production* skills can all be learned by the Magi profession, and many can even be mastered. In fact, a Magi's keen mind can grasp even the newest of "magics" technology. They excel in *Engineering* and have found it a great augmentation to their magics in the form of firearms, rustic as they may be.

Magi have no specific code they must follow for good or evil. Desired as counsel to nobles yet feared as dealing with powers beyond the common people's scope, and even superstitious natures.

Master your primary art of magic, and then decide how to proceed, Magic is a dominating force upon a battle field, wielding immense power, but once his/her spells run out a magus has little martial experience. Intelligence and wisdom serve better than sword or axe.

Special Ability:

10th Level: Reduce Magic (2 points) Purchased every 10 levels (10,20,30...): This skill reduces the effect of any damaging spell or magical effect which hits the caster by an amount equal to the **Casters Level** in points.. The user states “Reduced” to indicate the effect of the spell they were hit with was reduced.

15th Level: Empower Spell (3 points) Purchased every 15 levels (15,30,45, 60,75, & 90): This skill increases the effectiveness of any damaging or healing spell which is Empowered by an amount equal to the **Casters Level** in points. Thus, a Damaging spell would deal more points and a healing spell would heal for additional hit points. The user casts the spell normally and just as standard if the spell hits would declare the damage or healing but must state loudly “<level + spell damage/healing> Empowered”

20th Level: Augment Magic (5 points) Purchased every 20 levels (20,40,60...): This skill grants the Magi +5 Damage in one of the follow damaging spell effect taglines (Heal, Cure, Cause, Inflict, Fire, Ice, Stone, Lightning, Magic, or Body).

30th Level: Resist Magic (5 points) A Magi may purchase this skill up to 5 times.

40th Level: Extend Spell Area (5 points) Purchased every 40 levels (40,80) The Magi may add 10’ AoE effect to one casting of one spell that targes One Creature. The user casts the spell normally and declare the effect and must state loudly “<effect> 10 foot AoE”

50th Level: Broad Augmentation (5 points) Purchased every 50 levels (50,100): This skill grants the Magi +5 Damage in the remaining damaging spell effect taglines not chosen for their their *Augment Magic* skill. (Heal, Cure, Cause, Inflict, Fire, Ice, Stone, Lightning, Magic, or Body).

Sorcerers

There are those who wish to study in books, test in laboratories, and see the fruits of long studious hours of labor come to fruition. Then there are those who want to see the raw power they have learned put to the test, to push their power and personal limits to the edge and even beyond.

When a caster would rather hurl magic than sit and study a book, when they would like to see just how much energy their incantations can release, how many enemies they can fell, or how many allies they can pick up from the jaws of death itself, and even better yet both, we have a name for them. We can call them Sorcerers.

Let others learn to control Ritual magics, let them spend their time learning how to summon this, augment that, and create a delicate piece of magic. Those types of Scholars are missing out on the real reason you wield magic in the first place. To wield magic itself, their needs be no greater reasoning than that.

Historically the basics of a sorcerer are the same as the Magi, though often more reckless images such as Morgan le Fey come to mind.

Hit Points: 2 per level up to 40 (adjusted by race)

Maximum Weapon Damage: +3 (Three)

Maximum Armor: 20

Weapon Restrictions: No two-handed weapons other than Staff

Max Backstab Damage: +3 (Three)

Maximum Spells: 15 column of Primary magic, 13 column of Secondary magic, 12 column of Tertiary magic

Magic Type: Any

Maximum Strength: +1 (one) adjusted by race

Racial Restrictions: No Dwarves, Orc-Blood or OGREKIN may become Sorcerers.

The Sorcerer is not a great warrior by any stretch, but who needs sword and shield when the very fabric of magic itself is at your fingertips. Thus, they may learn to call only up to +3 (three) *Weapon Damage* with any weapon they can wield, and up to what the weapon type will allow. This also means they may learn only one *Parry* and *Critical strike*, but never have access to *Ripostes* or *Lethal Strikes*. Also, only one *Shield Block* and *Shield Bash*.

Sorcerers have many weapon restrictions, just as all Scholars and can learn only a select few martial weapons, of course the staff and dagger are chief among these items.

When it comes to Stealth many a Sorcerer would ask “why bother?” They find themselves unwilling to try to learn this as it takes too much time away from hurling magic. They do

grasp and can learn these skills, but only limitedly at best Sorcerer’s can still gain enough *Backstab Damage* at +3 (three) to be able to also buy a single *Assassinate* and *Dodge/Intercept*. They can never learn *Feints* or *Eviscerate* attacks.

Sorcerer’s are first and foremost casters and can learn from any school of magic they choose, in fact therein lays their most powerful strength. Sorcerers hurl spells, they learn how to do this at an amazing rate, and can grasp many types of magic all at once. They may become powerful casters with up to a 15 (fifteen) column in their Primary magic. They must learn their Primary magic in a six (6) column format.

Sorcerers often learn a Secondary magic and may do so up to a 13 (Thirteen) column. When learning a Secondary magic, they learn in a five (5) column format.

A Sorcerer so excels at casting spells that they can, and more often than not do, learn a Tertiary school of magic. A Sorcerer must learn his or her Tertiary school of magic in a four (4) column format and may learn up to a twelve (12) column in this school of magic.

They are extremely powerful, and can grasp Ritual magic, but as Ritual magic practitioners, they are not as dedicated as other Scholars, thus they can only learn Ritual magic in their primary form of magic. If they wish, they can gain Masteries of the Ritual magic they learn.

Runes, as with all professions, are available to Sorcerer. Many a Sorcerer has learned these valuable skills to augment their curiosity and skill in research as well as their personal survival.

Crafts, *Lores*, and even *Production* skills can all be learned by the Sorcerer profession, and many can even be mastered. In fact, a Sorcerer’s keen mind can grasp even the newest of “magics” technology. They excel in *Engineering* and have found it a great augmentation to their magics in the form of firearms, rustic as they may be.

Sorcerer’s have no specific code they must follow for good or evil. Desired as counsel to nobles yet feared as dealing with powers beyond the common people’s scope, and even superstitious natures.

Master your Primary type of magic, and then continue on. Your basic column format in three types of magic (i.e. 6 in primary, 5 in secondary and 4 in tertiary) will only cost you little more than a twelve (12) column might cost a Magi. Magic is the dominate force upon a battle field, wielding immense power, but remember once your spells run out a Sorcerer has little martial experience. Just like a Magi, intelligence and wisdom will serve you better than sword or axe.

Special Ability:

10th Level: *Magical Affinity, <Primary Column>*: (3 points) purchased every 10 Levels (10, 20, and 30) up to a maximum of three (3) times: The character gains the ability to use one (1) spell per day from his or her Primary school of magic, up to the maximum level of spell he/she may cast as a bonus spell. (i.e. if a Sorcerer has a 4,3,2,1 Hearth Primary column and a 3,2,1 Elemental Secondary column they may throw one (1) bonus spell of up to 4th Level in Hearth but gains no bonus in Elemental Spells.)

The spell used must be one in the character's spell book. This skill may not be used with Ritual magics.

20th Level: *Magical Affinity, <Secondary Column>*: (3 points) purchased every 20 levels (20, 40, and 60) up to a maximum of three (3) times. The character gains the ability to use one (1) spell per day from his or her Secondary column, up to the maximum spell level he or she may cast as a bonus spell.

The spell used must be one in the character's spell book. This skill may not be used with Ritual magics.

30th Level: *Magical Affinity, <Tertiary Column>*: (3 points) purchased every 30 levels (30, 60, and 90) up to a maximum of three (3) times. The character gains the ability to use one (1) spell per day from his or her Tertiary column, up to the maximum level of spell he/she may cast as a bonus spell.

The spell used must be one in the character's spell book. This skill may not be used with Ritual magics.

40th Level: **Quick Cast Spell** (5 Points) purchased every 40 levels (40, 80) The caster may quick cast one spell per day by stating "Quick Cast <Spell Name> "

50th Level: **Piercing Spell** (5 Points) purchased every 50 levels (50, 100) The Sorcerer may add the pierce tagline to one casting of one spell per day. Add "Pierce" to the end of the effect description when cast. Ex. "...Fiery Devastation. 150 Fire Pierce"

Artificers

Academia sometimes means leaving the outside world to its own devices while the scholar quietly experiments and gathers unto him/herself as much information and knowledge as possible.

Let others rush to fight with sword and shield, yours is the ability they need to enchant those items. Allow the Magi and the Sorcerer to think they have mastered magic; neither can compete with the Artificer's knowledge of the true potential of Ritual magic.

You create, you can destroy, you summon and conjure things from the thin air to do your bidding. This is the true nature of magic; this is what an Artificer does.

Historically similar to the other Scholars, but with a bent toward finding hidden knowledge, many liken them to monks or freemasons for examples.

Hit Points: 2 per level up to 40 (adjusted by race)

Maximum Weapon Damage: +3 (Three)

Maximum Armor: 20

Weapon Restrictions: No two-handed weapons other than Staff

Max Backstab Damage: +3 (Three)

Maximum Spells: 12 column of Primary magic, 10 column of Secondary magic, 7 column of Tertiary magic

Magic Type: Any

Maximum Strength: +1 (one) adjusted by race

Racial Restrictions: No Sylvan Elf, Eldaran, Orc-Blood or OGREKIN may become Artificers.

The Artificer is not a great warrior by any stretch, preferring the Ritual circle and items to the world of combat any day. Thus, they may learn to call only up to +3 (three) *Weapon Damage* with any weapon they can wield, and up to what the weapon type will allow. This also means they may learn only one *Parry* and *Critical strike*, but never have access to *Ripostes* or *Lethal Strikes*. Also, only *one Shield Block* and *Shield Bash*.

Artificers have many weapon restrictions and can learn only a select few martial weapons, of course the staff and dagger are chief among these items.

Artificers are members of academia, not common street thugs, and so find themselves on poor footing for any form of stealth combat. They can learn these tasks, but only limitedly at best. Artificers can still gain *Backstab Damage* at +3 (three) to be able to also buy a single *Assassinate* and *Dodge/Intercept*. They can never learn *Feints* or *Eviscerate* attacks.

Artificers are Scholarly casters and can learn from any school of magic they choose and may become powerful casters with up to a 12 (twelve) column in their Primary magic. They learn their Primary column as a Magi does in a six (6) column format.

Artificers may learn Secondary magic up to a 10 (ten) column if they so desire. This school of magic is learned in a five (5) column format.

Also, they may learn a Tertiary school of magic if they so desire. This last column of magic may be as high as 7 (seven) spells wide and is learned in a four (4) column format.

No other profession is as powerful a Ritual magics practitioner as an Artificer. They can grasp Ritual magics as easily as most Scholars grasp their primary magic. Masteries of those Ritual Magics are common amongst this ilk.

Runes, as with all professions, are available to Artificer. Many an Artificer has learned these valuable skills to augment their curiosity and skill in research as well as their personal survival.

Crafts, *Lores*, and even *Production* skills can all be learned by the Artificer profession, and many can even be mastered. In fact, an Artificer's keen mind can grasp even the newest of "magics" technology. They excel in *Engineering* and have found it a great augmentation to their magics in the form of firearms, rustic as they may be.

Artificer's have no specific code they must follow for good or evil. Desired as counsel to nobles yet feared as dealing with powers beyond the common people's scope, and even superstitious natures.

As an Artificer, your Ritual magic skills will be in demand almost constantly, so master your basics and then as soon as you can begin to learn your Ritual magics.

Be wise and learn those *Lores* and *Ritual Magic Masteries* which help augment your profession and improve your role-playing.

Special Ability:

20th Level: Ritual Expertise <Primary Ritual Magic>: (2 points) Purchased every 10 levels (20, 30, 40...) up to a maximum of Five (5) times: The character gains the ability to augment rituals performed in such a way that they add a 10% bonus to that rituals success.

After five (5) times this practically guarantees that a ritual performed by an Artificer in its entirety, and with the basic components needed, will be successful every time.

This ability also acts as a bonus to any push or augmentation that an Artificer may be trying to achieve during a ritual.

20th Level: Ritual Expertise <Secondary Ritual Magic>: (4 points) purchased every 20 levels (20, 40, 60...) up to a maximum of five (5) times: The character gains the ability to augment rituals performed in such a way that they add a 10% bonus to that rituals success.

After five (5) times this practically guarantees that a ritual performed by an Artificer in its entirety, and with the basic components needed, will be successful every time.

This ability also acts as a bonus to any push or augmentation that an Artificer may be trying to achieve during a ritual.

30th Level: Ritual Resistance <Primary Ritual Magic>:
(Free) Artificers may purchase twice as many resists based on their primary ritual type as normal.

For example, an Artificer with Ethereal Ritual 6 as their primary ritual may purchase four (4) *Resist Ethereal* instead of the normal two.

40th Level: Ritual Resistance <Secondary Ritual Magic>:
(Free) Artificers may purchase twice as many resists based on their secondary ritual type as normal.

For example, an Artificer with Ethereal Ritual 6 as their secondary ritual may purchase four (4) *Resist Ethereal* instead of the normal two.

50th Level: Ritual Speed (Free) (50,100) this ability allows an Artificer to reduce the casting time of their Primary Specialty rituals by 5 minutes, minimum 1 minute. At 100 this applies to their Secondary specialty rituals.



Mythic Adventures

Prestige Groups

Live Action Role-Playing Game

Chapter 6: Prestige Groups

One of the more unique aspects of Mythic Adventures is the inclusion of *Prestige Groups*. These groups can add extra depth to character as well as a sense of group cohesion and belonging.

Prestige Groups all have certain common properties in an effort to keep them balanced and fair.

First all these, groups are all optional, you may choose to attempt to join one or not as you wish.

These groups all have abilities which may be desirable, but they all also cost a lot of skill points. In fact, to achieve a fully realized *Prestige Group* character you would be spending at least 85 to 110 points just on gaining the groups abilities, over the course of a character's progression. Plainly put, that means an average of 10 levels will be dedicated just to the progression of one's prestige group, rather than focusing on one's other skills.

Second, all *Prestige Groups* have certain pre-requisites to join the group, many of which are not something you might purchase otherwise, such as *Military Lore*, or *Farming*. Some may even be counter intuitive for your chosen profession, such a *Read & Write* or *Healer Arts* for a Warrior, or *One-Handed Blades* and *Shield Use* for a Magi.

Third, all *Prestige Groups* are just that, a group. To join, you must impress the group enough for them to let your character in and have all the pre-requisites to join, before you can become an initiate.

Fourth, no *Prestige Group* allows anyone to join regardless of their abilities before that character has reached a minimum of level 15, and maybe even higher for some professions. The fact is that some of these groups do not even allow members of certain professions or races to join at all.

Further, and maybe most importantly, joining one of these groups is a commitment to not only the group, but a certain style of role-playing. One must meet the expectations of the image and standards the group has. It is a commitment. Once a member, always a member. Even should the character say retire from active duty, they would still be responsible to act as a member of their *Prestige Group* would.

The punishments for acting against one's group are like a professional Knight breaking their code. Loss of any special abilities associated with the group and being shunned by any members of the group. (*You would have to inform any member of your former group that you are a fallen member out of play so that they can react accordingly, even if they had never met you*). Further, the skill points you spent on the group's abilities would be unusable and not refundable and could not be used to purchase something else.

The character would also lose any spell use that is not normally a part of their professions make up. (*Example: A Knight of Valor, Fallen Member of the Sisterhood of the Phoenix who chose to learn an Elemental Secondary Column would lose access to those spells.*)

A being who loses their *Prestige Group* may try to redeem themselves though quest or deed. They may even join a new group and while they would not gain back the points spent on his or her original group, they would be able to learn the new group's skills. This is an expensive option, but if a player decides it is the right role-playing opportunity it can be worth the experience.

In any case a player character may only ever belong to one (1) Prestige Group at a time, and never combine powers.

All that being said, these groups are a fun way to further extend your character's progression and can add a real sense of accomplishment to anyone who joins. It can also provide a sense of community and of belonging to something bigger than just the quest for gold, power, riches or glory.

Prestige Groups are demanding, but the rewards in role-playing can be great and make for an exciting time at any Mythic Adventures game.

Lastly, though it may vary by campaign, the standard rule is that a group's membership cannot gain its abilities until there are at least 10 different members in play.

These members must all assemble at one time to be granted the start of their progression as a *Prestige Group*.

There will often be a leader character that is in place and is a player character who can teach the new group members their skills, and most likely will be the exception in that they will already have these skills to display to new members before the 10th member joins.



Military Service and Alliance Military Orders

The Kingdom's military has several divisions in addition to Alliance Military Orders. The men and women of these groups protect the Kingdom and Alliance with their lives and are often the front lines of the defense which has allowed the Kingdom to prosper through this last age.

Basic military troops are divided into separate divisions and their duties are even further divided into duty types of which any member can be rotated.

Garrison duty is most common and involves being stationed at a fort or town in which a military fortification has been built. Garrisons defend the town and surrounding countryside and can even be asked to help any local law enforcement in helping keep the peace or apprehend fugitives if the local sheriff needs the help. Garrisons do not answer to the local sheriff; but they may simply be requested for aid. Their primary job is defense.

Field operations would be next. These are anywhere from small border patrols going from border fort to border fort, to major troop movements of whole divisions. This is when a soldier may see the most "action" and are often considered the more dangerous assignments.

The Kingdom at the time of this writing has nine divisions of soldiers. The common designations for a soldier within any division are Heavy Calvary, Light Cavalry, Heavy Infantry, Light Infantry, Siege and Engineering, and Command.

Often referred to as the 10th Division are the Alliance Military Orders which, while not officially part of the Kingdom Military, can be assigned to Garrisons, Field Operations or even their own installations.

Enlisted Ranks:

Private: Privates receive 2 Crowns per event in pay.

Corporal: This rank earns 4 Crowns per event in pay.

Sergeant: This rank earns 8 Crowns per event.

NCO: Specialists

Master Sergeant: This rank earns 16 Crowns per event.

Sergeant Major: This rank earns 32 Crowns per event.

Officer:

Jr. Lieutenant: This rank earns 10 Crowns per event. *Special Note: By tradition all members of the Knight profession are always considered an officer, and this is the minimum rank they can start with. Officers from this stage on are treated with the respect of a noble Lord/Lady*

Full Lieutenant: This rank earns 20 Crowns per event.

Captain: (Lt. Commander for Navy) This rank earns 30 Crowns per event. An Officer who is of this rank or above are treated as an Earl for purposes of station.

High Captain: (Commander for Navy) This rank earns 40 Crowns per event.

Major (Captain for Navy) This rank earns 50 Crowns per event.

Lt. Colonel (Senior Captain for Navy) This rank earns 60 Crowns per event. At this rank and above officers are treated as having the station of a Baron.

Colonel (Commodore for the Navy) This rank earns 75 Crowns per event.

Field Marshal (Rear Admiral for the Navy) This rank earns 100 Crowns per event. A Field Marshall or higher is considered to have the same station as a Count.

General (Admiral for Navy) This rank earns 125 Crowns per event.

Lord General (Lord Admiral for Navy) This Rank earns 150 Crowns per event. This highest of ranks is a special noble station of which the Kingdom only ever has one.

This pay is on top of any other the character may receive, even from skills such as *Nobility*. This paid at the end of Full Events.

Weapon Master – Military: All one-handed weapons, bows and crossbows. Purchases as Racial Weapon Mastery

Military Expertise I-III Military service allows a character to purchase the *Military Expertise* with up to three (3) ranks. Each rank requires a teacher and applies to any one-handed weapons, bows and crossbows. These ranks do not count toward special skills such as *Critical Strikes*. A DR equal to the level of *Military Expertise* applies if the Soldier is using a one-handed weapon and medium shield. This bonus damage stacks with other weapon affinities, but the DR does not.

The Golden Lions

The Order of the Golden Lions was founded over a century ago. Originally founded by a Knight of Valor to protect healers who could not otherwise protect themselves, they caught the eye of the old king and were elevated to a proper Military Order.

They are specially trained to combat the Undead and are a mixed unit of Heavy & Light Infantry of exceptional valor and bravery.

The Golden Lions are known to inspire bravery in the common people. Be it the old heavily armored traditional guard or the newer members who are flashier and sometimes called swashbucklers.

To be a Golden Lion is to be brave in the face of any danger, to be first on the front lines, and to be the last out of any situation. They are well known for taking on missions that others simply would have to refuse.

The Golden Lions have had a member of their order hold the position of Lord General for over 100 years, and it is a certainty the next Lord General will come for their ranks as well.

Preferred Races: None

Forbidden Races: Romanovi, Sons and Daughters of Kyth, & Shirelings

Preferred Professions: Cavalier, Knight of Valor, Avenger, and Sentinel

Forbidden Professions: Marauder, Knight of Darkness, Vagabond, Apothecary, Tinkerer, & Artificer

Preferred Magic: Healer

Forbidden Magic: Necromancy

Pre-Requisite Skills: Any *Weapon Mastery*, *Weapon Damage* +3, *Parry*, *Critical Strike*, *First Aid*, *Healer Arts*, *Read & Write*, *Heraldry: Alliance Military & Heraldry:Free Kingdoms and Shires*

Bonus Skills: *Greater Informational Lore: Undead* (free)

Bonus Ability: **Hated Enemy:** *Undead:* Members of this Order inflict an additional five (+5) damage with weapons or spell vs. Undead (*Note: This may be coupled with Combat Lores as well*)

Bonus Perk: Golden Lions may learn a Healing column even should their profession normally not allow it. Thus, even a Ranger may replace his / her secondary Elemental column for a Healer column if they become a Golden Lion.

Costuming and Appearance:

A Golden Lion's tabard or favor is a deep blue field with a gold lion's head. An officer's tabard is bordered in gold as well.

Golden Lions often incorporate lion's heads into their everyday clothing as well, but this is not needed, they just tend to be very proud of their Order.

Special Skills:

Upon becoming a Golden Lion, at a minimum of Level 15, a soldier can learn to purchase certain special abilities and skills, with further skills opening up as the Lion increases in Level.

15th Level:

Resist Undead Magic (5 points) up to 5 times.

Resist Death Magic (5 points) up to 5 times

20th Level:

Ferocious Strike: (5 points) purchased once every 20 levels (20,40, 60...). This is a melee attack which if successful will cause the victim to take x3 (triple) damage from the attack (up to the weapon's maximum potential damage). User must state "*Ferocious Strike <Damage/type>*"

30th Level:

Instant Recovery (5 points) purchased once every 30 levels (30,60, and 90). When activated *Instant Recovery* will cause any healing spell, which would heal hit points, to bring the user back to his/her full hit points. User states "*Instant Recovery*" immediately after a successful Healing spell to use this skill.

40th Level:

Cloak of Bravery :(5 points) purchased once every 40 levels (40,80). This ability removes all Fear, Horror and Terror effects used on anyone within a 10' radius of the user and grants those within that radius a temporary *Bravery* effect (*as the skill*) for 10 minutes as well.

50th Level:

Cheat Death (5 points) purchased once every 50 levels (50,100). This skill allows the user to avoid any one effect (Spell, Ritual, Attack...) that would render them Dead, no matter what the source. They must declare loud enough to be heard by their attacker "*Cheat Death*" to use this ability.

The Blood Eagles (The High Guard)

Heroes or villains, the Blood Eagles have been called both. They are the Queen's High Guard, spies, and loyal protectors and act as her eyes and ears throughout the Kingdom and beyond.

These men and women are of exceptional skill and service. Most of the nobility fears them, though some are them. The Blood Eagles can be one of the most powerful forces on the battlefield, even changing the tides of war and nations before a battle can even begin.

Preferred Races: Human, Elves, Dwarves

Forbidden Races: Ethereal Races, Oni

Preferred Professions: None

Forbidden Professions: Marauder & Knight of Darkness

Preferred Magic: None

Forbidden Magic: Necromancy

Pre-Requisite Skills: Any *Weapon Mastery*, *Weapon Damage +2*, *Parry*, *Read & Write*, *Heraldry: Free Kingdoms*, *Role-Playing Skill: Kingdom Laws*, *Heraldry: Alliance Military*, *Craft Skill: Cartography*, Any additional *Craft* skill and *First Aid*

Bonus Skills: Any one *Lesser Informational Lore* (Choice) about a Kingdom enemy (Free) *Must be approved by Marshall*

Bonus Ability: **Immunity to Ambush**, The Blood Eagle is immune to *Ambush* regardless of the *Enhanced Strength* used in the attack.

Bonus Perk: All Blood Eagles may learn the *Evaluate Item* and *Pick Locks* skills regardless of class for 5 skill points or less if their professional cost is less.

Costuming and Appearance:

Blood Eagles are as often out of uniform as in one, but they are considered as always on duty and never on break.

Their tabard or favor is a black field with a red double headed eagle, and red trim. An officer's tabard is bordered in gold. Dress uniforms for officers are a white field with the double headed eagle in red.

Blood Eagles are rumored to be everywhere but are not always obviously a special order of the military and are rumored to wear just a generic military uniform during these times, with a small favor or medallion to show they are a Blood Eagle if needed.

Special Skills:

Upon becoming a Blood Eagle, at a minimum of level 15, a soldier can learn to purchase certain special abilities and skills, with further skills opening up as the Eagle increases in level.

15th Level:

Resist Toxin (5 points) up to 5 times

Resist Death Magic (5 points) up to 5 times

20th Level:

Evade (5 points) purchased once every 20 levels (20,40,60...). This skill acts like the Dodge skill. Player must state "Evade" loud enough for all to hear. When using this skill, any attack aimed at the character misses, he/she simply gets out of the way. This skill is not effective on area of effect attacks (Example Fire 10' Radius cannot be evaded)

30th Level:

Instant Recovery (5points) purchased once every 30 levels (30,60, and 90). When activated *Instant Recovery* will cause any healing spell, which would heal hit points, to bring the user back to his/her full hit points. User states "*Instant Recovery*" immediately after a successful Healing spell to use this skill.

40th Level:

Cheat Death (5 points) purchased once every 40 levels (40,80). This skill allows the user to avoid any one effect (Spell, Ritual, Attack...) that would render them Dead, no matter what the source. They must declare loud enough to be heard by their attacker "*Cheat Death*" to use this ability.

50th Level:

Resolute Defense (5 points) purchased every 50 levels (50,100) This skill allows the user to take only 1 hit point of damage from any damaging spell, attack or effect. This includes special attacks or spells which normally would drop the character to critically wounded or worse status, such as Critical Strike, Lethal Strike, Assassinate, the Death or Condemn spells, and similar. To activate this ability, the user must loudly declare "*Resolute Defense*" once affected by an attack.

The Royal Scouts

Operating in the wilderness all alone or in small groups, these are dedicated men and women who are willing to head out into the wilds to protect the kingdom, her people, and allies.

Royal Scouts are their own special Military Order but are often assigned to a division or command and will report directly to the officers in charge of that command.

They tend to operate alone or in small, often 3 man, groups, and are never seen in large numbers on a battlefield, if they are

even seen at all, but their effects are definitely felt by the enemy.

Preferred Races: Elves, Fey, Humans

Forbidden Races: Ethereal Races

Preferred Professions: Ranger

Forbidden Professions: Cavalier, Marauder, All Knights and All Crafters

Preferred Magic: Druid & Elemental

Forbidden Magic: Necromancy

Pre-Requisite Skills: *Any Melee Weapon Skill, any Missile Weapon Skill, Weapon Damage +2, Parry, Ambush, First Aid, Read & Write, RP Skill: Survival, RP Skill: Tracking, Greater Informational Lore: Nature, Herbalism, Craft: Cartography, Heraldry: Free Kingdoms, Forestry, and Heraldry: Alliance Military.*

Bonus Skills: Disarm Traps (Free)

Bonus Ability: Elude (Once per hour) The Scout may Elude detection by creatures he/she has an *Informational Lore* skill in. One lore group is chosen at activation and the effect lasts 10 minutes. The scout must say "Elude" to the creatures he/she is avoiding during the duration of this skill. They cannot enter combat, attack or cast during the Elude otherwise the effect is broken, and the creatures will act accordingly. This skill may be stacked with other eludes, or with itself against an additional lore group with an additional expenditure of the skill. *An Elude may only affect a creature for 10 minutes of every hour. Thus, a Scout may not continually reactivate his Elude.*

Bonus Perk: Scouts gain +2 damage with ranged weapons, both missile weapons and firearms.

Costuming and Appearance

The Royal Scouts' tabard is for dress occasions only and is a black tabard with an olive chevron over an olive colored Oak leaf. Officers' tabards are trimmed in gold.

At all other times the Scout will be dressed in appropriate colors for their job. Those which will help them blend into their surroundings and remain unnoticed.

Scouts carry a favor on them which is identical to their company tabard design. This is how they identify themselves to their command.

Special Skills:

Upon becoming a Royal Scout, at a minimum of level 15, a soldier can learn to purchase certain special abilities and skills, with further skills opening up as the Scout increases in level.

15th Level:

Resist Confining (5 points) up to 5 times

Resist Metabolic (5 points) up to 5 times

20th Level:

Crippling Strike (5 points) purchased every 20 levels (20,40,60...) This skill causes normal hit points damage (for the weapon used) to the victim and in addition causes the victim be unable to run or move any faster than a very slow walk. The effect lasts for 10 minutes or until a healing spell of 6th level or greater is cast on the victim. The user must loudly state "*Crippling Strike, <damage/type>*" to use this effect.

30th Level:

Evade (5 points) purchased once every 30 levels (30,60,90) This skill acts like the Dodge skill. Player must state "Evade" loud enough for all to hear. When using this skill, any attack aimed at the character misses, he/she simply gets out of the way. This skill is not effective on area of effect attacks (Example Fire 10' Radius cannot be evaded)

40th Level:

Ferocious Strike (5 points) purchased once every 40 levels (40, 80) This is a melee attack which if successful will cause the victim to take x3 (triple) damage from the attack (up to the weapon's maximum potential damage). User must state "*Ferocious Strike <Damage/type>*"

Note: Scouts may use missile attacks with this skill.

50th Level:

Grove Walking (5 points) purchased once every 50 levels (50, 100). This skill duplicates the effects of the 9th level *Druid* spell of the same name. The user must cast the spell just as if he or she had the spell in memory. The verbal for this skill is: "*With the Ent's as my guide I will walk along nature's pathways.*"

Ethereal Guard

The Ethereal Guard were founded over a century ago, by a master of Ethereal magics who had traveled the Planescape and witnessed firsthand the dangers to the Kingdom and mortal realms.

Founded to act as protectors from planar invasions, they were accepted by the old king as a Military Order and assigned the duty of protecting kingdom facilities and interests.

Often seen as removed and perfectionists they are one of the most respected Military Orders.

Proud and capable, these defenders of the Kingdom are ever vigilant and aware of the dangers that exist beyond those of the mortal realm.

Preferred Races: Humans, Jal’Khandians, Oni and Elves

Forbidden Races: OGREKIN, Orc blood

Preferred Professions: Sentinel, Cavalier, Avenger, and Duelist

Forbidden Professions: All Knights, Ranger, and Crafters

Preferred Magic: Any Ethereal magic as Primary

Forbidden Magic: None

Pre-Requisite Skills: *Any Weapon Mastery, Weapon Damage +2, Parry, First Aid, Read & Write, Heraldry: Free Kingdoms, Ethereal Art as Primary Magic, Primary Column of 4,4,3,2,1 per day, Heraldry: Alliance Military*

Bonus Skills: *Greater Informational Lore: Planar (Free)*

Bonus Ability: Damage Reduction -5 when defending any Kingdom facility. This damage reduction is good against all forms of attack.

Bonus Perk: Ethereal Guards are completely immune to *Repel Being* and *Repulse Being* Spells

Costuming and Appearance

The Ethereal Guard’s colors are blue and silver. Their official tabard design is akin to an open sleeveless robe in blue with a seven (7) pointed star over the heart. Officer’s vestments are trimmed in silver.

The Guard tends to wear clothing which reflects their love of Ethereal magic and combat training.

Special Skills

Upon becoming an Ethereal Guard, at a minimum of level 15, a soldier can learn to purchase certain special abilities and skills, with further skills opening up as the Guard increases in level.

15th Level:

Resist Ethereal Magic (5 points) up to 5 times

Resist Mind Effecting (5 points) up to 5 times

20th Level:

Repulse Being <Target or 10’ Radius> (2 points): purchased every 20 levels (20,40,60...): This skill duplicates the effects of the 3rd Level Ethereal Spell of the same name, but may be used on a target or in a 10’ radius at the user’s choice. The user must cast the spell just as if he or she had the spell in memory. The verbal for this skill is: *I command the Ethereal to Repulse this<these for 10ft radius> being<s>.”*

30th Level:

Crippling Strike (5 points) purchased every 30 levels (30,60,90) This skill causes normal hit points damage (for the weapon used) to the victim and in addition causes the victim be unable to run or move any faster than a very slow walk. The effect lasts for 10 minutes or until a healing spell of 6th level or greater is cast on the victim. The user must loudly state “*Crippling Strike, <damage/type>*” to use this effect.

40th Level:

Ethereal Strike (5 points) purchased every 40 Levels (40, 80): This Skill has the effect of allowing any weapon used to call Magic against the target, and to enhance the damage done to the target by +10. Lastly any Construct or creature purely of Magic struck will be stunned and unable to function for 1 minute after a successful Ethereal Strike. To activate the user must state loudly “*Ethereal Strike <weapon damage +10> magic*”

50th Level:

Empower Spell (5 points) purchased every 50 levels (50, 100): This skill increases the effectiveness of any damaging or healing spell which is empowered by an amount equal to the casters level in points. Thus, a damaging spell would deal more points and a healing spell would heal for additional hit points. The user casts the spell normally and just as standard if the spell hits would declare the damage or healing but must state loudly “<level + spell damage/healing> Empowered”

Knightly Orders



The Sisters of the Phoenix

“From the Fire and Ashes we shall Arise Anew”

This is the Creed of the Sisters of the Phoenix. Though most of its members are professional Knights, like all knightoods they also accept those whom have been knighted and are recognized as knights.

This all female knightood shares a special bond with both the Plane of Fire, and the Plane of Life which both grant them their powers and abilities. The knightood is also known to be visited by Phoenixes regularly.

The Sisters of the Phoenix are even said to be able to come back from the dead when their need is greatest to continue to bring the battle to the enemy. No one is braver on the field or in leading by example.

Preferred Races: Humans, Elves, Fey

Forbidden Races: Goblinoids, Ethereal Races

Special Note: Males of any race are forbidden

Preferred Professions: Knights of Valor, Cavaliers, Avengers

Forbidden Professions: Knight of Darkness, Marauder, Vagabond, Rogue, Crafters & Scholars

Preferred Magic: Elemental

Forbidden Magic: Necromancy

Pre-Requisite Skills: Any *Weapon Mastery, Shield Use, Melee Weapon Damage +2, Parry, Shield Block, First Aid, Elemental Arts, Healer Arts, Read & Write, Heraldry:Free Kingdoms or Ancients' Courts, Greater Informational Lore: Mythical Creatures, and Greater Informational Lore: Nature*

Bonus Skills: *Greater Informational Lore: Elemental (Free)*

Bonus Ability: Fiery Strikes: Sisters of Phoenix may add the “fiery” tagline to any of their Strike skills (i.e. *Critical Strike, Lethal Strike...*)

Bonus Perk: Sisters of the Phoenix may learn an Elemental column even should their profession normally not allow it. Thus, a Knight of Valor or Wrath could learn a secondary column of Elemental if they wished.

Special Note: Elven Sisters may gain their Racial DR while using a shield and an Elven Sword if they have Elven Weapon Master, not just when using Bladesong. (i.e. two swords)

Costuming and Appearance:

A Sister’s tabard is usually white, red, or gold, with a Phoenix emblazoned upon it, or worked into their garb, like on pauldrons

A Sister of the Phoenix always has a marking on her person, or a favor to denote her allegiance even when not on the field. This may be represented in make-up or as a favor.

Special Skills:

Upon becoming a Sister of the Phoenix, at a minimum of level 15, a knight can learn to purchase certain special abilities and skills, with further skills opening up as the Sister increases in level.

15th Level:

Resist Elemental Magic (5 points) up to 5 times,

Resist Death Magic (5 points) up to 5 times

20th Level:

Fiery Blade of the Elements (2 points) purchased once every 20 levels (20, 40, 60...). This skill duplicates the effects of the 4th level Elemental spell of the same name. The user must cast the spell just as if he or she had the spell in memory. The verbal for this skill is: *“I bring forth from the Elements a Fiery Blade”*

30th Level:

Instant Recovery (5points) purchased once every 30 levels (30,60, and 90). When activated *Instant Recovery* will cause any healing spell, which would heal hit points, to bring the user back to his/her full hit points. User states *“Instant Recovery”* immediately after a successful Healing spell to use this skill.

40th Level:

Inferno of the Phoenix (5points) Purchased once every 40 levels (40, 80). When activated Inferno of the Phoenix will cause a fiery blast to come from the sky and blast all within 10ft of the caster, engulfing them in 100 fire damage. The user is immune to these flames. The user states *“Inferno of the Phoenix: 100 Fire 10-foot radius”* to use this skill.

50th Level:

From the Ashes (5points) Purchased once every 50 levels (50, 100). When activated From the Ashes will act as a successful *Revive & Heal* spell upon the user. The user must be at Dead status to use this skill and will be returned to Healthy status at full hit points. The user stands up and states loudly *“From the Ashes we are reborn”* to use this skill.

Order of the Azure Rose

“For One, All”

Their Motto states their highest held belief. If one member is threatened, they are all, insulted the whole Order takes issue, and so on. There is no thought that the life of one may be more valuable than the group, they instead pursue all things with vigor and fierceness, so that all must succeed or fail together.

The men and women of this knighthood gravitate to the extreme. Living life to the fullest, be it drinking, fighting, loving or even gambling, they have developed a notorious reputation as experts at all of these and more.

Preferred Races: Humans, High Elves, Dusk Elves Eldarine, and Eldaran

Forbidden Races: All Others

Preferred Professions: Cavalier, Knights, Duelist

Forbidden Professions: Marauder, Vagabond, Ranger, Avenger, Crafters and Scholars

Preferred Magic: Any

Forbidden Magic: Necromancy

Pre-Requisite Skills: Any Bladed Weapon Mastery, Dual Wield Fighting Style, Melee Weapon Damage +3, Parry, Critical Strike, Strike, First Aid, Read & Write, Heraldry:Free Kingdoms.

Bonus Skills: Fermenter (Free)

Bonus Ability: Regardless of race a Knight of the Azure Rose with the *Dual Wield Fighting Style* skill is considered to have *Weapon Damage (Both)* for their *Weapon Damage* skill.

Bonus Perk: Regardless of how much a Knight of the Azure Rose has consumed in alcohol they are never impaired during combat from its effects

Costuming and Appearance:

Knights of the Azure Rose favor blues and more blues in their costuming. Their tabards and favors are an either a white, gray or black Field with an azure blue rose, trimmed in silver.

The shields (when they employ one) of these Knights reflect the same scheme as their favors, though they may add family markings as well if they have the *Nobility* skill.

Special Skills:

Upon becoming a member of the Azure Rose, at a minimum of level 15, a knight can learn to purchase certain special abilities and skills, with further skills opening up as the Knight increases in level.

15th Level:

Resist Metabolic (5 points) up to 5 times

Resist Confining (5 points) up to 5 times

20th Level:

Disarming Strike (5 points) purchased every 20 levels (20, 40, 60...) This skill causes normal hit points damage (for the weapon used) to the victim and in addition it causes the victim to drop any item held in their primary hand. The effect lasts for 1 minute or until a healing spell of 6th level or greater is cast on the victim. The user must loudly state “*Disarming Strike, <damage/type>*” to use this effect.

30th Level:

Evade (5 points) purchased once every 30 levels (30,60,90) This skill acts like the Dodge skill. Player must state “Evade” loud enough for all to hear. When using this skill, any attack aimed at the character misses, he/she simply gets out of the way. This skill is not effective on area of effect attacks (Example Fire 10’ Radius cannot be evaded)

40th Level:

Crippling Strike (5 points) purchased every 20 levels (40,80) This skill causes normal hit points damage (for the weapon used) to the victim and in addition causes the victim be unable to run or move any faster than a very slow walk. The effect lasts for 10 minutes or until a healing spell of 6th level or greater is cast on the victim. The user must loudly state “*Crippling Strike, <damage/type>*” to use this effect.

50th Level:

Cheat Death (5 points) purchased once every 50 levels (50,100). This skill allows the user to avoid any one effect (Spell, Ritual, Attack...) that would render them Dead, no matter what the source. They must declare loud enough to be heard by their attacker “*Cheat Death*” to use this ability.

The Order of the Ebon Hand

“We are the Hand of our Master”

Servants of the Free Duchy of Sudomir, they are the willing servants of Duke Ivan V, a direct relative of the Queen of the Kingdom.

They have a brooding reputation and are whispered to make dark pacts with even darker powers. Unshakable on a battlefield, they are men and women of honor and deep brooding natures.

Preferred Races: Human, Orc blood

Forbidden Races: High Elves, Eldar, Ethereal

Preferred Professions: Knight of Strife

Forbidden Professions: Marauder, Ranger, All Scoundrels, Crafters & Scholars

Preferred Magic: Wrath

Forbidden Magic: Druid

Pre-Requisite Skills: *One Handed Weapon Master, Melee Weapon Damage +5, Parry, Critical Strike, Riposte, Lethal Strike, First Aid, Read & Write, Heraldry: Free Kingdoms*

Bonus Skills: *Heraldry: Alliance Military (Free)*

Bonus Ability: Immune to Torture: All of the Ebon Hand have lived through strife, upheaval, famine and war. The scars they often bear are a testament to their resolve. As such, no matter how skilled the torturer, a member of this Order will never succumb to it.

Bonus Perk: These Knights pay -1 skill points for the *Master Fortify* skill (Levels 1-5)

Costuming and Appearance:

Blacks, grays and reds. These are the colors of the Ebon Hand.

The tunic is the symbol in black on a gray field for most members, with the symbol in gold for upper leadership.

Their shields, if they use one, will be similarly emblazoned.

Special Skills:

Upon becoming a Knight of the Ebon Hand, at a minimum of level 15, a knight can learn to purchase certain special abilities and skills, with further skills opening up as the Hand increases in level.

15th Level:

Resist Mind Affecting (5 points) up to 5 times,

Resist Toxins (5 points) up to 5 times

20th Level:

Cleave Attack (5points) purchased once every 20 levels (20,40,60...). When activated, this skill allows the Hand to hit all targets in a 10' radius with their weapon damage, or a weapon damage modifying strike skill such as Ferocious Strike. They must call out “Cleave Attack, <Weapon Damage or Strike Skill and Weapon Damage> 10 foot radius.”

30th Level:

Ferocious Strike: (5 points) purchased once every 30 levels (30,60,90). This is a melee attack which if successful will cause the victim to take x3 (triple) damage from the attack (up to the weapon's maximum potential damage). User must state “*Ferocious Strike <Damage/type>*”

40th Level:

Resolute Defense (5 points) purchased every 40 levels (40,80) This skill allows the user to take only 1 hit point of damage from any damaging spell, attack or effect. This includes special attacks or spells which normally would drop the character to critically wounded or worse status, such as Critical Strike, Lethal Strike, Assassinate, the Death or Condemn spells, and similar. To activate this ability, the user must loudly declare “*Resolute Defense*” once affected by an attack.

50th Level:

Cheat Death (5 points) purchased once every 50 levels (50,100). This skill allows the user to avoid any one effect (Spell, Ritual, Attack...) that would render them Dead, no matter what the source. They must declare loud enough to be heard by their attacker “*Cheat Death*” to use this ability.

Knights of the Order of the Dragon

“Nobility serves the People”

Not all those who are of the nobility are willing to just set on their family fortunes and simply argue in Parliament, or play games and grow fat. Some stand up in the face of all that might harm the week, all that might disrupt the Kingdom, her allies, and the people whom they believe they serve.

As the Creed for this Order shows the Knights of the Dragon believe they must defend and serve the common man in order to not only gain their respect, but to build a more perfect society in which the people can prosper. If that means they must bleed, or even die, to protect those under them than so be it! It is a sacrifice they are willing to make for the better of all.

Preferred Races: Kingdom Human

Forbidden Races: Romanovi, Goblinoids, Fey, Bestial and Ethereals.

Preferred Professions: Knight of Valor, Cavalier, Knight of Strife, Warrior, Avenger & Sentinel

Forbidden Professions: All Others

Preferred Magic: Healer

Forbidden Magic: Necromancy

Pre-Requisite Skills: *Nobility, Any Weapon Master, Shield Use, Melee Weapon Damage +2/Parry, Shield Block, First Aid, Role Playing Skill: Kingdom Laws, Read & Write, Riding, Land Based, and Heraldry:Free Kingdoms*

Bonus Skills: *Leadership* (Free)

Bonus Ability: **Aura of the Dragon's Flame** (once per day). This ability allows the Knight of the Dragon to, when using a *Parry or Shield Block/Bash*, to also call damage against their opponent. This damage is one (1) fire per level of the Dragon Knight. (i.e. A level 23 Knight who parries a *Critical Strike* would state “*Critical Parry: Aura of Flame 23 Fire*”)

Bonus Perk: These knights are immune to *Disarm* effects in combat

Costuming and Appearance:

There tabard and favor is a dark color field with a gold or silver rising dragon. They tend to add this to any shields they bear as well. Maybe adding a family crest as well, by halving or quartering their shields between order and family crests.

In normal daily dress, they will always dress the part of a well-armed noble, and will always carry the favor of their order as well.

Special Skills:

Upon becoming a Knight of the Order of the Dragon, at a minimum of level 15, a knight can learn to purchase certain special abilities and skills, with further skills opening up as the Dragon increases in level.

15th Level:

Resist Death Magic (5 points) up to 5 times,

Resist Mind Effecting (5 points) up to 5 times

20th Level:

Resolute Defense (5 points) purchased every 20 levels (20, 40, 60,...) This skill allows the user to take only 1 hit point of damage from any damaging spell, attack or effect. This includes special attacks or spells which normally would drop the character to critically wounded or worse status, such as *Critical Strike, Lethal Strike, Assassinate, the Death or Condemn spells, and similar*. To activate this ability, the user must loudly declare “*Resolute Defense*” once affected by an attack.

30th Level:

Ferocious Strike: (5 points) purchased once every 30 levels (30, 60, 90). This is a melee attack which if successful will cause the victim to take x3 (triple) damage from the attack (up to the weapon's maximum potential damage). User must state “*Ferocious Strike <Damage/type>*”

40th Level:

Cloak of Bravery :(5 points) purchased once every 40 levels (40,80). This ability removes all Fear, Horror and Terror effects used on anyone with in a 10' radius of the user and grants those within that radius a temporary *Bravery* effect (*as the skill*) for 10 minutes as well.

50th Level:

Instant Recovery (5points) purchased once every 30 levels (30,60, and 90). When activated *Instant Recovery* will cause any healing spell, which would heal hit points, to bring the user back to his/her full hit points. User states “*Instant Recovery*” immediately after a successful Healing spell to use this skill.

Scholarly Orders



The Circle of War Wizards

Though not an official part of the military of the Kingdom, the Circle of War Wizards is a vital part of the Kingdom's defenses. They act as a group within every division and brigade, as well as in the field, and at most Kingdom facilities.

They protect her people and challenge those beings which mere sword and armor cannot defend against.

Often aloof and prideful of their skills, none save the foolish doubt their loyalty to the Queen, the Kingdom, and her Allies on or off the field.

Preferred Races: Kingdom Human

Forbidden Races: Romanovi, Dusk Elf, All Fey, All Goblinoids, All Ethereals & All Bestial

Preferred Professions: Magi

Forbidden Professions: Champions, Knights of Darkness, Ranger, Avenger, Duelist, Rogue, Tinker and Smith

Preferred Magic: None

Forbidden Magic: Necromancy

Pre-Requisite Skills: *Read & Write, Divination, Any Magical Art, Primary Spell Column with a 9th level spell, RP Skill: Riding (Horse), Craft: Ink Making & Herbalism*

Bonus Skills: *Greater Informational Lore: Planar (Free)*

Bonus Ability: **Double Magical Lore Effectiveness** – War Wizards gain twice as much damage for each level of *Magical Lore* purchased. This translates into four (+4) damage at *Magical Lore I*, ten (+10) damage at *Magical Lore II*, and twenty (+20) damage at *Magical Lore III*.

Bonus Perk: War Wizards may learn any weapon skill even those not normally allowed to their profession.

Costuming and Appearance:

The War Wizard dresses the part of a battle-hardened mage. Their colors are deep purple, often robes, trimmed in gold. These are adorned quite often with magical looking sigils

On dress occasions the War Wizard will wear their robes which are again of dark purple trimmed in gold, and lined with sigils which to those in the know depict the Wizard's personal standing within the Circle of War Wizards.

A gold wand is also a symbol of this order. More often than not it is also a magical wand ready to hurl deadly magics at anyone who would threaten the Wizard or those under their care.

Special Skills:

Upon becoming a War Wizard, at a minimum of level 15, a Wizard can learn to purchase certain special abilities and skills, with further skills opening up as the Wizard increases in level.

15th Level:

Resist Ethereal Magic (5 points) up to 5 times,

Resist Terrestrial Magic (5points) up to 5 times

20th Level:

Empower Spell (5 points) Purchased every 20 levels (20,40,60,...): This skill increases the effectiveness of any damaging or healing spell which is empowered by an amount equal to the casters level in points. Thus, a damaging spell would deal more points and a healing spell would heal for additional hit points. The user casts the spell normally and just as standard if the spell hits would declare the damage or healing but must state loudly "<total damage/healing + level> Empowered"

30th Level:

Eldrich Bolt (5 points) Purchased every 30 Levels (30, 60, 90). This ability allows the War Wizard to throw a bolt of raw magic causing 200 Magic damage to a target. The verbal for this ability is "*I Strike at you with an Eldrich Bolt of Pure Magic*"

40th Level:

Magic Strike 10ft Radius (5points) Purchased once every 40 levels (40, 80). When activated, Magic Strike allows the War Wizard to cause a blast of raw magic to come from the sky and blast all within 10ft of the caster engulfing them in 50 Magic damage and pushing them back 10 ft. The user is immune to this blast. User states "*I call forth the Power of Magic itself to Blast my enemies. <50 Magic 10 ft knockback 10ft Radius>*" to use this skill.

50th Level:

Evade (5 points) purchased once every 50 levels (50,100) This skill acts like the Dodge skill. Player must state "Evade" loud enough for all to hear. When using this skill, any attack aimed at the character misses, he/she simply gets out of the way. This skill is not effective on area of effect attacks (Example Fire 10' Radius cannot be evaded)

Faculty of the Academy Sorcerous

The Academy Sorcerous has campuses throughout the Kingdom. It has placed many students on their way to becoming masters of magic.

The faculty of these colleges is especially dedicated to the craft and art that is magic. Thus, the Professors, Teachers, Deans, and even Head Masters of the Colleges have formed their own society. Those whose illustrious works serve to enlighten others, and to protect and practice the most powerful of magic.

Preferred Races: None

Forbidden Races: None

Preferred Professions: Scholarly

Forbidden Professions: All Champions, Knights, Ranger, & Scoundrels

Preferred Magic: None

Forbidden Magic: None (Necromancy is restricted)

Pre-Requisite Skills: *Read & Write, Divination, Any Magical Art, Ability to cast from memory a 9th level spell, Craft: Ink Making, Herbalism, Apprentice Scribe, Teaching and Ritual Magic III*

Bonus Skills: *Greater Informational Lore: Planar* (Free)

Bonus Ability: May cast a lower level spell at the expense of a higher one, if out. (Example may use a 5th level slot to cast a 3rd level spell if needed)

Bonus Perk: The Faculty gain one bonus Teaching chit toward teaching magic or scholarly pursuits.

Costuming and Appearance

The Faculty tend to dress in open robes of a Scholarly nature, with stripes on the sleeves, or sashes of the colors which denotes which magics they can cast and the number of stripes the rank they are.

Such that one stripe is a Teacher, two stripes a Professor, three Stripes for a Dean, and Four Stripes for the Head Master.

Note Stripes do not have to be displayed while traveling, and a player should be careful that they are at the end of a robe's sleeve, so as not to be mistaken for game marker such as out of play bands.

Special Skills:

Upon becoming a member of the Faculty of the Academy Sorcerous, at a minimum of level 15, a wizard can learn to purchase certain special abilities and skills, with further skills opening up as the wizard increases in level.

15th Level:

Resist Ethereal Magic (5 points) up to 5 times,

Resist Terrestrial Magic (5 points) up to 5 times

20th Level:

Sense Magic (2 points) Purchased every 20 levels (20, 40, 60...) This ability works identically to the 3rd level Celestial spell of the same name. The user must cast the spell just as if he or she had the spell in memory. The verbal for this ability is "I channel the Celestial that my Eyes May Sense magic."

30th Level:

Teleport to the Academy (5points) Purchased every 30 Levels (30, 60, and 90) This skill allows the user to teleport to any Academy facility which he/she has anchored themselves too. Anchoring takes ten minutes and the player must state "Start anchor" at the beginning and be uninterrupted for ten minutes at the end of which they state "Anchoring completed" To later use this skill the player must *slowly* state out loud a ten count of "Teleporting 1, Teleporting 2..." and if uninterrupted upon "Teleporting 10" he or she goes out of play and may immediately proceed to the anchor location.

40th Level:

Empower Spell (5 points) Purchased every 40 levels (40,80): This skill increases the effectiveness of any damaging or healing spell which is empowered by an amount equal to the casters level in points. Thus, a damaging spell would deal more points and a healing spell would heal for additional hit points. The user casts the spell normally and just as standard if the spell hits would declare the damage or healing but must state loudly "<total damage/healing + level> Empowered"

50th Level:

Duplicate Magic (5 points) Purchased every 50 Levels (50, 100) This skill allows the user to recast the last magical effect that they personally felt. The caster must have survived if the magic was an attack but can have used a spell shield or other form of protection to survive.

The user simply states "Duplicate Magic <Magic effect>" to use this ability. This ability can duplicate any form of magic effect, even those normally beyond the grasp of mortals or used through Ritual. The only caveat is that the user may only duplicate the last magic he or she was personally the target of.

Fellows of the Herbal College of Botanical Researchers

“Explore the World, discover new creatures, and kill them! For Science!”

The Fellows of the Herbal College of Botanical Researchers is a refined association of scholars and natural philosophers seeking knowledge through discussion and discrete empirical research. Or so they would have the world believe. They are often actually found either within a maze of glass tubes and beakers containing strange looking liquids or in dangerous lands far from their homes thigh deep in the local flora and fauna, in both cases attempting to wrest another secret from the bosom of the natural world by main force. While their campuses allow them to collaborate more easily, and they do take their teaching responsibilities seriously, they are almost as often “On Sabbatical” furthering their own pet projects.

This has, on occasion, brought them into conflict with the local keepers of those lands. However, the benefit of their discoveries to all has enjoined several Sylvan Elves and others to join their ranks, both to seek knowledge, and to better guide their younger colleagues’ boisterous exploration.

Preferred Races: Human, Gnome, Shireling, Sylvan Elf

Forbidden Races: None

Preferred Professions: Apothecary, Ranger, Vagabond, and Scholars

Forbidden Professions: Knights, Warrior, Marauder, Smith, Tinkerer

Preferred Magic: Druid, Hearth

Forbidden Magic: Necromancy

Pre-Requisite Skills: Master of an Herbalism based production skill, Teaching x 3, Greater Information Lore: Nature, Divinations: Divination, a RP Skill: Survival based on a natural environment, and a Weapon Skill.

Bonus Skills: 1 Level of 1 Gathering Skill: Forestry, Farming, Fishing, or Scavenging

Bonus Ability: Production Affinity: Herbalism – The Fellows can purchase 3 levels of the affinity which may be applied to any Herbalism based production skill they have as needed, though not simultaneously. If a character with 3 levels of the affinity applies 2 levels to Alchemy during production, only 1 would be available to be applied to Elixirs. They may change during each production period.

Bonus Perk: Good Eye (Living) – The Fellows have learned to recognize potentially useful flora and fauna. As such they gain both Crowns and pulls from their Forestry, Farming, Fishing, and Scavenging crafts levels.

Costuming and Appearance

In formal settings, scholarly robes with chevrons on both their upper arms denoting their specialty. Green (Alchemy), Blue (Elixirs), Violet (Poisons), Ivory (Scribe), or Crimson (Surgery), and a pith helmet.

In the field or in their lab, they are usually garbed in durable clothing that can withstand the elements, or occasional drop of whatever concoction they are mixing. A patch of small chevrons on a sleeve or bands on a hat will identify their specialty and rank.

Most share a demeanor of affable tactlessness and a desire to talk about their most recent field trip or discovery long after their audience has lost interest.

Special Skills:

15th Level:

Resist Metabolic (5 Points) up to 5 times

Resist Toxin (5 Points) up to 5 times

20th Level:

Royalties (5 Points) May be purchased every 20 levels. Provides an income of 10 Crowns per purchase

30th Level:

Sources and Methods (5 points) purchased every 30 Levels (30, 60, and 90): This ability allows the crafter to substitute crowns equivalent to the rarity grade or a different component of the same rarity for 20% of the components of a recipe or 10% of a ritual, minimum 1. This may not replace a Mythic grade component.

40th Level:

Efficient use of Materials (5 points) purchased every 40 Levels (40, and 80): This skill allows the user to recover 10% (Based on total value) of the components from a completed recipe or ritual, minimum 1. This may not recover a Mythic grade component.

50th Level:

Masters of their Craft (5 points) purchased every 50 Levels (50, 100). This skill increases the character’s production multiplier by 1, and the batch size of any multiple item GM Herbalism recipe by 1.

Masters of the Free Guilds of Metallurgy Society

“I’ve told you, that ratio of metals won’t work, all you get is...hold on a moment what have we got here?”

This group of elite craftsmen guard and refine the Kingdom's knowledge of ores, alloys, and metallic products. They split their focus between finding more efficient ways to make their wares, and new wares to make and bring to market. This focus on the novel can make some of dwarves who have joined the Guilders uncomfortable, but they generally feel the benefits are worth it.

While they have a collegial relationship with the Fellows of the Herbal College and often co-locate their workshop complexes with Explorer campuses, their teaching methods fall along more traditional master and apprentice lines. Though they can regularly be found guest lecturing and using that opportunity to comb the campuses for likely prospects.

Preferred Races: Human, Dwarf, Gnome

Forbidden Races: None

Preferred Professions: Smith and Tinkerer

Forbidden Professions: Knight of Darkness

Preferred Magic: Hearth, Celestial

Forbidden Magic: None

Pre-Requisite Skills: Master of a Blacksmithing based production skill, Teaching x 3, Mining, Merchant, Toy Making, and a Weapon Skill

Bonus Skills: 1 Level of 1 Gathering Skill Mining, Merchant, or Scavenging

Bonus Ability: Production Affinity: Blacksmithing – The Guilders can purchase 3 levels of the affinity which may be applied to any Blacksmith based production skill they have as needed, though not simultaneously. If a character with 3 levels of the affinity applies 2 levels to Engineering during production, only 1 would be available to be applied to Jewel Crafting. They may change during each production period.

Bonus Perk: Good Eye (Material) – The Guilders have learned to recognize potentially useful ores and have a sense for a good deal. As such they gain both Crowns and pulls for their Mining, Merchant, and Scavenging Crafts levels.

Costuming and Appearance

Generally practical, most masters will wear clothing appropriate to their work, but each will prominently display their guild, the guilds’ seal, to identify their allegiance.

Special Skills:

15th Level:

Resist Toxin (5 Points) up to 5 times

Resist Elemental (5 Points) up to 5 times

20th Level:

Residuals (5 points) May be purchased every 20 levels. Provides an income of 10 Crowns per purchase

30th Level:

Efficient use of Materials (5 points) purchased every 30 Levels (30,60, and 90): This skill allows the user to recover 10% (Based on total value) of the components from a completed recipe or ritual, minimum 1. This may not recover a Tier 6 component.

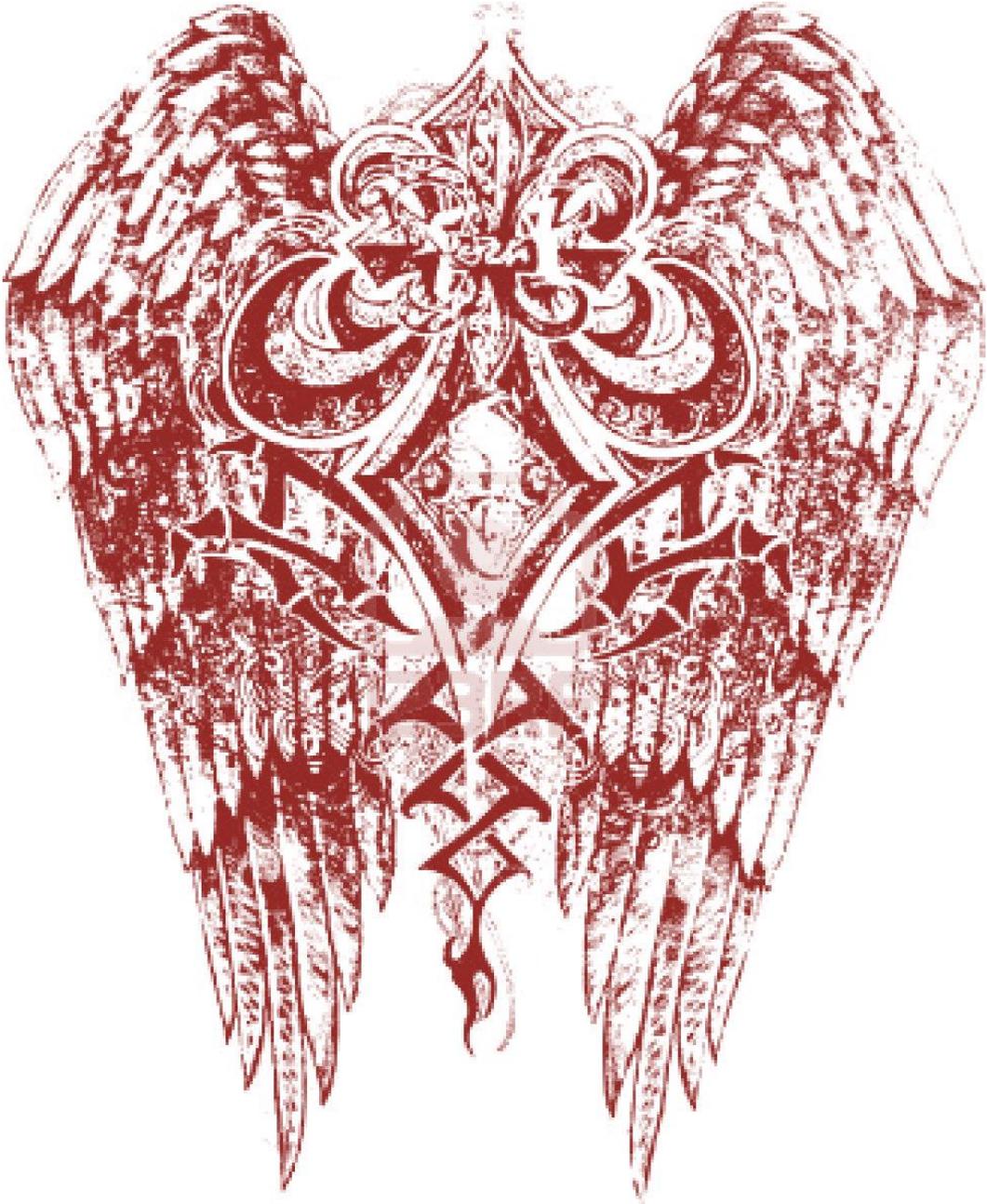
40th Level:

Sources and Methods (5 points) purchased every 40 Levels (40, 80): This ability allows the crafter to substitute crowns equivalent to the rarity grade or a different component of the same rarity for 20% of the components of a recipe or 10% of a ritual, minimum 1. This may not replace a Tier 6 component.

50th Level:

Masters of their Craft (5 points) purchased every 50 Levels (50, 100). This skill increases the character’s production multiplier by 1 and the batch size of any multiple item GM Blacksmith recipe by 1.

Nefarious Orders



The Despised

“This is knowledge that will get someone killed. If one has a contract with the Despised one has a contract with Death.” – Death

There is a reason these killers are allowed to exist throughout all of the Kingdoms in the realm. They serve Death, and in her embrace, they find comfort in the darkness.

Assassins; that would be all anyone needs to know about this secretive group. Know that if you are the target of one of these assassins you will die. If they cannot kill you, their brother will, and if he fails, his sister, and so on until you are dead. The Despised will never stop; they will always try until a contract is fulfilled.

Preferred Races: Humans

Forbidden Races: None

Preferred Professions: Duelist, Rogue

Forbidden Professions: Knights

Preferred Magic: Necromancy, (Death Spells)

Forbidden Magic: Healing

Pre-Requisite Skills: *Weapon skill, First Aid, Read & Write, Backstab Damage +5, Assassinate, Feint, Eviscerate, Heraldry:Free Kingdoms, Divination, Craft Skill: Torture I*

Bonus Skills: *Production Affinity: Poisons.* All Despised regardless of profession or race may purchase all three ranks of this skill.

Bonus Ability: Revenant: If a Despised fails in assassinating his target and is killed in the process, he or she may rise again as an Undead Revenant after they have been at Dead status for 3 minutes. They will have the following stats:

200 HP, DR -5, Full speed movement, +5 Strength, Base Damage +10, 4 Critical Strikes, and 2 Lethal Strikes.

Upon the creatures demise the Despised will lose an additional Life, on top of the one already lost. Despised may continue to rise until their bodies have been destroyed by fire, Undead Destruction spell such as Destroy or Annihilate Undead, a Life or Revive Spell, or the Despised expels all of his or her Lives never to resurrect again.

Bonus Perk: *Weapon Affinity: Bladed Weapons.* All Despised regardless of profession or race may purchase all three ranks of this skill. Cost is based on their profession.

Costuming and Appearance:

Despised always tend to blend in with their surroundings, be that a city or the frontier. They may pose as a baker, militia, sheriff, or any other thing. They never advertise they are an Assassin. They will always have a blue sash somewhere in their costuming, and maybe a necklace or ring with a scorpion, skull or both.

Special Skills:

Upon becoming a Despised, at a minimum of level 15, an Assassin can learn to purchase certain special abilities and skills, with further skills opening up as the Despised increases in level.

15th Level:

Resist Toxin (5 points) up to 5 times

Resist Confining (5 points) up to 5 times

20th Level:

Evade (5 points) purchased once every 20 levels (20,40,60...). This skill acts like the Dodge skill. Player must state “Evade” loud enough for all to hear. When using this skill, any attack aimed at the character misses, he/she simply gets out of the way. This skill is not effective on area of effect attacks (Example Fire 10’ Radius cannot be evaded)

30th Level:

Crippling Strike (5 points) purchased every 30 levels (30,60,90) This skill causes normal hit points damage (for the weapon used) to the victim and in addition causes the victim be unable to run or move any faster than a very slow walk. The effect lasts for 10 minutes or until a healing spell of 6th level or greater is cast on the victim. The user must loudly state “*Crippling Strike, <damage/type>*” to use this effect.

40th Level:

Condemn: (5points) Purchased once every 40 levels (40, 80). This ability functions as the 9th level spell of the same name. The user must cast the spell just as if he or she had it in memory. The verbal is for this skill “*I cast my judgment upon you and Condemn you to Death.*”

50th Level:

Cheat Death (5 points) purchased once every 50 levels (50,100). This skill allows the user to avoid any one effect (Spell, Ritual, Attack...) that would render them Dead, no matter what the source. They must declare loud enough to be heard by their attacker “*Cheat Death*” to use this ability.

Corsairs of Nevermore

“Pirates, yep they exist, and they can be your friend or your enemy.”

“What am I a pirate, well it could be I have served the lady in my day.”

“What lady you ask, well should you ever set sail I can bet you’ll find out there my good lad”.

“Oh, you want me to say something pirate like, something like RRR matey or walk the plank or avast me hardies...”

“Well here it goes, and listen real close now.”

“Go screw yourself!!!!”

Preferred Races: Any

Forbidden Races: None

Preferred Professions: Rogue, Vagabond,

Forbidden Professions: Knights

Preferred Magic: Any

Forbidden Magic: None

Pre-Requisite Skills: *Weapon skill, First Aid, Role-Playing skill: Swimming, Cartography, Role Playing Skill: Sailing, Divination*

Bonus Skills: *Evaluate Item (Free)*

Bonus Ability: *Bravery (Free)* this skill makes the Corsair immune to all Fear, Horror and Terror effects.

Bonus Perk: Corsairs may not be able to swim but they cannot drown, they effectively are buoyant to the point they always float to the surface.

Costuming and Appearance:

Corsairs tend to wear loose fitting clothing, and rarely will be found in any form of heavy armor.

They look like sailors and first and foremost they are. Heavily armed mercenary sailors but sailors none the less.

Corsairs may have a Letter of Mark and their ships and favors have a raven on them displayed in some form. They sail under a flag which flies the colors of green and gold.

Special Skills:

Upon becoming a Corsair of Nevermore, at a minimum of level 15, a sailor can learn to purchase certain special abilities and skills, with further skills opening up as the Corsair increases in Level.

15th Level:

Resist Toxin (5 points) up to 5 times

Resist Fire (5 points) up to 5 times

20th Level:

Crippling Strike (5 points) purchased every 20 levels (20,40,60...) This skill causes normal hit points damage (for the weapon used) to the victim and in addition causes the victim be unable to run or move any faster than a very slow walk. The effect lasts for 10 minutes or until a healing spell of 6th level or greater is cast on the victim. The user must loudly state *“Crippling Strike, <damage/type>”* to use this effect.

30th Level:

Evade (5 points) purchased once every 30 levels (30,60,90) This skill acts like the Dodge skill. Player must state “Evade” loud enough for all to hear. When using this skill, any attack aimed at the character misses, he/she simply gets out of the way. This skill is not effective on area of effect attacks (Example Fire 10’ Radius cannot be evaded)

40th Level:

Ferocious Strike (5 points) purchased once every 40 levels (40, 80). This is a melee attack which if successful will cause the victim to take x3 (triple) damage from the attack (up to the weapon’s maximum potential damage). User must state *“Ferocious Strike <Damage/type>”*

50th Level:

Resolute Defense (5 points) purchased every 50 levels (50,100) This skill allows the user to take only 1 hit point of damage from any damaging spell, attack or effect. This includes special attacks or spells which normally would drop the character to critically wounded or worse status, such as Critical Strike, Lethal Strike, Assassinate, the Death or Condemn spells, and similar. To activate this ability, the user must loudly declare *“Resolute Defense”* once affected by an attack.

The Forgotten

“What you haven’t heard of the Forgotten, well that is no surprise. I am sure they are just a rumor to get children to eat their vegetable, and caravan guards awake and alert at night. After all a band of thieves and highwaymen that operates over all of the free kingdoms; that even has local nobles and law enforcement as members? That is just too wild to believe.”

“Oh, no, let me pay for this round, after all, your purse seems to have disappeared while we were talking.”

Preferred Races: Humans, Romanovi

Forbidden Races: Ancient Races and Ethereal Races

Preferred Professions: Scoundrels of all types

Forbidden Professions: Any Knight

Preferred Magic: None

Forbidden Magic: None

Pre-Requisite Skills: *Melee Weapon skill, Ambush, Herbalism, Apprentice Poisons, RP Skill: Survival (any), Cartography, Read & Write, Disarm Trap and Pick Locks.*

Bonus Skills: *Evaluate Item (Free)*

Bonus Ability. *Production Affinity: Poisons.* All the Forgotten regardless of race may purchase all three ranks of this skill. Cost is based upon profession.

Bonus Perk: Glib The Forgotten can never be forced to tell the truth and are therefore immune to any tortures, friendships, charms, spells or spell like effect which would cause them to answer questions truthfully. This does not mean that the Forgotten must always tell a lie, it just means they may answer any question however they see fit.

Costuming and Appearance:

The Forgotten always tend to blend in with their surroundings, be that a city or the frontier. They may pose as a baker, militia, sheriff or any other thing. They never advertise they are a thief.

The Forgotten will always try to hide their identities during a heist so they are fond of masks and hoods during these times.

The Forgotten can identify each other by hand signs, and even those who are friends are given a simple hand sign to identify themselves to others, both criminal and ally.

Special Skills:

Upon becoming a Forgotten, at a minimum of level 15, a thief can learn to purchase certain special abilities and skills, with further skills opening up as the Forgotten increases in level.

15th Level:

Resist Toxin (5 points) up to 5 times

Resist Mind Effecting (5 points) up to 5 times

20th Level:

Evade (5 points) purchased once every 20 levels (20,40,60...). This skill acts like the Dodge skill. Player must state “Evade” loud enough for all to hear. When using this skill, any attack aimed at the character misses, he/she simply gets out of the way. This skill is not effective on area of effect attacks (Example Fire 10’ Radius cannot be evaded)

30th Level:

Elude: (5points) The Forgotten may purchase this skill once every 30 levels (30, 60, 90) The Forgotten may elude detection by creatures he/she has an *Informational Lore* skill in. This effect lasts ten (10) minutes and the Forgotten must say “Elude” to the creatures he/she is avoiding during the duration of this skill. They cannot leave combat, attack or cast during the Elude otherwise the effect is broken, and the creatures will act accordingly.

40th Level:

Cheat Death (5 points) purchased once every 40 levels (40,80). This skill allows the user to avoid any one effect (Spell, Ritual, Attack...) that would render them Dead, no matter what the source. They must declare loud enough to be heard by their attacker “*Cheat Death*” to use this ability.

50th Level:

Shadow Form (5 points) Purchased once every 50 levels (50, 100). This skill in every way duplicates the spell of the same name. Furthermore, a Forgotten in Shadow Form can still use his / her *Evade* and *Cheat Death* skills. If asked, they can describe themselves as simply “*an area of deep shadows*”. The verbal for this ability is “*Veil of Darkness, descend upon me and cloak me in Shadow.*”

The Bloody Jackals Mercenary Order

This Mercenary Company is rumored to be all that is left of the elite guard of one of the lost Baronies of the Old Kingdom.

Hardened warriors one and all, they keep to themselves when on and off the field. Known to have their own village and lands, the local retired lord allows them to farm, train, and sustain themselves on his lands.

Given the Bloody Jackals' dark reputation for war, they are surprisingly loyal to the terms of their contract. These Mercenaries consider each and every member of their group as family and to wrong one of them is to wrong them all.

Preferred Races: Humans, Orc bloods, OGREKIN, Troll Brood, Dusk Elves & Eldaran

Forbidden Races: Romanovi, Easterlings, High Elves, Eldarine, Daughters & Sons of Kyth, and Beast Races

Preferred Professions: Warrior, Avenger, Duelist

Forbidden Professions: Cavalier, Knight of Valor, Knight of Darkness, Vagabond, Crafters and Artificer

Preferred Magic: Wrath

Forbidden Magic: None

Pre-Requisite Skills: Any *Weapon Skill*, *Weapon Damage* +5, *Parry*, *Critical Strike*, *Riposte*, *Lethal Strike*, *Shield Use*, *First Aid*, *Read & Write*

Bonus Skills: *Craft: Farming* (Free)

Bonus Ability: *Shield Block* (free) Once per day a Bloody Jackal may use a *Shield Block* just as the skill name, this is a bonus on top of any *Shield Blocks* the player may have learned normally.

Bonus Perk: Bloody Jackals may learn levels of the *Wear Extra Armor* skill for -1 skill points, but never pay less than 1 skill points per level regardless of race or profession.

Costuming and Appearance:

In the field as well as in life, Jackals tend dress in a very practical manner.

They never wear the colors of those who have hired them. Their traditional colors are black with red and silver trims.

Special Skills:

Upon becoming a Bloody Jackal, at a minimum of level 15, a mercenary can learn to purchase certain special abilities and skills, with further skills opening up as the Jackal increases in level.

15th Level:

Resist Toxin (5 points) up to 5 times

Resist Disease (3 points) up to 5 times

20th Level:

Crippling Strike (5 points) purchased every 20 levels (20,40,60...) This skill causes normal hit points damage (for the weapon used) to the victim and in addition causes the victim be unable to run or move any faster than a very slow walk. The effect lasts for 10 minutes or until a healing spell of 6th level or greater is cast on the victim. The user must loudly state "*Crippling Strike, <damage/type>*" to use this effect.

30th Level:

Resolute Defense (5 points) purchased every 30 levels (30,60,90) This skill allows the user to take only 1 hit point of damage from any damaging spell, attack or effect. This includes special attacks or spells which normally would drop the character to critically wounded or worse status, such as *Critical Strike*, *Lethal Strike*, *Assassinate*, the *Death* or *Condemn* spells, and similar. To activate this ability, the user must loudly declare "*Resolute Defense*" once affected by an attack.

40th Level:

Ferocious Strike (5 points) purchased once every 40 levels (40, 80). This is a melee attack which if successful will cause the victim to take x3 (triple) damage from the attack (up to the weapon's maximum potential damage). User must state "*Ferocious Strike <Damage/type>*"

50th Level:

Infectious Critical Strike: (5 points) Purchased once every 50 levels (50,100). This melee attack allows the user to *Critically Strike* an opponent like the skill of that name. In addition, the user adds the *Disease* tagline to the attack. This means that even should the victim be healed by a 6th level or better spell, they would still be diseased as per the tagline until removed or 10 minutes has passed. This attack can be parried by normal means though a spell defense will still leave the victim *Diseased*. To activate this skill, the user states "*Infectious Critical Strike <taglines>*"

Racial Special Orders

The races of the world also have their own special Prestige Groups that are not available to all the races of the Kingdom and her allies, but are specific to just their own race.

A sense of pride can be held by those who represent the best of their race that these Prestige Groups offer.

Each is an elite group, which protects the way of life and individuality of the race they belong to. This does not mean they don't get along with some of the Kingdom groups, in fact groups like the Elves' Grove Guard and the Royal Scouts often work in concert, and have a great affection for one another.

The Dwarves of the Goldhammer Brigade on the other hand have little to no use for any of the Scholarly Prestige Groups, and even less for the Oni who belong to the Academy Celestial of Wu Jhae. They simply like to bash things with hammers, and they are very, *very* good at it.

Part of the design of these groups is to give players an option to really shine as an Elf, Dwarf or even an Oni. To help make the player feel more connected with their choices of race and profession that these races prefer to be.

The Prestige Groups hopefully will add depth of character, sometimes through tension, and other times through co-operation that would otherwise not exist in Mythic Adventures.

Like all Prestige Groups though, a minimum of 10 players is required before members of any group can begin to learn their special skills and abilities.

You may also find that the Racial Prestige Groups have even more pre-requisites than the normal Prestige Groups, and that they take even more skill points away from a character.

Again, joining a Prestige Group is a choice to belong to something bigger than oneself, but also a demand on one's resources (in the form of skill points) and time.

Once a member of a group, always a member, and the player must act accordingly or be penalized by the Marshalls, and even by members of their group.

Elves have three distinct groups, The High Elves' have the Aman'Mythal, Bladesingers whose skill and dedication to their craft is unparalleled by any save the Dusk Elf's Barzum-Ishean Death Dancers. What strange pact exists that binds these two together?

The Elves also share a prestige group with their Fey allies the Eldarine. The Grove Guard travels the lands and deep forests on the backs of great stags and wild horses. They keep trespassers at bay, from lands they should not enter.

Not to be outdone the Dwarves also have their Prestige Groups. Like all things Dwarven they are based around Clan and the arts of smithing and war.

Clan Trillium's Smiths may be the greatest Armor and Weapon Smiths in the world. Producing items of great beauty, and considerable power.

The warriors of the Goldhammer Brigade never back down from a fight or from starting one with a mage if no one is looking.

What secrets do the Shadow Dwarves of the Nightfell Reavers hide deep under the mountain?

The Oni share their Academy with the few Easterlings who can grasp the power that the Ethereal Island of Wu Jhae contains.

The Crimon Praetorian of the Djinn-born act as the elite guard of House Crimson and the front guard of that strange and powerful race. Do they seek to protect the world, further their Prince's goals or even destroy the fabric of the very planes?

The Jal'Khandian have no form of spy network. Well at least that is what they will always tell you. The Jal'Parr ibn Klem? Oh, they are simply a house guard. Which house you ask? I am sorry what was the question? Oh, spies amongst the Jal'Khandian. No, they simply do not exist. After all, why would they need spies now that the wars are over and they have their hard-won freedoms?

Take note and a deep look at these groups before deciding to start on the path toward joining one of these. Each of these options requires an extra commitment from the player.

If you decide you wish to pursue one of these groups, start learning the basic skills needed, make absolutely sure that your make-up is spot on at all times, and you must go the extra mile for all your costuming as well.

Remember your group helps define how others see these fantasy races in Mythic Adventures.

Aman'Mythal

The tragic history of the Bladesingers is well known to most Elves. Almost wiped out, only one master Bladesinger remained after the massacre over a century ago. Even this master was exiled by the Noble Council in an effort to quiet him for speaking out against the court and its manipulations, which led to the destruction of all the lodges.

By tradition, all who practice Bladesong must answer to a master, over any noble, save their princess of course. This has been taken further with the resurgence of the Aman'Mythal. Not all Bladesinger's can be Aman'Mythal, but all Aman'Mythal are Bladesingers. Bladesingers who only answer to the now Blade Master of all the Elves.

Preferred Races: High Elves, Dawn Elves, Sylvan Elves, Eldarins, and Trolls

Forbidden Races: All Others

Preferred Professions: Duelist, Ranger, Sentinel

Forbidden Professions: Cavalier, Marauder, All Knights, Crafters & Scholars

Preferred Magic: None

Forbidden Magic: Necromancy

Pre-Requisite Skills: *Weapons Master: Raical, Dual Wield Fighting Style, Weapon Damage +3, Critical Strike, Ambush, Backstab Damage+3, Assassinate, Dodge/Intercept, Read & Write, Primary Spell Column 3,2,1 per day, Herbalism, Astrologer, Racial Weapon Affinity III, Heraldry: Ancient's Courts*

Bonus Skills: *Informational Lore: Dusk Elf (Free)*

Bonus Ability: Veil of Mists: (Free) Similar to the *Mist Form* spell, except it requires no verbal and can be activated once every hour. Once activated the user may pass in and out of the form for up to 10 minutes. This skill is on a five count and can be activated by a player by beginning the count. (i.e. Mist Form 1, Mist Form 2, Mist Form 3,...).

Bonus Perk: Elude Living Material (Once per Hour) When in *Mist Form* or *Veil of Mists*, the Aman'Mythal may elude detection by any living creature of the material plane (i.e. not constructs, planar beings or undead). This effect lasts ten (10) minutes and the Aman'Mythal must say "Elude" to the creatures he/she is avoiding during the duration of this skill. They cannot leave combat, attack, or cast during the Elude otherwise the effect is broken, and the creatures will act accordingly. *An Elude may only affect a creature for 10 minutes of every hour. Thus, an Aman'Mythal may not continually reactivate his Elude.*

Costuming and Appearance

The Aman'Mythal tends to wear their house colors daily, but when fighting as a group they will don long gray coats of Elven design over their armor.

There is no symbol for the Aman'Mythal as they all know one another and any *Barzum-Ishean* as well.

Special Skills:

Upon becoming an Aman'Mythal, at a minimum of level 15, the Bladesinger can learn to purchase certain special abilities and skills, with further skills opening up as the Bladesinger increases in level.

15th Level:

Resist Magic (5 points) up to 5 times

Evade (5 points) May be purchased up to five (5) times. This skill acts like the Dodge skill. Player must state "Evade" loud enough for all to hear. When using this skill, any attack aimed at the character misses, he/she simply gets out of the way. This skill is not effective on area of effect attacks (Example Fire 10' Radius cannot be evaded)

20th Level:

Unparriable Critical Strike (5 points) Purchased once every 20 levels (20, 40, 60...). This melee attack allows the user to *Critically Strike* an opponent like the skill of that name. This attack cannot be parried by a *Critical Parry, Lethal Parry or Shield Block*. It can be *Dodged, Evaded,* or protected against by Spells. To activate this skill, the user states "*Unparriable Critical Strike <tagline>*"

30th Level:

Unavoidable Critical Strike (5 points) Purchased once every 30 levels (30, 60,90) This melee attack allows the user to *Critically Strike* an opponent like the skill of that name. This attack cannot be avoided by a *Dodge, Intercept, or Evade*. It can be *Parried, Blocked* or protected against by spells. To activate this skill, the user states "*Unavoidable Critical Strike <tagline>*"

40th Level:

Instant Recovery (5points) purchased once every 30 levels (30,60, and 90). When activated *Instant Recovery* will cause any healing spell, which would heal hit points, to bring the user back to his/her full hit points. User states "*Instant Recovery*" immediately after a successful Healing spell to use this skill.

50th Level:

Spinning Lethal Strike 10' Radius (5 points) Purchased once every 50 levels (50, 100). This skill allows the user to call forth a *Lethal Strike* against all beings within ten (10) feet of the user. This skill otherwise acts in all ways just like the *Lethal Strike* skill, and can be defended against in the same ways including *Dodges, Parry,* and *Cheat Death*.

Barzum-Ishean

“The darkness inside the blade.”

This phrase is known to all who practice Death-Dancing. All Barzum-Ishean are Death-Dancers, but not all Death-Dancers are able to compete with or even come close to the Death Dance of the Barzum-Ishean.

They rose from nowhere, strike from nowhere, and go into the gloom as fast as they came. It is said they have a pact with the Matrons and one with the Aman’Mythal. It is said the best amongst them were trained by the Blade Master of the Elves

Preferred Races: Dusk Elves, Eldaran, and Trolls

Forbidden Races: All Others

Preferred Professions: Avenger, Sentinel, Duelist, Rogue & Warrior

Forbidden Professions: All Others

Preferred Magic: None

Forbidden Magic: None

Pre-Requisite Skills: *Weapons Master: Racial, Dual Wield Fighting Style, Weapon Damage +3, Critical Strike, Ambush, Backstab Damage+3, Assassinate, Dodge/Intercept, Read & Write, Primary Spell column 3,2,1 per day, Herbalism, Astrologer, Racial Weapon Affinity III, Heraldry:Anctients’ Courts,*

Bonus Skills: Informational Lore: Elves (Free)

Bonus Ability: Veil of Shadows: (Free) Similar to the *Shadow Form* spell, except it requires no verbal and can be activated once every hour. Once activated the user may pass in and out of the form for up to 10 minutes. This skill is on a five count and can be activated by a player by beginning the count. (i.e. Shadow Form 1, Shadow Form 2, Shadow Form 3,...).

Bonus Perk: Bonus Perk: Elude Living Material (Once per Hour) When in *Shadow Form* or *Veil of Shadow*, the Barzum-Ishean may elude detection by any living creature of the material plane (i.e. not constructs, planar beings or undead). This effect lasts ten (10) minutes and the Barzum-Ishean must say “Elude” to the creatures he/she is avoiding during the duration of this skill. They cannot leave combat, attack, or cast during the Elude otherwise the effect is broken, and the creatures will act accordingly. *An Elude may only affect a creature for 10 minutes of every hour. Thus, an Barzum-Ishean may not continually reactivate his Elude.*

Costuming and Appearance:

The Barzum-Ishean tend to wear their house colors daily, but when fighting as a group they will don long black and purple coats of Dusk Elven design over their armor.

There is no symbol for the Barzum-Ishean as they all know one another and any *Aman’Mythal* as well.

Special Skills:

Upon becoming a Barzum-Ishean, at a minimum of level 15, a Death-Dancer can learn to purchase certain special abilities and skills, with further skills opening up as the Death-dancer increases in level.

15th Level:

Resist Magic (5 points) up to 5 times

Evade (5 points) May be purchased up to five (5) times. This skill acts like the Dodge skill. Player must state “Evade” loud enough for all to hear. When using this skill, any attack aimed at the character misses, he/she simply gets out of the way. This skill is not effective on area of effect attacks (Example Fire 10’ Radius cannot be evaded)

20th Level:

Unavoidable Critical Strike (5 points) Purchased once every 20 levels (20, 40,60,...) This melee attack allows the user to *Critically Strike* an opponent like the skill of that name. This attack cannot be avoided by a *Dodge, Intercept, or Evade*. It can be *Parried, Blocked* or protected against by spells. To activate this skill, the user states “*Unavoidable Critical Strike <tagline>*”

30th Level:

Unparriable Critical Strike (5 points) Purchased once every 30 levels (30, 60,90). This melee attack allows the user to *Critically Strike* an opponent like the skill of that name. This attack cannot be parried by a *Critical Parry, Lethal Parry or Shield Block*. It can be *Dodged, Evaded,* or protected against by Spells. To activate this skill, the user states “*Unparriable Critical Strike <tagline>*”

40th Level:

Instant Recovery (5points) purchased once every 30 levels (30,60, and 90). When activated *Instant Recovery* will cause any healing spell, which would heal hit points, to bring the user back to his/her full hit points. User states “*Instant Recovery*” immediately after a successful Healing spell to use this skill.

50th Level:

Spinning Lethal Strike 10’ Radius (5 points) Purchased once every 50 levels (50, 100). This skill allows the user to call forth a *Lethal Strike* against all beings within ten (10) feet of the user. This skill otherwise acts in all ways just like the *Lethal Strike* skill, and can be defended against in the same ways including *Dodges, Parry* and *Cheat Death*.

The Grove Guardians

Deep in the forest the Elves and their Fey brethren protect the deep places people should not tread. The Groves of old, the lands of the Ent and Dryad; and the ways of leaf and branch are the purview of the Guardians.

Yet ponder this; the Groves have been silent now for over two centuries, the Mythals all laid to waste by the Darkness and then finished off by Necromancy and the Great Betrayal.

So, what do these Guardians do, what do they guard? Do they protect the old places, hoping for their return, or do they actively seek out and try to restore that which once was?

The world has changed. The Ancient Races; decimated in the wars, have not been able to recover. The Groves of the fey were long lived and powerful beyond measure, like a sequoia. Humans are like the fast-growing pine. What will happen to the world if, or even when, they take over the ways of nature from the ancients? These are the questions the Grove Guardians must answer more than any other. More than even the twelve.

Preferred Races: All Ancient Races

Forbidden Races: All Others (until the Grove's return)

Preferred Professions: Ranger

Forbidden Professions: Cavalier, Knight of Darkness, and Crafters

Preferred Magic: Druid & Elemental

Forbidden Magic: Necromancy

Pre-Requisite Skills: *Weapon Master: Racial, Weapon Damage +2, Parry, First Aid, Druid Arts, Weapon Affinity III, RP Skill: Survival, RP Skill: Tracking, RP Skill: Riding Stag/Horse, Greater Informational Lore: Nature, Herbalism, Craft: Cartography, & Greater Informational Lore: Goblinoids.*

Bonus Skills: *Disarm Traps* (Free)

Bonus Ability: *Greater Informational Lore: Ancient Races* (Free)

Bonus Perk: *Speak with Animals* (Always active) as the 2nd level Druid spell. Also, a Grove Guardians may learn a Druid column even if their profession would not normally allow it. Thus, a Knight of Valor or Strife could learn a secondary column of Druid, if they wished.

Costuming and Appearance

A Grove Guardian has no tabard. Instead the Guardian will be dressed in appropriate colors for their job. Those which will help them blend into their forest terrain and remain unnoticed.

Special Skills:

Upon becoming a Grove Guardian, at a minimum of level 15, a Guardian can learn to purchase certain special abilities and skills, with further skills opening up as the Guardian increases in level.

15th Level:

Resist Metabolic (5 points) up to 5 times

Elude (5 Points) up to 5 times. The Guardian may Elude detection by creatures he/she has an *Informational Lore* skill in. This effect lasts ten (10) minutes and the Guardian must say "Elude" to the creatures he/she is avoiding during the duration of this skill. They cannot leave combat, attack or cast during the Elude otherwise the effect is broken, and the creatures will act accordingly.

20th Level:

Spirit of the Ent (3 points) purchased once every 20 levels (20, 40, 60, ...) This skill duplicates the Druid spell of the same name. The verbal is "Nature guide me and grant unto me the Spirit of the Ent."

30th Level:

Unavoidable Critical Strike (5 points) Purchased once every 30 levels (30, 60, 90) This melee attack allows the user to *Critically Strike* an opponent like the skill of that name. This attack cannot be avoided by a *Dodge, Intercept, or Evade*. It can be *Parried, Blocked* or protected against by spells. To activate this skill, the user states "Unavoidable Critical Strike <tagline>"

40th Level:

Evade (5 points) purchased once every 40 levels (40, 80). This skill acts like the Dodge skill. Player must state "Evade" loud enough for all to hear. When using this skill, any attack aimed at the character misses, he/she simply gets out of the way. This skill is not effective on area of effect attacks (Example Fire 10' Radius cannot be evaded)

50th Level:

Entangling Thorns 10' Radius (5 points) Purchased once every 50 levels (50, 100). This skill duplicates the effects of the 6th Level Druid spell of the same name, save that it covers an area 10 foot in radius from the where the packet strikes. The user must cast the spell just as if he or she had the spell in memory. The verbal for this skill is: "I call forth the powers of nature to entangle you in Thorns 10-foot radius"

The Khaliss Sahad

At the beginning, there was nothing, only a darkness so prevailing, so all encompassing, that existence itself was in question.

Then came all that we know, the spark of all things ignited existence, and the nothingness recoiled and screamed at the start of all things.

The darkness, the void, would not be quelled long though and from its eternal dark arose the Dredd. These are beings of nightmare whose sole purpose is to destroy everything and return all to darkness. To undo all that exists so that everything can again be nothing.

A thousand realities may have fallen to these beings before they encountered and started their war with the Eldar. Countless were lost and the Dredd almost defeated these beings closest to the original spark. Civilizations fell, and when everything looked bleakest the Khaliss Sahad arose and the Dredd knew a nightmare of their own.

Preferred Races: Fey Only (Eldar (Eldarine and Eldaran) and Trolls).

Forbidden Races: All others, including Elves

Preferred Professions: Warrior, Knight of Strife, Avenger, and Duelist.

Forbidden Professions: All Crafters, Marauder, Artificer, and Vagabond.

Preferred Magic: Wrath

Forbidden Magic: Necromancy

Pre-Requisite Skills: *Weapon Master: Racial, Dual Wield Fighting Style, Weapon Damage +3, Critical Strike, First Aid, Read & Write, Divination, Cartography and/or Navigation, Greater Informational Lore: Veil, Racial Weapon Affinity III*

Bonus Skills: *RP Skill: Survival: Shadowlands (Free)*

Bonus Ability: **Hated Enemy:** Dredd +5 damage with Weapon or Spell vs. Dredd (*Note: This may be coupled with Combat Lores as well*)

Bonus Perk: **Elude Veil Creature** (Once per Hour) The Khaliss Sahad may elude detection by any creature from the Veil. This effect lasts ten (10) minutes and the Khaliss Sahad must say "Elude" to the creatures he/she is avoiding during the duration of this skill. They cannot leave combat, attack, or cast during the Elude otherwise the effect is broken, and the creatures will act accordingly. *An Elude may only affect a creature for 10 minutes of every hour. Thus, a Khaliss Sahad may not continually reactivate his Elude.*

Costuming and Appearance:

The Khaliss Sahad have no uniform or colors, they could be any Eldar. They could be all the survivors of the Eldar or even none of them. They are but a shadow of a rumor within a nightmare

Special Skills:

Upon becoming a Khaliss Sahad, at a minimum of level 15, an Eldar can learn to purchase certain special abilities and skills, with further skills opening up as the Khaliss Sahad increases in level.

15th Level: *Resist Magic* (5 points) up to 5 times,

Evade (5 points) May be purchased up to five (5) times. This skill acts like the Dodge skill. Player must state "Evade" loud enough for all to hear. When using this skill, any attack aimed at the character misses, he/she simply gets out of the way. This skill is not effective on area of effect attacks (Example Fire 10' Radius cannot be evaded)

20th Level:

Unavoidable Critical Strike (5 points) Purchased once every 20 levels (20, 40, 60,...) This melee attack allows the user to *Critically Strike* an opponent like the skill of that name. This attack cannot be avoided by a *Dodge, Intercept, or Evade*. It can be *Parried, Blocked* or protected against by spells. To activate this skill, the user states "*Unavoidable Critical Strike <tagline>*"

30th Level:

Ferocious Strike: (5 points) purchased once every 30 levels (30, 60, 90). This is a melee attack which if successful will cause the victim to take x3 (triple) damage from the attack (up to the weapon's maximum potential damage). User must state "*Ferocious Strike <Damage/type>*"

40th Level:

Cheat Death (5 points) purchased once every 40 levels (40,80). This skill allows the user to avoid any one effect (Spell, Ritual, Attack...) that would render them Dead, no matter what the source. They must declare loud enough to be heard by their attacker "*Cheat Death*" to use this ability.

50th Level:

Spinning Lethal Strike 10' Radius (5 points) Purchased once every 50 levels (50, 100). This skill allows the user to call forth a *Lethal Strike* against all beings within ten (10) feet of the user. This skill otherwise acts in all ways just like the *Lethal Strike* skill, and can be defended against in the same ways including *Dodges, Parry* and *Cheat Death*.

The Vindlér Skald

The old ways of the Fey are being lost, much that once was is now just faded memory and soon, if the Fey disappear from this world, shall be nothing more at all.

These treasures need to be protected, not just the places but also the last of the Eldar and their ilk.

The Vindlér Skald have chosen a life of service. They will remember, they will learn, and they will protect all that remains of the Fey and their world.

Humans now over run parts of the Feylands, and even with their treaty with the Ancient Races they are neither ready nor worthy to inherit the world the Fey had built. Those places that are dark, faded, and even disappearing from this reality.

The Vindlér Skald will protect those things and the last of their charges unto their dying day.

Preferred Races: All Ancients

Forbidden Races: All Others

Preferred Professions: Sentinel

Forbidden Professions: All Knights, Vagabond, and Crafters

Preferred Magic: Hearth and Druid

Forbidden Magic: Necromancy

Pre-Requisite Skills: *Weapon Master: (any Racial), Weapon Damage +3, Parry, Critical Strike, First Aid, Hearth & Druid Arts, Weapon Affinity III, RP Skill: Survival, RP Skill: Tracking, RP Skill: Riding Stag/Horse, Greater Informational Lore: Nature, Herbalism, Craft: Cartography, & Greater Informational Lore: Goblinoids.*

Bonus Skills: Rune Lore (Free)

Bonus Ability: *Greater Informational Lore: Ancient Races* (Free)

Bonus Perk: *Shield Block* may be used as an *Intercept* when protecting a Fey.

Costuming and Appearance:

The Vindlér Skald has no uniform. Instead the Skald will be dressed in appropriate colors for their job. Those which will help them blend into their forest terrain and remain unnoticed.

Special Skills:

Upon becoming a Vindlér Skald, at a minimum of level 15, a Skald can learn to purchase certain special abilities and skills, with further skills opening up as the Skald increases in level.

15th Level:

Resist Metabolic (5 points) up to 5 times

Resist Corruption / Darkness (5 points) up to 5 times

20th Level:

Resolute Defense (5 points) purchased every 20 levels (20,40, 60,...) This skill allows the user to take only 1 hit point of damage from any damaging spell, attack or effect. This includes special attacks or spells which normally would drop the character to critically wounded or worse status, such as Critical Strike, Lethal Strike, Assassinate, the Death or Condemn spells, and similar. To activate this ability, the user must loudly declare "*Resolute Defense*" once affected by an attack.

30th Level:

Overwatch: (5 points) Purchased every 30 levels (30, 60, and 90) this skill allows the Vindlér Skald to act as a Guardian and peer through anyone using an Elude or Avoidance skill. This skill also extends into the Veil and allows them to see Phased Beings as well for 10 minutes. To use this skill, the Vindlér Skald must point to the target and state loudly enough for them to hear "*I am the Guardian; I will protect mine with Overwatch.*"

40th Level:

Evade (5 points) purchased once every 40 levels (40,80). This skill acts like the Dodge skill. Player must state "Evade" loud enough for all to hear. When using this skill, any attack aimed at the character misses, he/she simply gets out of the way. This skill is not effective on area of effect attacks (Example Fire 10' Radius cannot be evaded)

50th Level:

Unparriable Critical Strike (5 points) Purchased once every 50 levels (50,100). This melee attack allows the user to *Critically Strike* an opponent like the skill of that name. This attack cannot be parried by a *Critical Parry*, *Lethal Parry* or *Shield Block*. It can be *Dodged*, *Evaded*, or protected against by Spells. To activate this skill, the user states "*Unparriable Critical Strike <tagline>*"

Trillium Smiths

Tough as mountain stone, forging endlessly, toiling to make the best even better, hammering out a constant stream of armor and weapons. This is the enduring image of the Dwarves, and one the Trillium Smiths are all too happy to not only embody, but to excel at.

No greater smiths exist amongst Dwarf, Man, Fey or even Elf. These Dwarves are said to know the secrets of creating the most powerful items, even today making weapons and armor like the artifacts of old.

Preferred Races: Stone Dwarf

Forbidden Races: All Others

Preferred Professions: Smiths, Tinkerers

Forbidden Professions: Marauder, Knights of Darkness, Ranger, Scoundrels, Apothecary, Magi & Sorcerer.

Preferred Magic: Runes, Hearth

Forbidden Magic: Necromancy

Pre-Requisite Skills: *Weapon Master: Dwarven, Blacksmithing, Read & Write, Dwarven Production Affinity III, Master Armorsmith or Weaponsmith, Craft: Mining III, Craft: Siege Engines, Rune Lore & Enhanced Strength +1, Evaluate Item.*

Bonus Skills: *Lesser Informational Lore: Golems (Free)*

Bonus Ability: **Minor Enhancement** – (1/Hour) This ability allows the Smith to temporarily enhance an item, with the effect dependent on the item. For Example: A weapon would gain +2 Damage, Armor a -2 Physical DR, a common item immunity to shattering. This effect takes 1 minute to apply and lasts for 1 hour, or until the item is destroyed.

Bonus Perk: **Hardiness:** Trillium Smiths are extremely tough to kill. He or she gains one (1) additional hit point per level. (Note: They may also buy Fortify normally to gain even more hit points)

Costuming and Appearance

Commonly found at a forge in a smith's apron and heavy work gloves. Otherwise they appear as any Dwarf would with costuming of a Nordic or Slavic type in earth tones.

A Smith's favor or badge of rank is an anvil badge; the color/type of metal used shows the rank of the smith, with copper being the beginner, and Mithril being the leader.

Special Skills:

Upon joining the Trillium Smiths, at a minimum of level 15, a Smith can learn to purchase certain special abilities and skills, with further skills opening up as the Smith increases in level.

15th Level:

Resist Destruction (5 points) up to 5 times.

Resist Metabolic (5 points) up to 5 times.

20th Level:

Shattering Strike (5 points) purchased every 20 levels (20, 40, 60...) This skill causes normal hit points damage (for the weapon used) to the victim and in addition destroys the item named, excluding armor. The user must loudly state "*Shattering Strike <item>, <damage/type>*" to use this effect. Magical or other shattering resistant items are not destroyed, but they are unable to use their magical abilities for 10 minutes.

30th Level:

Resolute Defense (5 points) purchased every 30 levels (30,60,90) This skill allows the user to take only 1 hit point of damage from any damaging spell, attack or effect. This includes special attacks or spells which normally would drop the character to critically wounded or worse status, such as Critical Strike, Lethal Strike, Assassinate, the Death or Condemn spells, and similar. To activate this ability, the user must loudly declare "*Resolute Defense*" once affected by an attack.

40th Level:

Enhanced Creation (5 points) purchased every 40 levels (40, 80) This skill allows the Smith to use additional materials to slightly enhance a Grandmaster recipe, or double the effect or duration of a consumable Armorsmith or Weaponsmith production item they apply.

50th Level:

Create Golem (5 points) Purchased every 50 levels (50, 100) this ability allows the smith to animate any suit of armor into a golem for an event. The creature created has the following stats:
hit points: 100, Strength +5, Damage 10 Magic (or Weapon +10) Special: Critical Strike x2, move at full speed, Immune to Mind Effecting, and any magics which only effect living creatures.

Goldhammer Brigade

Founded by the last members of Clan Goldhammer, generations ago during the War Against the Dark Depths, to fight the encroaching darkness from under the mountains from overrunning the Karacks and Khazduna as a whole.

This Brigade has grown in size and power throughout the intervening eons. The Goldhammer Brigade stands proud as one of the most dedicated and fearsome group of Dwarven warriors ever seen. They stop at nothing to get to their goal. Magic, what a waste; Science, only good for making things go boom.

“Never hit a Dwarf in the head, it only pisses us off.”

Words spoken by their founder and recited by every Dwarf of this Brigade, as they shrug off wounds that would kill lesser beings

Preferred Races: Stone Dwarf

Forbidden Races: All Others

Preferred Professions: Warrior, Cavalier, Knight of Strife

Forbidden Professions: Knight of Darkness, Scholars, Apothecary, Tinker, & Vagabond

Preferred Magic: Runes

Forbidden Magic: Necromancy

Pre-Requisite Skills: *Weapon Master: Dwarven, Shield Use, Melee Weapon Damage +5, Lethal Strike, Shield Block, First Aid, Rune Lore, Heraldry: Dwarven and Gnomish Kingdoms, Dwarven Weapon Affinity III & Mining*

Bonus Skills: *Greater Informational Lore: Goblinoids*

Bonus Ability: Specialized in war hammers: +2 damage with hammers in melee and thrown.

Bonus Perk: Hardiness: The Brigadier is extremely tough to kill. He or she gains one (1) additional hit point per level. *(Note: They may also buy Fortify normally to gain even more hit points)*

Costuming and Appearance

Armor, armor and well, even more armor.

As the name implies the members of the Brigade likes to use hammers, both in melee and as thrown weapons. Though they may still use any weapon they have skill in; they will always have a hammer, or at least a favor of a hammer on their person.

Special Skills

Upon becoming a Brigadier, at a minimum of level 15, a Dwarf can learn to purchase certain special abilities and skills, with further skills opening up as the Brigadier increases in level.

15th Level:

Resist Charm (2 points) up to 5 times

Resist Magic (5 points) up to 5 times

20th Level:

Ferocious Strike: (5 points) Purchased once every 20 levels (20,40, 60...). This is a melee attack which if successful will cause the victim to take x3 (triple) damage from the attack (up to the weapon's maximum potential damage). User must state *“Ferocious Strike <Damage/type>”*

30th Level:

Shield Breaker (5 points): Purchased every 30 levels (30,60,90) When using his/her hammer, the Brigadier is able to deliver a strike to an opponent's shield which will destroy any non-magical shield and will render a magical shield inert, and unable to call up its magical properties, for 10 minutes after the strike. The tagline “Shield Breaker” is added to the Brigadier's normal damage for this strike to take effect, and the strike must hit the opponent or its shield.

40th Level:

Resolute Defense (5 points) purchased every 40 levels (40,80) This skill allows the user to take only 1 hit point of damage from any damaging spell, attack or effect. This includes special attacks or spells which normally would drop the character to critically wounded or worse status, such as Critical Strike, Lethal Strike, Assassinate, the Death or Condemn spells, and similar. To activate this ability, the user must loudly declare *“Resolute Defense”* once affected by an attack.

50th Level:

Cloak of Bravery :(5 points) purchased once every 50 levels (50,100). This ability removes all Fear, Horror and Terror effects used on anyone within a 10' radius of the user and grants those within that radius a temporary *Bravery* effect (*as the skill*) for 10 minutes as well.

Nightfell Reavers

What goes bump in the darkness of the deep places where mortals should not tread? The Shadow Dwarves know and have been the victim of those dark beings, the Mind Flayers, for centuries.

That was until the Reavers decided to bump back. They have the means and the skills to strike back at these abominations and make them suffer, and suffer they shall. For countless centuries of torment and pain inflicted on their race, the Reavers will destroy all things the Mind Flayers have ever created, until they are but a nightmare for children's fairytales and nothing more.

Preferred Races: Shadow Dwarf

Forbidden Races: All Others

Preferred Professions: Warrior, Knight of Strife, Avenger

Forbidden Professions: Scholars, Apothecary, Tinker, & Vagabond

Preferred Magic: Runes

Forbidden Magic: None

Pre-Requisite Skills: *Weapon Master: Dwarven, Shield Use, Melee Weapon Damage +2, Parry, Shield Block, First Aid, Read & Write, Dwarven Weapon Affinity III, Rune Affinity III, Heraldry: Dwarven and Gnomish Kingdoms, Mining, RP Skill: Survival Underground, Rune Lore, 9th level Rune & Stonemason*

Bonus Skills: *RP Skill: Tracking (Free)*

Bonus Ability: **Hated Enemy: Mind Flayer** +5 damage with Weapon or Spell vs. Mind Flayer (*Note: This may be coupled with Combat Lores as well*)

Bonus Perk: **Hardiness:** The Reaver is extremely tough to kill. He or she gains one (1) additional hit point per level. (*Note: They may also buy Fortify normally to gain even more hit points*)

Costuming and Appearance:

Other than their Rune covered items, Most Reavers match the usual Shadow Dwarf costuming of dark somber colors. Nordic or Cossack type costuming is encouraged, though normally of a dark gray or black color.

Reavers often also paint/tattoo dark runic symbols across their bodies and faces. These can be easily done with make-up, and are encouraged but not required

Special Skills:

Upon becoming a Reaver at a minimum of level 15, a Dwarf can learn to purchase certain special abilities and skills, with further skills opening up as the Reaver increases in level.

15th Level:

Resist Mind Effects (5 points) up to 5 times,

Resist Arcanist Magic (5 points) up to 5 times

20th Level:

Resolute Defense (5 points) purchased every 20 levels (20,40,60,...) This skill allows the user to take only 1 hit point of damage from any damaging spell, attack or effect. This includes special attacks or spells which normally would drop the character to critically wounded or worse status, such as Critical Strike, Lethal Strike, Assassinate, the Death or Condemn spells, and similar. To activate this ability, the user must loudly declare "*Resolute Defense*" once affected by an attack.

30th Level:

Destroy Mind (5 points) Purchased once every 30 levels (30,60,90). This duplicates the Arcanist Spell of the same name, effectively using the Mind Flayers' own abilities against them. To activate this skill, the user must say the verbal just as if they had the spell in memory. The verbal for this skill is "*I, by Force of Will Destroy your Mind.*"

This skill strikes the target with a bolt of energy which does 50 points of damage to the target. This ability bypasses armor and goes directly to the targets hit points, and so uses the Body guideline.

Targets which have no life force or mental capacity are unaffected by this spell. Therefore, Golems, constructs, and mindless undead are all unharmed by this spell.

40th Level:

Ferocious Strike: (5 points) purchased once every 40 levels (40, 80). This is a melee attack which if successful will cause the victim to take x3 (triple) damage from the attack (up to the weapon's maximum potential damage). User must state "*Ferocious Strike <Damage/type>*"

50th Level:

Rune of the Reflective Barrier (5 points) Purchased every 50 levels (50, 100) All Reavers may use this skill regardless of what other types of Shield Runes they have on. It effectively acts as a floating 9th level Rune, but in all other ways is the same as the 5th level Rune of the same name. Note: They may place a 2nd *Rune of the Reflective Barrier* on their shield as well. To activate this Rune the bearer must state "*Rune of the Reflective Barrier*" to let the attacker know the attack was reflected at the attacker by the Rune.

Academy Celestial of Wu Jen

There is an island shrouded in mist hidden off the coast of Nippon. This island is said to call to all Oni, to travel there and realize the full potential of what it means to be an Ogre Magi.

The race itself has some deep secret, and only these casters of the Academy of Wu Jhae know the secret which binds them together.

Rarely, an exceptional Humans of Easterling decent is allowed to join the ranks of the Academy as well. Though only the bravest or foolish to even try, for to fail is to risk obliteration.

Preferred Races: Oni & Easterlings Only

Forbidden Races: All Others

Preferred Professions: Scholars and Sentinel

Forbidden Professions: Warrior, Marauder, Knights, Ranger, Rogue, Duelist, Tinkerer, and Smith.

Preferred Magic: Celestial

Forbidden Magic: All Terrestrial

Pre-Requisite Skills *Read & Write, Divination, Any Ethereal Art*, ability to cast an Ethereal Spell of 9th level from memory, *RP Skill: Riding (Horse), Craft: Ink Making & Herbalism, Apprentice Scribe, Scribe Level 5.*

Bonus Skills: *Greater Informational Lore: Ethereal Races* (Free)

Bonus Ability: Detect Planar Origin: (Free) The member of the Academy can concentrate on an item or being and determine on a 5 count if it is of an extra planar origin. The player must state while pointing at the item or being examined "Detecting planar 1, detecting planar 2, detecting planar 3....) loudly enough for the effected item or being to know. The range of this skill is twenty (20) feet.

Bonus Perk: May use a Secondary spell slot to cast a Primary spell of equal level which the Academy member already knows.

Costuming and Appearance:

The members of this order tend to dress in long flowing robes with lots of small fetishes on them. These include items such as feathers, bones, and strips of cloth with strange arcane writings all dangling freely from their belts and sleeves.

They tend to wear blue, orange and red, but all colors are possible. They always have a symbol in Kanji on the back of their robes in a circle of white.

Special Skills:

Upon becoming an Academy Member, at a minimum of level 15, a Wu Jen can learn to purchase certain special abilities and skills, with further skills opening up as the Wu Jen increases in level.

15th Level:

Resist Magic (5 points) up to five (5) times

Resist Mind Affecting (5 points) up to five (5) times

20th Level:

Sense Magic (2 points) Purchased every 20 levels (20, 40, 60...) This ability works identically to the 3rd level Celestial spell of the same name. The user must cast the spell just as if he or she had the spell in memory. The verbal for this ability is "I channel the Celestial that my Eyes May Sense magic."

30th Level:

Empower Spell (5 points) Purchased every 30 levels (30,60,90): This skill increases the effectiveness of any damaging or healing spell which is empowered by an amount equal to the casters level in points. Thus, a damaging spell would deal more points and a healing spell would heal for additional hit points. The user casts the spell normally and just as standard if the spell hits would declare the damage or healing but must state loudly "<level + spell damage/healing> Empowered"

40th Level:

Magic Strike 10ft Radius (5points) Purchased once every 40 levels (40, 80). When activated, Magic Strike allows the Celestial Academic to cause a blast of raw magic to come from the sky and blast all within 10ft of the caster engulfing them in 50 Magic damage. The user is immune to this blast. User states "I call forth the Power of Magic itself to Blast my enemies. <50 Magic 10ft Radius>" to use this skill.

50th Level:

Evade (5 points) Purchased once every 50 levels (50,100). This skill acts like the Dodge skill. Player must state "Evade" loud enough for all to hear. When using this skill, any attack aimed at the character misses, he/she simply gets out of the way. This skill is not effective on area of effect attacks (Example Fire 10' Radius cannot be evaded)

The Crimon Praetorian

Volatile mages whom wield death and destruction at every turn with but a wave of their hand. The very elements seem to be at their sinister command. They hurl Lightning and Fire, Ice and Maelstroms with reckless abandon, heedless of all within their path. This is the image, right or wrong, most people have of the Djinn-born.

The Crimon Praetorian are not these Djinn-born. It is not that they don't hurl the elements at their whim, but they are far more dangerous, far more deceptive, far more organized, and far more Djinn-born than that of the image above.

"*Non esse Dib*" this is their Creed though only their members know why. They are honorable, stealthy, and deadly with spell, sword, vial, and well-placed dagger from the shadows. They belong to and serve *House Crimson*. One of the four great houses of the Djinn-born, and are its guardians, its weapons, and its keepers.

Preferred Races: Djinn-born only

Forbidden Races: All Others

Preferred Professions: Rogue, Duelist

Forbidden Professions: Marauder, Knights Ranger, Vagabond, Crafters, and Artificer

Preferred Magic: Elemental

Forbidden Magic: Arcanist, Healer, Hearth, Druid, & Necromancer

Pre-Requisite Skills: Any *Weapon* skill, *Weapon Damage* +2, *Parry*, *Ambush*, *Backstab* *Damage* +3, *Assassinate*, *Dodge/Intercept*, *Read & Write*, *First Aid*, *Elemental Arts*, Elemental Column 4,4,3,2,1 per day, *Djinn-born Magical Affinity III*, *Herbalism*, & *Greater Informational Lore: Planar*

Bonus Skills: *Lesser Informational Lore: Brotherhood Arcanum* (Free)

Bonus Ability: **Hated Enemy:** Brotherhood Arcanum: +5 damage with melee and spells against the Brotherhood Arcanum and their constructs

Bonus Perk: **Elude Ethereal** (Once per Hour) The Crimon may elude detection by any Ethereal race. This effect lasts ten (10) minutes and the Crimon must say "Elude" to the creature he/she is avoiding during the duration of this skill. They cannot leave combat, attack, or cast during the Elude otherwise the effect is broken, and the creatures will act accordingly. *An Elude may only affect a creature for 10 minutes of every hour. Thus, a Crimon may not continually reactivate his Elude.*

Costuming and Appearance

Dark clothing and armor are the staple of this group even more so than most of their race. They almost always have a four-pointed Ethereal Star as a favor somewhere on their body.

The color of the Star denotes their rank and prominence within the Praetorians, gold being the highest.

Special Skills:

Upon becoming a Praetorian, at a minimum of level 15, a Djinn-born can learn to purchase certain special abilities and skills, with further skills opening up as the Praetorian increases in level.

15th Level:

Resist Magic (5 points) up to 5 times

Resist Toxins (5 points) up to 5 times

20th Level:

Ferocious Strike: (5 points) purchased once every 20 levels (20,40, 60...). This is a melee attack which if successful will cause the victim to take x3 (triple) damage from the attack (up to the weapon's maximum potential damage). User must state "*Ferocious Strike* <Damage/type> "

30th Level:

Elemental Fury <choice> (5 points) Purchased once every 30 levels (30, 60, 90) This is an area of effect attack centered on the caster which will cause everyone within a ten (10) foot radius but the caster to take fifty (50) points of Elemental damage <Fire, Ice, Lightning or Stone>. User must state "*By my very command, I bring forth the full fury of the Plane of* <earth, air, fire or water> *upon you all!* <Damage/Elemental type >10-foot radius"

40th Level:

Evade (5 points) purchased once every 40 levels (40,80). This skill acts like the Dodge skill. Player must state "Evade" loud enough for all to hear. When using this skill, any attack aimed at the character misses, he/she simply gets out of the way. This skill is not effective on area of effect attacks (Example Fire 10' Radius cannot be evaded)

50th Level:

Cheat Death (5 points) purchased once every 50 levels (50,100). This skill allows the user to avoid any one effect (Spell, Ritual, Attack...) that would render them Dead, no matter what the source. They must declare loud enough to be heard by their attacker "*Cheat Death*" to use this ability.

Jal’Parr ibn Klem

The Jal’Parr ibn Klem “Mysterious Descendant of the Claw” were the some of the most decorated warriors of the Jal’Khandian during the War of Freedom, and in the years hence. Long rumored to be spies, saboteurs, and specialist in espionage, they are the Great Mystery defending all Jal’Khandians.

To join is to become part of a “new tribe” one dedicated to each other more than even one’s siblings.

They serve as the elite guard of Jal’Khandian nobles and households, but also as something deeper, maybe even darker.

Preferred Races: Any Jal’Khandian, Farseni

Forbidden Races: All Others

Preferred Professions: Duelist, Avenger, Sentinel

Forbidden Professions: Cavalier, Marauder, Knights, Vagabond, and Crafters

Preferred Magic: None

Forbidden Magic: Necromancy

Pre-Requisite Skills: *One Handed Blades, Dual Wield Fighting Style, Weapon Damage (Both) +2, Parry, Ambush, Backstab Damage+3, Assassinate, Dodge/Intercept, Read & Write, Primary spell column 3, 2, 1, Herbalism, Divination and Heraldry:Farseni Empire and the Beast Courts*

Bonus Skills: *RP Skill: Survival<Any>* (Free)

Bonus Ability: Hardiness: Jal’Parr are extremely tough to kill. He or she gains one (1) additional hit point per level. *(Note: They may also buy Fortify normally to gain even more hit points)*

Bonus Perk: Elude Living Humanoid (Once per Hour) The Jal’Parr may elude detection by any living humanoid. This effect lasts ten (10) minutes and the Jal’Parr must say “Elude” to the creatures he/she is avoiding during the duration of this skill. They cannot leave combat, attack, or cast during the Elude otherwise the effect is broken, and the creatures will act accordingly. *An Elude may only affect a creature for 10 minutes of every hour. Thus, a Jal’Parr may not continually reactivate his Elude.*

Costuming and Appearance:

Jal’Parr dress well for their environment, and are often in robes, with a vestment of light brown with darker brown patterns and markings. Robes or clothing is black under the vestments for all but the leader, whose robes are white under his vestments. These vestments and clothing should have a Persian feel and style to them.

A Jal’Parr is expected to have the best makeup of any Jal’Khandian. They should look like the best of their race.

Special Skills:

Upon becoming a Jal’Parr, at a minimum of level 15, a Jal’Khandian can learn to purchase certain special abilities and skills, with further skills opening up as the Jal’Parr increases in level.

15th Level:

Resist Metabolic (5 points) up to 5 times

Resist Mind Effecting (5 points) up to 5 times

20th Level:

Evade (5 points) purchased once every 20 levels (20,40,60...). This skill acts like the Dodge skill. Player must state “Evade” loud enough for all to hear. When using this skill, any attack aimed at the character misses, he/she simply gets out of the way. This skill is not effective on area of effect attacks (Example Fire 10’ Radius cannot be evaded)

30th Level:

Unavoidable Critical Strike (5 points) Purchased once every 30 levels (30, 60,90) This melee attack allows the user to *Critically Strike* an opponent like the skill of that name. This attack cannot be avoided by a *Dodge, Intercept, or Evade*. It can be *Parried, Blocked* or protected against by spells. To activate this skill, the user states “*Unavoidable Critical Strike <tagline>*”

40th Level:

Unparriable Critical Strike (5 points) Purchased once every 40 levels (40,80). This melee attack allows the user to *Critically Strike* an opponent like the skill of that name. This attack cannot be parried by a *Critical Parry, Lethal Parry or Shield Block*. It can be *Dodged, Evaded*, or protected against by Spells. To activate this skill, the user states “*Unparriable Critical Strike <tagline>*”

50th Level:

Empower Spell (5 points) Purchased every 40 levels (50,100): This skill increases the effectiveness of any damaging or healing spell which is empowered by an amount equal to the casters level in points. Thus, a damaging spell would deal more points and a healing spell would heal for additional hit points. The user casts the spell normally and just as standard if the spell hits would declare the damage or healing but must state loudly “<level + total damage/healing> Empowered”

The Hearth Guard

The old ways of the First Men are being lost, much that once was is now just faded memory and soon, if the Dunedin, the first humans of the Kingdom of Edamn, disappear from this world, shall be nothing more at all.

None know this as well as the woman of the Survivors of the Old Kingdom. To offset this, and to make sure they never repeat the mistakes of the first Kingdom of Mann, the Hearth Guard was established.

The Hearth Guard have chosen a life of service. They will remember, they will learn, and they will protect all that remains of the Dunedin and their world.

Not every House has a Hearth Guard, in fact most outside of Aeldirmann do not. They are rising in Berowick and Vallenwood.

These women are more than just retainers of noble houses. They know that they may be the last defense against those who would harm their charges and their lands.

The Hearth Guard are each fiercely loyal to their House. Started in the First Kingdom, then brought to the Free Kingdom; first to the lands of Aeldirmann, this tradition has spread throughout many lands.

They revere the Houses of Rickshire, Van Neste, Arundel, and those few who can still trace their lineage back to the first Kingdom. Though rare that those blood lines are blessed with the power of True Dunedin any longer.

The Hearth Guard will protect those things and the last of their charges unto their dying day. Once chosen a House may never be changed, and to break an Oath to a House would mean to forfeit all status as a Hearth Guard, with no refund of Points.

Preferred Races: Dunedin, Volknaar, Kingdom Humans (Aeldirmerean Primarily), descendants of Humans such as Dhovghar (Half Dwarves) and Gray Elves (Half Elves)
Females Only

Forbidden Races: All Others

Preferred Professions: Sentinel

Forbidden Professions: Warriors, Marauders, All Knights, Rangers, Avengers, Vagabond, and Tinkerers

Preferred Magic: Hearth

Forbidden Magic: Necromancy

Pre-Requisite Skills: *One Handed Weapon Skill (any), Weapon Damage +2, Parry, Shield Use (any), Shield Block, First Aid, Hearth Arts, Primary Magic Hearth, Hearth Spells (3rd Level min), RP Skill: Riding Horse, Herbalism, Craft: (Any), Divination and Read & Write.*

Bonus Skills: *Greater Informational Lore: Kingdoms of Mann*

Bonus Ability: *Bravery*

Bonus Perk: *Shield Block and Parry may be used as an*

Intercept when protecting a member of their sworn oath bound House.

Costuming and Appearance:

The Hearth Guard has no uniform. Instead the Hearth Guard will be dressed in appropriate colors for their job. A House favor is also common, as is a House Tabard on the field. They are always proud of the House they serve, so will always have something which denotes that house visible on their personage.

Heath Guard must start as a retainer to a House, but only those of the Dunedin Houses may start as a Noble of the House.

Special Skills:

Upon becoming a Hearth Guard, at a minimum of level 15, a Hearth Guard can learn to purchase certain special abilities and skills, with further skills opening up as the Hearth Guard increases in level.

15th Level:

Resist Toxin (5 points) up to 5 times

Intercept (5 points) up to 5 times – (as the Dodge/Intercept Skill, but only usable as an Intercept)

20th Level:

Affinity Hearth Spells (3 points) purchased every 20 levels (20,40, 60, 80, 100) The character gains the ability to use one (1) spell per day from his or her Hearth school of magic, up to the maximum level of spell he/she may cast as a bonus spell. The spell used must be one in the character's spell book. This skill may not be used with Ritual magics.

30th Level:

Empower Hearth Magic (5 points) Purchased every 30 levels (30, 60, and 90) This skill increases the effectiveness of any Hearth damaging or healing spell which is empowered by an amount equal to the casters level in points. Thus, a damaging spell would deal more points and a healing spell would heal for additional hit points. The user casts the spell normally and just as standard if the spell hits would declare the damage or healing but must state loudly "<level + spell damage/healing> Empowered"

40th Level:

Elemental Onslaught of Fire (5 points) Purchased every 40 Levels (40, 80) The Hearth Guard may cast this ability which identically replicates the Spell of the same name. They must State: "I annihilate all in an Onslaught of Fire."

50th Level

Vindictive Requite (5 points) Purchased every 50 levels (50,100): The Hearth Guard may use this skill to reflect back any one spell or spell like attack, any damaging attack (i.e. number calling attack), or packet delivered tagline effect back at its source, if cast by any enemy at the Hearth

Zealot Orders

Servants of the Dawn

The Servants of the Dawn came from the ashes of a previous order of Healers who were overrun. The Survivors of this Order found themselves in two separate camps. The first saw their survival as reinforcement that non-violence was the way and that all life is precious. The other camp believed Healers should learn to defend themselves and violence sometimes must happen.

There is a long history between the Order and the Military Order of the Golden Lions, and in fact The Lions often act as protectors and escorts for the Servants of the Dawn.

Servants of the Dawn will not do more than defend themselves and are forbidden from ever killing any living creature. Undead though are fair game and there is no more valiant opponent against these abominations than the Servants of the Dawn.

Preferred Races: Humans, Elves, Eldarine, Shirelings & Duma'Handi

Forbidden Races: Romanovi, Dusk Elves, Eldaran, Orc blood, Oni, Troll Brood, Ethereal Races, Wolven, Shir'Khandi, Ili'Bardi

Preferred Professions: Sentinel, Apothecary, Magi, Sorcerer, Artificer

Forbidden Professions: All Champions, Knights, Ranger, Avenger, Duelist, Rogue, Tinkerer, & Smith

Preferred Magic: Healer

Forbidden Magic: Necromancy, Wrath, and any Corruption or Death Magic

Pre-Requisite Skills: *Read & Write, Healer's Arts, First Aid, Herbalism, Ability to cast a 9th level Healer spell from memory, & Resist Darkness/Corruption*

Bonus Skills: *Greater Informational Lore: Undead (Free)*

Bonus Ability: **Hated Enemy:** Undead : Members of this Order inflict an additional five (+5) damage with weapon or spells against Undead (*Note: This may be coupled with Combat Lores as well*)

Bonus Perk: All Healing used on a Servant of the Dawn is doubled in strength

Costuming and Appearance:

A white field with a golden sun adorns the robes, tabards or favors of this Zealot Order.

Special Skills:

Upon becoming a member of the Servants of the Dawn, at a minimum of level 15, a Healer can learn to purchase certain special abilities and skills, with further skills opening up as the Healer increases in level.

15th Level:

Resist Undead Magic (5 points) up to 5 times.

Resist Death Magic (5 points) up to 5 times

20th Level:

Instant Recovery (5points) purchased once every 20 levels (20,40, 60...). When activated *Instant Recovery* will cause any healing spell, which would heal hit points, to bring the user back to his/her full hit points. User states "*Instant Recovery*" immediately after a successful Healing spell to use this skill.

30th Level:

Empower Spell (5 points) Purchased every 30 levels (30,60,90): This skill increases the effectiveness of any damaging or healing spell which is empowered by an amount equal to the casters level in points. Thus, a damaging spell would deal more points and a healing spell would heal for additional hit points. The user casts the spell normally and just as standard if the spell hits would declare the damage or healing but must state loudly "<total damage/healing + level> Empowered"

40th Level:

Mass Heal Critical Wounds (5 points) Purchased once every 40 levels (40, 80). This skill duplicates the effects of the 6th level Healer spell of the same name, save that it affects everyone within 10 feet of the caster. The user must cast the spell just as if he or she had the spell in memory. The verbal for this skill is: "*With the light of the Dawn I Heal your Critical Wounds 10-foot radius*" <amount healed {plus any augmentation} 10-foot radius>

50th Level:

Annihilate Undead 10' Radius (5 points) Purchased once every 50 levels (50, 100) This skill duplicates the effects of the 9th level Healer spell of the same name, save that it affects all Undead within 10 feet of the target/packet. The user must cast the spell just as if he or she had the spell in memory. The verbal for this skill is: *I call upon the Virtue of the natural order to Annihilate this Undead Atrocity 10-foot radius*" <Damage {plus any augmentation} 10-foot radius>

The Cowled Wizards

The Great Sundering came, and with it the world almost shook off the threat of the mortal races, but then she stopped. For though the betrayal on the mountain stopped the heroes of the world from completing their task, Necromancy's hold on the land was broken. Or so it was thought. Mindless undead, and more powerful spirits still stalk the land, but few in number and far between. An age of peace has allowed the stain of necromancy to disappear from the minds of men.

Some things, though, should not be forgotten, and the Cowled still practice their dark arts away from prying eyes. Stupid Necromancers die by showing their power in front of others. Smart Necromancers shall unlock the secrets of Undeath and one day, with their dark masters, shall unleash darkness upon the land once more.

Preferred Races: None

Forbidden Races: Any forbidden to Learn Necromancy.

Preferred Professions: Magi, Sorcerer, Artificer

Forbidden Professions: Marauder, Knight of Valor, Ranger & Vagabond

Preferred Magic: Necromancy

Forbidden Magic: Druid, Healer

Pre-Requisite Skills: Read & Write, First Aid, Necromancy Arts, ability to cast from memory a 9th Level Necromancy

Bonus Skills: *Greater Informational Lore: Undead* (Free)

Bonus Ability: *Control Undead* (Necromancer 4th Level): (Free). They may cast this spell once per day above what their column would allow. The verbal for this spell is: "*Creature of Undeath heed my call and be controlled by my darkness*"

Bonus Perk: Immunity to Undead tagline effects

Costuming and Appearance

The members of this secret circle do not even know how many members there are or who each member is. They must keep their work secret and away from prying eyes.

To help facilitate this, they wear masks whenever they meet, as well as dark hoods and clothing similar to a Venetian costume, but with very dark undertones. Always, and in all things, they keep their secrets, for the favorite town blacksmith may secretly be the most powerful of black hearted Necromancers.

Special Skills

Upon becoming a Cowled Wizard, at a minimum of level 15, a Necromancer can learn to purchase certain special abilities and skills, with further skills opening up as the Necromancer increases in level.

15th Level:

Resist Magic (5 points) up to 5 times.

Plague (5 points) up to 5 times. This ability functions as the 3rd level spell of the same name. The user must cast the spell just as if he or she had it in memory. The verbal is for this skill is "*By the Blackness of Undeath I unleash the plague upon you.*"

20th Level:

Create Ghoul (5 points) Purchased every 20 levels. This ability functions as the 8th level Spell of the same name. It requires a fresh corpse to complete. The user must cast the spell just as if he or she had it in memory. The verbal for this skill is "*By the Darkest Abyss of Necromancy I Command you to arise and serve as my Ghoul.*" (Note: it is possible for a high level Cowled Wizard to unleash this ability several times, and create multiple Ghouls)

30th Level:

Empower Spell (5 points) Purchased every 30 levels (30,60,90): This skill increases the effectiveness of any damaging or healing spell which is empowered by an amount equal to the casters level in points. Thus, a damaging spell would deal more points and a healing spell would heal for additional hit points. The user casts the spell normally and just as standard if the spell hits would declare the damage or healing but must state loudly "<total damage/healing + level> Empowered"

40th Level:

Wraith Form (5 points) purchased every 40 levels (40,80) This ability allows the Cowled Wizard to become a Wraith as described in the 9th level Necromancer spell, with the same stats and abilities of the Wraith from that spell. This affect lasts for one (1) hour, until the Wizard decides to come out of Wraith Form, or is killed. The verbal for this ability is "*I bind my soul to Necromancy, In Undeath I Arise a Wraith of Shadow and Vapor.*"

50th Level:

Cheat Death (5 points) purchased once every 50 levels (50,100). This skill allows the user to avoid any one effect (Spell, Ritual, Attack...) that would render them Dead, no matter what the source. They must declare loud enough to be heard by their attacker "*Cheat Death*" to use this ability.

Cultist of Entropy

The Cultists of Entropy, sometimes called Priestess of Entropy, are not in fact Necromancers. They tend to be all Women, no males have been met yet, and they are often Fey. Their magics tend to be Healer and Druid, with occasional Hearth casters as well.

The Cultists have accepted Entropy's taking of the Mantle of Queen of Undeath (circa 200ish?) and as a Cult of Suffering have seen this as one more burden on their shoulders, leading to their path of Oblivion.

They are those whose lives have been so pained they would rather simply cease to exist than take such pain and burdens into eternity. To them Entropy offers a release from an Eternity of memories, and possible harm to the Spark.

To prove themselves to be worthy of Oblivion they travel the lands trying to ease others suffering, by simply removing the memories of that suffering. They can not change or replace those memories, but they instead leave a blank hole where the painful memory was.

It is a double-edged sword.

The most commonly encountered Cultists are Fey, and Dryads, Faun and Eldar are among the most common as the losses they suffered during the Dredd Wars are so great as to leave only a melancholy existence until they finally fade from this world. They hope by easing the suffering of others they will leave the world a fairer place before they accept

Preferred Races: Ancients

Forbidden Races: None

Preferred Professions: *Scholars, Crafters*

Forbidden Professions: Knights, Marauders, Cavaliers

Preferred Magic: Healer, Druid

Forbidden Magic: None

Pre-Requisite Skills: *Read/Write, all Terrestrial Arts, Simple Weapons or a Weapon Mastery, Terrestrial Primary Magic and a 7th level spell, one spell column based Resist, three Craft skills, Divination, Teaching II, Evaluate Item, Ambush, Two Lesser Information Lores in different Greater lore categories, Elude vs Lore in each of the above Information Lores.*

Bonus Skills: Divination (Any)

Bonus Ability: Cheat Death (1/Day) This skill allows the user to avoid any one effect (Spell, Ritual, Attack...) that would render them Dead, no matter what the source. They must declare loud enough to be heard by their attacker "*Cheat Death*" to use this ability

Bonus Perk: Immunity to Curses

Costuming and Appearance

Special Skills:

15th Level:

Resist Death Magic (5 Points) May be purchase up to 5 times

Resist Mind Affecting (5 Points) May be purchased up to 5 times

20th Level:

Forgetting (5 Points) Purchased every 20 levels (20,40,60...). This skill allows the cultist to cause a target to forget a skill or ability for 1 hour. The Cultist activates this skill by saying "With Entropy's Blessing, may you be at ease and forget <Skill/Ability Name>" and hit the target with a packet. If successfully the target will be unable to use the skill named for 1 hour.

30th Level:

Displacement (5 Points) Purchased every 30 levels (30,60,90) This skill provides the effects of the 5th level hearth spell of the same name. When activating, the Cultist must state the verbal of the spell. "With the Flickering of the Hearth's Flame I displace myself"

40th Level:

Instant Recovery (5points) purchased once every 40 levels (40,80). When activated *Instant Recovery* will cause any healing spell, which would heal hit points, to bring the user back to his/her full hit points. User states "*Instant Recovery*" immediately after a successful Healing spell to use this skill.

50th Level:

Oblivion (5 Points) Purchased every 50 levels (50,100). This skill allows the Cultist to permanently remove 1 hour of memory or a specific event. The Cultist must invoke the skill by saying "With Entropy's blessing, may Oblivion sooth and comfort your spirit.," then hit the target with a packet, then describe the time period or memory lost. Skills/Abilities may not be removed with this power.

Seekers of Serenity

“The Old Grove was like the Red Oak, the new one will not be as the Old, it will be as the Pine tree, quick and fast to grow. The same but forever different.”

The Old Ways of Nature are but at times fading memories in these troubled times. Yet even years of peace can make memories fade.

The Seekers wish to preserve and even restore the ways of Old. They follow the path of Serenity, the Oldest of the Matron sisters. Looking for ways to save the calm glades, the simple world where a place of peace on the side of a brook or stream are valued. Simple places of the Old Ways such as Fairie rings of Mushrooms, and the Standing stones of the Old Groves are a joy to them, and yet proof that in the world there is more, yet to come.

This order loves nature, and the worlds of the Fey, yet is grounded in the reality of the present. Unlike some other prestige groups, they know the world must change to preserve the future, and protect the Old Ways.

Preferred Races: Any

Forbidden Races: None

Preferred Professions: Scholars

Forbidden Professions: Knight of Darkness, Knight of Strife, Avenger, Tinkerer, Smith

Preferred Magic: Hearth, Druid

Forbidden Magic: Necromancy, Arcanist, Celestial

Pre-Requisite Skills: Weapon Skill (any), Read & Write, Druid Arts, Hearth Arts, Role-Play: Tracking, Herbalism, First Aid, Craft Skill: Forestry and another Craft Skill (any)

Bonus Skills: Greater Information Lore:Nature

Bonus Ability: Speak with Animals (at will)

Bonus Perk: Immunity to Charms

Costuming and Appearance

Often simple woodland or practical clothing, in colors which will allow them to blend. This does not mean just green and brown as any color of the seasons will do, but they tend to favor simpler, less ostentatious clothing. Nobles may dress in fine clothing, but of a manner which reflects the inner peace of the order.

15th Level:

Resist Toxin (5 Points) May be purchase up to 5 times

Resist Mind Affecting (5 Points) May be purchased up to 5 times

20th Level:

Calm 10' Radius (5 Points) Purchased every 20 levels (20, 40, 60,...). This skill allows the Seeker to invoke the effects of the 1st level Hearth spell of the same name over a 10' radius. The Seeker must state the verbal then target the area with a packet. “By the Hearth’s glow Feel Warm and Calm, 10 foot radius.”

30th Level:

Sooth Animal 10' Radius (5 Points) Purchased every 30 levels (30, 60, 90). This skill allows the Seeker to invoke the effects of the 1st level Druid spell of the same name over a 10' radius. The Seeker must state the verbal then target the area with a packet. “I call upon nature to sooth the savage beast, 10 foot radius.”

40th Level:

Sanctuary (5 points) purchased once every 40 levels (40,80). This skill allows the user to enter Sanctuary as the 9th Level Spell, regardless of if they can cast it or not. During this time, they may take no aggressive actions, nor do anything which would endanger another. They must at all times follow the same guidelines as the spell of the same name. They must say the following to enter Sanctuary - Verbal: “By the grace of Serenity, I claim Dawn's Sanctuary!”

50th Level:

Instant Recovery (5 points) purchased once every 50 levels (50, 100). When activated *Instant Recovery* will cause any healing spell, which would heal hit points, to bring the user back to his/her full hit points. User states “*Instant Recovery*” immediately after a successful Healing spell to use this skill.

The Darkness (Enemy)

Followers of the Faithless

Preferred Races:

Forbidden Races:

Preferred Professions:

Forbidden Professions:

Preferred Magic:

Forbidden Magic:

Pre-Requisite Skills:

Bonus Skills: *Enhanced Strength*

Bonus Ability: **Demonic Insight** (1/Day) – The Faithless is able to call upon demonic insight, gaining +5 Damage vs a Lore Category for 1 hour.

Bonus Perk: The Faithless gains a DR vs Fire equal to their character level.

Costuming and Appearance

Special Skills:

Resist Magic (5 Points) May be purchase up to 5 times

Resolute Defense (5 Points)

20th Level:

Demonic Strength (5 Points) Purchased every 20 levels. This skill allows the Faithless to gain +2 *Enhanced Strength* for 10 minutes.

30th Level:

Hardiness (5 Points) Purchased every 30 levels. The Faithless are extremely tough to kill. He or she gains one (1) additional hit point per level. (*Note: They may also buy Fortify normally to gain even more hit points*)

40th Level:

Cleave Attack (5points) purchased once every 40 levels (40,80). When activated, this skill allows the Faithless to hit all targets in a 10' radius with their weapon damage, or a weapon damage modifying strike skill such as Ferocious Strike. They must call out "Cleave Attack, <Weapon Damage or Strike Skill and Weapon Damage> 10 foot radius"

50th Level:

Blood Drinker (5 Points) Purchased every 50 levels (50, 100). This skill allows the Faithless to return to full health by successfully killing a target. To use the Faithless must state "Blood Drinker, killing 1, killing 2, killing3, killing 4, killing 5." If successful, full health is restored.

The Merciless

The Merciless are a degenerate band. Previously thought to be mere bandits or raiders in the south and in the Flame Desert, it has now been revealed to be a cabal of Urak and desperate humans who prey on the weak and lost. Now it is the time for the Merciless to rise and make war on the weak. To take lands to scavenge and prisoners to capture.

Preferred Races: Urak, Orc Blooded, Humans

Forbidden Races: All Others

Preferred Professions:

Forbidden Professions:

Preferred Magic: Wrath

Forbidden Magic:

Pre-Requisite Skills: Any Weapon Skill, Weapon Damage +3, Parry, Critical Strike, Ambush, Read & Write, Herbalism, Apprentice Poisoner, Poisons 5.

Bonus Skills: Survival: Desert

Bonus Ability: Immune to Poisons

Bonus Perk: Damage Reduction vs Acid of 3/Level

Costuming and Appearance

Special Skills:

Resist Confining (5 Points) May be purchase up to 5 times

Resist Elemental (5 Points) May be purchase up to 5 times

20th Level:

Resolute Defense (5 points) purchased every 20 levels (20,40, 60,...) This skill allows the user to take only 1 hit point of damage from any damaging spell, attack or effect. This includes special attacks or spells which normally would drop the character to critically wounded or worse status, such as Critical Strike, Lethal Strike, Assassinate, the Death or Condemn spells, and similar. To activate this ability, the user must loudly declare "*Resolute Defense*" once affected by an attack.

30th Level:

Cleave Attack (5points) purchased once every 40 levels (40,80). When activated, this skill allows the Merciless to hit all targets in a 10' radius with their weapon damage, or a weapon damage modifying strike skill such as Ferocious Strike. They must call out "Cleave Attack, <Weapon Damage or Strike Skill and Weapon Damage> 10 foot radius"

40th Level:

Ferocious Strike (5 points) purchased every 40 levels (40, 80). This is a melee attack which if successful will cause the victim to take x3 (triple) damage from the attack (up to the weapon's maximum potential damage). User must state "*Ferocious Strike <Damage/type>*"

50th Level:

Nausea Gas Aura (5 Points) Purchased every 50 levels (50, 100). This skill allows the Merciless to exude a Nausea Gas Aura causing all creatures within 10 feet of the user, other than themselves, to be affected by a Nausea Gas effect.

Mythic Adventures



Skills & Charts

Chapter 7: Skills

Mythic Adventures is a skill based game. As you gain Skill Points and levels you can spend those points on the skills you want to help develop your character.

The cost of each skill is based on your character's profession. Naturally, Warriors have a harder time than Scholars at learning magic and easier time learning combat skills. The reverse is true as well.

Weapon skills may be upgraded from a basic skill to a corresponding Weapon Master by finding a teacher and paying the difference in the costs to upgrade, if your race and profession allows you to learn a new skill.

Example: One handed Blades could be upgraded to either Weapon Master: One Handed Weapons, Weapon Master: Blades, or even Weapon Master: All

Please note that not all skills are available to all professions and races, so be careful when you select your profession and race to make sure that they contain the skills you will want as you develop your character.

Most skills require that you find someone with the skill and the appropriate *Teaching* skill to train your character the first time they learn it. Additional purchases of the same skill such as *Weapon Damage+2* or *Scribe:11* do not require another teacher.

Each Spell Level, Ritual Level, and Grand Master Production Level are considered individual skills and so require a teacher for each purchase.

Some skills like *Crafts, Lore, Affinities, and Role Playing* skills are broad categories that contain a multitude of specific skills. Each specific *Craft, Lore, Affinity, and RP* skill requires that you find a willing teacher who has that specific skill before being able to learn it. If there are multiple levels of the skill such as *Craft: Mining* or *Combat Lore: Ores*, you may buy the additional levels without a teacher. This does not include upgrading an *Informational Lore* from Lesser to Greater.

Many skills have prerequisite skills that you must attain prior to purchasing that skill. Skills are also self-regulating in that the prerequisites of a skill must be met before that skill can be purchased, and any prerequisites the prerequisite has and so on.

Lastly, some skills like *Nobility* may only be selected at the creation of the character.

Be sure to check over the skill descriptions and skill list charts to make sure you can purchase your desired skills.

Weapons and Attacks

Weapon Skills

Weapon Skills are the basic skills needed to wield a particular kind of weapon in combat and call its base damage.

Without knowledge of the basics a person may not wield a weapon in combat, nor may they activate any magical properties a weapon or shield has without the proper skill to use that item.

Certain races gain additional bonuses with a particular weapon or group of weapons. This may be in the form of additional damage bonus when using a weapon such as the +1 damage bonus some characters gain with Scimitars, or a reduced cost to buy a weapon skill such as characters who can buy *Bladed Weapon Master* for -2 skill points.

Please review the charts on weapon types which will give you the base damage a weapon calls, this maximum damage a weapon can call, if the weapon can be used with the *Backstab Damage* skill, and if it has a higher potential maximum when combined with that skill.

Bow

Prerequisites: None

The Bow skill allows the character to use the normal style of bow & arrows in combat. Bows must be less than 25lbs of draw weight. The arrows must be padded, and each and every event the bow and its arrows must be inspected and pass a safety check. The bow itself may be padded to add to safety, and if padded it may be used to block melee attacks against the user, though they may not use the *Critical Parry, Lethal Parry, or Riposte* skills with the bow as the blocking weapon. This skill does not allow the player to use a crossbow.

The Bow skill may be coupled with the *Weapon Damage* skill so that the user may call additional damage when using his/her bow, but only the *Weapon Damage* skill in the primary hand can be applied to a two-handed weapon, such that if a player had *Weapon Damage +3* in their primary hand and +2 in their offhand only the +3 would apply to any two-handed weapon they may use. Most Elves gain additional bonuses when using the bow.

The use of the Bow is restricted for all Knight & Scholar Professions. Please see the profession description for more information.

Crossbow

Prerequisites: None

The Crossbow skill allows the character to use both a full size and a hand size crossbow & bolts in combat. Regardless of style a crossbow must be less than 25lbs in draw weight. The bolts must be padded, and each and every event the crossbow and its bolts must be inspected and pass a safety check. The crossbow itself may be padded to add to safety, and if padded it may be used to block melee attacks against the user, though they may not use the *Critical Parry*, *Lethal Parry*, or *Riposte* skills with the crossbow as the blocking weapon. This skill does not allow the player to use a regular bow and arrows.

The Crossbow skill may be coupled with the *Weapon Damage* skill so that the user may call additional damage when using his/her crossbow, but only the *Weapon Damage* skill in the primary hand can be applied to a two-handed weapon, such that if a player had *Weapon Damage +3* in their primary hand and *+2* in their offhand only the *+3* would apply to any two-handed weapon they may use. Dusk Elves, Dwarves, and Eldar gain additional bonuses when using a crossbow.

The use of the crossbow is restricted for all Knight & Scholar professions. Please see the profession description for more information.

Thrown Weapons Skill

Prerequisites: None

The Thrown Weapon skill allows the character to use a small, all foam weapon and throw it for damage. The weapon itself must be made of all foam with no solid core. It may be used to block melee attacks against the user, though they may not use the *Parry* or *Riposte* skills with the thrown weapon as the blocking weapon. This skill does not allow the player to use the weapon in melee combat or otherwise to call damage.

The Thrown Weapon skill may be coupled with the *Weapon Damage* skill so that the user may call additional damage when using his/her thrown weapon.

Bladed One Handed Weapons

Prerequisites: None

This skill allows for the use of bladed weapons such as swords and daggers, that are no longer than 44" overall in length and have a short hilt.

Examples of bladed one handed weapons would be a knife, sword, rapier, shortsword, and even a saber.

Any weapon used must meet the safety standards of Mythic Adventures and pass a safety check each and every event before it may be used.

Bladed One Handed Weapons skill may be coupled with the *Weapon Damage* skill so that the user may call additional damage when using his/her bladed weapon. Any additional damage would apply to only the primary hand of the user, unless otherwise specified.

The *Backstab Damage* skill also can be applied to this skill for additional damage when used properly. As differing weapons have various potentials when coupled with the *Backstab Damage* skill please refer to the chart on weapon damage caps for the maximum potential for the weapon used.

Knowledge of how to wield a bladed weapon is required to activate any magical effects that the weapon may have.

Certain Jal'Khandian gain a bonus with Bladed One Handed weapons.

Blunt One Handed Weapons

Prerequisites: None

This skill allows for the use of blunt weapons such as hammers and maces, which have no longer than a 42" haft length.

Examples of blunt weapons would be a club, Morningstar, Warhammer, and even a cane.

Any weapon used must meet the safety standards of Mythic Adventures, and pass a safety check each and every event, before it may be used.

Blunt One Handed Weapons skill may be coupled with the *Weapon Damage* skill so that the user may call additional damage when using his/her blunt weapon. Of course, any additional damage would apply to only the primary hand of the user, unless otherwise specified.

The *Backstab Damage* skill also can be applied to this skill for additional damage when used properly. As differing weapons have various potentials when coupled with the *Backstab Damage* skill please refer to the chart on weapon damage caps for the maximum potential for the weapon used.

Knowledge of how to wield a blunt weapon is required to activate any magical effects that the weapon may have.

Certain races gain a bonus with Blunt One Handed weapons; Such as Dwarves when using a Warhammer.

Cleaving One Handed Weapons

Prerequisites: None

This skill allows for the use of cleaving weapons such as axes, which have no longer than a 42" haft length.

Examples of cleaving weapons would be a hand axe, battle axe, hatchet and even a sickle.

Any weapon used must meet the safety standards of Mythic Adventures, and pass a safety check each and every event, before it may be used.

Cleaving One Handed Weapons skill may be coupled with the *Weapon Damage* skill so that the user may call additional damage when using his/her cleaving weapon. Any additional damage would apply to only the primary hand of the user, unless otherwise specified.

The *Backstab Damage* skill also can be applied to this skill for additional damage when used properly. As differing weapons have various potentials when coupled with the *Backstab Damage* skill please refer to the chart on weapon damage caps for the maximum potential for the weapon used.

Knowledge of how to wield a cleaving weapon is required to activate any magical effects that the weapon may have.

Some races may gain a bonus with cleaving one handed weapons; such as Dwarves with Battle Axes.

Simple Weapons

Prerequisites: None

This category is for weapons a peasant would use and have easy access to.

Damage called by these weapons is usually one or two base.

This skill allows for the use of weapons such as hatchets and daggers that are no longer than 18" overall in length, and wooden clubs, staves and short spears (less than 78") as well. The main focus of this skill is weapons that are very simple to carry or find.

Examples of simple weapons would be a spear, staff, knife, dagger, hatchet and even the billyclub. *Obviously things like swords, bows, maces, and flails are not simple weapons*

Any weapon used must meet the safety standards of Mythic Adventures, and pass a safety check each and every event, before it may be used.

The Simple Weapons skill may be coupled with the *Weapon Damage* skill so that the user may call additional damage when using his/her simple weapon. Any additional damage would apply to only the primary hand of the user, unless otherwise specified.

The *Backstab Damage* skill also can be applied to this skill for additional damage when used properly. As differing weapons have various potentials when coupled with the *Backstab Damage* skill please refer to the chart on weapon damage caps

for the maximum potential for the weapon used. (Example: *Daggers have the greatest Backstab Damage potential of any weapon and a Staff has none.*)

Knowledge of how to wield a simple weapon is required to activate any magical effects that the weapon may have.

The *Simple Weapon* skill is included in all Weapon Master skills.

Pole Arm

Prerequisites: None

This skill allows for the use of weapons such as glaives, and even halberds. These weapons cannot be any longer than 84" overall in length.

Examples of Pole Arms include the glaive, bardiche, and even the long spear.

Any weapon used must meet the safety standards of Mythic Adventures, and pass a safety check each and every event, before it may be used.

The Pole Arm skill may be coupled with the *Weapon Damage* skill so that the user may call additional damage when using his/her Pole Arm.

The *Backstab Damage* skill cannot be applied to the Pole Arm skill.

Knowledge of how to wield a Pole Arm is required to activate any magical effects that a Pole Arm may have.

All Pole Arms must be used two handed when calling damage.

The use of the Pole Arm is restricted for some races and professions. Please see the race and profession description for more information.

Two Handed Blunt

Prerequisites: None

This skill allows for the use of weapons such as the maul. These weapons cannot be any longer than 52” overall in length.

Examples of two handed blunt weapons include two handed hammers, two handed Morningstars, and mauls.

Any weapon used must meet the safety standards of Mythic Adventures, and pass a safety check each and every event, before it may be used.

The Two Handed Blunt skill may be coupled with the *Weapon Damage* skill so that the user may call additional damage when using his/her two-handed blunt weapon, but only the *Weapon Damage* skill in the primary hand can be applied to a two-handed weapon, such that if a player had *Weapon Damage* +3 in their primary hand and +2 in their offhand only the +3 would apply to any two-handed weapon they may use.

The *Backstab Damage* skill cannot be applied to the Two Handed Blunt skill.

Knowledge of how to wield a blunt weapon is required to activate any magical effects that a two-handed blunt weapon may have.

All two handed blunt weapons must be used two handed when calling damage.

The use of the two handed blunts weapons is restricted for all Scoundrel and Scholar professions. Please see the profession description for more information.

Two Handed Cleaving

Prerequisites: None

This skill allows for the use of weapons such as the Headman’s Axe. These weapons cannot be any longer than 52” overall in length.

Examples of two handed cleaving weapons include two handed axes, the Pole Axe, and the Scythe.

Any weapon used must meet the safety standards of Mythic Adventures, and pass a safety check each and every event, before it may be used.

The Two Handed Cleaving skill may be coupled with the *Weapon Damage* skill so that the user may call additional damage when using his/her two-handed cleaving weapon, but only the *Weapon Damage* skill in the primary hand can be applied to a two-handed weapon, such that if a player had *Weapon Damage* +3 in their primary hand and +2 in their offhand only the +3 would apply to any two-handed weapon they may use.

The *Backstab Damage* skill cannot be applied to the Two Handed Cleaving skill.

Knowledge of how to wield a cleaving weapon is required to activate any magical effects that a two-handed cleaving weapon may have.

All two handed cleaving weapons must be used two handed when calling damage.

The use of two handed cleaving weapons is restricted for all Scoundrel and Scholar professions. Please see the profession description for more information.

Two Handed Bladed

Prerequisites: None

This skill allows for the use of weapons such as the great sword. These weapons cannot be any longer than 62” overall in length.

Examples of two handed bladed weapons include the Tau-Chi sword, Bearing Sword, and the two-handed sword.

This skill is also required to wield Hand and a half: bladed weapons such as the Bastard Sword and other hand and a half blades. These weapons must be between 42” and 48” in length and have a long hilt. Hand and a half weapons may not be used with Medium or Tower shields, only a Buckler.

Any weapon used must meet the safety standards of Mythic Adventures, and pass a safety check each and every event, before it may be used.

The Two Handed Bladed skill may be coupled with the *Weapon Damage* skill so that the user may call additional damage when using his/her two-handed bladed weapon, but only the *Weapon Damage* skill in the primary hand can be applied to a two-handed weapon, such that if a player had *Weapon Damage* +3 in their primary hand and +2 in their offhand only the +3 would apply to any two-handed weapon they may use.

The *Backstab Damage* skill cannot be applied to most Two Handed Bladed Skill. Only hand and a half weapons may apply the *Backstab Damage* skill to their damage. See Reference chart on weapon damage for weapon maximums.

Knowledge of how to wield a bladed weapon is required to activate any magical effects that a two-handed bladed weapon may have.

All two handed bladed weapons other than a hand and a half weapon must be used two handed when calling damage.

The use of two handed bladed weapons is restricted for all Scoundrel and Scholar professions. Please see the profession description for more information. An exception is made in that Easterling Scoundrels may learn this skill to use the Katana *only*.

Weapon Master – Missile Weapons

Prerequisites: None

The Weapon Master – Missile Weapons skill allows the character to use any missile weapon in combat effectively combining the *Bow*, *Crossbow* and *Thrown Weapon* skills all into one Master skill.

All weapon requirements and restrictions still apply as listed in the individual skill descriptions above.

Any weapon used must meet the safety standards of Mythic Adventures, and pass a safety check each and every event, before it may be used.

The Missile Master skill may be coupled with the *Weapon Damage* skill so that the user may call additional damage when using his/her Missile Master but, only the *Weapon Damage* skill in the primary hand can be applied to a two-handed weapon, such that if a player had *Weapon Damage* +3 in their primary hand and +2 in their offhand only the +3 would apply to any two-handed weapon they may use.

Some races gain additional bonuses when coupled with the Missile Master skill.

The use of Missile Master is forbidden for all Knight professions. Please see the profession description for more information.

A Note on Master skills, all Master skills allow any additional Weapon Damage or skills to be coupled with any weapon skill in their category.

Like all projectile weapons, regardless of how much damage someone learns, missile weapons cannot be used to use the *Parry* or *Riposte* skill.

Weapon Master – One Handed

Prerequisites: None

The Weapon Master – One Handed skill allows the character to use any one-handed weapon in combat effectively combining the *Bladed*, *Blunt*, and *Cleaving One Handed*, as well as the *Thrown Weapon* skills all into one Master skill.

All weapon requirements and restrictions still apply as listed in the individual skill descriptions above.

Any weapon used must meet the safety standards of Mythic Adventures, and pass a safety check each and every event, before it may be used.

The Weapon Master-One Handed skill may be coupled with the *Weapon Damage* skill so that the user may call additional damage when using his/her one-handed weapon.

A Note on Master skills, all Master skills allow any additional Weapon Damage or skills to be coupled with any weapon skill in their category.

Backstab Damage and attacks may be applied to the weapon normally, by weapon type.

Weapon Master – Two Handed

Prerequisites: None

The Weapon Master – Two Handed skill allows the character to use any two-handed weapon in combat effectively combining the *Two Handed Bladed*, *Blunt* and *Cleaving Weapon* skills, as well as *Pole Arm*, all into the *Weapon Master –Two Handed* skill.

All weapon requirements and restrictions still apply as listed in the individual skill descriptions above.

Any weapon used must meet the safety standards of Mythic Adventures, and pass a safety check each and every event, before it may be used.

The Weapon Master –Two Handed skill may be coupled with the *Weapon Damage* skill so that the user may call additional damage when using his/her two-handed weapon, but only the *Weapon Damage* skill in the primary hand can be applied to a two-handed weapon, such that if a player had *Weapon Damage* +3 in their primary hand and +2 in their offhand only the +3 would apply to any two-handed weapon they may use.

A Note on Master skills, all Master skills allow any additional Weapon Damage or skills to be coupled with any weapon skill in their category.

Backstab Damage attacks may be applied to the weapon normally, by weapon type.

The use of the *Weapon Master – Two Handed Weapons* is restricted for all *Scoundrel* and *Scholar* professions. Please see the *Profession* description for more information.

Weapon Master – All

Prerequisites: None

The Weapon Master – All skill allows the character to use almost any weapon in combat effectively combining all the normal weapon skills into a single Weapon Master skill.

Note: This skill does not include firearms.

All weapon requirements and restrictions still apply as listed in the individual skill descriptions above.

Any weapon used must meet the safety standards of Mythic Adventures, and pass a safety check each and every event, before it may be used.

Backstab Damage attacks may be applied to the weapon normally, by weapon type.

The Weapon Master – All skill may be coupled with the *Weapon Damage* skill so that the user may call additional damage when using almost all his/her weapons, but only the *Weapon Damage* skill in the primary hand can be applied to a two-handed weapon, such that if a player had *Weapon Damage* +3 in their primary hand and +2 in their offhand only the +3 would apply to any two-handed weapon they may use.

A Note on Master skills, all Master skills allow any additional Weapon Damage or skills to be coupled with any weapon skill in their category.

The use of the Weapon Master – All is restricted for all Scoundrel and Scholar professions. Please see the profession description for more information.

As with all projectile weapons, regardless of how much damage someone learns Weapon Master - All cannot be used to learn use the *Parry* or *Riposte* skills with a missile weapon.

Weapon Master – Racial Weapons

Prerequisites: None

The Weapon Master – Racial Weapons skill allows the character to use any racial weapon in combat effectively combining the race's preferred weapons as described in the section on that Race. This can include *Bladed*, *Blunt* and *Cleaving* weapon Skills, as well as *Pole Arms* and *Staff* skill all into one *Master skill*.

All weapon requirements and restrictions still apply as listed in the individual skill descriptions above.

Any weapon used must meet the safety standards of Mythic Adventures, and pass a safety check each and every event, before it may be used.

The Racial Master skill may be coupled with the *Weapon Damage* skill so that the user may call additional damage when using his/her racial weapons, but only the *Weapon Damage* skill in the primary hand can be applied to a two-handed weapon, such that if a player had *Weapon Damage* +3 in their primary hand and +2 in their offhand only the +3 would apply to any two-handed weapon they may use.

A note on Master skills, all Master skills allow any additional Weapon Damage or skills to be coupled with any weapon skill in their category.

Backstab Damage attacks may be applied to the weapon normally, by weapon type.

Note: This skill may be purchased by any character for their Race's weapons, if any, and all weapons covered by this skill can be used by that character. This supercedes any Profession related weapon restrictions. For example, an Elven Knight may use a Bow if they purchase this skill, but only if they purchase this skill. They may not purchase the Bow skill separately.

Weapon Master – Bladed Weapon

Prerequisites: None

The Weapon Master– Bladed Weapons skill allows the character to use any bladed weapon in combat effectively combining the *Bladed One Handed* and *Two Handed Blades* weapon skills. He or she may even use throwing daggers.

All weapon requirements and restrictions still apply as listed in the individual skill descriptions above.

Any weapon used must meet the safety standards of Mythic Adventures, and pass a safety check each and every event, before it may be used.

The Bladed Master skill may be coupled with the *Weapon Damage* skill so that the user may call additional damage when using his/her Bladed Weapon, but only the *Weapon Damage* skill in the primary hand can be applied to a two-handed weapon, such that if a player had *Weapon Damage* +3 in their primary hand and +2 in their offhand only the +3 would apply to any two-handed weapon they may use.

A note on Master skills, all Master skills allow any additional Weapon Damage or skills to be coupled with any weapon skill in their category.

Backstab Damage attacks may be applied to the weapon normally, by weapon type.

The use of the Weapon Master – Bladed Weapons is restricted for all Scoundrel and Scholar professions. Please see the profession description for more information.

Weapon Master – Cleaving Weapons

Prerequisites: None

The Weapon Master – Cleaving Weapons skill allows the character to use any cleaving weapon in combat effectively combining the *Cleaving One Handed* and *Two Handed Cleaving* weapon skills. He or she would even be able to use throwing axes.

All weapon requirements and restrictions still apply as listed in the individual skill descriptions above.

Any weapon used must meet the safety standards of Mythic Adventures, and pass a safety check each and every event, before it may be used.

The Cleaving Master skill may be coupled with the *Weapon Damage* skill so that the user may call additional damage when using his/her cleaving weapon, but only the *Weapon Damage* skill in the primary hand can be applied to a two-handed weapon, such that if a player had *Weapon Damage* +3 in their primary hand and +2 in their offhand only the +3 would apply to any two-handed weapon they may use.

A Note on Master skills, all Master skills allow any additional Weapon Damage or skills to be coupled with any weapon skill in their category.

Backstab Damage attacks may be applied to the weapon normally, by weapon type.

The use of the Weapon Master – Cleaving Weapons is restricted for all Scoundrel and Scholar professions. Please see the profession description for more information.

Weapon Master – Blunt Weapons

Prerequisites: None

The Weapon Master – Blunt Weapons skill allows the character to use any blunt weapon in combat effectively combining the *Blunt One Handed* and *Two Handed Blunt* weapon skills. He or she would even be able to use throwing hammers.

All weapon requirements and restrictions still apply as listed in the individual skill descriptions above.

Any weapon used must meet the safety standards of Mythic Adventures, and pass a safety check each and every event, before it may be used.

The Blunt Master skill may be coupled with the *Weapon Damage* skill so that the user may call additional damage when using his/her blunt weapon, but only the *Weapon Damage* skill in the primary hand can be applied to a two-handed weapon, such that if a player had *Weapon Damage* +3 in their primary hand and +2 in their offhand only the +3 would apply to any two-handed weapon they may use.

A note on Master skills, all Master skills allow any additional Weapon Damage or skills to be coupled with any weapon skill in their category.

Backstab Damage attacks may be applied to the weapon normally, by weapon type.

The use of the Weapon Master – Blunt Weapons is restricted for all Scoundrel and Scholar Professions. Please see the Profession description for more information.

Combat Proficiencies

Combat Proficiencies are those skills which allow for additional damage and special skills used in weapon oriented combat.

These skills are always coupled with a Weapon skill.

Shield Use: Medium Shield

Prerequisites: None

This skill allows the player to use a shield in combat. The Shield skill is needed to activate any magical abilities a shield may have.

A Medium Shield is defined as all shields which fall between the maximum of a Buckler Shield and minimum of a Tower Shield. So, any shield whose longest dimension is greater 18" but less than 36"

Just as a weapon, a shield must pass a safety check and may only be of a certain size for safety purposes. A shield must be of either all foam construction or of wood construction with a padded edge of no less than ¾".

A shield may be used to block physical damage in melee, and tagline effects that are direct attacks such as a packet thrown for "10 fire". The shield must intercept the attack to block it, simply wearing a shield does not grant its protection; one must be actively holding and trying to use it.

A Medium Shield will not protect against area of effect tagline effects such as "20 Fire 10-foot radius".

For more on Taglines and their effects please refer to the Combat chapter.

A shield will not block spells. If a spell strikes a shield, then it counts the same as if the packet had struck the player.

There are certain spells which are combined with Shield use, as well as various Runes which can only be used with a Shield. These spells and Runes require the bearer have skill in their shield to use and may require additional skills as well to activate. See the Chapter on Spells and Magic for more information regarding Spells and Runes.

Shield Use: Buckler Shield

Prerequisites: None

This skill allows the player to use a Buckler Shield in combat. The Shield Use skill is needed to activate any magical abilities a Shield may have.

A Buckler is defined as a shield whose longest dimension does not exceed 18", and total square inches does not exceed 300.

Just as a weapon, a shield must pass a safety check and may only be of a certain size for safety purposes. A shield must be of either all foam construction or of wood construction with a padded edge of no less than ¾".

A shield may be used to block physical damage in melee, and tagline effects that are direct attacks such as a packet thrown for "10 fire". The shield must intercept the attack to block it, simply wearing a shield does not grant its protection; one must be actively holding and trying to use it.

A Buckler Shield will not protect against area of effect Tagline effects such as "20 Fire 10-foot radius".

A properly made Buckler Shield may be used by archers as well, while using their Bows or Crossbows

For more on Taglines and their effects please refer to the chapter on Combat in this book.

A shield will not block spells in fact if a spell strikes a Shield then it counts the same as if the packet had struck the player.

There are certain spells which are combined with Shield use, as well as various Runes which can only be used with a Shield. These spells and Runes require the bearer have skill in their shield to use and may require additional skills as well to activate. See the Chapter on Spells and Magic for more information regarding Spells and Runes.

Shield Use: Tower Shield

Prerequisites: None

This skill allows the player to use a Tower Shield in combat. The Shield skill is needed to activate any magical abilities a Shield may have.

Tower shields are defined as any shield where one dimension is longer than 36". For safety reasons, a tower shield may not have a width that exceeds 36", a longest dimension that exceeds 48", or an area that exceeds 1600 in²

Just as a weapon, a shield must pass a safety check and may only be of a certain size for safety purposes. A shield must be of either all foam construction or of wood construction with a padded edge of no less than ¾".

A Tower Shield may be used to block physical damage in melee, and tagline effects that are direct attacks such as a packet thrown for "10 fire". The shield must intercept the attack to block it, simply wearing a shield does not grant its protection; one must be actively holding and trying to use it.

The Tower Shield will protect the user against area of effect Tagline effects such as "20 Fire 10-foot radius" when the originating attack strikes the users Tower Shield. Not when it strikes elsewhere.

This benefit obviously does not protect against area of effect attacks centered on the attacker such as a Phoenix Maiden's Inferno, or Lethal Strikes 10ft Radius.

For more on Taglines and their effects please refer to the chapter on Combat in this book.

A shield will not block spells in fact if a spell strikes a Shield then it counts the same as if the packet had struck the player.

There are certain spells which are combined with Shield use, as well as various Runes which can only be used with a Shield. These spells and Runes require the bearer have skill in their shield to use and may require additional skills as well to activate. See the Chapter on Spells and Magic for more information regarding Spells and Runes.

Shield Use: Master (All)

Prerequisites: None

This skill allows the player to use any Shield in combat. The Shield skill is needed to activate any magical abilities a Shield may have.

Just as a weapon, a shield must pass a safety check and may only be of a certain size for safety purposes. A shield must be of either all foam construction or of wood construction with a padded edge of no less than ¾".

A shield may be used to block physical damage in melee, and tagline effects that are direct attacks such as a packet thrown for "10 fire". The shield must intercept the attack to block it, simply wearing a shield does not grant its protection; one must be actively holding and trying to use it.

Depending on the size type of the shield as to what types of taglines (including radius for Tower Shields) it may protect against, as well as if it can be used for Archers (i.e. Bucklers)

For more on Taglines and their effects please refer to the chapter on Combat in this book.

A shield will not block spells in fact if a spell strikes a Shield then it counts the same as if the packet had struck the player.

There are certain spells which are combined with Shield use, as well as various Runes which can only be used with a Shield. These spells and Runes require the bearer have skill in their shield to use and may require additional skills as well to activate. See the Chapter on Spells and Magic for more information regarding Spells and Runes.

Dual Wield Fighting Style

Prerequisites: Small Weapons/ One Handed Weapon skill.

This skill allows the player to use a second one-handed weapon in his/her offhand in addition to using a one-handed weapon in his/her primary hand in combat.

Note: Bastard Swords fall under the Two Handed Bladed skill, and so can not be used with the Dual Wield skill.

An offhand weapon may be used to block physical damage in melee, and may be coupled with the *Weapon Damage* skill to gain additional damage to the offhand attack.

All skills which enhance the offhand must be purchased separately from and in addition to the primary hand skills and in the typical order.

Example: If a player has One Handed Bladed weapons skill and Dual Wield Fighting Style, they would purchase their *Weapon Damage*, *Strikes* and such separately for both hands. So, you could see a Warrior with +5 *Weapon Damage (Right)*, two *Parries (Right)*, one *Critical Strike (Right)*, +2 *Weapon Damage (Left)*, and a *Parry (Left)*

Strength, *Affinities*, *Backstab Damage* and *Sneak Attacks* may be applied to the offhand weapon normally.

Certain races, professions, and prestige groups may couple this skill with the *Weapon Damage (Both)* skill to apply their primary hand's *Weapon Damage* skills to both hands and their other combat skills to either hand. These races are Elves, Eldar, and Jal'Khandian. The Rogue and Duelist professions may as well, along with members of the Order of the Azure Rose prestige group.

Weapon Damage

Prerequisites: Weapon skill

This skill must be purchased with the designator Left, Right or for some characters, Both.

This skill may be bought multiple times, limited only by the character's profession. All purchased levels apply to all *Weapon* skills the player has purchased for their character.

Example: If you have *Weapon Damage(Left) +2* and *Weapon Master: One Handed Weapons* as well as the *Bow* skill you would add +2 damage to any of the weapons listed in those skills when using your left hand.

Each time this skill is purchased it allows the player to call an additional point of damage with their *Weapon Skills*. For example, if the player purchased the *Weapon Damage* skill twice and had the *Simple Weapons* skill, they would add +2 damage when using a dagger, thus calling 3 normal, 1 base and +2 for this skill.

Furthermore, the *Weapon Damage* skill only applies to the hand chosen at time of purchase, thus right or left. Such that if a player has the skills to use two weapons and is fighting with two daggers, but has only purchased *Weapon Damage +2* in the right hand and none in the left hand they would call 3 normal when striking with the right-hand dagger, but 1 normal when striking with the left. (1 base +2 right hand/ 1 base +0 left hand)

The Elven, Eldar, and Jal'Khandian races, the Duelist and Rogue professions, and the Order of the Azure Rose prestige group have the option to purchase the *Weapon Damage* skill in both hands simultaneously instead of left or right. These levels are added to any existing left or right hand damage as necessary and to determine the maximum number of times the *Weapon Damage* skill can be purchased. Strikes purchased for both hands can be used in either hand.

This skill qualifies as a prerequisite for the more advanced strike attacks such as *Critical Strike*.

A player may buy up each hand separately as they desire when using this skill such as buying +2 *Weapon Damage* in the right hand and +4 *Weapon Damage* in the left hand. Any *Special Strikes* would be governed by the number of *Weapon Damage* for that hand, and not over all *Weapon Damage*. Thus, in the above example the player could purchase 1 *Parry* for his/her right hand and 2 for the left hand, but would not yet qualify to purchase the *Lethal Strike* skill for either hand.

Finally, this skill only allows the player's main hand damage to apply to any skill they have with a two-handed weapon. For example, in the case of the player above who has +2 damage in the right hand and +4 damage in the left hand, they would only be able to apply the damage from their main hand, in this case the left, to any skill they have such as *Weapon Master – Bladed* when using a two-handed weapon. (i.e. When using a normal two handed sword (base5) they would call 9 (nine) normal [5base +4 *Weapon Damage(Left)*])

Parry

Prerequisites: Weapon skill, *Weapon Damage* (one per +2 damage).

The *Parry* skill is a special defense skill, which allows the character to negate a damaging weapon attack, by simply stating "Critical Parry" thus using up the skill.

A *Parry* will defend against any attack which the weapon itself could defend against other than a *Sneak Attack* such as an *Assassinate*. In general, this means 90 degrees from forward center on the offside, and 135 degrees from forward center on the weapon side. Please keep good sportsmanship in mind.

Certain Taglines such as the "Massive" tagline cannot be defended against when using a *Parry*.

Certain attacks have an "Unparriable" portion to their tagline. Those attacks cannot be Parried or Blocked, but they can be Dodged or Evaded.

The player may purchase this skill once after gaining two (2) levels of the *Weapon Damage* skill and other prerequisites. They may then purchase this skill each time they gain an additional two (2) levels of the *Weapon Damage* skill. Thus, it is possible for a player with *Weapon Damage +13* to have 6.

Critical Strike

Prerequisites: Weapon skill, Parry, Weapon Damage (one per +3 damage).

The Critical Strike skill is a special attack skill, which allows the character to call a damaging attack which unless properly defended against will cause the defender to fall and be placed at the *Critically Wounded* status.

To launch this attack, the character must say at minimum "Critical Strike" plus the weapon damage type, and if needed the hand which the strike is coming from. This attack is only good for the one (1) swing in which it is made.

For example, it would be feasible to hear, "Critical Strike Magic, Right Hand" from a player using a magical weapon for the attack. The skill is used up whether it is successful or not at that time.

The strike must land on the player and make contact with their person. If physically blocked by a weapon or shield the attack is used up with no effect. Also, there are spell shields which will defend against this attack, as well as any of the Parry, Block or Dodge skills.

Some creatures and even some characters can develop a natural defense against this attack. These characters will take damage based on their *Master Fortify* skill.

The player may purchase this skill once after gaining three (3) levels of the *Weapon Damage* skill and other prerequisites. They may then purchase this skill each time they gain an additional three (3) levels of the *Weapon Damage* skill. Thus, it is possible for a player with *Weapon Damage* +13 to have 4.

Shield Block

Prerequisites: Shield Use skill, Parry, Weapon Damage (one per +2 damage)

The Shield Block skill is a special defensive skill; A Shield Block will cancel any attack which the shield itself could defend against other than a *Sneak Attack* such as an Assassinate. In general, this means 90 degrees from forward center on the offside, and 135 degrees from forward center on the weapon side. Please keep good sportsmanship in mind. The Shield Block can also be used against a *Critical Strike*, *Riposte*, or *Lethal Strike*, and the strike would still be used up by the opposing player.

It may also be used to block things such as a 20 fire packet. If used against a spell, the player would take whatever the spell effect would be normally, though all spell defenses would still apply.

To use this skill, the character would simply state "Shield Block" loudly enough for all those including the attacker to hear. The skill is used up whether it is successful or not at that time.

Certain Taglines such as the "Massive" tagline can be defended against when using a Shield Block.

The player may purchase this skill once after gaining the *Parry* skill and then they may purchase this skill again each time they gain an addition two levels of *Weapon Damage* skill in their primary hand. Thus, it is possible for a player with *Weapon Damage* +6 in their right hand to have only one *Parry* but three (3) Shield Blocks.

If that player also had *Weapon Damage* +3 in their left hand this would not count toward the total number of Shield Blocks they could have, and they would still be limited to three (3) in the above example.

Certain attacks have an "Unparriable" portion to their tagline Those attacks cannot be Parried or Blocked, but they can be Dodged or Evaded.

The player may purchase this skill once after gaining two (2) levels of the *Weapon Damage* skill and other prerequisites. They may then purchase this skill each time they gain an additional two (2) levels of the *Weapon Damage* skill. Thus, it is possible for a player with *Weapon Damage* +13 to have 6.

Riposte

Prerequisites: Weapon skill (other than Bow, Crossbow, Thrown Weapons, or Firearms), Parry, Critical Strike, and Weapon Damage skill (one per +4 damage)

The Riposte skill is a special attack skill, which allows the character to *Parry* (as described in the skill of the same name) an incoming attack while also calling a damaging attack which unless properly defended against will cause the defender to take the Riposte user's normal weapon damage. This skill cannot be augmented by another ability like *Lethal Strike* or *Eviscerate*

To launch this attack, the character must say at minimum "Riposte <damage and tagline>", and if needed the hand which the strike is coming from. This attack is only good for the one (1) parry in which it is made.

For example, it would be feasible to hear, "Riposte 15 Magic" from a player using a magical weapon for the attack.

The strike must parry an incoming melee attack on the player and have been able to make physical contact with the initial attacker. If blocked by any of the *Parry*, *Block* or *Dodge* skills, the Riposte Strike's damage will be nullified

There are certain limitations to the damage that can be caused by this attack. The first is the damage which the player would normally call, such that if a player would normally call "5 normal" they would be able to call "Riposte 5 normal" when using this skill. The skill is used up whether it is successful or not at that time.

The second would be the maximum that the weapon itself can call, thus a dagger with its maximum of 15 damage would only ever be able to call 15 points of damage from a frontal attack when using this skill.

Some creatures and even some characters can develop a natural defense against this attack and certain attacks such as *Lethal Strike*, where in they only take a limited amount of damage. As the Riposte skill is a straight damaging skill the creature would take whatever the damage called against them would be, so long as the attack is successful. Damage Reductions and Absorptions still would be applied normally to counter act any damage from the Riposte.

There is no form of personal spell shield that can be used against a Riposte Strike.

The projectile weapons skills, *Bow*, *Crossbow*, *Thrown Weapons* and *Firearms*, cannot be used to learn the Riposte skill and the Riposte skill cannot be used with these weapons.

Certain attacks have an "Unparriable" portion to their tagline Those attacks cannot be Parried or Blocked, but they can be Dodged or Evaded.

The player may purchase this skill once after gaining four (4) levels of the *Weapon Damage* skill and other prerequisites. They may then purchase this skill each time they gain an additional four (4) levels of the *Weapon Damage* skill. Thus, it is possible for a player with *Weapon Damage* +13 to have 3.

Lethal Strike

Prerequisites: *Weapon* skill, *Weapon Damage* skill (one per +5), *Parry*, *Critical Strike*, and *Riposte Strike*.

The Lethal Strike skill is a special attack skill which allows the character to call a damaging attack which unless properly defended against will cause the defender to fall and be placed at *Lethally Wounded* status.

To launch this, attack the character must say at minimum “Lethal Strike” plus the weapon damage type, and if needed the hand which the strike is coming from. This attack is only good for the one (1) swing in which it is made.

For example, it would be feasible to hear, “Lethal Strike Magic, Right Hand” from a player using a magical weapon for the attack. The skill is used up whether it is successful or not at that time.

The strike must land on the player and make contact with their person. If physically blocked by a weapon or shield the attack is used up. Also, there are spell shields which will defend against this attack, as well as skills such as *Parry*, *Shield Block* or *Dodge* skills.

Some creatures and even some characters can develop a natural defense against this attack. These Creatures will take damage based on their *Master Fortify* Skill.

The player may purchase this skill once after gaining five (5) levels of the *Weapon Damage* skill and other prerequisites. They may then purchase this skill each time they gain an additional five (5) levels of the *Weapon Damage* skill. Thus, it is possible for a player with *Weapon Damage* +13 to have 2.

Shield Bash

Prerequisites: *Shield Block*, *Shield Use Skill*, *Weapon Damage* (one per +3)

The Shield Bash skill is a special defensive skill, which can be used to harm an attacker.

A Shield Bash may be used to stop any attack a Shield Block would, but also has the bonus of possibly doing damage back to the attacker. (*See the Shield Block skill for a list of possible attacks stopped.*)

In addition, the Shield Bash skill allows the user to return Crushing damage equal to 2 for a Buckler or Medium Shield, or 3 for Tower Shield plus his / her *Weapon Damage* and *Enhanced Strength* skills to an attacker if possible, thus a melee attack which is blocked by a Shield Bash where the user has a Medium Shield, *Weapon Damage* of +5 and *Enhanced Strength* of +1 would do 8 points of physical damage to the attacker and block the melee attack. (*This skill can only cause damage if the attacker is within “arms reach” of the defender, but the user doesn’t actually strike the attacker with the shield.*)

To use this skill, the character would simply state “Shield Bash, <amount of Shield, Weapon Damage and Enhanced Strength skill> crushing” loudly enough for all those including the attacker to hear. The skill is used up whether it is successful or not at that time.

Example would be the above defender blocking an incoming attack would state loudly “Shield Bash 8 crushing”. The Shield Bash may be couple with certain Shield Block spells as well.

Certain attacks have an "Unparriable" portion to their tagline Those attacks cannot be Parried or Blocked, but they can be Dodged or Evaded.

The player may purchase this skill once after gaining three (3) levels of the *Weapon Damage* skill and other prerequisites. They may then purchase this skill each time they gain an additional three (3) levels of the *Weapon Damage* skill. Thus, it is possible for a player with *Weapon Damage* +13 to have 4.

Enhanced Strength

Prerequisites: None

This skill may be bought multiple times, limited only by the character's profession and race.

Each time this skill is purchased allows the player to call an additional point of damage with any melee or thrown weapon they have skill in.

It is rumored there are special bows and crossbows that can take advantage of a user's strength as well, but it normally does not apply.

Strength does not apply to firearms.

For example, if the player purchased the Enhanced Strength skill twice they would add +2 damage when using a dagger, thus calling 3 normal, 1 base and +2 for this skill.

Furthermore, the Enhanced Strength skill always applies to both hands, thus right or left. Such that if a player has the skills to use two weapons, and is fighting with two daggers, and has only Enhanced Strength +2 they would call 3 normal when striking with daggers in both hands. (1 base +2 enhanced strength)

This skill, unlike all the damage skills, does not count for the prerequisites for the more advanced attacks such as *Critical Strike*.

This skill will stack with any other strength enhancing skills, talents or natural abilities such as an OGREKIN's natural +1 Strength. It is limited by the character's profession. Please note certain races can bypass the Enhanced strength limitation of a profession such as Orc blood and OGREKIN.

Enhanced strength may be used in other ways as well.

Confinements may be broken in the following manner:

+1 Strength may break all natural confining effects and taglines such as spider webs, on a 10 count, and a +2 Enhanced Strength will allow breaking them on a 5 count.

Enhanced Strength will allow a character to break confining magics of a level equal to or less than their total Enhanced Strength value on a 10 count, (i.e. Breaking 1, Breaking 2...) If their total Enhanced Strength score is double the spell level, then they can break the spell on a 5 count. For example, a Warrior with an Enhanced Strength of +5 and a +1 Strength Amulet would be able to break 6th level or less confining magics on a 10 count and 3rd level or less confining magics on a 5 count.

Beings with Enhanced Strength may also perform certain feats such as running with a being rather than dragging them.

This is done as follows:

+1 Strength: Small creatures such as Hobbling and Faeries.

+2 Strength: Human Sized Creatures such as Dwarves, Elves and Men.

+3 Strength: Large Humanoids such as Minotaur and OGREKIN.

+4 Strength: Huge Humanoids / Lesser Constructs such as Full Ogres and Straw Golems

+5 Strength: Giant Humanoids / Greater Constructs such as Hill giants and Iron Golems.

A character that has Enhanced Strength may use it to throw a subdued or willing Human-sized or smaller creature 10 feet + 5 feet for each level of Enhanced Strength beyond the first. For larger creatures, having the base Enhanced Strength necessary to run with them will allow the character to throw them 10 feet, plus an additional 5 feet per Enhanced Strength beyond the minimum.

For Example: An Orc-Blooded Warrior with a total of +5 Strength could throw a Human or lesser sized creature 30 feet (10+5x4), a Large Humanoid 20 feet (10+(5-3) x5), a Huge Humanoid 15 feet (10+(5-4) x5), and a Giant Humanoid 10 feet.

There are other role-playing applications as well as adventure applications in which Enhanced Strength may be used. Such as bashing in a wooden door or moving a boulder blocking a passage. Always remember safety first and that the Staff/Story member running an adventure has final judgment on such uses of Enhanced Strength.

Sneak Attacks

Sneak Attacks are those skills which allow for the additional damage and special attacks used in weapon-oriented combat, when the attacker has the advantage of being physically behind the target.

To define being behind a target, if the aerial view of the attacker was the same as a clock, with 12 O'clock being forward the attacker must be between 4:30 O'clock and 7:30 O'clock, and the weapon must also strike the target within that area. This is the rear 90 degrees, or rear quarter, centered directly behind the target. This determination will rely on the good sportsmanship of both the target and attacker. Eviscerate is an exception to this requirement.

These skills are always coupled with a Weapon skill.

Ambush

Prerequisites: Weapon skill

This skill may be limited only by the character's profession.

When this skill is purchased it allows the player to stun a target with a weapon skill it is being coupled with. The Attacker must be striking the target from behind. An Ambush must also strike the back of the target from below the neck to above the waistline.

This skill may be coupled with the *Enhanced Strength* skill to help aid it in by-passing a targets Damage Reduction (DR) by being equal to or higher than the target's DR.

The Attacker must strike the target from behind while stating "Ambush" plus any *Enhanced Strength* modifiers the attacker may have. Thus, an Orc Blood Rogue with a +5 *Enhanced Strength* score would state "Ambush +5 Strength"

A stunned target cannot move and is unconscious for a duration of one (1) minute. Any harm inflicted on the target during that time will awaken the target normally. In addition, if the target is subjected to a Killing blow, the target will awaken on "Killing One" and be considered defending themselves from the Killing attack.

This Skill does no actual damage to the target it only incapacitates them.

Some creatures and even some characters can develop a natural defense against this attack. These creatures will be unaffected by an Ambush unless their defenses can somehow be overcome.

Backstab Damage

Prerequisites: Weapon skill

This skill may be bought multiple times, limited only by the character's profession.

Each time this skill is purchased it allows the player to call an additional point of damage with any weapon skill the user has when striking from behind the target as defined above, if the weapon can benefit from Backstab Damage (*See weapon chart for details*)

For example, if the player purchased the Backstab Damage skill twice and had the *Simple Weapons* skill, they would add +2 damage when using a dagger and striking the target from behind, thus calling 3 normal, 1 base and +2 for this skill.

Furthermore, the Backstab Damage applies equally to both hands. For example, if the player purchased the Backstab Damage skill twice and had the *Simple Weapons* and *Dual Wield Fighting Style* skills, they would add +2 damage when using a dagger for each hand. Thus calling 3 normal; 1 base and +2 for this skill, with both the right-hand dagger and the left-hand dagger, when striking from behind the target. Though if the attacker somehow got in front of the target they would only be calling 1 normal.

This skill may be coupled with the *Weapon Damage* skill and will stack with that skill.

For example, if the player purchased the *Weapon Damage (Both)* skill twice, they would add +2 damage when using a dagger for each hand, and if they also then purchased Backstab Damage +2 they would when be attacking from behind be calling 5 normal; 1 base and +2 for the Backstab Damage skill, and +2 for the *Weapon Damage (Both)* skill with both the right-hand dagger and the left-hand dagger. Once again though if the target somehow managed to get the attacker in front of them the damage would drop to 3 normal (1 base +2 *Weapon Damage (Both)* skill, and +0 Backstab Damage for being out of position.)

This skill is the prerequisites for the more advanced strikes attacks such as the *Assassinate*, *Feint* and *Eviscerate* skills.

This skill is not used to purchase any of the Combat Proficiency skills.

Assassinate

Prerequisites: Backstab Damage (One per +3), Dodge/Intercept.

The Assassinate skill is a special attack skill which allows the character to call a damaging attack from behind a target which unless properly defended against will cause the defender to fall and be placed at *Lethally Wounded* status. This attack can only be made if the attacker is behind the target as defined previously.

To launch this, attack the character must say at minimum "Assassinate" plus the weapon damage type, and if needed the hand which the strike is coming from. This attack is only good for the one (1) swing in which it is made.

For example, it would be feasible to hear, "Assassinate Magic" from a player using a magical weapon for the attack. The skill is used up whether it is successful or not at that time.

The strike must land on the player and make contact with their person. If physically blocked by a weapon or shield, the attack fails and is used up. Also, there are spell shields (*Mage's Armor of the Spirit*, *Armor of the Spirit*, *Rune of Impenetrable Armor*) which will defend against this attack, as well as the *Cheat Death*, *Evade*, *Resolute Defense*, *Dodge*, or *Feint* skills.

Some creatures and even some characters can develop a natural defense against this attack. These creatures will take damage based on their *Master Fortify* skill.

The player may purchase this skill once after gaining three (3) levels of the *Backstab Damage* skill and other prerequisites. They may then purchase this skill each time they gain an additional three (3) levels of the *Backstab Damage* skill. Thus, it is possible for a player with *Backstab Damage* +13 to have 4.

Feint Attack

Prerequisites: Backstab Damage (one per. +4), Assassinate.

The Feint skill is a special attack skill which allows the character to *Dodge* (as described in the skill of the same name) an incoming attack while also calling a damaging attack which unless properly defended against will cause the defender to take the Feint Attack user's normal weapon damage, including *Backstab Damage*. This skill cannot be augmented by another ability like *Lethal Strike* or *Eviscerate*.

To launch this attack, the character must say at minimum "Feint Attack" plus the weapon damage and type. This attack is only good for the one (1) *Dodge* in which it is made.

For example, it would be feasible to hear, "Feint Attack 12 Magic" from a player using a magical weapon for the attack.

The strike must dodge an incoming melee attack on the player and have been able to make physical contact with the initial attacker. If blocked by any of the *Parry*, *Block* or *Dodge* skills, the Feint's damage will be nullified

There are certain limitations to the damage that can be caused by this attack. The first is obviously the damage which the player would normally call with *Backstab Damage*, such that if a player would normally call "5 normal" from the front, but "10 normal" from behind they would be able to call "Feint Attack 10 normal" when using this skill. The skill is used up whether it is successful or not at that time.

The second would be the maximum that the weapon itself can call, thus a dagger with its maximum of 15 damage from the front but 40 from backstab would only ever be able to call 40 points of damage from an attack when using this skill.

Some creatures and even some characters can develop a natural defense against certain attacks such as *Lethal Strike*, where in they only take a limited amount of damage. As the Feint Attack skill is a straight damaging skill the creature would take whatever the damage called against them would be, so long as the attack is successful. Damage Reductions and Absorptions still would be applied normally to counter act any damage from the Feint Attack.

There is no form of personal spell shield which can be used against a Feint Attack.

The projectile weapons skills *Bow*, *Crossbow*, *Thrown Weapons* and *Firearms*, cannot be used to learn the Feint Attack skill and the Feint Attack skill cannot be used with these weapons.

Certain attacks have an "Unavoidable" portion to their tagline Those attacks cannot be Dodged or Evaded, but they can be Intercepted.

The player may purchase this skill once after gaining four (4) levels of the *Backstab Damage* skill and the other prerequisites. They may then purchase this skill each time they gain an additional four (+4) levels of the *Backstab Damage* skill. Thus, it is possible for a player with Backstab Damage +9 to have 2.

Eviscerate

Prerequisites: Backstab Damage (One per. +5), Feint Attack.

The Eviscerate skill is a special attack skill, which allows the character to call a damaging attack which unless properly defended against will cause the defender to take quadruple (x4) the attackers sneak attack damage. This attack is an exception to the sneak attack targeting rules and can be called from any position.

To launch this, attack the character must say at minimum "Eviscerate" plus the weapon damage and type. This attack is only good for the one (1) swing in which it is made and is used whether it is successful or not.

For example, it would be feasible to hear, "Eviscerate 24 Magic" from a player using a magical weapon for the attack.

The strike must land on the player and make contact with their person. If physically blocked by a weapon or shield the attack is used up. Also, any of the *Parry*, *Block* or *Dodge* skills, will defend against this attack, if the target is aware of the attacker's presence.

There are certain limitations to the damage that can be caused by this attack. The first is obviously the damage which the player would normally call, such that if a player would normally call "5 normal" they would be able to call up to "Eviscerate 20 normal" when using this skill. The skill is used up whether it is successful or not at that time.

The second would be the maximum potential of the weapon. The damage from this skill can never exceed a weapon's maximum potential damage regardless of the combination used with this weapon, such that a player who calls 40s from behind with a dagger would still be limited to 150 points of damage with this skill.

Even if the player had a magical weapon which allows double (x2) damage against certain creatures, this skill is still limited to the weapon's maximum potential damage.

Some creatures and even some characters can develop a natural defense against certain attacks such as *Lethal Strike*, where in they only take a limited amount of damage. As the Eviscerate skill is a straight damaging skill the creature would take whatever the damage called against them would be, so long as the attack is successful. There is no form of personal spell shield which can be used against an Eviscerate.

The player may purchase this skill once after gaining five (5) levels of the *Backstab Damage* skill and other prerequisites. They may then purchase this skill each time they gain an additional five (5) levels of the *Backstab Damage* skill. Thus, it is possible for a player with *Backstab Damage* +13 to have 2.

Dodge / Intercept

Prerequisites: Backstab Damage (one per +2), Ambush.

A player may use his / her Dodge skill to get out of the way of any attack. Thus, they may dodge any spell, Strike or packet attack so long as they are conscious. It is generally considered good sportsmanship not to use a dodge if you are truly surprised by an attack or strike, but this determination is left to the defender.

Even Taglines such as the "Massive" tagline can successfully be defended against when using a Dodge. Even those attacks which have an Area of Effect such as "10 Fire 10-foot Radius" can be defended against using this skill. Dodge is the ultimate get out of trouble free skill.

To use the Dodge skill, the player simply needs to state "Dodge" loudly enough for those around including the original attacker to hear.

Alternatively, a Dodge skill may be used instead as an Intercept skill, to take on an attack which would have otherwise struck another being. To use the Intercept skill, the player must be within arm's reach of the original target of the attack and can reach out and touch the target stating "Intercept" loudly enough for those around the player including the attacker to hear. The attack is deemed to have successfully struck the interceptor, so facing doesn't matter in the case of an Assassinate or other Sneak Attack. After that, the interceptor may use a valid defense against the attack, other than Dodge, Evade, or Feint. For example, a Parry or Shield Block could not defend against an intercepted Assassinate but could defend against an intercepted Critical Strike. An applicable Spell Shield or Cheat death could be used against an intercepted Assassinate.

Certain attacks have an "Unavoidable" portion to their tagline. Those attacks cannot be Dodged or Evaded, but they can be Intercepted.

The player may purchase this skill once after gaining two levels of the Backstab Damage skill and the Ambush skill. They may then purchase this skill each time they gain an additional two (+2) levels of the Backstab Damage skill. Thus, it is possible for a player with Backstab Damage +9 to have 4. The player may purchase this skill once after gaining two levels of the Backstab Damage skill and the Ambush skill. They may then purchase this skill each time they gain an additional two (+2) levels of the *Backstab Damage* skill. Thus, it is possible for a player with *Backstab Damage* +9 to have 4.

Spells and Magic

Arts

These are the basics of being able to cast spells and use magic. They are the building blocks upon which all further magical studies are based on.

Not all these skills are only for those wishing to use magic, as several allow a player to gain knowledge as well.

Note: Magic is an Art and verbals are Prose not sentences.

Read & Write

Prerequisites: None

This skill allows a player to be able to understand printed word in any language which they speak.

The player may also write down notes, and other information in the form of words and / or symbols of the languages they know.

Healer Arts

Prerequisites: Read & Write.

This skill is required for the character to be able to cast any spells from the Healer school of magic.

It is also the required skill for a character to use any magic item or scroll containing spells on the Healer list.

This skill will allow the player to determine if a Ritual scroll is an Ethereal or Terrestrial Ritual scroll. If the scroll is Terrestrial it will also allow the character to determine if it is a specialty Ritual in Healer, Hearth, Druid, Wrath or Necromancy magic. The power of the scroll (i.e. Level) or what the Ritual does cannot be determined using this skill.

Hearth Arts

Prerequisites: Read & Write.

This skill is required for the character to be able to cast any spells from the Hearth school of magic.

It is also the required skill for a character to use any magic item or scroll containing spells on the Hearth list.

This skill will allow the player to determine if a Ritual scroll is an Ethereal or Terrestrial Ritual scroll. If the scroll is Terrestrial it will also allow the character to determine if it is a specialty Ritual in Healer, Hearth, Druid, Wrath or Necromancy magic. The power of the scroll (i.e. Level) or what the Ritual does cannot be determined using this skill.

Druid Arts

Prerequisites: Read & Write.

This skill is required for the character to be able to cast any spells from the Druid school of magic.

It is also the required skill for a character to use any magic item or scroll containing spells on the Druid list.

This skill will allow the player to determine if a Ritual scroll is an Ethereal or Terrestrial Ritual scroll. If the scroll is Terrestrial it will also allow the character to determine if it is a specialty Ritual in Healer, Hearth, Druid, Wrath or Necromancy magic. The power of the scroll (i.e. Level) or what the Ritual does cannot be determined using this skill.

Wrath Arts

Prerequisites: Read & Write.

This skill is required for the character to be able to cast any spells from the Wrath school of magic.

It is also the required skill for a character to use any magic item or scroll containing spells on the Wrath list.

This skill will allow the player to determine if a Ritual scroll is an Ethereal or Terrestrial Ritual scroll. If the scroll is Terrestrial it will also allow the character to determine if it is a specialty Ritual in Healer, Hearth, Druid, Wrath or Necromancy magic. The power of the scroll (i.e. Level) or what the Ritual does cannot be determined using this skill.

Necromancer Arts

Prerequisites: Read & Write.

This skill is required for the character to be able to cast any spells from the Necromancer school of magic.

It is also the required skill for a character to use any magic item or scroll containing spells on the Necromancer list.

This skill will allow the player to determine if a Ritual scroll is an Ethereal or Terrestrial Ritual scroll. If the scroll is Terrestrial it will also allow the character to determine if it is a specialty Ritual in Healer, Hearth, Druid, Wrath or Necromancy magic. The power of the scroll (i.e. Level) or what the Ritual does cannot be determined using this skill.

Arcanist Arts

Prerequisites: Read & Write.

This skill is required for the character to be able to cast any spells from the Arcanist school of magic.

It is also the required skill for a character to use any magic item or scroll containing spells on the Arcanist list.

This skill will allow the player to determine if a Ritual Scroll is an Ethereal or Terrestrial Ritual scroll. If the scroll is Ethereal it will also allow the character to determine if it is a specialty Ritual in Arcanist, Celestial or Elemental magic. The power of the scroll (i.e. Level) or what the Ritual does cannot be determined using this skill.

Celestial Arts

Prerequisites: Read & Write.

This skill is required for the character to be able to cast any spells from the Celestial school of magic.

It is also the required skill for a character to use any magic item or scroll containing spells on the Celestial list.

This skill will allow the player to determine if a Ritual Scroll is an Ethereal or Terrestrial Ritual scroll. If the scroll is Ethereal it will also allow the character to determine if it is a specialty Ritual in Arcanist, Celestial or Elemental magic. The power of the scroll (i.e. Level) or what the Ritual does cannot be determined using this skill.

Elemental Arts

Prerequisites: Read & Write.

This skill is required for the character to be able to cast any spells from the Elemental school of magic.

It is also the required skill for a character to use any magic item or scroll containing spells on the Elemental list.

This skill will allow the player to determine if a Ritual Scroll is an Ethereal or Terrestrial Ritual scroll. If the scroll is Ethereal it will also allow the character to determine if it is a specialty Ritual in Arcanist, Celestial or Elemental magic. The power of the scroll (i.e. Level) or what the Ritual does cannot be determined using this skill.

Spell Levels

These are the spells which a player can cast.

A player must have a larger Primary column than Secondary, and a larger Secondary column than Tertiary. A character may never learn more than three schools of magic.

Spells columns themselves are limited by the profession chosen by the player and many professions can only ever learn one or two schools of magic.

Lastly, the ways to buy your spell column for schools of magic is dictated by your chosen profession. For example, a Sorcerer must learn their primary column in a 6 wide format thus getting out to 6 spells of each level, they can stop at six or then continue to their maximum.

Each profession has limits on how many if any spells they can learn to cast per day. For reference the basic Four (4) Column purchase order is included below.

The basic pattern would remain the same if it is a five (5), six (6), or seven (7) wide column. (i.e. 5,4,3,2,1 / 6,5,4,3,2,1 / or 7,6,5,4,3,2,1)

Once the Learning as columns are complete, additional columns are learned vertically. (i.e. 1,2,3,4,5,6,7,8,9, 1)

Basic 4 Column

1st 2nd 3rd 4th 5th 6th 7th 8th 9th

1 - - - - - - - -

2 - - - - - - - -

2 1 - - - - - - -

3 1 - - - - - - -

3 2 - - - - - - -

3 2 1 - - - - - -

4 2 1 - - - - - -

4 3 1 - - - - - -

4 3 2 - - - - - -

4 3 2 1 - - - - -

4 4 2 1 - - - - -

4 4 3 1 - - - - -

4 4 3 2 - - - - -

4 4 3 2 1 - - - -

4	4	4	2	1	-	-	-	-
4	4	4	3	1	-	-	-	-
4	4	4	3	2	-	-	-	-
4	4	4	3	2	1	-	-	-
4	4	4	4	2	1	-	-	-
4	4	4	4	3	1	-	-	-
4	4	4	4	3	2	-	-	-
4	4	4	4	3	2	1	-	-
4	4	4	4	4	2	1	-	-
4	4	4	4	4	3	1	-	-
4	4	4	4	4	3	2	-	-
4	4	4	4	4	3	2	1	-
4	4	4	4	4	4	2	1	-
4	4	4	4	4	4	3	1	-
4	4	4	4	4	4	3	2	-
4	4	4	4	4	4	3	2	1
4	4	4	4	4	4	4	3	2
4	4	4	4	4	4	4	4	3
4	4	4	4	4	4	4	4	4

Primary Magic Level 1 Spell

Prerequisites: Read & Write & Magical Art

This skill allows the player to cast one first level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

Primary Magic Level 2 Spell

Prerequisites: Primary Magic Level 1 Spell

This skill allows the player to cast one second level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more second level spells than he/she has first level spells in his or her column of magic. Until a completed column of magic is attained (see profession) the character must always have at least one more first level spells in his / her column than he /she has second level spells.

Primary Magic Level 3 Spell

Prerequisites: Primary Magic Level 2 Spell

This skill allows the player to cast one third level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more third level spells than he/she has second level spells in his or her column of magic. Until a completed column of magic is attained (see profession) the character must always have at least one more second level spells in his / her column than he /she has third level spells.

Primary Magic Level 4 Spell

Prerequisites: Primary Magic Level 3 Spell

This skill allows the player to cast one fourth level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more fourth level spells than he/she has third level spells in his or her column of magic. Until a completed column of magic is attained (see profession) the character must always have at least one more third level spells in his / her column than he /she has fourth level spells.

Primary Magic Level 5 Spell

Prerequisites: Primary Magic Level 4 Spell

This skill allows the player to cast one fifth level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more fifth level spells than he/she has fourth level spells in his or her column of magic. Until a completed column of magic is attained (see profession) the character must always have at least one more fourth level spells in his / her column than he /she has fifth level spells.

Primary Magic Level 6 Spell

Prerequisites: Primary Magic Level 5 Spell

This skill allows the player to cast one sixth level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more sixth level spells than he/she has fifth level spells in his or her column of magic. Until a completed column of magic is attained (see profession) the character must always have at least one more fifth level spells in his / her column than he /she has sixth level spells.

Primary Magic Level 7 Spell

Prerequisites: Primary Magic Level 6 Spell

This skill allows the player to cast one seventh level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more seventh level spells than he/she has sixth level spells in his or her column of magic. Until a completed column of magic is attained (see profession) the character must always have at least one more sixth level spells in his / her column than he /she has seventh level spells.

Primary Magic Level 8 Spell

Prerequisites: Primary Magic Level 7 Spell

This skill allows the player to cast one eighth level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more eighth level spells than he/she has seventh level spells in his or her column of magic. Until a completed column of magic is attained (see profession) the character must always have at least one more seventh level spells in his / her column than he /she has eighth level spells.

Primary Magic Level 9 Spell

Prerequisites: Primary Magic Level 8 Spell

This skill allows the player to cast one ninth level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more ninth level spells than he/she has eighth level spells in his or her column of magic. Until a completed column of magic is attained (see profession) the character must always have at least one more eighth level spells in his / her column than he /she has ninth level spells.

For those professions able to learn Primary Ritual magic, a primary ninth level spell is required to begin.

Secondary Magic Level 1 Spell

Prerequisites: Read & Write & Second Magical Art, Primary Magic Level 2 Spell

This skill allows the player to cast one first level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

Secondary Magic Level 2 Spell

Prerequisites: Secondary Magic Level 1 Spell, Primary Magic Level 3 Spell

This skill allows the player to cast one second level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more second level spells than he/she has first level spells in his or her column of magic. Until a completed column of magic is attained (*see profession*) the character must always have at least one more first level spells in his / her column than he /she has second level spells.

Secondary Magic Level 3 Spell

Prerequisites: Secondary Magic Level 2 Spell, Primary Magic Level 4 Spell

This skill allows the player to cast one third level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more third level spells than he/she has second level spells in his or her column of magic. Until a completed column of magic is attained (*see profession*) the character must always have at least one more second level spells in his / her column than he /she has third level spells.

Secondary Magic Level 4 Spell

Prerequisites: Secondary Magic Level 3 Spell, Primary Magic Level 5 Spell

This skill allows the player to cast one fourth level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more fourth level spells than he/she has third level spells in his or her column of magic. Until a completed column of magic is attained (*see profession*) the character must always have at least one more third level spells in his / her column than he /she has fourth level spells.

Secondary Magic Level 5 Spell

Prerequisites: Secondary Magic Level 4 Spell, Primary Magic Level 6 Spell

This skill allows the player to cast one fifth level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more fifth level spells than he/she has fourth level spells in his or her column of magic. Until a completed column of magic is attained (*see profession*) the character must always have at least one more fourth level spells in his / her column than he /she has fifth level spells.

Secondary Magic Level 6 Spell

Prerequisites: Secondary Magic Level 5 Spell, Primary Magic Level 7 Spell

This skill allows the player to cast one sixth level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more sixth level spells than he/she has fifth level spells in his or her column of magic. Until a completed column of magic is attained (*see profession*) the character must always have at least one more fifth level spells in his / her column than he /she has sixth level spells.

Secondary Magic Level 7 Spell

Prerequisites: Secondary Magic Level 6 Spell, Primary Magic Level 8 Spell

This skill allows the player to cast one seventh level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more seventh level spells than he/she has sixth level spells in his or her column of magic. Until a completed column of magic is attained (*see profession*) the character must always have at least one more sixth level spells in his / her column than he /she has seventh level spells.

Secondary Magic Level 8 Spell

Prerequisites: Secondary Magic Level 7 Spell, Primary Magic Level 9 Spell

This skill allows the player to cast one eighth level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more eighth level spells than he/she has seventh level spells in his or her column of magic. Until a completed column of magic is attained (*see profession*) the character must always have at least one more seventh level spells in his / her column than he /she has eighth level spells.

Secondary Magic Level 9 Spell

Prerequisites: Secondary Magic Level 8 Spell, Equal or higher number of Primary Magic Level 9 Spells

This skill allows the player to cast one ninth level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more ninth level spells than he/she has eighth level spells in his or her column of magic. Until a completed column of magic is attained (*see profession*) the character must always have at least one more eighth level spells in his / her column than he /she has ninth level spells.

For those professions able to learn Secondary Ritual magics a secondary ninth level spell is required to begin.

Tertiary Magic Level 1 Spell

Prerequisites: Read & Write & Third Magical Art, Secondary Magic Level 2 Spell

This skill allows the player to cast one first level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

Tertiary Magic Level 2 Spell

Prerequisites: Tertiary Magic Level 1 Spell, Secondary Magic Level 3 Spell

This skill allows the player to cast one second level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more second level spells than he/she has first level spells in his or her column of magic. Until a completed column of magic is attained (*see profession*) the character must always have at least one more first level spells in his / her column than he /she has second level spells.

Tertiary Magic Level 3 Spell

Prerequisites: Tertiary Magic Level 2 Spell, Secondary Magic Level 4 Spell

This skill allows the player to cast one third level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more third level spells than he/she has second level spells in his or her column of magic. Until a completed column of magic is attained (*see profession*) the character must always have at least one more second level spells in his / her column than he /she has third level spells.

Tertiary Magic Level 4 Spell

Prerequisites: Tertiary Magic Level 3 Spell, Secondary Magic Level 5 Spell

This skill allows the player to cast one fourth level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more fourth level spells than he/she has third level spells in his or her column of magic. Until a completed column of magic is attained (*see profession*) the character must always have at least one more third level spells in his / her column than he /she has fourth level spells.

Tertiary Magic Level 5 Spell

Prerequisites: Tertiary Magic Level 4 Spell, Secondary Magic Level 6 Spell

This skill allows the player to cast one fifth level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more fifth level spells than he/she has fourth level spells in his or her column of magic. Until a completed column of magic is attained (*see profession*) the character must always have at least one more fourth level spells in his / her column than he /she has fifth level spells.

Tertiary Magic Level 6 Spell

Prerequisites: Tertiary Magic Level 5 Spell, Secondary Magic Level 7 Spell

This skill allows the player to cast one sixth level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more sixth level spells than he/she has fifth level spells in his or her column of magic. Until a completed column of magic is attained (*see profession*) the character must always have at least one more fifth level spells in his / her column than he /she has sixth level spells.

Tertiary Magic Level 7 Spell

Prerequisites: Tertiary Magic Level 6 Spell, Secondary Magic Level 8 Spell

This skill allows the player to cast one seventh level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more seventh level spells than he/she has sixth level spells in his or her column of magic. Until a completed column of magic is attained (*see profession*) the character must always have at least one more sixth level spells in his / her column than he /she has seventh level spells.

Tertiary Magic Level 8 Spell

Prerequisites: Tertiary Magic Level 7 Spell, Secondary Magic Level 9 Spell

This skill allows the player to cast one eighth level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more eighth level spells than he/she has seventh level spells in his or her column of magic. Until a completed column of magic is attained (*see profession*) the character must always have at least one more seventh level spells in his / her column than he /she has eighth level spells.

Tertiary Magic Level 9 Spell

Prerequisites: Tertiary Magic Level 8 Spell, Equal or higher number of Secondary Magic Level 9 Spells.

This skill allows the player to cast one ninth level spell of the appropriate magic type. It may be purchased multiple times per limits based on spell column and profession.

The caster may not have more ninth level spells than he/she has eighth level spells in his or her column of magic. Until a completed column of magic is attained (*see profession*) the character must always have at least one more Eighth level spells in his / her column than he /she has ninth level spells.

Ritual Magic

Ritual magics are used to do wondrous things with magic. They are performed rather than just cast. Much like an actor on a stage does a soliloquy.

Ritual Magic I Terrestrial

Prerequisites: 9th Level Spell in a Terrestrial Magic

This skill allows the player to perform a Ritual of which they have a scroll with the ritual and have gathered all the parts.

The player must act out the ritual magic and may augment their success rate both by their performance and by adding addition components or casters to their ritual.

Rituals are found or created in play and though not listed in this book beyond the examples at the end of each type of magic, are powerful magics which allow items to be enchanted, creatures created or banished, and other non-instant effects.

Ritual Magic II Terrestrial

Prerequisites: Terrestrial Ritual I

This skill allows the player to perform a Ritual of which they have a scroll with the ritual and have gathered all the parts.

The player must act out the ritual magic and may augment their success rate both by their performance and by adding addition components or casters to their ritual.

Rituals are found or created in play and though not listed in this book beyond the examples at the end of each type of magic, are powerful magics which allow items to be enchanted, creatures created or banished, and other non-instant effects.

Ritual Magic III Terrestrial

Prerequisites: Terrestrial Ritual II

This skill allows the player to perform a Ritual of which they have a scroll with the ritual and have gathered all the parts.

The player must act out the ritual magic and may augment their success rate both by their performance and by adding addition components or casters to their ritual.

Rituals are found or created in play and though not listed in this book beyond the examples at the end of each type of magic, are powerful magics which allow items to be enchanted, creatures created or banished, and other non-instant effects.

Ritual Magic III is also the level required to learn a character's first *Resist* of a Ritual Magic type. (i.e. Resist Terrestrial Magic)

Ritual Magic IV Terrestrial

Prerequisites: Terrestrial Ritual III

This skill allows the player to perform a Ritual of which they have a scroll with the ritual and have gathered all the parts.

The player must act out the ritual magic and may augment their success rate both by their performance and by adding addition components or casters to their ritual.

Rituals are found or created in play and though not listed in this book beyond the examples at the end of each type of magic, are powerful magics which allow items to be enchanted, creatures created or banished, and other non-instant effects.

Ritual Magic V Terrestrial

Prerequisites: Terrestrial Ritual IV

This skill allows the player to perform a Ritual of which they have a scroll with the ritual and have gathered all the parts.

The player must act out the ritual magic and may augment their success rate both by their performance and by adding addition components or casters to their ritual.

Rituals are found or created in play and though not listed in this book beyond the examples at the end of each type of magic, are powerful magics which allow items to be enchanted, creatures created or banished, and other non-instant effects.

Ritual Magic VI Terrestrial

Prerequisites: Terrestrial Ritual V

This skill allows the player to perform a Ritual of which they have a scroll with the ritual and have gathered all the parts.

The player must act out the ritual magic and may augment their success rate both by their performance and by adding addition components or casters to their ritual.

Rituals are found or created in play and though not listed in this book beyond the examples at the end of each type of magic, are powerful magics which allow items to be enchanted, creatures created or banished, and other non-instant effects.

Ritual Magic VI is also the level required to learn a character's second *Resist* of a Ritual Magic type. (i.e. Resist Terrestrial Magic)

Ritual Magic VII Terrestrial

Prerequisites: Terrestrial Ritual VI

This skill allows the player to perform a Ritual of which they have a scroll with the ritual and have gathered all the parts.

The player must act out the ritual magic and may augment their success rate both by their performance and by adding addition components or casters to their ritual.

Rituals are found or created in play and though not listed in this book beyond the examples at the end of each type of magic, are powerful magics which allow items to be enchanted, creatures created or banished, and other non-instant effects.

Ritual Magic VIII Terrestrial

Prerequisites: Terrestrial Ritual VII

This skill allows the player to perform a Ritual of which they have a scroll with the ritual and have gathered all the parts.

The player must act out the ritual magic and may augment their success rate both by their performance and by adding addition components or casters to their ritual.

Rituals are found or created in play and though not listed in this book beyond the examples at the end of each type of magic, are powerful magics which allow items to be enchanted, creatures created or banished, and other non-instant effects.

Ritual Magic IX Terrestrial

Prerequisites: Terrestrial Ritual VIII

This skill allows the player to perform a Ritual of which they have a scroll with the ritual and have gathered all the parts.

The player must act out the ritual magic and may augment their success rate both by their performance and by adding addition components or casters to their ritual.

Rituals are found or created in play and though not listed in this book beyond the examples at the end of each type of magic, are powerful magics which allow items to be enchanted, creatures created or banished, and other non-instant effects.

Ritual Magic IX is also the level required to learn a character's third *Resist* of a Ritual Magic type. (i.e. Resist Terrestrial Magic)

Ritual Magic I Ethereal

Prerequisites: 9th Level Spell in an Ethereal School of Magic

This skill allows the player to perform a Ritual of which they have a scroll with the ritual and have gathered all the parts.

The player must act out the ritual magic and may augment their success rate both by their performance and by adding addition components or casters to their ritual.

Rituals are found or created in play and though not listed in this book beyond the examples at the end of each type of magic, are powerful magics which allow items to be enchanted, creatures created or banished, and other non-instant effects.

Ritual Magic II Ethereal

Prerequisites: Ethereal Ritual I

This skill allows the player to perform a Ritual of which they have a scroll with the ritual and have gathered all the parts.

The player must act out the ritual magic and may augment their success rate both by their performance and by adding addition components or casters to their ritual.

Rituals are found or created in play and though not listed in this book beyond the examples at the end of each type of magic, are powerful magics which allow items to be enchanted, creatures created or banished, and other non-instant effects.

Ritual Magic III Ethereal

Prerequisites: Ethereal Ritual II

This skill allows the player to perform a Ritual of which they have a scroll with the ritual and have gathered all the parts.

The player must act out the ritual magic and may augment their success rate both by their performance and by adding addition components or casters to their ritual.

Rituals are found or created in play and though not listed in this book beyond the examples at the end of each type of magic, are powerful magics which allow items to be enchanted, creatures created or banished, and other non-instant effects.

Ritual Magic III is also the level required to learn a character's first *Resist* of a Ritual Magic type. (i.e. Resist Ethereal Magic)

Ritual Magic IV Ethereal

Prerequisites: Ethereal Ritual III

This skill allows the player to perform a Ritual of which they have a scroll with the ritual and have gathered all the parts.

The player must act out the ritual magic and may augment their success rate both by their performance and by adding addition components or casters to their ritual.

Rituals are found or created in play and though not listed in this book beyond the examples at the end of each type of magic, are powerful magics which allow items to be enchanted, creatures created or banished, and other non-instant effects.

Ritual Magic V Ethereal

Prerequisites: Ethereal Ritual IV

This skill allows the player to perform a Ritual of which they have a scroll with the ritual and have gathered all the parts.

The player must act out the ritual magic and may augment their success rate both by their performance and by adding addition components or casters to their ritual.

Rituals are found or created in play and though not listed in this book beyond the examples at the end of each type of magic, are powerful magics which allow items to be enchanted, creatures created or banished, and other non-instant effects.

Ritual Magic VI Ethereal

Prerequisites: Ethereal Ritual V

This skill allows the player to perform a Ritual of which they have a scroll with the ritual and have gathered all the parts.

The player must act out the ritual magic and may augment their success rate both by their performance and by adding addition components or casters to their ritual.

Rituals are found or created in play and though not listed in this book beyond the examples at the end of each type of magic, are powerful magics which allow items to be enchanted, creatures created or banished, and other non-instant effects.

Ritual Magic VI is also the level required to learn a character's second Resist of a Ritual Magic type. (i.e. Resist Ethereal Magic)

Ritual Magic VII Ethereal

Prerequisites: Ethereal Ritual VI

This skill allows the player to perform a Ritual of which they have a scroll with the ritual and have gathered all the parts.

The player must act out the ritual magic and may augment their success rate both by their performance and by adding addition components or casters to their ritual.

Rituals are found or created in play and though not listed in this book beyond the examples at the end of each type of magic, are powerful magics which allow items to be enchanted, creatures created or banished, and other non-instant effects.

Ritual Magic VIII Ethereal

Prerequisites: Ethereal Ritual VII

This skill allows the player to perform a Ritual of which they have a scroll with the ritual and have gathered all the parts.

The player must act out the ritual magic and may augment their success rate both by their performance and by adding addition components or casters to their ritual.

Rituals are found or created in play and though not listed in this book beyond the examples at the end of each type of magic, are powerful magics which allow items to be enchanted, creatures created or banished, and other non-instant effects.

Ritual Magic IX Ethereal

Prerequisites: Ethereal Ritual VIII

This skill allows the player to perform a Ritual of which they have a scroll with the ritual and have gathered all the parts.

The player must act out the ritual magic and may augment their success rate both by their performance and by adding addition components or casters to their ritual.

Rituals are found or created in play and though not listed in this book beyond the examples at the end of each type of magic, are powerful magics which allow items to be enchanted, creatures created or banished, and other non-instant effects.

Ritual Magic IX is also the level required to learn a character's third Resist of a Ritual Magic type. (i.e. Resist Ethereal Magic)

Ritual Magic Masteries

Ritual Magics are used to do wondrous things with Magic. They are performed rather than just cast. Much like an actor on a stage does a soliloquy.

Mastery of such magics allows the practitioner to shift the outcomes and speed up the ritual. These skills can often mean the difference from creating something mediocre and creating something grand.

Alteration Mastery

Prerequisites: Ritual Magic IX

This skill allows the performer of an Alteration Ritual to adjust the chance of Ritual success by +5% for each additional 5 minutes added to the casting time.

This skill also allows the caster to cut in half (1/2) the base time required for an Alteration Ritual.

Binding Mastery

Prerequisites: Ritual Magic IX

This skill allows the performer of a Binding Ritual to adjust the chance of Ritual success by +5% for each additional 5 minutes added to the casting time.

This skill also allows the caster to cut in half (1/2) the base time required for a Binding Ritual.

Construct Mastery

Prerequisites: Ritual Magic IX

This skill allows the performer of a Construct Ritual to adjust the chance of Ritual success by +5% for each additional 5 minutes added to the casting time.

This skill also allows the caster to cut in half (1/2) the base time required for a Construct Ritual.

Enchantment Mastery

Prerequisites: Ritual Magic IX

This skill allows the performer of an Enchantment Ritual to adjust the chance of Ritual success by +5% for each additional 5 minutes added to the casting time.

This skill also allows the caster to cut in half (1/2) the base time required for an Enchantment Ritual.

Destruction Mastery

Prerequisites: Ritual Magic IX

This skill allows the performer of a Destruction Ritual to adjust the chance of Ritual success by +5% for each additional 5 minutes added to the casting time.

This skill also allows the caster to cut in half (1/2) the base time required for a Destruction Ritual.

Necromantic Mastery

Prerequisites: Ritual Magic IX

This skill allows the performer of a Necromantic Ritual to adjust the chance of Ritual success by +5% for each additional 5 minutes added to the casting time.

This skill also allows the caster to cut in half (1/2) the base time required for a Necromantic Ritual.

Summoning Mastery

Prerequisites: Ritual Magic IX

This skill allows the performer of a Summoning Ritual to adjust the chance of Ritual success by +5% for each additional 5 minutes added to the casting time.

This skill also allows the caster to cut in half (1/2) the base time required for a Summoning Ritual.

Runes

These inscribed markers of power are different than magics such as spells or Rituals, in both the way they are used and the ways they are learned.

Runes are learned singularly by level from 1 (one) to 9 (nine). They can be used on the Body, on one's Armor, Shield, or on a Weapon.

Only one Rune may be on an item at a time, and it takes one (1) minute to inscribe onto the item.

A Rune must have a marker at least 2" square.

Rune Lore

Prerequisites: Read & Write.

This skill is required for the character to be able to inscribe and use the four types of Runes.

It is also the required skill for a character to use any magic item or scroll containing Runes.

This skill will allow the player to determine if a being or item has a Rune placed upon it, and if so if it is a Body, Armor, Weapon, or Shield Rune.

This skill will also allow a user to determine if an item has a Glyph or Sigil upon it, but not what type or even how powerful that Sigil or Glyph may be.

This is the basic skill one needs to learn to inscribe Runes and allows the Rune Caster to learn a single column of Runes per day up to level 9 by purchasing the appropriate skills.

This skill allows a user to apply one rune of a given type to an item/being.

Rune Mastery

Prerequisites: Rune Lore, Read & Write, Level 9 Rune.

This skill is more advanced than Rune Lore in the use the four types of Runes.

This is the advanced skill one needs to learn to inscribe Runes and allows the Rune Caster to learn a double (2) column of Runes per day up to Level 9 by purchasing the appropriate skills. This is the maximum number of Runes one can learn per day.

This skill allows a user to apply two runes of a given type to an item/being.

Level 1 Rune

Prerequisites: Read & Write & Rune Lore

This skill allows the player to cast one first level Rune of the appropriate type.

It may be purchased a second time once the character has learned Rune Mastery.

Level 2 Rune

Prerequisites: Level 1 Rune

This skill allows the player to cast one second level Rune of the appropriate type.

It may be purchased a second time once the character has learned Rune Mastery.

The caster may not have more second level Runes than he/she has first level Runes in his or her column of Runes.

Level 3 Rune

Prerequisites: Level 2 Rune

This skill allows the player to cast one third level Rune of the appropriate type.

It may be purchased a second time once the character has learned Rune Mastery.

The caster may not have more third level Runes than he/she has second level Runes in his or her column of Runes.

Level 4 Rune

Prerequisites: Level 3 Rune

This skill allows the player to cast one fourth level Rune of the appropriate type.

It may be purchased a second time once the character has learned Rune Mastery.

The caster may not have more fourth level Runes than he/she has third level Runes in his or her column of Runes.

Level 5 Rune

Prerequisites: Level 4 Rune

This skill allows the player to cast one fifth level Rune of the appropriate type.

It may be purchased a second time once the character has learned Rune Mastery.

The caster may not have more fifth level Runes than he/she has fourth level Runes in his or her column of Runes.

Level 6 Rune

Prerequisites: Level 5 Rune

This skill allows the player to cast one sixth level Rune of the appropriate type.

It may be purchased a second time once the character has learned Rune Mastery.

The caster may not have more sixth level Runes than he/she has fifth level Runes in his or her column of Runes.

Level 7 Rune

Prerequisites: Level 6 Rune

This skill allows the player to cast one seventh level Rune of the appropriate type.

It may be purchased a second time once the character has learned Rune Mastery.

The caster may not have more seventh level Runes than he/she has sixth level Runes in his or her column of Runes.

Level 8 Rune

Prerequisites: Level 7 Rune

This skill allows the player to cast one eighth level Rune of the appropriate type.

It may be purchased a second time once the character has learned Rune Mastery.

The caster may not have more eighth level Runes than he/she has seventh level Runes in his or her column of Runes.

Level 9 Rune

Prerequisites: Level 8 Rune

This skill allows the player to cast one ninth level Rune of the appropriate type.

It may be purchased a second time once the character has learned Rune Mastery.

The caster may not have more ninth level Runes than he/she has eighth level Runes in his or her column of Runes.

Note a minimum of at least one (1) ninth level Rune is required before a character may learn Rune Mastery and thus start on their second column of Runes.

Glyph Lore

Prerequisites: Rune Lore, Rune Mastery, Two Level 9 Runes, Read & Write.

This skill is required for the character to be able to inscribe and use the three types of Glyphs.

It is also the required skill for a character to use any magic item or scroll containing Glyphs.

This skill will allow the player to determine if a being or item or has a Glyph placed upon it, and if so if it is a Locking, Destructive or Trapping Glyph.

This skill will also allow a user to determine if an item has a Glyph upon it, and which of the three types and even how powerful that Glyph may be.

This is the basic skill one needs to learn to inscribe Glyphs and allows the Glyph Caster to learn a single column of Glyphs per day up to level 9 by purchasing the appropriate skills

Glyph Mastery

Prerequisites: Glyph Lore, Level 9 Glyph.

This skill is more advanced than Glyph Lore in the use the three types of Glyphs.

This is the advanced skill one needs to learn to inscribe Glyphs and allows the Glyph Caster to learn a double (2) column of Glyphs per day up to level 9 by purchasing the appropriate skills. This is the maximum number of Glyphs one can learn per day.

Level 1 Glyph

Prerequisites: Read & Write & Glyph Lore

This skill allows the player to cast one first level Glyph of the appropriate type.

It may be purchased a second time once the character has learned Glyph Mastery.

Level 2 Glyph

Prerequisites: Level 1 Glyph

This skill allows the player to cast one second level Glyph of the appropriate type.

It may be purchased a second time once the character has learned Glyph Mastery.

The caster may not have more second level Glyphs than he/she has first level Glyphs in his or her column of Glyphs.

Level 3 Glyph

Prerequisites: Level 2 Glyph

This skill allows the player to cast one third level Glyph of the appropriate type.

It may be purchased a second time once the character has learned Glyph Mastery.

The caster may not have more third level Glyphs than he/she has second level Glyphs in his or her column of Glyphs.

Level 4 Glyph

Prerequisites: Level 3 Glyph

This skill allows the player to cast one fourth level Glyph of the appropriate type.

It may be purchased a second time once the character has learned Glyph Mastery.

The caster may not have more fourth level Glyphs than he/she has third level Glyphs in his or her column of Glyphs.

Level 5 Glyph

Prerequisites: Level 4 Glyph

This skill allows the player to cast one fifth level Glyph of the appropriate type.

It may be purchased a second time once the character has learned Glyph Mastery.

The caster may not have more fifth level Glyphs than he/she has fourth level Glyphs in his or her column of Glyphs.

Level 6 Glyph

Prerequisites: Level 5 Glyph

This skill allows the player to cast one sixth level Glyph of the appropriate type.

It may be purchased a second time once the character has learned Glyph Mastery.

The caster may not have more sixth level Glyphs than he/she has fifth level Glyphs in his or her column of Glyphs.

Level 7 Glyph

Prerequisites: Level 6 Glyph

This skill allows the player to cast one seventh level Glyph of the appropriate type.

It may be purchased a second time once the character has learned Glyph Mastery.

The caster may not have more seventh level Glyphs than he/she has sixth level Glyphs in his or her column of Glyphs.

Level 8 Glyph

Prerequisites: Level 7 Glyph

This skill allows the player to cast one eighth level Glyph of the appropriate type.

It may be purchased a second time once the character has learned Glyph Mastery.

The caster may not have more eighth level Glyphs than he/she has seventh level Glyphs in his or her column of Glyphs.

Level 9 Glyph

Prerequisites: Level 8 Glyph

This skill allows the player to cast one ninth level Glyph of the appropriate type.

It may be purchased a second time once the character has learned Glyph Mastery.

The caster may not have more ninth level Glyphs than he/she has eighth level Glyphs in his or her column of Glyphs.

Note a minimum of at least one (1) ninth level Glyph is required before a character may learn Glyph Mastery and thus start on their second column of Glyphs.

Sigil Lore

Prerequisites: Glyph Mastery, Two Level 9 Glyphs, Read & Write.

This skill is required for the character to be able to inscribe and use the two types of Sigils.

It is also the required skill for a character to use any magic item or scroll containing Sigils.

This skill will allow the player to determine if a being or item or has a Sigil placed upon it, and if so if it is a Portal or Area Sigil.

This is the basic skill one needs to learn to inscribe Sigils and allows the Sigils Caster to learn a single column of Sigils per day up to level 9 by purchasing the appropriate skills.

Sigil Mastery

Prerequisites: Sigil Lore, Level 9 Sigil, Read & Write.

This skill is more advanced than Sigil Lore in the use the two types of Sigils.

This is the advanced skill one needs to learn to inscribe Sigils and allows the Sigil Caster to learn a double (2) column of Sigils per day up to level 9 by purchasing the appropriate skills. This is the maximum number of Sigils one can learn per day.

Level 1 Sigil

Prerequisites: Read & Write & Sigil Lore

This skill allows the player to cast one first level Sigil of the appropriate type.

It may be purchased a second time once the character has learned Sigil Mastery.

Level 2 Sigil

Prerequisites: Level 1 Sigil

This skill allows the player to cast one second level Sigil of the appropriate type.

It may be purchased a second time once the character has learned Sigil Mastery.

The caster may not have more second level Sigils then he/she has first level Sigils in his or her column of Sigils.

Level 3 Sigil

Prerequisites: Level 2 Sigil

This skill allows the player to cast one third level Sigil of the appropriate type.

It may be purchased a second time once the character has learned Sigil Mastery.

The caster may not have more third level Sigils then he/she has second level Sigils in his or her column of Sigils.

Level 4 Sigil

Prerequisites: Level 3 Sigil

This skill allows the player to cast one fourth level Sigil of the appropriate type.

It may be purchased a second time once the character has learned Sigil Mastery.

The caster may not have more fourth level Sigils then he/she has third level Sigils in his or her column of Sigils.

Level 5 Sigil

Prerequisites: Level 4 Sigil

This skill allows the player to cast one fifth level Sigil of the appropriate type.

It may be purchased a second time once the character has learned Sigil Mastery.

The caster may not have more fifth level Sigils then he/she has fourth level Sigils in his or her column of Sigils.

Level 6 Sigil

Prerequisites: Level 5 Sigil

This skill allows the player to cast one sixth level Sigil of the appropriate type.

It may be purchased a second time once the character has learned Sigil Mastery.

The caster may not have more sixth level Sigils then he/she has fifth level Sigils in his or her column of Sigils.

Level 7 Sigil

Prerequisites: Level 6 Sigil

This skill allows the player to cast one seventh level Sigil of the appropriate type.

It may be purchased a second time once the character has learned Sigil Mastery.

The caster may not have more seventh level Sigils then he/she has sixth level Sigils in his or her column of Sigils.

Level 8 Sigil

Prerequisites: Level 7 Sigil

This skill allows the player to cast one eighth level Sigil of the appropriate type.

It may be purchased a second time once the character has learned Sigil Mastery.

The caster may not have more eighth level Sigils then he/she has seventh level Sigils in his or her column of Sigils.

Level 9 Sigil

Prerequisites: Level 8 Sigil

This skill allows the player to cast one ninth level Sigil of the appropriate type.

It may be purchased a second time once the character has learned Sigil Mastery.

The caster may not have more ninth level Sigils then he/she has eighth level Sigils in his or her column of Sigils.

Note a minimum of at least one (1) ninth level Sigil is required before a character may learn Sigil Mastery and thus start on their second column of Sigils.

Production Skills

Production Skills are those needed to make items “In Play” which can prove useful to the player and others in the game.

All Production Skills follow a similar format, thus keeping consistency in the game.

There is the basic knowledge needed to start a production skill, such as Herbalism or Blacksmithing, then once a player has the basics he or she may then learn to become an Apprentice in a production type. They must gain Level Ten (10) in a production skill to be able to purchase Journeyman rank in that skill, if their race and profession allows, and they must then gain Level Twenty (20) in a production skill before they may purchase the Master rank skill in that form of Production, again if their race and/or Profession allows.

All Production Skills have Grand Master levels which are similar to Rituals and a Grand Master Recipe may take months to find all the needed components and gather the additional skills to create.

Production Skills are the “meat and drink” of the Crafter professions, but all professions can learn some amount of Production Skills.

Production Skills are primarily used between events, which is represented by the Production Check-In procedure. During Check-in at an event a character receives a number of Production Points to use based on their skills.

The Production Point total is equal to a multiplier based on skill rank in that production skill applied to the skill levels in that production skill. The skill ranks and multipliers are Apprentice at x1, Journeyman at x2, and Master at x3. A higher rank replaces the lower multiplier and is not in addition to it. The Grand Master skill rank does not provide an increased multiplier.

For example, a character with the Journeyman Jewel Crafter skill and 16 levels of Jewel Crafting would receive 32 (16x2) Production Points at check in.

Every Recipe, other than Grand Master Recipes, has a required Production Skill Rank, Production Point cost, Crown cost, and potentially required or optional components necessary to create them. At Check-in, a player may create, and receive the item tags for, any combination of Recipes, or multiples of the same Recipe, that they have the Recipes for as well as the Skill Ranks, Crowns and Components necessary to create, so long as the sum of the Production Point costs for those Recipes is less than or equal to their Production Point total for that skill.

First Aid

Prerequisites: None

This healing skill can be used to change a wounded persons Status to the next better Status with one minute (60 count) of use. Ex. “First Aid 1, First Aid 2,…”

Once First Aid has begun the wounded character resets their own count for the level they are at to zero.

Thus, a *Lethally Wounded* character could be brought back to *Critically Wounded* Status after one minute, and then from *Critically Wounded* Status to *Bleeding Out* with an additional minute of First Aid. First Aid may even be used to bring someone from *Bleeding Out* back to *Healthy* with exactly 1 hit point.

First Aid will not restore any additional hit points, beyond bring a character from *Bleeding Out* to *Healthy* with 1 hit point.

The character can also determine the status of a target, by placing a hand or packet on the shoulder of the target creature and stating, “First Aid, what is your status?” This will allow the character to determine if a willing / subdued target is *Bleeding Out*, *Critically Wounded*, *Lethally Wounded*, *Dead*, *Petrified* or even *Paralyzed*. It will also allow the character to determine how many hit points of damage the target has suffered. Though it will not tell the character what the present hit points of the target are, nor what the maximum hit points of the target is.

Note: If a player wishes to they may state their status by type rather than an exact amount. For example, they may state Full, Wounded, Hurt Badly, Lightly Injured and so on. Of course, when doing so this should be stated in a sportsman-like manner and never rudely.

This ability will not count hit points gained through magical means such as a *Bless* spell.

For example, if the target was at 45 hit points of 50 hit points, but had a 5 points magical bonus to hit points from a spell prior to taking a 10-point damaging attack the target would state “Down 5 hit points”

First Aid has no effect on characters at *Dead* Status. First Aid will not tell the character how many hit points a target has, nor will it allow the character to heal a target in any way other than from *Bleeding Out* Status to 1 hit point and *Healthy*.

This is one of the Prerequisites for the Surgery Production Skill.

Herbalism

Prerequisites: Read & Write

This is the basic skill which will allow a person to identify herbs and plants in the wild and their use for Elixirs, Poisons, Alchemies, Inks for Scribes or even in Surgery.

This skill will allow a character to determine if a vial is a Poison, Elixir or Alchemy, and even how powerful it may be (i.e. if it is an Apprentice, Journeyman or even a Master Recipe). It does not allow the user to detect that a poison has been used, such as determining if food, drink, or a blade has been poisoned.

This skill will not allow the Herbalist to know what a written recipe will produce, only what type the finished product is.

Herbalism is the primary starting skill for the Production Skills of Alchemy, Elixir Crafting, and Poisons, Scribe, and Surgery.

Blacksmithing

Prerequisites: Read & Write

This is the basic skill which will allow a person to identify raw materials and their use for Armorsmithing, Weaponsmithing, Jewel Crafting, and Engineering.

This skill will allow a character to determine if an item is an Armor, Weapon, Jewel or Engineering Contraption, and even how powerful it may be (i.e. if it is an Apprentice, Journeyman, or Master Recipe).

This skill will not allow the Blacksmith to know what a written recipe will produce, only what type the finished product is.

Blacksmithing is the primary starting skill for the Production Skills of Weaponsmithing, Armorsmithing, Jewel Crafting, and Engineering.

Fermenting

Prerequisites: Read & Write

This is the basic skill which will allow a person to identify Grains, Fruits and other plants in the wild and their use for Brewing, Vinting, and Distilling.

This skill will allow a character to determine if a mixture is a Wine, Brew, Distilled Spirit or Alcoholic Beverage, and even know what quality it is (i.e. if it is an Apprentice, Journeyman or even a Master Recipe).

This skill will not allow the Fermenter to know what a written recipe will produce, only what type the finished product is.

Fermenting is the primary starting skill for the Production Skills of Vinting, Distilling and Brewing.

Ink Making

Prerequisites: Read & Write

This is the basic skill which will allow a person to identify herbs, minerals, plants, and animals in the wild and their use in Inks for Scribes.

This skill will allow a character to determine if an Ink is useful to a Scribe, and even how powerful it may be (i.e. if it is an Apprentice, Journeyman or even a Master Recipe).

Ink Making is one of the required skills to learn to be a Scribe.

Alchemy

This Production skill allows the character to make Alchemical mixtures which can affect the world around them. Alchemies can be Acids, Flammable materials, Explosives, Rust proofing and much more.

Apprentice Alchemist

Prerequisites: Herbalism

This skill allows the character to begin to learn the basics of Alchemy. It is a basic skill needed to purchase Alchemy Levels one (1) through ten (10).

The Apprentice can create any Apprentice recipe that they learn and can also use up to any Journeyman recipe they may come across in its finished form.

An Apprentice gains one (1) Production Point for every level of Alchemy they have attained. For example, an Apprentice Alchemist with Alchemy Level 7 would have seven (7) production points which to create any Apprentice recipe he or she knows.

This skill will allow the Alchemist to know what a written Apprentice recipe is, as well as what the use of any finished product is.

Journeyman Alchemist

Prerequisites: Alchemy Level 10

This skill allows the character to begin to learn the more advanced techniques of Alchemy. It is the skill needed to purchase Alchemy Levels eleven (11) through twenty (20).

The Journeyman can create any Journeyman recipe that they learn and can also use up to any Master recipe they may come across in its finished form.

A Journeyman gains two (2) production points for every Level of Alchemy they have attained. For example, a Journeyman Alchemist with Alchemy Level 17 would have thirty-four (34) production points which to create any Apprentice or Journeyman recipes he or she knows.

This skill will allow the Alchemist to know what a written Journeyman recipe is, as well as what the use of any finished product is.

Master Alchemist

Prerequisites: Alchemy Level 20

This skill allows the character to begin to learn the most advanced techniques of Alchemy. It is the skill needed to purchase Alchemy Levels twenty-one (21) through thirty (30).

The Master can create any Master recipe that they learn and can also use any Alchemy recipe they may come across in its finished form.

A Master gains three (3) production points for every Level of Alchemy they have attained. For example, a Master Alchemist with Alchemy Level 27 would have eighty-one (81) production points which to create any Apprentice, Journeyman, or Master recipe he or she knows.

This skill will allow the Alchemist to know what a written Master recipe is, as well as what the use of any finished product is.

Alchemy Levels One (1) through Ten (10)

Prerequisites: Apprentice Alchemist

This skill is used to determine how many production points an Alchemist has per event to craft recipes.

An Apprentice Alchemist gains one (1) production point for every time a Level in this skill is purchased. The Journeyman Alchemist gains two (2) production points for every Level of Alchemist purchased. Finally, a Master gains three (3) production points for each Level of Alchemist they have.

Alchemy Levels Eleven (11) through Twenty (20)

Prerequisites: Journeyman Alchemist

This skill is used to determine how many production points an Alchemist has per event to craft recipes.

The Journeyman Alchemist gains two (2) production points for every Level of Alchemist purchased. A Master gains three (3) production points for each Level of Alchemist they have.

Alchemy Levels Twenty-One (21) through Thirty (30)

Prerequisites: Master Alchemist

This skill is used to determine how many production points an Alchemist has per event to craft recipes.

The Master Alchemist gains three (3) skill points for each Level of Alchemist they have.

Grand Master Alchemy I

Prerequisites: Alchemy Level 30

This skill allows the Alchemist to decipher Grand Master Alchemy Recipes of the first degree.

The Alchemist may also read other Grand Master Alchemist Recipes but may not create any item of higher degree than the first level.

Note: These recipes will have many components to them. Some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Alchemy II

Prerequisites: Grand Master Alchemy I

This skill allows the Alchemist to decipher Grand Master Alchemy Recipes of the second degree.

The Alchemist may also read other Grand Master Alchemist Recipes but may not create any item of higher degree than the second level.

Note: These recipes will have many components to them. Some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Alchemy III

Prerequisites: Grand Master Alchemy II

This skill allows the Alchemist to decipher Grand Master Alchemy Recipes of the third degree.

The Alchemist may also read other Grand Master Alchemist Recipes but may not create any item of higher degree than the third level.

Note: These recipes will have many components to them. Some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Alchemy IV

Prerequisites: Grand Master Alchemy III

This skill allows the Alchemist to decipher Grand Master Alchemy Recipes of the fourth degree.

The Alchemist may also read other Grand Master Alchemist Recipes but may not create any item of higher degree than the fourth level.

Note: These recipes will have many components to them. Some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Alchemy V

Prerequisites: Grand Master Alchemy Level IV

This skill allows the Alchemist to decipher Grand Master Alchemy Recipes of the highest or Fifth degree.

The Alchemist may also read other Grand Master Alchemist Recipes, they may create true items of magnificence and there is no higher level than the fifth degree of Alchemy.

Elixirs

This Production allows the character to make various mixtures which can heal or enhance others around them. Elixirs come in multiple forms: Healing, Strengthening and even protecting their users.

Apprentice Elixirist

Prerequisites: Herbalism

This skill allows the character to begin to learn the basics of Elixir Crafting. It is a basic skill needed to purchase Elixirs Levels one (1) through ten (10).

The Apprentice can create any Apprentice recipe that they learn and can also use up to any specialized Journeyman elixir they may come across in its finished form.

An Apprentice gains one (1) production point for every Level of Elixirs they have attained. For example, an Apprentice Elixirist with Elixirs Level 7 would have seven (7) production points which to create any Apprentice recipe he or she knows.

This skill will allow the Elixirist to know what a written Apprentice recipe is, as well as what the use of any finished product is.

Journeyman Elixirist

Prerequisites: Elixirs Level 10

This skill allows the character to begin to learn the more advanced techniques of Elixir Crafting. It is the skill needed to purchase Elixirs Levels eleven (11) through twenty (20).

The Journeyman can create any Journeyman recipe that they learn and can also use up to any Master elixir they may come across in its finished form.

A Journeyman gains two (2) production points for every Level of Elixirs they have attained. For example, a Journeyman Elixirist with Elixirs Level 17 would have thirty-four (34) production points which to create any Apprentice or Journeyman recipes he or she knows.

This skill will allow the Elixirist to know what a written Journeyman recipe is, as well as what the use of any finished product is.

Master Elixirist

Prerequisites: Elixirs Level 20

This skill allows the character to begin to learn the most advanced techniques of Elixir Crafting. It is the skill needed to purchase Elixirs Levels twenty-one (21) through thirty (30).

The Master can create any Master recipe that they learn and can also use any recipe they may come across in its finished form.

A Master gains three (3) production points for every Level of Elixirs they have attained. For example, a Master Elixirist with Elixirs Level 27 would have eighty-one (81) production points which to create any Apprentice, Journeyman, or Master recipes he or she knows.

This skill will allow the Elixirist to know what a written Master recipe is, as well as what the use of any finished product is.

Elixirs Levels One (1) through Ten (10)

Prerequisites: Apprentice Elixir Crafter

This skill is used to determine how many production points an Elixirist has per event to craft recipes.

The Apprentice Elixirist gains one (1) production point for every time a Level in this skill is purchased. The Journeyman Elixirist gains two (2) production points for every Level of Elixirist purchased. Finally, A Master gains three (3) production points for each Level of Elixirs they have.

Elixirs Levels Eleven (11) through Twenty (20)

Prerequisites: Journeyman Elixir Crafter

This skill is used to determine how many production points an Elixirist has per event to craft recipes.

The Journeyman Elixirist gains two (2) production points for every Level of Elixirist purchased. Finally, A Master gains three (3) production points for each Level of Elixirs they have.

Elixirs Levels Twenty-One (21) through Thirty (30)

Prerequisites: Master Elixir Crafter

This skill is used to determine how many production points an Elixirist has per event to craft recipes.

The Master Elixirist gains three (3) skill points for each Level of Elixirist they have.

Grand Master Elixirs I

Prerequisites: Elixirs Level 30

This skill allows the Elixirist to decipher Grand Master Elixirs Recipes of the first degree.

The Elixirist may also read other Grand Master Elixirist Recipes but may not create any item of higher degree than the first level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon

Grand Master Elixirs II

Prerequisites: Grand Master Elixirs Level I

This skill allows the Elixirist to decipher Grand Master Elixirs Recipes of the second degree.

The Elixirist may also read other Grand Master Elixirist Recipes but may not create any item of higher degree than the second level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Elixirs III

Prerequisites: Grand Master Elixirs Level II

This skill allows the Elixirist to decipher Grand Master Elixirs Recipes of the third degree.

The Elixirist may also read other Grand Master Elixirist Recipes but may not create any item of higher degree than the third level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Elixirs IV

Prerequisites: Grand Master Elixirs Level III

This skill allows the Elixirist to decipher Grand Master Elixirs Recipes of the fourth degree.

The Elixirist may also read other Grand Master Elixirist Recipes but may not create any item of higher degree than the fourth level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Elixirs V

Prerequisites: Grand Master Elixirs Level IV

This skill allows the Elixirist to decipher Grand Master Elixirs Recipes of the highest or Fifth degree.

The Elixirist may also read other Grand Master Elixirist Recipes, they may create true items of magnificent and there in no higher level than the fifth degree of Elixir Crafting.

Poisons

This Production allows the character to make toxic mixtures which can harm the others around them. Poisons come in multiple forms; Venoms, Ingested, and Gaseous. It is even suggested that Grand Masters can make Deadly multi part poisons.

Apprentice Poisoner

Prerequisites: Herbalism

This skill allows the character to begin to learn the basics of Poisons. It is a basic skill needed to purchase Poisons Levels one (1) through ten (10).

The Apprentice can create any Apprentice recipe that they learn and can also use up to any Journeyman recipe they may come across in its finished form.

An Apprentice gains one (1) production point for every Level of Poisons they have attained. For example, an Apprentice Poisoner with Poisons Level 7 would have seven (7) production points which to create any Apprentice recipe he or she knows.

This skill will allow the Poisoner to know what a written Apprentice recipe is, as well as what the use of any finished product is.

This skill allows the user to search food, drink or a weapon for an applied apprentice poison. If they find an apprentice level poison tag during their search, they may determine the substance is poisoned. If they also have the recipe, they may determine which poison it is. If they find a poison tag after they have begun consuming the food or drink, they take the effect as normal.

Note: You may mime throwing away the food in character and still eat it out of character if you'd like. No need to waste money.

Journeyman Poisoner

Prerequisites: Poisons Level 10

This skill allows the character to begin to learn the more advanced techniques of Poisons. It is the skill needed to purchase Poisons Levels eleven (11) through twenty (20).

The Journeyman can create any Journeyman recipe that they learn and can also use up to any Master recipe they may come across in its finished form.

A Journeyman gains two (2) production points for every Level of Poisons they have attained. For example, a Journeyman Poisoner with Poisons Level 17 would have thirty-four (34) production points which to create any Apprentice or Journeyman recipes he or she knows.

This skill will allow the Poisoner to know what a written Journeyman recipe is, as well as what the use of any finished product is.

This skill allows the user to search food, drink or a weapon for an applied journeyman poison. If they find a journeyman level poison tag during their search, they may determine the substance is poisoned. If they also have the recipe, they may determine which poison it is. If they find a poison tag after they have begun consuming the food or drink, they take the effect as normal.

Note: You may mime throwing away the food in character and still eat it out of character if you'd like. No need to waste money.

Master Poisoner

Prerequisites: Poisons Level 20

This skill allows the character to begin to learn the most advanced techniques of Poisons. It is the skill needed to purchase Poisons Levels twenty-one (21) through thirty (30).

The Master can create any Master recipe that they learn and can also use any recipe they may come across in its finished form.

A Master gains three (3) production points for every Level of Poisons they have attained. For example, a Master Poisoner with Poisons Level 27 would have eighty-one (81) production points which to create any Apprentice, Journeyman, or Master recipes he or she knows.

This skill will allow the Poisoner to know what a written Master recipe is, as well as what the use of any finished product is.

This skill allows the user to search food, drink or a weapon for an applied master poison. If they find a master level poison tag during their search, they may determine the substance is poisoned. If they also have the recipe, they may determine which poison it is. If they find a poison tag after they have begun consuming the food or drink, they take the effect as normal.

Note: You may mime throwing away the food in character and still eat it out of character if you'd like. No need to waste money.

Poisons Levels One (1) through Ten (10)

Prerequisites: Apprentice Poisoner

This skill is used to determine how many production points a Poisoner has per event to craft recipes.

The Apprentice Poisoner gains one (1) production point for every time a Level in this skill is purchased. The Journeyman Poisoner gains two (2) production points for every Level of Poisoner purchased. Finally, A Master gains three (3) production points for each Level of Poisoner they have.

Poisons Levels Eleven (11) through Twenty (20)

Prerequisites: Journeyman Poisoner

This skill is used to determine how many production points a Poisoner has per event to craft recipes.

The Journeyman Poisoner gains two (2) production points for every Level of Poisoner purchased. Finally, A Master gains three (3) production points for each Level of Poisoner they have.

Poisons Levels Twenty-One (21) through Thirty (30)

Prerequisites: Master Poisoner

This skill is used to determine how many production points a Poisoner has per event to craft recipes.

The Master Poisoner gains three (3) skill points for each Level of Poisoner they have.

Grand Master Poisons I

Prerequisites: Poisons Level 30

This skill allows the Poisoner to decipher Grand Master Poisons Recipes of the first degree.

The Poisoner may also read other Grand Master Poisoner Recipes but may not create any item of higher degree than the first level.

This skill allows the user to search food, drink or a weapon for an applied grandmaster poison. If they find a grandmaster level poison tag during their search, they may determine the substance is poisoned. If they also have the recipe, they may determine which poison it is. If they find a poison tag after they have begun consuming the food or drink, they take the effect as normal.

Note: You may mime throwing away the food in character and still eat it out of character if you'd like. No need to waste money.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon

Grand Master Poisons II

Prerequisites: Grand Master Poisons Level I

This skill allows the Poisoner to decipher Grand Master Poisons Recipes of the second degree.

The Poisoner may also read other Grand Master Poisoner Recipes but may not create any item of higher degree than the second level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Poisons III

Prerequisites: Grand Master Poisons Level II

This skill allows the Poisoner to decipher Grand Master Poisons Recipes of the third degree.

The Poisoner may also read other Grand Master Poisoner Recipes but may not create any item of higher degree than the third level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Poisons IV

Prerequisites: Grand Master Poisons Level III

This skill allows the Poisoner to decipher Grand Master Poisons Recipes of the fourth degree.

The Poisoner may also read other Grand Master Poisoner Recipes but may not create any item of higher degree than the fourth level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Poisons V

Prerequisites: Grand Master Poisons Level IV

This skill allows the Poisoner to decipher Grand Master Poisons Recipes of the highest or Fifth degree.

The Poisoner may also read other Grand Master Poisoner Recipes, they may create true items of magnificent and there in no higher level than the fifth degree of Poisons.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Scribe

Scribes record books and use the written word to pass on knowledge. In Mythic Adventures that knowledge is often various magical spells or production recipes. For a Recipe or spell to be placed in a permanent book it takes a Scribe to copy the scroll which passes on that knowledge.

Apprentice Scribe

Prerequisites: Herbalism & Ink Making

This skill allows the character to begin to learn the basics of being a Scribe. It is a basic skill needed to purchase Scribe Levels one (1) through ten (10).

An Apprentice gains one (1) production point for every Level of Scribe they have attained. For example, an Apprentice Scribe with Scribe Level 7 would have seven (7) production points which to create a scroll with any Apprentice recipe or Third level or below spell he or she knows.

This skill will allow the Scribe to know what a written Apprentice recipe is as far as if it is Engineering, Brewing, Poison or other production recipe.

Journeyman Scribe

Prerequisites: Scribe Level 10

This skill allows the character to begin to learn the more advanced techniques of Scribe. It is the skill needed to purchase Scribe Levels eleven (11) through twenty (20).

A Journeyman gains two (2) production points for every Level of Scribe they have attained. For example, a Journeyman Scribe with Scribe Level 17 would have thirty-four (34) production points which to create a scroll for any Apprentice or Journeyman recipes he or she knows, as well as any spell of up to sixth Level.

This skill will allow the Scribe to know what a written Journeyman recipe is, as far as if it is an Engineering, Brewing, Poison or other production recipe.

Master Scribe

Prerequisites: Scribe Level 20

This skill allows the character to begin to learn the most advanced techniques of Scribe. It is the skill needed to purchase Scribe Levels twenty-one (21) through thirty (30).

A Master gains three (3) production points for every Level of Scribe they have attained. For example, a Master Scribe with Scribe Level 27 would have eighty-one (81) production points which to copy any Apprentice, Journeyman, or Master recipes he/she has onto scrolls, as well as, any spell of up to ninth Level.

This skill will allow the Scribe to know what a written Master recipe is, as far as if it is an Engineering, Brewing, Poison or other production recipe.

Scribe Levels One (1) through Ten (10)

Prerequisites: Apprentice Scribe

This skill is used to determine how many production points a Scribe has per event to craft recipes.

The Apprentice Scribe gains one (1) production point for every time a Level in this skill is purchased. The Journeyman Scribe gains two (2) production points for every Level of Scribe purchased. Finally, A Master gains three (3) production points for each Level of Scribe they have.

Scribe Levels Eleven (11) through Twenty (20)

Prerequisites: Journeyman Scribe

This skill is used to determine how many production points a Scribe has per event to craft recipes.

The Journeyman Scribe gains two (2) production points for every Level of Scribe purchased. Finally, A Master gains three (3) production points for each Level of Scribe they have.

Scribe Levels Twenty-One (21) through Thirty (30)

Prerequisites: Master Scribe

This skill is used to determine how many production points a Scribe has per event to craft recipes.

The Master Scribe gains three (3) skill points for each Level of Scribe they have.

Grand Master Scribe I

Prerequisites: Scribe Level 30

This skill allows the Scribe to decipher Grand Master Scribe Recipes of the first degree.

The Scribe may also read other Grand Master Scribe Recipes but may not create any item of higher degree than the first level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon

Grand Master Scribe II

Prerequisites: Grand Master Scribe Level I

This skill allows the Scribe to decipher Grand Master Scribe Recipes of the second degree.

The Scribe may also read other Grand Master Scribe Recipes but may not create any item of higher degree than the second level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Scribe III

Prerequisites: Grand Master Scribe Level II

This skill allows the Scribe to decipher Grand Master Scribe Recipes of the third degree.

The Scribe may also read other Grand Master Scribe Recipes but may not create any item of higher degree than the third level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Scribe IV

Prerequisites: Grand Master Scribe Level III

This skill allows the Scribe to decipher Grand Master Scribe Recipes of the fourth degree.

The Scribe may also read other Grand Master Scribe Recipes but may not create any item of higher degree than the fourth level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Scribe V

Prerequisites: Grand Master Scribe Level IV

This skill allows the Scribe to decipher Grand Master Scribe Recipes of the highest or Fifth degree.

The Scribe may also read other Grand Master Scribe Recipes, they may create true items of magnificent and there in no higher level than the fifth degree of Scribe.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Surgery

This Production Skill allows the character to save lives on the field. It can heal or enhance others around them and though not as common or powerful as magical healing, it can be performed at any time and many a Healer has learned this skill for when his or her spells have run out. Additionally, Surgery can come in multiple forms; healing, strengthening and even protecting their users, through its uses.

Apprentice Surgeon

Prerequisites: Herbalism & First Aid

This skill allows the character to begin to learn the basics of Surgery. It is a basic skill needed to purchase Surgery Levels one (1) through ten (10).

The Apprentice can create any Apprentice recipe that they learn and can also use up to any Journeyman Surgery recipe they may come across in its finished form.

An Apprentice gains one (1) production point for every Level of Surgery they have attained. For example, an Apprentice Surgeon with Surgery Level 7 would have seven (7) production points which to create any Apprentice recipe he or she knows.

This skill will allow the Surgeon to know what a written Apprentice recipe is, as well as what the use of any finished product is.

An Apprentice Surgeon may also practice Triage, which is like First Aid but used on multiple targets simultaneously. An Apprentice may perform Triage on up to two (2) beings at a time. All beings must stay within 10 feet of the Apprentice Surgeon during the triage, or restart their counts.

This skill will allow the character to determine a willing or subdued target's *Health Status*. These include *Unconscious*, *Bleeding Out*, *Critically Wounded*, *Lethally Wounded*, *Dead*, *Petrified*, and *Paralyzed* among others.

Furthermore, for a target at *Healthy* status, the character can determine the health level of a target, by placing a hand or packet on the shoulder of the target creature and stating "Triage". In this manner, the character can determine how many hit points of damage the target has suffered. Though it will not tell the character what the present hit point value nor the maximum hit point value of the target is.

This healing skill can be used to change wounded targets' *Health Status* to the next better *Health Status* with one minute of attention (60 count).

Once Triage has begun the wounded character(s) resets their own count for their wound level to zero (0).

Thus, up to two (2) *Lethally Wounded* characters could be brought back to *Critically Wounded* after one minute, and then from *Critically Wounded* to *Bleeding Out* with an additional

minute of Triage. Triage may even be used to bring someone from *Bleeding Out* back to *Healthy* with 1 hit point.

Triage has no effect on characters at *Dead* status.

Triage cannot be used to grant a target hit points any way other than raising them from *Bleeding Out* status to 1 hit point, and consciousness.

For every level of Surgery an Apprentice has he or she may heal in the field ten (10) hit point of damage done to a living being per day. Up to a maximum per day equal to their total potential of healing skill. Thus, an Apprentice with Surgery Level 7 could heal up to seventy (70) hit points of damage per day. If he or she healed one being for fifty-five (55) hit points and another came in down twenty (20) hit points the Apprentice could only heal fifteen (15) hit points to that being leaving it still down five (5) hit points. Each hit point restored in this manner takes a five (5) count.

A Surgeon cannot perform this type of healing while maintaining Triage on any others.

Journeyman Surgeon

Prerequisites: Surgery Level 10

This skill allows the character to begin to learn the more advanced forms of Surgery. It is a basic skill needed to purchase Surgery Levels eleven (11) through twenty (20).

The Journeyman can create any Journeyman recipe that they learn and can also use up to any Master Surgery recipe they may come across in its finished form.

A Journeyman gains two (2) production points for every Level of Surgery they have attained. For example, a Journeyman Surgeon with Surgery Level 17 would have thirty-four (34) production points which to create any Journeyman recipe he or she knows.

This skill will allow the Surgeon to know what a written Journeyman recipe is, as well as what the use of any finished product is.

A Journeyman Surgeon may practice Triage, which is like First Aid but used on multiple targets simultaneously. A Journeyman may perform Triage on up to four (4) beings at a time. All beings must stay within 15 feet of the Journeyman Surgeon during the triage or restart their counts.

This skill will allow the character to determine a willing or subdued target's *Health Status*. These include *Unconscious*, *Bleeding Out*, *Critically Wounded*, *Lethally Wounded*, *Dead*, *Petrified*, and *Paralyzed* among others.

Furthermore, for a target at *Healthy* status, the character can determine the health level of a target, by placing a hand or packet on the shoulder of the target creature and stating "Triage". In this manner, the character can determine how many hit points of damage the target has suffered. Though it will not tell the character what the present hit point value nor the maximum hit point value of the target is.

This healing skill can be used to change wounded targets' *Health Status* to the next better *Health Status* with one minute of attention (60 count).

Once Triage has begun the wounded character(s) resets their own count for their wound level to zero (0).

Thus, up to four (4) *Lethally Wounded* characters could be brought back to *Critically Wounded* after one minute, and then from *Critically Wounded* to *Bleeding Out* with an additional minute of Triage. Triage may even be used to bring someone from *Bleeding Out* back to *Healthy* with 1 hit point.

Triage has no effect on characters at *Dead* status.

Triage cannot be used to grant a target hit points any way other than raising them from *Bleeding Out* status to 1 hit point, and consciousness.

For every level of Surgery, a Journeyman has he or she may heal in the field twenty (20) hit point of damage done to a living being per day. Up to a maximum per day equal to their total potential of healing skill. Thus, a Journeyman with Surgery Level 17 could heal up to Three Hundred Forty (340) hit points of damage per day. Each hit point restored in this manner takes a five (5) count.

A Surgeon cannot perform this type of healing while maintaining Triage on any others.

Master Surgeon

Prerequisites: Surgery Level 20

This skill allows the character to begin to learn the most advanced forms of Surgery. It is a basic skill needed to purchase Surgery Levels twenty-one (21) through thirty (30).

The Master can create any Master recipe that they learn and can also use up to any specialized Master Surgery Technique they may come across in its finished form.

A Master gains two (2) skill points for every Level of Surgery they have attained. For example, a Master Surgeon with Surgery Level 27 would have eighty-one (81) production points which to create any Master recipe he or she knows.

This skill will allow the Surgeon to know what a written Master recipe is, as well as what the use of any finished product is.

A Master Surgeon may practice Triage, which is like First Aid but used on multiple targets simultaneously. A Master may perform Triage on up to eight (8) beings at a time. All beings must stay within 20 feet of the Master Surgeon during the triage or restart their counts.

This skill will allow the character to determine a willing or subdued target's *Health Status*. These include *Unconscious*, *Bleeding Out*, *Critically Wounded*, *Lethally Wounded*, *Dead*, *Petrified*, and *Paralyzed* among others.

Furthermore, for a target at *Healthy* status, the character can determine the health level of a target, by placing a hand or

packet on the shoulder of the target creature and stating "Triage". In this manner, the character can determine how many hit points of damage the target has suffered. Though it will not tell the character what the present hit point value nor the maximum hit point value of the target is.

This healing skill can be used to change wounded targets' *Health Status* to the next better *Health Status* with one minute of attention (60 count).

Once Triage has begun the wounded character(s) resets their own count for their wound level to zero (0).

Thus, up to eight (8) *Lethally Wounded* characters could be brought back to *Critically Wounded* after one minute, and then from *Critically Wounded* to *Bleeding Out* with an additional minute of Triage. Triage may even be used to bring someone from *Bleeding Out* back to *Healthy* with 1 hit point.

Triage has no effect on characters at *Dead* status.

Triage cannot be used to grant a target hit points any way other than raising them from *Bleeding Out* status to 1 hit point, and consciousness.

For every level of Surgery, a Master has he or she may heal in the field thirty (30) hit points of damage done to a living being per day. Up to a maximum per day equal to their total potential of healing skill. Thus, a Master with Surgery Level 27 could heal up to eight hundred ten (810) hit points of damage per day.

A Surgeon cannot perform this type of healing while maintaining Triage on any others.

Surgery Levels One (1) through Ten (10)

Prerequisites: Apprentice Surgeon

This skill is used to determine how many production points a Surgeon has per event to craft recipes.

The Apprentice Surgeon gains one (1) production point for every time a level in this skill is purchased. The Journeyman Surgeon gains two (2) production points for every level of Surgery purchased. A Master gains three (3) production points for each Level of Surgery they have.

Surgery Levels Eleven (11) through Twenty (20)

Prerequisites: Journeyman Surgeon

This skill is used to determine how many production points a Surgeon has per event to craft recipes.

The Journeyman Surgeon gains two (2) production points for every Level of Surgery purchased. Finally, A Master gains three (3) production points for each Level of Surgery they have.

Surgery Levels Twenty-One (21) through Thirty (30)

Prerequisites: Master Surgeon

This skill is used to determine how many production points a Surgeon has per event to craft recipes.

The Master Surgeon gains three (3) skill points for each Level of Surgery they have.

Grand Master Surgery I

Prerequisites: Surgery Level 30

This skill allows the Surgeon to decipher Grand Master Surgery Recipes of the first degree.

The Surgeon may also read other Grand Master Surgery Recipes but may not create any item of higher degree than the first level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Surgery II

Prerequisites: Grand Master Surgery Level I

This skill allows the Surgeon to decipher Grand Master Surgery Recipes of the second degree.

The Surgeon may also read other Grand Master Surgery Recipes but may not create any item of higher degree than the second level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Surgery III

Prerequisites: Grand Master Surgery Level II

This skill allows the Surgeon to decipher Grand Master Surgery Recipes of the third degree.

The Surgeon may also read other Grand Master Surgery Recipes but may not create any item of higher degree than the third level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Surgery IV

Prerequisites: Grand Master Surgery Level III

This skill allows the Surgeon to decipher Grand Master Surgery Recipes of the fourth degree.

The Surgeon may also read other Grand Master Surgery Recipes but may not create any item of higher degree than the fourth level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Surgery V

Prerequisites: Grand Master Surgery Level IV

This skill allows the Surgeon to decipher Grand Master Surgery Recipes of the highest or Fifth degree.

The Surgeon may also read other Grand Master Surgery Recipes, they may create true items of magnificent and there in no higher level than the fifth degree of Surgery.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Armorsmithing

This Production Skill allows the character to make, repair, and even enhance armors and shields used in the game.

Apprentice Armorsmith

Prerequisites: Blacksmithing

This skill allows the character to begin to learn the basics of Armorsmithing. It is a basic skill needed to purchase Armorsmithing Levels one (1) through ten (10).

The Apprentice can create any Apprentice recipe that they learn and can also use up to any Journeyman recipe they may come across in its finished form.

An Apprentice gains one (1) production point for every Level of Armorsmithing they have attained. For example, an Apprentice Armorsmith with Armorsmithing Level 7 would have seven (7) production points which to create any Apprentice recipe he or she knows.

This skill will allow the Armorsmith to know what a written Apprentice recipe is, as well as what the use of any finished product is.

With this skill, the character can determine the status of a target's armor by placing a hand or packet on the shoulder of the target creature and stating, "Armor Check". In this manner, the character can determine how many armor points of damage the target has suffered. It will tell the character what maximum armor points of the target's armor is, but not what the maximum number of armor points the target can wear due to race, profession or skills such as *Wear Extra Armor* or *Improved Armor*.

This ability will not count armor points gained through magical means such as a Shield spell.

For Example, if the target was at 45 armor points of 50 armor points, but had a 5 points magical bonus to armor points from a spell prior to taking a 10-point damaging attack the target would state "Down 5 armor points"

An Armorsmith can also tell if an armor has been enhanced, such as if it has been reinforced or has a *Damage Reduction* of some type through Armorsmithing.

For every level of Armorsmithing an Apprentice has he or she may repair in the field ten (10) armor points of damage done to an armor per day. Up to a maximum per day equal to their total. Thus, an Apprentice with Armorsmithing Level 7 could repair up to seventy (70) armor points of damage per day. If he or she repaired one set for fifty (50) armor points and another came in down twenty-two (22) armor points the Apprentice could only repair twenty (20) armor points to that damaged set of armor leaving it still down two (2) armor points. Each point of armor repaired this way requires a five (5) count.

Journeyman Armorsmith

Prerequisites: Armorsmithing Level 10

This skill allows the character to begin to learn the more advanced techniques of Armorsmithing. It is the skill needed to purchase Armorsmithing Levels eleven (11) through twenty (20).

The Journeyman can create any Journeyman recipe that they learn and can also use up to any Master recipe they may come across in its finished form.

A Journeyman gains two (2) production points for every Level of Armorsmithing they have attained. For example, a Journeyman Armorsmith with Armorsmithing Level 17 would have thirty-four (34) production points which to create any Apprentice or Journeyman recipes he or she knows.

This skill will allow the Armorsmith to know what a written Journeyman recipe is, as well as what the use of any finished product is.

For every level of Armorsmithing a Journeyman has, he or she may repair in the field twenty (20) armor points of damage done to an armor per day. Up to a maximum per day equal to their total. Thus, a Journeyman with Armorsmithing Level 17 could repair up to three hundred forty (340) armor points of damage per day. If he or she repaired one set for 150 armor points and another came in down twenty (200) armor points the Journeyman could only repair 190 armor points to that damaged set of armor leaving it still down ten (10) armor points. Each point of armor repaired in this way requires a five (5) count.

Master Armorsmith

Prerequisites: Armorsmithing Level 20

This skill allows the character to begin to learn the most advanced techniques of Armorsmithing. It is the skill needed to purchase Armorsmithing Levels twenty-one (21) through thirty (30).

The Master can create any Master recipe that they learn and can also use any recipe they may come across in its finished form.

A Master gains three (3) production points for every Level of Armorsmithing they have attained. For example, a Master Armorsmith with Armorsmithing Level 27 would have eighty-one (81) production points which to create any Apprentice, Journeyman, or Master recipes he or she knows.

This skill will allow the Armorsmith to know what a written Master recipe is, as well as what the use of any finished product is.

Furthermore, for every level of Armorsmithing a Master has he or she may repair in the field thirty (30) armor point of damage done to an armor per day. Up to a maximum per day equal to their total. Thus, a Master with Armorsmithing Level 27 could repair up to eight hundred ten (810) armor points of damage per day. Each point of armor repaired in this way requires a five (5) count.

Armorsmithing Levels One (1) through Ten (10)

Prerequisites: Apprentice Armorsmith

This skill is used to determine how many production points an Armorsmith has per event to craft recipes.

The Apprentice Armorsmith gains one (1) production point for every time a Level in this skill is purchased. The Journeyman Armorsmith gains two (2) production points for every Level of Armorsmithing purchased. Finally, A Master gains three (3) production points for each Level of Armorsmithing they have.

Armorsmith Levels Eleven (11) through Twenty (20)

Prerequisites: Journeyman Armorsmith

This skill is used to determine how many production points an Armorsmith has per event to craft recipes.

The Journeyman Armorsmith gains two (2) production points for every Level of Armorsmithing purchased. Finally, A Master gains three (3) production points for each Level of Armorsmithing they have.

Armorsmith Levels Twenty-One (21) through Thirty (30)

Prerequisites: Master Armorsmith

This skill is used to determine how many production points an Armorsmith has per event to craft recipes.

The Master Armorsmith gains three (3) skill points for each Level of Armorsmithing they have.

Grand Master Armorsmithing I

Prerequisites: Armorsmithing Level 30

This skill allows the Armorsmith to decipher Grand Master Armorsmithing Recipes of the first degree.

The Armorsmith may also read other Grand Master Armorsmithing Recipes but may not create any item of higher degree than the first level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon

Grand Master Armorsmithing II

Prerequisites: Grand Master Armorsmithing Level I

This skill allows the Armorsmith to decipher Grand Master Armorsmithing Recipes of the second degree.

The Armorsmith may also read other Grand Master Armorsmithing Recipes but may not create any item of higher degree than the second level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Armorsmithing III

Prerequisites: Grand Master Armorsmithing Level II

This skill allows the Armorsmith to decipher Grand Master Armorsmithing Recipes of the third degree.

The Armorsmith may also read other Grand Master Armorsmithing Recipes but may not create any item of higher degree than the third level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Armorsmithing IV

Prerequisites: Grand Master Armorsmithing Level III

This skill allows the Armorsmith to decipher Grand Master Armorsmithing Recipes of the fourth degree.

The Armorsmith may also read other Grand Master Armorsmithing Recipes but may not create any item of higher degree than the fourth level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Armorsmithing V

Prerequisites: Grand Master Armorsmithing Level IV

This skill allows the Armorsmith to decipher Grand Master Armorsmithing Recipes of the highest or Fifth degree.

The Armorsmith may also read other Grand Master Armorsmithing Recipes, they may create true items of magnificent and there in no higher level than the fifth degree of Armorsmithing.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Weaponsmithing

This Production Skill allows the character to make, repair, and even enhance weapons, both melee and projectile, used in the game. This skill set is not used in the manufacture or enhancement of firearms.

An Apprentice Weaponsmith may repair a shattered or broken non-magical, standard quality weapon. It takes 10 minutes of their time and does require they be at a forge, but they may do this an unlimited number of times.

As the Weaponsmith gets better they can fix higher quality weapons in this way.

An Apprentice may fix non-magical standard weapons

A Journeyman may repair +1 Quality weapons

A Master may repair +2 Quality weapons

+3 and beyond repairs require a recipe and components.

Magical Weapons which need repair are in the Grand Master Recipes and will require a Ritual as well to be fully restored.

Note: This skill has no effect on Firearms.

Apprentice Weaponsmith

Prerequisites: Blacksmithing

This skill allows the character to begin to learn the basics of Weaponsmithing. It is a basic skill needed to purchase Weaponsmithing Levels one (1) through ten (10).

The Apprentice can create any Apprentice recipe that they learn and can also use up to any Journeyman recipe they may come across in its finished form.

An Apprentice gains one (1) production point for every Level of Weaponsmithing they have attained. For example, an Apprentice Weaponsmith with Weaponsmithing Level 7 would have seven (7) production points which to create any Apprentice recipe he or she knows.

This skill will allow the Weaponsmith to know what a written Apprentice recipe is, as well as what the use of any finished product is.

With this skill, the character can determine the status of a target's weapon by placing a hand or packet on the shoulder of the target creature and stating "Weapon Check". In this manner, the character can determine if a weapon has been rusted or if it is enhanced or even enchanted. This ability will not count weapon bonuses gained through magical means such as a *Blade of Strife* spell.

A Weaponsmith can also tell if a Weapon has been enhanced, such as if it has been reinforced or has a damage enhancement of some type through Weaponsmithing, (i.e. A Weaponsmith can tell a Dwarven Shortsword +3 is a crafted Dwarven weapon which calls addition damage over its normal base).

Journeyman Weaponsmith

Prerequisites: Weaponsmithing Level 10

This skill allows the character to begin to learn the more advanced techniques of Weaponsmithing. It is the skill needed to purchase Weaponsmithing Levels eleven (11) through twenty (20).

The Journeyman can create any Journeyman recipe that they learn and can also use up to any Master recipe they may come across in its finished form.

A Journeyman gains two (2) production points for every Level of Weaponsmithing they have attained. For example, a Journeyman Weaponsmith with Weaponsmithing Level 17 would have thirty-four (34) production points which to create any Apprentice or Journeyman recipes he or she knows.

This skill will allow the Weaponsmith to know what a written Journeyman recipe is, as well as what the use of any finished product is.

Master Weaponsmith

Prerequisites: Weaponsmithing Level 20

This skill allows the character to begin to learn the most advanced techniques of Weaponsmithing. It is the skill needed to purchase Weaponsmithing Levels twenty-one (21) through thirty (30).

The Master can create any Master recipe that they learn and can also use any recipe they may come across in its finished form.

A Master gains three (3) production points for every Level of Weaponsmithing they have attained. For example, a Master Weaponsmith with Weaponsmithing Level 27 would have eighty-one (81) production points which to create any Apprentice, Journeyman, or Master recipes he or she knows.

This skill will allow the Weaponsmith to know what a written Master recipe is, as well as what the use of any finished product is.

Weaponsmithing Levels One (1) through Ten (10)

Prerequisites: Apprentice Weaponsmith

This skill is used to determine how many production points a Weaponsmith has per event to craft recipes.

The Apprentice Weaponsmith gains one (1) production point for every time a Level in this skill is purchased. The Journeyman Weaponsmith gains two (2) production points for every Level of Weaponsmithing purchased. Finally, A Master gains three (3) production points for each Level of Weaponsmithing they have.

Weaponsmith Levels Eleven (11) through Twenty (20)

Prerequisites: Journeyman Weaponsmith

This skill is used to determine how many production points a Weaponsmith has per event to craft recipes.

The Journeyman Weaponsmith gains two (2) production points for every Level of Weaponsmithing purchased. A Master gains three (3) production points for each Level of Weaponsmithing they have.

Weaponsmith Levels Twenty-One (21) through Thirty (30)

Prerequisites: Master Weaponsmith

This skill is used to determine how many production points a Weaponsmith has per event to craft recipes.

The Master Weaponsmith gains three (3) skill points for each Level of Weaponsmithing they have.

Grand Master Weaponsmithing I

Prerequisites: Weaponsmithing Level 30

This skill allows the Weaponsmith to decipher Grand Master Weaponsmithing Recipes of the first degree.

The Weaponsmith may also read other Grand Master Weaponsmithing Recipes but may not create any item of higher degree than the first level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon

Grand Master Weaponsmithing II

Prerequisites: Grand Master Weaponsmithing Level I

This skill allows the Weaponsmith to decipher Grand Master Weaponsmithing Recipes of the second degree.

The Weaponsmith may also read other Grand Master Weaponsmithing Recipes but may not create any item of higher degree than the second level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Weaponsmithing III

Prerequisites: Grand Master Weaponsmithing Level II

This skill allows the Weaponsmith to decipher Grand Master Weaponsmithing Recipes of the third degree.

The Weaponsmith may also read other Grand Master Weaponsmithing Recipes but may not create any item of higher degree than the third level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Weaponsmithing IV

Prerequisites: Grand Master Weaponsmithing Level III

This skill allows the Weaponsmith to decipher Grand Master Weaponsmithing Recipes of the fourth degree.

The Weaponsmith may also read other Grand Master Weaponsmithing Recipes but may not create any item of higher degree than the fourth level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Weaponsmithing V

Prerequisites: Grand Master Weaponsmithing Level IV

This skill allows the Weaponsmith to decipher Grand Master Weaponsmithing Recipes of the highest or Fifth degree.

The Weaponsmith may also read other Grand Master Weaponsmithing Recipes, they may create true items of magnificent and there is no higher level than the fifth degree of Weaponsmithing.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Jewel Crafting

This Production Skill allows the character to make, repair, and even enhance jewelry and gemstones for use in decoration, spell crafts, item preparations and magical storage. This skill will allow a Jeweler to identify raw gemstones and precious metals in their natural state, but not to appraise them, as the *Evaluate Item* skill does.

Apprentice Jeweler

Prerequisites: Blacksmithing

This skill allows the character to begin to learn the basics of Jewel Crafting. It is a basic skill needed to purchase Jewel Crafting Levels one (1) through ten (10).

The Apprentice can create any Apprentice recipe that they learn and can also use up to any Journeyman recipe they may come across in its finished form.

An Apprentice gains one (1) production point for every Level of Jewel Crafting they have attained. For example, an Apprentice Jeweler with Jewel Crafting Level 7 would have seven (7) production points which to create any Apprentice recipe he or she knows.

This skill will allow the Jeweler to know what a written Apprentice recipe is, as well as what the use of any finished product is.

Journeyman Jeweler

Prerequisites: Jewel Crafting Level 10

This skill allows the character to begin to learn the more advanced techniques of Jewel Crafting. It is the skill needed to purchase Jewel Crafting Levels eleven (11) through twenty (20).

The Journeyman can create any Journeyman recipe that they learn and can also use up to any Master recipe they may come across in its finished form.

A Journeyman gains two (2) production points for every Level of Jewel Crafting they have attained. For example, a Journeyman Jeweler with Jewel Crafting Level 17 would have thirty-four (34) production points which to create any Apprentice or Journeyman recipes he or she knows.

This skill will allow the Jeweler to know what a written Journeyman recipe is, as well as what the use of any finished product is.

Master Jeweler

Prerequisites: Jewel Crafting Level 20

This skill allows the character to begin to learn the most advanced techniques of Jewel Crafting. It is the skill needed to purchase Jewel Crafting Levels twenty-one (21) through thirty (30).

The Master can create any Master recipe that they learn and can also use any recipe they may come across in its finished form.

A Master gains three (3) production points for every Level of Jewel Crafting they have attained. For example, a Master Jeweler with Jewel Crafting Level 27 would have eighty-one (81) production points which to create any Apprentice, Journeyman, or Master recipes he or she knows.

This skill will allow the Jeweler to know what a written Master recipe is, as well as what the use of any finished product is.

Jewel Crafting Levels One (1) through Ten (10)

Prerequisites: Apprentice Jeweler

This skill is used to determine how many production points a Jeweler has per event to craft recipes.

The Apprentice Jeweler gains one (1) production point for every time a Level in this skill is purchased. The Journeyman Jeweler gains two (2) production points for every Level of Jewel Crafting purchased. Finally, A Master gains three (3) production points for each Level of Jewel Crafting they have.

Jewel Crafting Levels Eleven (11) through Twenty (20)

Prerequisites: Journeyman Jeweler

This skill is used to determine how many production points a Jeweler has per event to craft recipes.

The Journeyman Jeweler gains two (2) production points for every Level of Jewel Crafting purchased. A Master gains three (3) production points for each Level of Jewel Crafting they have.

Jewel Crafting Levels Twenty-One (21) through Thirty (30)

Prerequisites: Master Jeweler

This skill is used to determine how many production points a Jeweler has per event to craft recipes.

The Master Jeweler gains three (3) skill points for each Level of Jewel Crafting they have.

Grand Master Jewel Crafting I

Prerequisites: Jewel Crafting Level 30

This skill allows the Jeweler to decipher Grand Master Jewel Crafting Recipes of the first degree.

The Jeweler may also read other Grand Master Jewel Crafting Recipes but may not create any item of higher degree than the first level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon

Grand Master Jewel Crafting II

Prerequisites: Grand Master Jewel Crafting Level I

This skill allows the Jeweler to decipher Grand Master Jewel Crafting Recipes of the second degree.

The Jeweler may also read other Grand Master Jewel Crafting Recipes but may not create any item of higher degree than the second level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Jewel Crafting III

Prerequisites: Grand Master Jewel Crafting Level II

This skill allows the Jeweler to decipher Grand Master Jewel Crafting Recipes of the third degree.

The Jeweler may also read other Grand Master Jewel Crafting Recipes but may not create any item of higher degree than the third level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Jewel Crafting IV

Prerequisites: Grand Master Jewel Crafting Level III

This skill allows the Jeweler to decipher Grand Master Jewel Crafting Recipes of the fourth degree.

The Jeweler may also read other Grand Master Jewel Crafting Recipes but may not create any item of higher degree than the fourth level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Jewel Crafting V

Prerequisites: Grand Master Jewel Crafting Level IV

This skill allows the Jeweler to decipher Grand Master Jewel Crafting Recipes of the highest or Fifth degree.

The Jeweler may also read other Grand Master Jewel Crafting Recipes, they may create true items of magnificent and there in no higher level than the fifth degree of Jewel Crafting.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Brewing

This Production Skill allows the character to make, even enhance Beer, Stouts, and other Brewed beverages for use in game. This skill will allow a Brewer to identify Raw Grains and Precious Spices in their natural state for use in Brewing, but not to appraise them, as the *Evaluate Item* Skill does.

Apprentice Brewer

Prerequisites: Fermenter

This skill allows the character to begin to learn the basics of Brewing. It is a basic skill needed to purchase Brewing Levels one (1) through ten (10).

The Apprentice can create any Apprentice recipe that they learn.

An Apprentice gains one (1) production point for every Level of Brewing they have attained. For example, an Apprentice Brewer with Brewing Level 7 would have seven (7) production points which to create any Apprentice recipe he or she knows.

This skill will allow the Brewer to know what a written Apprentice recipe is, as well as what the use of any finished product is.

Journeyman Brewer

Prerequisites: Brewing Level 10

This skill allows the character to begin to learn the more advanced techniques of Brewing. It is the skill needed to purchase Brewing Levels eleven (11) through twenty (20).

The Journeyman can create any Journeyman recipe that they learn.

A Journeyman gains two (2) production points for every Level of Brewing they have attained. For example, a Journeyman Brewer with Brewing Level 17 would have thirty-four (34) production points which to create any Apprentice or Journeyman recipes he or she knows.

This skill will allow the Brewer to know what a written Journeyman recipe is, as well as what the use of any finished product is.

Master Brewer

Prerequisites: Brewing Level 20

This skill allows the character to begin to learn the most advanced techniques of Brewing. It is the skill needed to purchase Brewing Levels twenty-one (21) through thirty (30).

The Master can create any Master recipe that they learn and can also use any recipe they may come across.

A Master gains three (3) production points for every Level of Brewing they have attained. For example, a Master Brewer with Brewing Level 27 would have eighty-one (81) production points which to create any Apprentice, Journeyman, or Master recipes he or she knows.

This skill will allow the Brewer to know what a written Master recipe is, as well as what the use of any finished product is.

Brewing Levels One (1) through Ten (10)

Prerequisites: Apprentice Brewer

This skill is used to determine how many production points a Brewer has per event to craft recipes.

The Apprentice Brewer gains one (1) production point for every time a Level in this skill is purchased. The Journeyman Brewer gains two (2) production points for every Level of Brewing purchased. Finally, A Master gains three (3) production points for each Level of Brewing they have.

Brewing Levels Eleven (11) through Twenty (20)

Prerequisites: Journeyman Brewer

This skill is used to determine how many production points a Brewer has per event to craft recipes.

The Journeyman Brewer gains two (2) production points for every Level of Brewing purchased. A Master gains three (3) production points for each Level of Brewing they have.

Brewing Levels Twenty-One (21) through Thirty (30)

Prerequisites: Master Brewer

This skill is used to determine how many production points a Brewer has per event to craft recipes.

The Master Brewer gains three (3) skill points for each Level of Brewing they have.

Grand Master Brewing I

Prerequisites: Brewing Level 30

This skill allows the Brewing to decipher Grand Master Brewing Recipes of the first degree.

The Brewer may also read other Grand Master Brewing Recipes but may not create any item of higher degree than the first level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon

Grand Master Brewing II

Prerequisites: Grand Master Brewing Level I

This skill allows the Brewing to decipher Grand Master Brewing Recipes of the second degree.

The Brewer may also read other Grand Master Brewing Recipes but may not create any item of higher degree than the second level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Brewing III

Prerequisites: Grand Master Brewing Level II

This skill allows the Brewing to decipher Grand Master Brewing Recipes of the third degree.

The Brewer may also read other Grand Master Brewing Recipes but may not create any item of higher degree than the third level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Brewing IV

Prerequisites: Grand Master Brewing Level III

This skill allows the Brewing to decipher Grand Master Brewing Recipes of the fourth degree.

The Brewer may also read other Grand Master Brewing Recipes but may not create any item of higher degree than the fourth level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Brewing V

Prerequisites: Grand Master Brewing Level IV

This skill allows the Brewing to decipher Grand Master Brewing Recipes of the highest or Fifth degree.

The Brewer may also read other Grand Master Brewing Recipes, they may create true items of magnificent and there in no higher level than the fifth degree of Brewing.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Distilling

This Production allows the character to make, even enhance Whisky, Brandy and other Distilled beverages for use in game. This skill will allow a Distiller to identify Raw Grains and Precious Spices in their natural state for use in Distilling, but not to appraise them, as the *Evaluate Item* Skill does.

Apprentice Distiller

Prerequisites: Fermenter

This skill allows the character to begin to learn the basics of Distilling. It is a basic skill needed to purchase Distilling Levels one (1) through ten (10).

The Apprentice can create any Apprentice recipe that they learn.

An Apprentice gains one (1) production point for every Level of Distilling they have attained. For example, an Apprentice Distiller with Distilling Level 7 would have seven (7) production points which to create any Apprentice recipe he or she knows.

This skill will allow the Distiller to know what a written Apprentice recipe is, as well as what the use of any finished product is.

Journeyman Distiller

Prerequisites: Distilling Level 10

This skill allows the character to begin to learn the more advanced techniques of Distilling. It is the skill needed to purchase Distilling Levels eleven (11) through twenty (20).

The Journeyman can create any Journeyman recipe that they learn.

A Journeyman gains two (2) production points for every Level of Distilling they have attained. For example, a Journeyman Distiller with Distilling Level 17 would have thirty-four (34) production points which to create any Apprentice or Journeyman recipes he or she knows.

This skill will allow the Distiller to know what a written Journeyman recipe is, as well as what the use of any finished product is.

Master Distiller

Prerequisites: Distilling Level 20

This skill allows the character to begin to learn the most advanced techniques of Distilling. It is the skill needed to purchase Distilling Levels twenty-one (21) through thirty (30).

The Master can create any Master recipe that they learn and can also use up to any recipe they may come across.

A Master gains three (3) production points for every Level of Distilling they have attained. For example, a Master Distiller with Distilling Level 27 would have eighty-one (81) production points which to create any Apprentice, Journeyman, or Master recipes he or she knows.

This skill will allow the Distiller to know what a written Master recipe is, as well as what the use of any finished product is.

Distilling Levels One (1) through Ten (10)

Prerequisites: Apprentice Distiller

This skill is used to determine how many production points a Distiller has per event to craft recipes.

The Apprentice Distiller gains one (1) production point for every time a Level in this skill is purchased. The Journeyman Distiller gains two (2) production points for every Level of Distilling purchased. Finally, A Master gains three (3) production points for each Level of Distilling they have.

Distilling Levels Eleven (11) through Twenty (20)

Prerequisites: Journeyman Distiller

This skill is used to determine how many production points a Distiller has per event to craft recipes.

The Journeyman Distiller gains two (2) production points for every Level of Distilling purchased. A Master gains three (3) production points for each Level of Distilling they have.

Distilling Levels Twenty-One (21) through Thirty (30)

Prerequisites: Master Distiller

This skill is used to determine how many production points a Distiller has per event to craft recipes.

The Master Distiller gains three (3) skill points for each Level of Distilling they have.

Grand Master Distilling I

Prerequisites: Distilling Level 30

This skill allows the Distilling to decipher Grand Master Distilling Recipes of the first degree.

The Distiller may also read other Grand Master Distilling Recipes but may not create any item of higher degree than the first level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon

Grand Master Distilling II

Prerequisites: Grand Master Distilling Level I

This skill allows the Distilling to decipher Grand Master Distilling Recipes of the second degree.

The Distiller may also read other Grand Master Distilling Recipes but may not create any item of higher degree than the second level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Distilling III

Prerequisites: Grand Master Distilling Level II

This skill allows the Distilling to decipher Grand Master Distilling Recipes of the third degree.

The Distiller may also read other Grand Master Distilling Recipes but may not create any item of higher degree than the third level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Distilling IV

Prerequisites: Grand Master Distilling Level III

This skill allows the Distilling to decipher Grand Master Distilling Recipes of the fourth degree.

The Distiller may also read other Grand Master Distilling Recipes but may not create any item of higher degree than the fourth level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Distilling V

Prerequisites: Grand Master Distilling Level IV

This skill allows the Distilling to decipher Grand Master Distilling Recipes of the highest or Fifth degree.

The Distiller may also read other Grand Master Distilling Recipes, they may create true items of magnificent and there in no higher level than the fifth degree of Distilling.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Vinting

This Production Skill allows the character to make, even enhance Wines of all types, Reds, Whites, Ice Wines and so on. This skill will allow a Vinter to identify Grapes, Fruits, Fungus and Precious Spices in their natural state for use in Vinting, but not to appraise them, as the *Evaluate Item* Skill does.

Apprentice Vinter

Prerequisites: Fermenter

This skill allows the character to begin to learn the basics of Vinting. It is a basic skill needed to purchase Vinting Levels one (1) through ten (10).

The Apprentice can create any Apprentice recipe that they learn.

An Apprentice gains one (1) production point for every Level of Vinting they have attained. For example, an Apprentice Vinter with Vinting Level 7 would have seven (7) production points which to create any Apprentice recipe he or she knows.

This skill will allow the Vinter to know what a written Apprentice recipe is, as well as what the use of any finished product is.

Journeyman Vinter

Prerequisites: Vinting Level 10

This skill allows the character to begin to learn the more advanced techniques of Vinting. It is the skill needed to purchase Vinting Levels eleven (11) through twenty (20).

The Journeyman can create any Journeyman recipe that they learn.

A Journeyman gains two (2) production points for every Level of Vinting they have attained. For example, a Journeyman Vinter with Vinting Level 17 would have thirty-four (34) production points which to create any Apprentice or Journeyman recipes he or she knows.

This skill will allow the Vinter to know what a written Journeyman recipe is, as well as what the use of any finished product is.

Master Vinter

Prerequisites: Vinting Level 20

This skill allows the character to begin to learn the most advanced techniques of Vinting. It is the skill needed to purchase Vinting Levels twenty-one (21) through thirty (30).

The Master can create any Master recipe that they learn and can also use up to any recipe they may come across.

A Master gains three (3) production points for every Level of Vinting they have attained. For example, a Master Vinter with Vinting Level 27 would have eighty-one (81) production points which to create any Apprentice, Journeyman, or Master recipes he or she knows.

This skill will allow the Vinter to know what a written Master recipe is, as well as what the use of any finished product is.

Vinting Levels One (1) through Ten (10)

Prerequisites: Apprentice Vinting

This skill is used to determine how many production points a Vinter has per event to craft recipes.

The Apprentice Vinter gains one (1) production point for every time a Level in this skill is purchased. The Journeyman Vinter gains two (2) production points for every Level of Vinting purchased. Finally, A Master gains three (3) production points for each Level of Vinting they have.

Vinting Levels Eleven (11) through Twenty (20)

Prerequisites: Journeyman Vinting

This skill is used to determine how many production points a Vinter has per event to craft recipes.

The Journeyman Vinter gains two (2) production points for every Level of Vinting purchased. A Master gains three (3) production points for each Level of Vinting they have.

Vinting Levels Twenty-One (21) to Thirty (30)

Prerequisites: Master Vinting

This skill is used to determine how many production points a Vinter has per event to craft recipes.

The Master Vinter gains three (3) skill points for each Level of Vinting they have.

Grand Master Vinting I

Prerequisites: Vinting Level 30

This skill allows the Vinter to decipher Grand Master Vinting Recipes of the first degree.

The Vinter may also read other Grand Master Vinting Recipes but may not create any item of higher degree than the first level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon

Grand Master Vinting II

Prerequisites: Grand Master Vinting Level I

This skill allows the Vinting to decipher Grand Master Vinting Recipes of the second degree.

The Vinter may also read other Grand Master Vinting Recipes but may not create any item of higher degree than the second level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Vinting III

Prerequisites: Grand Master Vinting Level II

This skill allows the Vinter to decipher Grand Master Vinting Recipes of the third degree.

The Vinter may also read other Grand Master Vinting Recipes but may not create any item of higher degree than the third level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Vinting IV

Prerequisites: Grand Master Vinting Level III

This skill allows the Vinter to decipher Grand Master Vinting Recipes of the fourth degree.

The Vinter may also read other Grand Master Vinting Recipes but may not create any item of higher degree than the fourth level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Vinting V

Prerequisites: Grand Master Vinting Level IV

This skill allows the Vinting to decipher Grand Master Vinting Recipes of the highest or Fifth degree.

The Vinter may also read other Grand Master Vinting Recipes, they may create true items of magnificent and there in no higher level than the fifth degree of Vinting.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lores or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Engineering

This Production Skill allows the character to make, repair, and even enhance Engineering items, such as Constructs, Firearms, Mechanical Traps, and Siege Weapons used in the game.

An Engineer may repair a shattered or broken non-magical, standard quality firearm. It takes 10 minutes of their time, and does require they be at an Engineering station, but they may do this an unlimited number of times.

As the Engineer gets better, they can fix higher quality weapons in this way.

An Apprentice may fix an Apprentice Firearm.

A Journeyman may fix a Journeyman Firearm.

A Master may fix a Master Firearm.

Grandmaster I and beyond repairs require a recipe and components.

Apprentice Engineer

Prerequisites: Blacksmithing

This skill allows the character to begin to learn the basics of Engineering. It is a basic skill needed to purchase Engineering Levels one (1) through ten (10).

The Apprentice can create any Apprentice recipe that they learn and can also use up to any Journeyman item they may come across in its finished form.

An Apprentice gains one (1) production point for every Level of Engineering they have attained. For example, an Apprentice Engineer with Engineering Level 7 would have seven (7) production points which to create any Apprentice recipe he or she knows.

This skill will allow the Engineer to know what a written Apprentice recipe is, as well as what the use of any finished product is.

With this skill, the character can determine the status of a Construct's hit points & armor points, by placing a hand or packet on the shoulder of the target creature and stating "Engineering Check". In this manner, the character can determine how many hit points and armor points of damage the target has suffered. It will tell the character what maximum hit & armor points of the target's is, but not what the maximum number of armor points the target can wear due to magic or Augmentations. (i.e. This ability will not count armor points gained through magical means such as a Shield spell.)

For example, if the target was at 45 hit points and 50 armor points, but had a 5 points magical bonus to armor points from a spell prior to taking a 10-point damaging attack the target would state "Down 5 armor points"

An Engineer can also tell if a Construct has been enhanced, such as if it has been reinforced or has a damage reduction of some type through Engineering.

For every level of Engineering an Apprentice has he or she may repair in the field ten (10) points of damage done to a construct per day. Up to a maximum per day equal to their total. Thus, an Apprentice with Engineering Level 7 could repair up to seventy (70) points of damage per day. If he or she repaired one construct for fifty (50) points and another came in having taken thirty (30) points of damage the Apprentice could only repair twenty (20) armor points to that damaged construct; leaving it still down ten (10) armor points. Each point repaired in this manner takes a five (5) count.

Journeyman Engineer

Prerequisites: Engineering Level 10

This skill allows the character to begin to learn the more advanced techniques of Engineering. It is the skill needed to purchase Engineering Levels eleven (11) through twenty (20).

The Journeyman can create any Journeyman recipe that they learn and can also use up to any Master recipe they may come across in its finished form.

A Journeyman gains two (2) production points for every Level of Engineering they have attained. For example, a Journeyman Engineer with Engineering Level 17 would have thirty-four (34) production points which to create any Apprentice or Journeyman recipes he or she knows.

This skill will allow the Engineer to know what a written Journeyman recipe is, as well as what the use of any finished product is.

Furthermore, for every level of Engineering a Journeyman has he or she may repair in the field twenty (20) Hit or Armor points of damage done to a Construct per day. Up to a maximum per day equal to their total. Thus, a Journeyman with Engineering Level 17 could repair up to three hundred forty (340) points of damage per day. If he or she repaired one construct for one hundred fifty (150) points and another came in down two hundred (200) points the Journeyman could only repair one hundred ninety (190) points to that damaged Construct leaving it still down ten (10) point. Each point repaired this way takes a five (5) count.

Master Engineer

Prerequisites: Engineering Level 20

This skill allows the character to begin to learn the most advanced techniques of Engineering. It is the skill needed to purchase Engineering Levels twenty-one (21) through thirty (30).

The Master can create any Master recipe that they learn and can also use any recipe they may come across in its finished form.

A Master gains three (3) production points for every Level of Engineering they have attained. For example, a Master Engineer with Engineering Level 27 would have eighty-one (81) production points which to create any Apprentice, Journeyman, or Master recipes he or she knows.

This skill will allow the Engineer to know what a written Master recipe is, as well as what the use of any finished product is.

Furthermore, for every level of Engineering a Master has he or she may repair in the field thirty (30) hit or armor points of damage done to a Construct per day. Up to a maximum per day equal to their total. Thus, a Master with Engineering Level 27 could repair up to eight hundred ten (810) points of damage per day. If he or she repaired one set for seven hundred (700) points and another came in down two hundred (200) points the Master could only repair one hundred ten (110) points to that damaged Construct leaving it still down ninety (90) points. Each point of armor repaired this way requires a five (5) count.

Engineering Levels One (1) through Ten (10)

Prerequisites: Apprentice Engineer

This skill is used to determine how many production points an Engineer has per event to craft recipes.

The Apprentice Engineer gains one (1) production point for every time a Level in this skill is purchased. The Journeyman Engineer gains two (2) production points for every Level of Engineering purchased. Finally, A Master gains three (3) production points for each Level of Engineering they have.

Engineering Levels Eleven (11) through Twenty (20)

Prerequisites: Journeyman Engineer

This skill is used to determine how many production points an Engineer has per event to craft recipes.

The Journeyman Engineer gains two (2) production points for every Level of Engineering purchased. A Master gains three (3) production points for each Level of Engineering they have.

Engineering Levels Twenty-One (21) through Thirty (30)

Prerequisites: Master Engineer

This skill is used to determine how many production points an Engineer has per event to craft recipes.

The Master Engineer gains three (3) skill points for each Level of Engineering they have.

Grand Master Engineering I

Prerequisites: Engineering Level 30

This skill allows the Engineer to decipher Grand Master Engineering Recipes of the first degree.

The Engineer may also read other Grand Master Engineering Recipes but may not create any item of higher degree than the first level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lore or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon

Grand Master Engineering II

Prerequisites: Grand Master Engineering Level I

This skill allows the Engineer to decipher Grand Master Engineering Recipes of the second degree.

The Engineer may also read other Grand Master Engineering Recipes but may not create any item of higher degree than the second level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lore or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Engineering III

Prerequisites: Grand Master Engineering Level II

This skill allows the Engineer to decipher Grand Master Engineering Recipes of the third degree.

The Engineer may also read other Grand Master Engineering Recipes but may not create any item of higher degree than the third level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lore or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Engineering IV

Prerequisites: Grand Master Engineering Level III

This skill allows the Engineer to decipher Grand Master Engineering Recipes of the fourth degree.

The Engineer may also read other Grand Master Engineering Recipes but may not create any item of higher degree than the fourth level.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lore or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Grand Master Engineering V

Prerequisites: Grand Master Engineering Level IV

This skill allows the Engineer to decipher Grand Master Engineering Recipes of the highest or Fifth degree.

The Engineer may also read other Grand Master Engineering Recipes, they may create true items of magnificent and there in no higher level than the fifth degree of Engineering.

Note: These recipes will have many components to them; some may require not only physical materials to complete, but certain knowledge, such as Lore or Crafts. Even physical requirements such as Enhanced Strength or a belonging to a particular race or profession are not uncommon.

Firearms

An Engineer's weapon of choice is often a firearm of some sort. The following skills are only open to those who have at minimum learned to be a Blacksmith.

These weapons must be approved by a Marshall, and will have strict guidelines as to what shapes and even what brands can be used of soft projectile toys.

The damage base and type of damage (i.e. Fire, Body, Massive...) are all determined by what type of firearm is being used, and whether it is an Apprentice, Journeyman, Master or even Grand Master Engineering Weapon.

Flintlock Pistol

Prerequisites: Blacksmithing

The Flintlock Pistol skill allows the character to use a hand size flintlock & bullets in combat. Regardless of style, a flintlock must be less than 25lbs in firing power. The bullets must be completely foam, and every event the flintlock and its bullets must be inspected and pass a safety check.

The Flintlock Pistol skill may be coupled with *the Firearm Damage* skill so that the user may call additional damage when using his/her flintlock.

The use of Flintlocks is allowed for any profession which meets the Engineering requirements, even Knight & Scholar professions.

Flintlock Musket

Prerequisites: Blacksmithing

The Flintlock Musket Skill allows the character to use a rifle size flintlock & bullets in combat. Regardless of style, a flintlock must be less than 25lbs in firing power. The bullets must be completely foam, and every event the flintlock and its bullets must be inspected and pass a safety check.

The Flintlock Musket skill may be coupled with the *Firearm Damage* skill so that the user may call additional damage when using his/her flintlock.

The use of the flintlock is allowed for any profession which meets the Engineering requirements, even Knight & Scholar professions.

Weapon Master – Firearms

Prerequisites: Apprentice Engineering

The Weapon Master – Firearms skill allows the character to use any firearm in combat, effectively combining the Flintlock Pistol and Flintlock Musket skills all into one Master skill.

All weapon requirements and restrictions still apply as listed in the individual skill descriptions above.

Any weapon used must meet the safety standards of Mythic Adventures, and pass a safety check every event before it may be used.

The Weapon Master - Firearms skill may be coupled with the *Firearms Damage* skill so that the user may call additional damage when using his/her flintlocks.

The use of Weapon Master - Firearms is allowed for any profession which meets the Engineering requirements, even Knight & Scholar professions.

Note: Unlike most Weapon skills, The Weapon Master – Firearms skill only allows the Firearms damage skill to be applied to itself, and therefore cannot be used to enhance the damage of any other Melee or Missile Weapons

Like all projectiles regardless of how much damage someone learns Weapon Master - Firearms cannot be used to learn or use the *Riposte* or *Feint* skills.

Firearms Damage

Prerequisites: Flintlock Weapon skill

This skill must be purchased with the designator Left, Right or for some characters, Both.

This skill may be bought multiple times, with a limit of +20 for every character. All purchased levels apply to any *Flintlock Weapon* skills the player has purchased for their character.

Thus, the maximum potential of anyone for special attacks is Eight (8) *Critical Strikes* and Four (4) *Lethal Strikes*.

Example: If you have Firearms Damage (Left) +2 and Weapon Master – Firearms you would add +2 damage to any of the weapons listed in those skills when using your left hand.

Each time this skill is purchased allows the player to call one (1) additional point of damage with any firearm skill the character has. For example, if the player purchased the Firearms Damage (Right) skill twice and had the Flintlock Pistol skill, they would add +2 damage when using a Pistol, in their right hand, thus calling 8 puncturing, 6 base and +2 for this skill. (i.e. For use with an *Apprentice Flintlock Pistol*)

The Firearms Damage skill only applies to the hand chosen at time of purchase, thus right or left. Such that if a player has the skills to use two weapons and is fighting with two pistols but has only purchased Firearms Damage +2 in the right hand and none in the left hand they would call 8 puncturing when shooting the right-hand pistol, but 6 puncturing when shooting with the left. (6 base +2 right hand/ 6 base +0 left hand)

The Elven, Eldar, and Jal’Khandian races, the Duelist and Rogue professions, and the Order of the Azure Rose prestige group have the option to purchase the Firearms Damage skill in both hands simultaneously instead of left or right. These levels are added to any existing left or right hand damage as necessary and to determine the maximum number of times the Firearms Damage skill can be purchased. Strikes purchased for both hands can be used in either hand.

This skill qualifies as a prerequisite for the more advanced strike attacks of *Firearms Critical Strike* and *Firearms Lethal Strike*.

A player may buy up each hand separately as they desire when using this skill such as buying +3 Firearms Damage in the right hand and +6 Firearms Damage in the left hand. Any Special Strikes would be governed by the number of Firearms Damage for that hand, and not over all Firearms Damage. Thus, in the above example the player could purchase 1 *Firearms Critical Strike* for his/her right hand and 2 for the left hand but would not yet qualify to purchase the *Firearms Lethal Strike* skill for either hand.

Finally, this skill only allows the players main hand damage to apply to any skill they have with a musket. For example, in the case of the player above who has +2 damage in the right hand and +4 damage in the left hand, they would only be able to apply the damage from their main hand, in this case the left,

when using a musket. (i.e. When using a rifle (base8) they would call 12 (twelve) normal [8base +4 Firearms Damage (Left)])

Firearms Critical Strike

Prerequisites: Firearms Weapon skill, Firearms Damage (one per +3 damage).

The Firearms Critical Strike skill is a special attack skill, which allows the character to call a damaging attack which unless properly defended against will cause the defender to fall and be placed at the *Critically Wounded* status.

To launch this attack, the character must say at minimum “Critical Strike” plus the weapon damage type, and if needed the hand which the strike is coming from. This attack is only good for the one (1) swing in which it is made.

For example, it would be feasible to hear, “Critical Strike Magic, Right Hand” from a player using a magical weapon for the attack. The skill is used up whether it is successful or not at that time.

The strike must land on the player and contact their person. If physically blocked by shield the attack is used up with no effect. Also, there are spell shields which will defend against this attack, as well as any of the *Parry, Block or Dodge* skills.

Some creatures and even some characters can develop a natural defense against this attack. These characters will take damage based on their *Master Fortify* skill.

This skill cannot be used as a Parry.

Firearms Lethal Strike

Prerequisites: Firearms Weapon skill, Firearms Damage skill (one per +5), and Firearms Critical Strike.

The Firearms Lethal Strike skill is a special attack skill which allows the character to call a damaging attack which unless properly defended against will cause the defender to fall and be placed at *Lethally Wounded* status.

To launch this, attack the character must say at minimum “Lethal Strike” plus the weapon damage type, and if needed the hand which the strike is coming from. This attack is only good for the one (1) swing in which it is made.

For example, it would be feasible to hear, “Lethal Strike Magic, Right Hand” from a player using a magical weapon for the attack. The skill is used up whether it is successful or not at that time.

The strike must land on the player and contact their person. If physically blocked by a shield the attack is used up. Also, there are spell shields which will defend against this attack, as well as skills such as *Lethal Parry, Shield Block or Dodge* skills, though not the *Critical Parry* skill.

This skill may not be used as a Parry.

Lores and Crafts

Lores

Knowledge on a subject or matter can translate into power. Knowing information about one's enemies and one's friends has always been important, but so has knowledge on a great many subjects.

Lore skills allows a character to round out their education as it were and can but augment one's roleplaying and one's prowess when dealing with certain problems or dangers.

A Lore marked with [R] is restricted and a character may not start with the Greater Informational Lore, they may only purchase a single lesser lore from that group.

A member of a race may purchase the Greater Racial Lore that contains their race at character creation.

The exception is Ethereal Races lore. No one may start with Greater Information Lore: Ethereal Races, and only a member of an Ethereal Race may purchase a Lesser lore in that group.

The list of Greater Informational Lore and their Lesser Informational Lore subsets is as follows:

Racial Lores:

Ancient Races Lore[R]: (Elves, Eldar, Fairies and other Fey Races) Lesser Lores are Fairies, Eldar, Elves, Fey, and Trolls

Kingdoms of Man Lore[R]: (Humans) Lesser Lores will be Free Kingdom, Farseni, Volkknarr, Easterlings, Romanovi, the Ith, and the Gracean Empire

Stout Folk Lore [R]: (Dwarfs, Shirelings, Gnomes) Lesser Lores will be Stone Dwarfs, Shadow Dwarf, Shireling, and Gnome

Ethereal Races Lore [R*]: (Daughters and Sons of Kyth, Djinn-born, Brotherhood Arcanum, Shadowvium) Each race is also available as a Lesser Lore. *

Goblinoid Races Lore [R]: (Orcs, Ogres, Goblins, Kobolds, Oni and their relations) Again each is available as a Lesser Lore.

Beast Races Lore [R]: (Jal'Khandian, Wolven, Ursoni, Minotaur, and so on) Each is also available as a Lesser Lore.

Knowledge Lores:

Planar Lore: (Life, Love, Purity, Harmony, Order, Discord, Strife, Corruption, Hate, and Death) Lesser Lores for each Plane are available.

Veil Lore [R]: (The Nexus, Ethereal, Outsiders, Shadow, Light, and Darkness) Lesser Lores exist for each of these.

Elemental Lore: (Fire, Earth, Water, and Air) Lesser Lores exist for each of these.

Mythical Creatures Lore [R]: (Dragons, Giants, Aberrations, Ents, Guardians, and Spirit beings) Each is available as a Lesser Lore

Nature Lore: (Forests, Deserts, Savanah, Tundra, Moors, and Mountains, Underground) Each is available as a Lesser Lore.

Constructs Lore [R]: (Golem, Homunculi, Mimics, and Animations) Each is available as a Lesser Lore

Undead Lore: (Skeletal, Spectral and Corporeal) Each is available as a Lesser Lore.

Informational Lore: (Subject)

Prerequisites: Special

This skill grants the character special knowledge and insights when it comes to the topic chosen. (Subject) must be chosen from the previous section describing the lores, either greater or lesser.

All Lores must be acquired by in game means and teaching unless purchased at character creation.

Informational Lores are broken into two categories Lesser and Greater. A Lesser Lore covers one race or type such as Elf Lore, or Spectral Undead Lore, a Greater Lore would cover a connected Group of Lores such as Ancient Races Lore or Undead Lore.

It is possible to upgrade a Lesser Lore to a Greater Lore, thus going from Jal'Khandian Lore to Beast Races Lore.

Elude vs Lore I: (Subject)

Prerequisites: Informational Lore in the subject

This skill must be purchased for each Lore subject separately, though if the subject Informational Lore of this skill is upgraded from a Lesser Lore into a Greater Lore, then so is the subject of this skill.

This skill grants the user knowledge of how best avoid detection, once per day, by creatures he/she has a *Specific Informational Lore* skill in.

This effect lasts ten (10) minutes and the player must say “Elude <Creature of Lore type>” to the creatures he/she is avoiding during the duration of this skill. They cannot enter combat, attack, or cast during the Elude otherwise the effect is broken, and the creatures will act accordingly.

This skill may be stacked with other eludes covering other subjects with an expenditure of that skill.

Elude vs Lore II: (Subject)

Prerequisites: Level 15, Elude v Lore I in the subject.

This skill must be purchased for each Lore subject separately, though if the subject Informational Lore of this skill is upgraded from a Lesser Lore into a Greater Lore, then so is the subject of this skill.

This skill grants the user knowledge of how best avoid detection, a second time per day, by creatures he/she has a *Specific Informational Lore* skill in.

This effect lasts ten (10) minutes and the player must say “Elude <Creature of Lore type>” to the creatures he/she is avoiding during the duration of this skill. They cannot enter combat, attack, or cast during the Elude otherwise the effect is broken, and the creatures will act accordingly.

This skill may be stacked with other eludes covering other subjects with an expenditure of that skill.

Elude vs Lore III: (Subject)

Prerequisites: Level 30, Elude v Lore II in the subject.

This skill must be purchased for each Lore subject separately, though if the subject Informational Lore of this skill is upgraded from a Lesser Lore into a Greater Lore, then so is the subject of this skill.

This skill grants the user knowledge of how best avoid detection, a second time per day, by creatures he/she has a *Specific Informational Lore* skill in.

This effect lasts ten (10) minutes and the player must say “Elude <Creature of Lore type>” to the creatures he/she is avoiding during the duration of this skill. They cannot enter combat, attack, or cast during the Elude otherwise the effect is broken, and the creatures will act accordingly.

This skill may be stacked with other eludes covering other subjects with an expenditure of that skill.

Magical Lore I: (Subject)

Prerequisites: Informational Lore in the subject and a Level 1 Spell.

This skill must be purchased for each Lore subject separately, though if the subject Informational Lore of this skill is upgraded from a Lesser Lore into a Greater Lore, then so is the subject of this skill.

This skill grants the user knowledge of how best to use his or her spells against or for the subject involved.

The character gains a bonus of two (2) points of damage or healing when confronting the subject of this skill.

1st Example: A caster with Magical Lore I: Undead who casts a *Magic Missile* at a Ghoul would inflict seven (7) points of damage (5 for the spell and +2 for the Lore skill)

2nd Example: A caster with Magical Lore I: Elves would be able to heal four (4) hit points of damage to an Elven character (if needed) with a *Cure Light Wounds* spell. (2 for the spell and +2 for the lore skill)

3rd Example: A caster imbues their weapon with Fiery Blade of Elements and has Magical Lore I vs Orcs. When attacking Orcs they would be able to add + 7 to their weapon damage (+5 for the spell and +2 for the lore skill)

Special Note: Some professions may get additional bonuses when using this skill.

Magical Lore II: (Subject)

Prerequisites: Level 15, Magical Lore I in the subject.

This skill must be purchased for each Lore subject separately, though if the subject Informational Lore of this skill is upgraded from a Lesser Lore into a Greater Lore, then so is the subject of this skill.

This skill grants the user knowledge of how best to use his or her spells against or for the Subject involved.

The character gains a bonus of five (5) points of damage or of healing when confronting the subject of this skill.

1st Example: A caster with Magical Lore II: Undead who casts a *Magic Missile* at a Ghoul would inflict ten (10) points of damage (5 for the spell and +5 for the Lore skill)

2nd Example: A caster with Magical Lore II: Elves would be able to heal seven (7) hit points of damage to an Elven character (if needed) with a *Cure Light Wounds* spell. (2 for the spell and +5 for the Lore skill)

3rd Example: A caster imbues their weapon with Fiery Blade of Elements and has Magical Lore II vs Orcs. When attacking Orcs they would be able to add + 10 to their weapon damage (+5 for the spell and +5 for the lore skill)

Special Note: Some professions may get additional bonuses when using this skill.

Magical Lore III: (Subject)

Prerequisites: Level 30, Magical Lore II in the subject.

This skill must be purchased for each Lore subject separately, though if the subject Informational Lore of this skill is upgraded from a Lesser Lore into a Greater Lore, then so is the subject of this skill.

This skill grants the user knowledge of how best to use his or her spells against or for the Subject involved.

The character gains a bonus of ten (10) points of damage or of healing when confronting the subject of this skill.

1st Example: A caster with Magical Lore III: Undead who casts a *Magic Missile* at a Ghoul would inflict fifteen (15) points of damage (5 for the spell and +10 for the Lore skill)

2nd Example: A caster with Magical Lore III: Elves would be able to heal twelve (12) hit points of damage to an Elven character (if needed) with a *Cure Light Wounds* spell. (2 for the spell and +10 for the Lore skill)

3rd Example: A caster imbues their weapon with Fiery Blade of Elements and has Magical Lore III vs Orcs. When attacking Orcs they would be able to add + 15 to their weapon damage (+5 for the spell and +10 for the lore skill)

Special Note: Some professions may get additional bonuses when using this skill.

Combat Lore I: (Subject)

Prerequisites: Informational Lore in the subject and a Weapon skill

This skill must be purchased for each Lore subject separately, though if the subject Informational Lore of this skill is upgraded from a Lesser Lore into a Greater Lore, then so is the subject of this skill.

This skill grants the user knowledge of how best to use his or her weapons against the subject involved.

The character gains a bonus of two (2) points of damage when confronting the subject of this skill in melee or missile combat.

Example: A Warrior using a Longsword +1 and Combat Lore I: Undead in combat with a Skeleton would inflict a base of six (6) points of damage (3 Longsword base, +1 Quality and +2 for the lore skill)

This skill can be combined with various other skills which increase damage such as the various Weapon Damage skills, Enhanced Strength, Backstab Damage (if the weapon allows) and Affinities.

Damage from this skill does not count toward the requirements to learn any special attacks such as *Critical Strikes* or *Assassinates*

Special Note: Some professions may get additional bonuses when using this skill.

Combat Lore II: (Subject)

Prerequisites: Level 15, Combat Lore I in the subject.

This skill must be purchased for each Lore subject separately, though if the subject Informational Lore of this skill is upgraded from a Lesser Lore into a Greater Lore, then so is the subject of this skill.

This skill grants the user knowledge of how best to use his or her weapons against the Subject involved.

The character gains a bonus of four (4) points of damage when confronting the subject of this skill in melee or missile combat.

Example: A Warrior using a Longsword +1 and Combat Lore II: Undead in combat with a Skeleton would inflict a base of eight (8) points of damage (3 Longsword base, +1 Quality and +4 for the Lore skill)

This skill can be combined with various other skills which increase damage such as the various Weapon Damage skills, Enhanced Strength, backstabs (if the weapon allows) and Affinities.

Damage from this skill does not count toward the requirements to learn any special attacks such as *Critical Strikes* or *Assassinates*

Special Note: Some professions may get additional bonuses when using this skill.

Combat Lore III: (Subject)

Prerequisites: Level 30, Combat Lore II in the subject.

This skill must be purchased for each Lore subject separately, though if the subject Informational Lore of this skill is upgraded from a Lesser Lore into a Greater Lore, then so is the subject of this skill.

This skill grants the user knowledge of how best to use his or her weapons against the Subject involved.

The character gains a bonus of six (6) points of damage when confronting the subject of this skill in melee or missile combat.

Example: A Warrior using a Longsword +1 and Combat Lore III: Undead in combat with a Skeleton would inflict a base of ten (10) points of damage (3 Longsword base, +1 Quality and +6 for the Lore skill)

This skill can be combined with various other skills which increase damage such as the various Weapon Damage skills, Enhanced Strength, backstabs (if the weapon allows) and Affinities.

Damage from this skill does not count toward the requirements to learn any special attacks such as *Critical Strikes* or *Assassinates*

Special Note: Some professions may get additional bonuses when using this skill.

Trades, Gathering Crafts and Role-Playing Skills

Trades and Gathering Crafts are those skills which a character knows that may or may not have an in-game effect. This is often resolved by the Story team or Staff members. These skills are the filler between Lores and Production skills.

All Trade and Craft Skills may be purchased in Ranks up to five (5). Thus, someone with the Mining skill could purchase that skill five (5) times. If a use for the knowledge they have comes up, they might gather more information on a mineral deposit than someone who had only purchased the skill once and was thus at Mining rank one (1)

Gathering Crafts allow a character to receive material tags from the Production Table at check-in. The character may use the random chance bag or receive a fixed result based on the rank of the gathering skill. The random chance bag has range of success and failure, allowing one to do much better or worse than the fixed result.

Gathering Crafts and Trade skills can be used by the character to receive an income of crowns from the skill during check-in. If a Gathering skill is used to receive crowns, then it cannot also be used to receive item tags that the skill has access to. The number of crowns increase with the rank in the skill.

Rank 1 = 2 Crowns
Rank 2 = 5 Crowns
Rank 3 = 9 Crowns
Rank 4 = 14 Crowns
Rank 5 = 20 Crowns

Note: Staff may alter the availability of crowns and/or tags based on in game events. Mine collapse, drought, etc.

Role-Playing skills are those which allow the player to pick a skill which helps define and round out their character. Some are obvious such as Mountain Climbing, Belly Dancing, Cartography, or Riding Land based. Some more exotic ones are part of a profession's skills or must have a staff member's approval such as Riding – Air borne mounts, Fire Dancing or even something as strange as Ogre Tossing. Often the Role-Playing skill should be bought for a skill the player has demonstrated they can do in real life.

Then again if a player continuously uses strength enhancements to simulate tossing an OGREkin ally at an enemy, staff may strongly suggest they buy a Role-Playing skill such as Ogre Tossing...

Gathering Crafts

These crafts can draw from a grab bag to gain materials at the beginning of each event staff makes them available. Each skill has a different pool of items that can be gained. A player may choose to take crowns instead of materials at a fixed rate. Staff may alter grab bag availability based on in game events such as a mine collapse, drought, or very fertile spring.

These skills are often great background skills to flesh out the history of a character.

These skills might also be useful in other situations, though not generally against other players, at staff discretion.

Farming (Ranks I – V)

Prerequisites: None

This is the basic skill which will allow a person to grow and harvest food.

Mining (Ranks I – V)

Prerequisites: None

This is the basic skill which will allow a person to search for mineral wealth.

Fishing (Ranks I – V)

Prerequisites: None

This is the basic skill which will allow a person to harvest items from the sea.

Forestry (Ranks I – V)

Prerequisites: None

This is the basic skill which will allow a person to search for wealth in the forests.

Merchant (Ranks I – V)

Prerequisites: None

This is the basic skill which will allow a person to excel at trading goods and finding specific materials.

Scavenging (Ranks I – V)

Prerequisites: None

This is the basic skill which will allow a person to search for anything they can find, including things no other gatherer may have access to.

Trade Skills

These skills do not allow for pulls to gather materials but can draw Crowns at a fixed rate. They may also be useful in other situations, though not generally against other players, at staff discretion. These skills are often great background skills to flesh out the history of a character.

Animal Husbandry (Ranks I – V)

Prerequisites: None

This is the basic skill which will allow a person to raise and care for domesticated animals, such as horses, sheep, or similar. It also provides a 10% reduction in Mount upkeep per rank.

Carpentry (Ranks I – V)

Prerequisites: None

This is the basic skill which will allow a person to build wood structures such as walls and homes.

Cartography (Ranks I – V)

Prerequisites: None

This is the basic skill which will allow a person to read and create maps.

Cartwright (Ranks I – V)

Prerequisites: None

This is the basic skill which will allow a person to create and repair carts and other vehicles.

Clock Making (Ranks I – V)

Prerequisites: None

This is the basic skill which will allow a person to create and repair clocks and other small mechanical objects.

Draft Teams (Ranks I – V)

Prerequisites: None

This is the basic skill which will allow a person to care for and control draft animals.

Siege Engines (Ranks I – V)

Prerequisites: None

This is the basic skill which will allow a person to create and repair siege weapons.

Shipwright (Ranks I – V)

Prerequisites: None

This is the basic skill which will allow a person to create and repair boats and ships.

Stone Masonry (Ranks I – V)

Prerequisites: None

This is the basic skill which will allow a person to build stone structures such as walls and homes.

Toy Making (Ranks I – V)

Prerequisites: None

This is the basic skill which will allow a person to build toys and other similar items.

Tracking (Ranks I-V)

Prerequisites: None

This is the basic skill which will allow a person to follow a trail, person or group using various techniques.

Craft: <insert type> (Ranks I – V)

Prerequisites: None

This is the basic skill which will allow a person to learn and excel at a Craft not listed already.

Role Playing Skills

These skills generally do not have effects against other players but can come in useful in modules and gaining information in role playing situation. Some of these skills have minimum level requirements and each can be purchased once.

Role-Playing Skill: Heraldry:<Group> [R]

Prerequisites: None

This is the basic skill which will allow a person to identify the markings such as flags, tabards, and favors of someone seen or described. It may also provide some limited organizational and other general information about the group.

Please note though that players with this skill may be given small insights into an invading army or a baron's retinue by the Story Team or Staff members with which to aid the players along in the story.

Some Prestige Groups, Races and Professions are either required to know this skill, or they may gain this skill as part of their general make-up, or progression.

The available sub skills are: Free Kingdoms and Shires, Farseni Empire and the Beast Courts, Easterling Empires, Dwarven and Gnomish Kingdoms, Ancients' Courts, Alliance Military, Knighly Orders, Scholarly Orders, Nefarious Orders, Zealot Orders, Volknar Tribes, Old Kingdom, Theskmarr and Orcish Clans, Planar Factions, Ethereal Factions, and <Custom>

Restriction Note: You must be a member of the culture/group to start play with their Heraldry sub-skill.

Role-Playing Skill: Kingdom Laws

Prerequisites: None

This is the basic skill which will allow a person to be familiar with the laws of the human kingdom and some of the intricacies of that law.

Role-Playing Skill: Navigation

Prerequisites: None

This is the basic skill which will allow a person to navigate on land or water using stars, landmarks, and other signs.

Role-Playing Skill: Riding: Land:<Animal>

Prerequisites: Cavalier, Knight, Nobility, Romanovi or Level 10

This is the basic skill which will allow a person to care for and ride a land-based mount. This skill in conjunction with the appropriate animal reduces travel times by 50% and may allow access to modules during events.

Additional animals can be gained without additional skill purchase by receiving in play teaching.

Animal upkeep is 30 Crowns a year. This can be reduced by learning Animal Husbandry.

Role-Playing Skill: Riding: Airborne:<Animal>

Prerequisites: Level 30

This is the basic skill which will allow a person to care for and ride an airborne mount. This skill in conjunction with the appropriate mount reduces travel times by 96% (1 day becomes 1 hour) and may make previously inaccessible areas available or allow access to modules during events.

Additional animals can be gained without additional skill purchase by receiving in play teaching.

Animal upkeep is 300 Crowns a year. This can be reduced by learning Animal Husbandry.

Role-Playing Skill: Sailing

Prerequisites: None

This is the basic skill which will allow a person to control a water-based vessel. Knowing where it needs to go is another matter.

Role-Playing Skill: Survival:<Terrain> [R]

Prerequisites: None

This is the basic skill which will allow a person to find food and shelter in a given terrain, as well as avoid common hazards. Unrestricted choices are the Information Lore:Nature lesser lore categories. Greater Lore categories are not available for selection. Esoteric locales require staff approval and likely a visit to the locale.

Role-Playing Skill: Swimming

Prerequisites: None

This is the basic skill which will allow a person to survive in the water for more than a few minutes.

Role-Playing Skill:<Skill Name>

Prerequisites: Special. Some RP skills may have level, skill, or membership requirements and may require staff approval.

Role-Playing skills are those which allow the player to pick skills which help define and round out their character. Some are obvious such as Mountain Climbing or Belly Dancing

Some more exotic ones are part of a profession's skills or must have a staff member's approval such as Riding – Airborne mounts, Fire Dancing or even something as strange as Ogre Tossing. Often the Role-Playing skill should be bought for a skill the player has demonstrated they can do in real life.

Then again if a player continuously uses strength enhancements to simulate Tossing an Ogrekin ally at an enemy, staff may strongly suggest they buy a Role-Playing skill such as Ogre Tossing...

Specialty and Professions

Affinities

Certain Races and even some Professions are exceptionally well attuned to a particular weapon, type of magic or even production skill. These affinities and insights allow the character to both better portray his / her race and gain extra skill in them

Weapon Affinity I:<source>

Prerequisites: Race or Profession which allows Affinities and skill in the proper Weapon

This skill is purchased based on the source. So, a Dwarf would purchase Weapon Affinity I:Dwarf and it would apply to any weapon listed in the Dwarf affinity description, and a member of the military would purchase Weapon Affinity I:Military and it would apply to the weapon listed under Military affinity.

This skill allows the character to call one (1) additional point of damage when using a weapon which his / her race has a special affinity with and they have skill in.

For example, if the and Eldarine purchased the Weapon Affinity I:Eldarine skill and knew One Handed Bladed weapons they would add one (1) additional point of damage when using a Rapier, thus calling 4 normal (3 base and +1 for this skill).

Furthermore, the Weapon Affinity always applies to both hands, thus right or left. Such that if an Eldarine has the skills to use two weapons, and is fighting with two Rapiers, and has Weapon Affinity I they would call 4 normal when striking with Rapiers in both hands (3 base and +1 for this skill).

Lastly when fighting in the races favored style, and coupled with that Races *Weapon Master* this skill offers a bonus of one (1) point of Physical (Melee) Damage Reduction

This skill, unlike all the damage skills, does not count for the prerequisites for the more advanced strikes attacks such as *Critical Strikes* and such.

This skill will stack with any other damage enhancing skill such as *Weapon Damage* and *Enhanced Strength*.

The damage bonus from affinities with different sources will not stack, such that an Eldarine member of the military could gain a bonus from Weapon Affinity I:Eldarine or Weapon Affinity I:Military for a +1 damage bonus when using a rapier.

The DR bonus for those that receive them also do not stack. Only the highest bonus will apply.

**The list of Races/Groups which get a Damage reduction with the combination of their Race's Weapon Mastery, Racial Affinity and the correct fighting style are.

Dwarves: Hammer or Axe with Shield

Elves: Two Elven Blades (Bladesong style)

Dusk Elf: Two Dusk Elven Blades (Death Dance)

Eldar: Rapier and Main Gauche together

Orc/Orc-Blood: Heavy Sword/Axe & Shield

Queen's Military: One Handed & Shield

(i.e. A Dwarf or Orc without a shield or an Elf with one Blade, an Eldar using two Rapiers...would lose the DR bonus from this skill)

Weapon Affinity II:<Source>

Prerequisites: Weapon Affinity I:<source>

This skill is purchased based on the source. So, a Dwarf would purchase Weapon Affinity II:Dwarf and it would apply to any weapon listed in the Dwarf affinity description, and a member of the military would purchase Weapon Affinity II:Military and it would apply to the weapon listed under Military affinity.

This skill allows the character to call two (2) additional points of damage when using a weapon which his / her race has a special affinity with, and they have skill in.

For example, if the and Eldarine purchased the Weapon Affinity II skill and knew One Handed Bladed weapons they would add two (2) additional point of damage when using a Rapier, thus calling 5 normal (3 base and +2 for this skill).

Furthermore, the Weapon Affinity always applies to both hands, thus right or left. Such that if an Eldarine has the skills to use two weapons, and is fighting with two Rapiers, and has Weapon Affinity I they would call 5 normal when striking with Rapiers in both hands (3 base and +2 for this skill).

Lastly when fighting in the races favored style, and coupled with that Races *Weapon Master* this skill offers a bonus of two (2) points of Physical (Melee) Damage Reduction

This skill unlike all the damage skills does not count for the prerequisites for the more advanced strikes attacks such as *Critical Strikes* and such.

This skill will stack with any other damage enhancing skill such as *Weapon Damage* and *Enhanced Strength*.

The damage bonus from affinities with different sources will not stack, such that an Eldarine member of the military could gain a bonus from Weapon Affinity II:Eldarine or Weapon Affinity I:Military for a +2 damage bonus when using a rapier.

The DR bonus for those that receive them also do not stack. Only the highest bonus will apply.

Weapon Affinity III:<source>

Prerequisites: Weapon Affinity II:<source>

This skill is purchased based on the source. So, a Dwarf would purchase Weapon Affinity III:Dwarf and it would apply to any weapon listed in the Dwarf affinity description, and a member of the military would purchase Weapon Affinity II:Military and it would apply to the weapon listed under Military affinity.

This skill allows the character to call three (3) additional points of damage when using a weapon which his / her race has a special affinity with, and they have skill in.

For example, if the and Eldarine purchased the Weapon Affinity I skill and knew One Handed Bladed weapons they would add three (3) additional point of damage when using a Rapier, thus calling 6 normal (3 base and +3 for this skill).

Furthermore, the Weapon Affinity always applies to both hands, thus right or left. Such that if an Eldarine has the skills to use two weapons, and is fighting with two Rapiers, and has Weapon Affinity I they would call 6 normal when striking with Rapiers in both hands (3 base and +3 for this skill).

Lastly when fighting in the races favored style, and coupled with that Races *Weapon Master* this skill offers a bonus of three (3) points of Physical (Melee) Damage Reduction

This skill unlike all the damage skills does not count for the prerequisites for the more advanced strikes attacks such as *Critical Strikes* and such.

This skill will stack with any other damage enhancing skill such as *Weapon Damage* and *Enhanced Strength*.

The damage bonus from affinities with different sources will not stack, such that an Eldarine member of the military could gain a bonus from Weapon Affinity III:Eldarine or Weapon Affinity II:Military for a +3 damage bonus when using a rapier.

The DR bonus for those that receive them also do not stack. Only the highest bonus will apply.

Magical Affinity I:<Magic Type>

Prerequisites: Race or Profession which allows Affinities and skill in the proper Magic

This skill is purchased based on the magic type. So, an Oni would purchase Magic Affinity I:Celestial and it would apply to the Celestial spell list.

The character gains the ability to use one (1) spell per day from an appropriate school he/she can cast, up to the maximum level of spell he/she may cast as a bonus spell. (i.e. if a Dwarf has a 4,3,2,1 Hearth Column and a 3,2,1 Elemental Column they may throw one (1) bonus spell of up to 4th Level in Hearth but gains no bonus in Elemental Spells.)

The spell used must be one in the character's Spell Book. This skill may not be used with Ritual Magics.

Magical Affinity II:<Magic Type>

Prerequisites: Magic Affinity I:<Magic Type>

This skill is purchased based on the magic type. So, an Oni would purchase Magic Affinity II:Celestial and it would apply to the Celestial spell list.

The character gains the ability to use two spells per day from an appropriate school he/she can cast, up to the maximum level of spell he/she may cast as a bonus spell. (i.e. if a Dwarf has a 4,3,2,1 Hearth Column and a 3,2,1 Elemental Column they may throw two (2) bonus spells of up to 4th Level in Hearth but gains no bonus in Elemental Spells.)

The spell used must be one in the character's Spell Book. This skill may not be used with Ritual Magics.

Magical Affinity III:<Magic Type>

Prerequisites: Magic Affinity II:<Magic Type>>

This skill is purchased based on the source. So, an Oni would purchase Magic Affinity III:Oni and it would apply to any magic type listed in the Oni affinity description

The Character gains the ability to use three spells per day from an appropriate school he/she can cast, up to the maximum level of spell he/she may cast as a bonus spell. (i.e. if a Dwarf has a 4,3,2,1 Hearth Column and a 3,2,1 Elemental Column they may throw three (3) bonus spells of up to 4th Level in Hearth but gains no bonus in Elemental Spells.)

The spell used must be one in the character's Spell Book. This skill may not be used with Ritual Magics.

Production Affinity I:<source><Production skill>

Prerequisites: Race or Profession which allows Affinities and skill in the proper Production.

This skill is purchased based on the source and specific skill. So, a Dwarf would purchase Production Affinity I:Dwarf:Armorsmithing and it would apply to the Armorsmithing Production Skill. They could also purchase separately Production Affinity:Dwarf:Weaponmithing to gain the effect to that skill

The character may create one (1) extra Recipe to use.

This must be from a production skill that the character knows, that the race allows, and may only be of up to the skill that he or she has in that production (i.e. Apprentice, Journeyman or Master) This skill only removes the need for the production points to create the recipe, not the required components or crown costs.

This skill cannot be used to make additional Grand Master Formulas.

Production Affinity II:<Source>:<Production Skill>

Prerequisites: Production Affinity I:<Source>:<Production Skill>

This skill is purchased based on the source and specific skill. So, a Dwarf would purchase Production Affinity II:Dwarf:Armorsmithing and it would apply to the Armorsmithing Production Skill. They could also purchase separately Production Affinity I:Dwarf:Weaponmithing to gain the effect to that skill

The Character may create two (2) extra Recipes to use.

They must be from a production skill that the character knows, which the race allows, and may only be of up to the skill that he or she has in that production (i.e. Apprentice, Journeyman or Master) This skill only removes the need for the production points to create the recipe, not the required components or crown costs.

This skill cannot be used to make additional Grand Master Formulas.

Production Affinity III:<Source>:<Production Skill>

Prerequisites: Production Affinity II: <Source>:<Production Skill>

This skill is purchased based on the source and specific skill. So, a Dwarf would purchase Production Affinity III:Dwarf:Armorsmithing and it would apply to the Armorsmithing Production Skill. They could also purchase separately Production Affinity I:Dwarf:Weaponmithing to gain the effect to that skill

The character may create three (3) extra Recipes to use.

This must be from a production skill that the character knows, that the Race allows, and may only be of up to the skill that he or she has in that production (i.e. Apprentice, Journeyman or Master) This skill only removes the need for the production points to create the recipe, not the required components or crown costs.

This skill cannot be used to make additional Grand Master Formulas.

Resists

Resists are a special skill which allows a character to have a limited immunity to an effect. They are a positive defense when used against a “piercing” attack.

Resists come in many forms and the player must decide to use a resist or another defense such as a spell shield or dodge at the time of the effect to be negated to be successful. To use a Resist vs. other Defense is always the choice of the player against an otherwise successful effect.

Some Resists are effective against certain types of creatures, such as Undead. These resists will negate any one effect which the specified creature successfully initiates against the character. Thus, an Undead who throws a Condemn spell, which successfully hits a character with Resist Undead, could be resisted. The same Undead could have a 20 massive melee attack resisted if the character still had a Resist vs. Undead.

Other Resists are effective against specific magic types. Thus, a character with Resist Arcane could resist any spell on the Arcane spell list, any spell thrown with a purple component packet, or any non-spell effect which mimics or is similar to an effect from a spell on the Arcanist list.

A third type of Resist is effective against an effect type. Resist Disease will be effective against any Disease, Sickness, Nausea, or other Disease-like effects, regardless of source.

If you are not certain if an effect can be resisted with your skill, please ask a Marshall or Staff Member.

When using a Resist against an effect a player must State “Resist <type>” loudly enough for the attacker to hear. Thus, in the examples above the player would have stated “*Resist Undead*”

Resists may always be used as a defense, even if you are dead.

Resists can be learned in many ways. The first way is those learned by ones Race, in which case they may be learned at any time and usually up to five (5) of a resist may be learned by the character of the appropriate Race. (*See Racial Description*)

Secondly, a characters Profession may have the ability to learn certain types of Resists. These resists are noted in the Profession’s description and often come with Prerequisites based on level and / or skills known.

Spells are another way to learn a Resist. A spell column may allow a character to learn certain types of resist. The larger the column the more resists a player may learn. Resists are based on the number of First (1st) level spells a character has and they may learn the first resist upon learning a single first level spell. Each additional Resist can be learned with every odd number of first level spells learned there on.

Examples: One (1) resist with a 1 column, two (2) resists with a 3, 2, 1 column, three (3) resists at a 5, 4, 3, 2, 1 column, and so on...

The knowledge of magical Rituals can also grant to ability to know very powerful Resists. For every three levels of Ritual, a character may learn an appropriate resist for the type of Ritual magic known, up to a maximum of three (3) resists learned in this fashion. (*i.e. One (1) resist at Ritual Magic III, two (2) resists at Ritual Magic VI, and lastly Three (3) resists at Ritual Magic IX*)

The last common way to learn a form of Resist is by joining one of the Prestige Groups. This is always governed by first joining one of these optional groups and then by meeting all other requirements, such as level, to learn these resists. These are always limited to no more than five (5) of any one type of resist learned in this manner.

Knowledge of Resists from different sources can be combined. For example, a Djinn-born Magi can learn his / her Resist Elemental skill five (5) times for Race, but they may also add any Resist Elementals an Elementalist Column would allow. For Example: A Djinn-born Magi with seven (7) first level spells could have up to nine (9) Resist Elemental if she so desired. (*i.e. five (5) for being Djinn-born and four (4) for their spell column, equaling nine (9)*)

Resists granted by a Racial Advantage may be learned without a teacher as they are inherent abilities.

Resist Sleep

Prerequisites: All Elves, Certain Prestige Groups, and some Fey

This Resist is effective against all forms of Sleep, Trance, Slumber and Sleep-like effects which successfully strike the character.

To activate, the player must state loudly enough for the attacker to hear “Resist Sleep”.

The player may attempt to than pretend to be asleep, but they must declare the use of the resist at the time of the attack.

Resist Charm

Prerequisites: All Elves, Certain Prestige Groups

This Resist is effective against all forms of Charm, Domination, Suggestion and Charm-like effects which successfully strike the character.

To activate, the player must state loudly enough for the attacker to hear “Resist Charm”.

The player may attempt to then pretend to be charmed, but they must declare the use of the resist at the time of the attack.

Resist Mind Effecting

Prerequisites: All Eldar, Dusk Elves, Certain Prestige Groups, and Professions.

This Resist is effective against all forms of mental attack be they, Charm, Domination, Suggestion and Charm-like effects, or spells which damage the mind such *Mind Blast*, even a Mind Flayer's attack which successfully strike the character.

To activate, the player must state loudly enough for the attacker to hear "Resist Mind Effecting".

The player may attempt to than pretend to be charmed, but they must declare the use of the resist at the time of the attack.

Resist Disease

Prerequisites: All Dwarves, Shirelings, Hearth Spell Casters, some Beast Races, Certain Prestige Groups, and Professions

This Resist is effective against all forms of Disease, Sickness, Nausea, and Disease-like effects which successfully strike the character.

To activate, the player must state loudly enough for the attacker to hear "Resist Disease".

The player may attempt to than pretend to be sick, but they must declare the use of the resist at the time of the attack.

Resist Metabolic

Prerequisites: Duma'Handi, Wrath Spell Casters, Certain Professions and Prestige Groups

This Resist is effective against all forms of Disease, Sickness, Nausea, and Disease-like effects as well as Sleep, Slumber, Weakness and other Metabolic effects which successfully strike the character.

To activate, the player must state loudly enough for the attacker to hear "Resist Metabolic".

The player may attempt to than pretend to be affected, but they must declare the use of the resist at the time of the attack.

Resist Toxin

Prerequisites: All Dwarves, Druidic Spell Casters, some Beast Races, Certain Prestige Groups, and Professions

This Resist is effective against all forms of Poisons, Toxins, Venoms, Gasses and Poison-like effects which successfully strike the character.

To activate, the player must state loudly enough for the attacker to hear "Resist Toxin".

The player may attempt to than pretend to be under the effects of the Toxin, but they must declare the use of the resist at the time of the attack.

Resist Darkness

Prerequisites: Healer Spell Casters, Marauders and Certain Prestige Groups

This Resist is effective against all forms of Inflict Spells, Cause Spells, Corruptions, Chaos, Darkness, Fell, Necromancy, and Shadow type effects which successfully strike the character.

To activate the player must state loudly enough for the attacker to hear "Resist the Darkness".

The player may attempt to than pretend to be under the effects of the Darkness / Corruption, but they must declare the use of the resist at the time of the attack.

Resist Light

Prerequisites: Necromancy Spell Casters, and Certain Prestige Groups

This Resist is effective against all forms of Healing Magic, Cure Spells, Atonements, Law Magic, Light and Purifying type effects which successfully strike the character.

To activate the player must state loudly enough for the attacker to hear "Resist the Light".

The player may attempt to than pretend to be under the effects of the Healing / Light Magic, but they must declare the use of the resist at the time of the attack.

Resist Terrestrial Magics

Prerequisites: Terrestrial Ritual Magics, and Certain Prestige Groups

This Resist is effective against all forms of Terrestrial magic, including any spell from a Healing, Hearth, Druid, Wrath or Necromancer column, as well as any similar type effects which successfully strike the character.

To activate the player must state loudly enough for the attacker to hear "Resist Terrestrial Magic".

The player may attempt to than pretend to be under the effects of the Magic, but they must declare the use of the resist at the time of the attack.

Resist Ethereal Magics

Prerequisites: Ethereal Ritual Magics, and Certain Prestige Groups

This Resist is effective against all forms of Ethereal Magic, including any spell from an Arcanist, Celestial or Elemental column, as well as any similar type effects which successfully strike the character.

To activate the player must state loudly enough for the attacker to hear "Resist Ethereal Magic".

The player may attempt to than pretend to be under the effects of the Magic, but they must declare the use of the resist at the time of the attack.

Resist Magic

Prerequisites: Certain Prestige Groups and Epic / Elite Characters and Beings

This Resist is effective against all forms of Magic, including any similar type effects which successfully strike the character.

To activate the player must state loudly enough for the attacker to hear “Resist Magic”.

The player may attempt to than pretend to be under the effects of the Magic, but they must declare the use of the resist at the time of the attack.

Resist Planar Magics

Prerequisites: Specialist in Druid or Hearth Ritual Magics, and Certain Prestige Groups

This Resist is effective against all forms of Planar magic, including any spell from a being of extra planar origin, as well as any similar type effects which successfully strike the character.

To activate the player must state loudly enough for the attacker to hear “Resist Planar Magic”.

The player may attempt to than pretend to be under the effects of the Magic, but they must declare the use of the resist at the time of the attack.

Resist Undead Magics

Prerequisites: Certain Prestige Groups

This Resist is effective against all forms of Undead Magic and attacks, including any spell from an Undead, as well as any other effects which successfully strike the character.

To activate the player must state loudly enough for the attacker to hear “Resist Undead”.

The player may attempt to than pretend to be under the effects of the Undead, but they must declare the use of the resist at the time of the attack.

Resist Death Magics

Prerequisites: Specialist in Healer or Wrath Ritual Magics, and Certain Prestige Groups

This Resist is effective against all forms of Death Magic, including any spell such as Death, Condemn, and the Demise tagline as well as any similar type effects which successfully strike the character.

To activate the player must state loudly enough for the attacker to hear “Resist Death Magic”.

The player may attempt to than pretend to be under the effects of the Magic, but they must declare the use of the resist at the time of the attack.

Resist Order / Purity

Prerequisites: Specialist in Necromancy Ritual Magics, and Certain Prestige Groups

This Resist is effective against all forms of Order or Purity Magic, including any spell from a being of extra planar origin

of the panes of Order or Purity. This is also effective against spells such as Life, Revive, Annihilate Undead, and Destroy Undead, as well as any similar type effects which successfully strike the character.

To activate the player must state loudly enough for the attacker to hear “Resist Order”.

The player may attempt to than pretend to be under the effects of the Magic, but they must declare the use of the resist at the time of the attack.

Resist Arcanist Magic

Prerequisites: Sons of Kyth, Arcanist Spell casters, Marauders and Certain Prestige Groups

This Resist is effective against all forms of Arcanist Magic, including any spell from an Arcanist spell column, as well as any similar type effects which successfully strike the character.

To activate the player must state loudly enough for the attacker to hear “Resist Arcanist Magic”.

The player may attempt to than pretend to be under the effects of the Magic, but they must declare the use of the resist at the time of the attack.

Resist Celestial Magic

Prerequisites: Daughters of Kyth, Celestial Spell casters, Marauders and Certain Prestige Groups

This Resist is effective against all forms of Celestial Magic, including any spell from a Celestial spell column, as well as any similar type effects which successfully strike the character.

To activate the player must state loudly enough for the attacker to hear “Resist Celestial Magic”.

The player may attempt to than pretend to be under the effects of the Magic, but they must declare the use of the resist at the time of the attack.

Resist Elemental Magic

Prerequisites: Djinn-born, Elemental Spell casters, Marauders and Certain Prestige Groups

This Resist is effective against all forms of Elemental Magic, including any spell from an Elementalist spell column, as well as any similar type effects which successfully strike the character, such as Fire, Lightning, Ice, Earth, Air or even Water taglines.

To activate the player must state loudly enough for the attacker to hear “Resist Elemental”.

The player may attempt to than pretend to be under the effects of the Magic, but they must declare the use of the resist at the time of the attack.

Resist Confining

Prerequisites: Certain Prestige Groups

This Resist is effective against all forms of Confining type magic and effects such as Trap, Pin, Web or similar

To activate the player must state loudly enough for the attacker to hear “Resist Confining”.

The player may attempt to than pretend to be under the effects of the Confining effect, but they must declare the use of the resist at the time of the attack.

Resist Destruction

Prerequisites: Certain Prestige Groups

This Resist is effective against all forms of Destruction type magic and effects such as Destroy Item, Shatter Item, Destroy Golem, or similar.

To activate the player must state loudly enough for the attacker to hear “Resist Destruction”.

The player may attempt to than pretend to be under the effects of the Magic, but they must declare the use of the resist at the time of the attack.

Curse of the Evil Eye

This type of magic is restricted to very few. Much like Runes it is learned in a single column format. Curses come in three forms: Immediate or Active are the most common, more powerful are the Conditional Curses which also are known as the Dying Curse because they caster must have been physically injured in some way to cause this curse. The most powerful is the Geas, also known as a Blood Oath, in which a Curse is placed on a willing target until a service or mission has been completed.

A Curse may be removed by a few means, depending on the type of Curse. The original caster may always remove a curse he or she has placed on a target. Though always loath to do such, another Curse caster may use his or her ability to cast the next higher Curse to remove a curse placed on a target. (i.e. a Caster may use their Curse of the Evil Eye 9 to remove a Curse of the Evil Eye 8) Curses of the 9th degree may only be removed by the Original caster or extremely powerful Magics.

Curses may only be placed on beings with a life force. They cannot affect beings without a life force or the undead who are considered Cursed already. There are rumors of even more powerful “generational” curses which can be passed down through family lines, and Lycanthropy may have been one of these Curses. Lastly it is known that Necromantic Curses do exist, though no one has cast one in over a century.

Note: Only Romanovi and Avengers may learn to use this form of Magic. Furthermore, Curse of the Evil Eye, like Runes does not count against ones Primary, Secondary or Tertiary Magics as Curses are not normal Spells.

Special Note: This is a skill which after Curse of the Evil Eye 1 requires a Teacher for each new degree, similar to spell or rune levels. A player must find another player with the Teaching skill or staff member who will sign off on his / her learning each new degree.

Curse of the Evil Eye Level 1

Prerequisites: Romanovi or Avenger

This skill allows the player to cast a Curse of the Evil Eye of the first degree of the appropriate type.

Curse of the Evil Eye Level 2

Prerequisites: Curse of the Evil Eye 1

This skill allows the player to cast one Curse of the Evil Eye of the second degree of the appropriate type.

A caster may remove a Curse of the Evil Eye of the first degree from a target using this skill,

Curse of the Evil Eye Level 3

Prerequisites: Curse of the Evil Eye 2

This skill allows the player to cast one Curse of the Evil Eye of the third degree of the appropriate type.

A caster may remove a Curse of the Evil Eye of the second degree from a target using this skill,

Curse of the Evil Eye Level 4

Prerequisites: Curse of the Evil Eye 3

This skill allows the player to cast one Curse of the Evil Eye of the fourth degree of the appropriate type.

A caster may remove a Curse of the Evil Eye of the third degree from a target using this skill,

Curse of the Evil Eye Level 5

Prerequisites: Curse of the Evil Eye 4

This skill allows the player to cast one Curse of the Evil Eye of the fifth degree of the appropriate type.

A caster may remove a Curse of the Evil Eye of the fourth degree from a target using this skill,

Curse of the Evil Eye Level 6

Prerequisites: Curse of the Evil Eye 5

This skill allows the player to cast one Curse of the Evil Eye of the sixth degree of the appropriate type.

A caster may remove a Curse of the Evil Eye of the fifth degree from a target using this skill,

Curse of the Evil Eye Level 7

Prerequisites: Curse of the Evil Eye 6

This skill allows the player to cast one Curse of the Evil Eye of the seventh degree of the appropriate type.

A caster may remove a Curse of the Evil Eye of the sixth degree from a target using this skill,

Curse of the Evil Eye Level 8

Prerequisites: Curse of the Evil Eye 7

This skill allows the player to cast one Curse of the Evil Eye of the eighth degree of the appropriate type.

A caster may remove a Curse of the Evil Eye of the seventh degree from a target using this skill,

Curse of the Evil Eye Level 9

Prerequisites: Curse of the Evil Eye 8

This skill allows the player to cast one Curse of the Evil Eye of the ninth degree of the appropriate type.

A caster may remove a Curse of the Evil Eye of the eighth degree from a target using this skill,

Miscellaneous Skills

These are those skills which enhance a character's ability but do not fit neatly into any other category. They do more than just Role-playing skills, but their game effects can still be as much to flesh out a character as anything else and are often not as directly effective as the other skills in this chapter have been.

All of these skills do have an in-game effect or use. They often also come with a Role-Playing style that can be fleshed out with their use or acquisition.

Evaluate Items

Prerequisites: None

This skill allows a character to discern the general value of items which are not directly apparent in game by granting the character information about the different types of materials that went into their construction, including how many of each.

It also allows the user to look at a material component and determine if it is worth about the same, more, or less than another, though not necessarily how much more, or less.

It is up to the player if they decide to if they will truthfully relay this information or not.

It is recommended that a player take time with this skill to have fun by inspecting the items in question. Use of tools such as magnifiers and Jewelers lens are highly recommended.

Disarm Traps

Prerequisites: None

Engineers may make traps but the knowledge of how to avoid them or disarm them is something that this skill is required for. No player may bypass or disarm a trap without knowledge of this skill. Even if he or she can see a Wire, and simply remove it without this skill they are not allowed to do so.

Marshalls, Storytellers and Staff may all require in game action to remove a trap and the player may still have to work at it even with this skill. After all nothing is a guaranteed success in life.

Pick Lock

Prerequisites: None

Engineers may make locks but the knowledge of how to pick them is something that this skill is required for. No player may bypass or pick a lock without knowledge of this skill. Even if he or she can do so in real life, without this skill they are not allowed to do so.

Marshalls, Storytellers and Staff may all require in game action to remove a lock and the player may still have to work at it even with this skill. In game locks must be approved by a Marshall or Staff and they will have a tag on them.

Nobility

Prerequisites: Decided at Character Creation.

This skill makes a player one of the Noble Class in game. They do not start with a title beyond that of Lord or Lady. They are not the Prince, Baron, Duke, Count or such. They are descended from one of their race's noble households and as such have certain in game benefits and responsibilities.

Nobles are held to High Law rather than Common Law like everyone else. This sometimes works in one's favor and sometimes not.

Nobles may have a Retinue that travels with them and must wear the household's livery. Nobles can openly carry arms even during times of prohibition or in places commoners are forbidden to.

Note: Nobles must always wear the best armor, or clothing as befitting their station in life. This means that a player who does not meet the standards of costuming set forth by the Game cannot play a person of official Noble Birth.

Lastly, as a member of a Noble Family the character receives a stipend from his or her family. This is to maintain the proper image of nobility and derives from any family land holdings or businesses. This stipend is based on title and is as follows.

Lord/Lady: 10 Crowns

Earl: 20 Crowns

Baron: 40 Crowns

Count: 80 Crowns

Duke: 160 Crowns

Note: Staff will have a list of noble houses a player may choose from based on his/her race at time of character creation. These are the official noble houses of the game, and as such a player's Character must be descendant from one of these to be able to purchase this skill.

Bravery

Prerequisites: Level 15 for Knights, Level 20 for Cavaliers, Level 30 for all other Professions

This skill grants complete immunity to Fear, Terror and Horror spells and effects. This does not mean that a character must run bravely to their certain demise. It simply means that they are not afraid of what they may be wise enough to run from.

This skill is always in effect and cannot be "turned off". Bravery is always used first before any spell shield is affected, Resist can be activated, or another defense is used up.

To use this skill, the character would simply state "Bravery" loudly enough for all including the attacker attempting a fear effect to hear.

Leadership I

Prerequisites: Officer, Noble, or Level 30

This skill grants the ability to lead troops and inspire them to action. When a person has Leadership, troops under their direct command are inspired to fight harder and longer than normal.

This inspiration translates to a +1 to all weapon damage done by the troops and +10 bonus hit points to those who remain within 10' of their leader.

Note: The character who has leadership and is commanding his / her troops gains no bonus from this skill. It only applies to those under his / her command.

Note: The bonus hitpoints count as a bonus to their HP total while within the area of effect, so they may be healed if lost. However, the initial hitpoints are only gained once per day, and cannot be refreshed by stepping out then back into the area. Any damage received while under this effect are applied to these hitpoints first when leaving the area. Any left over are regained when reentering the area.

Note: Only the highest bonus that could apply to an individual does.

Leadership II

Prerequisites: Leadership I and Level 40

This skill grants the ability to lead troops and inspire them to action. When a person has Leadership, troops under their direct command are inspired to fight harder and longer than normal.

This inspiration translates to a +2 to all weapon damage done by the troops and +20 bonus hit points to those who remain within 20' of their leader.

Note: The character who has leadership and is commanding his / her troops gains no bonus from this skill. It only applies to those under his / her command.

Note: The bonus hitpoints count as a bonus to their HP total while within the area of effect, so they may be healed if lost. However, the initial hitpoints are only gained once per day, and cannot be refreshed by stepping out then back into the area. Any damage received while under this effect are applied to these hitpoint first when leaving the area. Any left over are regained when reentering the area.

Note: Only the highest bonus that could apply to an individual does.

Leadership III

Prerequisites: Leadership II and Level 50

This skill grants the ability to lead troops and inspire them to action. When a person has Leadership, troops under their direct command are inspired to fight harder and longer than normal.

This inspiration translates to a +3 to all weapon damage done by the troops and +30 bonus hit points to those who remain within 30' of their leader.

Note: The character who has leadership and is commanding his / her troops gains no bonus from this skill. It only applies to those under his / her command.

Note: The bonus hitpoints count as a bonus to their HP total while within the area of effect, so they may be healed if lost. However, the initial hitpoints are only gained once per day, and cannot be refreshed by stepping out then back into the area. Any damage received while under this effect are applied to these hitpoint first when leaving the area. Any left over are regained when reentering the area.

Note: Only the highest bonus that could apply to an individual does.

Iron Grasp

Prerequisites: Level 20

This skill grants complete immunity to Disarm and Fumble effects. This does not mean that a character cannot drop their sword on their own, just that outside spells and spell like effects cannot cause him/her to drop it.

This skill is always in effect and cannot be "turned off". Iron Grasp is always used first before any spell shield is affected, Resist can be activated, or another defense is used up.

To use this skill, the character would simply state "Iron Grasp" loudly enough for all including the attacker attempting a disarm to hear.

Break Charm and Domination

Prerequisites: Eldarine, Eldaran, Lvl 20 Romanovi or Avenger

This skill grants the ability to remove a Charm or Domination effect on another being. This is done with some time and pain. For every level of the Charm like effect both the one Charmed and the one breaking the effect take one (1) hit point of damage.

Note: Domination from Creatures such as Vampires will cause both the Dominated being and the character using this skill ten (10) points of damage upon its completion.

The process of breaking the charm takes a ten count and must be done in a slow and steady manner. The character stating "Breaking Charm 1, Breaking Charm 2," and so on until Breaking Charm 10 is reached at which time both take damage. During the process both the character and the Charmed being are keenly aware that they will take damage.

Special Note: A player may not use this skill on themselves to break a charm or Domination that has been placed on them.

Torture I-V [R]

Prerequisites: None, though characters may not start with this skill without staff approval

This skill allows a character to extract truthful answers to questions from some characters. By taking a character who is willing or unable to resist and 10 minutes to use the skill, the torturer compares their levels in the Torture skill to the victim's levels in Master Fortify. If the Torture levels exceed the Master Fortify levels, the torturer can ask questions that the victim must answer truthfully.

Divination (Ranks I – V)

Prerequisites: None

This skill allows a character to receive hints and visions from the game staff. How the character uses the skill is open to interpretation, but commonly recognized means of Divination in Mythic Adventures are: Tarot, Divination, Rune stones, Bones, and Water Gazing.

This skill may also be used to draw Crowns in the same way as Trade Skills.

If you would like to introduce another type of Divination, please work with the staff.

Divination (Ranks I – V)

Prerequisites: Read & Write

This skill allows a player to use the night sky and stars for several purposes. The easy ones are to tell things like the time, or the heading of a ship. This skill also allows the player to try to divine something from the star's movements in the sky or that a comet is a portent of some important event. These predictions are often vague at best, and players are encouraged to have fun with them.

Remember that it was only in our more modern times that Astrologers and Astronomers were separate skill sets. It is up to the player as to how they wish to role-play this skills knowledge.

Please note though that players with this skill may be given small cryptic insights by the Story Team or Staff members with which to aid the players along in the story.

This skill can be purchased multiple times to a maximum of five (5) Ranks if desired by the player.

This skill may also be used to draw Crowns in the same way as Trade Skills.

Teaching I-V

Many of the skills in *Mythic Adventures* must be learned from a source. Often the best and most encouraged way is to learn a skill from another character in the game.

The Teaching skill allows a player character to sign off on another character learning a skill.

Only one skill may be listed on each diploma.

Most skills require that you find someone with the skill and the *Teaching* skill to train your character the first time they learn it. Additional purchases of the same skill such as

Weapon Damage+2 or *Scribe:11* do not require another teacher.

Each Spell Level, Ritual Level, and Grand Master Production Level are considered individual skills and so require a teacher for each purchase.

Note: Additional spells for the same level and column do not require a teacher

Some skills like *Crafts, Lore, Affinities, and Role Playing* skills are broad categories that contain a multitude of specific skills. Each specific *Craft, Lore, Affinity, and RP* skill requires that you find a willing teacher who has that specific skill before being able to learn it. If there are multiple levels of the skill such as *Craft: Mining* or *Combat Lore: Orcs*, you may buy the additional levels without a teacher. This does not include upgrading an *Informational Lore* from Lesser to Greater.

Example: A warrior first learns a Parry, after attaining her +2 weapon damage, from a teacher. Once they reach +4 weapon damage they do not need a teacher to learn a second (2nd) Parry.

Each level of this skill allows the character to teach one skill they know to someone who can learn it once per event. So, a character with 1 level of teaching may teach one other character one skill, while a teacher with 5 levels of teaching may teach five people one skill, or one person five skills, or any mixture between the two so long as only 5 instances of skill are taught in total.

In addition, this skill may also be used to draw Crowns in the same way as Trade Skills.

Note: Teaching is time sensitive. Your student must have a prerequisite skill before you can teach them a skill with that prerequisite. This means that they cannot learn both those skills during the same event.

This does not apply to skills that do not require a teacher for additional levels. You can purchase your 4th Weapon damage and 2nd Parry at the same time.

Also, your student must purchase the skill before their next event after you sign their teaching chit or the lesson didn't take, and they must be taught again.

Hit Point and Armor Enhancements

These skills allow the character to harden themselves against damage and to improve their armor by either wearing their armor more effectively or by training themselves to be able to wear more armor than their profession would normally allow.

As a large part of Mythic Adventures is that the Storytellers, and Staff must all play by the same rules as the Players, these skills play a large part in higher level encounters.

Fortify I

Prerequisites: Level 25

This skill allows the character to gain a bonus to their hit points of plus one (+1) per level of the character.

Example: A level 30 Human Knight would have 110 hit points with this skill (Professional max of 80 hit points + 30 hit points for Fortify I)

Characters with this skill cannot be stunned, slept, rendered unconscious or paralyzed for more than ten (10) minutes at a time.

Fortify II

Prerequisites: Level 30 and Fortify I

This skill allows the character to gain a bonus to their hit points of plus one (+1) per level of the character.

Example: A level 30 Human Knight would have 110 hit points with this skill (Professional max of 80 hit points + 30 hit points for Fortify II)

Characters with this skill cannot be stunned, slept, rendered unconscious or paralyzed for more than five (5) minutes at a time.

Characters with this skill also heal naturally much faster than other characters effectively gaining one (1) hit point every ten (10) minutes.

Note this natural healing is not fast enough to stop a bleeding, critically wounded, or lethally wounded character's counts toward death. It has absolutely no effect on characters at Dead status.

Fortify III

Prerequisites: Level 35 and Fortify II

This skill allows the character to gain a bonus to their hit points of plus two (+2) per level of the character.

Example: A Level 35 Human Knight would have 150 hit points with this skill (Professional max of 80 hit points + 70 hit points for Fortify III)

Characters with this skill cannot be stunned, slept, rendered unconscious or paralyzed for more than two (2) minutes at a time.

Characters with this skill also heal naturally much faster than other characters effectively gaining one (1) hit point every ten (10) minutes.

Note this natural healing is not fast enough to stop a bleeding, critically wounded, or lethally wounded character's counts toward death. It has absolutely no effect on characters at Dead status.

Fortify IV

Prerequisites: Level 40 and Fortify III

This skill allows the character to gain a bonus to their hit points of plus two (+2) per level of the character.

Example: A Level 40 Human Knight would have 160 hit points with this skill (Professional max of 80 hit points + 80 hit points for Fortify IV)

Characters with this skill cannot be stunned, slept, rendered unconscious or paralyzed for more than one (1) minute at a time.

Characters with this skill also heal naturally much faster than other characters effectively gaining two (2) hit points every ten (10) minutes.

Note this natural healing is not fast enough to stop a bleeding, critically wounded, or lethally wounded character's counts toward death. It has absolutely no effect on characters at Dead status.

Fortify V

Prerequisites: Level 45 and Fortify IV

This skill allows the character to gain a bonus to their hit points of plus two (+2) per level of the character.

Example: A Level 45 Human Knight would have 215 hit points with this skill (Professional max of 80 hit points + 135 hit points for Fortify V)

Characters with this skill cannot be stunned, slept, rendered unconscious or paralyzed for more than thirty (30) seconds at a time.

Characters with this skill also heal naturally much faster than other characters effectively gaining two (2) hit points every ten (10) minutes.

Note this natural healing is not fast enough to stop a bleeding, critically wounded, or lethally wounded character's counts toward death. It has absolutely no effect on characters at Dead status.

Fortify VI

Prerequisites: Level 50 and Fortify V

This skill allows the Character to gain a bonus to his / her hit points of plus three (+3) per level of the character.

Example: A Level 50 Human Knight would have 230 hit points with this skill (Professional max of 80 hit points + 150 hit points for Fortify VI)

Characters with this skill cannot be stunned, slept, rendered unconscious or paralyzed for more than ten (10) seconds at a time.

Characters with this skill also heal naturally much faster than other characters effectively gaining three (3) hit points every ten (10) minutes.

Note this natural healing is not fast enough to stop a bleeding, critically wounded, or lethally wounded character's counts toward death. It has absolutely no effect on characters at Dead status.

Master Fortify I

Prerequisites: Level 50 & Fortify II

Characters with this skill have hardened themselves against all forms of damage. They effectively have made their bodies into lesser juggernauts.

This skill does not give any form of hit point or armor point bonus, instead it reduces the incoming damage a character is receiving.

The character gains a Physical damage reduction score of one (1) thus reducing all incoming melee damage.

This skill also renders the character immune to a normal Ambush attack

Master Fortify I has no effect on *Critical, Lethal or Deadly* attacks against the character.

Master Fortify II

Prerequisites: Level 55, Fortify III, & Master Fortify I

Characters with this skill have hardened themselves against all forms of damage. They effectively have made their bodies into lesser juggernauts.

This skill does not give any form of hit point or armor point bonus, instead it reduces the incoming damage a character is receiving.

The character gains a Physical damage reduction score of two (2) thus reducing all incoming melee damage.

This skill also renders the character immune to a normal Ambush attack.

Critical Attacks against the character would do one hundred (100) points of damage to the character, unless an appropriate defense such as a spell shield counter acts the attack. (i.e. a *Critical Strike* against a character who has no defense would cause 100 hit points to the character.)

Note: If a critical attack would render the character below zero (0) hit points they would go to bleeding status rather than critical status.

Master Fortify II has no effect on *Lethal or Deadly* attacks against the character.

Master Fortify III

Prerequisites: Level 60, Fortify IV & Master Fortify II

Characters with this skill have hardened themselves against all forms of damage. They effectively have made their bodies into lesser juggernauts.

This skill does not give any form of hit point or armor point bonus, instead it reduces the incoming damage a character is receiving.

The character gains a Physical damage reduction score of three (3) thus reducing all incoming melee damage.

This skill also renders the character immune to a normal Ambush attack

Critical Attacks against the character would do seventy-five (75) points of damage to the character, unless an appropriate defense such as a spell shield counter acts the attack. (i.e. a *Critical Strike* against a character who has no defense would cause 75 hit points to the character.)

Lethal Attacks against the character would do one hundred (100) points of damage to the character, unless an appropriate defense such as a spell shield counter acts the attack. (i.e. a *Lethal Strike or Assassinate* against a character who has no defense would cause 100 hit points to the character.)

Note: If a Critical or Lethal attack would render the character below zero (0) hit points they would go to bleeding status rather than Critical or Lethal status.

Master Fortify III has no effect on *Deadly* attacks against the character.

Master Fortify IV

Prerequisites: Level 65, Fortify V, & Master Fortify III

Characters with this skill have hardened themselves against all forms of damage. They effectively have made their bodies into lesser juggernauts.

This skill does not give any form of hit point or armor point bonus instead it reduces the incoming damage a character is receiving.

The character gains a Physical damage reduction score of four (4) thus reducing all incoming melee damage.

This skill also renders the character immune to a normal Ambush attack

Critical Attacks against the character would do fifty (50) points of damage to the character, unless an appropriate defense such as a spell shield counter acts the attack. (i.e. a *Critical Strike* against a character who has no defense would cause 50 hit points to the character.)

Lethal Attacks against the character would do seventy-five (75) points of damage to the character, unless an appropriate defense such as a spell shield counter acts the attack. (i.e. a *Lethal Strike or Assassinate* against a character who has no defense would cause 75 hit points to the character.)

Deadly Attacks against the character would do one hundred (100) points of damage to the character, unless an appropriate defense such as a spell shield counter acts the attack. (i.e. a *Death* spell against a character who has no defense would cause 100 hit points to the character.)

Note: If a Critical, Lethal, or Deadly attack would render the character below zero (0) hit points they would go to bleeding status rather than Critically Wounded, Lethally Wounded, or Dead status.

Master Fortify V

Prerequisites: Level 70, Fortify VI, and Master Fortify IV

Characters with this skill have hardened themselves against all forms of damage. They effectively have made their bodies into lesser juggernauts.

This skill does not give any form of hit point or armor point bonus, instead it reduces the incoming damage a character is receiving.

The character gains a Physical damage reduction score of five (5) thus reducing all incoming melee damage.

This skill also renders the character immune to a normal Ambush attack.

Critical Attacks against the character would do twenty-five (25) points of damage to the character, unless an appropriate defense such as a spell shield counter acts the attack. (i.e. a *Critical Strike* against a character who has no defense would cause 25 hit points to the character.)

Lethal Attacks against the character would do fifty (50) points of damage to the character, unless an appropriate defense such as a spell shield counter acts the attack. (i.e. a *Lethal Strike* or *Assassinate* against a character who has no defense would cause 50 hit points to the character.)

Deadly Attacks against the character would do seventy-five (75) points of damage to the character, unless an appropriate defense such as a spell shield counter acts the attack. (i.e. a *Death* spell against a character who has no defense would cause 75 hit points to the character.)

Note: If a Critical, Lethal, or Deadly attack would render the character below zero (0) hit points they would go to bleeding status rather than Critically Wounded, Lethally Wounded, or Dead status.

Improved Armor I

Prerequisites: Level 20

Characters with this skill have learned to more effectively wear their Armor. They gain a Damage Reduction of one (DR -1), This will only work against attacks which do damage to the armor itself and then only if the set of armor worn has at least one (1) Armor point left when the attack reduced hits the target.

This skill also renders the character immune to a normal Ambush attack.

Note: The Duelist profession gains bonuses when using the improved armor skill, in that it also works on the Body tagline as well.

Improved Armor II

Prerequisites: Level 30 and Improved Armor I

Characters with this skill have learned to more effectively wear their armor. They gain a Damage Reduction of two (DR -2), This will only work against attacks which do damage to the armor itself and then only if the set of armor worn has at least one (1) armor point left when the attack reduced hits the target.

This skill also renders the character immune to a normal Ambush attack.

Note: The Duelist profession gains bonuses when using the improved armor skill, in that it also works on the Body tagline as well.

Improved Armor III

Prerequisites: Level 40 and Improved Armor II

Characters with this skill have learned to more effectively wear their armor. They gain a Damage Reduction of three armor point of damage (DR -3), This will only work against attacks which do damage to the armor itself and then only if the set of armor worn has at least one (1) armor point left when the attack reduced hits the target.

This skill also renders the character immune to a normal Ambush attack.

Note: The Duelist profession gains bonuses when using the improved armor skill, in that it also works on the Body tagline as well.

Wear Extra Armor I

Prerequisites: Level 10

Characters with this skill have learned to raise the maximum armor they can wear for their Profession by 10 Armor Points.

Thus, a Magi could wear 30 points of armor rather than 20 points.

Wear Extra Armor II

Prerequisites: Level 20 & Wear Extra Armor I

Characters with this skill have learned to raise the maximum armor they can wear for their Profession by 20 Armor Points.

Thus, a Magi could wear 40 points of armor rather than 20 points.

Wear Extra Armor III

Prerequisites: Level 30 & Wear Extra Armor II

Characters with this skill have learned to raise the maximum armor they can wear for their Profession by 30 Armor Points.

Thus, a Magi could wear 50 points of armor rather than 20 points.

Wear Extra Armor IV

Prerequisites: Level 40 & Wear Extra Armor III

Characters with this skill have learned to raise the maximum armor they can wear for their Profession by 40 Armor Points.

Thus, a Magi could wear 60 points of armor rather than 20 points.

Wear Extra Armor V

Prerequisites: Level 50 & Wear Extra Armor IV

Characters with this skill have learned to raise the maximum armor they can wear for their Profession by 50 Armor Points.

Thus, a Magi could wear 70 points of Armor rather than 20 points.

Weapon Skills

Skill	Champions			Knights			Defenders			Scoundrels			Crafters			Scholars			Prerequisites
	Warrior	Cavalier	Marauder	Valor	Stife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues	Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer	
Bow	6	6	6	12	12	12	6	8	9	10	6	10	10	10	10	10	10	10	Special
Crossbow	5	5	8	12	12	12	6	6	9	10	5	8	10	10	9	10	10	10	Special
Thrown Weapon	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	None
Bladed One Handed Weapons	5	5	5	5	5	5	5	5	5	7	5	5	7	7	7	10	10	10	None
Blunt One Handed Weapons	3	3	3	3	3	3	5	3	3	5	3	7	5	5	3	8	8	8	None
Cleaving One Handed Weapons	4	4	4	4	4	4	5	5	5	7	4	10	5	5	5	10	10	10	None
Simple Weapons	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	None
Polearm	8	8	8	8	8	8	8	8	8	8	10	12	10	10	10	12	12	12	None
Two-Handed Blunt	5	5	5	5	5	5	5	8	7	10	8	12	7	7	5	18	18	18	None
Two-Handed Cleaving	6	6	6	6	6	6	6	7	8	12	9	15	8	8	6	18	18	18	None
Two-Handed Blades	8	8	8	8	8	8	8	10	12	10	10	12	12	12	8	18	18	18	None
Weapon Master - Missile Weapons	10	10	10	18	18	18	10	12	15	15	10	15	15	15	15	15	15	15	None
Weapon Master - One Handed	10	10	10	10	10	10	10	12	15	15	10	15	15	15	12	18	18	18	None
Weapon Master - Two Handed	12	12	12	12	12	12	12	14	20	18	12	15	20	18	15	21	21	21	Races Ability to use Two Handed weapons
Weapon Master - All	25	25	25	25	25	25	25	25	30	25	25	25	30	25	21	30	30	30	Melee & Missile Weapons, not Firearms
Weapon Master - Military	10	12	12	12	12	12	12	12	12	15	12	12	15	15	12	18	18	18	See Weapon Master in Race Description
Weapon Master - "Race"	9	12	12	12	12	12	12	12	12	15	12	15	15	15	12	18	18	18	None
Weapon Master - Bladed	12	12	12	12	12	12	12	12	15	15	12	15	20	18	15	21	21	21	None
Weapon Master - Cleaving	10	10	10	10	10	10	10	12	15	18	10	18	15	15	12	21	21	21	None
Weapon Master - Blunt	10	10	10	10	10	10	10	12	15	18	10	18	15	15	12	21	21	21	None

Combat Skills

Skill	Champions			Knights			Defenders			Scoundrels			Crafters			Scholars			Prerequisites
	Warrior	Cavalier	Marauder	Valor	Stife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues	Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer	
Shield Use: Bucleh Shields	4	4	4	5	5	5	4	5	5	5	5	5	7	6	5	8	8	8	None
Shield Use: Medium Shields	4	4	4	4	4	4	7	5	7	10	5	9	9	7	5	10	10	10	None
Shield Use: Tower Shields	4	4	4	5	5	5	9	5	7	N/A	N/A	N/A	11	8	5	12	12	12	None
Shield Use: Mastery	9	9	9	9	9	9	14	10	11	20	9	15	18	16	10	20	20	20	None
Dual Wielding Fighting Style	6	6	6	6	6	6	4	6	6	6	4	4	8	8	8	8	8	8	Weapon Skill(s)
Weapon Damage (+1 each)	12	12	12	15	15	15	15	15	15	18	12	18	21	21	15	21	21	21	Weapon Skill
Parry	3	3	3	3	3	3	6	6	6	12	6	9	12	12	6	18	18	18	1 per +2 Weapon Damage
Critical Strike	6	6	6	6	6	6	9	9	9	15	9	12	15	15	9	21	21	21	1 per +3 Weapon Damage & Parry
Riposte Strike	9	9	9	9	9	9	9	9	9	15	9	12	15	15	9	21	21	21	1 per +4 Weapon Damage & Critical Strike
Lethal Strike	12	12	12	12	12	12	12	12	12	18	12	15	18	18	12	N/A	N/A	N/A	1 per +5 Weapon Damage & Riposte
Shield Block	3	3	3	3	3	3	9	6	6	9	3	9	9	9	6	15	15	15	Shield Use, Parry, then 1 per +2 Damage
Shield Bash	5	5	5	4	4	4	12	9	9	12	6	12	12	12	9	18	18	18	Shield Use, Shield Block, then 1 per +3 Damage
Enhanced Strength	15(+5)	15(+5)	15(+5)	15(+4)	15(+4)	15(+4)	15(+3)	15(+3)	15(+3)	15(+2)	15(+2)	15(+2)	15(+1)	15(+1)	15(+5)	15(+1)	15(+1)	15(+1)	Shield Use, Parry, then 1 per +2 Damage
Maximum Weapon Damage	+30	+24	+27	+21	+21	+21	+18	+15	+21	+9	+18	+12	+6	+9	+18	+3	+3	+3	Maximumable to be purchased is +5 Strength

Sneak Attacks

Skill	Champions			Knights			Defenders			Scoundrels			Crafters			Scholars			Prerequisites
	Warrior	Cavalier	Marauder	Valor	Stife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues	Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer	
Ambush	9	N/A	9	N/A	N/A	N/A	9	9	12	6	6	3	12	12	12	12	12	12	Weapon Skill
Backstab Damage (+1 each)	9	N/A	12	N/A	N/A	N/A	9	9	12	9	9	9	15	15	15	15	15	15	Weapon Skill
Assassinate	9	N/A	6	N/A	N/A	N/A	6	6	9	6	3	3	18	15	18	18	18	18	1 per +3 Backstab, Dodge
Faint Attack	12	N/A	9	N/A	N/A	N/A	9	9	12	9	6	6	18	18	N/A	N/A	N/A	N/A	1 per +4 Backstab, Assassinate
Eviscerate	15	N/A	12	N/A	N/A	N/A	12	12	15	12	9	9	18	21	N/A	N/A	N/A	N/A	1 per +5 Backstab, Fient
Dodge/Intercept	6	N/A	3	N/A	N/A	N/A	3	6	6	3	3	3	9	9	9	9	9	9	1 per +2 Backstab, Ambush
Maximum Backstab	+9	N/A	+15	N/A	N/A	N/A	+12	+15	+9	+18	+21	+36	+6	+6	+6	+3	+3	+3	

Magic Skills & Requirements

Skill	Champions		Knights		Defenders		Soundrels		Crafters		Scholars		Prerequisites					
	Warrior	Cavalier	Marauder	Valor	Stife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues		Apothecary	Tinkerer	Smiths	Magi	Sorcerer
Read & Write	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Healer Arts	4	3	6	2	3	N/A	4	4	2	3	4	4	4	4	4	2	2	2
Hearth Arts	4	3	6	4	4	4	3	4	2	3	4	4	4	4	4	2	2	2
Druid Arts	4	3	6	4	4	N/A	2	4	2	3	4	4	4	4	4	2	2	2
Wrath Arts	4	3	6	3	2	3	3	4	2	3	4	4	4	4	4	2	2	2
Necromancer Arts	4	3	6	N/A	3	2	N/A	4	2	3	4	4	4	4	4	2	2	2
Arcanist Arts	6	3	6	6	6	6	6	4	3	3	4	4	5	5	5	2	2	2
Celestial Arts	6	3	6	6	6	6	6	4	3	3	4	4	5	5	5	2	2	2
Elemental Arts	6	3	6	6	6	6	3	4	3	3	4	4	5	5	5	2	2	2

Primary Magic:

Skill	Champions		Knights		Defenders		Soundrels		Crafters		Scholars		Prerequisites					
	Warrior	Cavalier	Marauder	Valor	Stife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues		Apothecary	Tinkerer	Smiths	Magi	Sorcerer
Level 1 Spell Slot	3	2	N/A	2	2	2	1	1	1	1	2	2	2	1	2	1	1	1
Level 2 Spell Slot	3	3	N/A	2	2	2	2	2	1	1	2	2	2	2	2	1	1	1
Level 3 Spell Slot	5	3	N/A	3	3	3	2	2	2	2	3	3	3	3	4	1	1	2
Level 4 Spell Slot	5	4	N/A	4	4	4	3	3	3	3	4	4	3	4	4	2	2	2
Level 5 Spell Slot	7	5	N/A	4	4	4	4	4	3	4	4	4	4	5	6	2	2	3
Level 6 Spell Slot	7	5	N/A	5	5	5	4	4	4	5	5	5	4	6	6	3	2	3
Level 7 Spell Slot	9	6	N/A	6	6	6	5	5	5	6	6	6	5	7	8	4	3	4
Level 8 Spell Slot	9	7	N/A	6	6	6	6	6	5	7	6	6	5	8	8	4	3	4
Level 9 Spell Slot	11	7	N/A	7	7	7	6	6	6	8	7	7	6	9	10	5	4	5
Magie Ritual Level 1	6	4	N/A	4	4	4	2	2	2	4	4	4	4	2	4	2	2	1
Magie Ritual Level 2	6	6	N/A	4	4	4	4	4	2	4	4	4	4	4	4	2	2	1
Magie Ritual Level 3	10	6	N/A	6	6	6	4	4	4	6	6	6	6	6	8	2	2	2
Magie Ritual Level 4	N/A	8	N/A	8	8	8	6	6	6	6	8	8	6	8	8	3	4	2
Magie Ritual Level 5	N/A	10	N/A	8	8	8	8	8	6	8	8	8	8	10	12	3	4	3
Magie Ritual Level 6	N/A	10	N/A	10	10	10	8	8	8	8	N/A	N/A	8	12	12	4	4	3
Magie Ritual Level 7	N/A	12	N/A	12	12	12	10	10	10	10	N/A	N/A	10	14	16	5	6	4
Magie Ritual Level 8	N/A	12	N/A	N/A	N/A	N/A	12	12	10	10	N/A	N/A	10	16	16	5	6	4
Magie Ritual Level 9	N/A	14	N/A	N/A	N/A	N/A	12	12	12	12	N/A	N/A	12	18	20	6	8	5
Total Cost per Column	59	42	N/A	39	39	39	33	33	30	37	39	39	34	45	50	23	19	25
Spell Column Format	4	5	N/A	5	5	5	5	5	6	5	4	4	5	4	4	6	6	6
Maximum Columns allowed	4	5	N/A	9	9	9	9	7	10	7	5	5	5	5	5	12	15	12

* Healer Arts/Druidic Arts/Necromantic Arts/Wrath Arts/Hearth Arts/Arcanist Arts/Celestial Arts/Elemental Arts

Secondary Magic:

Skill	Champions			Knights			Defenders			Scountreds			Crafters			Scholars			Prerequisites
	Warrior	Cavalier	Marauder	Valor	Stife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues	Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer	
Level 1 Spell Slot	N/A	3	N/A	3	3	3	2	2	2	2	N/A	N/A	3	N/A	N/A	2	2	2	Ethereal or Terrestrial Arts*
Level 2 Spell Slot	N/A	4	N/A	3	3	3	3	3	2	3	N/A	N/A	3	N/A	N/A	2	2	2	Level 1 Spell Slot
Level 3 Spell Slot	N/A	4	N/A	4	4	4	3	3	3	4	N/A	N/A	5	N/A	N/A	3	2	3	Level 2 Spell Slot
Level 4 Spell Slot	N/A	5	N/A	5	5	5	4	4	4	5	N/A	N/A	7	N/A	N/A	3	3	3	Level 3 Spell Slot
Level 5 Spell Slot	N/A	6	N/A	5	5	5	5	5	4	6	N/A	N/A	7	N/A	N/A	4	3	5	Level 4 Spell Slot
Level 6 Spell Slot	N/A	6	N/A	6	6	6	5	5	5	7	N/A	N/A	7	N/A	N/A	4	3	5	Level 5 Spell Slot
Level 7 Spell Slot	N/A	7	N/A	7	7	7	6	6	6	8	N/A	N/A	9	N/A	N/A	5	4	7	Level 6 Spell Slot
Level 8 Spell Slot	N/A	8	N/A	7	7	7	7	7	6	9	N/A	N/A	9	N/A	N/A	5	4	7	Level 7 Spell Slot
Level 9 Spell Slot	N/A	8	N/A	8	8	8	7	7	7	10	N/A	N/A	11	N/A	N/A	6	5	9	Level 8 Spell Slot
Level 10 Spell Slot	N/A	10	N/A	N/A	N/A	N/A	4	4	4	8	N/A	N/A	N/A	N/A	N/A	3	4	2	Level 9 Spell Slot
Level 11 Spell Slot	N/A	12	N/A	N/A	N/A	N/A	8	8	4	8	N/A	N/A	N/A	N/A	N/A	3	4	2	Magic Ritual Level 1
Level 12 Spell Slot	N/A	12	N/A	N/A	N/A	N/A	8	8	4	16	N/A	N/A	N/A	N/A	N/A	4	4	3	Magic Ritual Level 2
Level 13 Spell Slot	N/A	N/A	N/A	N/A	N/A	N/A	12	12	8	16	N/A	N/A	N/A	N/A	N/A	4	8	3	Magic Ritual Level 3
Level 14 Spell Slot	N/A	N/A	N/A	N/A	N/A	N/A	16	16	8	24	N/A	N/A	N/A	N/A	N/A	5	8	4	Magic Ritual Level 4
Level 15 Spell Slot	N/A	N/A	N/A	N/A	N/A	N/A	16	16	10	24	N/A	N/A	N/A	N/A	N/A	5	8	4	Magic Ritual Level 5
Level 16 Spell Slot	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	12	32	N/A	N/A	N/A	N/A	N/A	6	12	5	Magic Ritual Level 6
Level 17 Spell Slot	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	14	N/A	N/A	N/A	N/A	N/A	N/A	6	12	5	Magic Ritual Level 7
Level 18 Spell Slot	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	14	N/A	N/A	N/A	N/A	N/A	N/A	6	12	5	Magic Ritual Level 7
Level 19 Spell Slot	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	14	N/A	N/A	N/A	N/A	N/A	N/A	7	16	6	Magic Ritual Level 8
Total Cost per Column	N/A	51	N/A	48	48	48	47	47	39	54	N/A	N/A	59	N/A	N/A	34	28	43	
Spell Column Format	N/A	4	N/A	4	4	4	4	4	5	4	N/A	N/A	4	N/A	N/A	5	5	5	
Maximum Columns allowed	N/A	4	N/A	4	4	4	4	6	7	5	N/A	N/A	4	N/A	N/A	12	13	10	

Tertiary Magic:

Skill	Champions			Knights			Defenders			Scountreds			Crafters			Scholars			Prerequisites
	Warrior	Cavalier	Marauder	Valor	Stife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues	Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer	
Level 1 Spell Slot	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	3	N/A	N/A	N/A	N/A	N/A	N/A	3	3	3	Ethereal or Terrestrial Arts*
Level 2 Spell Slot	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	3	N/A	N/A	N/A	N/A	N/A	N/A	3	3	3	Level 1 Spell Slot
Level 3 Spell Slot	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	4	N/A	N/A	N/A	N/A	N/A	N/A	4	3	5	Level 2 Spell Slot
Level 4 Spell Slot	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	5	N/A	N/A	N/A	N/A	N/A	N/A	4	4	5	Level 3 Spell Slot
Level 5 Spell Slot	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	5	N/A	N/A	N/A	N/A	N/A	N/A	5	4	7	Level 4 Spell Slot
Level 6 Spell Slot	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	6	N/A	N/A	N/A	N/A	N/A	N/A	5	4	7	Level 5 Spell Slot
Level 7 Spell Slot	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	7	N/A	N/A	N/A	N/A	N/A	N/A	6	5	9	Level 6 Spell Slot
Level 8 Spell Slot	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	7	N/A	N/A	N/A	N/A	N/A	N/A	6	5	9	Level 7 Spell Slot
Level 9 Spell Slot	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	8	N/A	N/A	N/A	N/A	N/A	N/A	7	6	12	Level 8 Spell Slot
Total Cost per Column	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	48	N/A	N/A	N/A	N/A	N/A	N/A	43	37	60	
Spell Column Format	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	4	N/A	N/A	N/A	N/A	N/A	N/A	4	4	4	
Maximum Columns Allowed	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	5	N/A	N/A	N/A	N/A	N/A	N/A	9	12	7	

Magic Ritual Masteries

Skill	Champions			Knights			Defenders			Scountreds			Crafters			Scholars			Prerequisites
	Warrior	Cavalier	Marauder	Valor	Stife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues	Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer	
Alteration Mastery	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	10	N/A	N/A	N/A	N/A	10	N/A	8	10	5	9th level Magic Ritual
Binding Mastery	N/A	N/A	N/A	N/A	N/A	N/A	N/A	10	10	N/A	N/A	N/A	10	N/A	N/A	8	10	5	9th level Magic Ritual
Construct Mastery	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	10	N/A	N/A	N/A	N/A	10	10	8	10	5	9th level Magic Ritual
Enchantment Mastery	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	20	N/A	N/A	N/A	N/A	N/A	15	15	20	10	9th level Magic Ritual
Destruction Mastery	N/A	N/A	N/A	N/A	N/A	N/A	N/A	10	20	N/A	N/A	N/A	20	20	20	15	20	10	9th level Magic Ritual
Necromantic Mastery	N/A	N/A	N/A	N/A	N/A	N/A	N/A	10	10	N/A	N/A	N/A	N/A	N/A	N/A	8	10	5	9th level Magic Ritual
Summoning Mastery	N/A	N/A	N/A	N/A	N/A	N/A	N/A	10	10	N/A	N/A	N/A	N/A	N/A	N/A	8	10	5	9th level Magic Ritual

Runes

Skill	Champions			Knights			Defenders			Scoundrels			Crafters			Scholars			Prerequisites
	Warrior	Cavalier	Marauder	Valor	Stife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues	Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer	
Rune Lore	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Read and Write
Rune Mastery	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	Full Rune Magic Column
Level 1 Rune Slot	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Read Write & Rune Lore
Level 2 Rune Slot	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Level 1 Rune Slot
Level 3 Rune Slot	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	Level 2 Rune Slot
Level 4 Rune Slot	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Level 3 Rune Slot
Level 5 Rune Slot	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Level 4 Rune Slot
Level 6 Rune Slot	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	Level 5 Rune Slot
Level 7 Rune Slot	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	Level 6 Rune Slot
Level 8 Rune Slot	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	Level 7 Rune Slot
Level 9 Rune Slot	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	Level 8 Rune Slot
Total Cost per Column	39	39	39	39	39	39	39	39	39										
Rune Column Format	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
Maximum Columns Allowed	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	

Glyphs

Skill	Champions			Knights			Defenders			Scoundrels			Crafters			Scholars			Prerequisites
	Warrior	Cavalier	Marauder	Valor	Stife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues	Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer	
Glyph Lore	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Read and Write, Full Rune Magics
Glyph Mastery	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	Full Glyph Magic Column
Level 1 Glyph Slot	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	Read Write & Glyph Lore
Level 2 Glyph Slot	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	Level 1 Glyph Slot
Level 3 Glyph Slot	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Level 2 Glyph Slot
Level 4 Glyph Slot	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Level 3 Glyph Slot
Level 5 Glyph Slot	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Level 4 Glyph Slot
Level 6 Glyph Slot	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	Level 5 Glyph Slot
Level 7 Glyph Slot	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	Level 6 Glyph Slot
Level 8 Glyph Slot	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	Level 7 Glyph Slot
Level 9 Glyph Slot	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	Level 8 Glyph Slot
Total Cost per Column	48	48	48	48	48	48	48	48	48										
Glyph Column Format	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
Maximum Columns Allowed	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	

Sigils

Skill	Champions			Knights			Defenders			Scoundrels			Crafters			Scholars			Prerequisites
	Warrior	Cavalier	Marauder	Valor	Stife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues	Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer	
Sigil Lore	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Read and Write, Full Glyph Magics
Sigil Mastery	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	Full Sigil Magic Column
Level 1 Sigil Slot	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Read Write & Sigil Lore
Level 2 Sigil Slot	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Level 1 Sigil Slot
Level 3 Sigil Slot	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Level 2 Sigil Slot
Level 4 Sigil Slot	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	Level 3 Sigil Slot
Level 5 Sigil Slot	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	Level 4 Sigil Slot
Level 6 Sigil Slot	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	Level 5 Sigil Slot
Level 7 Sigil Slot	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	Level 6 Sigil Slot
Level 8 Sigil Slot	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	Level 7 Sigil Slot
Level 9 Sigil Slot	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	Level 8 Sigil Slot
Total Cost per Column	57	57	57	57	57	57	57	57	57										
Sigil Column Format	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
Maximum Columns Allowed	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	

Alchemy

Skill	Champions			Knights			Defenders			Scountreds			Crafters			Scholars			Prerequisites
	Warrior	Cavalier	Marauder	Valor	Strife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogue	Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer	
Herbalism	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Read and Write
Alchemy Level 1-10	6	6	6	6	6	6	5	4	5	4	3	3	4	4	5	4	4	3	Herbalism & Apprentice Alchemist
Alchemy Level 11-20	7	7	N/A	7	7	7	6	5	6	4	5	3	5	3	7	4	4	3	Journeyman Alchemist
Alchemy Level 21-30	N/A	N/A	N/A	N/A	N/A	N/A	7	6	7	4	5	5	3	6	9	4	4	3	Master Alchemist
Apprentice Alchemist	8	10	8	8	8	8	6	5	6	4	4	3	3	5	5	4	4	3	Herbalism
Journeyman Alchemist	10	10	N/A	10	10	10	7	5	7	5	5	4	4	6	7	5	5	4	10th level Alchemy
Master Alchemist	12	12	N/A	12	12	12	8	6	8	6	6	5	5	7	9	6	6	5	20th level Alchemy & Journeyman
Grand Master Alchemy 1-5	N/A	N/A	N/A	N/A	N/A	N/A	10	8	10	8	8	7	6	9	11	8	8	7	30th level Alchemy & Master

Elixirs

Skill	Champions			Knights			Defenders			Scountreds			Crafters			Scholars			Prerequisites
	Warrior	Cavalier	Marauder	Valor	Strife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogue	Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer	
Herbalism	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Read and Write
Elixirs Level 1-10	6	6	5	6	6	6	5	4	5	4	3	3	3	4	5	4	4	3	Herbalism & Apprentice Elxir Crafting
Elixirs Level 11-20	7	7	6	7	7	7	6	5	6	4	5	4	3	5	7	4	4	3	Journeyman Elixirs
Elixirs Level 21-30	N/A	N/A	7	8	8	8	7	6	7	4	5	5	3	6	9	4	4	3	Master Elixirs
Apprentice Elixirist	8	8	6	8	8	8	6	5	6	4	4	3	3	5	5	4	4	3	Herbalism
Journeyman Elixirist	10	10	7	10	10	10	7	5	7	5	5	4	4	6	7	5	5	4	10th level Elixirs
Master Elixirist	12	12	8	12	12	12	8	6	8	6	6	5	5	7	9	6	6	5	20th level Elixirs & Journeyman
Grand Master Elixirs 1-5	N/A	N/A	9	14	14	14	10	8	8	8	8	7	6	9	11	8	8	7	30th level Elixirs & Master

Poisons

Skill	Champions			Knights			Defenders			Scountreds			Crafters			Scholars			Prerequisites
	Warrior	Cavalier	Marauder	Valor	Strife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogue	Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer	
Herbalism	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Read and Write
Poisons Level 1-10	6	6	6	N/A	N/A	N/A	4	3	5	3	4	3	3	4	5	5	6	4	Herbalism & Apprentice Poisoner
Poisons Level 11-20	7	7	7	N/A	N/A	N/A	6	4	6	4	4	3	3	5	7	5	6	4	Poisons Level 10 & Journeyman
Poisons Level 21-30	8	8	8	N/A	N/A	N/A	8	5	7	5	5	4	3	6	9	5	6	4	Poisons Level 20 & Master
Apprentice Poisoner	10	8	8	N/A	N/A	N/A	6	4	8	4	4	3	3	5	5	4	4	4	Herbalism
Journeyman Poisoner	12	10	N/A	N/A	N/A	N/A	7	5	10	5	5	4	4	6	7	6	8	6	10th level Poisons
Master Poisoner	14	12	12	N/A	N/A	N/A	8	6	12	6	6	5	5	7	9	8	10	8	20th level Poisons & Journeyman
Grand Master Poisons 1-5	16	16	12	N/A	N/A	N/A	10	7	14	7	7	6	6	9	11	10	12	10	30th level Poisons & Master

Scribe

Skill	Champions			Knights			Defenders			Scountreds			Crafters			Scholars			Prerequisites
	Warrior	Cavalier	Marauder	Valor	Strife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogue	Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer	
Herbalism	4	4	4	3	3	3	3	3	3	3	3	3	4	4	4	4	4	4	Read and Write
Ink Making 1-V	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	Read and Write
Scribe Level 1-10	10	4	N/A	6	6	6	6	5	4	3	6	6	4	4	4	3	3	3	Herbalism, Craft, Ink Making & Apprentices
Scribe Level 11-20	N/A	5	N/A	6	6	6	7	6	4	3	7	7	4	5	5	3	3	3	Journeyman Scribe
Scribe Level 21-30	N/A	6	N/A	6	6	6	8	7	4	3	8	8	4	6	6	3	3	3	Master Scribe
Apprentice Scribe	12	5	N/A	10	10	10	10	8	8	4	10	10	5	5	10	4	5	4	Read & Write
Journeyman Scribe	15	5	N/A	10	10	10	11	10	8	5	12	12	6	6	10	4	6	4	10th level Scribe
Master Scribe	N/A	10	N/A	10	10	10	12	12	8	6	14	14	7	7	10	4	7	4	20th level Scribe, Journeyman
Grand Master Scribe 1-5	N/A	10	N/A	10	10	10	14	14	10	8	16	16	9	9	10	5	8	5	30th level Scribe, Master

Surgery

Skill	Champions			Knights			Defenders			Scountreds			Crafters			Scholars			Prerequisites
	Warrior	Cavalier	Marauder	Valor	Strife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogue	Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer	
Herbalism	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Read and Write
First Aid	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Herbalism, First Aid & Apprentice Surgeon
Surgery Level 1-10	6	4	5	3	3	3	4	4	4	4	4	4	3	3	5	4	4	4	Journeyman Surgeon
Surgery Level 11-20	7	5	6	4	4	4	5	5	5	4	5	5	3	4	6	4	4	4	Master Surgeon
Surgery Level 21-30	8	6	7	5	5	5	6	6	6	4	6	6	3	5	7	4	4	4	Herbalism & First Aid
Apprentice Surgeon	7	6	6	5	5	5	5	5	5	4	4	4	3	4	5	4	4	4	Herbalism & First Aid
Journeyman Surgeon	8	7	7	6	6	6	6	6	6	5	5	5	4	5	7	5	5	5	10th level Surgeon
Master Surgeon	9	8	8	7	7	7	7	7	7	6	6	6	5	6	9	6	6	6	20th level Surgeon & Journeyman
Grand Master Surgery 1-5	10	9	9	9	9	9	8	8	8	8	8	8	6	8	11	8	8	8	30th level Surgeon & Master

Armorsmithing

Skill	Champions		Knights		Defenders		Scountreds		Crafters		Scholars		Prerequisites						
	Warrior	Cavalier	Marauder	Valor	Stife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues		Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer
Blacksmithing	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Read and Write
Armorsmithing Level 1-10	3	3	3	3	3	3	3	4	4	4	4	4	5	3	3	4	4	3	Blacksmithing & Apprentice
Armorsmithing Level 11-20	4	4	5	4	4	4	5	5	5	5	5	5	5	3	3	6	6	4	Armorsmith Level 10 & Journeyman
Armorsmithing Level 21-30	5	5	7	5	5	5	7	6	6	6	6	6	6	5	3	8	8	5	Armorsmith Level 20 & Master
Apprentice Armorsmith	5	5	5	5	5	5	5	5	5	5	5	5	7	5	3	5	5	5	Blacksmithing
Journeyman Armorsmith	5	5	5	5	5	5	5	5	5	5	5	5	8	6	3	10	10	5	10th level Armorsmithing
Master Armorsmith	10	10	10	10	10	10	10	10	10	10	9	9	9	7	3	12	12	5	20th level Armorsmithing & Journeyman
Grand Master Armorsmithing 1-5	10	10	10	10	10	10	10	10	10	10	12	12	10	9	5	12	12	10	30th level Armorsmithing & Master

Weaponsmithing

Skill	Champions		Knights		Defenders		Scountreds		Crafters		Scholars		Prerequisites						
	Warrior	Cavalier	Marauder	Valor	Stife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues		Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer
Blacksmithing	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Read and Write
Weaponsmithing Level 1-10	3	3	3	3	3	3	4	4	4	4	4	4	3	3	3	4	4	3	Blacksmithing & Apprentice
Weaponsmithing Level 11-20	4	4	5	4	4	4	5	5	5	5	4	5	4	4	3	6	6	4	Weaponsmith Level 10 & Journeyman
Weaponsmithing Level 21-30	5	5	7	5	5	5	6	6	6	6	6	6	5	5	3	8	8	5	Weaponsmith Level 20 & Master
Apprentice Weaponsmith	5	5	5	5	5	5	5	5	5	5	5	5	5	5	3	5	5	5	Blacksmithing
Journeyman Weaponsmith	5	5	5	5	5	5	5	5	5	5	5	5	7	5	3	7	7	6	10th level Weaponsmithing
Master Weaponsmith	7	7	10	7	7	7	7	7	7	7	7	7	9	7	3	9	9	7	20th level Weaponsmithing & Journeyman
Grand Master Weaponsmithing 1-5	9	9	N/A	9	9	9	9	9	9	9	9	9	11	9	5	11	11	8	30th level Weaponsmithing & Master

Jeweler

Skill	Champions		Knights		Defenders		Scountreds		Crafters		Scholars		Prerequisites						
	Warrior	Cavalier	Marauder	Valor	Stife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues		Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer
Blacksmithing	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Read and Write
Jewel Crafting Level 1-10	3	3	3	3	3	3	4	4	4	4	4	4	3	3	3	4	4	3	Blacksmithing & Apprentice
Jewel Crafting Level 11-20	4	4	N/A	4	4	4	5	5	5	5	5	4	4	4	3	5	5	4	Jeweler Level 10 & Journeyman
Jewel Crafting Level 21-30	5	5	N/A	5	5	5	6	6	6	6	6	5	5	5	3	6	6	5	Jeweler Level 20 & Master
Apprentice Jeweler	5	5	5	5	5	5	5	5	5	5	5	5	6	5	3	5	5	5	Blacksmithing
Journeyman Jeweler	5	5	5	5	5	5	5	5	5	5	5	5	7	6	3	7	7	5	10th level Jeweler
Master Jeweler	10	10	N/A	10	10	10	10	10	10	10	9	9	8	7	3	9	9	5	20th level Jeweler & Journeyman
Grand Master Jewel Crafting 1-5	10	10	N/A	10	10	10	N/A	N/A	12	10	10	8	9	8	5	12	12	10	30th level Jeweler & Master

Engineering

Skill	Champions		Knights		Defenders		Scountreds		Crafters		Scholars		Prerequisites						
	Warrior	Cavalier	Marauder	Valor	Stife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues		Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer
Blacksmithing	4	4	4	4	4	4	4	4	4	4	4	4	4	4	2	4	4	4	Read and Write
Engineering Level 1-10	4	4	N/A	4	4	4	4	4	3	3	4	5	4	3	3	3	5	3	Blacksmithing & Apprentice
Engineering Level 11-20	5	5	N/A	5	5	5	5	3	4	4	5	4	4	3	3	4	5	3	Engineer Level 10 & Journeyman
Engineering Level 21-30	6	6	N/A	6	6	6	6	3	5	5	4	4	4	3	3	5	5	3	Engineer Level 20 & Master
Apprentice Engineer	5	5	N/A	5	5	5	5	5	5	5	5	5	4	4	4	5	5	4	Blacksmithing
Journeyman Engineer	5	5	N/A	5	5	5	5	5	5	5	6	5	5	4	4	5	10	4	10th level Engineering
Master Engineer	10	10	N/A	10	10	10	10	5	10	10	7	6	4	3	4	5	10	4	20th level Engineering & Journeyman
Grand Master Engineering 1-5	10	10	N/A	10	10	10	10	7	10	10	8	7	8	3	6	8	10	6	30th level Engineering & Master
Flintlock Pistols	10	12	N/A	12	12	12	10	10	10	10	10	10	8	8	8	10	10	8	Blacksmithing
Flintlock Musket	12	14	N/A	14	14	14	12	12	14	12	12	12	8	8	8	12	12	10	Blacksmithing
Weapon Master- Firearms (Flintlocks)	15	20	N/A	20	20	20	15	15	15	15	15	15	12	12	12	15	15	14	Blacksmithing
Firearms Damage	15	18	N/A	18	18	18	15	15	15	15	15	15	15	12	15	15	18	15	Max. Damage +20 all professions
Firearms Critical Strike	9	12	N/A	9	9	9	9	9	9	9	9	9	9	6	9	9	12	9	each +2 Firearms Damage
Firearms Lethal Strike	15	18	N/A	18	18	18	15	15	15	15	15	15	15	12	15	15	18	15	each +5 Firearms Damage and a FA Crit Strike

Brewing

Skill	Champions			Knights			Defenders			Scoundrels			Crafters			Scholars			Prerequisites	
	Warrior	Cavalier	Marauder	Valor	Stife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues	Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer		
	Femter	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4		4
Brewing Level 1-10	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Femter & Apprentice
Brewing Level 11-20	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Brewing Level 10 & Journeyman
Brewing Level 21-30	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Brewing Level 20 & Master
Apprentice Brewer	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	Femter
Journeyman Brewer	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	10th level Brewing
Master Brewer	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	20th level Brewing & Journeyman
Grand Master Brewing 1-5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	30th level Brewing & Master

Distilling Spirits

Skill	Champions			Knights			Defenders			Scoundrels			Crafters			Scholars			Prerequisites	
	Warrior	Cavalier	Marauder	Valor	Stife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues	Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer		
	Femter	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4		4
Distilling Level 1-10	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Femter & Apprentice
Distilling Level 11-20	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Distilling Level 10 & Journeyman
Distilling Level 21-30	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Distilling Level 20 & Master
Apprentice Distiller	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	Femter
Journeyman Distiller	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	10th level Distilling
Master Distiller	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	20th level Distilling & Journeyman
Grand Master Distilling 1-5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	30th level Distilling & Master

Wine Making

Skill	Champions			Knights			Defenders			Scoundrels			Crafters			Scholars			Prerequisites	
	Warrior	Cavalier	Marauder	Valor	Stife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues	Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer		
	Femter	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4		4
Vining Level 1-10	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Femter & Apprentice
Vining Level 11-20	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Vining Level 10 & Journeyman
Vining Level 21-30	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Vining Level 20 & Master
Apprentice Viner	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	Femter
Journeyman Viner	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	10th level Vining
Master Viner	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	20th level Vining & Journeyman
Grand Master Vining 1-5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	30th level Vining & Master

Lores

Skill	Champions			Knights			Defenders			Scountreds			Crafters			Scholars			Prerequisites
	Warrior	Cavalier	Marauder	Valor	Stufe	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues	Apothecary	Thinker	Smiths	Magi	Sorcerer	Artificer	
Lesser Informational Lore	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	None: Single type Lore
Greater Informational Lore	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	None: Group Type Lore
Magical Lore (+2 Spell Damage)	5	N/A	N/A	5	5	5	5	5	4	5	5	5	5	5	4	4	4	4	Informational Lore on Subject
Magical Lore II (+5 Spell Damage)	10	10	N/A	10	10	10	10	10	5	4	10	10	10	10	10	10	10	10	Magical Lore I and Level 15
Magical Lore III (+10 Spell Damage)	10	10	N/A	10	10	10	10	10	5	4	10	10	10	10	10	10	10	10	Magical Lore II and Level 30
Elude v Lore I (10 minutes)	5	N/A	3	N/A	N/A	N/A	3	3	4	2	3	2	5	5	5	5	5	5	Informational Lore on Subject
Elude v Lore II (10 minutes)	5	N/A	3	N/A	N/A	N/A	3	3	4	2	3	2	5	5	5	5	5	5	Elude v Lore I and Level 15
Elude v Lore III (10 minutes)	5	N/A	3	N/A	N/A	N/A	3	3	4	2	3	2	5	5	5	5	5	5	Elude v Lore II and Level 30
Combat Lore I (+4 Damage)	5	5	5	5	5	5	5	4	5	4	4	5	5	5	5	5	5	5	Informational Lore on Subject
Combat Lore II (+4 Damage)	5	5	5	5	5	5	5	4	5	4	4	5	10	10	10	10	10	10	Combat Lore I and Level 15
Combat Lore III (+6 Damage)	5	5	5	5	5	5	5	4	5	4	4	5	10	10	10	10	10	10	Combat Lore II and Level 30

Gathering Crafts

Skill	Champions			Knights			Defenders			Scountreds			Crafters			Scholars			Prerequisites
	Warrior	Cavalier	Marauder	Valor	Stufe	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues	Apothecary	Thinker	Smiths	Magi	Sorcerer	Artificer	
Fishing	3	3	3	3	3	3	3	3	3	2	3	3	3	3	3	3	3	3	None
Farming	3	3	3	3	3	3	3	3	3	2	3	3	2	3	3	3	3	3	None
Mining	3	3	3	3	3	3	3	3	3	2	3	3	3	3	3	3	3	3	None
Forestry	3	3	3	3	3	3	2	3	3	2	3	3	3	3	3	3	3	3	None
Merchant	3	3	3	3	3	3	3	3	3	2	3	3	3	3	3	3	3	3	None
Scavenging	3	3	3	3	3	3	3	3	3	2	3	3	3	2	3	3	3	3	None

Trade Skills

Skill	Champions			Knights			Defenders			Scountreds			Crafters			Scholars			Prerequisites
	Warrior	Cavalier	Marauder	Valor	Stufe	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues	Apothecary	Thinker	Smiths	Magi	Sorcerer	Artificer	
Animal Husbandry	2	3	2	2	2	2	3	3	3	2	3	3	3	3	3	3	3	3	None
Carpentry	3	3	3	3	3	3	3	3	3	2	3	3	3	3	3	3	3	3	None
Catography	3	3	3	3	3	3	3	3	3	2	3	3	3	3	3	3	3	3	None
Cartwright	3	3	3	3	3	3	3	3	3	2	3	3	3	3	3	3	3	3	None
Clock Making	3	3	3	3	3	3	3	3	3	2	3	3	3	2	3	3	3	3	None
Cooking	3	3	3	3	3	3	3	3	3	2	3	3	2	3	3	3	3	3	None
Drift Teams	3	3	3	3	3	3	3	3	3	2	3	3	3	3	3	3	3	3	None
Forge	2	3	3	3	3	3	3	3	3	2	3	3	3	3	3	3	3	3	None
Shipwright	3	3	3	3	3	3	3	3	3	2	3	3	3	3	3	3	3	3	None
Stone Mason	3	3	3	3	3	3	3	3	3	2	3	3	3	3	3	3	3	3	None
Toy Making	3	3	3	3	3	3	3	3	3	2	3	3	3	3	3	3	3	3	None
Craft: <Type>	3	3	3	3	3	3	3	3	3	2	3	3	3	3	3	3	3	3	None

Role-Playing Skills

Skill	Champions			Knights			Defenders			Scountreds			Crafters			Scholars			Prerequisites
	Warrior	Cavalier	Marauder	Valor	Stufe	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues	Apothecary	Thinker	Smiths	Magi	Sorcerer	Artificer	
RP Skill: Heraldry<Group>	2	Free (2)	2	Free (2)	Free (2)	Free (2)	2	2	2	2	2	2	2	2	2	2	2	2	None
RP Skill: Kingdom Laws	3	3	3	3	3	3	3	3	3	2	2	2	3	3	3	3	3	3	None
RP Skill: Navigation	3	3	3	3	3	3	3	3	3	2	2	2	3	3	3	3	3	3	None
RP Skill: Riding Land	3	Free (2)	3	Free (2)	Free (2)	Free (2)	3	3	3	2	3	3	3	3	3	3	3	3	Cavalier, Knight, Noble, Romanovi, or Level 10
RP Skill: Riding Airborne	3	Free (2)	3	Free (2)	Free (2)	Free (2)	3	3	3	2	3	3	3	3	3	3	3	3	Level 30
RP Skill: Sailing	3	3	3	3	3	3	3	3	3	2	3	3	3	3	3	3	3	3	None
RP Skill: Survival<Terrain>	3	3	3	3	3	3	3	3	3	2	3	3	3	3	3	3	3	3	None
RP Skill: Swimming	3	3	3	3	3	3	3	3	3	2	3	3	3	3	3	3	3	3	None
RP Skill: Tracking	3	3	3	3	3	3	3	3	3	2	3	3	3	3	3	3	3	3	None
Role-Playing Skill: <Skill>	3	3	3	3	3	3	3	3	3	2	3	3	3	3	3	3	3	3	None

Affinities

Skill	Champions			Knights			Defenders			Scountreds			Crafters			Scholars			Prerequisites
	Warrior	Cavalier	Marauder	Valor	Stufe	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues	Apothecary	Thinker	Smiths	Magi	Sorcerer	Artificer	
Weapon Affinity I	3	3	3	3	3	3	3	3	4	5	4	4	5	4	4	5	5	5	See Affinities in Racial Descriptions
Weapon Affinity II	3	4	3	4	4	4	4	4	5	5	4	5	6	5	4	6	6	6	Weapon Affinity I
Weapon Affinity III	3	5	3	5	5	5	5	5	6	5	4	6	7	6	4	7	7	7	Weapon Affinity II
Magic Affinity I	5	N/A	4	4	4	4	3	4	3	4	5	5	4	4	4	3	3	3	See Affinities in Racial Descriptions
Magic Affinity II	6	N/A	5	5	5	5	4	5	3	4	5	6	5	5	5	3	3	3	Magic Affinity I
Magic Affinity III	4	5	4	6	6	6	5	6	3	4	5	7	6	6	6	3	3	3	Magic Affinity II
Production Affinity I	5	6	5	5	5	5	5	4	4	4	4	4	4	3	3	4	4	4	See Affinities in Racial Descriptions
Production Affinity II	5	6	5	5	5	5	5	5	5	4	5	4	3	3	3	5	5	4	Production Affinity I
Production Affinity III	6	7	6	5	5	5	6	6	6	4	6	4	3	3	3	6	6	5	Production Affinity II

Resists

Skill	Champions			Knights			Defenders			Scountdrels			Crafters			Scholars			Prerequisites
	Warrior	Cavalier	Marauder	Valor	Strife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues	Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer	
Resist Charm	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	All Elves
Resist Mind Effecting	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Fey Races, Dark Elves
Resist Disease	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	Dwarves (all), Hearth Casters, Shirelings, Beasts
Resist Metabolic	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Cheetah Saar, Wrath Casters
Resist Darkness/Corruption	5	5	5	5	5	N/A	5	5	5	5	5	5	5	5	5	5	5	5	Healer Casters, Marauder
Resist Healing/Light	5	5	5	5	5	N/A	5	5	5	5	5	5	5	5	5	5	5	5	Necromancer Casters
Resist Terrestrial Magic	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Terrestrial Magic Ritual
Resist Planar Magic	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Specialist in Dmid or Hearth Magic Ritual
Resist Order/Purity	5	5	5	5	5	N/A	5	5	5	5	5	5	5	5	5	5	5	5	Specialist in Necromancy Ritual
Resist Death Magic	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Specialist in Healer or Wrath Ritual
Resist Undead Magic	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Appropriate Prestige Group
Resist Arcanist Magic	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Arcanists, Marauder
Resist Celestial Magics	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Celestial Magic, Marauder
Resist Elemental Magics	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Elementalists, Djinn-born, Marauder
Resist Ethereal Magics	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Ethereal Magic Ritual / Marauder
Resist Magic	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Appropriate Prestige Group
Resist Sleep	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	All Elves, Fey
Resist Toxin	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Dwarves (all), Dmidic Casters
Resist Confinement	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Appropriate Prestige Group
Resist Destruction	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Appropriate Prestige Group

Curse of the Evil Eye

Skill	Champions			Knights			Defenders			Scountdrels			Crafters			Scholars			Prerequisites
	Warrior	Cavalier	Marauder	Valor	Strife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues	Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer	
Curse of the Evil Eye 1	1	1	N/A	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Romanov and Avengers only
Curse of the Evil Eye 2	1	1	N/A	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Curse of the Evil Eye 1
Curse of the Evil Eye 3	2	2	N/A	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Curse of the Evil Eye 2
Curse of the Evil Eye 4	2	2	N/A	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Curse of the Evil Eye 3
Curse of the Evil Eye 5	3	3	N/A	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	Curse of the Evil Eye 4
Curse of the Evil Eye 6	3	3	N/A	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	Curse of the Evil Eye 5
Curse of the Evil Eye 7	4	4	N/A	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Curse of the Evil Eye 6
Curse of the Evil Eye 8	4	4	N/A	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Curse of the Evil Eye 7
Curse of the Evil Eye 9	5	5	N/A	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Curse of the Evil Eye 8

Miscellaneous Skills

Skill	Champions			Knights			Defenders			Scountdrels			Crafters			Scholars			Prerequisites
	Warrior	Cavalier	Marauder	Valor	Strife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues	Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer	
Evaluate Item	6	6	9	6	6	6	6	6	6	3	3	3	6	3	3	6	6	3	None
Disarm Trap	6	12	6	12	12	12	6	6	6	3	3	3	6	3	6	6	6	6	None
Pick Locks	9	N/A	N/A	N/A	N/A	N/A	9	6	9	6	6	3	6	3	6	9	9	6	None
Nobility	3	3	N/A	3	3	3	6	5	3	6	6	9	6	6	9	6	6	6	At Character Creation Only.
Bavery	5	Free	5	Free	Free	Free	5	5	5	10	10	10	10	10	10	10	10	10	<i>Knights Level 10, Cavalier Level 20, Other Level 30</i>
Leadership	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Military Officer, Guild Officer, Noble, or Level 30
Iron Grasp	2	2	2	2	2	2	3	3	3	3	3	3	3	3	3	3	3	3	Level 20
Break Charm and Domination	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Eldarime and Eldarim
Torture I-V	3	3	3	3	3	3	3	3	3	2	3	3	3	3	3	3	3	3	Not at Character Creation
Tenching I-V	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	Diplomas must be used at the event is sued
Divination I-V	3	3	3	3	3	3	3	3	3	2	3	3	2	2	3	2	2	2	Read and Write

Hit Points and Armor Point Enhancements

Skill	Champions			Knights			Defenders			Scountdrels			Crafters			Scholars			Prerequisites
	Warrior	Cavalier	Marauder	Valor	Strife	Darkness	Ranger	Avenger	Sentinel	Vagabond	Duelist	Rogues	Apothecary	Tinkerer	Smiths	Magi	Sorcerer	Artificer	
Fortify I (+1 Hit point per Level)	3	3	3	4	4	4	3	3	3	4	3	4	4	4	3	5	5	5	Level 25
Fortify II (+1 hp / level, Reg 1/10 min)	3	4	3	4	4	4	4	4	3	3	4	4	5	5	3	5	5	5	Level 30, Fortify I
Fortify III (+2 hp / level, Reg 1/10 min)	4	5	4	5	5	5	5	4	4	5	6	4	6	6	4	7	7	7	Level 35, Fortify II
Fortify IV (+2 hp / level, Reg 2/10 min)	5	6	5	6	6	6	6	5	5	7	8	5	8	8	5	9	9	9	Level 40, Fortify III
Fortify V (+3 hp / level, Reg 2/10 min)	5	6	5	6	6	6	6	5	5	7	8	5	9	9	6	9	9	9	Level 45, Fortify IV
Fortify VI (+3 hp / level, Reg 3/10 min)	5	6	5	6	6	6	6	5	5	7	8	5	9	9	6	9	9	9	Level 50, Fortify V
Master Fortify I	5	6	5	6	6	6	6	5	5	7	8	5	9	9	6	9	9	9	Level 50 and Fortify II
Master Fortify II	5	6	5	6	6	6	6	5	5	7	8	5	9	9	6	9	9	9	Level 55 and Fortify III
Master Fortify III	5	6	5	6	6	6	6	5	5	7	8	5	9	9	6	9	9	9	Level 60 and Fortify IV
Master Fortify IV	5	6	5	6	6	6	6	5	5	7	8	5	9	9	6	9	9	9	Level 65 and Fortify V
Master Fortify V	5	6	5	6	6	6	6	5	5	7	8	5	9	9	6	9	9	9	Level 70 and Fortify VI
Wear Additional Armor I-V (10AP)	3	3	3	3	3	3	4	4	4	4	3	4	5	5	2	5	5	5	None
Improved Armor I (-1 DR)	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	Level 20
Improved Armor II (-2 DR)	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Level 30, Improved Armor I
Improved Armor III (-3 DR)	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Level 40, Improved Armor II

Spells, Magic & Runes



Terrestrial

Spells & Rituals

Healer Spells

1st Level	2nd Level	3rd Level
Bless	Cure Wounds	Cure Disease
Cure Light Wounds	Heal Wounds	Destroy Item
Fumble	Pin	Greater Bless
Heal Light Wounds	Repel Undead	Healing Hands
Light	Strength of Ogres	Remove Disease
		Remove Fear
		Repel Being
		??????

4th Level	5th Level	6th Level
Cure Serious Wounds	Bind	Barrier Against Magic
Curse of Weakness	Curse of the Mute	Cure Critical Wounds
Heal Serious Wounds	Neutralize Poison	Destroy Armor
Preserve Body	Remove Toxin	Disrupt Magic
Strength of Giants	Shield Against Poison	Heal Critical Wounds
Turn Undead	Slumber	Mist Form
	?????	Zone of Life
		?????

7th Level	8th Level	9th Level
Armor of the Spirit	Cure Lethal Wounds	Annihilate Undead
Destroy Undead	Curse of Pain	Barrier of Protection
Friendship	Defense Against Magic	Fortune
Heal Mortal Wounds	Heal Lethal Wounds	Heal
Paralyze	Remove Curses	Life
Renew		Restore
Shield of Valor		Revive
		Sanctuary
		?????

Hearth Spells

1st Level	2nd Level	3rd Level
Bless	Cause Wounds	Cause Disease
Calm	Cure Wounds	Cure Disease
Cause Light Wounds	Flame of the Hearth	Destroy Item
Cure Light Wounds	Pin	Fear
Fumble	Strength of Ogres	Greater Bless
Light		Remove Fear
		Repel Being
		Reveal Magic

4th Level	5th Level	6th Level
Cause Serious Wounds	Bind	Barrier Against Magic
Cure Serious Wounds	Curse of the Mute	Cause Critical Wounds
Curse of Weakness	Displacement	Cure Critical Wounds
Preserve Body	Neutralize Poison	Destroy Armor
Stone Form	Poison Blood	Detect Planar Origin
Strength of Giants	Shield Against Poison	Disrupt Magic
	Slumber	Mist Form

7th Level	8th Level	9th Level
Armor of the Spirit	Bind Planar Creature	Barrier of Protection
Friendship	Cause Lethal Wounds	Death
Home Guard	Cure Lethal Wounds	Dismiss Planar Being
Paralyze	Curse of Pain	Emaciate
Renew	Defense Against Magic	Fortune
?????	Remove Curses	Life
		Restore

Druid Spells

1st Level	2nd Level	3rd Level
Bless	Cause Wounds	Cause Disease
Cause Light Wounds	Cure Wounds	Cure Disease
Cure Light Wounds	Pin	Destroy Item
Fumble	Speak with Animals	Entangling Vines
Light	Strength of Ogres	Fear
Sooth Animal		Greater Bless
		Remove Fear
		Repel Being

4th Level	5th Level	6th Level
Cause Serious Wounds	Bind	Barrier Against Magic
Cure Serious Wounds	Curse of the Mute	Cause Critical Wounds
Curse of Weakness	Neutralize Poison	Cure Critical Wounds
Decay	Poison Blood	Destroy Armor
Strength of Giants	Shield Against Poison	Disrupt Magic
Wall of Thorns	Slumber	Entangling Thorns
	Speak with Elementals	Mist Form
		?????

7th Level	8th Level	9th Level
Armor of the Spirit	Cause Lethal Wounds	Annihilate Undead
Barkskin	Cure Lethal Wounds	Barrier of Protection
Destroy Undead	Curse of Pain	Death
Friendship	Defense Against Magic	Emaciate
Paralyze	Elemental Friendship	Grove Walking
Renew	Remove Curses	Life
Spirit of the Ent		Restore
Wither Limb		

Wrath Spells

1st Level	2nd Level	3rd Level
<i>Blade of Strife</i>	<i>Blessing of Wrath</i>	<i>Blades of Wrath</i>
Cause Light Wounds	Cause Wounds	Cause Disease
Cure Light Wounds	Pin	Destroy Item
Fumble	Strength of Ogres	Fear
Light		Remove Fear
		Repel Being

4th Level	5th Level	6th Level
<i>Blessing of War</i>	Bind	Barrier Against Magic
Cause Serious Wounds	Curse of the Mute	<i>Blessing of Strife</i>
Control Undead	Poison Blood	Cause Critical Wounds
Curse of Weakness	Shield Against Poison	Cure Critical Wounds
Decay	<i>Shield of War</i>	Destroy Armor
Strength of Giants	Slumber	Disrupt Magic
?????	?????	Shadow Form

7th Level	8th Level	9th Level
Armor of the Spirit	<i>Blade of Blood</i>	Annihilate Undead
Destroy Undead	Cause Lethal Wounds	<i>Armor of Heroes</i>
Paralyze	Cure Lethal Wounds	Barrier of Protection
Wither Limb	Curse of Pain	Condemn
<i>Wrath of War</i>	Curse of Rot	Death
	Defense Against Magic	Emaciate
	Remove Curses	Fortune
	<i>Shield of Rage</i>	?????
	?????	

Necromancer Spells

1st Level	2nd Level	3rd Level
<i>Blessing of the Grave</i>	<i>Elude Undead</i>	Destroy Item
Fumble	<i>Inflict Wounds</i>	<i>Drain Vitality</i>
<i>Inflict Light Wounds</i>	Pin	Fear
	Strength of Ogres	<i>Plague</i>
		Repel Being

4th Level	5th Level	6th Level
Control Undead	Bind	Barrier Against Magic
Curse of Weakness	Curse of the Mute	<i>Create Skeleton</i>
Decay	<i>Inflict Poison</i>	Destroy Armor
<i>Inflict Serious Wounds</i>	Shield Against Poison	Disrupt Magic
Strength of Giants	Slumber	<i>Inflict Critical Wounds</i>
		Shadow Form
		<i>Siphon Life-Force</i>

7th Level	8th Level	9th Level
Armor of the Spirit	<i>Create Ghoul</i>	Barrier of Protection
<i>Create Zombie</i>	Cure of Rot	Condemn
<i>Inflict Mortal Wounds</i>	Curse of Pain	<i>Create Wraith</i>
Paralyze	Defense Against Magic	<i>Vampiric Embrace</i>
Wither Limb	<i>Inflict Lethal Wounds</i>	
	Remove Curse	
	<i>Shield of Entropy</i>	

Chapter 8: Magic

Terrestrial Magics

1st Level Spells

Blade of Strife

Usable by: Wrath Only

Type: Item

Duration: 5 swings

Area of Effect: Caster only

Verbal: “And Strife shall guide my blade”

This spell allows the Wrath caster to gain a +2 damage bonus for the very next 5 swings of his or her weapon. This spell only affects the very next 5 swings made by the caster, and that swing must occur within 5 minutes of casting this spell.

Bless

Usable by: Healer, Hearth & Druid

Type: Protection

Duration: Special

Area of Effect: One Creature

Verbal: “With purity I bless you.”

The Bless spell grants the target 10 additional hit points. These additional points are the first points to be used if the target is harmed in battle. They may not be healed and may not be used toward the use of any Lay on Hands like spell or ability.

The Bless spell expires after one day (at spell reset) if the points are not used.

Golems, Undead and other creatures without a life force may not benefit from a Bless spell.

Blessing of the Grave

Usable by: Necromancer Only

Type: Protection/Darkness

Duration: Special

Area of Effect: One Undead

Verbal: “From the darkness of Undeath I grant you the Blessing of the Grave.”

The spell grants an undead 4 additional hit points. These additional points are the first points to be used if the target is harmed in battle. They may not be healed, and may not be used toward the use of any Lay on Hands like spell or ability.

The Blessing of the Grave spell expires after one day (at spell reset) if the points are not used.

Only Undead are affected by a Blessing of the Grave Spell.

Calm

Usable by: Hearth Caster

Type: Metabolic

Duration: 5 minutes (Special)

Area of Effect: One Creature

Verbal: “By the Hearth’s glow Feel Warm and Calm”

This spell causes the target to relax and stop attacking or any aggressive actions until either the duration of the spell expires or the target is itself the victim of aggression.

Note: A target creature though relaxed is still wary and will defend itself, which will instantly break the Calm Spell’s effect.

Special Note: This spell will negate Berserk effects on a being

Cause Light Wounds

Usable by: Druid, Hearth & Wrath

Type: Corruption

Duration: Instant

Area of Effect: One Creature

Verbal: “With the Corruption of Malice I Cause Light Wounds upon you. “

This spell will harm the intended target for 2 points of damage with the Corruption tagline. “2 Corruption.”

Certain creatures such as those whom are corrupted or desecrated will be healed 2 hit points of damage from this spell instead of being harmed.

Undead will also be healed 2 points from this spell.

The target may not exceed its normal maximum allotted hit points using this spell.

This spell cannot be used to harm constructs or other creatures without a life force.

Cure Light Wounds

Usable by: Healer, Hearth, Druid & Wrath

Type: Healing

Duration: Instant

Area of Effect: One Creature

Verbal: “With the Serenity of the Land I Cure your Light Wounds.”

This spell will heal the intended target for 2 points of damage.

The target may not exceed its normal maximum allotted hit points using this spell.

Certain creatures such as those whom are corrupted or desecrated will take 2 points of damage from this spell instead of healing with the Curative tagline. “2 Curative.”

Undead will be harmed 2 points by this spell with the Curative tagline. “2 Curative.”

This spell cannot be used to heal constructs or other creatures without a life force.

Fumble

Usable by: All Terrestrial Mages

Type: Metabolic

Duration: 5 seconds

Area of Effect: One Creature

Verbal: “With the Power of Change I command you to fumble your <item type>”

This spell causes the target to fumble whatever they are holding. This item, even if lassoed to the target, cannot be used for 5 seconds.

The item must be named, but only generally. Commanding someone to Fumble their Sword will suffice for a Scimitar, Shortsword or even Katana.

Heal Light Wounds

Usable by: Healer Only

Type: Healing

Duration: Instant

Area of Effect: One Creature

Verbal: “With the light of the Dawn I Heal your Light Wounds.”

This spell will heal the intended target for 4 points of damage with the Healing tagline. “4 Healing.”

The target may not exceed its normal maximum allotted hit points using this spell. This spell will heal all living beings regardless of their status.

Undead will take full damage from this spell with the Healing tagline. “4 Healing.”

This spell cannot be used to heal constructs or other creatures without a life force.

Inflict Light Wounds

Usable by: Necromancer Only

Type: Darkness / Fel

Duration: Instant

Area of Effect: One Creature

Verbal: “With the Darkness of Entropy, I Inflict Light Wounds upon you.”

This spell will harm the intended target for 3 points of damage with the Darkness tagline. “3 Darkness.” This spell will harm all living beings regardless of their status.

Undead hit by this spell will be healed with the Darkness tagline. “3 Darkness.”

The Undead may not exceed its normal maximum allotted hit points using this spell.

This spell cannot be used to harm constructs or other creatures without a life force.

Light

Usable by: Healer, Hearth, Wrath and Druid

Type: Item

Duration: 1 game day or 5 seconds

Area of Effect: One Creature / or item

Verbal: “I call upon <insert Terrestrial magic used here> magics to Light the Path before me.”

This spell causes an item to glow for 1 game day. To represent this, a glow stick or other colored light may be used. The color of the light depends on the type of magic used.

White: Healer

Yellow: Hearth

Red: Wrath

Green: Druid

This spell may be used offensively against certain creatures which are light sensitive such as Shadow Dwarves and Dusk Elves. In this case the creature is blinded for 5 seconds.

The target can still defend itself, but may not attack for those 5 seconds, and must act blind in a safe manner.

Soothe Animal

Usable by: Druid Only

Type: Metabolic

Duration: Instant

Area of Effect: One Creature

Verbal: “I call upon nature to sooth the savage beast.”

This spell will cause one natural or giant animal to relax and become non-aggressive until attacked.

The creature must be one of animal intelligence and which exists in the regular world. This spell affects both normal and giant varieties of these animals.

2nd Level Spells

Blessing of Wrath

Usable by: Wrath Only

Type: Protection

Duration: Special

Area of Effect: up to 3 targets

Verbal: “By Strife I bless and stoke within you the Fires of Wrath”

This spell acts as a mass Bless spell granting up to 3 separate individuals 10 extra hit points each. These additional points are the first points to be used if the target is harmed in battle. They may not be healed and may not be used toward the use of any Lay on Hands like spell or ability.

The Blessing of Wrath spell expires after one day (at spell reset) if the points are not used.

Golems, Undead and other creatures without a life force may not benefit from a Bless Spell.

Cause Wounds

Usable by: Druid, Hearth & Wrath

Type: Corruption

Duration: Instant

Area of Effect: One Creature

Verbal: “With the Corruption of Malice I Cause Wounds upon you”

This spell will harm the intended target for 4 points of damage with the Corruption tagline. “4 Corruption.”

Certain creatures such as those whom are corrupted or desecrated will be healed 4 hit points of damage from this spell instead of being harmed.

Undead will also be healed 4 points from this spell.

The target may not exceed its normal maximum allotted hit points using this spell.

This spell cannot be used to harm constructs or other creatures without a life force.

Cure Wounds

Usable by: Healer, Hearth & Druid

Type: Healing

Duration: Instant

Area of Effect: One Creature

Verbal: “With the Serenity of the Land I Cure your Wounds”

This spell will heal the intended target for 4 points of damage.

The target may not exceed its normal maximum allotted hit points using this spell.

Certain creatures such as those whom are corrupted or desecrated will take 4 points of damage from this spell instead of healing with the Curative tagline. “4 Curative.”

Undead will be harmed 4 points by this spell with the Curative tagline. “4 Curative.”

This spell cannot be used to heal constructs or other creatures without a life force.

Elude Undead

Usable by: Necromancer Only

Type: Necromancy

Duration: 10 minutes

Area of Effect: Caster only

Verbal: “Servants of Darkness, Powers of Undeath, bow and be humbled by the blackness of my soul.”

This spell fills the necromancer with the energies of Undeath, making any Undead ignore him.

Intelligent Undead will see the caster as one of them, but they are free to ignore or interact with the Necromancer as they see fit.

Heal Wounds

Usable by: Healer Only
Type: Healing
Duration: Instant
Area of Effect: One Creature

Verbal: “With the light of the Dawn I Heal your your Wounds”

This spell will heal the intended target for 8 points of damage with the Healing tagline. “8 Healing.”

The target may not exceed its normal maximum allotted hit points using this spell. This spell will heal all living beings regardless of their status.

Undead will take full damage from this spell with the Healing tagline. “8 Healing.”

This spell cannot be used to heal constructs or other creatures without a life force.

Inflict Wounds

Usable by: Necromancer Only
Type: Darkness/Fel
Duration: Instant
Area of Effect: One Creature

Verbal: “With the Darkness of Entropy, I Inflict Wounds upon you”

This spell will harm the intended target for 6 points of damage with the Darkness tagline. “6 Darkness.” This spell will harm all living beings regardless of their status.

Undead hit by this spell will be healed with the Darkness tagline. “6 Darkness.”

The Undead may not exceed its normal maximum allotted hit points using this spell.

This spell cannot be used to harm constructs or other creatures without a life force.

Flame of the Hearth

Usable by: Hearth Caster
Type: Fire
Duration: (Special) / 5 minutes / 5 Attacks
Area of Effect: Caster Only

Verbal: “By the Forge I wield the Hearth’s Flame”

This spell grants the next five attacks made by the caster be they physical or magical to be able to add the Flame tagline to them as well.

(i.e. A Mace that normally would call 5 blunt can call 5 Blunt Flame. A Spell which would do 5 magic would now do 5 Magic Flame)

Pin

Usable by: All Terrestrial Mages
Type: Confining
Duration: 5 minutes
Area of Effect: One Creature

Verbal: “I change your state and pin you to the earth”

This spell causes the target to become rooted to the ground they are standing upon for 5 minutes. The Right foot of the target may not move, but otherwise the target is free to protect itself or cast as normal.

This spell may be broken on a ten (10) count with an Enhanced Strength of +2 and on a five (5) count with +4

Repel Undead

Usable by: Healer Only

Type: Order

Duration: 10 minutes

Area of Effect: Caster Only/Special

Verbal: “*Servants of Undeath by the Lights Purity I Repel You.*”

This spell causes all undead to have to stay ten feet away from the caster for the duration of the spell, so long as the caster has their hand raised.

The healer may cast other spells while this spell is active. The undead may choose to wander off or remain and wait out the duration of the spell but must stay at least ten feet away from the caster, so long as the caster has their hand raised.

If the Undead are closer than ten feet when this spell is cast, they must back up to that distance before they may defend themselves or attack anything else.

If the Healer walks forward the Undead, must continue to walk back, always staying at least 10 feet away.

Speak with Animals

Usable by: Druid Only

Type: Nature

Duration: 10 minutes

Area of Effect: Caster only

Verbal: “*I call upon the forces of Nature herself to allow me to speak with animals*”

This spell grants the druid to talk to animal like creatures.

The creature must be one of animal intelligence and which exists in the regular world. This spell affects both normal and giant varieties of these animals. The creature will understand the Druid and can converse with him/her.

Special Druid creatures such as Unicorns and Gryphon may also be spoken to as well.

This spell does not confer any form of friendship, and the animal is free to refuse to talk to the Druid or act accordingly.

Strength of Ogres

Usable by: All Terrestrial Mages

Type: Metabolic

Duration: Special

Area of Effect: One Creature

Verbal: “*With the force of the stone, you are gifted the strength of Ogres*”

This spell grants the target a +2 Strength bonus, in addition to any Strength they already have, for one action of their choice of up to 10 seconds duration to which Strength could be applied. They may use this Strength in the same ways as the Enhanced Strength skill. For example, one action is one weapon swing or object throw, or one confinement break, object lift, or object carry for up to 10 seconds.

If the target does not make an action in which they apply this strength bonus this spell wears off after one game day at spell reset.

3rd Level Spells

Blades of Wrath

Usable by: Wrath Only

Type: Strife

Duration: 3 packets (15 seconds)

Area of Effect: Up to 3 targets

Verbal: “*With Anger in my heart, I strike at you with Blades of Wrath*”

This spell allows the caster to hurl 3 packets at up to 3 targets, each packet of which call a tagline attack of 15 body.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

Cause Disease

Usable by: Druid, Hearth & Wrath

Type: Corruption

Duration: 1 hour (instant)

Area of Effect: One Creature

Verbal: “*I call upon Corruption to infest and Cause Disease*”

This spell will harm the intended target by causing them to become diseased. A Diseased Creature cannot run, they must walk. Furthermore, a Diseased target feels more pain thus they take an extra 2 points of damage from all attacks for the duration of the spell or until it’s removal

Certain Creatures such as those whom are corrupted or desecrated will be healed of any diseases they may have instantly, be they natural or magical in nature.

This spell cannot be used to harm constructs or other creatures without a life force, and have no effect on the Undead.

Cure Disease

Usable by: Healer, Hearth & Druid

Type: Healing

Duration: Instant (1 hour)

Area of Effect: One Creature

Verbal: “*By The power of the land and with purity I cure you of disease*”

This spell will remove any disease natural or magical the target may have.

Certain Creatures, such as those whom are corrupted, will be harmed. This spell causing them to become diseased instead for a duration of 1 hour.

A Diseased Creature cannot run, they must walk. Furthermore, a Diseased target feels more pain thus they take an extra 2 points of damage from all attacks for the duration of the spell or until it’s removal

This spell cannot be used to heal constructs or other creatures without a life force, and it has no effect on the Undead.

Destroy Item

Usable by: All Terrestrial Mages

Type: Destruction

Duration: Instant

Area of Effect: One Item

Verbal: “*With the Power of Change I destroy your <item type>*”

This spell causes the target’s item to shatter into pieces and become unusable.

The item must be named, but only generally. Naming someone’s sword will suffice for a Scimitar, Shortsword or even Katana.

Items that are magical, enchanted or made from indestructible materials are not affected by this spell.

Creatures of Stone, Metal or Bone such as Golems or Skeletons also take hit point damage from this spell if they are not wearing any armor in the amount of 25 hit points of damage. In this case the Item type would be stated as “body”

Drain Vitality

Usable by: Necromancer Only

Type: Darkness/Fel

Duration: Instant

Area of Effect: One Creature

Verbal: “With all the Darkness of my Soul, I call upon Necromancy to Drain your Vitality.”

Once cast this spell causes 6 points of Damage to its victim.

Furthermore, the If the Necromancer is corrupted, desecrated or other such attuned they are healed 6 points of damage.

If the Necromancer is not attuned in these ways they gain no benefit from this spell, but the target is still harmed by it.

The target must be a living creature in any case and this spell cannot be used to harm constructs or other creatures without a life force, nor will the Necromancer be healed from any of these creatures.

If the target has a spell shield or other form of protection against this spell, the Necromancer is not healed by this spell.

Entangling Vines

Usable by: Druid Only

Type: Confining

Duration: 10 minutes

Area of Effect: One Creature

Verbal: “I call forth the powers of nature to entangle you in Vines”

This spell encases the target in vines which trap them from head to toe. The target may not move nor cast during the duration of this spell.

Strength score of +3 or higher will allow the Vines to be broken on a 10 count. (i.e. Breaking 1, Breaking 2, Breaking 3...)

Strength score of +6 or better will allow the vines to be broken on a 5 count (i.e. . Breaking 1, Breaking 2, ...)

These counts should be at a reasonable pace of approximately 1 second per count.

The vines in no other way harm the target.

If the target is unable to break or snap the vines they may be killed on a 5 count. Creatures which are actively breaking the vines may not be killed on a 5 count.

Fear

Usable by: Hearth, Druid, Wrath & Necromancer

Type: Mind Effecting

Duration: 5 minutes

Area of Effect: One Creature

Verbal: “With discord and panic are you commanded to Fear Me “

This causes the target creature to flee 20 feet from the caster for the duration of the spell.

The creature will not come near the caster again during the duration, and they will not attack the caster in any form even at with spells or weapons at range.

This spell cannot be used to effect constructs or other creatures without a life force. It is also ineffective against mindless creatures such as Zombies.

Greater Bless

Usable by: Healer, Hearth & Druid

Type: Protection

Duration: Special

Area of Effect: One Creature

Verbal: “With Strength and Purity I grant you a Greater bless.”

The Greater Bless spell grants the target 20 addition hit points. These additional points are the first points to be used if the target is harmed in battle. They may not be healed and may not be used toward the use of any Lay on Hands like spell or ability.

The Bless spell expires after one day (at spell reset) if the points are not used.

Golems, Undead and other creatures without a life force may not benefit from a Bless Spell

Healing Hands

Usable by: Healer Only

Type: Healing

Duration: 10 minutes

Area of Effect: Caster only

Verbal: “Life guides my hands so that they may heal.”

This spell allows a healer to mimic the Lay On Hands Epic ability. For the duration, a Healer may transfer hit points from themselves to another on a 1 hit point to 1 hit point basis. This spell may not reduce the healer to below 1 hit point, thus the healer may not sacrifice themselves to heal another using Healing Hands.

To use this ability a 5 count is needed, then the amount transferred.

Example “Healing Hands 1, Healing Hands 2 Healing Hands 3, Healing Hands 4, Healing Hands 5, transferring 10 hit points”

The points transferred act just as if the healer was damaged in combat and may be healed normally.

Plague

Usable by: Necromancer Only

Type: Darkness/Fel

Duration: 1 hour

Area of Effect: One Creature

Verbal: “By the Blackness of Undeath I unleash the plague upon you.”

This spell will harm the intended target by causing them to become diseased. A Diseased Creature cannot run, they must walk. Furthermore, a Diseased target feels more pain thus they take an extra 2 points of damage from all attacks for the duration of the spell or until it’s removal

This spell cannot be used to harm constructs or other creatures without a life force.

Undead whom are hit by this spell will gain the ability to call the “disease” tagline for the duration of 1 hour, or until they are affected by a Remove Disease.

Remove Disease

Usable by: Healer Only

Type: Healing

Duration: 1 hour

Area of Effect: One Creature

Verbal: “With Virtue your health is restored and Disease is removed.”

This spell will remove any disease, natural or magical, the target may have.

This spell cannot be used to heal constructs or other creatures without a life force.

Undead whom are hit by this spell will lose their ability to call any form of “disease” tagline for the duration of 1 hour, or until they are affected by a Plague spell.

Remove Fear

Usable by: Healer, Hearth, Druid & Wrath

Type: Mind Effecting

Duration: Instant

Area of Effect: One Creature

Verbal: “Let Harmony restore your tranquility and remove your fear “

This spell will remove all Fear, Horror, or Terror effects from the target instantly. It does not prevent further effects of this nature from taking place after the initial effects are removed.

Repel Being

Usable by: All Terrestrial Mages

Type: Mind Effecting/Order

Duration: 10 minutes

Area of Effect: Special: One Creature/10 ft.

Verbal: “With the Power of the Land I Repel this being, now come not near me.”

This spell causes a being to have to stay ten feet away from the caster for the duration of the spell, while the caster holds his hand palm upward toward them.

The Caster may, once this spell is cast, cast other spells and the being may choose to wander off or remain and wait out the duration of the spell, but must stay at least ten feet away from the caster.

If the Being is closer than ten feet when this spell is cast they must back up to that distance, before they may defend themselves or attack anything else.

If the Caster walks forward the Being, must continue to walk back, always staying at least 10 feet away.

Reveal Magic

Usable by: Hearth Only

Type: Scrying

Duration: 10 minutes

Area of Effect: Caster

Verbal: “By hearth and home, Magic Reveal yourself to me”

With this spell a Hearth caster may detect magical auras on a subject. They may also refocus their attention and detect magical auras on additional subjects for the duration of the spell by asking about the subject specifically.

The level of detail depends on the magic detected.

If a target has an Ethereal Magic on them the caster, simply knows it has an Ethereal aura.

If the target has a Terrestrial Magic on them then the caster will know what type, but not what actual spells are involved.

Example: If a target had an Elemental Shield spell and a Fire of Wrath Spell on them the caster would know they have an Ethereal Magic and a Wrath Magic on them.

This spell may be used to Reveal magic on items as well as creatures.

4th Level Spells

Blessing of War

Usable by: Wrath Only

Type: Protection

Duration: Special

Area of Effect: up to 3 targets

Verbal: “War is upon you and I grant you its blessings”

This spell acts as a mass Protection Spell granting up to 3 separate individuals 15 extra hit points & 15 extra armor points each. These additional points are the first points to be used if the target is harmed in battle. They may not be healed nor repaired and may not be used toward the use of any Lay on Hands like spell or ability.

The Blessing of War Spell expires after one day (at spell reset) if the points are not used.

This spell does not stack with the higher-level Armor of Wrath spell.

Golems, Undead and other creatures without a life force may not benefit from a Blessing of War spell.

Cause Serious Wounds

Usable by: Druid, Hearth & Wrath

Type: Corruption

Duration: Instant

Area of Effect: One Creature

Verbal: “With the Corruption of Malice I Cause Serious Wounds upon you”

This spell will harm the intended target for 16 points of damage with the Corruption tagline. “16 Corruption.”

Certain creatures such as those whom are corrupted or desecrated will be healed 16 hit points of damage from this spell instead of being harmed.

Undead will also be healed 16 points from this spell.

The target may not exceed its normal maximum allotted hit points using this spell.

This spell cannot be used to harm constructs or other creatures without a life force.

Control Undead

Usable by: Wrath or Necromancer

Type: Order

Duration: 1 hour

Area of Effect: 1 Undead only

Verbal: “Creature of Undeath heed my call and be controlled by my darkness, answering only to me.”

This spell causes the Target Undead to fall under the complete control of the Caster for the duration of the spell, or until the caster dies, the undead is destroyed or control is otherwise wrestled from the caster.

The Undead must be at or below 250 hit points to fall under the control of the caster. This may be naturally or through damage taken.

On a created Undead the control will last even if the Undead’s hit points rises back above 250, but on a Free Willed Undead, it will regain it’s free will as soon as it is back over 250 hit points

The Undead will follow the casters commands to the best of its abilities even unto its own destruction.

Cure Serious Wounds

Usable by: Healer, Hearth & Druid

Type: Healing

Duration: Instant

Area of Effect: One Creature

Verbal: “With the Serenity of the Land I Cure your Serious Wounds”

This spell will heal the intended target for 16 points of damage.

The target may not exceed its normal maximum allotted hit points using this spell.

Certain creatures such as those whom are corrupted or desecrated will take 16 points of damage from this spell instead of healing with the Curative tagline. “16 Curative.”

Undead will be harmed 16 points by this spell with the Curative tagline. “16 Curative.”

This spell cannot be used to heal constructs or other creatures without a life force.

Curse of Weakness

Usable by: All Terrestrial Mages

Type: Metabolic / Cursing

Duration: 10 minutes

Area of Effect: One Creature

Verbal: “I curse you with weakness and remove your strength from you.”

This spell causes its victims strength to be reduced by 4 points.

This reduces the damage called by the victim of the curse by 4 points regardless of what their strength score may have been before this spell.

A Target may only have one Curse of Weakness placed upon them at a time.

Decay

Usable by: Wrath, Druid & Necromancer

Type: Corruption

Duration: Special

Area of Effect: One Creature

Verbal: “With Corruption and Rot I cast your body into decay.”

The spell speeds up a target’s count from dead status to dissipation. Once the target’s count reaches 3 minutes, they must dissipate.

Once cast the person’s count is reset at 2 minutes. This must be lower than the time they had left in their count such that if an individual had only 30 seconds left the spell would not alter the count but would still force the dissipation once the count reached 3 minutes.

Heal Serious Wounds

Usable by: Healer Only

Type: Healing

Duration: Instant

Area of Effect: One Creature

Verbal: “With the light of the Dawn I Heal your Serious Wounds”

This spell will heal the intended target for 32 points of damage with the Healing tagline. “32 Healing.”

The target may not exceed its normal maximum allotted hit points using this spell. This spell will heal all living beings regardless of their status.

Undead will take full damage from this spell with the Healing tagline. “32 Healing.”

This spell cannot be used to heal constructs or other creatures without a life force.

Inflict Serious Wounds

Usable by: Necromancer Only

Type: Darkness/Fel

Duration: Instant

Area of Effect: One Creature

Verbal: “With the Darkness of Entropy, I Inflict Serious Wounds upon you”

This spell will harm the intended target for 24 points of damage with the Darkness tagline. “24 Darkness.” This spell will harm all living beings regardless of their status.

Undead hit by this spell will be healed with the Darkness tagline. “24 Darkness.”

The Undead may not exceed its normal maximum allotted hit points using this spell.

This spell cannot be used to harm constructs or other creatures without a life force.

Preserve Body

Usable by: Healer & Hearth
Type: Healing
Duration: 10 minutes
Area of Effect: One Creature

Verbal: “With blessings of Life, to Preserve your body, that you shall not perish.”

The spell stops the target’s count from *Bleeding, Critical, or Lethal* status towards dead for the duration of the spell. If the target is not brought back from that health status during the duration of the Preserve Body spell they once again start their count at wherever they had stopped it.

Thus, if a target had but 30 seconds left until dead and was preserved by this spell, yet not brought back from Lethal Wounded status in 10 minutes, they would again start their count at 30 seconds remaining once the spell ended.

This spell may instead negate a reduced count or forced dissipation effect such as Decay, but does not also stop the target’s count.

Stone Form

Usable by: Hearth Caster
Type: Protection
Duration: 10 minutes
Area of Effect: Caster Only

Verbal: “With the Stones of the Hearth I encase my form”

This spell grants the caster a Damage Reduction of minus 2 (-2) from all forms of attack for the duration of the spell.

Furthermore, it renders the Caster immune to Puncturing attacks from Missile weapons for the same duration.

Strength of Giants

Usable by: All Terrestrial Mages
Type: Metabolic
Duration: Special
Area of Effect: One Creature

Verbal: “Like a Mountain your strength will be like that of Giants”

This spell grants the target a +4 Strength bonus, in addition to any Strength already have, for one action of their choice of up to 10 seconds duration to which Strength could be applied. They may use this Strength in the same ways as the Enhanced Strength skill. For example, one action is one weapon swing or object throw, or one confinement break, object lift, or object carry for up to 10 seconds.

If the target does not make an action in which they apply this strength bonus this spell wears off after one game day at spell reset.

Turn Undead

Usable by: Healer Only
Type: Order/Healing
Duration: 10 minutes
Area of Effect: 10-foot diameter from caster

Verbal: “Servants of Undeath Flee before the twin lights of Order and Purity”

This spell causes all Undead with less than 250 hit points to have to flee from the area of effect and travel no less than 100 yards from the caster at the fastest rate they can.

During this time these Undead may not do anything other than defend themselves from incoming attacks.

They may not attack others while fleeing and must pass the 100-yard mark before they can turn back. Though for 10 minutes they may not return within 10 feet of the caster, nor may they attack that caster.

Wall of Thorns

Usable by: Druid Only
Type: Nature
Duration: 1 hour
Area of Effect: 10-foot x 10-foot wall

Verbal: “Leaf and Branch, Stick and Vine, forces of nature, arise to form a Wall of Thorns”

This spell erects a 10-foot-tall 10-foot-long 1-foot-thick wall of thorns to arise from the ground blocking all passage.

The wall has 100 hit points and a DR of 10. Cleaving weapons which attack it do so at half damage, and blunt weapons have no effect. Spells using Ice or Lightning also do half their normal damage. Others have no effect.

It may only be harmed fully by bladed weapons or fire.

Damage from a specified element or damage type is halved or eliminated before the DR is applied.

Special Note, it is highly recommended the caster mark their Wall of Thorns clearly, safely, and properly. Outdoors on the grass powder such as chalking works well, and at night multiple glow sticks are an excellent marker. Cutting into a wood Floor, or chalk on a deck are not good ideas for obvious reasons.

5th Level Spells

Bind

Usable by: All Terrestrial Mages

Type: Confining

Duration: 5 minutes

Area of Effect: One Creature

Verbal: “By the power of change are you bound your arms to your body.”

This spell causes the target’s arms to become stuck to their sides preventing the use of their hands for spell casting, or combat for 5 minutes.

The Target is free to otherwise move about, and even run away if they so choose.

This spell may be broken on a ten (10) count by a target with *Enhanced Strength* of +5 and on a five (5) count with +10.

Curse of the Mute

Usable by: All Terrestrial Mages

Type: Mind Effecting

Duration: 10 minutes

Area of Effect: One Creature

Verbal: “A Curse upon you to become Mute and speak no more “

This spell causes the target to be unable to speak for the duration of the spell.

This renders them unable to cast any magic which requires verbals.

Displacement

Usable by: Hearth Caster

Type: Protection

Duration: 1 Hour

Area of Effect: Caster Only

Verbal: “With the Flickering of the Hearth’s Flame I displace myself”

This spell grants the caster a form of misdirection which causes the very next successful attack against him/her to miss regardless of source.

The caster should state “Displacement” to indicate they were not effected by the attack.

Note Area of effect attacks still harm the Caster and use up this spell.

Inflict Poison

Usable by: Necromancer Only

Type: Darkness/Fel

Duration: 1 hour

Area of Effect: One Creature

Verbal: “I use the Foulness of the Necromantic Arts to inflict you with deadly Poison.”

This spell will harm the intended target causing them to become poisoned. A Poisoned target cannot run; they suffer 1 (one) hit point of damage every minute until the Poison runs its course or it is removed.

This spell cannot be used to harm constructs or other creatures without a life force.

Undead whom are hit by this spell will gain the ability to call the “poison” tagline for the duration of 1 hour, or until they are affected by a Destroy Toxin

Neutralize Poison

Usable by: Healer, Hearth & Druid

Type: Healing

Duration: Instant (1 hour)

Area of Effect: One Creature

Verbal: “The two powers of land and order Neutralize the Poison in your Blood”

This spell will heal the target of any poisons or toxins, natural or magical.

Certain creatures such as those whom are corrupted or desecrated will be harmed instantly, causing them to become poisoned.

A Poisoned Target cannot run; they suffer 1 (one) hit point of damage every minute until the Poison runs its course or it is removed.

This spell cannot be used to harm constructs or other creatures without a life force, and have no effect on the Undead

Poison Blood

Usable by: Druid, Hearth & Wrath

Type: Corruption

Duration: 1 hour (Instant)

Area of Effect: One Creature

Verbal: “I exploit the power of Corruption to Poison your Blood”

This spell will harm the intended target causing them to become poisoned. A Poisoned Target cannot run; they suffer 1 (one) hit point of damage every minute until the Poison runs its course or it is removed.

Certain creatures such as those whom are corrupted or desecrated will be healed instantly of any poisons, natural or magical.

This spell cannot be used to harm constructs or other creatures without a life force and has no effect on the Undead.

Remove Toxin

Usable by: Healer Only

Type: Healing

Duration: Instant (1 hour)

Area of Effect: One Creature/object

Verbal: “With the Light of Purity I shall Remove the Toxins before me.”

This spell will heal the target of any poisons or toxins natural or magical.

This spell cannot be used to harm constructs or other creatures without a life force,

Undead whom are hit by this spell will lose their ability to call any form of “poison” tagline, such as venom, poison, or nausea, for the duration of 1 hour, or until they are affected by an Inflict Poison.

A Healer may also target an individual Poison vial and turn that poison into a harmless liquid

Shield Against Poisons

Usable by: All Terrestrial Mages

Type: Protection

Duration: Special

Area of Effect: One Creature

Verbal: “I call upon the land to grant you a Shield against all forms of Poison.”

This spell grants the target protection from any harmful Toxin or Poison. Ingested, Spell or Tagline.

This spell is considered separate for spell shield checks and once activated simply protects the bearer from any form of poison still expending the poison for the attacker.

The defender must state “Flash” to let the attacker know the poisoning failed and the shield was consumed.

A creature may only ever have 1 Shield against Poisons spell active at a time.

The spell expires after one day (at spell reset) if not used.

Slumber

Usable by: All Terrestrial Mages

Type: Metabolic

Duration: 10 minutes

Area of Effect: One Creature

Verbal: “I call upon Change to cast you into a deep slumber “

This spell causes the target fall deeply asleep for the duration of the spell,

Sleeping targets may be attacked and cannot defend themselves until they have taken at least 10 hit points of damage.

A sleeping target may also be shaken awake on a 10 count.

Lastly a sleeping target may be killed on a 5 count.

Speak with Elementals

Usable by: Druid Only

Type: Elemental

Duration: 10 minutes

Area of Effect: Caster only

Verbal: *“Four lords of the elements hear me that I might speak with elementals”*

This spell grants the Druid to talk to Elemental creatures.

The creature must be one from the Elemental planes. The creature will understand the Druid and can converse with him/her.

This spell does not confer any form of friendship, and the elemental is free to refuse to talk to the Druid, and even attack him/her.

Shield of War

Usable by: Wrath Only

Type: Item/Protection

Duration: Special

Area of Effect: Caster only

Verbal: *“May this Shield of War be fueled by my Anger and Strengthened by my resolve”*

The Shield of War spell grants the target 30 additional armor points. These additional points are the first points to be used if the target’s armor is harmed in battle.

The armor points provided by this spell may not be repaired, though they may be stacked with any armor as well as other armoring spells in the wrath magic spell list.

A Caster may only ever have 1 Shield of War spell active at a time.

The Shield of War spell expires after one day (at spell reset) if the points are not used. This spell may be stacked with the Higher-Level Armor or Heroes Spell (granting the caster a total of 100 armor points)

The Caster must be carrying some form of shield for this spell to be active.

6th Level Spells

Barrier Against Magic

Usable by: All Terrestrial Mages

Type: Protection

Duration: Special

Area of Effect: One Creature

Verbal: “I grant you a Barrier against Magic that you may be protected.”

This spell grants the target protection from any harmful spell of 8th level or less and level 9 direct damage spells.

This spell is considered separate for spell shield checks and once activated simply protects the bearer from the said spell, still expending the spell for the attacker. If the defender is hit with a spell of any level the magic of the Barrier against Magic spell is consumed.

The Defender must state “Flash” to let the attacker know the spell failed and the barrier was consumed.

A creature may only ever have 1 Barrier against Magic spell active at a time.

This spell may not be coupled with a Defense against Magic spell, Minor Invulnerability to Magic spell or Invulnerability to Magic spell.

The spell expires after one day (at spell reset) if not used.

Special Note: This spell does not defend against physical attacks such as packets or the magic tagline

Blessing of Strife

Usable by: Wrath Only

Type: Protection

Duration: Special

Area of Effect: up to 3 targets

Verbal: “And let Anger and Strife surround us and Bless us all.”

This spell acts as a mass Protection Spell granting up to 3 separate individuals 25 extra hit points & 25 extra armor points each. These additional points are the first points to be used if the target is harmed in battle. They may not be healed nor repaired and may not be used toward the use of any Lay on Hands like spell or ability.

The Blessing of Wrath Spell expires after one day (at spell reset) if the points are not used.

This spell does not stack with the lower level Blessing of War Spell.

Golems, Undead and other creatures without a life force may not benefit from a Bless Spell.

Cause Critical Wounds

Usable by: Druid, Hearth & Wrath

Type: Corruption

Duration: Instant

Area of Effect: One Creature

Verbal: “With the Corruption of Malice I Cause Critical Wounds upon you”

This spell will harm the intended target for 40 points of damage with the Corruption tagline. “40 Corruption.”

Certain creatures such as those whom are corrupted or desecrated will be healed 40 hit points of damage from this spell instead of being harmed. This spell may also be used to heal these creatures back from Critically Wounded status.

Undead will also be healed 40 points from this spell.

Further if this spell reduces a target to below zero (0) hit points they will drop to critically wounded status.

The target may not exceed its normal maximum allotted hit points using this spell.

This spell cannot be used to harm constructs or other creatures without a life force.

Create Skeleton

Usable by: Necromancer Only

Type: Necromancy

Duration: 1 hour

Area of Effect: One Corpse

Verbal: “By the darkness of Necromancy I command your Skeleton to Arise and serve.”

This spell creates an Undead from a freshly dead corpse. The Body of the deceased arises to serve its new master as an Undead Skeleton.

The Skeleton has the following stats:

Hit Points: 70

Armor: 0

Speed: Half

Attack: 4 claw (or weapon damage +2)

The newly created Skeleton can follow simple orders.

Once destroyed or the duration expires the being’s spirit is released and the body turns to ash. Forcing the target to go to resurrect if they have the additional life-force to do such

The spell may not be recast on the Skeleton and nothing will prevent the Skeleton from expiring in one hour’s time.

This spell cannot be used on constructs or other creatures without a life force.

Cure Critical Wounds

Usable by: Healer, Hearth, Druid & Wrath

Type: Healing

Duration: Instant

Area of Effect: One Creature

Verbal: “With the Serenity of the Land I Cure your Critical Wounds”

This spell will heal the intended target for 40 points of damage.

This spell may also be used to heal the target back from Critically Wounded status, unless they would take damage from this spell as listed below.

The target may not exceed its normal maximum allotted hit points using this spell.

Certain creatures such as those whom are corrupted or desecrated will take 40 points of damage from this spell instead of healing with the Curative tagline. “40 Curative.”

Further if this spell reduces a target to below zero (0) hit points they will drop to critically wounded status

Undead will be harmed 40 points by this spell with the Curative tagline. “40 Curative.”

This spell cannot be used to heal constructs or other creatures without a life force.

Destroy Armor

Usable by: All Terrestrial Mages

Type: Destruction

Duration: Instant

Area of Effect: One set of armor

Verbal: “With the Power of Change your armor is destroyed”

This spell causes the target’s armor to shatter.

Armors that are magical, enchanted or made from indestructible materials still take 50 armor points of damage from this spell.

Creatures of Stone, Metal or Bone such as Golems or Skeletons also take hit point damage from this spell if they are not wearing any armor in the amount of 50 hit points of damage.

Detect Planar Origin

Usable by: Hearth Only
Type: Scrying
Duration: 10 minutes
Area of Effect: Caster Only

Verbal: “By the Hearth of the world may I detect those not of this Plane”

With this spell a Hearth caster may detect a Planar Creature for what they are. The level of detail depends on any Lore skill the caster may have.

For Example:

If the Target is a Djinn from the Plane of Air disguised as a Human. The caster with no Lore would be able to tell the Target was a creature of the Plane of Air.

With the Planar Lore skill, the caster would know that the being was not a standard elemental of that plane,

With the Elemental Lore Skill, The Caster would know the creature was in fact a Djinn from the Plane of Air

With Elemental Air Lore, the Caster would even know that this was a Prince of the Djinn of the 4th Trading House of the Plane of Air.

This spell may be used on items as well as creatures.

Disrupt Magic

Usable by: All Terrestrial Mages
Type: Destruction
Duration: Instant
Area of Effect: One Item or creature

Verbal: “With the Power of Change shall magic be disrupted”

This spell causes all spells active of 6th level or lower to be removed from the target. Spell shields will protect against this spell but they themselves are consumed in the process.

Creatures of Magic such as Displacer Beasts or Celestial Guardians also take body damage from this spell in the amount of 50 hit points of damage.

Entangling Thorns

Usable by: Druid Only
Type: Confining
Duration: 10 minutes
Area of Effect: One Creature

Verbal: “I call forth the powers of nature to entangle you in Thorn”

This spell encases the target in Thorny Vines which trap them from head to toe. The target may not move nor cast during the duration of this spell. And furthermore, the Target will take 15 points of damage from this spell.

Strength score of +6 or higher will allow the vines to be broken on a 10 count. (i.e. Breaking 1, Breaking 2, Breaking 3...)

Strength score of +12 or better will allow the vines to be broken on a 5 count (i.e. Breaking 1 Breaking 2...)

These counts should be at a reasonable pace of approximately 1 second per count.

Regardless the vines will still harm the target.

If the target is unable to break or snap the vines they may be killed on a five (5) count. Creatures which are actively breaking the vines may not be killed on a count.

Heal Critical Wounds

Usable by: Healer Only
Type: Healing
Duration: Instant
Area of Effect: One Creature

Verbal: “With the light of the Dawn I Heal your Critical Wounds”

This spell will heal the intended target for 80 points of damage with the Healing tagline. “80 Healing.”

The target may not exceed its normal maximum allotted hit points using this spell. This spell will heal all living beings regardless of their status.

This spell may also be used to heal the target back from Critically Wounded status.

Undead will take full damage from this spell with the Healing tagline. “80 Healing.”

This spell cannot be used to heal constructs or other creatures without a life force.

Inflict Critical Wounds

Usable by: Necromancer Only

Type: Darkness/Fel

Duration: Instant

Area of Effect: One Creature

Verbal: “With the Darkness of Entropy, I Inflict Critical Wounds upon you”

This spell will harm the intended target for 60 points of damage with the Darkness tagline. “60 Darkness.” This spell will harm all living beings regardless of their status.

Further if this spell reduces a target to below zero (0) hit points they will drop to critically wounded status.

Undead hit by this spell will be healed with the Darkness tagline. “60 Darkness.”

The Undead may not exceed its normal maximum allotted hit points using this spell.

This spell cannot be used to harm constructs or other creatures without a life force.

Mist Form

Usable by: Druid, Healer & Hearth

Type: Protection

Duration: 10 minutes

Area of Effect: Caster only

Verbal: “Nature grant me your wings that I may float on the wind with a form of Mist”

This spell changes the casters form to the state of a fog like mist. Views see only a foggy representation of the caster.

While in Mist Form, the caster can only walk, and cannot cast spells, but may speak, and may move about.

Because the caster retains their general size and shape they cannot flow under doors or float across impassable terrain.

The caster may come in and out of Mist Form for the duration of the spell on a five count, for either coming into or out of form.

The Spell may be dispelled by normal means, but otherwise when in mist form all attacks pass harmlessly through the caster.

Shadow Form

Usable By: Wrath and Necromancer

Type: Protection

Duration: 10 minutes

Area of Effect: Caster only

Verbal: “Veil of Darkness, descend upon me and cloak me in Shadow”

This spell changes the casters form to the state of a shadow. Viewers see only a shadowy representation of the caster.

While in Shadow Form, the caster can only walk, and cannot cast spells, but may speak, and may move about.

Because the caster retains their general size and shape they cannot pass under doors or float across impassable terrain.

The caster may come in and out of Shadow Form for the duration of the spell on a five count, for either coming into or out of form.

The Spell may be dispelled by normal means, but otherwise when in shadow form all attacks pass harmlessly through the caster.

Siphon Life-Force

Usable by: Necromancer Only

Type: Darkness/Fel

Duration: Instant

Area of Effect: One Creature

Verbal: “From the Pit of Necromancy, shall I Siphon your very Life Force from you.”

Once cast this spell causes 30 points of damage to its victim.

Furthermore, the If the Necromancer is corrupted, desecrated or other such attuned they are healed 30 points of damage.

If the Necromancer is not attuned in these ways they gain no benefit from this spell, but the target is still harmed by it.

The target must be a living creature in any case and this spell cannot be used to harm constructs or other creatures without a life force, nor will the Necromancer be healed from any of these creatures.

If the target has a spell shield or other form of protection against this spell, the Necromancer is also not healed by this spell.

Zone of Life

Usable by: Healer Only

Type: Life

Duration: 1 hour (Special)

Area of Effect: 10-foot diameter zone

Verbal: *“Life protects me that I can forbid the Un-living from entering this Zone of Life.”*

This spell creates a 10-foot diameter dome shaped barrier that blocks all undead beings from passing through.

A Caster must state the verbal of the spell to become active, throwing a packet to their feet in the middle of their circle.

Any Undead within the confines of the Zone at the time of its activation are cast out by this spell being forced 10 feet away from the caster.

Spells may pass through normally, but Undead special attacks, such as Nausea gas or Disease packets, may not.

The caster may leave his/her area and return though at any time.

Certain creatures such as those that are desecrated, death attuned, and/or Necro-mongers are also forced out of a Zone of Life when cast, but otherwise their spells and attacks may pass through.

Special Note, it is highly recommended the caster mark their Zone of Life clearly, safely, and properly. Outdoors on the grass powder such as chalking works well, and at night multiple glow sticks around the border are an excellent marker. Cutting into a wood Floor, or chalk on a deck are not good ideas for obvious reasons

7th Level Spells

Armor of the Spirit

Usable by: All Terrestrial Mages

Type: Protection

Duration: Special

Area of Effect: One Creature

Verbal: “With the power of the land I protect your spirit in armor”

This spell grants the target protection from many overpowering and deadly attack types.

These are the following: *Critical Strike (any), Crippling Strike, Lethal Strike, Death, Life, Condemn, Assassinate, Stunning Strike, Infectious Strike and Ambush.*

This spell is considered separate for spell shield checks and once activated protects the bearer from the said attack, still expending the attack for the attacker. The Armor of the Spirit spell is also consumed by the attack.

To Defender must state “Flash” to let the attacker know the attack failed.

A creature may only ever have 1 Armor of the Spirit spell active at a time. This includes the Ethereal spell Mage’s Armor of the Spirit

The spell expires after one day (at spell reset) if not used.

Special Note: This spell is not consumed by the Ambush skill it simply protects against it so long as it has not been consumed.

Note, this spell will be consumed by and protect against the Demise tagline. It will stop the tagline effect, but the base damage called will still harm the target. (i.e. 25 Demise, will still do 25 points of damage, but the target will not take a Demise effect)

Barkskin

Usable by: Druid Only

Type: Protection

Duration: Special

Area of Effect: Caster only

Verbal: “By the very powers of Nature my skin shall be as Bark”

The Barkskin spell grants the target Thirty-Five (35) additional armor points. These additional points are the first points to be used if the target’s armor is harmed in battle.

This spell may not be stacked with other armor type spells, but this spell does stack with any regular armor the caster may be wearing.

The armor points provided by this spell may not be repaired.

A Caster may only ever have 1 Barkskin spell active at a time.

The Barkskin spell expires after one day (at spell reset) if the points are not used.

Create Zombie

Usable by: Necromancer Only

Type: Necromancy

Duration: 1 hour

Area of Effect: One Corpse

Verbal: “By Necromancy’s Pit I call forth my Zombie to walk the earth.”

This spell creates an Undead from a freshly dead corpse. The Body of the deceased arises to serve its new master as an Undead Zombie.

The Zombie has the following stats:

Hit Points: 100

Armor: 0

Speed: Walk Only

Attack: 6 Claw (or weapon damage +4)

The newly Created Zombie can follow simple orders.

Once destroyed or the duration expires the being’s spirit is released and the body turns to ash. Forcing the target to go to resurrect if they have the additional life-force to do such

The spell may not be recast on the Zombie and nothing will prevent the Zombie from expiring in one hour’s time.

This spell cannot be used on constructs or other creatures without a life force.

Destroy Undead

Usable by: Healer, Wrath, & Druid

Type: Order/Healing/Light

Duration: Instant

Area of Effect: One Undead

Verbal: “I call upon the natural order to Destroy this Abomination of Undeath before me.”

Undead who are hit by this spell will take 100 hit points of damage, if they are not protected from this sort of magic.

If an Undead is dropped to 0 hit points or below by this spell they are instantly turned to ash by this spell, unless they have some form of protection against such magic.

This spell cannot be used to harm most other creatures who are not Undead while they are living.

If this spell is used against Certain Creatures, such as those who are corrupted or desecrated, while they are at dead status it will instantly turn them to dust as well. Forcing the target to go to resurrect if they have the additional life-force to do such

Friendship

Usable by: Healer, Hearth, & Druid

Type: Mind Effecting / Charming

Duration: 1 hour

Area of Effect: One Creature

Verbal: “Peace be given to you and bring you Harmony and Friendship”

This spell causes the Target to fall under the control of the Caster for the duration of the spell, or until the caster dies, the target is destroyed or control is otherwise wrestled from the caster.

The target will follow the casters commands to the best of its abilities, but will not do anything which is beyond its normal nature or ability.

Thus, a Human will not try to fly off a building, a Knight cannot be made to Lie, and so on.

Any attempt to make a creature who is under the Friendship spell do such an action will immediately break the friendship spell.

The friendship spell can be used to have the new friend defend the caster from others (though they may not kill their friends or family) and if a truly brave being such as a knight this may be even until its own death.

Special Note: This spell can be extremely fun and is a role-playing challenge at times. Always be aware that is you are a victim of this spell and unsure if you would do a command default in the casters favor.

Heal Mortal Wounds

Usable by: Healer Only

Type: Healing

Duration: Instant

Area of Effect: One Creature

Verbal: “With the light of the Dawn I Heal your Mortal Wounds”

This spell will heal the intended target for 120 points of damage with the Healing tagline. “120 Healing.”

The target may not exceed its normal maximum allotted hit points using this spell. This spell will heal all living beings regardless of their status.

This spell may also be used to heal the target back from Critically Wounded status.

This spell will also cleanse them of any toxins and / or disease they may have normal or magical. It will furthermore regenerate any missing body parts

Undead will take full damage from this spell with the Healing tagline. “120 Healing.”

This spell cannot be used to heal constructs or other creatures without a life force.

Home Guard

Usable by: Hearth Caster

Type: Protection

Duration: 1 day (Special)

Area of Effect: One room or Building

Verbal: “May the Flame of the Hearth Bar all those of <creature type> kind from entering this place”

This places a barrier on a structure or room which causes a specifically named Race or creature type to take 40 points of damage and be knocked back ten (10) feet upon their first attempt at entry to the protected location.

Note: This damage and effect is only upon the creatures first attempt to enter a location, after which the being may not be affected by the Home Guard again during its duration.

Inflict Mortal Wounds

Usable by: Necromancer Only

Type: Darkness/Fel

Duration: Instant

Area of Effect: One Creature

Verbal: “With the Darkness of Entropy, I Inflict Mortal Wounds upon you”

This spell will harm the intended target for 90 points of damage with the Darkness tagline. “90 Darkness.” This spell will harm all living beings regardless of their status.

Further if this spell reduces a target to below zero (0) hit points they will drop to critically wounded status.

Undead hit by this spell will be healed with the Darkness tagline. “90 Darkness.”

The Undead may not exceed its normal maximum allotted hit points using this spell.

This spell cannot be used to harm constructs or other creatures without a life force.

Paralyze

Usable by: All Terrestrial Mages

Type: Metabolic

Duration: 10 minutes

Area of Effect: One Creature

Verbal: “I change your state of being and cause your body to become paralyzed”

This spell causes the victim to be unable to use his/her body from head to toe. The target may not move nor cast during the duration of this spell, unless they have the proper form of protection against such magic.

If the target is unable to receive aid in removing the paralyze spell, they may be killed on a 5 count.

Renew

Usable by: Healer, Hearth & Druid

Type: Healing/Order

Duration: Instant/Special

Area of Effect: One Creature

Verbal: “With the power of the land I Renew your body and spirit”

This spell does no healing but it will restore a target back to its original form it is has been paralyzed, petrified or shape changed.

This spell will also cleanse them of any toxins and / or disease they may have normal or magical. It will furthermore regenerate any missing body parts.

This spell causes an Undead with more than 250 hit points to become Paralyzed for 1 minute. Undead with less than 250 hit points whom are hit by this spell and lack the appropriate spell protection are rendered back to their natural state and die instantly

Spirit of the Ent

Usable by: Druid Only

Type: Nature

Duration: 1 Hour

Area of Effect: Caster only

Verbal: “Nature guide me and Grant unto me the Spirit of the Ent.”

This spell allows the Caster to enter a Large Tree and remain within for up to 1 hour, being totally protected from all harm, and unnoticeable to anyone looking on.

A Large Tree is defined as a living tree whose circumference is large enough that the Druid could be completely engulfed by it.

The Druid goes must stay with the tree and touching it until a time they come out of the tree. When exiting the tree, they must state, stepping out of tree 1, stepping out of tree 2, stepping out of tree 3.

During this process the druid may be attacked, but not killing blowed, but they may not fight back either.

During this process if the duration is not yet over for the spell the may reenter the tree they are presently exiting from.

Once out of the tree the spell is over and must be recast to enter the same or another tree.

The Druid is aware of his/her surroundings as normal while in the tree.

The Tree itself is also fully protected from all harm during the duration of the Spirit of the Ent spell.

Shield of Valor

Usable by: Healer Only

Type: Item

Duration: Special

Area of Effect: Caster only

Verbal: “*With Virtue I call forth Life to grant me the Shield of Valor*”

This spell must be coupled with the Shield Block or Shield Bash skill to be used.

This spell places an enchantment upon the casters shield which only he/she may use.

When the caster chooses to, he/she may active the spell while also using a Shield Block or Shield Bash skill

This spell will then simultaneously with the above-mentioned skill heal the caster 60 hit points of damage.

The caster must state when using his skill either “Shield Block of Valor” or “Shield Bash of Valor” to allow his opponent to know that the spell was activated

The spell is consumed along with the Blocking defense.

The spell expires after one day (at spell reset) if not used.

Wither Limb

Usable by: Wrath, Necromancer & Druid

Type: Metabolic

Duration: Special

Area of Effect: One Creature

Verbal: “*By the power of Rot I Corrupt you and wither your <name of limb>*”

This spell causes the target’s limb named in the spell to become a wither husk, and useless until it is restored in some manner or until the spell expires after one day (at spell reset).

When casting the spell, the target must be a limb of the creature capable of function and support.

For example, on a humanoid target the only limbs available would be the Right Arm, Right Leg, Left Arm or Left Leg.

The Target is free to otherwise move about; as best they can be depending on which limb was withered.

Wrath of War

Usable by: Wrath Only

Type: Strife

Duration: 3 packets (15 seconds)

Area of Effect: Up to 3 targets

Verbal: “*By the power of my anger I let loose the Wrath of War*”

This spell allows the caster to hurl 3 packets at up to 3 separate targets, each of which call a tagline attack of 40 body.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

8th Level Spells

Bind Planar Creature

Usable by: Hearth Only

Type: Metabolic

Duration: 1 hour

Area of Effect: 10-foot diameter zone around where the creature is struck

Verbal: “By the Hearth’s might I shall bind fast this creature of another Plane”

This spell creates a 10-foot diameter dome shaped barrier around the targeted creature if it is from another Plane.

This Zone acts as a Prison for the duration of the spell, and the creature may not leave this area.

While restricted to this Zone the Bound creature may still use range attacks/spells, they simply cannot leave.

Other beings may enter and leave normally as can attacks and spells made by others, or the Caster him/herself.

This Spell has no effect on beings from the Prime Material Plane (The world) and is wasted if used against them.

Blade of Blood

Usable by: Wrath Only

Type: Item

Duration: 10 swings (10 minutes)

Area of Effect: Caster only

Verbal: “With Hate and Anger shall the Twin Blades of War and Strife bathe me in Blood”

This spell allows the Wrath caster to gain a +10 damage bonus for the next 10 swings of his or her weapon.

This spell only affects the very next swing made by the caster, and that swing must occur within 10 minutes of casting this spell.

Cause Lethal Wounds

Usable by: Druid, Hearth & Wrath

Type: Corruption

Duration: Instant

Area of Effect: One Creature

Verbal: “With the Corruption of Malice I Cause Lethal Wounds upon you”

This spell will harm the intended target for 90 points of damage with the Corruption tagline. “90 Corruption.”

Certain creatures such as those whom are corrupted or desecrated will be healed 90 hit points of damage from this spell instead of being harmed.

This spell may also be used to heal these creatures back from Critically and/or Lethally Wounded status. This spell will also cleanse them of any toxins and/or disease they may have normal or magical. It will furthermore regenerate any missing body parts.

Further if this spell reduces a target to below zero (0) hit points they will drop to lethally wounded status.

Undead will also be healed 90 points from this spell.

The target may not exceed its normal maximum allotted hit points using this spell.

This spell cannot be used to harm constructs or other creatures without a life force.

This spell will harm the intended target for 90 points of damage.

Certain Creatures such as those whom are corrupted or desecrated will be healed 90 points of damage from this spell instead of harmed.

This spell may also be used to heal these creatures back from Critically and/or Lethally Wounded status. This spell will also cleanse them of any toxins and/or disease they may have normal or magical. It will furthermore regenerate any missing body parts.

Further if this spell reduces a target to below zero (0) hit points they will drop to Lethally wounded status.

Undead whom are hit by this spell will also be healed 90 points of damage from this spell.

The target may not exceed its normal maximum allotted hit points using this spell.

This spell cannot be used to harm constructs or other creatures without a life force.

Curse of Rot

Usable by: Necromancer & Wrath

Type: Curse

Duration: Until removed or Resurrection

Area of Effect: One Creature

Verbal: “With Darkness in my soul I call forth, Boils, Bile, Pus, and Decay and curse you with Rotting, and Infections that shall not heal.”

This spell curses the target so that no form of healing Magical or otherwise will work on the target until the curse is removed. This effect even blocks healing to those targets which would require reverse magics to heal, such as some dark Fey which are healed by Corruption Magics.

Thus, any spell or effect which would harm the target will still be effective regardless of the type needed do to the targets status (i.e. Corrupted, Desecrated...).

This Curse lasts until a Remove Curse Spell is cast on the Creature or a Greater type of magic which affects Curses. Thus, a Ritual Cleanse would remove this effect but the Heal Spell (H9) would not. The spell also dissipates from the Creature upon Resurrection (Ritual not a Life or similar spell).

Special Note: Lay on Hands used through Spell or a Knight’s special ability is still unable to heal the target creature, but the knight would still lose any hit points transferred to the Creature.

This spell cannot be used to harm constructs or other creatures without a life force, and have no effect on the Undead

Create Ghoul

Usable by: Necromancer Only

Type: Necromancy

Duration: 1 hour

Area of Effect: One Corpse

Verbal: “By the Darkest Abyss of Necromancy I Command you to arise and serve as my Ghoul.”

This spell creates an Undead from a freshly dead corpse. The Body of the deceased arises to serve its new master as an Undead Ghoul.

The Ghoul has the following stats:

Hit Points: 70

Armor: 0

Speed: Full

Attack: 10 Disease

The newly created Ghoul can follow simple orders.

Once destroyed or the duration expires the being’s spirit is released and the body turns to ash. Forcing the target to go to resurrect if they have the additional life-force to do such

The spell may not be recast on the Ghoul and nothing will prevent the Ghoul from expiring in one hour’s time.

This spell cannot be used on constructs or other creatures without a life force.

Cure Lethal Wounds

Usable by: Healer, Hearth, Druid & Wrath

Type: Healing

Duration: Instant

Area of Effect: One Creature

Verbal: “With the Serenity of the Land I Cure your Lethal Wounds”

This spell will heal the intended target for 90 points of damage.

This spell may also be used to heal the target back from Critically Wounded, and/or the Lethally Wounded status, unless they would take damage from this spell as listed below.

This spell will also cleanse them of any toxins and / or disease they may have normal or magical. It will furthermore regenerate any missing body parts.

The target may not exceed its normal maximum allotted hit points using this spell.

Certain creatures such as those whom are corrupted or desecrated will take 90 points of damage from this spell instead of healing with the Curative tagline. “90 Curative.”

Further if this spell reduces a target to below zero (0) hit points they will drop to lethally wounded status

Undead will be harmed 90 points by this spell with the Curative tagline. “90 Curative.”

This spell cannot be used to heal constructs or other creatures without a life force.

Curse of Pain

Usable by: All Terrestrial Mages

Type: Metabolic

Duration: 10 minutes

Area of Effect: One Creature

Verbal: “By anguish’s hand I Curse your body with Frailty and Pain.”

This spell causes its victim’s body to become far more susceptible to pain.

This causes all damage called against the victim of the curse to be doubled for the duration of this spell.

A Target may only have one Curse of Pain placed upon them at a time.

Defense Against Magic

Usable by: All Terrestrial Mages

Type: Protection

Duration: Special

Area of Effect: One Creature

Verbal: “I grant you a defense against Magic that you may be protected.”

This spell grants the target Protection from any harmful spell of 8th level or less and 9th level direct damage spells. Furthermore, the caster is rendered immune to spells of 3rd Level or less for the duration of the spell or until the spell is consumed.

This spell is considered separate for Spell shield checks and once activated simply protects the bearer from the said spell, still expending the spell for the attacker. If the defender is hit with a spell of 4th Level or Higher the magics of the Defense against Magic spell are consumed.

To Defender must state “Flash” to let the attacker know the spell failed and the defense was consumed if the spell is of 4th Level or higher.

Otherwise they would state “Defend” against lower level spells to allow the attacker to know their spell failed, but that the spell shield is still active.

A creature may only ever have 1 Defense against Magic spell active at a time.

This spell may not be coupled with a Barrier against Magic spell, Minor Invulnerability to Magic spell or Invulnerability to Magic Spell.

The spell expires after one day (at spell reset) if not used.

Special Note: This spell does not defend against physical attacks such as packets or the magic tagline.

Elemental Friendship

Usable by: Druid Only
Type: Mind Effecting
Duration: 1 hour
Area of Effect: 1 Elemental only

Verbal: “By the Power of the Four Lords of the Elemental Realms do I bind this Elemental in Friendship with me.”

This spell causes the Target Elemental to fall under the complete control of the Caster for the duration of the spell, or until the caster dies, the Elemental is destroyed, or control is otherwise wrestled from the caster.

The Elemental will follow the casters commands to the best of its abilities even until its own destruction.

This spell will not wrestle Master Control away from a Summoned Elemental, and though the Elemental will look favorably upon the Druid it will still be bound by the contract of its Master Controller.

This spell does not confer any special ability to speak to or understand the elemental upon the druid, beyond what means the Druid already has.

Heal Lethal Wounds

Usable by: Healer Only
Type: Healing
Duration: Instant
Area of Effect: One Creature

Verbal: “With the light of the Dawn I Heal your Lethal Wounds”

This spell will heal the intended target for 180 points of damage with the Healing tagline. “180 Healing.”

The target may not exceed its normal maximum allotted hit points using this spell. This spell will heal all living beings regardless of their status.

This spell may also be used to heal the target back from Critically Wounded and / or Lethally Wounded status.

This spell will also cleanse them of any toxins and / or disease they may have normal or magical. It will furthermore regenerate any missing body parts/

Undead will take full damage from this spell with the Healing tagline. “180 Healing.”

This spell cannot be used to heal constructs or other creatures without a life force.

Inflict Lethal Wounds

Usable by: Necromancer Only
Type: Darkness/Fel
Duration: Instant
Area of Effect: One Creature

Verbal: “With the Darkness of Entropy, I Inflict Lethal Wounds upon you”

This spell will harm the intended target for 135 points of damage with the Darkness tagline. “135 Darkness.” This spell will harm all living beings regardless of their status.

Further if this spell reduces a target to below zero (0) hit points they will drop to lethally wounded status.

Undead hit by this spell will be healed with the Darkness tagline. “135 Darkness.”

The Undead may not exceed its normal maximum allotted hit points using this spell.

This spell cannot be used to harm constructs or other creatures without a life force.

Remove Curses

Usable by: All Terrestrial Mages
Type: Protection
Duration: Instant
Area of Effect: One Item or creature

Verbal: “Harmony and purity are granted unto you that all Curses upon you are removed.”

This spell causes all curses active of 7th level or lower to be removed from the target.

This spell function for both Creatures and Items which may be cursed.

Shield of Rage

Usable by: Wrath

Type: Item/Corruption

Duration: Special

Area of Effect: Caster only

Verbal: “Forge my Anger, stoke my Hatred, and grant unto me a Shield of Rage.”

This spell must be coupled with the Shield Block or Shield Bash skill to be used.

This spell places an enchantment upon the casters shield which only he/she may use.

When the caster chooses to he/she may active the spell while also using a Shield Block or Shield Bash skill

This spell will then simultaneously with the above-mentioned skill cause the attacker 40 hit points of body damage.

This damage bypasses armor and goes directly to hit points.

The caster must state when using his skill either “Shield Block of Rage” or “Shield Bash of Rage” to allow his opponent to know that the spell was activated

The spell is consumed along with the Blocking defense.

The spell expires after one day (at spell reset) if not used.

Note: If coupled with the Shield Bash skill the damage caused by the Shield Bash will become Body Damage as well and is added into the effect of the spell.

(i.e. a Player who used this spell with a Shield Bash who has weapon damage of +3 and an enhanced strength would state “Shield Bash of Rage <29 Body>”

Shield of Entropy

Usable by: Necromancers Only

Type: Item/Necromancy

Duration: Special

Area of Effect: Caster only

Verbal: “Veil of Darkness Eternal grant unto me a Shield of Entropy.”

This spell must be coupled with the Shield Block or Shield Bash skill to be used.

This spell places an enchantment upon the casters shield which only he/she may use.

When the caster chooses to he/she may active the spell while also using a Shield Block or Shield bash skill

This spell will simultaneously with the above-mentioned skill causes the attacker 60 hit points of Necromantic/Darkness damage.

Please note certain Creatures such as the Undead will be healed 60 hit points of damage from this spell instead of being harmed. This damage bypasses armor and goes directly to hit points.

The caster must state when using his skill either “Shield Block of Entropy” or “Shield Bash of Entropy” to allow his opponent to know that the spell was activated

The spell is consumed along with the Blocking defense.

The spell expires after one day (at spell reset) if not used.

9th Level Spells

Annihilate Undead

Usable by: Healer, Wrath, & Druid

Type: Order/Healing

Duration: Instant

Area of Effect: One Undead (Target)

Verbal: “I call upon the Virtue of the natural order to Annihilate this Undead Atrocity”

This spell will by pass any spell shield worn by an Undead.

Undead who are hit by this spell will take 250 hit points of damage. Undead whose hit points drop to 0 or below are instantly turned to ash by this spell.

This spell cannot be used to harm most other creatures who are not Undead while they are living.

If this spell is used against certain creatures, such as those who are corrupted or desecrated, while they are at dead status it will instantly turn them to dust as well. Forcing the target to go to resurrect if they have the additional life-force to do such

Armor of Heroes

Usable by: Wrath Only

Type: Item/Protection

Duration: Special

Area of Effect: Caster only

Verbal: “Heroes and Warmongers, Tyrants, and Soldiers of Old protect me in your armor”

The Armor of Heroes spell grants the target 70 additional armor points. These additional points are the first points to be used if the target’s armor is harmed in battle. This spell may be stacked with the Lower Level Shield of War Spell (granting the caster a total of 100 armor points)

The armor points provided by this spell may not be repaired, though they may be stacked with any armor as well as other armoring spells in the wrath magic spell list.

A Caster may only ever have 1 Armor of Heroes spell active at a time.

The Armor of Heroes spell expires after one day (at spell reset) if the points are not used.

Golems, Undead and other creatures without a life force may not benefit from an Armor of Heroes unless they can cast it upon themselves.

The Caster must be wearing some form of armor for this spell to be active.

Barrier of Protection

Usable by: All Terrestrial Mages

Type: Protection

Duration: 1 hour

Area of Effect: Up to 10-foot diameter zone from caster.

Verbal: “I Inscribe my barrier about me that none may pass.”

This spell creates a 10-foot diameter dome shaped barrier that blocks all effects, and beings from passing through.

A Caster must draw a circle on the ground and then state the verbal of the spell to become active, throwing a packet to their feet in the middle of their circle.

This spell may be raised and lowered by the casters command, by stating Barrier up or Barrier down. If the barrier is active but down anything may pass, once up nothing may leave or enter including magic.

To signify the Barrier is up the caster or someone in the circle should raise their hand up above their head and lower their hand if the barrier is down.

Special Note, it is highly recommended the caster mark their Barrier clearly, Safely, and properly. Outdoors on the grass powder such as chalking works well, and at night multiple glow sticks around the border are an excellent marker. Cutting into a wood Floor, or chalk on a deck are not good ideas for obvious reasons.

Condemn

Usable by: Necromancer & Wrath

Type: Death

Duration: Instant

Area of Effect: One Creature

Verbal: “I cast my judgment upon you and Condemn you to Death.”

This spell will affect one creature who will be dropped to Dead Status if they do not have an appropriate form of protection

Some creatures who are harmed by this spell and not dropped to dead status. Instead these Creatures will take damage based on their Master Fortify Skill. This damage bypasses armor and goes directly to hit points.

Undead who are hit with this spell are restored to Undeath, and brought back to 1 hit point

This spell cannot be used to harm/heal constructs or other creatures without a life force.

Create Wraith

Usable by: Necromancer Only

Type: Necromancy

Duration: 1 hour

Area of Effect: One Corpse

Verbal: “Of Vapor and Shadow I bind your soul to Necromancy, arise now my Wraith and serve me.”

This spell creates an Undead from a freshly dead corpse. The Body of the deceased arises to serve its new master as an Undead Wraith.

The Wraith has the following stats:

Hit Points: 70

Armor: 0

Speed: Full

Attack: 10 Fear

Special: May Phase on a five (5) count

The newly created Wraith can follow simple orders.

Once destroyed or the duration expires the being’s spirit is released and the body turns to ash. Forcing the target to go to resurrect if they have the additional life-force to do such

The spell may not be recast on the Wraith and nothing will prevent the Wraith from expiring in one hour’s time.

This spell cannot be used on constructs or other creatures without a life force.

Death

Usable by: Wrath, Hearth & Druid

Type: Death

Duration: Instant

Area of Effect: One Creature

Verbal: “I pass judgment and sentence you to Death.”

This spell will affect one creature who will be dropped to Dead Status if they do not have an appropriate form of protection

Certain Creatures such as those whom are desecrated will be brought back from Dead Status to 1 hit point. The target may not exceed its normal maximum allotted hit points using this spell. This spell will also cleanse them of any toxins and / or disease they may have normal or magical. It will furthermore regenerate any missing body parts.

Some creatures are harmed by this spell instead of dropped to dead status. These Creatures will take damage based on their Master Fortify Skill. This damage bypasses armor and goes directly to hit points.

Undead who are hit with this spell are restored to Undeath, and brought back to 1 hit point.

This spell cannot be used to harm/heal constructs or other creatures without a life force.

Dismiss Planar Being

Usable by: Hearth Only

Type: Planar

Duration: Instant

Area of Effect: One Target

Verbal: “By Hearth and Home I Dismiss you from my sight, leave my plane and return from whence you came”

This spell causes a Creature from another plane to be sent back to its home plane until it can be successfully summoned again.

Lesser Planar Beings who have a spell shield take 100 hit points of damage and their shield is blown. If a Lesser being does not have a spell shield or the damage done by this spell shield exceeds its current hit points it is sent back to its home plane instantly.

Greater beings may use an appropriate spell shield as a defense against this spell. If they do not have a spell shield they will take 100 points of damage and if this amount exceeds their hit points they are sent back to their home plane.

Members of the Celestial Races (Djinn-born, Sons of Kyth, Brotherhood Arcanum, etc....) will take 50 points of damage unless they have a proper spell shield in place. They will not be banished as their origins may be extra planar but the Material plane is now their home.

Emaciate

Usable by: Druid, Hearth & Wrath

Type: Corruption

Duration: Instant

Area of Effect: One Creature

Verbal: “With the Darkness of Strife and Corruption do I Emaciate you.”

This spell will harm the intended target for 120 points of damage.

Certain Creatures such as those whom are corrupted or desecrated will be healed 120 points of damage from this spell instead of healing. This spell may also be used to heal these creatures back from Lethally Wounded status. This spell will also cleanse them of any toxins and / or disease they may have normal or magical. It will furthermore regenerate any missing body parts

Undead whom are hit by this spell will also be healed 120 points of damage from this spell.

The target may not exceed its normal maximum allotted hit points using this spell.

This spell cannot be used to harm constructs or other creatures without a life force.

Fortune

Usable by: Healer, Hearth & Wrath

Type: Healing

Duration: Special

Area of Effect: Caster only

Verbal: “All things pass in their proper order, so with Fortunes upon me I shall not die”

This spell causes the caster to after 1 minute has passed at Dead status be revived, effectively being brought back to life with one hit point.

This does not cleanse them of any toxins and / or disease they may have normal or magical. It will furthermore not regenerate any missing body parts

Grove Walking

Usable by: Druid Only

Type: Nature

Duration: 30 minutes

Area of Effect: Caster only

Verbal: “Brothers I ask you that with the Ent’s as my guide allow me to walk along nature’s pathways.”

This spell allows the Caster to enter a Large Tree and travel along Natures pathways to exit at another Large Tree, within 30 minutes.

A Large Tree is defined as a living tree whose circumference is large enough that the Druid could be completely engulfed by it.

The Druid goes Out of play until he/she steps out of the other tree, at which time they come into play and must state, stepping out of tree 1, stepping out of tree 2, stepping out of tree 3.

During this process the druid may be attacked, but not killing blowed, but they may not fight back either.

During this process if the duration is not yet over for the spell the may reenter the tree they are presently exiting from. Once out of the tree the spell is over, and must be recast to enter the same or another tree.

The Druid is aware of his/her surrounding as normal while in the tree.

Heal

Usable by: Healer Only
Type: Healing
Duration: Instant
Area of Effect: One Creature

Verbal: “Let the powers of Life Heal you completely”

This spell will heal the intended back to its full normal maximum allotted hit points. This spell will heal all living beings regardless of their status.

This spell may also be used to heal the target back from Critically Wounded and/or Lethally Wounded status. This spell will also cleanse them of any toxins and / or disease they may have, normal or magical. It will furthermore regenerate any missing body parts

This spell cannot be used to heal constructs or other creatures without a life force. Furthermore, it has no effect on the Undead.

Life

Usable by: Healer, Hearth & Druid
Type: Healing
Duration: Instant
Area of Effect: One Creature

Verbal: “I recall your spirit and grant you the gift of Life.”

This spell will bring one Creature back from Dead Status to 1 hit point. The target may not exceed its normal maximum allotted hit points using this spell. This spell will also cleanse them of any toxins and / or disease they may have normal or magical. It will furthermore regenerate any missing body parts

Certain Creatures such as those whom are corrupted or desecrated will be harmed by this spell, being dropped to Dead Status if they do not have an appropriate form of protection.

Some creatures who are harmed by this spell are not dropped to dead status. Instead these Creatures will take damage based on their Master Fortify Skill. This damage bypasses armor and goes directly to hit points.

Undead who are hit with this spell are destroyed unless of sufficient power or if they have the appropriate protections against it.

This spell cannot be used to harm/heal constructs or other creatures without a life force.

Restore

Usable by: Healer, Hearth & Druid
Type: Healing
Duration: Instant
Area of Effect: One Creature

Verbal: “With the Lights of Harmony and Purity the Land Restores your health.”

This spell will heal the intended target for 120 points of damage. The target may not exceed its normal maximum allotted hit points using this spell. This spell will also cleanse them of any toxins and / or disease they may have normal or magical. It will furthermore regenerate any missing body parts

This spell may also be used to heal the target back from Lethally Wounded status, unless they would take damage from this spell as listed below.

Certain Creatures such as those whom are corrupted or desecrated will take 120 points of damage from this spell instead of healing.

Undead whom are hit by this spell will take 120 points of damage from this spell.

This spell cannot be used to heal constructs or other creatures without a life force.

Revive

Usable by: Healer Only
Type: Healing
Duration: Instant
Area of Effect: One Creature

Verbal: “I call upon life to bring forth your spirit and revive your body”

This spell will bring one Creature back from Dead Status to 1 hit point. The target may not exceed its normal maximum allotted hit points using this spell. This spell will also cleanse them of any toxins and / or disease they may have normal or magical. It will furthermore regenerate any missing body parts

Undead who are hit with this spell are destroyed unless of sufficient power or if they have the appropriate protections against it.

This spell cannot be used to harm/heal constructs or other creatures without a life force.

Sanctuary

Usable by: Healer & Druid

Type: Protection

Duration: 10 minutes

Area of Effect: Caster only

Verbal: “By the grace of Serenity, I claim Dawn's Sanctuary!”

This spell renders the caster using it unable to cast any magic but Healing or Protection magic.

They furthermore may not attack, act aggressively, interrupt any attacks, block others' movement, use an item ability other than those of healing and protection, drag a body, pick up items, or interact beyond conversation, first aid, or triage with any being or object.

A caster in Sanctuary may not use his/her Healing or Cure spells on any Undead as that too would be a form of attack.

In return for this the caster is rendered Immune to all forms of spells and attacks save for Disjunct Magic and such powerful magic that is beyond Mortal grasp as Dragon Magic or High Sorcery.

The caster must place their left arm across their chest to signify to others that they are in Sanctuary, and that all attacks are negated for the duration.

Anyone who mistakenly or foolishly attacks a caster in sanctuary will have their spell or attack have no effect, but the attack/spell is still used up in the attempt.

Vampiric Embrace

Usable by: Necromancer Only

Type: Darkness/Fel

Duration: Instant

Area of Effect: One Creature

Verbal: “With Necromantic Foulness I place you in a Vampiric Embrace.”

Once cast this spell causes 60 points of Damage to its victim.

Furthermore, the If the Necromancer is corrupted, desecrated or other such attuned they are healed 60 points of damage.

If the Necromancer is not attuned in these ways they gain no benefit from this spell, but the target is still harmed by it.

The target must be a living creature in any case and this spell cannot be used to harm constructs or other creatures without a life force, nor will the Necromancer be healed from any of these creatures.

If the target has a spell shield or other form of protection against this spell, the Necromancer is also not healed by this spell.

Terrestrial Generalist

Ritual 1

Proscribe Being

Ritual Description:

The caster must place the Crude Idols and Melted Candles together at 2 locations within the area to be Proscribed. Then, after grinding up the Chalk and Acorns, must walk around pouring out the mixture marking the border of the area which will be Proscribed, while reciting the Chant for this ritual, and naming the Being(s) which the Area will be Proscribed against. The Caster has to circle the area at least three (3) times while acting out the pouring of the mixture and performing the following

Chant:

***Amin aich sana yamin, Edirma
Enindor numa <Being(s)> min***

***Amin aich sana yamin, Edirma Enindor
numa <Being(s)> min***

Marshal Information

Usable by: All Terrestrial Mages

Type: Protection

Casting Time: 5 Minutes

Duration: One Event

Target/Area of Effect: One Building or One Clearly Defined Area up to 30'x30'

Requires Materials: (2) Chalk, (2) Crude Idols, (2) Melted Candles, (2) Acorns

Required Props: Chalk Powder

Required Phys Rep: Working Rope Lights

This Ritual creates an area which forbids the chosen creature type from entering.

A Creature may be as specific as a Single Person such as 'Lord Gusting-Axe', or as broad as a lore group.

The Ritual Caster must have an appropriate Informational Lore for the Beings which the Proscribe will be used against and may use this Ritual on anything with in that Lore Group, be it a Greater or Lesser Informational Lore.

Once the Proscribe is active it may not be physically crossed by the creature(s) protected against, but they may use range attacks and/or spells through the area.

A Clearly defined area is one such as a Room, or a Small Building, even a front porch or a well-marked Druid's Grove would suffice. Generally nothing larger than a 30 foot diameter or 25' x 25' area may be proscribed.

Special Note: It is highly recommended the caster mark the Area clearly, safely and properly; using at least chalk for daytime, and lights based on the Casters magic for nighttime. Thus Yellow for a Hearth Primary Caster or White for a Healer, and so on. The area must be visible at all times.

Ethereal



Magics & Rituals

Arcanist Spells

1st Level	2nd Level	3rd Level
Disarm	Detect Magic	Mage's Vestments
Light	Strength of Magic	Repulse Being
Mage Shield	Stutter	Shatter Item
Mind Lash	Trap	Shatter Mind

4th Level	5th Level	6th Level
Curse of Anguish	Curse of Silence	Dispel Magic
Force Blade	Force Shield	Mage's Armor of the Spirit
Snare	Mind Blast	Minor Invulnerability to Magic
Strength of Golems	Sleep	Shatter Armor
	?????	Slow
		Web

7th Level	8th Level	9th Level
Age Limb	Dragon's Fire	Disintergrate
Charm Being	Arcane Prison	Ethereal Circle of Might
Destroy Mind	Invulnerability to Magic	Recast Arcanist Magic
Force Armor	Knock	Shackle Phasing Being
Wizard Lock	Wall of Force	

Celestial Spells

1st Level	2nd Level	3rd Level
Disarm	Detect Magic	Mage's Vestments
Light	Magic Blast	Repulse Being
Mage Shield	Strength of Magic	Sense Magic
Magic Missile	Trap	Shatter Item

4th Level	5th Level	6th Level
Curse of Anguish	Blade of Magic	Dispel Magic
Ethereal Burst	Curse of Silence	Ethereal Explosion
Snare	Magic Bolt	Mage's Armor of the Spirit
Strength of Golems	Repair Construct	Minor Invulnerability to Magic
	Sleep	Shatter Armor
		Web

7th Level	8th Level	9th Level
Age Limb	Ethereal Storm	Disintergrate
Charm Being	Disjunct Magic	Eradicate Construct
Control Golemn	Dragon's Fire	Ethereal Circle of Might
Rend Construct	Invulnerability to Magic	Restore Construct
Wizard Lock	Knock	
	Wall of Force	
	?????	

Elementalist Spells

1st Level	2nd Level	3rd Level
Firey Dart	Detect Magic	Elemental Storm of Fire
Icy Dart	Fiery Shard	Elemental Storm of Ice
Light	Ice Shard	Elemental Storm of Lightning
Mage Shield	Stone Shard	Elemental Storm of Stone
Stone Dart	Strength of Magic	Mage's Vestments
Thundering Dart	Thundering Shard	

4th Level	5th Level	6th Level
Curse of Anguish	Sleep	Dispel Magic
Fire Shield	Firey Bolt	Elemental Maelstrom of Fire
Firey Blade of the Elements	Icy Bolt	Elemental Maelstrom of Ice
Ice Shield	Stone Bolt	Elemental Maelstrom of Stone
Icy Blade of the Elements	Thunder Bolt	Elemental Maelstrom of Thunder
Lightning Shield	?????	Mage's Armor of the Spirit
Strength of Golems		Minor Invulnerability to Magic
Thundering Blade of the Elements		
Wall of Stone		

7th Level	8th Level	9th Level
Blizzard	Armor against Elements	Ethereal Circle of Might
Earthquake	Dragon's Fire	Earthen Devastation
Inferno	Elemental Onslaught of Fire	Fiery Devastation
Lightning Storm	Elemental Onslaught of Ice	Icy Devastation
Shield of Fire	Elemental Onslaught of Stone	Thundering Devastation
Shield of Ice	Elemental Onslaught of Thunder	
Shield of Lightning	Firey Blade of Elemental Fury	
Shield of Stone	Icy Blade of Elemental Fury	
Wizard Lock	Invulnerability to Magic	
	Thundering Blade of Elemental Fury	
	Wall of Force	

Note: Magic is an Art and Verbal's are Prose Not Sentences.

Ethereal Magics

1st Level Spells

Disarm

Usable by: Arcanist & Celestial

Type: Mind Effecting

Duration: 5 seconds

Area of Effect: One Creature

Verbal: "I disarm you of your <item type> using Ethereal power."

This spell causes the target to fumble whatever they are holding. This item, even if lassoed to the target, cannot be used for 5 seconds.

The item must be named, but only generally. Disarming them of their Sword will suffice for a Scimitar, Shortsword or even Katana.

Fiery Dart

Usable by: Elementalist Only

Type: Fire/Elemental

Duration: Instant

Area of Effect: One Creature

Verbal: "I Strike at you with a Fiery Dart"

This spell strikes the target with a bolt of magical fire which does 5 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Fiery Dart would first do 3 points of armor damage then the remaining 2 points would be taken from Hit points.

Icy Dart

Usable by: Elementalist Only

Type: Icy/Elemental

Duration: Instant

Area of Effect: One Creature

Verbal: "I Strike at you with an Icy Dart"

This spell strikes the target with a bolt of magical Ice which does 5 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Icy Dart would first do 3 points of armor damage then the remaining 2 points would be taken from Hit points.

Light

Usable by: All Ethereal Mages

Type: Item

Duration: 1 game day or 5 seconds

Area of Effect: One Creature or item

Verbal: "I light the way with the power of <insert ethereal magic used here> magic."

This spell causes an item to glow for 1 game day. To represent this; a glow stick or other colored light may be used. The Color of the light depends on the type of magic used.

Blue: Celestial

Purple: Arcanist

Orange: Elemental

This spell may be used offensively as well against certain creatures which are light sensitive such as Shadow Dwarves, and Dusk Elves. In this case the creature is blinded for 5 seconds.

The target can still defend itself, but may not attack for those 5 seconds, and must act blind in a safe manner.

Mage Shield

Usable by: All Ethereal Mages

Type: Protection

Duration: Special

Area of Effect: One Creature

Verbal: "I shield myself in the power that is magic."

The Mage Shield spell grants the target 5 additional armor points. These additional points are the first points to be used if the target is harmed in battle. They may not be repaired.

This spell does stack with any actual physical armor the caster may be wearing,

The Mage Shield spell expires after one day (at spell reset) if the points are not used.

Golems, Undead and other creatures without a life force may benefit from a Mage Shield Spell.

This spell does stack with the Force shield and Force Armor spells

Magic Missile

Usable by: Celestial Only
Type: Celestial/Magic
Duration: Instant
Area of Effect: One Creature

Verbal: “I Strike forth with a Magic Missile”

This spell strikes the target with a bolt of magical energy which does 5 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Magic missile would first do 3 points of armor damage then the remaining 2 points would be taken from Hit points.

Mind Lash

Usable by: Arcanist Only
Type: Mind Effecting
Duration: Instant
Area of Effect: One Creature

Verbal: “I force Arcane Might to lash at your mind.”

This spell strikes the target with a bolt of energy which does 5 points of damage to the target. This spell bypasses armor and goes directly to the targets hit points.

Targets which have no life force or mental capacity are unaffected by this spell. Therefore, Golems, constructs, and mindless undead are all unharmed by this spell.

Stone Dart

Usable by: Elementalist Only
Type: Earth/Stone/Elemental
Duration: Instant
Area of Effect: One Creature

Verbal: “I Strike at you with a Stone Dart”

This spell strikes the target with a bolt of magical Stone which does 5 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Stone Dart would first do 3 points of armor damage then the remaining 2 points would be taken from Hit points.

Thundering Dart

Usable by: Elementalist Only
Type: Lightning/Elemental
Duration: Instant
Area of Effect: One Creature

Verbal: “I Strike at you with a Thundering Dart”

This spell strikes the target with a bolt of magical Lightning which does 5 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Thundering Dart would first do 3 points of armor damage then the remaining 2 points would be taken from Hit points.

2nd Level Spells

Detect Magic

Usable by: All Ethereal Mages

Type: Scrying

Duration: 1 minute

Area of Effect: One Target

Verbal: “I Detect the Magics before me using Ethereal Power.”

With this spell an Ethereal caster may detect Magical auras on a subject. The level of detail depends on the magic detected.

If a target has a Terrestrial Magic on them the caster, simply knows it has a Terrestrial aura.

If the target has an Ethereal Magic on them then the caster will know what type, but not what actual spells are involved.

Example: If a target had an Elemental Shield spell and a Blessing of Wrath Spell on them the caster would know they have an Elemental Magic and a Terrestrial Magic on them.

This spell may be used on items as well as creatures.

Fiery Shard

Usable by: Elementalist Only

Type: Fire/Elemental

Duration: Instant

Area of Effect: One Creature

Verbal: “I conjure a Fiery Shard”

This spell strikes the target with a bolt of magical Fire which does 10 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Fiery Shard would first do 3 points of armor damage then the remaining 7 points would be taken from Hit points.

Icy Shard

Usable by: Elementalist Only

Type: Icy/Elemental

Duration: Instant

Area of Effect: One Creature

Verbal: “I conjure an Icy Shard”

This spell strikes the target with a bolt of magical Ice which does 10 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Icy Shard would first do 3 points of armor damage then the remaining 7 points would be taken from Hit points.

Magic Blast

Usable by: Celestial Only

Type: Ethereal

Duration: Instant

Area of Effect: One Creature

Verbal: “I force the ethereal to blast you with magic”

This spell strikes the target with a Blast of magical energy which does 10 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Magic Blast would first do 3 points of armor damage then the remaining 7 points would be taken from Hit points

Strength of Magic

Usable by: All Ethereal Mages

Type: Metabolic

Duration: Special

Area of Effect: One Creature

Verbal: “I Empower you with the strength of Magic”

This spell grants the target a +2 Strength bonus, in addition to any Strength already have, for one action of their choice of up to 10 seconds duration to which Strength could be applied.

They may use this Strength in the same ways as the Enhanced Strength skill. For example, one action is one weapon swing or object throw, or one confinement break, object lift, or object carry for up to 10 seconds.

If the target does not make an action in which they apply this strength bonus this spell wears off after one game day at spell reset.

Stutter

Usable by: Arcanist Only

Type: Mind Effecting

Duration: 1 minute

Area of Effect: One Creature

Verbal: “I force you to Stutter”

This spell causes the target to be unable to speak except in a halting stuttering manner for the duration of the spell.

This renders them unable to cast any magic which requires verbals.

Stone Shard

Usable by: Elementalist Only

Type: Earth/Stone/Elemental

Duration: Instant

Area of Effect: One Creature

Verbal: “I conjure a Stone Shard”

This spell strikes the target with a bolt of magical Stone which does 10 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Stone Shard would first do 3 points of armor damage then the remaining 7 points would be taken from Hit points.

Thundering Shard

Usable by: Elementalist Only

Type: Lightning/Elemental

Duration: Instant

Area of Effect: One Creature

Verbal: “I conjure a Thundering Shard”

This spell strikes the target with a bolt of magical Lightning which does 10 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Thundering Shard would first do 3 points of armor damage then the remaining 7 points would be taken from Hit points.

Trap

Usable by: Arcanist & Celestial

Type: Confining

Duration: 5 minutes

Area of Effect: One Creature

Verbal: “I cast a trap of Ethereal Might”

This spell causes the target to become rooted to the ground they are standing upon for 5 minutes. The Right foot of the target may not move, but otherwise the target is free to protect itself or cast as normal.

An Enhanced Strength score of +2 will allow the magic to be broken on a ten (10) count and a +4 on a five (5) count.

3rd Level Spells

Elemental Storm of Fire

Usable by: Elementalist Only
Type: Elemental/Fire
Duration: 3 packets (15 seconds)
Area of Effect: Up to 3 targets

Verbal: “I bring forth a storm of Fire”

This spell allows the caster to hurl 3 packets at up to 3 separate targets, each of which call a tagline attack of 20 fire.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

Elemental Storm of Ice

Usable by: Elementalist Only
Type: Elemental/Ice
Duration: 3 packets (15 seconds)
Area of Effect: Up to 3 targets

Verbal: “I bring forth a storm of Ice”

This spell allows the caster to hurl 3 packets at up to 3 separate targets, each of which call a tagline attack of 20 Ice.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

Elemental Storm of Lightning

Usable by: Elementalist Only
Type: Elemental/Lightning
Duration: 3 packets (15 seconds)
Area of Effect: Up to 3 targets

Verbal: “I bring forth a storm of Lightning”

This spell allows the caster to hurl 3 packets at up to 3 separate targets, each of which call a tagline attack of 20 lightning.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

Elemental Storm of Stone

Usable by: Elementalist Only
Type: Earth/Stone/Elemental
Duration: 3 packets (15 seconds)
Area of Effect: Up to 3 targets

Verbal: “I bring forth a storm of Stone”

This spell allows the caster to hurl 3 packets at up to 3 separate targets, each of which call a tagline attack of 20 Stone.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

Mage’s Vestments

Usable by: All Ethereal Mages
Type: Protection
Duration: Special
Area of Effect: One Creature

Verbal: “I surround you in Vestments of Magic.”

The Mage’s vestments spell grants the target 10 additional Armor points. These additional points are the first points to be used if the target is harmed in battle. They may not be repaired.

The Mage’s Vestments spell expires after one day (at spell reset) if the points are not used.

This spell does stack with any actual physical armor the caster may be wearing, and the spell fails should the caster cast either of the Force spells for (*Force Shield or Force Armor*).

Golems, Undead and other creatures without a life force may benefit from a Mage’s Vestments Spell

Repulse Being

Usable by: Arcanist & Celestial

Type: Mind Effecting/Order

Duration: 10 minutes

Area of Effect: Special

Verbal: “I command the Ethereal to Repulse this being.”

This spell causes a Being to have to stay ten feet away from the caster for the duration of the spell, so long as the caster holds his hand palm upward toward them.

The Caster may once this spell is cast other spells and the Being may choose to wander off or remain and wait out the duration of the spell, but must stay at least ten feet away from the caster.

If the Being is closer than ten feet when this spell is cast they must back up to that distance, before they may defend themselves or attack anything else.

If the Caster walks forward the Being, must continue to walk back, always staying at least 10 feet away.

Sense Magic

Usable by: Celestial Only

Type: Scrying

Duration: 10 minutes

Area of Effect: Caster Only

Verbal: “I channel the Celestial that my Eyes May Sense magic.”

With this spell a Celestial caster may detect magical auras on a subject. They may also refocus their attention and detect magical auras on additional subjects for the duration of the spell by asking about the subject specifically.

The level of detail depends on the magic detected.

If a target has a Terrestrial Magic on them the caster, simply knows it has a Terrestrial aura.

If the target has an Ethereal Magic on them then the caster will know what type, but not what actual spells are involved.

Example: If a target had an Elemental Shield spell and a Fire of Wrath Spell on them the caster would know they have a Terrestrial Magic and an Elemental Magic on them.

This spell may be used to sense magic on items as well as creatures.

Shatter Item

Usable by: Arcanist & Celestial

Type: Destruction

Duration: Instant

Area of Effect: One Item

Verbal: “I use the Power Ethereal to shatter your <item type>”

This spell causes the target’s item to shatter and become unusable.

The item must be named, but only generally. So that shattering a sword will suffice for a Scimitar, Shortsword or even Katana.

Items that are magical, enchanted or made from indestructible materials are not affected by this spell.

Creatures of Stone, Metal or Bone such as Golems or Skeletons also take body damage from this spell if they are not wearing any armor in the amount of 25 hit points of damage. In this case the item type would be stated as “body”

Shatter Mind

Usable by: Arcanist Only

Type: Mind Effecting

Duration: Instant

Area of Effect: One Creature

Verbal: “I force the Arcane to Shatter your mind.”

This spell strikes the target with a bolt of energy which does 20 points of damage to the target. This spell bypasses armor and goes directly to the targets hit points.

Targets which have no life force or mental capacity are unaffected by this spell. Therefore, Golems, constructs, and mindless undead are all unharmed by this spell.

4th Level Spells

Curse of Anguish

Usable by: All Ethereal Mages

Type: Metabolic / Cursing

Duration: 10 minutes

Area of Effect: One Creature

Verbal: "I place upon you a curse of Anguish."

This spell causes all damage to its victim to be increased by 4 points.

A Target may only have one Curse of Anguish placed upon them at a time.

Ethereal Burst

Usable by: Celestial Only

Type: Celestial / Magic

Duration: 2 packets (5 seconds)

Area of Effect: 10ft Radius from where the Packet strikes

Verbal: "I Burst the Ethereal in a force of destruction"

This spell allows the caster to hurl a packet at an area or target. The effect spreading out instantly from wherever the Packet strikes. All beings in the area take a tagline of 20 magic.

These packets are considered non-magical for the purposes of being defended against, but as they are an area effect they cannot be blocked by a shield.

The caster has 5 seconds to throw the packet, but he/she may not cast another spell until the packet has been thrown or the duration expires.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Ethereal Burst would first do 3 points of armor damage then the remaining 17 points would be taken from Hit points

Force Blade

Usable by: Arcanist Only

Type: Item

Duration: 15 swings (10 minutes)

Area of Effect: Caster only

Verbal: "I force my will upon this blade"

This spell allows the Arcanist caster to gain a +5 damage bonus for the next 15 swings of his or her weapon,

This spell only affects the very next swings made by the caster, and that swing must occur within 10 minutes of casting this spell.

Fiery Blade of Elements

Usable by: Elemental Only

Type: Item

Duration: 15 swings (10 minutes)

Area of Effect: Caster only

Verbal: "I bring forth from the Elements a Fiery Blade"

This spell allows the Elemental caster to gain a +5 damage bonus for the next 15 swings of his or her weapon, and calls the Fire/Fiery tagline.

This spell only affects the very next swings made by the caster, and that swing must occur within 10 minutes of casting this spell.

Fire Shield

Usable by: Elemental Only

Type: Protection

Duration: Special

Area of Effect: One Creature

Verbal: "I give the gift of the elements and Shield you from Fire."

This spell grants the target Protection from any harmful Fire attack, Spell or Tagline.

This spell is considered separate for Spell shield checks and once activated simply protects the bearer from any form of Flame still expending the spell or tagline for the attacker.

To Defender must state "Flash" to let the attacker know the attack failed and the Shield was consumed.

A creature may only ever have 1 Fire Shield spell active at a time. Furthermore, they may not stack this spell with Ice Shield or Lightning Shield. It will stack with other defenses against Magics, as well as the Armor Against Elements Spell and Runes which have a similar effect.

The spell expires after one day (at spell reset) if not used.

Special Note: This spell does defend against physical attacks such as packets or the fire/flaming tagline

Ice Shield

Usable by: Elemental Only
Type: Protection
Duration: Special
Area of Effect: One Creature

Verbal: “I give the gift of the elements and Shield you from Ice.”

This spell grants the target Protection from any harmful Ice attack, Spell or Tagline.

This spell is considered separate for Spell shield checks and once activated simply protects the bearer from any form of Ice still expending the spell or tagline for the attacker.

To Defender must state “Flash” to let the attacker know the attack failed and the Shield was consumed.

A creature may only ever have 1 Ice Shield spell active at a time. Furthermore, they may not stack this spell with Fire Shield or Lightning Shield. It will stack with other defenses against Magics, as well as the Armor Against Elements Spell and Runes which have a similar effect.

The spell expires after one day (at spell reset) if not used.

Special Note: This spell does defend against physical attacks such as packets or the Ice/Icy tagline

Icy Blade of Elements

Usable by: Elemental Only
Type: Item
Duration: 15 swings (10 minutes)
Area of Effect: Caster only

Verbal: “I bring forth from the Elements an Icy Blade”

This spell allows the Elemental caster to gain a +5 damage bonus for the next 15 swings of his or her weapon, and calls the Ice/Icy tagline.

This spell only affects the very next swings made by the caster, and that swing must occur within 10 minutes of casting this spell.

Lightning Shield

Usable by: Elemental Only
Type: Protection
Duration: Special
Area of Effect: One Creature

Verbal: “I give the gift of the elements and Shield you from Lightning.”

This spell grants the target Protection from any harmful Lightning attack, Spell or Tagline.

This spell is considered separate for Spell shield checks and once activated simply protects the bearer from any form of Lightning still expending the spell or tagline for the attacker.

To Defender must state “Flash” to let the attacker know the attack failed and the Shield was consumed.

A creature may only ever have 1 Lightning Shield spell active at a time. Furthermore, they may not stack this spell with Ice Shield or Fire Shield. It will stack with other defenses against Magics, as well as the Armor Against Elements Spell and Runes which have a similar effect.

The spell expires after one day (at spell reset) if not used.

Special Note: This spell does defend against physical attacks such as packets or the Lightning/Thundering tagline

Snare

Usable by: Arcanist & Celestial Only
Type: Confining
Duration: 10 minutes
Area of Effect: One Creature

Verbal: “I encase your legs in a Snare of the ethereal”

This spell encases the target in Magic which traps them from Waist down. The target may not move nor turn during the duration of this spell.

An Enhanced Strength score of +4 or higher will allow the magic to be broken on a ten (10) count. (i.e. Breaking 1, Breaking 2, Breaking 3...) and an Enhanced Strength score of +8 or better will allow the magic to be broken on a five (5) count.

These counts should be at a reasonable pace of approximately 1 second per count.

The Magic in no other way harm the target.

If the target is unable to break or snap the magic they may still actively defend against a killing blow in the normal manner. Creatures which are actively breaking the magic may never be killed on a 5 count.

Strength of Golems

Usable by: All Ethereal Mages

Type: Metabolic

Duration: Special

Area of Effect: One Creature

Verbal: “I conjure upon you power and the strength of Golems”

This spell grants the target a +4 Strength bonus, in addition to any Strength already have, for one action of their choice of up to 10 seconds duration to which Strength could be applied.

They may use this Strength in the same ways as the Enhanced Strength skill. For example, one action is one weapon swing or object throw, or one confinement break, object lift, or object carry for up to 10 seconds.

If the target does not make an action in which they apply this strength bonus this spell wears off after one game day at spell reset.

Thundering Blade of Elements

Usable by: Elemental Only

Type: Item

Duration: 15 swings (10 minutes)

Area of Effect: Caster only

Verbal: “I bring forth from the Elements a Thundering Blade”

This spell allows the Elemental caster to gain a +5 damage bonus for the next 15 swings of his or her weapon, and calls the Lightning tagline.

This spell only affects the very next swing made by the caster, and that swing must occur within 10 minutes of casting this spell.

Wall of Stone

Usable by: Elementalist Only

Type: Earth/Stone/Elemental

Duration: 1 hour

Area of Effect: 10-foot x 10-foot wall

Verbal: “I call forth a Wall of Stone to arise from the Earth”

This spell erects a 10-foot-tall 10-foot-long 1-foot-thick wall of thorns to arise from the ground blocking all passage.

The wall has 100 hit points and a DR of 10. Cleaving weapons which attack it do so at half damage, and slashing weapons have no effect. Spells using Fire or Earth also do half their normal damage. Others have no effect.

It may only be harmed fully by Blunt weapons or Ice.

Damage from a specified element or damage type is halved or eliminated before the DR is applied.

Special Note, it is highly recommended the caster mark their Wall of Stone clearly, safely, and properly. Outdoors on the grass powder such as chalking works well, and at night multiple glow sticks are an excellent marker. Cutting into a wood Floor, or chalk on a deck are not good ideas for obvious reasons.

5th Level Spells

Blade of Magic

Usable by: Celestial Only
Type: Item
Duration: 10 swings (10 minutes)
Area of Effect: Caster only

Verbal: “I cause the Power Celestial to surround this Blade in Magic”

This spell allows the caster to gain a +10 damage bonus for the next 10 swings of his or her weapon, and calls the magic tagline.

This spell only affects the very next swing made by the caster, and that swing must occur within 10 minutes of casting this spell.

Curse of Silence

Usable by: Arcanist & Celestial
Type: Mind Effecting
Duration: 10 minutes
Area of Effect: One Creature

Verbal: “I place upon you the Curse of Silence “

This spell causes the target to be unable to speak for the duration of the spell.

This renders them unable to cast any magic which requires verbals.

Fiery Bolt

Usable by: Elementalist Only
Type: Fire/Elemental
Duration: Instant
Area of Effect: One Creature

Verbal: “I Strike you down with a Fiery Bolt”

This spell strikes the target with a bolt of magical Fire which does 50 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Fiery Bolt would first do 3 points of armor damage then the remaining 47 points would be taken from Hit points.

Force Shield

Usable by: Arcanist Only
Type: Protection
Duration: Special
Area of Effect: Caster only

Verbal: “I Force all attacks to be turned aside”

This spell allows the Arcanist caster gain an aura of 40 Points which will absorb all damaged based attacks whether they are Armor Points of hit points. This protection counts against both physical and magical attacks.

(i.e. a Arcanist who is facing an Orc Shaman is first hit for 9 points from the shaman’s Staff they would suffer no damage and the Force shield would have 31 Points left, if they were later hit by a 35 Body tagline attack or spell the caster would only take 4 hit points of damage, the rest being negated by the Force Shield)

This spell will only last for a day, if not used it dissipates with the Dawn.

Icy Bolt

Usable by: Elementalist Only
Type: Ice/Elemental
Duration: Instant
Area of Effect: One Creature

Verbal: “I Strike you down with an Icy Bolt”

This spell strikes the target with a bolt of magical Ice which does 50 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Icy Bolt would first do 3 points of armor damage then the remaining 47 points would be taken from Hit points.

Magic Bolt

Usable by: Celestial Only
Type: Ethereal
Duration: Instant
Area of Effect: One Creature

Verbal: “I Strike at you with a Bolt of Magic”

This spell strikes the target with a blast of magical energy which does 50 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Magic missile would first do 3 points of armor damage then the remaining 47 points would be taken from Hit points

Mind Blast

Usable by: Arcanist Only
Type: Mind Effecting
Duration: Instant
Area of Effect: One Creature

Verbal: “I Blast Your Mind with Arcane Force”

This spell strikes the target with a bolt of energy which does 30 points of damage to the target. This spell bypasses armor and goes directly to the targets hit points.

Targets which have no life force or mental capacity are unaffected by this spell. Therefore, Golems, constructs, and mindless undead are all unharmed by this spell.

Repair Construct

Usable by: Celestial Only
Type: Construct/Enchanting
Duration: Instant
Area of Effect: One Construct

Verbal: “I use my Celestial Knowledge to repair this construct”

This spell will heal the intended target for 75 points of damage. The target may not exceed its normal maximum allotted hit points using this spell. It will furthermore regenerate any missing body parts

This spell may also be used to heal the target back from Critically Wounded status.

This spell cannot be used to heal any creature that has a Life Force or other creatures who are not Constructs such as Undead.

Sleep

Usable by: All Ethereal Mages
Type: Metabolic
Duration: 10 minutes
Area of Effect: One Creature

Verbal: “I command the ethereal to place you to sleep “

This spell causes the target fall deeply asleep for the duration of the spell,

Sleeping targets may be attacked and cannot defend themselves until they have taken at least 10 hit points of damage.

A sleeping target may also be shaken awake on a 10 count.

Lastly a sleeping target may be killed on a 5 count.

Stone Bolt

Usable by: Elementalist Only
Type: Earth/Stone/Elemental
Duration: Instant
Area of Effect: One Creature

Verbal: “I Strike you down with a Stone Bolt”

This spell strikes the target with a bolt of magical Stone which does 50 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Icy Bolt would first do 3 points of armor damage then the remaining 47 points would be taken from Hit points.

Thunder Bolt

Usable by: Elementalist Only
Type: Lightning/Elemental
Duration: Instant
Area of Effect: One Creature

Verbal: “I Strike you down with a Thunder Bolt”

This spell strikes the target with a bolt of magical Lightning which does 50 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Thundering Bolt would first do 3 points of armor damage then the remaining 47 points would be taken from Hit points.

6th Level Spells

Dispel Magic

Usable by: All Ethereal Mages

Type: Destruction

Duration: Instant

Area of Effect: One Item or creature

Verbal: “I use my knowledge of the Ethereal to Dispel Magic”

This spell causes all spells active of 6th level or lower to be removed from the target. Spell shields will protect against this spell but they themselves are consumed in the process.

Creatures of Magic such as Displacer Beasts or Celestial Guardians also take body damage from this spell in the amount of 50 hit points of damage.

Elemental Maelstrom of Fire

Usable by: Elementalist Only

Type: Elemental/Fire

Duration: 3 packets (15 seconds)

Area of Effect: Up to 3 targets

Verbal: “I eliminate all in a maelstrom of Fire”

This spell allows the caster to hurl 3 packets at up to 3 separate targets, each of which call a tagline attack of 30 fire.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

Elemental Maelstrom of Ice

Usable by: Elementalist Only

Type: Elemental/Ice

Duration: 3 packets (15 seconds)

Area of Effect: Up to 3 targets

Verbal: “I eliminate all in a maelstrom of Ice”

This spell allows the caster to hurl 3 packets at an up to 3 separate targets, each of which call a tagline attack of 30 Ice.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

Elemental Maelstrom of Lightning

Usable by: Elementalist Only

Type: Elemental/Lightning

Duration: 3 packets (15 seconds)

Area of Effect: Up to 3 targets

Verbal: “I eliminate all in a maelstrom of Lightning”

This spell allows the caster to hurl 3 packets at an up to 3 separate targets, each of which call a tagline attack of 30 lightning.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

Elemental Maelstrom of Stone

Usable by: Elementalist Only

Type: Elemental/Earth/Stone

Duration: 3 packets (15 seconds)

Area of Effect: Up to 3 targets

Verbal: “I eliminate all in a maelstrom of Stone”

This spell allows the caster to hurl 3 packets at an up to 3 separate targets, each of which call a tagline attack of 30 Stone/crushing.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

Ethereal Explosion

Usable by: Celestial Only

Type: Celestial / Magic

Duration: 2 packets (5 seconds)

Area of Effect: 10ft Radius from where the Packet strikes

Verbal: "I consume all in an Explosion of Ethereal Magic"

This spell allows the caster to hurl a packet at an area or target. The effect spreading out instantly from wherever the Packet strikes. All beings in the area take a tagline of 30 magic.

These packets are considered non-magical for the purposes of being defended against, but as they are an area effect they cannot be blocked by a shield.

The caster has 5 seconds to throw the packet, but he/she may not cast another spell until the packet has been thrown or the duration expires.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Ethereal Explosion would first do 3 points of armor damage then the remaining 27 points would be taken from Hit points

Mage's Armor of the Spirit

Usable by: All Ethereal Mages

Type: Protection

Duration: Special

Area of Effect: One Creature

Verbal: "I conjure from the Ethereal and protect your Spirit in the Mage's Armor"

This spell grants the target Protection from many overpowering attack types.

These are the following: Critical Strike (any), Crippling Strike, Lethal Strike, Death, Life, Condemn, Assassinate, Stunning Strike, Infectious Strike and Ambush

This spell is considered separate for Spell shield checks and one activated simply protects the bearer from the said attack, still expending the attack for the attacker. The Mage's Armor spell is also consumed by the attack.

To Defender must state "Flash" to let the attacker know the attack failed.

A creature may only ever have 1 Mage's Armor of the Spirit spell active at a time. This includes the Terrestrial spell Armor of the Spirit.

The spell expires after one day (at spell reset) if not used.

Special Note: This spell is not consumed by the Ambush skill it simply protects against it so long as it has not been consumed.

Note, this spell will be consumed by and protect against the Demise tagline. It will stop the tagline effect, but the base damage called will still harm the target. (i.e. 25 Demise, will still do 25 points of damage, but the target will not take a Demise effect).

Minor Invulnerability to Magic

Usable by: All Ethereal Mages
Type: Protection
Duration: Special
Area of Effect: One Creature

Verbal: “I lace about you an Invulnerability to Magic”

This spell grants the target Protection from any harmful spell of 8th level or less and 9th level direct damage spells.

This spell is considered separate for Spell shield checks and once activated simply protects the bearer from the said spell, still expending the spell for the attacker. If the defender is hit with a spell of any Level the magic of the Barrier against Magic spell is consumed.

To Defender must state “Flash” to let the attacker know the spell failed and the barrier was consumed.

A creature may only ever have 1 Minor Invulnerability to Magic spell active at a time.

This spell may not be coupled with a Defense against Magic spell, Barrier against Magic spell or Invulnerability to Magic Spell.

The spell expires after one day (at spell reset) if not used.

Special Note: This spell does not defend against physical attacks such as packets or the magic tagline

Shatter Armor

Usable by: Arcanist & Celestial
Type: Destruction
Duration: Instant
Area of Effect: One set of Armor

Verbal: “I summon forth the Ethereal Power to Shatter Armor”

This spell causes the target’s armor to shatter.

Armors that are magical, enchanted or made from indestructible materials still take 50 armor points of damage from this spell.

Creatures of Stone, Metal or Bone such as Golems or Skeletons also take body damage from this spell if they are not wearing any armor in the amount of 50 hit points of damage.

Slow

Usable by: Arcanist Only
Type: Metabolic/Arcane
Duration: 1 hour
Area of Effect: One Creature

Verbal: “I Force the Power Arcane to Slow you”

This spell slows the intended target causing them to become unable run or move any faster than a very slow walk.

This spell can be used to slow constructs or other creatures without a life force and will even have the same effect on the Undead.

Web

Usable by: Arcanist and Celestial Only
Type: Confining
Duration: 10 minutes
Area of Effect: One Creature

Verbal: “I spin about you an Ethereal Web”

This spell encases the target in Webs which trap them from head to toe. The target may not move nor cast during the duration of this spell.

An Enhanced Strength score of +6 or higher will allow the Web to be broken on a ten (10) count. (i.e. Breaking 1, Breaking 2, Breaking 3...) and a +12 on a five (5) count.

These counts should be at a reasonable pace of approximately 1 second per count.

The Web in no other way harms the target.

If the target is unable to break the web they may be killed in the normal manner. Creatures which are actively breaking the web may not be killed on a count.

7th Level Spells

Age Limb

Usable by: Arcanist & Celestial

Type: Metabolic

Duration: Special

Area of Effect: One Creature

Verbal: "I use the Ethereal to Age your <insert limb>"

This spell causes the target's limb named in the spell to become a wither husk, and useless until it is restored in some manner or until the spell expires after one day (at spell reset).

When casting the spell, the target must be a limb of the creature capable of function and support.

For example, on a humanoid target the only limbs available would be the Right Arm, Right Leg, Left Arm or Left Leg.

The Target is free to otherwise move about; as best they can depend on which limb was withered.

Blizzard

Usable by: Elementalist Only

Type: Icy/Elemental

Duration: Instant

Area of Effect: One Creature

Verbal: "From the Frozen Tundra I summon the fury of a Blizzard"

This spell strikes the target with a bolt of magical Ice which does 100 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Blizzard would first do 3 points of armor damage then the remaining 97 points would be taken from Hit points.

Charm Being

Usable by: Celestial & Arcanist

Type: Mind Effecting / Charming

Duration: 1 hour

Area of Effect: One Creature

Verbal: "I force a charm upon this being, to do my bidding"

This spell causes the Target to fall under the control of the Caster for the duration of the spell, or until the caster dies, the target is destroyed or control is otherwise wrestled from the caster.

The target will follow the casters commands to the best of its abilities, but will not do anything which is beyond its normal nature, or ability.

Thus, a Humans will not try to fly off a building; a Knight cannot be made to lie, and so on.

Any attempt to make a creature that is under the Charm Being spell does such an action will immediately break the Charm Being spell.

The Charm Being spell can be used to have the target defend the caster from others (though they may not kill their friends or family) and if a truly brave being such as a knight this may be even until its own death.

Special Note: This spell can be extremely fun and is a role-playing challenge at times. Always be aware that is you are a victim of this spell and unsure if you would do a command default in the casters favor.

Control Golem

Usable by: Celestial Only

Type: Control/Charm

Duration: 1 hour

Area of Effect: 1 Golem only

Verbal: "I command you Golem to obey me, a Master of the Celestial Arts."

This spell causes the Target Golem to fall under the complete control of the Caster for the duration of the spell, or until the caster dies, the Golem is destroyed or control is otherwise wrestled from the caster.

The Golem will follow the casters commands to the best of its abilities even until its own destruction.

This spell will not wrestle Master Control away from a Summoned Golem, and though the Golem will look favorably upon the Celestial it will still be bound by the contract of its Master Controller.

This spell does not confer any special ability to speak to or understand the Golem upon the Celestial, beyond what means the Celestial already has.

Force Armor

Usable by: Arcanist Only
Type: Item/Protection
Duration: Special
Area of Effect: Caster only

Verbal: “I Channel the Arcane and surround myself in the Force of its Armor”

The Force Armor spell grants the caster 55 additional armor points. These additional points are the first points to be used if the target’s armor is harmed in battle.

The armor points provided by this spell may not be repaired.

This spell does not stack with any actual physical armor the caster may be wearing, and the spell fails should the caster be wearing even a single point of regular armor.

A Caster may only ever have 1 Force Armor spell active at a time.

This spell does stack with the Mage’s Shield Spell as well as the Force Shield Spell

The Force Armor spell expires after one day (at spell reset) if the points are not used

Golems, Undead and other creatures without a life force may not benefit from a Force Armor Spell unless they can cast it upon themselves.

Destroy Mind

Usable by: Arcanist Only
Type: Mind Effecting
Duration: Instant
Area of Effect: One Creature

Verbal: “I, by Force of Will Destroy your Mind.”

This spell strikes the target with a bolt of energy which does 50 points of damage to the target. This spell bypasses armor and goes directly to the targets hit points.

Targets which have no life force or mental capacity are unaffected by this spell. Therefore, Golems, constructs, and mindless undead are all unharmed by this spell.

Inferno

Usable by: Elementalist Only
Type: Fire/Elemental
Duration: Instant
Area of Effect: One Creature

Verbal: “I consume all in the Flames of a Volcanic Inferno”

This spell strikes the target with a bolt of magical Flame which does 100 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Inferno would first do 3 points of armor damage then the remaining 97 points would be taken from Hit points.

Lightning Storm

Usable by: Elementalist Only
Type: Lightning/Elemental
Duration: Instant
Area of Effect: One Creature

Verbal: “I strike at you with Thunder from the heart of a Lightning Storm”

This spell strikes the target with a bolt of magical Lightning which does 100 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Lightning Storm would first do 3 points of armor damage then the remaining 47 points would be taken from Hit points.

Rend Construct

Usable by: Celestial Only
Type: Destruction
Duration: Instant
Area of Effect: One Construct

Verbal: “I Rend this Construct asunder with the Power Celestial”

Constructs who are hit by this spell will take 125 hit points of damage, if they are not protected from this sort of magic.

This spell cannot be used to harm other creatures who are not Constructs this includes anything with a Life Force.

Shield of Stone

Usable by: Elementalist Only

Type: Elemental/Earth/Stone

Duration: Special

Area of Effect: Caster only

Verbal: “I command the Boulders and Rocks and wreath my shield in Stone.”

This spell must be coupled with the Shield Block or Shield Bash skill to be used.

This spell places an enchantment upon the casters shield which only he/she may use.

When the caster chooses to he/she may active the spell while also using a Shield Block or Shield Bash skill

This spell will then simultaneously with the above-mentioned skill cause the attacker 35 hit points of Stone/Crushing damage.

The caster must state when using his skill either “Shield Block of Stone” or “Shield Bash of Stone” to allow his opponent to know that the spell was activated

The spell is consumed along with the Blocking defense.

The spell expires after one day (at spell reset) if not used.

Shield of Fire

Usable by: Elementalist Only

Type: Elemental/Fire

Duration: Special

Area of Effect: Caster only

Verbal: “I command the eternal flame and wreath my shield in Fire.”

This spell must be coupled with the Shield Block or Shield Bash skill to be used.

This spell places an enchantment upon the casters shield which only he/she may use.

When the caster chooses to he/she may active the spell while also using a Shield Block or Shield Bash skill

This spell will then simultaneously with the above-mentioned skill cause the attacker 35 hit points of fiery damage.

The caster must state when using his skill either “Shield Block of Fire” or “Shield Bash of Fire” to allow his opponent to know that the spell was activated

The spell is consumed along with the Blocking defense.

The spell expires after one day (at spell reset) if not used.

Shield of Ice

Usable by: Elementalist Only

Type: Elemental/Ice

Duration: Special

Area of Effect: Caster only

Verbal: “I command the Frozen wastes and wreath my shield in Ice.”

This spell must be coupled with the Shield Block or Shield Bash skill to be used.

This spell places an enchantment upon the casters shield which only he/she may use.

When the caster chooses to he/she may active the spell while also using a Shield Block or Shield Bash skill

This spell will then simultaneously with the above-mentioned skill cause the attacker 35 hit points of Icy/Frost damage.

The caster must state when using his skill either “Shield Block of Ice” or “Shield Bash of Ice” to allow his opponent to know that the spell was activated

The spell is consumed along with the Blocking defense.

The spell expires after one day (at spell reset) if not used.

Shield of Lightning

Usable by: Elementalist Only

Type: Elemental/Lightning

Duration: Special

Area of Effect: Caster only

Verbal: “I command the Raging Tempest and wreath my shield in Lightning.”

This spell must be coupled with the Shield Block or Shield Bash skill to be used.

This spell places an enchantment upon the casters shield which only he/she may use.

When the caster chooses to he/she may active the spell while also using a Shield Block or Shield Bash skill

This spell will then simultaneously with the above-mentioned skill cause the attacker 35 hit points of lightning damage.

The caster must state when using his skill either “Shield Block of Lightning” or “Shield Bash of Lightning” to allow his opponent to know that the spell was activated

The spell is consumed along with the Blocking defense.

The spell expires after one day (at spell reset) if not used.

Wizard Lock

Usable by: All Ethereal Mages

Type: Protection

Duration: One Event

Area of Effect: One Clearly Defined Area

Verbal: *“I lock this vessel with the full might of the Ethereal”*

This spell creates a seal of protection which forbids creatures from opening the sealed item the barrier if active. This area must be a clearly defined portal such as a door, or item such as a box.

This spell may be raised and lowered by the casters command, by stating Wizard Lock Open or Wizard Lock Closed. If the Wizard Lock is active but open anything may open the vessel, once locked nothing may leave or enter including magic.

A Clearly defined vessel such as a Box or a Door must be marked to denote the presence of the Wizard Lock

The Knock and Disjunct spells as well as a Disrupt or Destroy Magic ritual will remove a Wizard Lock.

Special Note, it is highly recommended the caster mark the Area clearly, Safely, and properly. Bright Tape across the opening will suffice.

Cutting into a wood Floor, or chalk on a deck are not good ideas for obvious reasons.

Earthquake

Usable by: Elementalist Only

Type: Stone/Elemental

Duration: Instant

Area of Effect: One Creature

Verbal: *“From the Great Depths I summon the fury of an Earthquake”*

This spell strikes the target with a bolt of magical Earth which does 100 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Earthquake would first do 3 points of armor damage then the remaining 97 points would be taken from Hit points.

8th Level Spells

Armor against Elements

Usable by: Elemental Only
Type: Protection
Duration: Special
Area of Effect: One Creature

Verbal: “I command the Planes to Armor you against the Elements.”

This spell grants the target Protection from any harmful Elemental attack, Spell or Tagline.

This spell is considered separate for Spell shield checks and once activated simply protects the bearer from any form of Elemental still expending the spell or tagline for the attacker.

To Defender must state “Flash” to let the attacker know the attack failed and the Shield was consumed.

A creature may only ever have 1 Armor against Elements spell active at a time. Furthermore, they may not stack this spell with 1 Elemental Shield such as Ice Shield, Fire Shield, or Lightning Shield. It will stack with other defenses against Magics, as well as Runes which have a similar effect.

The spell expires after one day (at spell reset) if not used.

Special Note: This spell does defend against physical attacks such as packets or the Elemental/Thundering tagline

Disjunct Magic

Usable by: Celestial Only
Type: Destruction
Duration: Instant
Area of Effect: One Item or creature

Verbal: “I, a Master of the Ethereal, Disjunct all Magics, displacing them to the Nether”

This spell causes all spells active of 9th level or lower to be removed from the target. Spell shields will protect against this spell but they themselves are consumed in the process.

Creatures of Magic such as Displacer Beasts or Celestial Guardians also take body damage from this spell in the amount of 125 hit points of damage.

Note: This spell will not affect any Ritual magics.

Dragon’s Fire

Usable by: All Ethereal Casters
Type: Fire/Magic
Duration: Instant
Area of Effect: One Creature

Verbal: “I incinerate you in the conflagration of the Dragon’s Fire”

This spell strikes the target with a hail of magical Fire which duplicates a Dragon’s Breath weapon of flame. This attack does 125 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Dragon’s Fire would first do 3 points of armor damage then the remaining 122 points would be taken from Hit points. If the hit point Damage is enough to render the Target below 0 hit points they bypass the Bleeding Stage and go directly to the Critical Stage with all the requirements of revival thereof.

Ethereal Storm

Usable by: Celestial Only
Type: Celestial / Magic
Duration: 2 packets (5 seconds)
Area of Effect: 10ft Radius from where the Packet strikes

Verbal: “I summon the Storm of the Ethereal Plane to Strike all.”

This spell allows the caster to hurl a packet at an area or target. The effect spreading out instantly from wherever the Packet strikes. All beings in the area take a tagline of 50 magic.

These packets are considered non-magical for the purposes of being defended against, but as they are an area effect they cannot be blocked by a shield.

The caster has 5 seconds to throw the packet, but he/she may not cast another spell until the packet has been thrown or the duration expires.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Ethereal Storm would first do 3 points of armor damage then the remaining 47 points would be taken from Hit points

Fiery Blade of Elemental Fury

Usable by: Elemental Only

Type: Item

Duration: 15 swings (10 minutes)

Area of Effect: Caster only

Verbal: “I surround my blade with Fiery Fury”

This spell allows the caster to gain a +15 damage bonus for the next 15 swings of his or her weapon, and calls the Fire/Fiery tagline.

This spell only affects the very next swing made by the caster, and that swing must occur within 10 minutes of casting this spell.

Icy Blade of Elemental Fury

Usable by: Elemental Only

Type: Item

Duration: 15 swings (10 minutes)

Area of Effect: Caster only

Verbal: “I surround my blade with Icy Fury”

This spell allows the caster to gain a +15 damage bonus for the next 15 swings of his or her weapon, and calls the Ice/Icy tagline.

This spell only affects the very next swing made by the caster, and that swing must occur within 10 minutes of casting this spell.

Arcane Prison

Usable by: Arcanist Only

Type: Confining

Duration: 10 minutes

Area of Effect: One Creature

Verbal: “I Force the Arcane to Imprison you”

This spell causes the victim to become encased on an area of force and unable to use his/her body from head to toe.

The target may not move nor cast during the duration of this spell, unless they have the proper form of protection against such magic.

If the target is unable to receive aid in removing the paralyze spell, they may be killed on a 5 count.

The target is otherwise protected from all manner of harm or help while in cased in the Imprison Spell.

Strength score of +8 or higher will allow the Prison to be broken on a ten (10) count. (i.e. Breaking 1, Breaking 2, Breaking 3...) and +16 on a five (5) count

These counts should be at a reasonable pace of approximately 1 second per count.

A creature may not change form, phase or shift planes while in an Arcane Prison.

Invulnerability to Magic

Usable by: All Ethereal Mages

Type: Protection

Duration: Special

Area of Effect: One Creature

Verbal: “Through my knowledge and Command of Magic I grant you Invulnerability against Magic.”

This spell grants the target Protection from any harmful spell of 8th level or less and 9th level direct damage spells. Furthermore, the caster is rendered immune to spells of 3rd Level or less for the duration of the spell or until the spell is consumed.

This spell is considered separate for Spell shield checks and once activated simply protects the bearer from the said spell, still expending the spell for the attacker. If the defender is hit with a spell of 4th Level or Higher the Magics of the Invulnerability to Magic spell are consumed.

To Defender must state “Flash” to let the attacker know the spell failed and the defense was consumed if the spell is of 4th Level or higher.

Otherwise they would state “Defend” against lower level spells to allow the attacker to know their spell failed, but that the spell shield is still active.

A creature may only ever have 1 Defense against Magic spell active at a time.

This spell may not be coupled with a Barrier against Magic spell, Defense against Magic, or the Minor Invulnerability to Magic spell.

The spell expires after one day (at spell reset) if not used.

Special Note: This spell does not defend against physical attacks such as packets or the magic tagline.

Knock

Usable by: Celestial or Arcanist Only

Type: Destruction

Duration: Instant

Area of Effect: One Wizard Locked Item or One Wall of Force.

Verbal: “I use the Power of Ethereal Magic to Knock open this Barrier”

This spell causes a Wizard Lock to be removed from the target or a Wall of Force to be destroyed. If the Item has Spell Protections, it will protect against this spell but they themselves are consumed in the process.

This spell will affect a Wizard Lock, Wall of Force, but not a Ward spell, nor any Formal ritual which has these effects as part of its nature.

Thundering Blade of Elemental Fury

Usable by: Elemental Only

Type: Item

Duration: 15 swings (10 minutes)

Area of Effect: Caster only

Verbal: “I surround my blade with Thundering Fury”

This spell allows the caster to gain a +15 damage bonus for the next 15 swings of his or her weapon, and calls the Lightning tagline.

This spell only affects the very next swing made by the caster, and that swing must occur within 10 minutes of casting this spell.

Wall of Force

Usable by: All Ethereal Mages

Type: Protection

Duration: One Event

Area of Effect: One Clearly Defined Area

Verbal: “I Wall of Force that none shall pass”

This spell creates a 10 (ten) foot straight Line of protection which forbids creatures from crossing the barrier if active.

This spell may be raised and lowered by the casters command, by stating Wall up or Wall down. If the Wall of Force is active but down anything may pass, once up nothing may leave or enter including magic.

A Clearly Defined Line or area is one such as a Doorway, or an Edge to a front porch.

Special Note, it is highly recommended the caster mark the Area clearly, Safely, and properly. Outdoors on the grass powder such as chalking works well, and at night rope lights in a 10-foot straight line are an excellent marker.

Cutting into a wood Floor, or chalk on a deck are not good ideas for obvious reasons.

Elemental Onslaught of Fire

Usable by: Elementalist Only
Type: Elemental/Fire
Duration: 3 packets (15 seconds)
Area of Effect: Up to 3 targets

Verbal: “I annihilate all in an Onslaught of Fire.”

This spell allows the caster to hurl 3 packets at an up to 3 separate targets, each of which call a tagline attack of 50 fire.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

Elemental Onslaught of Ice

Usable by: Elementalist Only
Type: Elemental/Ice
Duration: 3 packets (15 seconds)
Area of Effect: Up to 3 targets

Verbal: “I annihilate all in an Onslaught of Ice”

This spell allows the caster to hurl 3 packets at an up to 3 separate targets, each of which call a tagline attack of 50 Ice.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

Elemental Onslaught of Lightning

Usable by: Elementalist Only
Type: Elemental/Lightning
Duration: 3 packets (15 seconds)
Area of Effect: Up to 3 targets

Verbal: “I annihilate all in an Onslaught of Lightning.”

This spell allows the caster to hurl 3 packets at an up to 3 separate targets, each of which call a tagline attack of 50 lightning.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

Elemental Onslaught of Stone

Usable by: Elementalist Only
Type: Elemental/Earth/Stone
Duration: 3 packets (15 seconds)
Area of Effect: Up to 3 targets

Verbal: “I annihilate all in an Onslaught of Stone”

This spell allows the caster to hurl 3 packets at an up to 3 separate targets, each of which call a tagline attack of 50 Stone.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

9th Level Spells

Disintegrate

Usable by: Celestial & Arcanist

Type: Destruction

Duration: Instant

Area of Effect: One Creature

Verbal: “I force the Ethereal to Disintegrate you, and turn your body to dust”

This spell will affect one creature who will be struck for 100 points of damage. If the target is reduced to below zero (0) hit points they will be turned to dust and must go to a re-spawn / resurrection area.

This damage must go through a target’s armor first and then goes to hit points.

Eradicate Construct

Usable by: Celestial Only

Type: Destruction

Duration: Instant

Area of Effect: One Construct

Verbal: “I Command the celestial power to eradicate this Construct”

This spell will by pass any spell shield worn by a Construct.

Constructs who are hit by this spell will take 250 hit points of damage.

This spell cannot be used to harm other creatures who are not Constructs this includes anything with a Life Force, and any form of Undead.

Ethereal Circle of Might

Usable by: All Ethereal Mages

Type: Protection

Duration: 1 hour

Area of Effect: 10-foot diameter zone from caster.

Verbal: “I surround this area in an Ethereal Circle of Might.”

This spell creates a 10-foot diameter dome shaped barrier that blocks all effects, and beings from passing through.

A Caster must draw a circle on the ground and then state the verbal of the spell to become active, throwing a packet to their feet in the middle of their circle.

This spell may be raised and lowered by the casters command, by stating Circle up or Circle down. If the Circle is active but down anything may pass, once up nothing may leave or enter including magic.

To signify the Circle is up the caster or someone in the circle should raise their hand up above their head and lower their hand if the barrier is down.

Special Note, it is highly recommended the caster mark the Circle clearly, Safely, and properly. Outdoors on the grass powder such as chalking works well, and at night multiple glow sticks around the border are an excellent marker.

Cutting into a wood Floor, or chalk on a deck are not good ideas for obvious reasons.

Earthen Devastation

Usable by: Elementalist Only

Type: Earth/Stone/Elemental

Duration: Instant

Area of Effect: One Creature

Verbal: “I expend your existence with Earthen Devastation”

This spell strikes the target with a bolt of magical Earth which does 150 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Earthen Devastation would first do 3 points of armor damage then the remaining 147 points would be taken from Hit points.

Fiery Devastation

Usable by: Elementalist Only
Type: Fire/Elemental
Duration: Instant
Area of Effect: One Creature

Verbal: “I expend your existence with Fiery Devastation”

This spell strikes the target with a bolt of magical Fire which does 150 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Fiery Devastation would first do 3 points of armor damage then the remaining 147 points would be taken from Hit points.

Icy Devastation

Usable by: Elementalist Only
Type: Ice/Elemental
Duration: Instant
Area of Effect: One Creature

Verbal: “I expend your existence with Icy Devastation”

This spell strikes the target with a bolt of magical Ice which does 150 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Icy Devastation would first do 3 points of armor damage then the remaining 147 points would be taken from Hit points.

Restore Construct

Usable by: Celestial Only
Type: Construct/Enchanting
Duration: Instant
Area of Effect: One Construct

Verbal: “I Restore this Construct with the Power Celestial”

This spell will repair the intended target for 250 points of damage. The target may not exceed its normal maximum allotted hit points using this spell. It will furthermore regenerate any missing body parts

This spell cannot be used to heal any creature that has a Life Force or other creatures who are not Constructs such as Undead.

Recast Arcanist Magic

Usable by: Arcanist Only
Type: Alteration
Duration: 5 Seconds
Area of Effect: Caster Only

Verbal: “I force my knowledge of the Arcane to allow me to recast my Magics. <Insert verbal of Spell to be recast here>”

With this Spell the Arcanist may recast any Arcanist Only spell of 8th Level or less which they have knowledge of and a copy of in their spell book.

The spell verbal of the recast spell must be said as the next sentence uttered by the Arcanist, Otherwise the Spell is lost, and the magic consumed.

Shackle Phasing Being

Usable by: Arcanist Only
Type: Confining
Duration: 10 minutes
Area of Effect: One Creature

Verbal: “I Force you to Remain and be Shackled to this Plane.”

This spell causes the victim to become unable to leave the present Plane of existence.

The target may not phase out nor go gaseous or to another semi-corporeal form during the duration of this spell.

Thundering Devastation

Usable by: Elementalist Only
Type: Lightning/Elemental
Duration: Instant
Area of Effect: One Creature

Verbal: “I expend your existence with Thundering Devastation”

This spell strikes the target with a bolt of magical Lightning which does 150 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Thundering Devastation would first do 3 points of armor damage then the remaining 147 points would be taken from Hit points

Ethereal Generalist

Ritual I

Ward

Ritual Description:

The caster places the two candles at the entrance of the structure to be Warded and then walks around the building while pouring the silver and salt mixture.

The Caster has to circle the area at least three (3) times while acting out the pouring of the salt, and repeat the following chant

***Ne raina nai varya tarna e nye
ana sinome***

***Ne raina nai varya tarna e nye
ana sinome***

-

Marshall Information:

Usable by: Any Ethereal Ritualist

Type: Protection

Casting Time: 5 Minutes (at least 3 times around area Warded)

Duration: One Event

Target/Area of Effect: One Clearly Defined Area. Generally 30' Diameter or 25'x25' area.

Required Materials: (2) Silver Ore (Powdered)

Required Props: Two Candles & Salt or Chalk

Required Phys Rep: Working Rope Lights or Similar with a Marshall's approval.

This spell creates an area of protection which forbids creatures from crossing the barrier if active.

This Ritual may be raised and lowered by the casters command, by stating "Ward up" or "Ward down."

If the Ward is active but down anything may pass, once up nothing may leave or enter including magic.

The caster is automatically invested to the Ward and the caster and only the caster may add additional people to the control of the Ward by use of the Invest Ritual. Linking the subject to the Ward. The Caster's control of the Ward always supersedes anyone else he or she has invested to the Ward.

A Clearly defined area is one such as a Room, or a Small Building, even a front porch or a well-marked Druid's Grove would suffice. Generally nothing larger than 30' Diameter or 25'x25' area.

All parts including the Out of Play Marking Lights must be present or the Ritual will fail.

Special Note, it is highly recommended the caster mark the Area clearly, Safely, and properly. Outdoors on the grass powder such as chalking works well, and at night rope lights around the border are an excellent marker. Cutting into a wood Floor, or chalk on a deck are not good ideas for obvious reasons. The use of Actual Salt should be replaced with Chalk dust or sand so as not to harm the grass or ground.

Runes of Power



Runes of Power

Runes are a form of magic open to all professions and races. They unlock the power within symbols, and can be extremely beneficial to all.

Runes are not learned in a column format, but each level of Rune Magic is learned individually much like Ritual magic, or most skills.

Runes fall into four categories, each with its own function and type of power. These four categories are Armor, Body, Shield, and Weapon Runes.

Armor Runes much like armor itself fall into those runes which protect the bearer from harm. Therefore, the most common form of these runes absorb incoming attacks

Body Runes enhance one's person, and tend to be those runes which makes a person stronger or more resilient.

Shield Runes also protect the bearer, but rather than absorb harmful effects like armor they block these effects from ever taking place, much like a shield would block a sword.

Weapon Runes are those which enhance the bearer's ability to do damage. They are Runes built for war and combat, born to inflict harm to others

Runes must be applied to correct type of item to be effective. They must be visible and represented by at least a 2"x2" sized mark. Each Rune has its own symbolism, and these stay constant from rune bearer to rune bearer, such that a person should be able to identify the types of runes someone has inscribed.

Runes are inscribed on an item, which takes one minute to do, and then remain dormant on that item until activated or the end of the event whichever comes first. Only one rune of each type may be inscribed at a time on the appropriate item. For example, Bob the Marauder has an axe with a Rune of War on it. He could not then have a second weapon Rune placed on his Axe till after he activates the Rune of War and its duration has expired, unless he is a Rune Master

Runes take a minute to inscribe, and last until they are activated. A Rune user may only activate those runes they have personally inscribed, and they are the only ones who gain any benefit from those runes. If Bob from above dropped his axe after activating his rune of war and then Swipe the rogue grabbed it and started using Bob's axe against him. Swipe would gain no benefit from Bob's Rune of War on his axe.

This leads to some very interesting choices to be made as a Rune bearer can only have 1 of each level of Runes, and they must choose which rune they want to use and on which item.

Rune Master skill will allow a person, who inscribes Runes to learn a second column of Runes and even to have 2 Runes of each type active on the appropriate type of item, but they may not gain double benefit from a rune type nor can they use two of the same rune on an item.

Example: Ron the Runemaster decides he wants to go all out in this combat. He cannot combine a Rune of War and a Rune of Strife together as they both deal direct damage, but he could combine a Rune of Flame and a Rune of Strife.

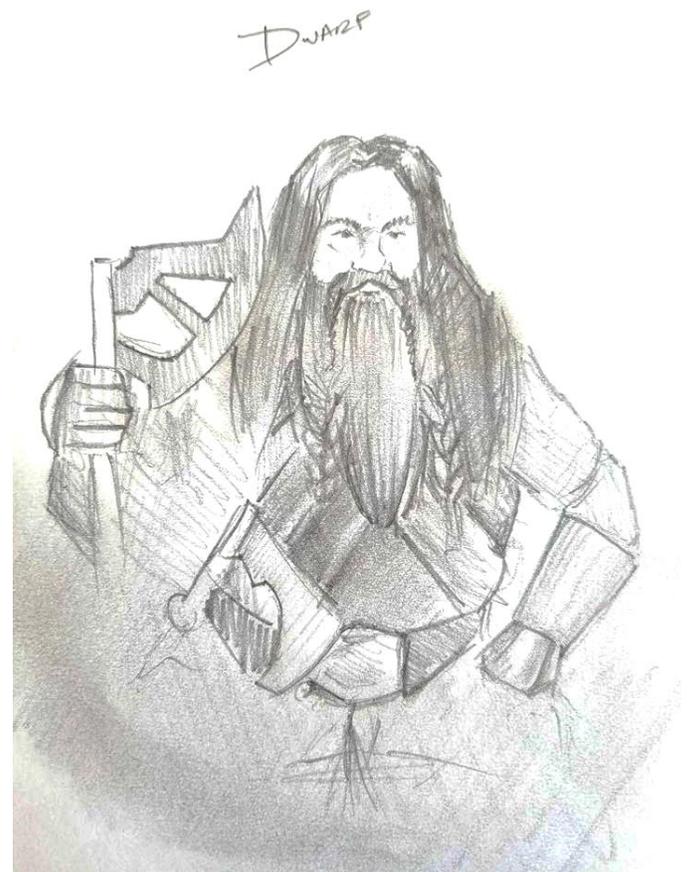
Runes may be placed on a 2"x2" piece of tape to be easily removed and to easily be seen on an item or a person's body. Remember a Rune may not be concealed and must be clearly visible at all times.

There are even more powerful magics than Runes.

Once a Rune Master has completed their second column of Runes, they may begin to attempt to expand their knowledge into Glyphs. Glyphs protect portals and closures, and as such are most commonly found on doors and chests. Even more powerful are Sigils, which cannot even be attempted until Glyphs have been mastered the same manner as Runes.

Glyphs protect an area, such as a room, clearing or circle.

In both cases the knowledge of Glyphs and Sigils must be located by research done in play, and they are not common enough knowledge to be listed here, but instead are each individually discovered, much like Ritual Magics, or Grand Master Recipes.



Runes of Power

	1st Level	2nd level	3rd
Armor	Unbreakable Armor	Fire Absorbtion	Frost Absorbtion
Body	Minor Strength	Strength	Ogre Strength
Shield	Unshatterable Sheild	the Sly	the Unreleaseing
Weapon	Indestructable Weapon	Combat	Flame

	4th	5th	6th
Armor	Acid Absorbtion	Lightning Absorbtion	Corruption Absorption
Body	Stone Skin	Giant Strength	True Strength
Shield	Anti-Venom	Towering Mind	the Unrelenting
Weapon	Strife	Ice	Battle

	7th	8th	9th
Armor	Magic Absorption	Damage Absorbtion	Impenetrable Armor
Body	Iron Skin	Escape	Spite
Shield	Knightly Virtue	Freedom of Movement	The Reflective Barrier
Weapon	Wounding	War	Vengeance

Level 1 Runes of Power

Rune of Unshatterable Armor

Type: Armor Rune

Duration: Instant

A
UA

This Rune allows the bearer to resist any effect or spell which would render his/her armor shattered or destroyed. To activate the rune, the bearer simply states “Runic Resist” when he/she is hit by the appropriate form of spell or attack.

This Rune will even work against the rusting effect of a Rust monster.

Rune of Minor Strength

Type: Body

Duration: 1 action/swing

B
MS

This Rune grants the bearer a +1 Strength bonus, in addition to any Strength already have, for one action of their choice of up to 10 seconds duration to which Strength could be applied. They may use this Strength in the same ways as the Enhanced Strength skill. For example, one action is one weapon swing or object throw, or one confinement break, object lift, or object carry for up to 10 seconds.

If the target does not make an action in which they apply this strength bonus this spell wears off after one game day at spell reset.

The bearer must clearly state “Activate: Rune of Minor Strength” to activate this rune.

Rune of the Unshatterable Shield

Type: Shield

Duration: Instant

S
US

This Rune allows the bearer to resist any effect or spell which would render his/her shield shattered or destroyed. To activate the rune, the bearer simply states “Runic Resist” when he/she is hit by the appropriate form of spell or attack.

This Rune will even work against the rusting effect of a Rust monster.

Rune of the Indestructible Weapon

Type: Weapon

Duration: Instant

W
IK

This Rune allows the bearer to resist any effect or spell which would render his/her weapon shattered or destroyed. To activate the rune, the bearer simply states “Runic Resist” when he/she is hit by the appropriate form of spell or attack.

This Rune will even work against the rusting effect of a Rust monster.

Level 2 Runes of Power

Rune of Fire Absorption

Type: Armor
Duration: Instant

A
FA

This Rune will absorb any one Fire damaging attack that would harm and or kill its bearer. It can be used instead of a spell shield if the bearer chooses.

To activate this Rune, the bearer must state “Runic Resist” to let the attacker know the attack was absorbed by the Rune.

Rune of Strength

Type: Body
Duration: 1 action/swing

B
ST

This Rune grants the bearer a +2 Strength bonus, in addition to any Strength already have, for one action of their choice of up to 10 seconds duration to which Strength could be applied. They may use this Strength in the same ways as the Enhanced Strength skill. For example, one action is one weapon swing or object throw, or one confinement break, object lift, or object carry for up to 10 seconds.

If the target does not make an action in which they apply this strength bonus this spell wears off after one game day at spell reset.

The bearer must clearly state “Activate: Rune of Strength” to activate this rune.

Rune of the Sly

Type: Shield
Duration: Instant

S
SY

This Rune allows the bearer to resist any one Pin, Trap or Entangling effect. It does not allow the bearer to resist other movement Impairing or Confining type of effect or magic.

To activate this Rune, the bearer must state “Runic Resist” to let the attacker know the effect was resisted.

Rune of Combat

Type: Weapon
Duration: 10 minutes

W
CD

This Rune grants the bearer a +1 damage bonus with the weapon it has been inscribed upon for 10 minutes.

The bearer must clearly state “Activate: Rune of Combat” to activate the damage properties of this Rune.

Regardless this Rune may not be stacked by a Runemaster with a Rune of Combat, Rune of Strife, Rune of Battle, or Rune of War.

Level 3 Runes of Power

Rune of Frost Absorption

Type: Armor
Duration: Instant

A
IF

This Rune will absorb any one Ice/Cold/Frost damaging attack that would harm and or kill its bearer. It can be used instead of a spell shield if the bearer chooses.

To activate this Rune, the bearer must state “Runic Resist” to let the attacker know the attack was absorbed by the Rune.

Rune of Ogre Strength

Type: Body
Duration: 10 Minutes

B
OS

This Rune grants the bearer a +1 strength bonus for ten minutes’ action. They may use this to throw a heavy object 10 feet, call one extra points of damage for 1 each swing for the duration, or even to carry a person at full speed (i.e. run). The effect of this rune does last long enough to be used to break free of any form of confinement, which requires +1 strength or less to break.

The bearer must clearly state “Activate: Rune of Ogre Strength” to activate this rune.

Rune of the Un-Releasing

Type: Shield
Duration: Instant

S
UR

This Rune allows the bearer to resist any one Disarming or Fumbling effect. It does not allow the bearer to resist other Movement Impairing or Confining type of effect or magic.

To activate this Rune, the bearer must state “Runic Resist” to let the attacker know the effect was resisted.

Rune of Flame

Type: Weapon
Duration: 10 minutes

W
FH

This Rune grants the bearer to call the Fire tagline with the weapon it has been inscribed upon for 10 minutes.

The bearer must clearly state “Activate: Rune of Flame” to activate the damage properties of this Rune.

Regardless this Rune may not be stacked by a Runemaster with a Rune of Ice. It may not also be stacked with any other tagline enhancement such as Ice, Poison or Acid.

Level 4 Runes of Power

Rune of Acid Absorption

Type: Armor
Duration: Instant



This Rune will absorb any one Acid damaging attack that would harm and or kill its bearer. It can be used instead of a spell shield if the bearer chooses.

To activate this Rune, the bearer must state “Runic Resist” to let the attacker know the attack was absorbed by the Rune.

Rune of Stone Skin

Type: Body
Duration: 10 minutes



This Rune grants the bearer a Damage Reduction of 2 for 10 minutes once activated. This DR will reduce all incoming damage by 2 while it is active and can be combined with other DRs the character may have.

If the bearer is hit with an attack of their DR or below they simply say “Immune” to let the attacker know they did not take any damage.

The bearer must clearly state “Activate: Rune of Stone Skin” to activate this rune.

Rune of Anti-Venom

Type: Shield
Duration: Instant



This Rune allows the bearer to resist any one Toxin, Poison or Venom effect regardless of its source.

To activate this Rune, the bearer must state “Runic Resist” to let the attacker know the effect was resisted.

Rune of Strife

Type: Weapon
Duration: 10 minutes



This Rune grants the bearer a +2 damage bonus with the weapon it has been inscribed upon for 10 minutes.

The bearer must clearly state “Activate: Rune of Strife” to activate the damage properties of this Rune.

Regardless this Rune may not be stacked by a Runemaster with a Rune of Combat, Rune of Strife, Rune of Battle, or Rune of War.

Level 5 Runes of Power

Rune of Lightning Absorption

Type: Armor
Duration: Instant

A
LA

This Rune will absorb any one Lightning damaging attack that would harm and or kill its bearer. It can be used instead of a spell shield if the bearer chooses.

To activate this Rune, the bearer must state “Runic Resist” to let the attacker know the attack was absorbed by the Rune.

Rune of Giant Strength

Type: Body
Duration: 1 action/swing

B
GS

This Rune grants the target a +4 Strength bonus, in addition to any Strength already have, for one action of their choice of up to 10 seconds duration to which Strength could be applied. They may use this Strength in the same ways as the Enhanced Strength skill. For example, one action is one weapon swing or object throw, or one confinement break, object lift, or object carry for up to 10 seconds.

If the target does not make an action in which they apply this strength bonus this spell wears off after one game day at spell reset.

The bearer must clearly state “Activate: Rune of Giant Strength” to activate this rune.

Rune of the Towering Mind

Type: Shield
Duration: Instant

S
TM

This Rune allows the bearer to resist any one Mind Affecting attack regardless of its source.

Examples of Mind affecting attacks include, but are not limited to, Charms and Mind Blast spells.

To activate this Rune, the bearer must state “Runic Resist” to let the attacker know the effect was resisted.

Rune of Ice

Type: Weapon
Duration: 10 minutes

W
IW

This Rune grants the bearer to call the Ice tagline with the weapon it has been inscribed upon for 10 minutes.

The bearer must clearly state “Activate: Rune of Ice” to activate the damage properties of this Rune.

Regardless this Rune may not be stacked by a Runemaster with a Rune of Flame. It may not also be stacked with any other tagline enhancement such as Fire, Poison or Acid.

Level 6 Runes of Power

Rune of Corruption Absorption

Type: Armor
Duration: Instant

A
CD

This Rune will absorb any one Corruption/Necromantic damaging attack that would harm and or kill its bearer. It can be used instead of a spell shield if the bearer chooses.

To activate this Rune, the bearer must state “Runic Resist” to let the attacker know the attack was absorbed by the Rune.

Rune of the Unrelenting

Type: Shield
Duration: Instant

S
1R

This Rune allows the bearer to resist any one metabolic attack regardless of its source.

Examples of Metabolic attacks include, but are not limited to, Paralyzation and Sleep spells.

To activate this Rune, the bearer must state “Runic Resist” to let the attacker know the effect was resisted.

Rune of True Strength

Type: Body
Duration: 10 minutes

B
TS

This Rune grants the bearer a +2 strength bonus for ten minutes’ action. They may use this to throw a heavy object 20 feet, call two extra points of damage for 1 each swing for the duration, or even to carry a person at full speed (i.e. run). The effect of this rune does last long enough to be used to break free of any form of confinement, which requires a +2 strength or less to break.

The bearer must clearly state “Activate: Rune of True Strength” to activate this rune.

Rune of Battle

Type: Weapon
Duration: 10 minutes

W
BW

This Rune grants the bearer a +3 damage bonus with the weapon it has been inscribed upon for 10 minutes.

The bearer must clearly state “Activate: Rune of Battle” to activate the damage properties of this Rune.

Regardless this Rune may not be stacked by a Runemaster with a Rune of Combat, Rune of Strife, Rune of Battle, or Rune of War.

Level 7 Runes of Power

Rune of Magic Absorption

Type: Armor
Duration: Instant

A
MA

This Rune will absorb any one numerical Magic damaging attack that would harm and or kill its bearer. It can be used instead of a spell shield if the bearer chooses.

To activate this Rune, the bearer must state “Runic Resist” to let the attacker know the attack was absorbed by the Rune.

Rune of Iron Skin

Type: Body
Duration: 10 minutes

B
IS

This Rune grants the bearer a Damage Reduction of 3 once activated for 10 minutes. Any attack which inflicts 3 or less points of damage to the bearer during this duration does no damage. Any attack that does 3 damage or above will have 3 points of damage reduced from its full amount to the bearer.

Thus, if the bearer were to activate their Rune of Iron Skin and then be hit for an attack of 10 magic they would only take 7 points of damage.

All other adjustment such as attunements are accounted for based on the reduced damage. So that in the case above if the bearer of the Rune of Iron Skin had an attunement to Ice and took double damage from Fire they would take 26 points of damage from the Flame bolt spell (16 flame minus 3 DR equaling 13. Then times 2 thus equaling 26 points of damage)

If the bearer is hit with an attack of their DR or below they simply say “Immune” to let the attacker know they did not take any damage

The bearer must clearly state “Activate: Rune of Iron Skin” to activate this rune.

Rune of the Knightly Virtue

Type: Shield
Duration: 10 minutes

S
KV

This Rune allows the bearer to resist all Fear, Horror and Terror effects for 10 minutes.

The bearer must clearly state “Activate: Knightly Virtue” to activate this rune.

Once activated the bearer of this Rune the bearer must state “Runic Resist” to let the attacker know the attack was resisted.

Rune of Wounding

Type: Weapon
Duration: 10 minute

W
QZ

This Rune grants the bearer to call the Body tagline with the weapon it has been inscribed upon for 1 minute.

The bearer must clearly state “Activate: Rune of Wounding” to activate the damage properties of this Rune.

Regardless this Rune may not be stacked by a Runemaster with a Rune of Flame. It may not also be stacked with any other tagline enhancement such as Fire, Poison or Acid.

Level 8 Runes of Power

Rune of Damage Absorption

Type: Armor
Duration: Instant

A
DM

This Rune will absorb any one numerical Physical damaging attack that would harm and or kill its bearer. It can be used instead of a spell shield if the bearer chooses.

To activate this Rune, the bearer must state “Runic Resist” to let the attacker know the attack was absorbed by the Rune.

Rune of Escape

Type: Body
Duration: Instant

B
EH

This Rune when activated allows the bearer to escape any form of personal confinement or movement impairing effect. This is regardless of the type be it physical, magical or some other means.

Thus, while it is possible to escape an Entangling Attack, Imprison Spell, or even from a Repel effect; the bearer could still not pass through a Ward or Wall of Thorns spell.

The Bearer simply states “Runic Resist” when activating this Rune to let the attacker know the Bearer has escaped from their attack.

Rune of Freedom of Movement

Type: Shield
Duration: 10 Minutes

S
FM

Once activated this Rune allows the bearer to resist any Movement Impairing effects such as Pin, Trap, Slowing or Entangling effects. It does not allow the bearer to resist other movement Impairing or Confining type of effect or magic, such as Imprison or Shackle.

The bearer must clearly state “Activate: Rune of Freedom of Movement” to activate this rune.

Once activated the bearer of this Rune the bearer must state “Runic Resist” to let the attacker know the attack was resisted.

Rune of War

Type: Weapon
Duration: 10 minutes

W
WF

This Rune grants the bearer a +4 damage bonus with the weapon it has been inscribed upon for 10 minutes.

The bearer must clearly state “Activate: Rune of War” to activate the damage properties of this Rune.

Regardless this Rune may not be stacked by a Runemaster with a Rune of Combat, Rune of Strife, Rune of Battle, or Rune of War.

Level 9 Runes of Power

Rune of Impenetrable Armor

Type: Armor
Duration: Instant

A
IA

This Rune will absorb any one damaging attack that would harm and or kill its bearer. It can be used instead of a spell shield if the bearer chooses.

To activate this Rune, the bearer must state “Runic Resist” to let the attacker know the attack was absorbed by the Rune.

Note this is the only form of defense against an Assassinate attack which can save the bearer from all harm.

Rune of Spite

Type: Body
Duration: Instant

B
SP

This highly dangerous Rune is placed on the bearer’s body but is activated by outside means.

This Rune is activated whenever the bearer is *Killing Blowed* at the start of the count. It is also activated should the bearer take an instant death effect such as a Condemn or Death spell, but not an Assassinate or Lethal Strike.

The Rune when activated bypasses all forms of spell protection and inflicts 75 points of damage to the attacker, directly to their body.

The bearer must clearly state “Activate: Rune of Spite” to activate this rune.

The only defense against a Rune of Spite is a Rune of Impenetrable Armor.

Rune of the Reflective Barrier

Type: Shield
Duration: Instant

S
RB

This extremely powerful Rune will reflect any one damaging attack would harm and or kill its bearer. It can be used instead of a spell shield if the bearer chooses.

To activate this Rune, the bearer must state “Runic Reflect” to let the attacker know the attack was reflected at the attacker by the Rune.

Note this Rune will only work on those attacks which the bearer could have gotten his/her shield in the way of just like a Shield parry. Thus, any sneak attack such as a successful assassinate cannot be reflected.

Rune of Vengeance

Type: Weapon
Duration: 10 minute

W
VE

This Powerful Rune grants the bearer call double (x2) their damage with the weapon it has been inscribed upon for 10 minutes, against one chosen type of opponent.

The bearer must clearly state “Activate: Rune of Vengeance against <insert creature type>” to activate the damage properties of this Rune.

This effect acts at the multiplier stage in the damage calculation.

Any effect which does a specific damage type would still be added on at the end such as Fire or Ice.

**** Please note that the damage a weapon cannot ever call more than triple its actual damage cap. (i.e. a shortsword with a damage cap of 30, can never call more than 90)****

Curses of the



Evil Eye

The Curse of the Evil Eye

Curses are a different and darker form of magic. Used primarily by the Romanovi, some non-Romanovi Avengers may also learn these Curses.

Curses are learned similar to Runes and Ritual Magics in that they are a single column, usable as one of each level known per day. The Curse to use at each level is decided at the time of casting from those the Romanovi or other may know.

Curses may be packet delivered or Named. In the case of a packet delivered Curse the caster must recite the curse and then hit the intended target.

Note intent plays a role in these curses and a packet which strikes the wrong target will have no effect on that target.

Named Curses require no packet only that the Caster knows the name of the target and the target is in range to actually hear themselves being cursed.

A Curse of the Evil Eye which uses the Target's Name cannot be dodged, evaded or blocked by a normal spell shield.

There are protections against such magics such as wards.

Packet delivered Curses may be Dodged and Evaded as normal, but they are still considered to Pierce spell shields, though not Charms against Curses.

There are three (3) types of Curses of the Evil Eye. The first and simplest is the Curse of Command, which can be cast at any target without any pre-determined action or affront on the target's part.

The second are the Curses of the Blood, or Blood Curses. To use these more powerful Curses, the caster must have been physically injured by the target.

The last form of Curse is the Blood Oath or Geas. It is almost never taught to any who are not of Romanovi blood. Only those very rare and special beings such as a *Nominator* would ever be taught such powerful and sacred Oaths, an outsider who has not learned at the feet of the Bandolier caught casting an Oath on someone is likely to be attacked and killed by any Romanovi who finds out.

Note: Curses of the Evil Eye have no effect on creatures such as Construct or Golems without a Life force. They are effective on Elementals and the Undead. These creatures may even enter contracts and thus be Blood Oathed.

Curses may be removed by the original Caster, by another Caster who will use a more powerful level of Curse of the Evil Eye slot up in the process (i.e. a 4th Level Curse could be removed by another with the use of a 5th Level or Higher Curse slot) up to 8th Level. 9th Level Curses of the Evil Eye may only be removed by the Original Caster.

Note: A Romanovi Bandolier may remove any Curse and may even remove a 9th Level Curse cast by another. They are loath

to do so as a 9th Level Curse requires the Bandolier expel all 9 Levels of her Curse of the Evil Eye at once for the day to remove.

The *Remove Curse* spell can remove Curses of up to Level 7, but the caster may find him or herself in quite a bit of trouble with the local Romanovi if the spell is used to remove a Curse of the Evil Eye.

There are rumored to be Ritual magics that will remove any Curse, and several which can duplicate the effects of the most powerful Blood Oaths effects.

There are even powerful Ritual Magic Curses as well.

These are rare indeed and can be of either Ethereal or Terrestrial Magic. Often the local Bandolier controls access to these magics, and the components there of.

Special Note: A very rare Bronze coin is said to exist which can also cleanse one of any curse. They are ancient indeed and have many applications in Ritual Magics as well.

Level 1 Curses of the Evil Eye

Curse of Command: Halt

Usable by: Voice or Packet

Type: Curse

Duration: 10 Seconds

Area of Effect: One Creature

Verbal: <Target Name (if known)> “By this curse I command you to Halt”

This Curse may be used by Name or if the Caster does not know the target’s name by packet. Upon the Target being successfully Cursed he/she must stop and cannot walk, cast or take any action other than to defend themselves for Ten (10) seconds. The Target may use the countdown of “*Halted 1, Halted 2, Halted 3, Halted 4, Halted 5, Halted 6, Halted 7, Halted 8, Halted 9, Halted 10*” both to show the effects of the curse and the duration.

Curse of Blood: Slumber

Usable by: Voice or Packet

Type: Curse

Duration: 10 minutes

Area of Effect: One Creature

Verbal: <Target Name (if known)> “With the spilling of my blood, do you suffer my Curse of Slumber”

This curse causes the target fall deeply asleep for the duration of the spell.

Sleeping targets may be attacked and cannot defend themselves until they have taken at least 10 hit points of damage.

A sleeping target may also be shaken awake on a 10 count.

Lastly a sleeping target may be killed on a 5 count.

Blood Oath: Agony

Usable by: Contract, Verbal or Written

Type: Curse

Duration: Until Death or Removal

Area of Effect: One Creature

Verbal: <Target Name> “By your Oath do I bind you to <Name of Oathed Party>, to break this Geas is to suffer Agony”

This contract between two beings, the terms of which; are witnessed or set by the caster. The contract may be written out or verbal. Once the Oath is agreed upon the Final casting is placed upon the Oath taker.

The breaking of this Oath will cause the Target great Agony. The Target cannot run, and all healing done to them is half its normal effect.

Level 2 Curse of the Evil Eye

Curse of Command: Fumble

Usable by: Voice or Packet

Type: Curse

Duration: 10 Seconds

Area of Effect: One Creature

Verbal: <Target Name (if known)> *“By this curse I command you to Fumble your <item>”*

This curse causes the target to fumble whatever they are holding. This item even if lassoed to the target cannot be used for 10 seconds.

Curse of Blood: Berserker Rage

Usable by: Voice or Packet

Type: Curse

Duration: 10 minutes

Area of Effect: One Creature

Verbal: <Target Name (if known)> *“With the spilling of my blood, are you consumed by Berserker Rage”*

This Curse cause the target to go into a fit of Rage attacking all around them starting with the first being they see that is not the caster. The target remains in this state until the duration expires, or the target is rendered unconscious or dead.

Blood Oath: Disease

Usable by: Contract, Verbal or Written

Type: Curse

Duration: Until Death or Removal

Area of Effect: One Creature

Verbal: <Target Name> *“By your Oath do I bind you to <Name of Oathed Party>; to break this Geas is to suffer from Disease.”*

This contract between two beings, the terms of which; are witnessed or set by the caster. The contract may be written out or verbal. Once the Oath is agreed upon the Final casting is placed upon the Oath taker.

The Breaking of this Oath causes harm to the intended target by causing them to become diseased.

A Diseased Creature cannot run they must walk.

Furthermore, a Diseased target feels more pain thus they take an extra 2 points of damage from all attacks until Death or until the Curse’s removal.

Level 3 Curse of the Evil Eye

Curse of Command: Stutter

Usable by: Voice or Packet

Type: Curse

Duration: 10 Seconds

Area of Effect: One Creature

Verbal: <Target Name (if known)> “By this curse I command you to Stutter”

This curse causes the target to stutter and be unable to cast spells or activate items during its duration.

Curse of Blood: Weakness

Usable by: Voice or Packet

Type: Curse

Duration: 10 minutes

Area of Effect: One Creature

Verbal: <Target Name (if known)> “With the spilling of my blood, do you suffer my Curse of Weakness”

This curse causes the victim’s strength to be reduced by 4 points. This reduces the damage called by the victim of the curse by 4 points regardless of what their strength score may have been before this spell.

A Target may only have one Curse of Weakness placed upon them at a time. This curse lasts until the duration expires, Death or its removal.

Blood Oath: Pain

Usable by: Contract, Verbal or Written

Type: Curse

Duration: Until Death or Removal

Area of Effect: One Creature

Verbal: <Target Name> “By your Oath do I bind you to <Name of Oathed Party>; to break this Geas is to suffer Pain!”

This contract between two beings, the terms of which; are witnessed or set by the caster. The contract may be written out or verbal. Once the Oath is agreed upon the Final casting is placed upon the Oath taker.

The Breaking of this Oath causes the target to suffer great pain for the duration of the Curse. The Target is wracked with spasms which will cause 10 hit points of Damage once every one (1) minute such that the target will suffer continuously until they re-enter their contract and fulfill the Oath they have taken or Death.

The damage may be healed between spasms normally, but the curses effects last until the target has died or the curse is removed.

Level 4 Curse of the Evil Eye

Curse of Command: Slumber

Usable by: Voice or Packet

Type: Curse

Duration: 10 Minutes

Area of Effect: One Creature

Verbal: <Target Name (if known)> “By this curse I command you to fall into Slumber”

This curse causes the target fall deeply asleep for the duration of the spell.

Sleeping targets may be attacked and cannot defend themselves until they have taken at least 10 hit points of damage.

A sleeping target may also be shaken awake on a 10 count.

Lastly a sleeping target may be killed on a 5 count.

Curse of Blood: Agony

Usable by: Voice or Packet

Type: Curse

Duration: 1 Hour

Area of Effect: One Creature

Verbal: <Target Name (if known)> “With the spilling of my blood, do you suffer in Agony”

This curse will cause the Target great Agony. The Target cannot run, and all healing done to them is half its normal effect. This curse lasts until the duration expires, Death or its removal.

Blood Oath: Suffering

Usable by: Contract, Verbal or Written

Type: Curse

Duration: Until Death or Removal

Area of Effect: One Creature

Verbal: <Target Name> “By your Oath do I bind you to <Name of Oathed Party>; to break this Geas is to Suffer Eternally!”

This contract between two beings, the terms of which; are witnessed or set by the caster. The contract may be written out or verbal. Once the Oath is agreed upon the Final casting is placed upon the Oath taker.

The Breaking of this Oath causes the target to suffer from the following symptoms. They cannot Run, they must walk, all Damaged called is reduced by 4; all healing received is reduced by half.

This curse lasts until Death or its removal.

Level 5 Curse of the Evil Eye

Curse of Command: Berserker Rage

Usable by: Voice or Packet

Type: Curse

Duration: 10 minutes

Area of Effect: One Creature

Verbal: <Target Name (if known)> *“By this curse I command you to be consumed by Berserker Rage!”*

This Curse cause the target to got into a fit of Rage attacking all around them starting with the first being they see that is not the caster. The target remains in this state until the duration expires or the target is rendered unconscious or dead.

Curse of Blood: Disease

Usable by: Voice or Packet

Type: Curse

Duration: 10 minutes

Area of Effect: One Creature

Verbal: <Target Name (if known)> *“With the spilling of my blood, do you suffer from Disease”*

This Curse will harm the intended target by causing them to become diseased. A Diseased Creature cannot run they must walk.

Furthermore, a Diseased target feels more pain thus they take an extra 2 points of damage from all attacks for the duration of the curse. This curse lasts until the duration expires, Death or its removal.

Blood Oath: Wounds

Usable by: Contract, Verbal or Written

Type: Curse

Duration: Until Death or Removal

Area of Effect: One Creature

Verbal: <Target Name> *“By your Oath do I bind you to <Name of Oathed Party>; to break this Geas is to Suffer great wounds!”*

This contract between two beings, the terms of which; are witnessed or set by the caster. The contract may be written out or verbal. Once the Oath is agreed upon the Final casting is placed upon the Oath taker.

The Breaking of this Oath causes the target to suffer by causing them to take double (x2) damage from all attacks.

This curse lasts until Death or its removal.

Level 6 Curse of the Evil Eye

Curse of Command: Weakness

Usable by: Voice or Packet

Type: Curse

Duration: 10 Minutes

Area of Effect: One Creature

Verbal: <Target Name (if known)> “By this curse I command you to feel Weakness”

This curse causes the victim’s strength to be reduced by 4 points. This reduces the damage called by the victim of the curse by 4 points regardless of what their strength score may have been before this spell.

A Target may only have one Curse of Weakness placed upon them at a time. This curse lasts until the duration expires, Death or its removal.

Curse of Blood: Pain

Usable by: Voice or Packet

Type: Curse

Duration: 10 minutes

Area of Effect: One Creature

Verbal: <Target Name (if known)> “With the spilling of my blood, do you suffer my Curse of Pain”

This Curse causes the target to suffer great pain for the duration of the Curse. The Target is wracked with spasms which will cause 10 hit points of Damage once every one (1) minute such that the target will suffer 100 hit points of damage during the duration of this Curse.

The damage may be healed between spasms normally, but the curses effects last the entire duration or until the target has died or the curse is removed.

Blood Oath: Death

Usable by: Contract, Verbal or Written

Type: Curse

Duration: Until Death or Removal

Area of Effect: One Creature

Verbal: <Target Name> “By your Oath do I bind you to <Name of Oathed Party>; to break this Geas is to Suffer Death!”

This contract between two beings, the terms of which; are witnessed or set by the caster. The contract may be written out or verbal. Once the Oath is agreed upon the Final casting is placed upon the Oath taker.

The Breaking of this Oath causes the creature to be dropped to Dead Status, Regardless of their status as to any Corruption or Desecration.

This Curse will not affect the Undead.

Some creatures may be harmed by this curse and not dropped to dead status will still take at least 50 points of damage.

Level 7 Curse of the Evil Eye

Curse of Command: Agony

Usable by: Voice or Packet

Type: Curse

Duration: 10 minutes

Area of Effect: One Creature

Verbal: <Target Name (if known)> “By this curse I command you to suffer in Agony!”

This curse will cause the Target great Agony. The Target cannot run, and all healing done to them is half its normal effect. This curse lasts until the duration expires, Death or its removal.

Curse of Blood: Suffering

Usable by: Voice or Packet

Type: Curse

Duration: 1 hour

Area of Effect: One Creature

Verbal: <Target Name (if known)> “With the spilling of my blood, shall you Suffer Evermore”

This Curse causes the target to suffer from the following symptoms. They cannot Run, they must walk, all Damaged called is reduced by 4; all healing received is reduced by half. This curse lasts until the duration expires, Death or its removal.

Blood Oath: Permanent Wounds

Usable by: Contract, Verbal or Written

Type: Curse

Duration: Special

Area of Effect: One Creature

Verbal: <Target Name> “By your Oath do I bind you to <Name of Oathed Party>; to break this Geas is to Suffer permanent wounds!”

This contract between two beings, the terms of which; are witnessed or set by the caster. The contract may be written out or verbal. Once the Oath is agreed upon the Final casting is placed upon the Oath taker.

The Breaking of this Oath causes the target to suffer in that no form of Healing magical or otherwise will function on them.

All Damage they suffer is permanent until they are released from their contract, the curse is removed or they have died and resurrected three (3) times.

Each time the player Resurrects, they come back at full health. Then they start the process over again, until they have lost the three (3) lives.

Special Note: Certain natural forms of regeneration such as those gained by Master Fortify still will function, but only these natural regenerative skills will aid the cursed at all.

Level 8 Curse of the Evil Eye

Curse of Command: Disease

Usable by: Voice or Packet

Type: Curse

Duration: 10 minutes

Area of Effect: One Creature

Verbal: <Target Name (if known)> “By this curse I command you to suffer from Disease!”

This Curse will harm the intended target by causing them to become diseased. A Diseased Creature cannot run they must walk.

Furthermore, a Diseased target feels more pain thus they take an extra 2 points of damage from all attacks for the duration of the spell or until its removal.

Curse of Blood: Wounds

Usable by: Voice or Packet

Type: Curse

Duration: 1 hour

Area of Effect: One Creature

Verbal: <Target Name (if known)> “With the spilling of my blood, shall your wounds grow”

This Curse will harm the intended target by causing them to take double (x2) damage from all attacks. This curse lasts until the duration expires, Death or its removal.

Blood Oath: Contagion

Usable by: Contract, Verbal or Written

Type: Curse

Duration: Special

Area of Effect: One Creature

Verbal: <Target Name> “By your Oath do I bind you to <Name of Oathed Party>; to break this Geas is to Suffer a great Contagion!”

This contract between two beings, the terms of which; are witnessed or set by the caster. The contract may be written out or verbal. Once the Oath is agreed upon the Final casting is placed upon the Oath taker.

The Breaking of this Oath causes the victim to suffer from a Contagion which makes the target unable to Run, take double (x2) damage, All Damage they suffer is permanent until they are released from their contract, the curse is removed or they have Died and Resurrected three (3) times.

Each time the player Resurrects, they come back at full health. Then they start the process over again, until they have lost the three (3) lives.

Special Note: Certain natural forms of regeneration such as those gained by Master Fortify still will function, but only these natural regenerative skills will aid the cursed at all.

Level 9 Curse of the Evil Eye

Curse of Command: Pain

Usable by: Voce or Packet

Type: Curse

Duration: 10 minutes

Area of Effect: One Creature

Verbal: <Target Name (if known)> “By this curse I command you to feel Pain!”

This Curse causes the target to suffer great pain for the duration of the Curse. The Target is wracked with spasms which will cause 10 hit points of Damage once every one (1) minute such that the target will suffer 100 hit points of damage during the duration of this Curse.

The damage may be healed between spasms normally, but the curses effects last the entire duration or until the target has died or the curse is removed.

Curse of Blood: Death

Usable by: Voce or Packet

Type: Curse

Duration: Instant

Area of Effect: One Creature

Verbal: <Target Name (if known)> “With the spilling of my blood, I curse you and bring forth your Death”

This Curse will affect one creature, which will be dropped to Dead Status, Regardless of their status as to any Corruption or Desecration. This Curse will not affect the Undead.

Some creatures may be harmed by this curse and not dropped to dead status will still take at least 50 points of damage

Blood Oath: Soul Exile

Usable by: Contract, Verbal or Written

Type: Curse

Duration: Special

Area of Effect: One Creature

Verbal: <Target Name> “By your Oath do I bind you to <Name of Oathed Party>; to break this Geas is to for your Soul to be Exiled!”

This contract between two beings, the terms of which; are witnessed or set by the caster. The contract may be written out or verbal. Once the Oath is agreed upon the Final casting is placed upon the Oath taker.

The Breaking of this Oath causes the Target to Disintegrate, their Spirit cannot resurrect for one (1) hour after their body disintegrates.

Upon Resurrection, they will have lost 3 lives from their total.

A dark, ornate interior, possibly a library or a study, with a central glowing fireplace. The walls are covered in intricate carvings and shelves filled with books. A blue light source is visible at the top center, and a green light source is visible on the right side. The overall atmosphere is mysterious and ancient.

Mythic Adventures

Production Skills

Chapter 9: Production

Production skills allow the player to have his or her character make something with an in-game use. These can be used by the player, stored, or even sold in many cases, hopefully for a profit.

Mythic Adventures is a player driven game and therefore economy. If there are not enough producers to make armor for repairs and new items than the town will run out and prices for such commodities will therefore fluctuate by the rules of supply and demand.

Production Skills have three (3) basic skills which are needed to start to learn a particular type of Production.

As will all things in Mythic Adventures there is a standard and consistent set of rules which control all production skills, regardless if it is Vinting or Armorsmithing. You must first have one of the three (3) basic skills. These skills are Herbalism, Blacksmithing and Fermenting. These skills are the prerequisites for Production Skills, and each controls a group of Productions.

Once you have the basic skill you may learn Apprentice skill in a Production. You must learn the specific Apprentice skill for the type of production you wish to have (i.e. A Blacksmith could learn to be an Apprentice Weaponsmith, Armorsmith, Engineer, or Jewel Crafter)

An Apprentice may learn ten (10) skill levels in their chosen field, before they must find someone to teach them to be a Journeyman.

A Journeyman may learn an additional ten (10) skill levels for a total of twenty (20) skill levels before they must find someone to teach them to become a Master of that form of production.

As a Master, you may learn an additional ten (10) skill levels for a total of thirty (30) skill levels. Once a Master has reached thirty skill levels in a Production he or she may begin to learn the powerful Grand Master skills one (I) through five (V). These are similar to Ritual Magics and are the highest recipes which will make the most powerful items of the Production Skill.

All Levels of Production require a character have a recipe for what they wish to create. Recipes can be common, uncommon, and rare, at each type of Skill (i.e. there are rare Apprentice recipes)

A Recipe will require a certain amount of skill to create, such that an Apprentice cannot make Master Recipe, regardless of the point cost.

Recipes may also require a certain amount of skill to use. Most follow the rule that a character must have at least one rank lower than the recipe to use, thus an item created by a Master Recipe can be used by a Journeyman in the same Production skill.

Production Skills are primarily used between events, which is represented by the Production Check-In procedure. During Check-in at an event a character receives a number of Production Points to use based on their skills.

The Production Point total is equal to a multiplier based on skill rank in that production skill applied to the skill levels in that production skill. The skill ranks and multipliers are Apprentice at x1, Journeyman at x2, and Master at x3. A higher rank replaces the lower multiplier and is not in addition to it. The Grand Master skill rank does not provide an increased multiplier.

For example, a character with the Journeyman Jewel Crafter skill and 16 levels of Jewel Crafting would receive 32 (16x2) Production Points at check in.

Every Recipe, other than Grand Master Recipes, has a required Production Skill Rank, Production Point cost, Crown cost, and potentially required or optional components necessary to create them. At Check-in, a player may create, and receive the item tags for, any combination of Recipes, or multiples of the same Recipe, that they have the Recipes for as well as the Skill Ranks, Crowns and Components necessary to create, so long as the sum of the Production Point costs for those Recipes is less than or equal to their Production Point total for that skill.

If you turn in the Optional Components for a recipe when creating it, the crowns required is reduced to ½ round down.

Note: Grand Master Recipes may even require certain skills, Lores, and even have Racial restrictions.

A player will pay for and present the recipes at check in for what they have created during the break which they wish to use. Any unspent Production Points are lost, and do not carry over between games.

Rare Recipes must be found in game and they are not listed in this rule book.

Players may find these recipes in many ways throughout their travels and time playing Mythic Adventures.

Lastly there are certain items which a player can find that will help augment their skill points total and / or skill in created Production based items.

Herbalism Recipes

Alchemy Recipes

Weak Acid

Type: Alchemy
Production Points: One (1)
Frequency: Common
Creation Cost: 2 Crowns
Duration: Instant

Requires to Make: Apprentice Alchemist
Required to Use: Herbalism
Additional Components: None
Optional Components: Fool's Gold
Physical Representation: Green Foam Vial or Bean Bag

This Creates a minor Acid which can be thrown at a single Target and will if successfully struck cause the target ten (10) points of Damage.

The Acid must go through a Targets Armor first before doing it point Damage such that if a Target had 7 Armor Points and 12 hit points the acid would bring the Armor to zero (0) points and do three (3) hit points of Damage to the Target.

This Acid also has uses in Engineering, Weaponsmithing and Armorsmithing; as well it is highly valued by Thieves locking to get into simple locks.

Acid

Type: Alchemy
Production Points: Three (3)
Frequency: Common
Creation Cost: 5 Crowns
Duration: Instant

Requires to Make: Journeyman Alchemist
Required to Use: Apprentice Alchemist
Additional Components: None
Optional Components: Bittercress, Fool's Gold
Physical Representation: Green Foam Vial or Bean Bag

This Creates an Acid which can be thrown at a single Target and will if successfully struck cause the target twenty (20) points of Damage.

The Acid must go through a Targets Armor first before doing it point Damage such that if a Target had 7 Armor Points and 22 hit points the acid would bring the Armor to zero (0) points and do thirteen (13) hit points of Damage to the Target.

This Acid also has uses in Engineering, Weaponsmithing and Armorsmithing; as well it is highly valued by Thieves locking to get into complex locks.

Potent Acid

Type: Alchemy
Production Points: Five (5)
Frequency: Common
Creation Cost: 10 Crowns
Duration: Instant

Requires to Make: Master Alchemist
Required to Use: Journeyman Alchemist
Additional Components: None
Optional Components: Stone Salt, Fool's Gold
Physical Representation: Green Foam Vial or Bean Bag

This Creates an Acid which can be thrown at a single Target and will if successfully struck cause the target forty (40) points of Damage.

The Acid must go through a Targets Armor first before doing it point Damage such that if a Target had 7 Armor Points and 22 hit points the acid would bring the Armor to zero (0) points and do thirty-three (33) hit points of Damage to the Target, rendering them to Bleeding Out status.

This Acid also has uses in Engineering, Weaponsmithing and Armorsmithing; as well it is highly valued by Thieves locking to get into Hardened locks.

Dissolving Compound

Type: Alchemy
Production Points: Seven (7)
Frequency: Uncommon
Creation Cost: 15 Crowns
Duration: Special

Requires to Make: Master Alchemist
Required to Use: Journeyman Alchemist
Additional Components: None
Optional Components: Cinnabar
Physical Representation: Vial of Dark Blue.

This Alchemy can be used to dissolve many substances. It will cause a Body that is below zero (0) hit points to accelerate its demise from three (3) minutes per stage to just one (1) minute per stage. Thus, from Bleeding to Critically Wounded would be but one (1) minute, From Critically Wounded to Lethally Wounded take only one (1) minute. From Lethally Wounded to Dead Status but a minute, and a Dead Body dissipates in one (1) minute as well.

Weak Naphtha

Type: Alchemy
Production Points: Two (2)
Frequency: Uncommon
Creation Cost: 2 Crowns
Duration: Instant

Requires to Make: Apprentice Alchemist
Required to Use: Herbalism
Additional Components: Charcoal

Optional Components: Saltpeter
Physical Representation: Orange Foam Vial or Bean Bag

This Creates a minor Flammable Sticky Gel which can be thrown at a single Target and will if successfully struck cause the target ten (10) points of Fire Damage.

The Naphtha must go through a Targets Armor first before doing hit point Damage such that if a Target had 7 Armor Points and 12 hit points the fire would bring the Armor to zero (0) points and do three (3) hit points of Damage to the Target.

This Gel also has uses in Engineering,

Naphtha

Type: Alchemy
Production Points: Four (4)
Frequency: Uncommon
Creation Cost: 5 Crowns
Duration: Instant

Requires to Make: Journeyman Alchemist
Required to Use: Apprentice Alchemist
Additional Components: Phosphor
Optional Components: Brimstone Crystals, Saltpeter
Physical Representation: Orange Foam Vial or Bean Bag

This Creates a Flammable Sticky Gel which can be thrown at a single Target and will if successfully struck cause the target twenty (20) points of Fire Damage.

The Naphtha must go through a Targets Armor first before doing hit point Damage such that if a Target had 7 Armor Points and 22 hit points the fire would bring the Armor to zero (0) points and do thirteen (13) hit points of Damage to the Target.

This Gel also has uses in Engineering,

Simple Glue

Type: Alchemy
Production Points: One (1)
Frequency: Common
Creation Cost: 2 Crowns
Duration: One (1) Hour

Requires to Make: Apprentice Alchemist
Required to Use: Herbalism
Additional Components: None
Optional Components: Cattail Root
Physical Representation: Vial of Glue

This creates a minor adhesive which will allow a player to glue an item to another item or to their hand.

Items which are glued to a hand cannot be fumbled

Potent Naphtha

Type: Alchemy
Production Points: Six (6)
Frequency: Uncommon
Creation Cost: 10 Crowns
Duration: Instant

Requires to Make: Master Alchemist
Required to Use: Journeyman Alchemist
Additional Components: Magnesia
Optional Components: Fireweed, Saltpeter
Physical Representation: Orange Foam Vial or Bean Bag

This Creates a Flammable Sticky Gel which can be thrown at a single Target and will if successfully struck cause the target forty (40) points of Fire Damage.

The Naphtha must go through a Targets Armor first before doing hit point Damage such that if a Target had 7 Armor Points and 22 hit points the fire would bring the Armor to zero (0) points and do thirty-three (33) hit points of Damage to the Target, rendering them to Bleeding Out status.

This Gel also has uses in Engineering,

Universal Solvent

Type: Alchemy

Production Points: Three (3)

Frequency: Uncommon

Creation Cost: 10 Crowns

Duration: Instant

Requires to Make: Journeyman Alchemist

Required to Use: Apprentice Alchemist

Additional Components: None

Optional Components: Stonesalt, Meadow Garlic

Physical Representation: Vial of Bright Blue.

This Alchemy can be used to dissolve Glues and other sticky substances. It will also act to purify Water if mixed.

The Universal Solvent has applications in many other productions including Engineering, Armorsmithing, Surgery, and for Scribes as well.

Light Alchemy

Type: Alchemy

Production Points: One (1)

Frequency: Common

Creation Cost: 2 Crowns

Duration: 1 Day

Requires to Make: Apprentice Alchemist

Required to Use: Herbalism

Additional Components: None

Optional Components: Saltpeter

Physical Representation: White Glow stick or Light stick

This Creates a constant White Light source, which once turned off is used up, and cannot be reused by the same Light Alchemy.

Note: A battery light stick may be reused, by expending a second Light Alchemy.

Elixir Recipes

Potion of Lesser Healing

Type: Elixir

Production Points: One (1)

Frequency: Common

Creation Cost: 2 Crowns

Duration: Instant

Requires to Make: Apprentice Elixir Crafter

Required to Use: None

Additional Components: None

Optional Components: Silversage

Physical Representation: Vial of Light Red.

This Potion can be used by anyone. Once drank the potion will heal the Target for Twenty (20) hit points of Damage, regardless of their status as to Corruptions or Desecration.

Beings without a Life Force, such as Constructs and the Undead as well gain no benefit from this Potion.

Those who are not injured will gain no benefit from this Potion.

Furthermore, this Potion cannot bring a target to beyond his or her normal hit point Maximum. (i.e. A Character wounded six (6) hit points would only have six (6) hit points restored and the other four (14) would be wasted.

The potions entire contents must be consumed, and a partial potion will have no effect.

Potion of Healing

Type: Elixir

Production Points: Three (3)

Frequency: Common

Creation Cost: 5 Crowns

Duration: Instant

Requires to Make: Journeyman Elixir Crafter

Required to Use: None

Additional Components: None

Optional Components: Feverfew Flowers, Silversage

Physical Representation: Vial of Red.

This Potion can be used by anyone. Once drank the potion will heal the Target for Forty (40) hit points of Damage, regardless of their status as to Corruptions or Desecration.

Beings without a Life Force, such as Constructs and the Undead as well gain no benefit from this Potion.

Those who are not injured will gain no benefit from this Potion.

Furthermore, this Potion cannot bring a target to beyond his or her normal hit point Maximum. (i.e. A Character wounded six (6) hit points would only have six (6) hit points restored and the other Thirty-Four (34) would be wasted.

The potions entire contents must be consumed, and a partial potion will have no effect.

Potion of Extra Healing

Type: Elixir
Production Points: Five (5)
Frequency: Common
Creation Cost: 10 Crowns
Duration: Instant

Requires to Make: Master Elixir Crafter
Required to Use: None
Additional Components: None
Optional Components: Saw Palmetto Fruit, Silversage
Physical Representation: Vial of Dark Red.

This Potion can be used by anyone. Once drank the potion will heal the Target for Eighty (80) hit points of Damage, regardless of their status as to Corruptions or Desecration.

Beings without a Life Force, such as Constructs and the Undead as well gain no benefit from this Potion.

Those who are not injured will gain no benefit from this Potion.

Furthermore, this Potion cannot bring a target to beyond his or her normal hit point Maximum. (i.e. A Character wounded six (6) hit points would only have six (6) hit points restored and the other Seventy-Four (74) would be wasted.

The potions entire contents must be consumed and a partial potion will have no effect.

Elixir of Lion's Heart

Type: Elixir
Production Points: Four (4)
Frequency: Uncommon
Creation Cost: 6 Crowns
Duration: 1 Hour

Requires to Make: Apprentice Elixir Crafter
Required to Use: Herbalism
Additional Components: None
Optional Components: Wild Grapes, Dewberries
Physical Representation: Vial of Blue.

This Elixir Once Drank will render the imbued with immunity to Fear, Terror and Horror effects just as if they had the skill of *Bravery*.

Elixir of Troll's Blood

Type: Elixir
Production Points: Two (2)
Frequency: Uncommon
Creation Cost: 3 Crowns
Duration: 1 Hour

Requires to Make: Apprentice Elixir Crafter
Required to Use: Herbalism
Additional Components: Troll Blood
Optional Components: Fern
Physical Representation: Vial of Deep Green.

This Elixir Once Drank will render the imbued with an Enhanced Strength of +1(one) over their present Strength score.

Beings without a Life Force, such as Constructs and the Undead as well gain no benefit from this Elixir.

Elixir of Ogre's Blood

Type: Elixir
Production Points: Five (5)
Frequency: Uncommon
Creation Cost: 7 Crowns
Duration: 1 Hour

Requires to Make: Journeyman Elixir Crafter
Required to Use: Herbalism
Additional Components: Ogre Blood
Optional Components: Ruby Spikemoss
Physical Representation: Vial of Deep Brown.

This Elixir Once Drank will render the imbued with an Enhanced Strength of +2 (two) over their present Strength score.

Beings without a Life Force, such as Constructs and the Undead as well gain no benefit from this Elixir.

Elixir of Giant's Blood

Type: Elixir
Production Points: Eight (8)
Frequency: Uncommon
Creation Cost: 10 Crowns
Duration: 1 Hour

Requires to Make: Master Elixir Crafter
Required to Use: Herbalism
Additional Components: Ogre Blood
Optional Components: Red Clover Leaves, Crushed Animal Bones
Physical Representation: Vial of Deep Gray.

This Elixir Once Drank will render the imbued with an Enhanced Strength of +4 (four) over their present Strength score.

Beings without a Life Force, such as Constructs and the Undead as well gain no benefit from this Elixir.

Antidote

Type: Elixir
Production Points: Seven (7)
Frequency: Common
Creation Cost: 15 Crowns
Duration: Instant

Requires to Make: Master Elixir Crafter
Required to Use: None
Additional Components: None
Optional Components: Black Poppy
Physical Representation: Vial of Yellow.

This Elixir can be used by anyone. Once drank the Elixir Will Neutralize any Poisons affecting them, regardless of their status as to Corruption or Desecration.

Beings without a Life Force, such as Constructs and the Undead as well gain no benefit from this Elixir.

Those who are not poisoned will gain no benefit from this Elixir.

Salve of Restoration

Type: Elixir
Production Points: Ten (10)
Frequency: Uncommon
Creation Cost: 35 Crowns
Duration: Instant

Requires to Make: Master Elixir Crafter
Required to Use: Journeyman Elixir Crafter
Additional Components: Troll Blood
Optional Components: Calamine, Feverfew Flowers
Physical Representation: Vial of Yellow.

This Salve can only be applied to a Target by those who have a knowledge of Elixirs at the Journeymen or High Skill. Once applied this paste will fully restore Eyesight, Mobility, Hearing and Function to withered limbs regardless targets status as to Corruptions or Desecration.

This effect takes Ten (10) minutes during which time the target must remain still, and cannot engage in activities for the Paste to take effect.

The Salve will not heal any hit point damage the target may have.

Beings without a Life Force, such as Constructs and the Undead as well gain no benefit from this Elixir.

Poison Recipes

Ingested: Sleep

Type: Poison
Production Points: Two (2)
Frequency: Common
Creation Cost: 2 Crowns
Duration: 1 Hour/Special

Requires to Make: Apprentice Poisoner
Required to Use: Herbalism
Additional Components: None
Optional Components: Crabapple
Physical Representation: Vial of Purple.

This poison must be ingested in food or drink to take effect. Once it takes affect it will place the target in a deep sleep.

The entire contents of the poison must be used to be effective.

Sleeping targets may be attacked and cannot defend themselves until they have taken at least 10 hit points of damage.

A sleeping target may also be shaken awake on a 10 count.

Creatures which do not sleep or have no life force such as Golems or the Undead are not affected by this poison.

Lastly a sleeping target may be killed on a 5 count.

Ingested: Paralyze

Type: Poison
Production Points: Four (4)
Frequency: Common
Creation Cost: 5 Crowns
Duration: 10 Minutes

Requires to Make: Journeyman Poisoner
Required to Use: Apprentice Poisoner
Additional Components: None
Optional Component: Topaz Calvyr Grapes, Water Hemlock
Physical Representation: Vial of Purple.

This poison must be ingested in food or drink to take effect. Once ingested the Poison takes effect rendering the target unable to move for the duration.

The entire contents of the poison must be used to be effective.

The paralyzed target is unable to use his/her body from head to toe. The target may not move nor cast during the duration of this effect.

Lastly a paralyzed target may be killed on a 5 count.

Creatures which do not have a metabolism or have no life force such as Golems or the Undead are not affected by this poison.

Ingested: Nausea

Type: Poison
Production Points: One (1)
Frequency: Common
Creation Cost: 2 Crowns
Duration: 1 Hour/Special

Requires to Make: Apprentice Poisoner
Required to Use: Herbalism
Additional Components: None
Optional Components: Mystery Meat
Physical Representation: Vial of Purple.

This poison must be ingested in food or drink to take effect.

Once it takes affect it will place the target will suffer from sever Nausea, and become quite ill.

Nausea will cause a target to be unable to run, or attack. They may still defend themselves.

Note: Feel free to Role-play but be conscientious of those around you as to not make someone with a weak constitution nauseated in real life.

Creatures which do not have a metabolism or have no life force such as Golems or the Undead are not affected by this poison.

Ingested: Deadly Poison

Type: Poison

Production Points: Eleven (11)

Frequency: Uncommon

Creation Cost: 20 Crowns

Duration: Death or Neutralization

Requires to Make: Master Poisoner

Required to Use: Journeyman Poisoner

Additional Components: None

Optional Components: Deathcap Mushroom, Greenskin Blood

Physical Representation: Vial of Purple.

This poison must be ingested in food or drink to take effect.

Once ingested the Poison takes effect.

The entire contents of the poison must be used to be effective.

A Poisoned Target cannot run, they suffer 1 (one) hit point of damage every minute until the Poison runs its course and the victim is dead or it is removed.

Creatures which are not alive, or have no life force such as Golems or the Undead are not affected by this poison.

Venom Coating: Pain

Type: Poison

Production Points: Three (3)

Frequency: Common

Creation Cost: 3 Crowns

Duration: 1 Hour (10 swings)

Requires to Make: Apprentice Poisoner

Required to Use: Herbalism

Additional Components: None

Optional Components: Scorpion Stingers

Physical Representation: Purple Line on Weapon. (Purple Vial)

This Venom coating will allow the attacker to call three (3) extra points of Damage with an attack.

This venom is not negated by armor.

The attack must successfully strike the target, and each swing up to ten (10) whether successful or not counts against the number of uses for a coating

Furthermore, a Venom Coating will lose all potency if not used within one (1) hour of it having been applied to a weapon.

The purple line may be painted on or be tapped on but must be visible and the length of the weapon used.

Venoms take One (1) minute to safely apply to a weapon.

Sleep Gas

Type: Poison

Production Points: Eight (8)

Frequency: Common

Creation Cost: 9 Crowns

Duration: 10 Minutes

Requires to Make: Journeyman Poisoner

Required to Use: Apprentice Poisoner

Additional Components: None

Optional Components: Dusky Calvyr Grapes, Crabapple

Physical Representation: Foam Vial or Bean Bag of Purple.

This Poison may be thrown at a single Target and upon impact will break open in a small gaseous cloud causing the victim to fall into a deep sleep.

Sleeping targets may be attacked and cannot defend themselves until they have taken at least 10 hit points of damage.

A sleeping target may also be shaken awake on a 10 count.

The Verbal upon striking a target is "Sleep Gas"

Creatures which do not sleep, or have no life force such as Golems or the Undead are not affected by this poison.

Lastly a sleeping target may be killed on a 5 count.

Venom Coating: Sleep

Type: Poison

Production Points: Five (5)

Frequency: Common

Creation Cost: 6 Crowns

Duration: 1 Hour (10 swings)

Requires to Make: Journeyman Poisoner

Required to Use: Apprentice Poisoner

Additional Components: None

Optional Components: Gruesome Fang, Crabapple

Physical Representation: Purple Line on Weapon. (Purple Vial)

This Venom coating will cause the victim to fall into a deep sleep for Ten (10) minutes. The strike must cause hit point Damage to be effective.

Sleeping targets may be attacked and cannot defend themselves until they have taken at least 10 hit points of damage.

A sleeping target may also be shaken awake on a 10 count.

Creatures which do not sleep or have no life force such as Golems or the Undead are not affected by this poison.

Lastly a sleeping target may be killed on a 5 count.

The attack must successfully strike the target and each swing up to ten (10) whether successful or not counts against the number of uses for a coating, the tagline added to the attack is “**sleep venom**” (i.e. 10 magic sleep venom).

Furthermore, a Venom Coating will lose all potency if not used within One (1) hour of it having been applied to a weapon.

The Purple line may be painted on or be tapped on but must be visible and the length of the weapon used.

Venoms take One (1) minute to safely apply to a weapon.

Creatures which do not have a metabolism or have no life force such as Golems or the Undead are not affected by this poison.

Special Note: Venoms last for One (1) Hour, ten (10) swings (i.e. 8 Magic <venom type> said Ten (10) times) or until it has affected Three (3) targets (i.e. Done hit points damage to those targets) whichever comes First.

Venom Coating: Paralyzation

Type: Poison

Production Points: Ten (10)

Frequency: Uncommon

Creation Cost: 10 Crowns

Duration: 1 Hour (10 swings)

Requires to Make: Master Poisoner

Required to Use: Journeyman Poisoner

Additional Components: None

Optional Components: Topaz Calvyr Grapes, Greenskin Blood, Water Hemlock

Physical Representation: Purple Line on Weapon. (Purple Vial)

This Venom coating will cause the victim to be paralyzed, rendering the target unable to move for the ten (10) minute duration.

The paralyzed target is unable to use his/her body from head to toe. The target may not move nor cast during the duration of this effect.

The attack must successfully strike the target and each swing up to ten (10) whether successful or not counts against the number of uses for a coating. The tagline added to weapon damage is “**Paralyzing Venom**” (i.e. 10 magic Paralyzing venom).

The Strike must cause hit point Damage to be effective.

Furthermore, a Venom Coating will lose all potency if not used within One (1) hour of it having been applied to a weapon.

The Purple line may be painted on or be taped on, but must be visible and the length of the weapon used.

Venoms take One (1) minute to safely apply to a weapon.

Lastly a paralyzed target may be killed on a 5 count.

Creatures which do not have a metabolism, or have no life force such as Golems or the Undead are not affected by this poison.

Special Note: Venoms last for One (1) Hour, ten (10) swings (i.e. 8 Magic <venom type> said Ten (10) times) or until it has affected Three (3) targets (i.e. Done hit points damage to those targets) whichever comes First.

Venom Coating: Blind

Type: Poison
Production Points: Six (6)
Frequency: Uncommon
Creation Cost: 8 Crowns
Duration: 1 Hour (10 swings)

Requires to Make: Journeyman Poisoner
Required to Use: Apprentice Poisoner
Additional Components: None
Optional Components: Deadly Nightshade
Physical Representation: Purple Line on Weapon. (Purple Vial)

This Venom coating will cause the victim to lose their eyesight and temporarily become blind for up to ten (10) minutes.

The attack must successfully strike the target and each swing up to ten (10) whether successful or not counts against the number of uses for a coating. The tagline added to weapon damage is “**Blinding Venom**” (i.e. 10 magic Blinding venom).

The Strike must cause hit point Damage to be effective.

Furthermore, a Venom Coating will lose all potency if not used within One (1) hour of it having been applied to a weapon.

The Purple line may be painted on or be tapped on, but must be visible and the length of the weapon used.

Creatures which do not have a metabolism, or have no life force such as Golems or the Undead are not affected by this poison.

Venoms take One (1) minute to safely apply to a weapon.

Special Note: Venoms last for One (1) Hour, ten (10) swings (i.e. 8 Magic <venom type> said Ten (10) times) or until it has affected Three (3) targets (i.e. Done hit points damage to those targets) whichever comes First.

Blinding Gas

Type: Poison
Production Points: Seven (7)
Frequency: Uncommon
Creation Cost: 8 Crowns
Duration: 10 seconds

Requires to Make: Master Poisoner
Required to Use: Journeyman Poisoner
Additional Components: None
Optional Components: Deadly Nightshade
Physical Representation: Foam Vial or Bean Bag of Purple.

This Poison may be thrown at a single Target and upon impact will break open in a small gaseous cloud causing the victim to lose their eyesight and temporarily become blind for up to ten (10) seconds.

The Verbal upon striking a target is “Blinding Gas”

Creatures which do not have a metabolism or have no life force such as Golems or the Undead are not affected by this poison.

Nausea Gas

Type: Poison
Production Points: Four (4)
Frequency: Common
Creation Cost: 6 Crowns
Duration: 10 Minutes

Requires to Make: Journeyman Poisoner
Required to Use: Apprentice Poisoner
Additional Components: None
Optional Components: Brimstone Crystal, Mystery Meat
Physical Representation: Foam Vial or Bean Bag of Purple.

This Poison may be thrown at a single Target and upon impact will break open in a small gaseous cloud causing the target sever Nausea, as they become quite ill.

The Verbal upon striking a target is “Nausea Gas”

Nausea will cause a target to be unable to run, or attack. They may still defend themselves.

Note: Feel free to Role-play but be conscientious of those around you as to not make someone with a weak constitution nauseated in real life.

Creatures which do not have a metabolism, or have no life force such as Golems or the Undead are not affected by this poison.

Paralyzing Gas

Type: Poison

Production Points: Nine (9)

Frequency: Common

Creation Cost: 20 Crowns

Duration: 10 Minutes

Requires to Make: Master Poisoner

Required to Use: Journeyman Poisoner

Additional Components: None

Optional Components: Glowfire Mushrooms, Topaz Calvyr
Grapes

Physical Representation: Foam Vial or Bean Bag of Purple.

This Poison may be thrown at a single Target and upon impact will break open in a small gaseous cloud rendering the target unable to move for the duration.

The Verbal upon striking a target is “Paralyzing Gas”

The paralyzed target is still fully conscious and able to see the world around them, but they are unable to cast, move, defend themselves or function other than to talk.

Lastly a paralyzed target may be killed on a 5 count.

Creatures which do not have a metabolism, or have no life force such as Golems or the Undead are not affected by this poison.

Scribe Recipes

Transcribe Apprentice Blacksmithing Production Recipe

Type: Scribe
Production Points: Two (2)
Frequency: Common
Creation Cost: 4 Crowns
Duration: Permanent

Requires to Make: Apprentice Scribe
Required to Use: Apprentice skill in the Production
Additional Components: Copy of Recipe to be Transcribed
Optional Components: Oak Gall
Physical Representation: Recipe Sheet

This recipe allows The Scribe to make a permanent copy of a Recipe of Apprentice level for a Blacksmithing Production based skill such as Weaponsmithing.

This is the only way to make a usable copy for a Character to add a recipe to his or her selection of Recipes for production. The Copy once created is permanent and be placed into a character's record of recipes.

Once a recipe is placed into the Characters skill record, it can only be used by that character, and no one else. Thus, for a recipe to be taught by one person to another they must have a Scribe make the additional copy.

Transcribe Journeyman Blacksmithing Production Recipe

Type: Scribe
Production Points: Five (5)
Frequency: Common
Creation Cost: 10 Crowns
Duration: Permanent

Requires to Make: Journeyman Scribe
Required to Use: Journeyman skill in the Production
Additional Components: Copy of Recipe to be Transcribed
Optional Components: Pine Resin, Crushed Berries
Physical Representation: Recipe Sheet

This recipe allows The Scribe to make a permanent copy of a Recipe of Journeyman level for a Blacksmithing Production based skill such as Weaponsmithing.

This is the only way to make a usable copy for a Character to add a recipe to his or her selection of Recipes for production. The Copy once created is permanent and be placed into a character's record of recipes.

Once a recipe is placed into the Characters skill record, it can only be used by that character, and no one else. Thus, for a recipe to be taught by one person to another they must have a Scribe make the additional copy.

Transcribe Master Blacksmithing Production Recipe

Type: Scribe
Production Points: Eight (8)
Frequency: Common
Creation Cost: 15 Crowns
Duration: Permanent

Requires to Make: Master Scribe
Required to Use: Master skill in the Production
Additional Components: Copy of Recipe to be Transcribed
Optional Components: Rock Snail Shells
Physical Representation: Recipe Sheet

This recipe allows The Scribe to make a permanent copy of a Recipe of Master level for a Blacksmithing Production based skill such as Weaponsmithing.

This is the only way to make a usable copy for a Character to add a recipe to his or her selection of Recipes for production. The Copy once created is permanent and be placed into a character's record of recipes.

Once a recipe is placed into the Characters skill record, it can only be used by that character, and no one else. Thus, for a recipe to be taught by one person to another they must have a Scribe make the additional copy.

Transcribe Apprentice Herbalism Production Recipe

Type: Scribe
Production Points: Two (2)
Frequency: Common
Creation Cost: 4 Crowns
Duration: Permanent

Requires to Make: Apprentice Scribe
Required to Use: Apprentice skill in the Production
Additional Components: Copy of Recipe to be Transcribed
Optional Components: Oak Gall
Physical Representation: Recipe Sheet

This recipe allows The Scribe to make a permanent copy of a Recipe of Apprenticeship level for an Herbalism Production based skill such as Alchemy.

This is the only way to make a usable copy for a Character to add a recipe to his or her selection of Recipes for production. The Copy once created is permanent and be placed into a character's record of recipes.

Once a recipe is placed into the Characters skill record, it can only be used by that character, and no one else. Thus, for a recipe to be taught by one person to another they must have a Scribe make the additional copy.

Transcribe Journeyman Herbalism Production Recipe

Type: Scribe
Production Points: Five (5)
Frequency: Common
Creation Cost: 10 Crowns
Duration: Permanent

Requires to Make: Journeyman Scribe
Required to Use: Journeyman skill in the Production
Additional Components: Copy of Recipe to be Transcribed
Optional Components: Pine Resin, Crushed Berries
Physical Representation: Recipe Sheet

This recipe allows The Scribe to make a permanent copy of a Recipe of Journeyman level for an Herbalism Production based skill such as Alchemy.

This is the only way to make a usable copy for a Character to add a recipe to his or her selection of Recipes for production. The Copy once created is permanent and be placed into a character's record of recipes.

Once a recipe is placed into the Characters skill record, it can only be used by that character, and no one else. Thus, for a recipe to be taught by one person to another they must have a Scribe make the additional copy.

Transcribe Master Herbalism Production Recipe

Type: Scribe
Production Points: Eight (8)
Frequency: Common
Creation Cost: 15 Crowns
Duration: Permanent

Requires to Make: Master Scribe
Required to Use: Master skill in the Production
Additional Components: Copy of Recipe to be Transcribed
Optional Components: Rock Snail Shells
Physical Representation: Recipe Sheet

This recipe allows The Scribe to make a permanent copy of a Recipe of Master level for an Herbalism Production based skill such as Alchemy.

This is the only way to make a usable copy for a Character to add a recipe to his or her selection of Recipes for production. The Copy once created is permanent and be placed into a character's record of recipes.

Once a recipe is placed into the Characters skill record, it can only be used by that character, and no one else. Thus, for a recipe to be taught by one person to another they must have a Scribe make the additional copy.

Transcribe Apprentice Fermenting Production Recipe

Type: Scribe
Production Points: Two (2)
Frequency: Common
Creation Cost: 4 Crowns
Duration: Permanent

Requires to Make: Apprentice Scribe
Required to Use: Apprentice skill in the Production
Additional Components: Copy of Recipe to be Transcribed
Optional Components: Oak Gall
Physical Representation: Recipe Sheet

This recipe allows The Scribe to make a permanent copy of a Recipe of Apprenticeship level for a Fermenting Production based skill such as Vinting.

This is the only way to make a usable copy for a Character to add a recipe to his or her selection of Recipes for production. The Copy once created is permanent and be placed into a character's record of recipes.

Once a recipe is placed into the Characters skill record, it can only be used by that character, and no one else. Thus, for a recipe to be taught by one person to another they must have a Scribe make the additional copy.

Transcribe Journeyman Fermenting Production Recipe

Type: Scribe
Production Points: Five (5)
Frequency: Common
Creation Cost: 10 Crowns
Duration: Permanent

Requires to Make: Journeyman Scribe
Required to Use: Journeyman skill in the Production
Additional Components: Copy of Recipe to be Transcribed
Optional Components: Pine Resin, Crushed Berries
Physical Representation: Recipe Sheet

This recipe allows The Scribe to make a permanent copy of a Recipe of Journeyman level for a Fermenting Production based skill such as Vinting.

This is the only way to make a usable copy for a Character to add a recipe to his or her selection of Recipes for production. The Copy once created is permanent and be placed into a character's record of recipes.

Once a recipe is placed into the Characters skill record, it can only be used by that character, and no one else. Thus, for a recipe to be taught by one person to another they must have a Scribe make the additional copy.

Transcribe Master Fermenting Production Recipe

Type: Scribe
Production Points: Eight (8)
Frequency: Common
Creation Cost: 15 Crowns
Duration: Permanent

Requires to Make: Master Scribe
Required to Use: Master skill in the Production
Additional Components: Copy of Recipe to be Transcribed
Optional Components: Rock Snail Shells
Physical Representation: Recipe Sheet

This recipe allows The Scribe to make a permanent copy of a Recipe of Master level for a Fermenting Production based skill such as Vinting.

This is the only way to make a usable copy for a Character to add a recipe to his or her selection of Recipes for production. The Copy once created is permanent and be placed into a character's record of recipes.

Once a recipe is placed into the Characters skill record, it can only be used by that character, and no one else. Thus, for a recipe to be taught by one person to another they must have a Scribe make the additional copy.

Transcribe 1st to 3rd Level Rune

Type: Scribe
Production Points: One (1) per level
Frequency: Uncommon
Creation Cost: 2 Crowns per level
Duration: Permanent

Requires to Make: Master Scribe
Required to Use: Rune Lore and casting level
Additional Components: Copy of Rune to be Transcribed
Optional Components:
1st Level Rune: Crushed Berries
2nd Level Rune: Iron Salt
3rd Level Rune: Iron Salt, Crushed Berries
Physical Representation: Page in Rune Book

This recipe allows The Scribe to make a permanent copy of a Rune of power.

The Scribe his or herself does not need skill in Runes to be able to transcribe, only the scroll itself.

This is the only way to make a usable copy for a Character to add to his or her selection of Runes. The copy once created is permanent and be placed into a character's record of Runes.

Once a recipe is placed into the Characters skill record, it can only be used by that character, and no one else. Thus, for a Rune to be taught by one person to another they must have a Scribe make the additional copy.

Transcribe 4th to 6th Level Rune

Type: Scribe
Production Points: Two (2) per level
Frequency: Uncommon
Creation Cost: 5 Crowns per level
Duration: Permanent

Requires to Make: Master Scribe
Required to Use: Rune Lore and casting level
Additional Components: Copy of Rune to be Transcribed
4th Level Rune: Carmine Aphids, Iron Salt
5th Level Rune: Carmine Aphids, Pine Resin, Tier 1 Gem
6th Level Rune: Carmine Aphids, Pine Resin, Tier 2 Gem, Chalk
Physical Representation: Page in Rune Book

This recipe allows The Scribe to make a permanent copy of a Rune of power.

The Scribe his or herself does not need skill in Runes to be able to transcribe, only the scroll itself.

This is the only way to make a usable copy for a Character to add to his or her selection of Runes. The copy once created is permanent and be placed into a character's record of Runes.

Once a recipe is placed into the Characters skill record, it can only be used by that character and no one else. Thus, for a Rune to be taught by one person to another they must have a Scribe make the additional copy.

Transcribe 7th to 9th Level Rune

Type: Scribe

Production Points: Three (3) per level

Frequency: Uncommon

Creation Cost: 10 Crowns per level

Duration: Permanent

Requires to Make: Master Scribe

Required to Use: Rune Lore and casting level

Additional Components: Copy of Rune to be Transcribed

Optional Components:

7th Level Rune: Iridescent Scales, Hazelnuts, Pine Resin, Tier 3 Gem, Iron Salt, Chalk

8th Level Rune: Iridescent Scales, Tier 4 Gem, 2x Pine Resin, 2x Verdigris

9th Level Rune: Iridescent Scales, Tier 5 Gem, Cinnabar, Pine Resin, Chalk

Physical Representation: Page in Rune Book

This recipe allows The Scribe to make a permanent copy of a Rune of power.

The Scribe his or herself does not need skill in Runes to be able to transcribe, only the scroll itself.

This is the only way to make a usable copy for a Character to add to his or her selection of Runes. The copy once created is permanent and be placed into a character's record of Runes.

Once a recipe is placed into the Characters skill record, it can only be used by that character, and no one else. Thus, for a Rune to be taught by one person to another they must have a Scribe make the additional copy.

Transcribe 1st to 3rd Level Glyph

Type: Scribe

Production Points: One (1) per level

Frequency: Uncommon

Creation Cost: 2 Crowns per level

Duration: Permanent

Requires to Make: Master Scribe

Required to Use: Glyph Lore and casting level

Additional Components: Copy of Glyph to be Transcribed

Optional Components:

1st Level Glyph: Crushed Berries

2nd Level Glyph: Iron Salt

3rd Level Glyph: Iron Salt, Crushed Berries

Physical Representation: Page in Glyph Book

This recipe allows The Scribe to make a permanent copy of a Glyph of power.

The Scribe his or herself does not need skill in Glyphs to be able to transcribe, only the scroll itself.

This is the only way to make a usable copy for a Character to add to his or her selection of Glyphs. The copy once created is permanent and be placed into a character's record of Glyphs.

Once a recipe is placed into the Characters skill record, it can only be used by that character, and no one else. Thus, for a Glyph to be taught by one person to another they must have a Scribe make the additional copy.

Transcribe 4th to 6th Level Glyph

Type: Scribe

Production Points: Two (2) per level

Frequency: Uncommon

Creation Cost: 5 Crowns per level

Duration: Permanent

Requires to Make: Master Scribe

Required to Use: Glyph Lore and casting level

Additional Components: Copy of Glyph to be Transcribed

4th Level Glyph: Carmine Aphids, Iron Salt

5th Level Glyph: Carmine Aphids, Pine Resin, Tier 1 Gem

6th Level Glyph: Carmine Aphids, Pine Resin, Tier 2 Gem, Chalk

Physical Representation: Page in Glyph Book

This recipe allows The Scribe to make a permanent copy of a Glyph of power.

The Scribe his or herself does not need skill in Glyphs to be able to transcribe, only the scroll itself.

This is the only way to make a usable copy for a Character to add to his or her selection of Glyphs. The copy once created is permanent and be placed into a character's record of Glyphs.

Once a recipe is placed into the Characters skill record, it can only be used by that character and no one else. Thus, for a Glyph to be taught by one person to another they must have a Scribe make the additional copy.

Transcribe 7th to 9th Level Glyph

Type: Scribe

Production Points: Three (3) per level

Frequency: Uncommon

Creation Cost: 10 Crowns per level

Duration: Permanent

Requires to Make: Master Scribe

Required to Use: Glyph Lore and casting level

Additional Components: Copy of Glyph to be Transcribed

Optional Components:

7th Level Glyph: Iridescent Scales, Hazelnuts, Pine Resin, Tier 3 Gem, Iron Salt, Chalk

8th Level Glyph: Iridescent Scales, Tier 4 Gem, 2x Pine Resin, 2x Verdigris

9th Level Glyph: Iridescent Scales, Tier 5 Gem, Cinnabar, Pine Resin, Chalk

Physical Representation: Page in Glyph Book

This recipe allows The Scribe to make a permanent copy of a Glyph of power.

The Scribe his or herself does not need skill in Glyphs to be able to transcribe, only the scroll itself.

This is the only way to make a usable copy for a Character to add to his or her selection of Glyphs. The copy once created is permanent and be placed into a character's record of Glyphs.

Once a recipe is placed into the Characters skill record, it can only be used by that character, and no one else. Thus, for a Glyph to be taught by one person to another they must have a Scribe make the additional copy.

Transcribe 1st to 3rd Level Sigil

Type: Scribe

Production Points: One (1) per level

Frequency: Uncommon

Creation Cost: 2 Crowns per level

Duration: Permanent

Requires to Make: Master Scribe

Required to Use: Sigil Lore and casting level

Additional Components: Copy of Sigil to be Transcribed

Optional Components:

1st Level Sigil: Crushed Berries

2nd Level Sigil: Iron Salt

3rd Level Sigil: Iron Salt, Crushed Berries

Physical Representation: Page in Sigil Book

This recipe allows The Scribe to make a permanent copy of a Sigil of power.

The Scribe his or herself does not need skill in Sigils to be able to transcribe, only the scroll itself.

This is the only way to make a usable copy for a Character to add to his or her selection of Sigils. The copy once created is permanent and be placed into a character's record of Sigils.

Once a recipe is placed into the Characters skill record, it can only be used by that character, and no one else. Thus, for a Sigil to be taught by one person to another they must have a Scribe make the additional copy.

Transcribe 4th to 6th Level Sigil

Type: Scribe

Production Points: Two (2) per level

Frequency: Uncommon

Creation Cost: 5 Crowns per level

Duration: Permanent

Requires to Make: Master Scribe

Required to Use: Sigil Lore and casting level

Additional Components: Copy of Sigil to be Transcribed

4th Level Sigil: Carmine Aphids, Iron Salt

5th Level Sigil: Carmine Aphids, Pine Resin, Tier 1 Gem

6th Level Sigil: Carmine Aphids, Pine Resin, Tier 2 Gem, Chalk

Physical Representation: Page in Sigil Book

This recipe allows The Scribe to make a permanent copy of a Sigil of power.

The Scribe his or herself does not need skill in Sigils to be able to transcribe, only the scroll itself.

This is the only way to make a usable copy for a Character to add to his or her selection of Sigils. The copy once created is permanent and be placed into a character's record of Sigils.

Once a recipe is placed into the Characters skill record, it can only be used by that character and no one else. Thus, for a Sigil to be taught by one person to another they must have a Scribe make the additional copy.

Transcribe 7th to 9th Level Sigil

Type: Scribe

Production Points: Three (3) per level

Frequency: Uncommon

Creation Cost: 10 Crowns per level

Duration: Permanent

Requires to Make: Master Scribe

Required to Use: Sigil Lore and casting level

Additional Components: Copy of Sigil to be Transcribed

Optional Components:

7th Level Sigil: Iridescent Scales, Hazelnuts, Pine Resin, Tier 3 Gem, Iron Salt, Chalk

8th Level Sigil: Iridescent Scales, Tier 4 Gem, 2x Pine Resin, 2x Verdigris

9th Level Sigil: Iridescent Scales, Tier 5 Gem, Cinnabar, Pine Resin, Chalk

Physical Representation: Page in Sigil Book

This recipe allows The Scribe to make a permanent copy of a Sigil of power.

The Scribe his or herself does not need skill in Sigils to be able to transcribe, only the scroll itself.

This is the only way to make a usable copy for a Character to add to his or her selection of Sigils. The copy once created is permanent and be placed into a character's record of Sigils.

Once a recipe is placed into the Characters skill record, it can only be used by that character, and no one else. Thus, for a Sigil to be taught by one person to another they must have a Scribe make the additional copy.

Transcribe 1st to 3rd Level Ethereal Scroll to Spell Book

Type: Scribe

Production Points: One (1) per Level

Frequency: Common

Creation Cost: 2 Crowns per Level

Duration: Permanent

Requires to Make: Apprentice Scribe

Optional to Make: Ethereal Art

Required to Use: Spell Casting ability of the level and school

Additional Components:

Optional Components: Scroll to be Transcribed

1st Level Spell: Crushed Berries

2nd Level Spell: Iron Salt

3rd Level Spell: Iron Salt, Crushed Berries

Physical Representation: Page in Spell Book

This recipe allows the Scribe to make a permanent copy of a 1st to 3rd Level Ethereal spell into a caster's spell book from either a scroll or another's spell book. If a scroll is used it is consumed in the transcribing process. If another's spell book is used, it requires an Ethereal Art.

This is the only way to make a usable copy for a Character to add a spell to his or her spell book for casting from memory. The copy once created is permanent and placed into a character's spell book.

Once a spell is placed into the Character's spell book record, it can only be used by that character and no one else.

Transcribe 4th to 6th Level Ethereal Scroll to Spell Book

Type: Scribe

Production Points: Two (2) per Level

Frequency: Common

Creation Cost: 5 Crowns per Level

Duration: Permanent

Requires to Make: Journeyman Scribe

Optional to Make: Ethereal Art

Required to Use: Spell Casting ability of the level and school

Additional Components:

Optional Components: Scroll to be Transcribed

4th Level Spell: Carmine Aphids, Iron Salt

5th Level Spell: Carmine Aphids, Pine Resin, Tier 1 Gem

6th Level Spell: Carmine Aphids, Pine Resin, Tier 2 Gem, Chalk

Physical Representation: Page in Spell Book

This recipe allows the Scribe to make a permanent copy of a 4th to 6th Level Ethereal spell into a caster's spell book from either a scroll or another's spell book. If a scroll is used it is consumed in the transcribing process. If another's spell book is used, it requires an Ethereal Art.

This is the only way to make a usable copy for a character to add a spell to his or her spell book for casting from memory. The copy once created is permanent and placed into a character's spell book.

Once a spell is placed into the character's spell book record, it can only be used by that character and no one else.

Transcribe 7th to 9th Level Ethereal Scroll to Spell Book

Type: Scribe

Production Points: Three (3) per Level

Frequency: Uncommon

Creation Cost: 10 Crowns per Level

Duration: Permanent

Requires to Make: Master Scribe

Optional to Make: An art of the spell

Required to Use: Spell Casting ability of the level and school

Additional Components:

Optional Components: Scroll to be Transcribed

7th Level Spell: Iridescent Scales, Hazelnuts, Pine Resin, Tier 3 Gem, Iron Salt, Chalk

8th Level Spell: Iridescent Scales, Tier 4 Gem, 2x Pine Resin, 2x Verdigris

9th Level Spell: Iridescent Scales, Tier 5 Gem, Cinnabar, Pine Resin, Chalk

Physical Representation: Page in Spell Book

This recipe allows The Scribe to make a permanent copy of a 7th to 9th Level Ethereal spell into a caster's spell book from either a scroll or another's spell book. If a scroll is used it is consumed in the transcribing process. If another's spell book is used, it requires an art of the spell.

This is the only way to make a usable copy for a character to add a spell to his or her spell book for casting from memory. The copy once created is permanent and placed into a character's spell book.

Once a spell is placed into the character's spell book record, it can only be used by that character and no one else.

Transcribe 1st to 3rd Level Curse of the Evil Eye

Type: Scribe

Production Points: One (1) per Level

Frequency: Common

Creation Cost: 2 Crowns per Level

Duration: Permanent

Requires to Make: Apprentice Scribe

Required to Use: Curse of the Evil Eye and casting level

Additional Components: Copy of Curse to be Transcribed

Optional Components:

1st Level Curse: Crushed Berries

2nd Level Curse: Oak Gall

3rd Level Curse: Oak Gall, Crushed Berries

Physical Representation: Page in Book of Curses

This recipe allows the Scribe to make a permanent copy of a 1st to 3rd level Curse of the Evil Eye regardless of if it is a Curse of Command, Blood Curse or a Geas.

This is the only way to make a usable copy for a character to add to his or her selection of Curses. The copy once created is permanent and placed into a character's record of Curses.

Once a recipe is placed into the character's skill record, it can only be used by that character, and no one else. Thus, for a Curse to be taught by one person to another they must have a Scribe make the additional copy.

The Scribe his or herself does not need skill in Curses to be able to transcribe.

Note: Romanovi do not approve of anyone not of their blood copying curses.

Transcribe 4th to 6th Level Curse of the Evil Eye

Type: Scribe

Production Points: Two (2) per Level

Frequency: Common

Creation Cost: 5 Crowns per Level

Duration: Permanent

Requires to Make: Journeyman Scribe

Required to Use: Curse of the Evil Eye and casting level

Additional Components: Copy of Curse to be Transcribed

Optional Components:

4th Level Curse: Carmine Aphids, Oak Gall

5th Level Curse: Carmine Aphids, Pine Resin, Tier 1 Gem

6th Level Curse: Carmine Aphids, Pine Resin, Tier 2 Gem, Chalk

Physical Representation: Page in Book of Curses

This recipe allows the Scribe to make a permanent copy of a 4th to 6th level Curse of the Evil Eye regardless of if it is a Curse of Command, Blood Curse or a Geas.

This is the only way to make a usable copy for a character to add to his or her selection of Curses. The copy once created is permanent and placed into a character's record of Curses.

Once a recipe is placed into the character's skill record, it can only be used by that character, and no one else. Thus, for a Curse to be taught by one person to another they must have a Scribe make the additional copy.

The Scribe his or herself does not need skill in Curses to be able to transcribe.

Note: Romanovi do not approve of anyone not of their blood copying curses.

Transcribe 7th to 9th Level Curse of the Evil Eye

Type: Scribe

Production Points: Three (3) per Level

Frequency: Uncommon

Creation Cost: 10 Crowns per Level

Duration: Permanent

Requires to Make: Master Scribe

Required to Use: Curse of the Evil Eye and casting level

Additional Components: Copy of Curse to be Transcribed

Optional Components:

7th Level Curse: Plumbago, Hazelnuts, Pine Resin, Tier 3 Gem, Oak Gall, Chalk

8th Level Curse: Plumbago, Tier 4 Gem, 2x Pine Resin, 2x Verdigris

9th Level Curse: Plumbago, Tier 5 Gem, Cinnabar, Pine Resin, Chalk

Physical Representation: Page in Book of Curses

This recipe allows the Scribe to make a permanent copy of a 7th to 9th level Curse of the Evil Eye regardless of if it is a Curse of Command, Blood Curse or a Geas.

This is the only way to make a usable copy for a character to add to his or her selection of Curses. The copy once created is permanent and placed into a character's record of Curses.

Once a recipe is placed into the character's skill record, it can only be used by that character, and no one else. Thus, for a Curse to be taught by one person to another they must have a Scribe make the additional copy.

The Scribe his or herself does not need skill in Curses to be able to transcribe.

Note: Romanovi do not approve of anyone not of their blood copying curses.

Transcribe 1st to 3rd Level Terrestrial Scroll to Spell Book

Type: Scribe

Production Points: One (1) per Level

Frequency: Common

Creation Cost: 2 Crowns per Level

Duration: Permanent

Requires to Make: Apprentice Scribe

Optional to Make: A Terrestrial Art

Required to Use: Spell Casting ability of the level and school

Additional Components:

Optional Components: Scroll to be Transcribed

1st Level Spell: Crushed Berries

2nd Level Spell: Oak Gall

3rd Level Spell: Oak Gall, Crushed Berries

Physical Representation: Page in Spell Book

This recipe allows the Scribe to make a permanent copy of a 1st to 3rd Level Terrestrial spell into a caster's spell book from either a scroll or another's spell book. If a scroll is used it is consumed in the transcribing process. If another's spell book is used, it requires a Terrestrial Art.

This is the only way to make a usable copy for a Character to add a spell to his or her spell book for casting from memory. The copy once created is permanent and placed into a character's spell book.

Once a spell is placed into the Character's spell book record, it can only be used by that character and no one else.

Transcribe 4th to 6th Level Terrestrial Scroll to Spell Book

Type: Scribe

Production Points: Two (2) per Level

Frequency: Common

Creation Cost: 5 Crowns per Level

Duration: Permanent

Requires to Make: Journeyman Scribe

Optional to Make: A Terrestrial Art

Required to Use: Spell Casting ability of the level and school

Additional Components:

Optional Components: Scroll to be Transcribed

4th Level Spell: Carmine Aphids, Oak Gall

5th Level Spell: Carmine Aphids, Pine Resin, Tier 1 Gem

6th Level Spell: Carmine Aphids, Pine Resin, Tier 2 Gem, Chalk

Physical Representation: Page in Spell Book

This recipe allows the Scribe to make a permanent copy of a 4th to 6th Level Terrestrial spell into a caster's spell book from either a scroll or another's spell book. If a scroll is used it is consumed in the transcribing process. If another's spell book is used, it requires a Terrestrial Art.

This is the only way to make a usable copy for a character to add a spell to his or her spell book for casting from memory. The copy once created is permanent and placed into a character's spell book.

Once a spell is placed into the character's spell book record, it can only be used by that character and no one else.

Transcribe 7th to 9th Level Terrestrial Scroll to Spell Book

Type: Scribe

Production Points: Three (3) per Level

Frequency: Uncommon

Creation Cost: 10 Crowns per Level

Duration: Permanent

Requires to Make: Master Scribe

Optional to Make: An art of the spell

Required to Use: Spell Casting ability of the level and school

Additional Components:

Optional Components: Scroll to be Transcribed

7th Level Spell: Plumbago, Hazelnuts, Pine Resin, Tier 3 Gem, Oak Gall, Chalk

8th Level Spell: Plumbago, Tier 4 Gem, 2x Pine Resin, 2x Verdigris

9th Level Spell: Plumbago, Tier 5 Gem, Cinnabar, Pine Resin, Chalk

Physical Representation: Page in Spell Book

This recipe allows The Scribe to make a permanent copy of a 7th to 9th Level spell into a caster's spell book from either a scroll or another's spell book. If a scroll is used it is consumed in the transcribing process. If another's spell book is used, it requires an art of the spell.

This is the only way to make a usable copy for a character to add a spell to his or her spell book for casting from memory. The copy once created is permanent and placed into a character's spell book.

Once a spell is placed into the character's spell book record, it can only be used by that character and no one else.

Create 1st to 3rd Level Ethereal Scroll

Type: Scribe

Production Points: One (1) per Level

Frequency: Common

Creation Cost: 2 Crowns per Level

Duration: Permanent

Requires to Make: Apprentice Scribe

Required to Use: Magical Arts in the correct Magic

Additional Components: Copy of Spell from Book or Scroll.

Optional Components:

1st Level Spell: Crushed Berries

2nd Level Spell: Iron Salt

3rd Level Spell: Iron Salt, Crushed Berries

Physical Representation: Single Use Scroll of the Spell copied.

This recipe allows the Scribe to make a single use Scroll of a 1st to 3rd Level Ethereal spell. The Scribe his or herself does not need skill in the magic to be created only a copy of the scroll itself.

Scrolls can be used by any character who has the appropriate Magical Art. (i.e. Druid Arts, Celestial Arts, Elemental Arts ...)

Scrolls may be transcribed into a spell book by a Scribe with the appropriate skills.

In all cases the Scroll is consumed in casting or the transcription.

Notes: Any spell may be created into a Scroll regardless of the School of Magic.

Create 4th to 6th Level Ethereal Scroll

Type: Scribe

Production Points: One (1) per Level

Frequency: Common

Creation Cost: 2 Crowns per Level

Duration: Permanent

Requires to Make: Journeyman Scribe

Required to Use: Magical Arts in the correct Magic

Additional Components: Copy of Spell from Book or Scroll.

Optional Components:

4th Level Spell: Hawberries

5th Level Spell: Hawberries, Chalk

6th Level Spell: Hawberries, Wild Asparagus

Physical Representation: Single Use Scroll of the Spell copied.

This recipe allows the Scribe to make a single use Scroll of a 4th to 6th Level Ethereal spell. The Scribe his or herself does not need skill in the magic to be created only a copy of the scroll itself.

Scrolls can be used by any character who has the appropriate Magical Art. (i.e. Druid Arts, Celestial Arts, Elemental Arts ...)

Scrolls may be transcribed into a spell book by a Scribe with the appropriate skills.

In all cases the Scroll is consumed in casting or the transcription.

Notes: Any spell may be created into a Scroll regardless of the School of Magic.

Create 7th to 9th Level Ethereal Scroll

Type: Scribe

Production Points: One (1) per Level

Frequency: Common

Creation Cost: 2 Crowns per Level

Duration: Permanent

Requires to Make: Master Scribe

Required to Use: Magical Arts in the correct Magic

Additional Components: Copy of Spell from Book or Scroll.

Optional Components:

7th Level Spell: Pine Resin, Iron Salt, Chalk

8th Level Spell: Wood Sorrel

9th Level Spell: Cinnabar, Chalk

Physical Representation: Single Use Scroll of the Spell copied.

This recipe allows the Scribe to make a single use Scroll of a 7th to 9th Level Ethereal spell. The Scribe his or herself does not need skill in the magic to be created only a copy of the scroll itself.

Scrolls can be used by any character who has the appropriate Magical Art. (i.e. Druid Arts, Celestial Arts, Elemental Arts ...)

Scrolls may be transcribed into a spell book by a Scribe with the appropriate skills.

In all cases the Scroll is consumed in casting or the transcription.

Notes: Any spell may be created into a Scroll regardless of the School of Magic.

Create 1st to 3rd Level Terrestrial Scroll

Type: Scribe

Production Points: One (1) per Level

Frequency: Common

Creation Cost: 2 Crowns per Level

Duration: Permanent

Requires to Make: Apprentice Scribe

Required to Use: Magical Arts in the correct Magic

Additional Components: Copy of Spell from Book or Scroll.

Optional Components:

1st Level Spell: Crushed Berries

2nd Level Spell: Oak Gall

3rd Level Spell: Oak Gall, Crushed Berries

Physical Representation: Single Use Scroll of the Spell copied.

This recipe allows the Scribe to make a single use Scroll of a 1st to 3rd Level Terrestrial spell. The Scribe his or herself does not need skill in the magic to be created only a copy of the scroll itself.

Scrolls can be used by any character who has the appropriate Magical Art. (i.e. Druid Arts, Celestial Arts, Elemental Arts ...)

Scrolls may be transcribed into a spell book by a Scribe with the appropriate skills.

In all cases the Scroll is consumed in casting or the transcription.

Notes: Any spell may be created into a Scroll regardless of the School of Magic.

Create 4th to 6th Level Terrestrial Scroll

Type: Scribe

Production Points: One (1) per Level

Frequency: Common

Creation Cost: 2 Crowns per Level

Duration: Permanent

Requires to Make: Journeyman Scribe

Required to Use: Magical Arts in the correct Magic

Additional Components: Copy of Spell from Book or Scroll.

Optional Components:

4th Level Spell: Hawberries

5th Level Spell: Hawberries, Chalk

6th Level Spell: Hawberries, Wild Asparagus

Physical Representation: Single Use Scroll of the Spell copied.

This recipe allows the Scribe to make a single use Scroll of a 4th to 6th Level Terrestrial spell. The Scribe his or herself does not need skill in the magic to be created only a copy of the scroll itself.

Scrolls can be used by any character who has the appropriate Magical Art. (i.e. Druid Arts, Celestial Arts, Elemental Arts ...)

Scrolls may be transcribed into a spell book by a Scribe with the appropriate skills.

In all cases the Scroll is consumed in casting or the transcription.

Notes: Any spell may be created into a Scroll regardless of the School of Magic.

Create 7th to 9th Level Terrestrial Scroll

Type: Scribe

Production Points: One (1) per Level

Frequency: Common

Creation Cost: 2 Crowns per Level

Duration: Permanent

Requires to Make: Master Scribe

Required to Use: Magical Arts in the correct Magic

Additional Components: Copy of Spell from Book or Scroll.

Optional Components:

7th Level Spell: Pine Resin, Oak Gall, Chalk

8th Level Spell: Wood Sorrel

9th Level Spell: Cinnabar, Chalk

Physical Representation: Single Use Scroll of the Spell copied.

This recipe allows the Scribe to make a single use Scroll of a 7th to 9th Level Terrestrial spell. The Scribe his or herself does not need skill in the magic to be created only a copy of the scroll itself.

Scrolls can be used by any character who has the appropriate Magical Art. (i.e. Druid Arts, Celestial Arts, Elemental Arts ...)

Scrolls may be transcribed into a spell book by a Scribe with the appropriate skills.

In all cases the Scroll is consumed in casting or the transcription.

Notes: Any spell may be created into a Scroll regardless of the School of Magic.

Surgery Recipes

Apprentice Trauma Kit

Type: Surgery
Production Points: One (1)
Frequency: Common
Creation Cost: 2 Crowns
Duration: Instant

Requires to Make: Apprentice Surgeon
Required to Use: First Aid
Additional Components: None
Optional Components: Coarse Fur Pelt
Physical Representation: Surgical Tools Plus White Bandages

This Kit can be used to heal the Target for Twenty (20) hit points of Damage, regardless of their status as to Corruptions or Desecration, in one minute. They will gain these hitpoints if they are at Bleeding Out status or better.

Beings without a Life Force, such as Constructs and the Undead as well gain no benefit from the Trauma Kit.

Those who are not injured will also gain no benefit.

Furthermore, the Trauma cannot bring a target to beyond his or her normal hit point Maximum. (i.e. A Character wounded six (6) hit points would only have six (6) hit points restored and the other fourteen (14) would be wasted.

The Trauma Kit can be used to bring someone from Critically Wounded status to Unconscious and stable in one minute.

Journeyman Trauma Kit

Type: Surgery
Production Points: Three (3)
Frequency: Common
Creation Cost: 4 Crowns
Duration: Instant

Requires to Make: Journeyman Surgeon
Required to Use: Apprentice Surgeon
Additional Components: None
Optional Components: Soft Fur Pelt
Physical Representation: Surgical Tools and Yellow Bandages

This Kit can be used to heal the Target for Fourty (40) hit points of Damage, regardless of their status as to Corruptions or Desecration, in one minute. They will gain these hitpoints if they are at Critically Wounded status or better.

Beings without a Life Force, such as Constructs and the Undead as well gain no benefit from the Trauma Kit.

Those who are not injured will also gain no benefit.

Furthermore, the Trauma cannot bring a target to beyond his or her normal hit point Maximum. (i.e. A Character wounded six (6) hit points would only have six (6) hit points restored and the other Thirty-four (34) would be wasted.

The Trauma Kit can be used to bring someone from Lethally Wounded status to Unconscious. And stable in one minute.

Master Trauma Kit

Type: Surgery
Production Points: Six (6)
Frequency: Common
Creation Cost: 7 Crowns
Duration: Instant

Requires to Make: Master Surgeon
Required to Use: Journeyman Surgeon
Additional Components: None
Optional Component: Fine Fur Pelt
Physical Representation: Surgical Tools Plus Blue Bandages.

This Kit can be used to heal the Target for Eighty (80) hit points of Damage, regardless of their status as to Corruptions or Desecration, in one minute. They will gain these hitpoints if they are at Lethally Wounded status or better.

Beings without a Life Force, such as Constructs and the Undead as well gain no benefit from the Trauma Kit.

Those who are not injured will also gain no benefit.

Furthermore, the Trauma cannot bring a target to beyond his or her normal hit point Maximum. (i.e. A Character wounded six (6) hit points would only have six (6) hit points restored and the other seventy-four (74) would be wasted.

A Master Trauma Kit can even bring a target from Dead Status to Unconscious and stable in one minute, so long as they have been dead less than 3 minutes. This will still consume the Master Trauma Kit.

Vaccination

Type: Surgery
Production Points: Two (2)
Frequency: Common
Creation Cost: 2 Crowns
Duration: Instant

Requires to Make: Apprentice Surgeon
Required to Use: First Aid
Additional Components: None
Optional Components: Mystery Meat
Physical Representation: Surgical Kit

A Vaccination will cure a Target of Disease after one (1) minute of treatment, regardless of their status as to Corruptions or Desecration, they will be cured one (1) minute after treatment. (i.e. total time of Two (2) minutes)

Beings without a Life Force, such as Constructs and the Undead as well gain no benefit from the Vaccination.

Those who are not injured will be able to Resist Disease Once (1) before the next dawn. A character may only have one (1) active Vaccination at a time, and thus only gain one (1) bonus resist to disease.

Lesser Skin Weave

Type: Surgery
Production Points: Three (3)
Frequency: Uncommon
Creation Cost: 3 Crowns
Duration: 1 Day

Requires to Make: Apprentice Surgeon
Required to Use: Apprentice Surgeon
Additional Components: Surgeons Tools
Optional Components: Leather Hide
Physical Representation: Gray Band on Arm with a 5 on it.

The Lesser Skin Weave must be applied by a Surgeon; it grants the Target Five (5) bonus points; which count as Armor or Hit points whichever is needed. Thus, if an attack went straight to hit points these would be used first, and if it had to get past armor to be effective it would have to get through the skin weave first.

The Skin Weave cannot be repaired by Magical means. Only a Surgeon can repair a Skin Weave by using his or her Triage Healing.

The Skin Weave takes a Surgeon Ten (10) minutes to apply during which time the Surgeon and Target cannot be interrupted, otherwise the process must be started over. The Skin Weave last for 24 hours once applied.

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Skin Weave

Type: Surgery
Production Points: Seven (7)
Frequency: Uncommon
Creation Cost: 9 Crowns
Duration: 1 Day

Requires to Make: Journeyman Surgeon
Required to Use: Journeyman Surgeon
Additional Components: Surgeons Tools
Optional Components: Thick Leather Hide, Thin Leather Hide
Physical Representation: Gray Band on Arm with a 10 on it

The Skin Weave must be applied by a Surgeon; it grants the Target Ten (10) bonus points; which count as Armor or Hit points whichever is needed. Thus, if an attack went straight to hit points these would be used first, and if it had to get past armor to be effective it would have to get through the skin weave first.

The Skin Weave cannot be repaired by Magical means. Only a Surgeon can repair a Skin Weave by using his or her Triage Healing.

The Skin Weave takes a Surgeon Ten (10) minutes to apply during which time the Surgeon and Target cannot be interrupted, otherwise the process must be started over. The Skin Weave last for 24 hours once applied

Greater Skin Weave

Type: Surgery
Production Points: Twelve (12)
Frequency: Uncommon
Creation Cost: 15 Crowns
Duration: 1 Day

Requires to Make: Master Surgeon
Required to Use: Master Surgeon
Additional Components: Surgeons Tools
Optional Components: Scaly Hide
Physical Representation: Gray Band on Arm with a 20 on it

The Greater Skin Weave must be applied by a Surgeon; it grants the Target Twenty (20) bonus points; which count as Armor or Hit points whichever is needed. Thus, if an attack went straight to hit points these would be used first, and if it had to get past armor to be effective it would have to get through the skin weave first.

The Skin Weave cannot be repaired by Magical means. Only a Surgeon can repair a Skin Weave by using his or her Triage Healing.

The Skin Weave takes a Surgeon Ten (10) minutes to apply during which time the Surgeon and Target cannot be interrupted, otherwise the process must be started over. The Skin Weave last for 24 hours once applied.

Master Tourniquet

Type: Surgery
Production Points: Ten (10)
Frequency: Common
Creation Cost: 25 Crowns
Duration: Instant

Requires to Make: Master Surgeon
Required to Use: Journeyman Surgeon
Additional Components: Limb to be healed
Optional Components: Plush Fur Pelt, Boar Steak, Frayed Rope
Physical Representation: Bandage of Brown on effected Limb.

This Tourniquet can only be applied to a Target by those who have knowledge of Surgery at the Journeymen or Higher Skill.

The Tourniquet will stop bleeding out targets effectively preserving them at their present status for Ten (10) minutes. (i.e. A Critically Wounded person would stop counting toward Lethally wounded status for ten (10) minutes.)

Once applied to a Target a Tourniquet can also fully restore withered, broken or damaged limbs regardless of the targets status as to Corruptions or Desecration.

A Tourniquet takes one (1) minute to apply, and then the effect takes Ten (10) minutes during which time the target must remain still, and cannot engage in activities for the Tunicate to be effective.

Beings without a Life Force, such as Constructs and the Undead as well gain no benefit from this item.

Blacksmithing Recipes

Armorsmithing Recipes

Apprentice Armor Repair Patch

Type: Armorsmithing
Production Points: One (1)
Frequency: Common
Creation Cost: 2 Crowns
Duration: Instant

Requires to Make: Apprentice Armorsmith
Required to Use: Blacksmith
Additional Components: Smith Tools
Optional Components: Armor Scraps
Physical Representation: Copper colored “Patch”

This Patch can be used to repair Twenty (20) Armor Points of Damage, in the field.

This Patch has no effect on hit points.

Furthermore, the Repair cannot bring a target to beyond its normal Armor Point Maximum. (i.e. A set of Chain Mail damaged six (6) Armor Points would only have six (6) armor points restored and the other four (4) would be wasted.

The Patch takes one (1) minute to apply.

Journeyman Armor Repair Patch

Type: Armorsmithing
Production Points: Three (3)
Frequency: Common
Creation Cost: 4 Crowns
Duration: Instant

Requires to Make: Journeyman Armorsmith
Required to Use: Apprentice Armorsmith
Additional Components: Smith Tools
Optional Components: Rags, Armor scraps
Physical Representation: Silver colored “Patch”

This Patch can be used to repair Forty (40) Armor Points of Damage, in the field.

This Patch has no effect on hit points.

Furthermore, the Repair cannot bring a target to beyond its normal Armor Point Maximum. (i.e. A set of Chain Mail damaged six (6) Armor Points would only have six (6) armor points restored and the other twenty-four (14) would be wasted.

The Patch takes one (1) minute to apply.

Master Armor Repair Patch

Type: Armorsmithing
Production Points: Six (6)
Frequency: Common
Creation Cost: 8 Crowns
Duration: Instant

Requires to Make: Master Armorsmith
Required to Use: Journeyman Armorsmith
Additional Components: Smith Tools
Optional Components: Iron Ore, Rags, Armor Scraps
Physical Representation: Gold colored “Patch”

This Patch can be used to repair Eighty (80) Armor Points of Damage, in the field.

This Patch has no effect on hit points.

Furthermore, the Repair cannot bring a target to beyond its normal Armor Point Maximum. (i.e. A set of Chain Mail damaged six (6) Armor Points would only have six (6) armor points restored and the other seventy-four (74) would be wasted.

The Patch takes one (1) minute to apply.

Lesser Armor Reinforcing Kit

Type: Armorsmithing
Production Points: Two (2)
Frequency: Common
Creation Cost: 3 Crowns
Duration: 1 Day

Requires to Make: Apprentice Armorsmith
Required to Use: Blacksmith
Additional Components: Smith Tools
Optional Components: Leather Hide
Physical Representation: 2 Copper colored squares

This Kit can be used to add an additional Five (5) Armor Points to an existing set of Torso Armor.

This Kit has no effect on hit points.

Furthermore, the Kit can allow a Character to go beyond his or her normal Professional Armor Maximum by up to the amount of the Reinforcement from the Kit, so long as the base armor worn will still be under that maximum.

A Copper colored Two (2) inch square, usually of tape, is placed on each shoulder to represent the Reinforcement.

Only one Reinforcement can be worn at a time.

The Kit takes Five (5) minutes to apply.

Armor Reinforcing Kit

Type: Armorsmithing
Production Points: Five (5)
Frequency: Common
Creation Cost: 7 Crowns
Duration: 1 Day

Requires to Make: Journeyman Armorsmith
Required to Use: Apprentice Armorsmith
Additional Components: Smith Tools
Optional Components: Thick Leather Hide
Physical Representation: 2 Silver colored squares

This Kit can be used to add an additional Ten (10) Armor Points to an existing set of Torso Armor.

This Kit has no effect on hit points.

Furthermore, the Kit can allow a Character to go beyond his or her normal Professional Armor Maximum by up to the amount of the Reinforcement from the Kit, so long as the base armor worn will still be under that maximum.

A Silver Colored Two (2) inch square, usually of tape, is placed on each shoulder to represent the Reinforcement.

Only one Reinforcement can be worn at a time.

The Kit takes Five (5) minutes to apply.

Greater Armor Reinforcing Kit

Type: Armorsmithing
Production Points: Nine (9)
Frequency: Common
Creation Cost: 10 Crowns
Duration: 1 Day

Requires to Make: Master Armorsmith
Required to Use: Journeyman Armorsmith
Additional Components: Smith Tools
Optional Components: Leather Hide, Iron Ore, Coal
Physical Representation: 2 Gold colored squares

This Kit can be used to add an additional Twenty (20) Armor Points to an existing set of Torso Armor.

This Kit has no effect on hit points.

Furthermore, the Kit can allow a Character to go beyond his or her normal Professional Armor Maximum by up to the amount of the Reinforcement from the Kit, so long as the base armor worn will still be under that maximum.

A Gold colored Two (2) inch square, usually of tape, is placed on each shoulder to represent the Reinforcement.

Only one Reinforcement can be worn at a time.

The Kit takes Five (5) minutes to apply.

Armor Rust Proofing

Type: Armorsmithing
Production Points: Six (6)
Frequency: Uncommon
Creation Cost: 5 Crowns
Duration: 1 Day

Requires to Make: Journeyman Armorsmith
Required to Use: Apprentice Armorsmith
Additional Components: Smith Tools
Optional Components: Powdered Flux, Coal
Physical Representation: Red Patch

Proofing can be used to make a set of Metal Armor Resistant to all forms of Rust, such as the special attack from a Rust Monster.

A Red Colored two (2) inch square, usually of tape, is placed on each shoulder to represent the Proofing

This Proofing has no effect on Weapons or other metal items that are not armor.

Only one Proofing can be worn at a time.

The Proofing takes Five (5) minutes to apply.

Armor Shatter Proofing

Type: Armorsmithing
Production Points: Eight (8)
Frequency: Uncommon
Creation Cost: 10 Crowns
Duration: 1 Day

Requires to Make: Master Armorsmith
Required to Use: Journeyman Armorsmith
Additional Components: Smith Tools
Optional Components: Anthracite, Coal
Physical Representation: White Patch

Proofing can be used to make a set of Armor Resistant to all forms of Shatter, such as the 6th Level Terrestrial Magic: Destroy Armor Spell.

A White Colored two (2) inch square, usually of tape, is placed on each shoulder to represent the Proofing

This Proofing has no effect on Weapons or other items that are not armor.

Only one Proofing can be worn at a time.

The Proofing takes Five (5) minutes to apply.

Create Buckler Shield

Type: Armorsmithing
Production Points: One (1)
Frequency: Common
Creation Cost: 1 Crown
Duration: Permanent

Requires to Make: Apprentice Armorsmith
Required to Use: Shield Use Skill
Additional Components: Smith Tools, Armor Scraps
Optional Components:
Physical Representation: Shield Phys Rep

This recipe allows the Armorsmith to make a mundane buckler shield.

Create Medium Shield

Type: Armorsmithing
Production Points: Two (2)
Frequency: Common
Creation Cost: 2 Crowns
Duration: Permanent

Requires to Make: Apprentice Armorsmith
Required to Use: Shield Use Skill
Additional Components: Smith Tools, Armor Scraps
Optional Components: Armor Scraps
Physical Representation: Shield Phys Rep

This recipe allows the Armorsmith to make a mundane medium shield.

Create Tower Shield

Type: Armorsmithing
Production Points: Three (3)
Frequency: Common
Creation Cost: 3 Crowns
Duration: Permanent

Requires to Make: Apprentice Armorsmith
Required to Use: Shield Use Skill
Additional Components: Smith Tools, Armor Scraps
Optional Components: 2x Armor Scraps
Physical Representation: Shield Phys Rep

This recipe allows the Armorsmith to make a mundane tower shield.

Weaponsmithing Recipes

Lesser Sharpening Stone

Type: Weaponsmithing
Production Points: One (1)
Frequency: Common
Creation Cost: 2 Crowns
Duration: 1 Hour

Requires to Make: Apprentice Weaponsmith
Required to Use: Blacksmith
Additional Components: Smith Tools
Optional Components: Block of Sandstone
Physical Representation: Copper Tape at Base of Blade

A Sharpening Stone can be used on an edged weapon such as a sword, Axe or Dagger. The weapon will remain sharpened for One (1) Hour regardless if it is used or not

Once sharpened for the next hour the weapon will gain a plus One (+1) Damage bonus. This bonus can be used to exceed a weapon's maximum damage cap by the amount of the bonus from the stone. (i.e. A dagger could potentially do 16 points of damage rather than be limited to 15 points)

A Copper colored band, usually of vinyl tape, is wrapped around the base of the blade weapon to represent it has been Sharpened.

Only one Sharpening Stone can be used at a time.

The Sharpening takes one (1) minute to apply.

Special Note: A Sharpening Stone and a Balancing Weight can be combined on a Cleaving weapon such as a Battle Axe

Sharpening Stone

Type: Weaponsmithing
Production Points: Three (3)
Frequency: Common
Creation Cost: 4 Crowns
Duration: 1 Hour

Requires to Make: Journeyman Weaponsmith
Required to Use: Apprentice Weaponsmith
Additional Components: Smith Tools
Optional Components: Block of Slate
Physical Representation: Silver Tape at Base of Blade

A Sharpening Stone can be used on an edged weapon such as a sword, Axe or Dagger. The weapon will remain sharpened for One (1) Hour regardless if it is used or not.

Once sharpened for the next hour the weapon will gain a plus Two (+2) Damage bonus. This bonus can be used to exceed a weapon's maximum damage cap by the amount of the bonus from the stone. (i.e. A dagger could potentially do 17 points of damage rather than be limited to 15 points)

A Silver colored band, usually of vinyl tape, is wrapped around the base of the blade weapon to represent it has been Sharpened.

Only one Sharpening Stone can be used at a time.

The Sharpening takes one (1) minute to apply.

Special Note: A Sharpening Stone and a Balancing Weight can be combined on a Cleaving weapon such as a Battle Axe

Weapon Rust Proofing

Type: Weaponsmithing
Production Points: Four (4)
Frequency: Uncommon
Creation Cost: 5 Crowns
Duration: 1 Day

Requires to Make: Journeyman Weaponsmith
Required to Use: Apprentice Weaponsmith
Additional Components: Smith Tools
Optional Components: Powdered Flux, Coal
Physical Representation: Red Tape at Base of Blade or Haft

Proofing can be used to make a weapon Resistant to all forms of Rust, such as the special attack from a Rust Monster.

A Red colored band, usually of vinyl tape, is wrapped around the base of the blade or haft of the weapon to represent Proofing

This Proofing has no effect on Armor or other items that are not weapons.

Only one Proofing can be used at a time.

The Proofing takes Five (5) minutes to apply.

Greater Sharpening Stone

Type: Weaponsmithing
Production Points: Six (6)
Frequency: Common
Creation Cost: 9 Crowns
Duration: 1 Hour

Requires to Make: Master Weaponsmith
Required to Use: Journeyman Weaponsmith
Additional Components: Smith Tools
Optional Components: Block of Basalt, Frayed Rope
Physical Representation: Gold Tape at Base of Blade

A Sharpening Stone can be used on an edged weapon such as a sword, Axe or Dagger. The weapon will remain sharpened for One (1) Hour regardless if it is used or not.

Once sharpened for the next hour the weapon will gain a plus Four (+4) Damage bonus. This bonus can be used to exceed a weapon's maximum damage cap by the amount of the bonus from the stone. (i.e. A dagger could potentially do 19 points of damage rather than be limited to 15 points)

A Gold colored band, usually of vinyl tape, is wrapped around the base of the blade weapon to represent it has been Sharpened.

Only one Sharpening Stone can be used at a time.

The Sharpening takes one (1) minute to apply.

Special Note: A Sharpening Stone and a Balancing Weight can be combined on a Cleaving weapon such as a Battle Axe

Weapon Shatter Proofing

Type: Weaponsmithing
Production Points: Nine (9)
Frequency: Uncommon
Creation Cost: 10 Crowns
Duration: 1 Day

Requires to Make: Master Weaponsmith
Required to Use: Journeyman Weaponsmith
Additional Components: Smith Tools
Optional Components: Anthracite, Coal
Physical Representation: White Tape at Base of Blade or Haft

Proofing can be used to make a weapon Resistant to all forms of Shatter, such as the 3rd Level Terrestrial Magic: Destroy Item Spell.

A White colored band, usually of vinyl tape, is wrapped around the base of the blade or haft of the weapon to represent Proofing

This Proofing has no effect on Armor or other items that are not weapons.

Only one Proofing can be used at a time.

The Proofing takes Five (5) minutes to apply.

Lesser Balancing Weight

Type: Weaponsmithing
Production Points: Two (2)
Frequency: Common
Creation Cost: 2 Crowns
Duration: 1 Hour

Requires to Make: Apprentice Weaponsmith
Required to Use: Blacksmith
Additional Components: Smith Tools
Optional Components: Lead Ore
Physical Representation: Copper Tape at Base of Haft

A Balancing Weight can be used on a Hafted weapon such as a Club, Axe or Mace. The weapon will remain balanced for One (1) Hour regardless if it is used or not

Once balanced, for the next hour the weapon will gain a plus One (+1) Damage bonus. This bonus can be used to exceed a weapon's maximum damage cap by the amount of the bonus from the stone. (i.e. A club could potentially do 21 points of damage rather than be limited to 20 points)

A Copper colored band, usually of vinyl tape, is wrapped around the base of the hafted weapon to represent it has been balanced.

Only one Balancing Weight can be used at a time.

The Balancing takes one (1) minutes to apply.

Special Note: A Balancing Weight and a Sharpening Stone can be combined on a Cleaving weapon such as a Battle Axe

Balancing Weight

Type: Weaponsmithing
Production Points: Five (5)
Frequency: Common
Creation Cost: 5 Crowns
Duration: 1 Hour

Requires to Make: Journeyman Weaponsmith
Required to Use: Apprentice Weaponsmith
Additional Components: Smith Tools
Optional Components: Iron Ore, Lead Ore
Physical Representation: Silver Tape at Base of Haft

A Balancing Weight can be used on a Hafted weapon such as a Club, Axe or Mace. The weapon will remain balanced for One (1) Hour regardless if it is used or not

Once balanced, for the next hour the weapon will gain a plus Two (+2) Damage bonus. This bonus can be used to exceed a weapon's maximum damage cap by the amount of the bonus from the stone. (i.e. A club could potentially do 22 points of damage rather than be limited to 20 points)

A Silver colored band, usually of vinyl tape, is wrapped around the base of the hafted weapon to represent it has been balanced.

Only one Balancing Weight can be used at a time.

The Balancing takes one (1) minute to apply.

Special Note: A Balancing Weight and a Sharpening Stone can be combined on a Cleaving weapon such as a Battle Axe

Weapon Etching

Type: Weaponsmithing
Production Points: Twelve (12)
Frequency: Uncommon
Creation Cost: 15 Crowns
Duration: Permanent

Requires to Make: Master Weaponsmith
Required to Use: Journeyman Weaponsmith
Additional Components: Smith Tools and *Minor Acid*
Optional Components: *Adamant Ore*
Physical Representation: Inscription on a Weapon

Etching is used to decorate a Weapon. It is often used to place marks on a weapon in preparation for certain Ritual Magics to be placed upon the weapon, or Runes.

A Weaponsmith needs a minor acid which is made by alchemists to complete this task, and once done the etching cannot be removed.

This can also be a way to make items more unique and identifiable.

Note: Physical representation should never be done by damaging the Boffer weapon in any way. Use paint or ink or other safe means to show that a weapon has been etched.

The Etching takes Ten (10) minutes to apply.

Greater Balancing Weight

Type: Weaponsmithing
Production Points: Eight (8)
Frequency: Common
Creation Cost: 8 Crowns
Duration: 1 Hour

Requires to Make: Master Weaponsmith
Required to Use: Journeyman Weaponsmith
Additional Components: Smith Tools
Optional Components: Lodestone
Physical Representation: Gold Tape at Base of Haft

A Balancing Weight can be used on a Hafted weapon such as a Club, Axe or Mace. The weapon will remain balanced for One (1) Hour regardless if it is used or not

Once balanced, for the next hour the weapon will gain a plus Four (+4) Damage bonus. This bonus can be used to exceed a weapon's maximum damage cap by the amount of the bonus from the stone. (i.e. A club could potentially do 24 points of damage rather than be limited to 20 points)

A Gold colored band, usually of vinyl tape, is wrapped around the base of the hafted weapon to represent it has been balanced.

Only one Balancing Weight can be used at a time.

The Balancing takes one (1) minute to apply.

Special Note: A Balancing Weight and a Sharpening Stone can be combined on a Cleaving weapon such as a Battle Axe.

Create Small Weapon

Type: Weaponsmithing
Production Points: One (1)
Frequency: Common
Creation Cost: 1 Crown
Duration: Permanent

Requires to Make: Apprentice Weaponsmith
Required to Use: Weapon Skill
Additional Components: Smith Tools, Broken Weapon
Optional Components:
Physical Representation: Weapon Phys Rep

This recipe allows the Weaponsmith to make a mundane small weapon with the basic stats listed on the weapon chart.

Create One Handed Weapon

Type: Weaponsmithing
Production Points: Two (2)
Frequency: Common
Creation Cost: 2 Crowns
Duration: Permanent

Requires to Make: Apprentice Weaponsmith
Required to Use: Weapon Skill
Additional Components: Smith Tools, Broken Weapon
Optional Components: Broken Weapon
Physical Representation: Weapon Phys Rep

This recipe allows the Weaponsmith to make a mundane one handed weapon with the basic stats listed on the weapon chart.

Create Two Handed Weapon

Type: Weaponsmithing
Production Points: Three (3)
Frequency: Common
Creation Cost: 3 Crowns
Duration: Permanent

Requires to Make: Apprentice Weaponsmith
Required to Use: Weapon Skill
Additional Components: Smith Tools, Broken Weapon
Optional Components: 2x Broken Weapon
Physical Representation: Weapon Phys Rep

This recipe allows the Weaponsmith to make a mundane two handed weapon with the basic stats listed on the weapon chart.

Jewel Crafting Recipes

Ring of One (1) Spell

Type: Jewel Crafting
Production Points: Three (3)
Frequency: Uncommon
Creation Cost: 10 Crowns
Duration: Special

Requires to Make: Apprentice Jewel Crafter
Required to Use: Appropriate Art
Additional Components: Jeweler Tools
Optional Components: Silver Ore, Tier 1 Gem
Physical Representation: Ring

By use of this skill a Jewel Crafter can make a ring which can hold one spell.

This spell can be placed into the ring by a spell caster and once placed into the ring that spell becomes the only one which can ever be placed into the ring.

Once a spell has been cast into a ring that spell becomes bound to the ring until it is used regardless of how long that may take.

When the spell is used the ring becomes a normal non-magical ring, which no longer can hold any spells. This ring cannot be recharged.

Rings may not hold Caster Only spells.

Ring of Two (2) Spells

Type: Jewel Crafting
Production Points: Seven (7)
Frequency: Uncommon
Creation Cost: 20 Crowns
Duration: Special

Requires to Make: Journeyman Jewel Crafter
Required to Use: Appropriate Art
Additional Components: Jeweler Tools
Optional Components: Gold Ore, Tier 2 Gem
Physical Representation: Ring

By use of this skill a Jewel Crafter can make a ring which can hold two (2) spells.

These spells can be placed into the ring by a spell caster and once placed into the ring that spell becomes the only ones which can ever be placed into the ring. They need not be the same spell, but must be from the same school of Magic (i.e. A Fiery Dart and a Thundering Dart could be combined)

Once the spells have been cast into a ring those spells become bound to the ring until used regardless of how long that may take.

When both spells are used the ring becomes a normal non-magical ring, which no longer can hold any spells. This ring cannot be recharged.

Rings may not hold Caster Only spells.

Ring of Four (4) Spells

Type: Jewel Crafting
Production Points: Twelve (12)
Frequency: Uncommon
Creation Cost: 50 Crowns
Duration: Special

Requires to Make: Master Jewel Crafter
Required to Use: Appropriate Art
Additional Components: Jeweler Tools
Optional Components: Platinum Ore, Tier 4 Gem, Tin Ore
Physical Representation: Ring

By use of this skill a Jewel Crafter can make a ring which can hold four (4) spells.

These spells can be placed into the ring by a spell caster and once placed into the ring that spell becomes the only ones which can ever be placed into the ring. They need not be the same spell, but must be from the same school of Magic (i.e. A Fiery Dart, Fiery Devastation, Thundering Devastation and a Thundering Dart could all be placed in the ring)

Once the spells have been cast into a ring those spells become bound to the ring until used regardless of how long that may take.

When all four (4) spells are used, the ring becomes a normal non-magical ring, which no longer can hold any spells. This ring cannot be recharged.

Rings may not hold Caster Only spells.

Prepare Lesser Gemstones

Type: Jewel Crafting
Production Points: One (1)
Frequency: Common
Creation Cost: 2 Crown
Duration: Special

Requires to Make: Apprentice Jewel Crafter
Required to Use: Spell Caster or Smith
Additional Components: In Play Rough Gems & Jeweler Tool
Optional Components: Tier 1 Gem
Physical Representation: The Gemstones

By use of this skill a Jewel Crafter can polish Gemstones and prepare gems for placement and use into Ritual Magics.

Lesser stones are commonly used for Inlay and enhancement of Magical Weapons and Armors

Note: Obviously, this skill has uses for Ritual Magics, Armorsmithing, Weaponsmithing, and other production skills.

Prepare Gemstones

Type: Jewel Crafting
Production Points: Four (4)
Frequency: Common
Creation Cost: 5 Crowns
Duration: Special

Requires to Make: Journeyman Jewel Crafter
Required to Use: Spell Caster or Smith
Additional Components: In Play Rough Gems & Jeweler Tool
Optional Components: Tier 2 Gem, Melted Candle
Physical Representation: The Gemstones

By use of this skill a Jewel Crafter can cut Gemstones and prepare the gems for placement and use into Ritual Magics.

Prepared gemstones are commonly used for Inlay and enhancement of Magical Weapons and for Amulets of Power.

Note: Obviously, this skill has uses for Ritual Magics, Armorsmithing, Weaponsmithing, and other production skills.

Prepare Greater Gemstones

Type: Jewel Crafting
Production Points: Eight (8)
Frequency: Common
Creation Cost: 10 Crowns
Duration: Special

Requires to Make: Master Jewel Crafter
Required to Use: Spell Caster or Smith
Additional Components: In Play Rough Gems & Jeweler Tool
Optional Components: Tier 3 Gem, Melted Candle
Physical Representation: The Gemstones

By use of this skill a Jewel Crafter can facet Gemstones and prepare the gems for placement and use into Ritual Magics.

Minor stones are commonly used for Inlay and enhancement of Magical Weapons and for Items which contain Spell Enhancements.

Note: Obviously, this skill has uses for Ritual Magics, Armorsmithing, Weaponsmithing, and other production skills.

Create Lesser Wand (of <Spell>)

Type: Jewel Crafting
Production Points: Two (2)
Frequency: Common
Creation Cost: 10 Crowns
Duration: Special

Requires to Make: Apprentice Jewel Crafter
Required to Use: Appropriate Art
Additional Components: Jeweler Tools
Optional Components: Oak Branch, Copper Ore, Tier 1 Gem
Physical Representation: 8"-18" Wand

By use of this skill a Jewel Crafter can make a lesser Wand which can hold 5 charges of a 1st to 3rd level spell.

A Lesser Wand gains 5 charges of the first 1st to 3rd level spell cast into it.

To use, a caster with the appropriate art must hold the wand and use the verbal to cast the spell out of the wand. This expends 1 charge of the wand. Once all charges have been used, the wand becomes inert. Wands cannot be recharged.

Wands may not hold Caster Only spells.

Note: The Wand must have a Ring attached to it with the Spell identifiers attached to the ring for each charge in it.

Create Wand (of <Spell>)

Type: Jewel Crafting
Production Points: Six (6)
Frequency: Common
Creation Cost: 25 Crowns
Duration: Special

Requires to Make: Journeyman Jewel Crafter
Required to Use: Appropriate Art
Additional Components: Jeweler Tools
Optional Components: Walnut Branch, Silver Ore, Tier 1 Gem
Physical Representation: 8"-18" Wand

By use of this skill a Jewel Crafter can make a Wand which can hold 5 charges of a 4th to 6th level spell.

A Wand gains 5 charges of the first 4th to 6th level spell cast into it.

To use, a caster with the appropriate art must hold the wand and use the verbal to cast the spell out of the wand. This expends 1 charge of the wand. Once all charges have been used, the wand becomes inert. Wands cannot be recharged.

Wands may not hold Caster Only spells.

Note: The Wand must have a Ring attached to it with the Spell identifiers attached to the ring for each charge in it.

Create Greater Wand (of <Spell>)

Type: Jewel Crafting
Production Points: Nine (9)
Frequency: Common
Creation Cost: 50 Crowns
Duration: Special

Requires to Make: Master Jewel Crafter
Required to Use: Appropriate Art
Additional Components: Jeweler Tools
Optional Components: Mahogany Branch, Gold Ore, Tier 1 Gem
Physical Representation: 8"-18" Wand

By use of this skill a Jewel Crafter can make a Greater Wand which can hold 5 charges of a 7th to 9th level spell.

A Greater Wand gains 5 charges of the first 7th to 9th level spell cast into it.

To use, a caster with the appropriate art must hold the wand and use the verbal to cast the spell out of the wand. This expends 1 charge of the wand. Once all charges have been used, the wand becomes inert. Wands cannot be recharged.

Wands may not hold Caster Only spells.

Note: The Wand must have a Ring attached to it with the Spell identifiers attached to the ring for each charge in it.

Create Lesser Medallion

Type: Jewel Crafting
Production Points: Five (5)
Frequency: Common
Creation Cost: 15 Crowns
Duration: Special

Requires to Make: Journeyman Jewel Crafter
Required to Use: None
Additional Components: Jeweler Tools
Optional Components: Silver Ore, Copper Ore, Tier 2 Gem
Physical Representation: Medallion

By use of this skill a Jewel Crafter can make a Lesser Medallion which can hold one (1) ritually granted skill or ability.

These can be active use skills such as Resist Toxin or Dodge, or passive use skill such as STR or Damage Reduction.

The ritualist must cast the ritual as normal with this medallion as the target of the ritual.

Abilities are held in the Medallion until used once, with passive abilities granted for the normal duration of the ritual once activated, usually one day or event. Once the skill is used and the duration expires, the medallion becomes inert and cannot be refilled.

Examples of Rituals commonly placed in Medallions are Resists, Weapon Attacks and Defenses, and Special Abilities.

Note: Medallions cannot be Location or Soul Bound, nor can they be Sealed or Consecrated to extend the duration of the effects.

Create Greater Medallion

Type: Jewel Crafting
Production Points: Ten (10)
Frequency: Common
Creation Cost: 50 Crowns
Duration: Special

Requires to Make: Master Jewel Crafter
Required to Use: None
Additional Components: Jeweler Tools
Optional Components: Platinum Ore, Silver Ore, Tier 3 Gem, Tier 1 Gem
Physical Representation: Medallion

By use of this skill a Jewel Crafter can make a Greater Medallion which can hold three (3) ritually granted skills or abilities.

These can be active use skills such as Resist Toxin or Dodge, or passive use skill such as STR or Damage Reduction.

The ritualist must cast the ritual as normal with this medallion as the target of the ritual. Each ritual uses one slot in the medallion, so if you wanted three Dodges, you would need to cast the ritual three times.

Abilities are held in the Medallion until used once, with passive abilities granted for the normal duration of the ritual once activated, usually one day or event. Once all skills are used, and the duration expires, the medallion becomes inert and cannot be refilled.

Examples of Rituals commonly placed in Medallions are Resists, Weapon Attacks and Defenses, and Special Abilities.

Note: Medallions cannot be Location or Soul Bound, nor can they be Sealed or Consecrated to extend the duration of the effects.

Engineering Recipes

Gyro Balancer XJ-1

Type: Engineer
Production Points: One (1)
Frequency: Common
Creation Cost: 2 Crowns
Duration: 1 Hour

Requires to Make: Apprentice Engineer
Required to Use: Blacksmith
Additional Components: Engineer Tools
Optional Components: Iron Ticks
Physical Representation: Copper Tape

A Gyro Balancer XJ-1 can be placed on a Bow to help stabilize it for better accuracy. The weapon will remain stabilized for One (1) Hour regardless if it is used or not

Once stabilized for the next hour the Bow will gain a plus One (+1) Damage bonus. This bonus cannot be used to exceed a weapon's maximum damage cap.

A Copper colored band, usually of vinyl tape, is wrapped just above the Handle of the Bow to represent it has been Stabilized.

Note: A player may want to have more fun with this and add something with Arms and whatnots so long as the color is copper this is allowed. Any questions see a Marshall for advice.

Only one Gyro Balancer can be used at a time.

Someone with at least Blacksmithing as a Skill is needed to place the Gyro Balancer onto the Bow properly. The Stabilizing Process takes one (1) minute to apply.

Special Note: A Sharpening Stone can be used on 10 Arrows and a Gyro Balancer on a Bow so the Damage can be combined.

Gyro Balancer NX-02

Type: Engineer
Production Points: Four (4)
Frequency: Common
Creation Cost: 4 Crowns
Duration: 1 Hour

Requires to Make: Journeyman Engineer
Required to Use: Apprentice Engineer
Additional Components: Engineer Tools
Optional Components: 2x Iron Ticks
Physical Representation: Silver Tape

A Gyro Balancer NX-02 can be placed on a Bow to help stabilize it for better accuracy. The weapon will remain stabilized for One (1) Hour regardless if it is used or not

Once stabilized for the next hour the Bow will gain a plus Two (+2) Damage bonus. This bonus cannot be used to exceed a weapon's maximum damage cap.

A Silver colored band, usually of vinyl tape, is wrapped just above the Handle of the Bow to represent it has been Stabilized.

Note: A player may want to have more fun with this and add something with Arms and whatnots so long as the color is silver this is allowed. Any questions see a Marshall for advice.

Only one Gyro Balancer can be used at a time.

Someone with at least Apprentice Engineering as a Skill is needed to place the Gyro Balancer onto the Bow properly. The Stabilizing Process takes one (1) minute to apply.

Special Note: A Sharpening Stone can be used on 10 Arrows and a Gyro Balancer on a Bow so the Damage can be combined.

Gyro Balancer NCC-1704

Type: Engineer
Production Points: Seven (7)
Frequency: Common
Creation Cost: 7 Crowns
Duration: 1 Hour

Requires to Make: Master Engineer
Required to Use: Journeyman Engineer
Additional Components: Engineer Tools
Optional Components: 4x Iron Ticks
Physical Representation: Gold Tape

A Gyro Balancer NCC-1704 can be placed on a Bow to help stabilize it for better accuracy. The weapon will remain stabilized for One (1) Hour regardless if it is used or not

Once stabilized for the next hour the Bow will gain a plus Four (+4) Damage bonus. This bonus cannot be used to exceed a weapon's maximum damage cap.

A Gold colored band, usually of vinyl tape, is wrapped just above the Handle of the Bow to represent it has been Stabilized.

Note: A player may want to have more fun with this and add something with Arms and whatnots so long as the color is gold this is allowed. Any questions see a Marshall for advice.

Only one Gyro Balancer can be used at a time.

Someone with at least Journeyman Engineering as a Skill is needed to place the Gyro Balancer onto the Bow properly. The Stabilizing Process takes one (1) minute to apply.

Special Note: A Sharpening Stone can be used on 10 Arrows and a Gyro Balancer on a Bow so the Damage can be combined.

Laser Scope FY-1-300

Type: Engineer
Production Points: Two (2)
Frequency: Common
Creation Cost: 2 Crowns
Duration: 1 Hour

Requires to Make: Apprentice Engineer
Required to Use: Blacksmith
Additional Components: Engineer Tools
Optional Scales: Silvery Scales
Physical Representation: Copper scope

A Laser Scope FY-1-300 can be placed on a Crossbow or Firearm to help it attain better accuracy. The weapon will remain enhanced for One (1) Hour regardless if it is used or not

Once enhanced for the next hour the Crossbow or Firearm will gain a plus One (+1) Damage bonus. This bonus cannot be used to exceed a weapon's maximum damage cap.

A Copper colored scope must be placed somewhere on the Crossbow or Firearm.

Note: Toy Scopes are the best resource for these scopes.

Note: A player may want to have more fun with this and add something like Arms and whatnots to their Scope so long as the color is copper this is allowed. Any questions see a Marshall for advice.

Only one Scope can be used at a time.

Someone with at least Blacksmithing as a Skill is needed to place the Scope onto the Crossbow or Firearm properly. The Process takes one (1) minute to apply.

Special Note: A Sharpening Stone can be used on 10 Bolts and a Scope on a Crossbow so the Damage can be combined.

Phaser Scope RMS-002

Type: Engineer
Production Points: Five (5)
Frequency: Common
Creation Cost: 5 Crowns
Duration: 1 Hour

Requires to Make: Journeyman Engineer
Required to Use: Apprentice Engineer
Additional Components: Engineer Tools
Optional Components: Nacre Slivers, Fool's Gold
Physical Representation: Silver scope

A Phaser Scope RMS-002 can be placed on a Crossbow or Firearm to help it attain better accuracy. The weapon will remain enhanced for One (1) Hour regardless if it is used or not

Once enhanced for the next hour the Crossbow or Firearm will gain a plus Two (+2) Damage bonus. This bonus cannot be used to exceed a weapon's maximum damage cap.

A Silver colored scope must be placed somewhere on the Crossbow or Firearm.

Note: Toy Scopes are the best resource for these scopes.

Note: A player may want to have more fun with this and add something like Arms and whatnots to their Scope so long as the color is silver this is allowed. Any questions see a Marshall for advice.

Only one Scope can be used at a time.

Someone with at least Apprentice Engineering as a Skill is needed to place the Scope onto the Crossbow or Firearm properly. The Process takes one (1) minute to apply.

Special Note: A Sharpening Stone can be used on 10 Bolts and a Scope on a Crossbow so the Damage can be combined.

Photonic Enhancing Scope ST4

Type: Engineer
Production Points: Nine (9)
Frequency: Common
Creation Cost: 10 Crowns
Duration: 1 Hour

Requires to Make: Master Engineer
Required to Use: Journeyman Engineer
Additional Components: Engineer Tools
Optional Components: Glittering Scales, Fool's Gold
Physical Representation: Gold scope

A Photonic Enhancing Scope ST4 can be placed on a Crossbow or Firearm to help it attain better accuracy. The weapon will remain enhanced for One (1) Hour regardless if it is used or not

Once enhanced for the next hour the Crossbow or Firearm will gain a plus Four (+4) Damage bonus. This bonus cannot be used to exceed a weapon's maximum damage cap.

A Gold colored scope must be placed somewhere on the Crossbow or Firearm.

Note: Toy Scopes are the best resource for these scopes.

Note: A player may want to have more fun with this and add something like Arms and whatnots to their Scope so long as the color is gold this is allowed. Any questions see a Marshall for advice.

Only one Scope can be used at a time.

Someone with at least Journeyman Engineering as a Skill is needed to place the Scope onto the Crossbow or Firearm properly. The Process takes one (1) minutes to apply.

Special Note: A Sharpening Stone can be used on 10 Bolts and a Scope on a Crossbow so the Damage can be combined.

Grenade: L33:L00 – “Big BB”

Type: Engineer

Production Points: Eleven (11)

Frequency: Common

Creation Cost: 10 Crowns

Duration: Instant

Requires to Make: Master Engineer

Required to Use: Journeyman Engineer

Additional Components: Engineer Tools, Major Naphtha

Optional Components: Iron Ore, Iron Ticks, Chalk, Melted Candle

Physical Representation: 4-inch diameter Orange Foam “Grenade”

The L33:L00 Grenade is a Powerful Explosive which once activated will explode in Five (5) seconds.

The Explosion will do Thirty (30) points of Fire Damage in ten (10) foot Radius centered on the Grenade.

The Engineer Must State “Active” and then must deliver the Grenade to its destination location while counting down to the Explosion. Delivery may be by Placement, throwing or such but when the countdown reaches Zero wherever the Grenade is located is the center of the blast.

The User therefore would slowly state, “Activate, Explosion in 5, Explosion in, Explosion in 3, Explosion in 2, Explosion in 1, Twenty-Five (25) Fire in a Ten (10) foot radius.”

Special Note: Once Activated the Grenades Countdown cannot be stopped, it is therefore likely the best option to be somewhere else, or otherwise find out what the BB stands for in “Big BB”

Grenade: Splash Mark 4

Type: Engineer

Production Points: Ten (10)

Frequency: Common

Creation Cost: 10 Crowns

Duration: Instant

Requires to Make: Master Engineer

Required to Use: Journeyman Engineer

Additional Components: Engineer Tools, Major Acid

Optional Components: Iron Ore, Iron Ticks, Chalk, Melted Candle

Physical Representation: 4-inch diameter Green Foam “Grenade”

Splash Mark 4 Acid Grenade is a Powerful Grenade Which Burst and splashes Acid in an area effect radius. Once activated will explode in Five (5) seconds.

The Explosion will do Thirty (30) points of Acid Damage in Five (5) foot Radius centered on the Grenade.

The Engineer Must State “Active” and then must deliver the Grenade to its destination location while counting down to the Explosion. Delivery may be by Placement, throwing or such but when the countdown reaches Zero wherever the Grenade is located is the center of the blast.

The User therefore would slowly state, “Activate, Explosion in 5, Explosion in, Explosion in 3, Explosion in 2, Explosion in 1, Thirty (30) Acid in a Five (5) foot radius.”

Special Note: Once Activated the Grenades Countdown cannot be stopped, it is therefore likely the best option to be somewhere else, or find out why Thieves use the Major Acid to “assist” in opening locks.

Grenade: Flash Bang 6000

Type: Engineer
Production Points: Three (3)
Frequency: Common
Creation Cost: 10 Crowns
Duration: Instant

Requires to Make: Apprentice Engineer
Required to Use: Blacksmith
Additional Components: Engineer Tools, Light Alchemy
Optional Components: Iron Ore, Iron Ticks, Chalk, Melted Candle
Physical Representation: 4-inch diameter White Foam “Grenade”

Flash Bang 6000 Grenade is a simple engineering tool which will harness the power of a Light Alchemy to its fullest potential.

Once activated will explode in Five (5) seconds.

The Explosion will cause all beings with eyesight to be blinded for 10 seconds in a Ten (10) foot Radius centered on the Grenade. Light sensitive beings such as Dusk Elves will be blinded for twice as long.

The Engineer Must State “Activate” and then must deliver the Grenade to its destination location while counting down to the Explosion. Delivery may be by Placement, throwing or such but when the countdown reaches Zero wherever the Grenade is located is the center of the blast.

The User therefore would state, “Activate, Explosion in 5, Explosion in, Explosion in 3, Explosion in 2, Explosion in 1, Flash Bang: Blindness in a Ten (10) foot radius.”

Special Note: Be careful to get this grenade ten (10) feet away or shield one’s eyes, or the user may end up stumbling around just like everybody else.

Trap: Poison Lock: Sleep

Type: Engineer
Production Points: Three (3)
Frequency: Common
Creation Cost: 10 Crowns
Duration: 1 Event (instant effect)

Requires to Make: Apprentice Engineer
Required to Use: Blacksmith
Additional Components: Engineer Tools, Sleep Gas
Optional Components: Verdigris, Iron Ticks
Physical Representation: Trap Sticker on Lock

The Engineer places a small trap on a Lock. The lock can be for a door, chest, or anything which has a key lock.

If the trap is not successfully noticed, then disarmed by use of the Disarm Traps skill, it will go off, and spray a dose of Poison onto the Target. The poison will be consumed in the activation of the Trap. All the rules regarding defense vs. Toxins apply normally.

A sticker s placed over the lock, and if torn in anyway the trap is set off. It is possible for the Engineer to accidentally set off their trap.

Setting this type of Trap requires Ten (10) minutes.

Trap: Immobilizing Spikes

Type: Engineer
Production Points: Eight (8)
Frequency: Common
Creation Cost: 20 Crowns
Duration: 10 Minutes

Requires to Make: Journeyman Engineer
Required to Use: Apprentice Engineer
Additional Components: Engineer Tools
Optional Components: Block of Granite, Iron Ore
Physical Representation: 1-foot diameter Trap Circle.

The Engineer places a small trap in an area.

If the trap is not successfully noticed, then disarmed by use of the Disarm Traps skill, it will go off, and the target will be caught by the Spike trap just like an animal in a Bear Trap.

This causes Ten hit points of Damage to the target, and by passes armor. A successful Disarm Traps skill or a Strength score of plus two (+2) is needed to break free of the trap, otherwise the target is immobilized for the full Ten (10) minute duration of the trap.

It is possible for the Engineer to accidentally set off their trap.

The Circle must be able to make noise and have the Trap Card affixed to it. It may be placed under things and still work, (i.e. such as covered in pine needles or under a door welcome mat)

Always be careful to make sure the trap is secured so it does not move around.

Setting this type of Trap requires Ten (10) minutes

Note: a circle of un-popped bubble wrap makes an excellent Trap marker. Any questions see a Marshall for advice and approval.

Trap: Explosive "Big BB"

Type: Engineer
Production Points: Eleven (11)
Frequency: Common
Creation Cost: 30 Crowns
Duration: 10 Minutes

Requires to Make: Master Engineer
Required to Use: Journeyman Engineer
Additional Components: Engineer Tools, L33:L00 Grenade
Optional Components: Bitumen, Fireweed, Brimstone Crystals, Iron Ticks
Physical Representation: 2-foot Square Trap Marker.

The Engineer places a medium size trap in an area.

If the trap is not successfully noticed, then disarmed by use of the Disarm Traps skill, it will go off.

There is no delay on this trap The Explosion will do Twenty-Five (25) points of Fire Damage in ten (10) foot Radius centered on the Grenade.

It is possible for the Engineer to accidentally set off their trap.

The Trap marker is a 2 foot by 2-foot Square. It must be able to make noise and have the Trap Card affixed to it. It may be placed under things and still work, (i.e. such as covered in pine needles or under a door welcome mat)

Always be careful to make sure the trap is secured so it does not move around.

Setting this type of Trap requires Ten (10) minutes

Note: a square of un-popped bubble wrap makes an excellent Trap marker. Any questions see a Marshall for advice and approval.

Firearm: Apprentice Single Shot

Type: Engineer

Production Points: Six (6)

Frequency: Common

Creation Cost: 30 Crowns

Duration: Permanent

Requires to Make: Apprentice Engineer

Required to Use: Blacksmithing, Firearms skill

Additional Components: Engineer Tools

Optional Components: Mica Flakes, Oak Branch, Iron Ore, Saltpeter, Shard of Flint, Iron Ticks

Physical Representation: Single shot Foam Dart Toy Gun.

The Apprentice engineer can make a simple Firearm such as a Flintlock Pistol which may fire one shot before having to be reloaded.

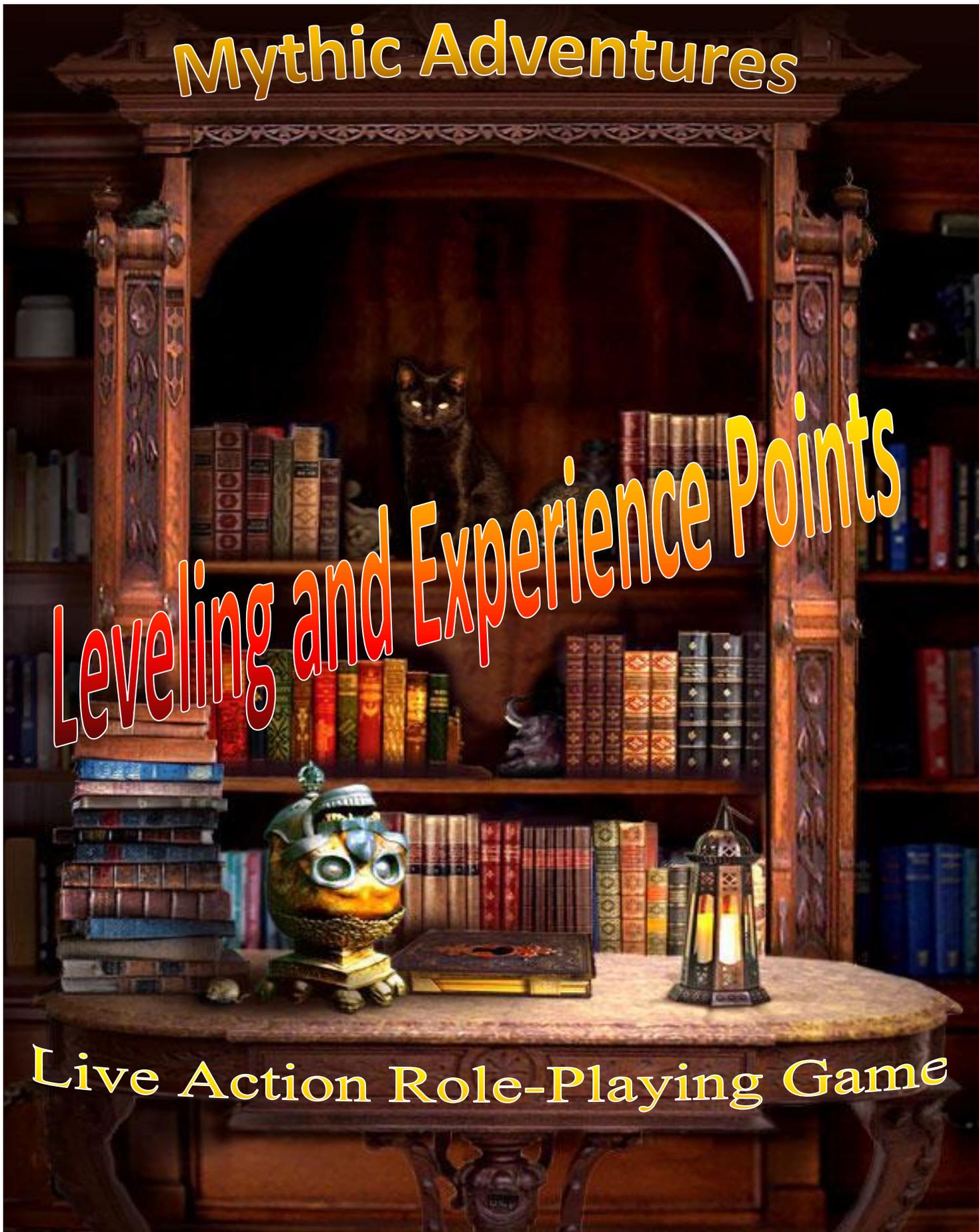
Note: This is the most basic form of firearm allowed in the Game, and the darts fired must be all foam and at least three (3) inches long.

Special Note: Using something like Buzz Bee or Nerf Toy Guns is recommended. Suction cup, Disc, BB and real firearms are not allowed under any circumstances.

Mythic Adventures

Leveling and Experience Points

Live Action Role-Playing Game



Chapter 10: Leveling and Experience Points

Experience points are given as a reward for playing the game, and act as a measure of a player's progress while participating in Mythic Adventures.

There are two types of experience point categories that will be referenced by the Hero's Library. The first is player experience. Player experience is experience earned by the player. This can be gained from volunteering. These points can be spent towards the character experience point pool. This is the pool that indicates when a character will level. Once experience is in the character experience category, it can not be removed.

Ways to obtain Experience Points:

Experience Points can be gained in several ways throughout a player's time with Mythic Adventures.

First a player will gain one hundred (100) experience points for each fully paid game played. This is for the average weekend game which would start on Friday and end on Sunday. For shorter or longer game sessions, the points gained would be adjusted accordingly.

Note: Points gained in this manner must be applied directly to the character played.

Players can gain floating experience points for helping the game in various ways such as taking extra time, or even a whole event, to monster, work on set designs, or help with set-up or tear down of props and site items for an event. These will be awarded directly to the player by the Staff Member in charge.

Players will earn Experience point chits for exceptional role-playing or participating in the world. These are awarded at the discretion of the Staff, Story teller team or even Marshall as they witness such events. Other players may exchange experience points chits for what they perceive as great and exceptional role-playing which enhances a game.

Combating monsters is one of the more common ways to obtain experience points, and each monster will carry a certain amount of experience chits based on its power and difficulty to kill. These should be divided up amongst the participants in taking down the monster, remembering **good sportsmanship** is one of the primary rules of Mythic Adventures.

Donating to a Chapter can be another way to receive an Experience point chit. Most of the time, donations which are used to further improve a game's immersion for all players are rewarded at a rate of one experience point for every dollar given. This applies to time as well as to items crafted or donated for the value of the skills or item donated.

Earning XP for permanently adding a recipe or spell to a player's Recipe or Spell Book can only occur once for each

recipe, when the player adds the discovery to their permanent book, and only if they can use the spell or recipe at the time.

New discoveries for production or spell research can also grant a player experience. Much like adding an existing spell or recipe to one's Spell Book, creating something new and adding it one's bag of tricks is rewarded, though these rewards come from working directly with a Marshall or Staff member in charge of the area being worked on.

XP reward for Creating a new spell or recipe:

Apprentice Recipe: 50 experience points

Journeyman Recipe 100 experience points

Master Recipe 150 experience points

Grand Master Recipe: 100,200,400,800,1600 experience points based on level.

Creation of Primary Spell: 25 per spell level

Creation of a Primary Ritual: 50 per spell level

What all can I spend Experience on?

Most directly, experience can be spent on leveling a character. This follows the Experience Point chart and is the way in which a player gains levels for his or her character.

Experience Points which are granted as chits may be banked so that a player may start at a higher level when starting a new character.

Training for Skills one cannot find a teacher for is also available on a limited basis for an experience point cost.

Occasionally, certain items such as Apprentice potions or elixirs may be purchased prior to an event's start from staff members and are role-played as exchanges with traveling caravans during the time between events. Also, additional Lives may sometimes be purchased with Experience Points from Staff Members before events as well.

Experience can also be used to purchase new recipes or spells (if available) from the games Marshalls or Staff to add to a character's permanent list of abilities. Please check with staff to determine availability and cost.

Note: These purchases represent Training and must be purchased directly from a Marshall or Staff member.

Experience Point Charts

Level	Experience Points			Skill Points	Rank	Special Notes
1	1	to	100	20	Newbie	Start with 3 Lives
2	101	to	200	30		Additional Life
3	201	to	300	40		
4	301	to	400	50		Additional Life
5	401	to	500	60		
6	501	to	600	70		Additional Life
7	601	to	700	80		
8	701	to	800	90		Additional Life
9	801	to	900	100		
10	901	to	1050	110	Apprentice	Additional Life
11	1051	to	1200	120		
12	1201	to	1350	130		Additional Life
13	1351	to	1500	140		
14	1501	to	1650	150		Additional Life
15	1651	to	1800	160		
16	1801	to	1950	170		Additional Life
17	1951	to	2100	180		
18	2101	to	2250	190		Additional Life
19	2251	to	2400	200		
20	2401	to	2600	210	Journeyman	Additional Life
21	2601	to	2800	220		
22	2801	to	3000	230		
23	3001	to	3200	240		Additional Life
24	3201	to	3400	250		
25	3401	to	3600	260		
26	3601	to	3800	270		Additional Life
27	3801	to	4000	280		
28	4001	to	4200	290		
29	4201	to	4400	300	Additional Life	
30	4401	to	4700	310	Master	
31	4701	to	5000	320		
32	5001	to	5300	330		Additional Life
33	5301	to	5600	340		
34	5601	to	5900	350		
35	5901	to	6300	360		Additional Life
36	6301	to	6700	370		
37	6701	to	7100	380		
38	7101	to	7500	390		Additional Life
39	7501	to	7900	400		
40	7901	to	8400	410	Grand Master	
41	8401	to	8900	420		Additional Life
42	8901	to	9400	430		
43	9401	to	9900	440		
44	9901	to	10400	450		Additional Life
45	10401	to	11000	460		
46	11001	to	11600	470		
47	11601	to	12200	480		Additional Life
48	12201	to	12800	490		
49	12801	to	13400	500		

Beyond this Point Players begin to Hit Soft Caps in which they have additional requirements to Level

Level	Experience Points			Skill Points	Rank	Special Notes
50	13401	to	14100	510	Epic Character	Soft Cap #1 / Additonal Life
51	14101	to	14800	520		Epic Ability #1
52	14801	to	15500	530		
53	15501	to	16200	540		
54	16201	to	16900	550		Additional Life
55	16901	to	17700	560		
56	17701	to	18500	570		
57	18501	to	19300	580		
58	19301	to	20100	590		Additional Life
59	20101	to	20900	600		
60	20901	to	21800	610		Soft Cap #2
61	21801	to	22700	620		Epic Ability #2
62	22701	to	23600	630		Additional Life
63	23601	to	24500	640		
64	24501	to	25400	650		
65	25401	to	26400	660		
66	26401	to	27400	670		Additional Life
67	27401	to	28400	680		
68	28401	to	29400	690		
69	29401	to	30400	700		
70	30401	to	31500	710		Soft Cap #3 / Additional Life
71	31501	to	32600	720		Epic Ability #3
72	32601	to	33700	730		
73	33701	to	34800	740		
74	34801	to	35900	750		Additional Life
75	35901	to	37100	760		
76	37101	to	38300	770		Additional Life
77	38301	to	39500	780		
78	39501	to	40700	790		Additional Life
79	40701	to	41900	800		
80	41901	to	43200	810		Soft Cap #4 / Additional Life
81	43201	to	44500	820		Epic Ability #4
82	44501	to	45800	830		Additional Life
83	45801	to	47100	840		
84	47101	to	48400	850		
85	48401	to	49800	860		
86	49801	to	51200	870		Additional Life
87	51201	to	52600	880		
88	52601	to	54000	890		
89	54001	to	55400	900		
90	55401	to	56900	910		Soft Cap #5 / Additional Life
91	56901	to	58400	920		Epic Ability #5
92	58401	to	59900	930		
93	59901	to	61400	940		
94	61401	to	62900	950		Additional Life
95	62901	to	64900	960		
96	64901	to	66900	970		
97	66901	to	68900	980		
98	68901	to	70900	990		Additional Life
99	70901	to	72900	1000		
100	72901	to	74900	1010		Hard Cap for Players / Epic Ability #6
101	74901	to	77900	1020	Elite Being	

Chapter 11: Living and Dying

As a game which includes combat and war, players will during the course of their adventures be at various states of health.

Health is most commonly represented as a value; the number of hit points and armor points a character has. The more powerful or healthy a character is due to their level and skills, the more hit points he or she may have.

Furthermore, health can be represented by a status of effect such as diseased or paralyzed. These effects may not have a hit point deduction to them, but they do have a certain type of Role-play which is expected from the effect.

Health

Healthy: When a player's character has a positive hit point total, they are considered alive and measurably healthy. As a character's hit points are reduced through combat or other means, players are encouraged to role-play the exhaustion or pain of the injuries being incurred.

Conversely, as a character is healed by magic or various other means a player is encouraged to role-play their recovery as well.

Bleeding Out: If a character is reduced to any number below 1 hit point, they cease to count any hit points lost and instead are placed at the Bleeding Out status. They must immediately start a three (3) minute count.

A character that is bleeding out may be healed by any normal means such as basic spells, ointments, or First Aid. They may not drink a potion nor be forced to drink a potion.

A Bleeding out player may not move and should either lay down where they lost their hit points or drop to one knee to represent their status. This should always be done in a safe manner, being conscious of one's surroundings.

After a player has counted for three (3) minutes and not received any aid, the player will move on to the next status of injury which is Critically Wounded.

Critically Wounded: If a character is reduced to Critically Wounded Status either due to time passing from Bleeding Out status or from a special attack such as a Critical Strike, they are placed at the Critically Wounded status. They must immediately start a three (3) minute count.

A character that is critically wounded can be healed by any special means such as a Heal Critical Wounds spell or any curative magic of 6th or higher level, application of certain items, or through First Aid or Triage from a skilled Surgeon. They may not drink a potion nor be forced to drink a potion.

A Critically Wounded player may not move and should either lay down where they lost their hit points or drop to one knee to represent their status. This should always be done in a safe manner, being conscious of one's surroundings.

After a player has counted for three (3) minutes and not received any aid, the player will move on to the next status of injury which is Lethally Wounded.

Lethally Wounded: If a character is reduced to Lethally Wounded status either due to time passing from Critically Wounded status, or from a special attack such as a Lethal Strike or Assassinate they are placed at the Lethally Wounded status. They must immediately start a three (3) minute count.

A character who is Lethally Wounded can be healed by any special means such as a Heal Lethal Wounds spell or any curative magic of 8th or higher level, application of certain items, or through First Aid or Triage from a skilled Surgeon. They may not drink a potion nor be forced to drink a potion.

A Lethally Wounded player may not move and should either lay down where they lost their hit points or drop to one knee to represent their status. This should always be done in a safe manner, being conscious of one's surroundings.

After a player has counted for three (3) minutes and not received any aid, the player will move on to the next status of injury which is Dead.

Dead: If a character is reduced to Dead Status either due to time passing from Lethally Wounded status or from a special attack such as a Death Spell they are placed at the Dead status. They must immediately start a three (3) minute count.

A character that is dead can be revived by any special means such as a Life spell or similar magic of 9th level or the application of certain items by a skilled Surgeon. They may not drink a potion nor be forced to drink a potion.

A Dead player may not move and should either lay down where they lost their hit points or drop to one knee to represent their status. This should always be done in a safe manner, being conscious of one's surroundings.

After a player has counted for three (3) minutes and not received any aid, the player has the choice to go out of play, his or her body effectively disappearing, and move to a respawn point in the game.

After the 3-minute count, the player may choose to remain in place, however, they may not move from that place, interact with other players or characters, or talk except to staff or a marshal. They can do nothing but sit or lie there waiting for aid. They may choose at any time to dissipate and respawn.

Note: There are items and spells which can force a player to dissipate and respawn.

Much like a video game they must go out of play, leaving any in game possessions not bonded to the character at the point where their body dissipates. Once at a proper Respawn point, their loss of life will be recorded and if they have any additional lives, a deduction from their total will be made and marked on their life chit. Once the character is resurrected, they lose the previous hour of memory measured from the last

point they were at the Healthy status before resurrection but will be at full health.

Note: Once a character has lost all its lives, that character ceases to exist, and a player must create another character. These events can be quite dramatic in a player's tenure with Mythic Adventures and should be handled with great sportsmanship by all involved.

Other Statuses

A Player may become afflicted with several things which can further affect one's status in game.

Some examples are given below and placed in the category of what type of affliction they are.

Appropriate resists can always be used to remove these effects.

Note: If a character is out of resists for the day and the day's reset occurs while they are afflicted with an effect which they could have otherwise resisted, they may use the resist to remove the effect once it has reset.

Metabolic: These effects are those which cause a change to the character's body in a physical manner and are caused by spells or spell like effects. They may be shielded against by the appropriate Spell or resist.

Paralyzed: The character is unable to use his/her body from head to toe. The target may not move nor cast during the duration of this effect.

Petrified: The character has been turned to stone and must represent this by being unmoving. A petrified character must begin the same count as if they were bleeding out for their status in case they are returned from stone. If at the end of their count for dead status they are not returned to normal status they will crumble and dissipate as normal.

An effect similar to a Shatter spell will render the player to dust and they will crumble and dissipate just as if they had exhausted their dead status count.

Note: Not all petrification is permanent but may only last a duration such as five (5) or ten (10) minutes. In this case the character will automatically return to normal status at whatever level of wounded their count has placed them at.

Cursed: This status is set by the curse which is placed on the character and may have many different effects.

Slept: The player must act as if he or she is asleep; they may remain standing if it is unsafe or unwise to lie down. Snoring is sometimes encouraged; sleeping effects can be removed on a ten count most of the time. A sleeping character may be killed on a five count. (i.e. Killing 1, Killing 2, Killing 3, Killing 4, Killing 5) at which points they are reduced to Dead Status.

Unconscious: Similar to being asleep but usually accompanied by some form of physical damage.

Diseased: A Diseased character may not have any visible effect, and the disease must be removed in some manner even if the damages it causes are healed. Most disease effects have a limited duration, but not all of them. The specific effects are determined by the disease.

Toxins: These effects are those which caused by a Poison spell or Production item (Ingested, Venom, Gas). They may be shielded against by the appropriate spell or resist.

Poisoned: A Poisoned character may not have any visible effect, and the poison must be removed in some manner even if the damage it causes are healed. Most poisons have a limited duration, but not all of them. The specific effects are determined by the poison.

Paralyzed: The player is unable to move under their own power and may either simply stand or fall to the ground, unable to move but conscious unless rendered otherwise. A player who is paralyzed may not defend themselves.

Petrified: The character has been turned to stone and must represent this by being unmoving. A petrified character must begin the same count as if they were bleeding out for their status in case they are returned from stone. If at the end of their count for dead status they are not returned to normal status they will crumble and dissipate as normal.

An effect similar to a Shatter spell will render the player to dust and they will crumble and dissipate just as if they had exhausted their dead status count.

Note: Not all petrification is permanent but may only last a duration such as five (5) or ten (10) minutes. In this case the character will automatically return to normal status at whatever level of wounded their count has placed them at.

Mind Affected: These effects are those which cause a change to the character's mind in a physical manner. They may be shielded against by the appropriate spell or resist.

Trance: This effect places the character in an almost sleep like state in which they may wander as if sleep walking but not interact with any outside force. The character may not wander outside a ten (10) foot radius of where they were initially tranced. A tranced character may be killed on a five count. (i.e. Killing 1, Killing 2, Killing 3, Killing 4, Killing 5) at which points they are reduced to Dead Status. They may not move once the Kill has started.

Charmed: This effect places the character under the influence of an outside force. They will be taking orders from that force as if they came from a best friend or respected commanding officer. This will not cause a character to act against its primary nature and cannot be used in such a manner. (i.e. a charmed Knight cannot be made to act in a way which would cause them to lose their Knight status)

Dominated: This effect places the character under the complete influence of an outside force. They will be taking orders from that force no matter what they may be, even unto the death. This can cause a character to act against its primary nature. (i.e. a dominated Knight of Valor might be found fighting in defense of an Undead Master.)

Feared: This effect will cause a character to move as fast as is **safely** possible away from the object of their fear. They may not be killed outright by this effect but will not defend themselves normally until the effect has ended (10 Minutes) or they have moved out of sight of the object of their fears.

Horrified: This effect will cause a character to move as fast as is **safely** possible away from the object of their fear. They may not be killed outright by this effect but will not defend themselves normally until the effect has ended (10 Minutes). This effect will last even after they have moved out of sight of the object which horrifies them.

Terrified: This effect will cause a character to stand still, shaking in terror of object of their terror. A terrified character may be killed on a five count. (i.e. Killing 1, Killing 2, Killing 3, Killing 4, Killing 5) at which points they are reduced to Dead Status. They will not defend themselves normally until the effect has ended (10 Minutes). This effect will last until the object of their terror moves out of sight or the duration of the terror effect ends.

Terror can be restored by the same object if the character does not get out of its area of effect.

Chapter 12: Weapons and Effects

Taglines

Damage types and taglines can be combined in a player's tagline such that a character with an enchanted axe may wish to call *Cleaving Magic* against a golem made of wood in case such a creature would take additional damage from the weapon. Weapons can have several different damage types depending on their use.

Taglines other than those listed here do exist. If the player is unsure of the effects of a tagline, they should ask a marshal or Staff member.

Weapon Taglines

Normal Damage is the standard of most non-magic weapons and may be used anytime an attacker is not worried about the particular damage a weapon does.

Slashing Damage is used by swords and other bladed weapons which are used in a cutting motion and may cause additional damage to some creatures.

Crushing Damage is used by weapons which have a smashing effect on their target and may cause additional damage to brittle targets.

Cleaving Damage is used by axes and their ilk and has a combined smashing and cutting action. Certain creature such as those made of wood may take additional damage from these weapons.

Puncturing Damage is used by arrows, bullets and crossbow bolts and is used to represent the damage type of these weapons. Certain types of creatures may take additional damage from this tagline.

Magic Damage is called by those weapons which are considered Enchanted and must be used to even cause any damage to certain creatures.

Special Tagline with Effects

Entangle: An entangled character is held and cannot move, attack, or defend. An entangled character can break free with *Enhanced Strength* +1 on a ten (10) count and on a five (5) count with *Enhanced Strength* +2. An entangled character may not be killed if they are breaking free. An entangled character may be cut out on a 10 count by another character.

Disease: A Diseased character may not have any visible effect, and the disease must be removed in some manner even if the damages it causes are healed. They cannot run, nor can they attack, a diseased character may only defend. This effect must get through armor to hit points and lasts for 10 minutes or until dispelled.

Paralyze: The player is unable to move under their own power and may either simply stand unmoving or fall to the ground,

unable to move but conscious unless rendered otherwise. A player who is paralyzed may not defend themselves. This effect must get through armor to hit points and lasts for 10 minutes or until dispelled.

Poison: A Poisoned character may not have any visible effect, and the poison must be removed in some manner even if the damages it causes are healed. The Poison will do one (1) hit point of damage every ten (10) seconds until the target dies or the Poison is neutralized.

Elemental Damage (Fire, Ice, Lightning, etc.) In addition to the normal weapon's damage this tagline also has an elemental effect which may cause more or less damage against certain beings.

Light: Always counts as magic against creatures affected by it. Does double damage to some Undead, Demons, and other creatures of darkness, bypassing most DRs other than those specifically vs Light.

Body: This tagline will bypass all armor and go directly to a target's hit points. The damage will leave the target's armor unaffected from the attack. Shields may block and weapons may be used to parry this tagline, and it must land on the target to affect their hit points.

Massive: This tagline will bypass all defenses and cannot be blocked or parried normally. If an attack lands on the target or their items, such as sword or shield, the damage is taken by the target. It must go through a target's armor before it affects their hit points.

The Massive tagline ignores a target's *Damage Reduction*, bypassing it to do full damage.

Certain Skills such as *Parry*, *Shield Block*, and *Shield Bash* can be used to stop one swing of this tagline.

Life Drain: This attack is a rare tagline which bypasses armor and goes directly to hit points. The attack drains the vitality of its target and transfers it to the attacker, effectively healing the attacker by the amount of damage of the attack.

The attack can be blocked or parried and must land a physical blow on the target to be effective.

Demise: This tagline will do damage and is also a Deadly effect unless resisted or protected against. Do not expect to see it on anything other than the most powerful of beings. The Deadly effect must get through armor to hitpoints before taking effect.

Certain Skills such as *Master Fortify* will stop the attack from outright killing the target, though the tagline will add a damage equivalent to the most powerful of attacks, Deadly Attacks, to the swing damage.

Weapon Damage Caps/Chart

Normal Maximum Damage is that which the Weapon Damage, Additive skills (e.g. Strength or Combat Lore), Weapon Quality, and Permanent Enchantments (eg. Striker) can add up to. All weapons have this category.

Backstab Maximum Damage is the combined maximum which a weapon can call from Backstab Damage, Weapon Damage, Additive skills (e.g. Strength or Combat Lore), Weapon Quality, and Permanent Enchantments (eg. Striker).

Note: Certain things will allow a weapon to exceed its maximums, such as, but not limited to, the Slayer Ritual Enchantment, Spells, and skills like Ferocious Strike or Eviscerate.

Maximum Damage Potential, and Maximum Backstab Damage Potential is the maximum a weapon is allowed to call once bringing damage multipliers into the equation.

The maximum potential is usually three times the maximum damage, but damage is compared to the Maximum Damage before a double damage effect is applied, so a double damage effect still capped at double the maximum damage cap.

Temp Spell, Temp Enchantment, and Temp Production Adders are limited or temporary effects such as spells and production items that are not increased by multiplier effects but are added after that calculation.

Note: Magical Lores applied to blade spells or similar effects apply only once, and in Step 1, before comparison to cap.

If a weapon does not have a number in the Maximum Backstab Damage category, it may not gain any benefit from the Backstab Damage skill.

Damage Calculation Formula

Damage Formula: $\{[(\text{Base} + \text{Adder(s)} \leq \text{Max Damage}) \times \text{Multiplier(s)} \leq \text{Max Damage Potential}] + \text{Temp Effects}\}$

Step 1 (Base + Skills): Base Damage + Applicable Additive Skills (Weapon Damage, Backstab Damage, Weapon Affinities, Combat Lores, Magic Lores, Hated Enemies, Enhanced Strength, etc.) + Weapon Quality + Permanent Additive Enchantments.

Step 2 (Maximum Damage): Compare Step 1 against weapon's (Normal Maximum Damage or Backstab Maximum Damage); Take lesser.

Step 3 (Damage Multipliers): Apply Damage Multipliers such as Slayer enchantment or the Ferocious Strike or Eviscerate skills.

Step 4 (Damage Potential): Compare Step 4 against weapon's (Normal Maximum Damage Potential or Backstab Maximum Damage Potential); take lesser.

Step 5 Temporary Spell, Enchantment, and Production

Adders: Apply any additive Spell or spell like effects such as Fiery Blade of Elemental Fury, Mace of Valor, Swing limited Enchantments, or any temporary production item effect such as specialized ammo or sharpening stones.

Damage Example:

Will the Warrior worship his weapons. He has purchased 5 Enhanced Strength, 18 levels of Weapon Damage, +2 Backstab Damage, Combat Lore III vs Orcs, Ferocious Strike, and has acquired a +3 Shortsword with Slayer vs Orcs, and Sharpening Stone.

Against everything except orcs, from the front he has a Base Damage of 2, +5 from Strength, +18 from Weapon Damage, and +3 from weapon quality for a total of 28 points of Damage. We compare that to the Max Damage of 30 for a Short sword and we're good. With Ferocious Strike that's doubled to 56 and compared to Max Potential of 90 and we're still good. Add the Sharpening stone at the end, and we have 30 (28+2) for a normal swing, and 58 (56+2) with Ferocious Strike.

From the back, we can add his 2 Backstab damage for 30 (vs. a max of 45) and 60 For Ferocious Strike, 32 and 62 with the sharpening stone.

Vs Orcs, we have that 28 from before, plus 6 from the Combat Lore. Now we have a base of 34, but when we compare that to the weapon max of 30, we must reduce to 30. Then we can add Slayer for a normal swing of 60, and then add Ferocious Strike which would take us to 120, but compared to the maximum potential of 90, we again must reduce to 90 for the Ferocious Strike. Add the Sharpening stone at the end, and we have 62 (60+2) for a normal swing, and 92 (90+2) with Ferocious Strike. If only it was a Longsword with its cap of 35!

From the back, vs orcs, it gets a little better. We have the 28, plus 6 from combat lore, plus 2 from Backstab Damage for 36, but the Max Backstab for a shortsword is 45 instead of 30, so we get to keep it all. Doubled to 72 for normal swings, and again with Ferocious Strike to 104. We compare 104 to the 135 Backstab Potential of a shortsword and we're good. Add in the Sharpening stone and we're at 74 and 106 against Orcs from the back.

Swing Speed

Weapons may only be swung as fast as the complete tagline used can be enunciated fully. (I.e. One swing for each time a player with an Enchanted Axe with a Flame blade spell can say " <Total Damage number> Cleaving Magical Fire")

This is a safety issue and no exceptions will be made.

Weapon Statistics

Weapon	Min Length	Max Length	Base Dmg	Max. Normal Dmg.	Max. Backstab Dmg.	Max Potential Dmg.	Max Potential w/ Backstab	Notes
Blunt One Handed Weapons (under 42" haft)	12	42	2	25	30	75	90	Can call "Crushing" tagline
Hammer	12	32	2	25	30	75	90	Can call "Crushing" tagline
WarHammer	12	36	3	35	35	105	105	Can call "Crushing" tagline
Mace	12	36	2	35	35	105	105	Can call "Crushing" tagline
Club	12	42	2	25	30	75	90	Can call "Crushing" tagline
Morningstar / Spiked Club	12	42	2	35	35	105	105	Can call "Crushing" tagline
Bladed One Handed Weapons	12	44	2	30	35	90	105	Can call the "Slashing" tagline
Short Sword	23	34	2	30	45	90	135	Can call the "Slashing" tagline
Short Blades (23" - 36")	23	36	2	30	45	90	135	Can call the "Slashing" tagline
Saber / Cutlass	23	36	2	35	45	105	135	Can call the "Slashing" tagline
Longsword	34	44	3	35	40	105	120	Can call the "Slashing" tagline
Rapier	34	44	3	35	40	105	120	Can call the "Slashing" tagline
Long Blades (34" - 44" w/ short handle)	34	44	3	35	40	105	120	Can call the "Slashing" tagline
Cleaving One Handed Weapons (Under 42" Haft)	12	44	4	40	45	120	135	Can call "Cleaving" tagline
Battle Axes	12	44	4	40	45	120	135	Can call "Cleaving" tagline
Woodcutter Axe	12	44	4	35	45	105	135	Can call "Cleaving" tagline
Tomahawk	12	24	3	35	50	105	150	Can call "Cleaving" tagline
Small Weapon (12" - 23")	12	23	1	20	30	60	90	
Small Blunts (i.e. Billyclub)	12	23	1	20	30	60	90	Can call "Crushing" tagline
Daggers	12	23	1	20	50	60	150	
Hand Axe	12	18	2	20	30	60	90	Can call "Cleaving" tagline
Polearm	42	86	5	35	N/A	105	N/A	
Simple Spear (up to 74")	42	74	2	30	N/A	90	N/A	Can call the "Slashing" tagline
Long Spear/ Pike (i.e. Spear over 74")	74	86	4	35	N/A	105	N/A	Can call the "Slashing" tagline
Two-Handed Blunt (42" or over Haft)	42	52	5	35	N/A	105	N/A	Can call "Crushing" tagline
Two handed Hammer	42	52	5	45	N/A	135	N/A	Can call "Crushing" tagline
Great Mace	42	52	5	45	N/A	135	N/A	Can call "Crushing" tagline
Two handed Club	42	52	5	35	N/A	105	N/A	Can call "Crushing" tagline
Two-Handed Cleaving (42" or over Haft)	42	52	6	40	N/A	120	N/A	Can call "Cleaving" tagline
Two Handed Axe	42	52	6	45	N/A	135	N/A	Can call "Cleaving" tagline
Pole Axe	42	68	6	45	N/A	135	N/A	Can call "Cleaving" tagline
Two-Handed Blades	48	62	5	40	N/A	120	N/A	Can call the "Slashing" tagline
Great Sword (over 48")	48	62	5	45	N/A	135	N/A	Can call the "Slashing" tagline
Bastardsword (42" to 48" over all)	42	48	4	40	40	120	120	Can call the "Slashing" tagline
Katana	42	48	4	40	40	120	120	Can call the "Slashing" tagline
Tau-Chi Sword	48	62	5	50	N/A	150	N/A	Can call the "Slashing" tagline
Missile Weapons	N/A	N/A	2	35	N/A	105	N/A	
Bows	N/A	N/A	8	60	N/A	180	N/A	Can call the "Puncturing" Tagline
Thrown Weapons	2	18	2	35	N/A	105	N/A	
Crossbow	N/A	N/A	8	60	N/A	180	N/A	Can call the "Puncturing" Tagline
Hand Crossbow	N/A	N/A	6	35	N/A	105	N/A	Can call the "Puncturing" Tagline
Flintlock Pistol (Normal Darts)	N/A	N/A	6	80	N/A	240	N/A	Can call the "Puncturing" Tagline
Flintlock Pistol (Mega Darts)	N/A	N/A	8	80	N/A	240	N/A	Can call the "Puncturing" Tagline
Flintlock Rifle (Normal Darts)	N/A	N/A	8	80	N/A	240	N/A	Can call the "Puncturing" Tagline
Flintlock Rifle (Mega Darts)	N/A	N/A	10	80	N/A	240	N/A	Can call the "Puncturing" Tagline
Staff		72	2	25	N/A	75	N/A	Can call "Crushing" tagline

Maximum Damage Potentials is from all sources combined, such as Ferocious strikes, Slayer weapons, Evanesce, etc...

No matter how many things are combined a weapon may never exceed its potential

Basic Weapon Safety

Further information is available in the Safety Guide

Pipe and Foam: The oldest type of boffers are the Pipe and Foam with some form of tape or cloth over them. These are terrible looking for the most part but can be made for about \$25 to \$40 easily enough.

These must have at least a 2" top/thrusting tip of dense open cell foam (green foam from JoAnn's works) and the distance from the PVC pipe to the striking surface should be about 3/4" and made of closed cell foam.

Gaff Tape is preferred to Duct Tape and can be painted much better. Also, tape and cloth covered weapons are considered to be poor quality (Gray color if you play MMOs) and will have a -1 penalty to damage. This has to do with safety; humidity in Florida wreaks havoc on Gaff Tape and glue for cloth and that sticky stuff can hurt badly.

PVC cores for weapons under 36" should be schedule 20, Over 36" up to 46" should be Schedule 40, and for Two Handed Weapons (not really recommended for these types) Schedule 80. 1/2" or 3/4" cores are fine no smaller or larger.

No wooden dowels or metal cores are allowed.

Carved Foam Latex or PlastiDip: These weapons are those which are the most popular type presently in the world for LARP. They are made with either a fiberglass rod core or some form of carbon fiber core and the distance from core to striking surface to should be 3/4" or more. The tip must be approved before it can be used for thrusting attacks, and no matter what the core should be over 1 1/2" below the tip.

There are several great guides to making these sorts of very realistic weapons online, but understand safety is our primary objective and they need maintenance to stay safe. It is easy to go way far fantasy with additions like curved spikes and such, but again safety first. If you have a question, ask.

These weapons will need a clear coat that is hyper allergenic over the painted areas and will be inspected like all boffers each and every event.

If you decide to purchase a weapon from a manufacturer online remember, buyer beware. Unfortunately, many of the imports and other companies making these boffers advertise as "LARP like" or "LARP safe", but they are not. We apologize if your weapon does not pass a safety inspection.

Foam Injected: The last type of boffer weapons we allow are the foam injected type. These need almost no maintenance at all and they can look amazing.

Please make sure to only buy something in person from a reputable vendor (Frederick's Forge carries approved boffers of this type) or from one of the companies such as Calimacil or Mitryl (both out of Canada) who we know have safe weapons designed for LARP.

If you decide to purchase a weapon from a manufacturer online remember, buyer beware. Unfortunately, many of the imports and other companies making these boffers advertise as "LARP like" or "LARP safe", but they are not. We apologize if your weapon does not pass a safety inspection.

That covers safe weapons. There are a few other areas that are similar and need to be addressed.

Foam Phys-Reps are preferred for the following items and they must always be larger than 3" in diameter and have no core. We prefer between 10lbs and 17lbs foam for the item.

Alchemy and Poisons which can be thrown should be made of these materials. We will work with players on helping with these items. We have many examples at events you can inspect as well.

Grenades are also made of the same foams, and should be larger in diameter, up to 6", than Alchemy and Poison Bottles.

Thrown weapons should be coreless or if cored, inspected and have at least 3/4" from the core to the striking surface, and a tip and pommel of soft foam.

Spell Packets should be made with Rye or Grass seed (safer for the environment) and are color coded for the type of magic they represent. In our game packets represent components of the spells magic and are in play items.

Packets should be about the size in diameter of a U.S. fifty cent piece, and up to 2" in diameter. They should be no smaller. The packet should be tight enough to throw but have a little squish and give when pressed by your thumb. They should not be "floppy" or any smaller than the above stated diameter.

The materials should be cloth and a rubber band and should be used to keep the packet tight enough to throw well. There are some spell packets which like bottles and grenades are made of injection foam, these are approved on a case by case bases.

Armor Points, Locations, and Values

Armor Points are much like hit points and are the first line of defense for most characters. Some spells will grant a certain number of armor points but for the most part armor must be worn to gain the benefit of armor protection.

Armor points are calculated by adding up all the various types of armor a player is wearing and stacks in layers. The various types of armor and their values are listed on the charts in this book and a player will have their armor evaluated by an Armor Marshall or Staff member at the start of any event.

Armor and Damage

Armor is ablative and armor points work just like hit points. Armor must be worn to gain its values. As a player takes damage it usually must go through the armor first before getting to the character's hit points.

Certain spells and taglines such as the "Body" tagline will bypass armor and go straight to hit points.

Should your armor be destroyed or rendered to zero armor points, it may still be repaired normally by an armorsmith.

Effective Types of Armor

Armor must cover the front and back of a character to gain full value, less coverage and the armor will only gain half value.

Chain and Plate Armors must be made of Metal, Leather Armors must be made of real leather, not vinyl or pleather, to gain the benefits of being considered real armor for Armor Points values.

Plastic Armors will not count, and though many can look fantastic they will gain a reduced amount of Armor Points.

Qualities of Armor

Certain armors may gain a bonus for the level of creation and effort put into the armor. Quality bonuses allow a character to go over their armor maximum by the value of the bonus.

Professional Quality gains a 5% bonus to the level of protection offered and are of such a quality that they can easily be seen to be superior to the common version of the same.

Master Quality is of such a quality that it exceeds even most professional made armors. These have extra detail in them, and the quality is readily visible. Things such as double stitching, 6 in one, or Dragon weave for chain mail, or even ornate yet function decoration on plate armors.

Master Quality items will gain a 10% bonus for the extra level of detail and manufacturing put into the item.

These bonuses will be decided on by the Armor Marshall and can be presented by the player so that the Marshall can make the best judgement possible.

Additions to Armors

Certain types of coverage or additional work can also increase an armor's value.

Items such as studding can add additional points of protection to leather goods and heavy quilted items. Studding can be done in tighter than one-inch (1") groupings and as wide as 3 inch (3") groupings to gain the three different levels of bonus for studs.

Articulation on items such as pauldrons and greaves, knee caps and elbow cups can all add extra bonuses if made from strong enough materials.

Areas that can be Covered

The various parts of the body gain different amounts of protection which is added to the whole of the armor points the character has.

Armor points are not reduced by the area struck, but from an overall total of armor points.

Armor points are listed and calculated using the charts below. Primary location armors may be stacked up to two (2) layers, such that a layer of leather over chain mail would simply have their values added together. Joint locations cannot be layered and take the highest available value. All values are totaled and compared to the characters professional and skill limitations to get a final Armor Points value.

Armor points worn in excess of a characters professional and skill totals do not count toward Armor Points for the character and do not "fill in" as the armor gets damaged. They are ignored.

Optional Permanent Armor Sets

At the games option, if a player plans to wear the same armor or sets of armor they may submit this (these) set(s) for a permanent record. This is purely at the player and games discretion and can be done to speed up the player's check in and help to streamline the game over all.

Armor Repair

Armor which is damaged or destroyed can be repaired by a skilled Armorsmith. Armor, unlike spells, does not reset during an event, each new day. An Armorsmith may want to charge for their services.

Armor must be repaired during an event if a character wishes to continue to have the benefit of wearing their armor.

Armor is considered refreshed at the start of each new event, once check in is complete.

Any special abilities a set of armor may have are rendered useless if the armor value is at zero, until the armor is repaired.

Shields

Shields do not add to Armor Points and their use is a separate skill, covered in the skills section of this rulebook.

Armor Material and Construction Guidelines

Leather Armors:

Soft Leather: Leather thickness greater than 1mm (3 Oz) but less than 3 mm (8 Oz), including Suede.

Hard Leather: Leather thickness greater than or equal to 3mm (8oz) and/or treated to harden.

Notes: Leather <1mm will be considered clothing.

Chain Armors:

Ring Mesh: 22-24-gauge steel rings that are welded closed for strength.

Light Chain: Aluminum rings no thinner than 16 Ga SWG (0.0625", 1.59mm) with an inner diameter no greater than 5/16 inch.

Medium Chain: Steel rings no thinner than 18 Ga SWG (0.048", 1.2mm) with an inner diameter no greater than 3/8 inch.

Heavy Chain: Steel rings no thinner 16 Ga SWG (0.0625", 1.59mm) with an inner diameter no greater than 5/16 inch.

Notes: Chain base values are based on the European 4 in 1 pattern. Professional (5%) and Master Crafted (10%) bonuses will be granted to armors that exceed the minimum. For example, denser aspect ratios (using a thicker gauge or smaller inner diameter); denser weaves like 6in1, King's Maille, or Persian; and higher-grade materials (Titanium)

Scale Armors: Size based on TheRingLord.com scale Sizes

Large: TRL Extra Large, Large, and Medium sized scales

Tiny: TRL Small and Tiny sized scales

Notes:

Polyurethane Plate: Wymwick or Dragon Armory only

Notes:

Metal Armors:

Aluminum: 16 Ga (~1.5mm) minimum thickness, provides base points. Not eligible to receive professional or master quality bonuses.

Steel: 20 Ga (~1mm) Grants professional quality bonus as base, eligible for master quality bonus.

Notes: Not meeting minimum thickness grants the fake material penalties.

Armor Points Chart

Primary Armor (Layer 1)

Location	Armor Type (s)	Base	Special	Adj.	Studding	Adj	Total	
Head	Clothing/None	0	None	0%	None	0	0	
Upper Torso	Clothing/None	0	None	0%	None	0	0	
Lower Torso	Clothing/None	0	None	0%	None	0	0	
Upper Right Arm	Clothing/None	0	None	0%	None	0	0	
Lower Right Arm	Clothing/None	0	None	0%	None	0	0	
Right Hand	Clothing/None	0	None	0%	None	0	0	
Upper Left Arm	Clothing/None	0	None	0%	None	0	0	
Lower Left Arm	Clothing/None	0	None	0%	None	0	0	
Left Hand	Clothing/None	0	None	0%	None	0	0	
Upper Right Leg	Clothing/None	0	None	0%	None	0	0	
Lower Right Leg	Clothing/None	0	None	0%	None	0	0	
Right Foot	Clothing/None	0	None	0%	None	0	0	
Upper Left Leg	Clothing/None	0	None	0%	None	0	0	
Lower Left Leg	Clothing/None	0	None	0%	None	0	0	
Left Foot	Clothing/None	0	None	0%	None	0	0	
Base Armor Points		0					AP	0.0

Primary Armor (Layer 2)

Location	Armor Type (s)	Base	Special	Adj.	Studding	Adj	Total	
Head	Clothing/None	0	None	0%	None	0	0	
Upper Torso	Clothing/None	0	None	0%	None	0	0	
Lower Torso	Clothing/None	0	None	0%	None	0	0	
Upper Right Arm	Clothing/None	0	None	0%	None	0	0	
Lower Right Arm	Clothing/None	0	None	0%	None	0	0	
Right Hand	Clothing/None	0	None	0%	None	0	0	
Upper Left Arm	Clothing/None	0	None	0%	None	0	0	
Lower Left Arm	Clothing/None	0	None	0%	None	0	0	
Left Hand	Clothing/None	0	None	0%	None	0	0	
Upper Right Leg	Clothing/None	0	None	0%	None	0	0	
Lower Right Leg	Clothing/None	0	None	0%	None	0	0	
Right Foot	Clothing/None	0	None	0%	None	0	0	
Upper Left Leg	Clothing/None	0	None	0%	None	0	0	
Lower Left Leg	Clothing/None	0	None	0%	None	0	0	
Left Foot	Clothing/None	0	None	0%	None	0	0	
Base Armor Points		0					AP	0.0

Separate Joint Articulations (Best Layer only)

Location	Armor Type (s)	Base	Special	Adj.	Studding	Adj	Total
Neck / Gorget	Clothing/None	0	None	0%	None	0	0
Right Shoulder	Clothing/None	0	None	0%	None	0	0
Left Shoulder	Clothing/None	0	None	0%	None	0	0
Right Elbow	Clothing/None	0	None	0%	None	0	0
Left Elbow	Clothing/None	0	None	0%	None	0	0
Right Wrist	Clothing/None	0	None	0%	None	0	0
Left Wrist	Clothing/None	0	None	0%	None	0	0
Waist/Groin	Clothing/None	0	None	0%	None	0	0
Right Knee	Clothing/None	0	None	0%	None	0	0
Left Knee	Clothing/None	0	None	0%	None	0	0
Right Ankle	Clothing/None	0	None	0%	None	0	0
Left Ankle	Clothing/None	0	None	0%	None	0	0
						AP	0.0

Armor Values by Type

Armor Type (s)	Torso	Other Primary	Joints
Clothing	0	0	0
Padded / Quilted	4	0	0
Soft Leather (1-3 mm / 3-8 Oz)	6	1	0
Ring Maile	7	2	1
Leather Brigandine	8	2	1
Hardened Leather (3 mm/8 Oz min.)	10	2	2
Chain Mesh / Light Chain	12	3	2
Medium Chain Maile	14	3	2
Heavy Chain Maile	18	4	3
Metal Brigandine	16	3	2
Scale Maile - Large	18	4	2
Scale Maile - Tiny	20	4	3
Metal Brigandine (Leather backing)	20	3	2
Polyurethane Plate (Wyrmswick)	20	3	2
Banded or Segmented Plate	24	4	2
Metal Plate	30	5	3

Adjustments	Torso	Other Primary	Joints
Light Studding (over 3")	1	0	0
Medium Studding (Over 1")	2	1	0
Heavy Studding (1" or less)	3	2	1
Professional Quality (PQ)	5%	5%	5%
Master Quality (MQ)	10%	10%	10%
Fake Materials (FM)	-50%	-50%	-50%
Poor Coverage (PC)	-50%	-50%	-50%

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