



**Presents**



# THE RULEBOOK

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# **INTRODUCTION**

Magoria's concept sprang from a world that I had created and played in (by myself) as a child. I'm very privileged to have had the influence from the team that makes the River City LARP Campaign Committee. With their help, this game has become LARP ready and more colorful than I could've imagined on my own.

It's a wonderful opportunity to play this game with you and to experience how your character impacts the world and determines its fate.

Enjoy, and have fun!

-T.J.

This game is brought to you by the creative minds of our Campaign Committee who have contributed their concepts, stories, and art throughout this rulebook.

Tabitha (TJ) Johnson, Ciaran Schwartz, Jeriann (JD) Kallin, Michael Stivers, and Braedon Kincaid.

Special thanks to:

-LouisvilleLARP; without the creators of Forge Hall this game would likely not exist. Special thanks to Kyle Radcliff and Joseph Karr who diligently helped get our idea game ready, we are so grateful for the countless hours of their time and invaluable input.

-Preston Bodine for editing this book.

-The creators of Lokari Chronicles who allowed us to borrow from their system.

-Solveig Drekabruni for our race illustrations.

-Jay Simpson for our website and online tool.

And thank YOU for your interest in River City LARP's first campaign, Magoria. There is no LARP without community and we are so happy to have you.

## **What is L.A.R.P.?**

L.A.R.P. is an acronym for "Live Action Role Play".

'A live action role-playing game is a form of role-playing game where the participants physically portray their characters. The players pursue goals within a fictional setting represented by the real world while interacting with each other in character.'

River City LARP anticipates four weekend games in a calendar year. During these games our main priority is 'immersion'. For the most fulfilling role-play experience everyone stays in character for the duration of the event. As Playing Characters and Non-Playing Characters interact through the world their actions impact the outcome of the game. Characters gain Experience Points to unlock skills and maneuvers. Your character is created by you after reading The Rulebook. Feel free to use our online tool at [www.RiverCityLARP.com](http://www.RiverCityLARP.com) or email us at [RiverCityLARP@gmail.com](mailto:RiverCityLARP@gmail.com) for assistance.

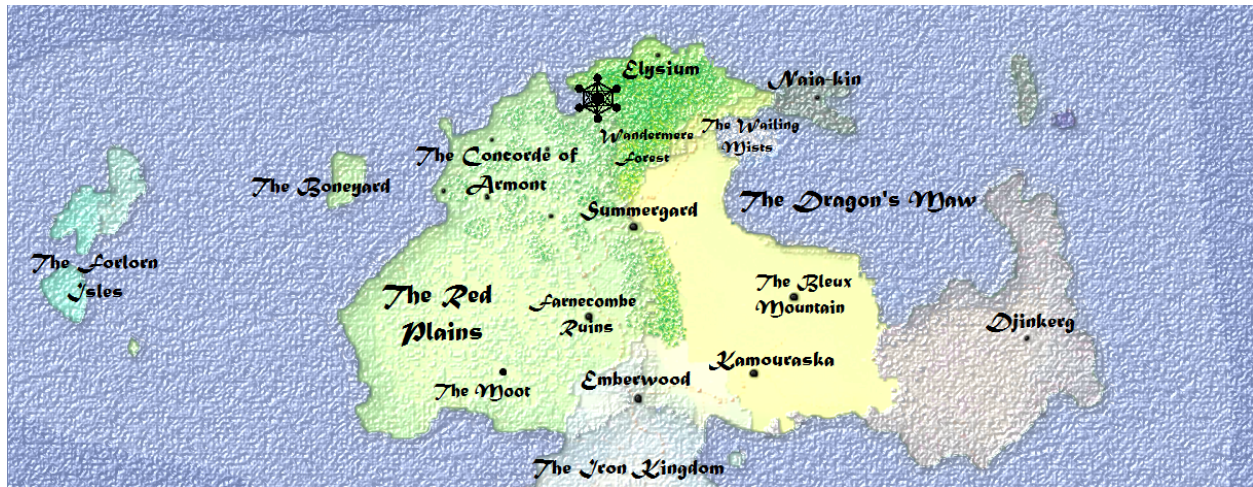
## **OUR MISSION**

It is the mission of River City LARP to create a safe environment for people of all races, backgrounds, identities, capabilities and body types; we want all spectrums of people to be well represented and validated.

You will notice that our own races are as diverse as we are. They are short, tall, skinny, thick, brawny, lean and everything in between, giving you the liberty to pick from any race without pressures of fitting into a certain aesthetic. Whoever you are, you can play anything.



# WORLD KNOWLEDGE



## HISTORY:

Magoria is an ancient, two mooned world once filled to the brim with magic and unknown perils. Countless legends are told of great wars that were waged across the lands, of the countless disasters almost eradicating the complete histories of entire civilizations, with chaos, decay, and death. Throughout short spans of peace the world thrived, and yet it seemed every generation there was some great threat to oppose lest the world fall to ruin. Such knowledge of the past is disconcerting, as no one can agree how the world arrived at its present crumbling state.

Today one of the largest congregations of the civilized races dwells in a coastal city of ruins, a city with many names, though it will often be referred to as Polyonyma in this rulebook. It is a city with many names for which the collective people cannot agree, but they can just barely agree on its symbol. Constantly under attack or in a chaotic transition of leadership, it is not known for its peace or stability. Its people can't even seem to decide on a proper name, bearing a different moniker depending on who you are and where you're from. It's also commonly known as the 'Holy City' because of its miraculous rate of inexplicable resurrections, with established religions and heretical cults alike making the pilgrimage to be closer to their deities. The city's recognized symbol, which is nominally agreeable to most, has plenty of hostile or outright warring factions within its walls that would be perfectly content forcing their authority on its inhabitants.

Generally, everyone knows to fear the night and to not go lurking in the shadows without ample numbers and preparation. With the wandering of the hooded and ethereal Lantern Bearers, the howling of innumerable bloodthirsty beasts, and the other unknowable terrors that often prowl in the wilderness are what makes travel a dangerous proposition without proper preparation. Even still, you can never be sure that a monster hasn't found a way in past whatever defenses you desperately hoped would protect you as you sleep.

With the danger that basic survival brings, most communities today are found residing in areas where resurrection has been documented to give one the possibility of returning at least once or twice. It's best to stay inside the boundaries of the few communities that stand across the lands beyond Polyonyma's walls, as numbers will bring in more food, build higher walls, and give more weapons to hold the defense. But while there is also safety in numbers against unorganized beasts or simple bandits, you never know when one of the warhosts of the Horde may find its path to fall upon your village, destroying all in its way, and may your gods help you then for there is no outnumbering them...

## DAILY LIFE:

Magorians vary excessively from one another and some are born with natural magical abilities while others must study extensively to master their crafts. Warriors are in high demand due to the hostile nature of Magoria; with their cause for taking up the blade, or bow, or the axe being as unique as the person making the decision. The people of the lands are divided by their races, the factions they belong to, and within the settlements they reside. There is very little order and peace to be found outside of their loyalties. The cities that were now crumble as if a blight covers the land. Their walls are decrepit, the waters poisoned, the land barren. The bones of the dead can be found scattered throughout buildings of stone and all colors and all manner of crystal and fantastical architecture fallen onto broken streets. Polyonyma itself is an aberration in that it manages to sustain itself despite the anarchy in its streets. As by some trick of fate food manages to grow here, but even still people regularly dance on the fine edge of starvation amidst the dangers in the dark corners, be they blade, tooth, or chilling claw. Besides the paranoia one must hold to survive, day to day life in the villages that dot Magoria is a reflection of the land around them. Humans, Hill Dwarves, and Gnomes often band together along riverways or in grasslands, hiding behind wooden palisades that expand further and further the longer the settlement survives. Outsiders are watched carefully and with suspicion, but one is liable to find other races from time to time within their walls. Craftsfolk and farmers are as numerous as warriors in many cases, and many across all strata of life in such villages are familiar with the craft spirits that very rarely reside within certain forges, fields, kitchens, and other locations where people ply their trades. The enclaves of Dragonborn are often seen as hostels for travelers, and welcome the wandering traveler.

## Economy:

In a world fraught with danger and division where one's own community is often the only thing standing between you and the dangers roaming just out of sight, one of the only things that can unite people more than mutual protection, is that of the shine of gold and crystal. Scavengers have scoured the dead cities of ages past for centuries, climbing within the massive crystalline monoliths and delving into ruined catacombs and tunnels in search of precious gems, jewelry, ancient coinage, and whatever other twinkling trinkets that might be traded or sold. In particular, it is the ruined remains of the Northern City, where various people bring the most valuable of scavenged goods, due to the city's massive size and apparent former grandeur. Due to the abundance of both coin and crystal, both have been adopted into an almost universal form of commerce with the occasional regional disagreements. It is generally accepted that silver is the lowest form of coin, and that ten silver makes a gold. Uncut gems are usually worth two gold, or twenty silver, and although rare exceptions to the rule are worth more due to their rarity, there are few who have enough experience to accurately predict such pricing across all of Magoria. Cut crystals are most often sold to Dragonborn Zoolas, for they will pay more for such than any other merchant and most traders prefer to travel through these caravanserais anyways.

The dwarves and gnomes of Magoria are known for their mastery of the varied crafts and their merchants are often considered the wealthiest across the land, much to others' grumbling dismay. For as long as you are wealthy and rich then you often hold direct power in your lands, and it is difficult for one to make the coin to challenge the commonly seen monopolies in a settlement. Trade between towns, despite the coordinated attempts by citizens, is often fraught with challenge and danger. The lack of centralized governments leave the travel ways unpatrolled and uncontested against hidden and antagonizing forces. This lack of consistent trade and loyal customers has resulted in many insular communities. Emberwood, Summergard, and Kamouraska are the only city states that challenge this notion. The immediate area around their settlements are often cleared of danger as a result. The rare patrol might venture along the common roads to better protect the lifeblood of what little trade dares travel their way and, because of this, these cities are known to thrive. Rival

only by their jealous competitors in the Iron Kingdom, the town of Emberwood is known for its rich metals and its masterful smiths and their history is filled with legends of the magnificent items forged here, from the fires of the Red River, the lifeblood of their trade. Kamouraska lies to the east, but is a ghost of their former glory, their history once claimed all lands east of their city as theirs, with some nobles holding an eye for reclamation.

Today, they are known for their fine garments, high quality silks, their fantastical dyes, and their tradition of haggling over the price of any wares, causing confusion as to an item's worth in the west. Summergard is not an ancient city by comparison, but one built within the lifespan of a single Dragonborn. As it holds the largest Zoola in the known world, there are plenty here who remember its founding. It is known not for production but for being the center of the world, wherein any merchant or trader would be blessed to reach its borders. While trade between nations is nearly non-existent, the wares of any nation may be found in Summergard.

There is one notable exception to these dangers of trade, and it is in the Concorde of Armont. The only nation in the known world aside from the brutal and authoritarian Iron Kingdom known for not simply being a city state but for holding onto a collection of towns in an oligarchic confederation, working together for mutual protection and prosperity. The five founding settlements have formed a council for decision making and have pledged their militias to one another, guarding the roads between them with a regularity that any one town could never compete with. This has resulted in many small hamlets either being founded, discovered, or having been known prior, finding independence to be unprofitable and dangerous. The craftsmen here are not known for their great works, the metal is poor, and crystals are rare. What the Concorde is known for is the production of food in quantities few others can imagine when they are scared to wander outside their homes. Unfortunately for the rest of the world, the protection their caravans receive does not travel outside their borders and the Concorde is known for being insular in its own lands. Thus the growing wealth and food remains with them, and it is other cities or settlements who must risk travel for a veritable gold mine of corn. Of course, they leave with the hints that joining the Concorde would result in greater benefits for all. Time will tell what power might be gleaned from the promise of safety and a lack of hunger...

## **TRAVEL:**

On land, travelers typically travel by foot, wagons, or horses...

On the seas there are few that venture far from the shores, and even fewer that return.

Strange creatures live among us, some we have yet to discover and many we do not fully understand. It is because of this Magorians do not travel alone and many seek refuge in settlements or in large groups.

The oceans are perilous. If the reef and the rocks don't send your ship asunder, the Sunken One will bring you to the depths of their dwelling place. The Mistlings and the Sea Dwarves are the only known people brave enough to navigate the treacherous waters. They boast of distant lands, treasures, and adventures, but none of them have ever produced enough evidence to be credible. The cliffs and mountainous terrain prevent travelers from going further south, beyond the Iron Kingdoms.

## **TIME:**

At the start of the campaign, the year is 2277.

In Magoria the days have 24 hours, the weeks have 7 days, the year has 12 months and 4 seasons.

## **Days of the Week:**

Arala'don(Sun), Mahaf'don(Mon), Imfae'don(Tue), Varvu'don(Wed), Gafo'don(Thu), Perpetu'don(Fri), and Krogl'a'don(Sat).

### **Months of the Year:**

Kunaali(Jan), Manali(Feb), Geendri(Mar), Kiyri(Apr), Nexi(May), Xifri(Jun), Coboxi(Jul), Gahiri(Aug),  
Sofondi(Sep), Darri(Oct), Lahti(Nov), and Davasi(Dec).

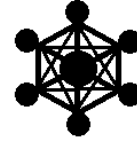
### **The 4 Seasons:**

Geendra(Spring), Xifre(Summer), Sofondelle(Fall), and Davask(Winter).

# SETTLEMENTS & LOCATIONS



1. ATARAXIA
2. LORELEI HARBOR
3. WHURHUK WHARF
4. THE BARRENS
5. OLD TOWN
6. BAYVIEW NECROPOLIS
7. PRISM PLAZA
8. PROPECTUS
9. MIN'S KEEP
10. THE STONE SHORE



## **Government:** Anarchy

To the North, a city that is constantly sieged and overthrown, once a glittering city of crystal and gems is now over mined and rife with chaos. Having many names it is sometimes called The Holy City, Unnamed Metropolis, Anathema, Perfidious, The Cursed City, Polyonyma, The Northern City, Crystal Cove, and even The City of Many Names. The list could continue, it is different for various cultures. It is here that people sometimes come back from death. It is unexplained but many different factions believe it is their god(s) that give power to this land. Due to the religious disagreements and thirst for power, the land has fallen into ruin.

Though it is officially nameless, a symbol remains constant in its structures and history. Despite the carnage from being over-mined and war stricken, people flock to this city for what's left of the gems and to cheat death.

Folks in the area sometimes seek refuge behind its crumbling walls to escape The Horde outside, a cult of bloodthirsty

cannibals. However, they may find the city has danger of its own.

**Social Structure:** There is very little structure in terms of society. The people are divided politically, ethically, and racially with a few factions at literal war for territory with innocent folks caught in the crossfire. Mostly these factions have found their own territory in the city; some put their efforts into securing defenses while others favor conquest..

To the north of the city there is a faction of Drahteen that have sanctioned a mostly walled piece of territory as a place of peace and protection with a large temple in its center. They call this place Ataraxia, meaning "altar of earth." It is surrounded by a crumbling wall and vigil Drahteen Guards. Generally, Zoolas are welcoming and trusting places, albeit to their detriment at times; however, the Ataraxia is more sacred and private. The space is quiet, eerily so, especially in comparison to the Zoola in Summergard with stoic dragonborn- and even some viribu- warriors posed statuesquely. Their boorish glares typically keep even the most desperate of travelers from approaching, for fear their plea would be in vain. Some would argue that Ataraxia is not that heartless... just suspicious of the masses. One can't be too careful in these times.

Several other races tend to keep to themselves within the town boundaries, it has been a survival mechanism for most of these folks' family histories and there has been no catalyst for it to change. The Viribu and Pruden who live here do so on opposite sides of town, as they don't typically get along; Pruden living North of the city,



in Profecto, and the Viribu living South, in The Stone Shore. Sea Dwarves and Mistlings avoid each other as well, even at the ports, where they are segregated, with Mistlings to Lorelei Harbor and the Sea Dwarves to Whurhuk Wharf.

Min-kataar elves have their stronghold near the gate to the southeast that they call Min's Keep. Meanwhile The Barrens remain the most dangerous of territories as warring gangs attempt to secure turf and take rule of the city. There are several clans throughout the city, but the most powerful being The Starlight Wives, Curtain Call, Blood Rats, and The Brass Hand Clan - who have current control over the heart of the city and invade nearby territories regularly.

**Economy:** The value of goods and services is determined by how much one is willing to pay for it, and that could vary greatly due to who you are and who you are speaking to. Most folks accept the coin and gems of the realm, some have no use for those things and may only deal in trade. The Prism Plaza being the center of commerce and home to the forge and tavern.

Jewels, gems, and crystals were the city's main cash crop, but the crystal farms have been barren for decades leaving an economic wasteland of hungry and desperate people, many of them with questionable ethics or no ethics at all.

**Places of Interest:** As previously mentioned, Ataraxia remains one of the largest structures in town, and has mostly endured the passage of time.

Bayview Necropolis, forbidden and ancient cemetery with a mausoleum holding the remains of the notorious Dr. Votmar Caravity, at least that was his proper name. He was once a trusted doctor and mortician to the public. He was notably wealthy, charismatic, highly respectable, and also secretly dabbled in the darkness arcana and obtained otherworldly powers. He was sentenced to death for crimes that involved luring countless victims to their unsuspecting deaths. Ultimately, dismembering their bodies, stitching pieces together with darkness and madness into abominable constructs. Just before "Dr. Cadavity" was executed, he cast a hex, stating that his spirit was immortal and he would haunt them for eternity. Despite his threats, he was bled out in the fashion of his victims, and as a superstitious precaution, his blood was separated from his bodily remains and destroyed. It is rumored that after his death, anyone buried there became a Lantern Bearer, a ghostly wanderer of the departed said to be searching for more souls to drag to the ethereal catacombs beneath Bayview. There, the spirit of Dr. Cadavity drains their lifeforce, turning them into a Lantern Beare, condemned to collect lives so that Dr. Cadavity may walk the earth once again. Lantern Bearers have been spotted far and wide, but it is here where they are the most prevalent. It is agreed, and punishable by death, not to set foot on the cemetery grounds as it triggers Lantern Bearer activity.

Prism Plaza, despite its glittering name, the plaza displays lines of shop fronts in shambles. Shopkeepers with no intentions of improving the aesthetic, just to have it destroyed in the next feud or robbery.

The Grand Athenaeum: A library located on the border of Profectus, next to Ataraxia. It is a relatively exclusive library, and one must be a proven scholar or worthy seeker of knowledge to be allowed on the grounds. Books are sacred, especially old ones, and the Drahteen and Pruden High Council ensure that some documents stay preserved, with certain wings being completely off limits.

**Tavern:**

**Description Coming Soon!**

**The Tavern name will be created and voted on by YOU the players.**

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# THE BLEUX MOUNTAIN



## **Government:** Theocratic Monarchy

The Kingdom is ruled by a Dosrom, a popinjay God-King/Queen; it is believed that their voice was gifted from the heavenly bodies who created the first hymns that sprung all life, and none can duplicate its splendor. They are revered like living gods as their power brings protection and prosperity to the city. Only those with the divine bloodline may rule, thus the Dosrom have many offspring to ensure the success of their lineage. However the role is not given to the eldest, but the most talented. Their singing voices are ranked, determining the order of successors.

## **Social Structure:** The city is almost entirely populated by Popinjay.

They keep to their own and are very suspicious of outsiders. If anyone who is not a Popinjay resides in the city then they have to endure a great deal of scrutiny at the beginning of their stay. If the person in question hadn't earned the trust of the Popinjay community then the community would peacefully torture them until they were driven out.

The most noble in their society participate in the Celestial Chorus: a neverending chant of the history of the popinjay, The Bleux Mountain, and the Dosrom. It is believed that the fabric of existence was built upon a song, and they echo it back to the heavens. No one remembers a time when the song was not sung, and some believe that if the song were to stop it would end all life. Common folk participate in harmonies throughout their daily life, but it is the aristocrats with the most beautiful voices that sing the melodies. Those who sing poorly are banished from The Bleux Mountain, it is thought that bad voices bring bad omens.

**Economy:** Virtually self sustaining, the mountain kingdom has little import or exported goods. Much of the food and resources the Popinjay need to live are among them. If it wasn't for their lust for fine silks they likely would not have a trade agreement with Kamouraska. Most of the folks participate in trade or bartering, however the wealthy keep coin and crystals in their purses.

**Places of interest:** High into the mountain, the architecture is an acoustic topography, where the endless song of the Popinjays' Celestial Chorus carry softly on the wind, and is a sight to behold. At the tip of the mountain, nested in the canopy is the Temple of the Dosrom. The elite of the Celestial Chorus are permitted to enter, but few others. The temple itself is made of stone and wood. A single tower is perched at the peak of The Bleux Mountain, tucked into the foliage. Below the temple is the tomb for Dosroms that have passed on, though only the royal family has access to the tomb. They are rumored to be great cavernous halls with great stone pillars.

The Purple Parrot: A perfectly posh pub pleasantly prescribing provisions for pay. Popinjay prance in pageantry to prosper their position and power, with pleasant parties.

There is a Zoola on the Mountain called Drinzosioc.

# THE BONEYARD:

## **Government:** Republic

The island was fabricated from the wreckage of abandoned and sunken vessels. Beginning with a small flotilla, sailed by crews of Sea Dwarves, the ships were combined to create an unsinkable ship and to increase their numbers and thus increasing their chances for survival on the dangerous waters and from what lurked below. The population of the island grew with rescued souls who had



been otherwise lost at sea, and also those made prisoner who would've met their demise. As the responsibility, and the structure, of the island increased The Boneyard Code was written and agreed upon and then three captains were chosen to uphold the code.

**Social Structure:** Predominately a sea dwarf community, at no surprise since sea dwarves tend to keep to their kind. The Boneyard Code intends to serve the interest of all on the island-including any minorities. It grants them all an equal share of the plunder and resources. The captains, though elected leaders, are not above The Boneyard Code. If they fail to uphold it to the liking of the crew, they are removed and punished depending on the severity of their crimes. Sometimes they are banished or even thrown to the seas for the ocean to decide their fate. As unprejudiced as they strive to be together, the island holds little regard to outsiders and can be hostile.

**Economy:** What's yours will be theirs if you happen upon The Boneyard. Virtually all that is on the island has been stolen or scavenged; clothes, trinkets, weapons, livestock, etc. Rainwater is collected for drinking, expert fishermen fill their nets, and gardeners have cultivated farms producing fruits and vegetables. Almost all needs are met by the service of the crewmembers. They have very little use of currency on the island, since everyone shares everything.

**Places of Interest:** On a floating heap of ship pieces and metal, it is no surprise that the heart of The Boneyard is their scrapyard, Clank Worthy Salvage & Forge. It is where the best-and oddest-things are made. And some things that have not yet found their purpose rest here until their need in a hoarded pile of junk, though the smiths call it "potential".

The Horseless Headsman Tavern: "Why doesn't this man, who likes decapitation, have a horse? ... No body knows!" A delightfully morbid bar, not for the faint of heart. Kids eat for free on Varvu'dons.

## THE CONCORDE OF ARMONT



**Government:** Confederate Plutocracy

The Concorde is made up of a handful of towns that came together for mutual protection between their territories, wherein a single representative from each town sits upon the ruling council. These representatives are referred to as councilors in official documentation, while the popular term for their position remains the evocative Merchant Lords. Said representatives are decided upon by the individual towns themselves, but currently they are only chosen from among the richest merchants and landowners who can afford to purchase the seat from their rivals. There is little to no representation from among the less affluent members of the community, but most are content to live fairly peaceful lives in comparison to the majority of the continent as described by the merchants from the outside world.

**Social Structure:** The highest levels of social society are the landowners and the merchants of the Concorde, often being blurred among the richest and most powerful members of the confederation into a general role of the merchant lord. Their main concern is often the growth of their businesses and with the primary industry of



the area revolving around farming, and considering the number of people required for such a task in regards to the monumental scale the Concorde of Armont is pursuing considering the state of the world they cannot afford to alienate the less wealthy members of their community. Most of the upper class in the area own far more than a single farm, and likely have branches of their business in most if not every town in the entirety of the Concorde.

Below them in status sits a middle class of average merchants who primarily deal with trade between the towns rather than the affluent trade with outsiders who make their way to the Concorde. They do not have mages available to them to keep their stock cold, and often deal in produce such as corn that has a far smaller shelf life than the barley and wheat fields that cover the land here. Besides the moderately comfortable merchants, the soldiers and guards of the Concorde are afforded a great degree of social standing by the merchant lords above. Alongside this they usually receive a hefty amount of pay in coin and food to try and ensure that they serve their personal interests over that of their competitors, although unfortunately for the majority of those seeking an easy ticket the job is anything but easy. Due to monsters, bandits, and other threats of the roads they must regularly face, this profession has a high turnover rate and is often supplemented by mercenaries eager to get a cut at the risk of their own lives. Said mercenaries are barely considered a part of this middle class as they are almost always outsiders with no standing or power within the Concorde, entirely reliant on their patrons and employers.

At the bottom of the proverbial heap are the farmers, herders, and everyone else who maintains the industry of the entire Concorde. They are certainly not rich, but surprisingly for a nation ruled by the richest members of its society they are relatively comfortable. With food aplenty and the Merchant Lords needing the working class to maintain their own status, they receive fairly competitive rates to work on one farm or another, and many wanderers and survivors have given up on a hard, solitary life to join a society that guarantees at least a basic standard of living in a world otherwise filled with misery, war, and starvation. Many of those who grew up with the kind of stability the rest of the world cannot offer become bored. Many of the soldiers and guards are those who thought to enhance their lives from the doldrums of monotonous labor and converting their success into an opportunity to become a Merchant Lord themselves; however, few realize that they are often paid a paltry amount of what each Lord holds, often at the expense of their lives. It isn't common for people to leave the Concorde without having committed a crime worthy of banishment. Adventuring in the wastelands and the hostile, monster infested wilds without a steady source of food or a warm bed just doesn't appeal to folk. Everyone has a choice in their lives and, for some, it feels like their fate to experience the wider and far more dangerous world.

**Economy:** There is very little in the way of mining within the Concorde of Armont with most of it to take advantage of any crystalline trees and other such crystal structures to use as currency, and industry is almost completely dedicated to farming, ranching, and logging. Stone is cut in small quantities, but the quarries are not given the funding by the Merchant Lords for which one running such an operation might hope. Craftsmen here are often independent and are dedicated to local needs with what is available, primarily using leather, wood, and, in the sense of food, bakers. While they operate with the standard of silver, gold, and various crystals, food itself is often used as a form of currency, with a weeks' worth of food for a family of three being anywhere from five silver to a gold depending on the town within the Concorde and the merchants in question. Something relatively unique to a nation ruled by Merchant Lords is that they absolutely refuse to send their trade caravans beyond their borders. They dedicate their troops and the patrols to the roads between the towns of Armont and to protect the farms for which they are so famous. Within those boundaries, life is relatively safe; however, the Merchant Lords do not feel like risking their coin and personnel by sending them away from this safe zone. Instead, they require that other traders must come to them. Due to the affluent production of food throughout the Concorde, the richest of the Concorde focus their efforts on longer lasting foods such as barley and wheat. As corn has a shorter shelf life, it is a rare and extravagant treat. This has turned the breadbasket of Magoria into a small trade empire even outside of their borders. Their internal

industry, however, is almost hyper focused on weapons, armor, plows, jewelry, and countless other tools and trinkets. Most incredibly, the cost for these arms, tools, and trinkets are paid for in quantities of food that others would never see in their lifetime otherwise.

One of the most expensive services one can find in Armont is that of a water mage specially trained and with a properly made container to freeze food who travels with a caravan back to their homelands to ensure that it lasts the trip and can last longer than it might otherwise. A common practice is prices will be hiked extravagantly if this arrangement is neglected or delayed until Armontian resources are returned to their rightful home.. This has a side effect of encouraging repeat customers and of many water mages being trained in the simple yet extremely useful task, but such mages tend to remain stationary within their own homes and settlements, selling out their services locally to the residents.

**Places of Interest:** The Town of Faerthicke (the unofficial Capital), the largest town of the Concorde of Armont, and once home to its uniting founder-Daec Armont- little over a hundred years ago. It is the one settlement within the Concorde that verges upon the size of an actual city. And, as the easternmost town of the Concorde and closest to the trade capital of the continent, Summergard, most trade caravans must come through its streets before it travels further into the rest of the nation. It is known for the beauty of its buildings and as many of them are currently owned by its Merchant Lord who rents them out to his people it makes it easier to ensure an uniformity of design in the wooden carvings one will see everywhere they look. Hanging Kamorauskan cloth with its varied and beautiful colors, the numerous crystalline statues and sculptures sitting about being displayed to the world, traded from scavengers from the decrepit cities of a greater age, and numerous Summergardian traders are all common sights across its streets, and it is known for an almost arrogant outlook towards the rest of the Concorde. Minerals are scarce, and thus the ability to buy, sell, or craft metal weapons and armor. Faerthicke is the gate to which such things enter into the Concorde and has become the town (of the 5) to have the largest (and best paid) army.

The Town of Drosteppe, a moderate size town, ran by Laer Armont, descendent of Daec Armont. Due to the wooded area, Drosteppe's cash crop is lumber and many of the folks take to construction or carpentry. The Town of Creeweadle, another moderate size town, shrouded in fields of cotton. Creeweadle Cotton is the Concorde's most affordable option for clothing, since only the rich can afford Kamouraskan silk. This often poses issues between Kamouraskan Silk and Creeweadle Cotton, as they compete for trade in other cities. The Town of Volgrad and The Town of Kugrad are neighboring towns that are practically twins. These towns are the major source of the Concorde's food, while also providing much of the food for other large settlements. Despite the success of the farms and the demand for food, their people are relatively poor, due to taxations, which makes joining Faerthicke's army even more appealing.

The Zoola in the area is called Ocnush, and it is located in Faerthicke.

## DJINKERG

### **Government:** Aristocratic Tribalism

Djinkerg (Jin-kurg) is a land of constant war, populated by a mix of races with numerous tribes fighting for territory and resources. Not too long ago, when the lands of Djinkerg were learned to be inhabited, it almost became a proper nation. Roughtooth Keenak was a Beastfolk who gathered a few other tribes to his banner, becoming a sort of 'chief-of-chiefs'. He was a man of great charisma and was able to convince Kamouraska to consult with him to discuss peace and trade. Once in Kamouraska he betrayed the trust of his hosts and assassins of Djinkerg soaked the palace with blood. Keenak was killed in the fray, leaving Djinkerg to squabble in chaos once again.

**Social Structure:** It is known that there are several tribes in Djinkerg. Within these tribes the Chief has all the say. If you are not the Chief, you are essentially powerless.

**Economy:** Raiding

**Places of Interest:** Roammekko's Passage, a forbidden area in the rocky mountains that has been a location with many unresolved disappearances. Despite being incredibly tumultuous this 'road' is the most accessible entrance into Djinkerg.

## THE DRAGON'S MAW

Even the finest Sailors avoid the sea that is The Dragon's Maw. It is said that deep within the waters exist a creature that can swallow a ship whole and sink an entire fleet with one strike. Some believe that to be an old Mistling tale.

## ELDARENTH

**Government:** Absolute Monarchy

**Social Structure:** An underwater city of musicians, artisans, and powerful Water Mages and Dreamers with the Queen at the top of the hierarchy. In the earliest of days, the most powerful Shaman performed rituals to cause the Slumbering One to hibernate in a dreamless sleep, giving unusual peace to the oceans. These sacred spells would involve water mysticism and practices from their religion. Of course these spells would fail to continue during the War of the Mists, a war so brutal that every capable citizen had to participate, thus leaving Yenesith unattended, who awoke and began feeding his voracious appetite, consuming Sea Dwarves and Mistling alike. Now the Shaman can, at best, deter him. The folks hope to one day put the Slumbering One back to rest and cease his rampage. Killing Yenesith is not an option, as he is still a magical essence. Without his presence one risks destroying the heart of water altogether.

**Economy:** There is talk of a completely different set of currency among the Mistlings, with a variety of shells and ocean components. The Mistlings also accept gold, silver, and gems.

**Places of Interest:** Not much is known of the city of Eldarenth, unless you are a Mistling from there.

## ELYSIUM

**Government:** Constitutional Monarchy

Elysium has two head units, the two kings and the Congress. The Kings' rolls are primarily military and thus they only make decisions for Elysium outside of Elysium city limits. Inside the city limits the Congress has control of creating laws for the good of the people. Elysium thrives using a feudal society, in the sense that there is a military hierarchy, which is how this nation functions. The current kings offer military members a fief (beneficium), a unit of land to control in exchange for military service and control. Today's government is ruled by a single-family unit (the royal family), which has never happened before. But it has been so prosperous no one has really taken notice, along with more family members in the congress which was once wizened and independent.

**Social Structure:** Elysium is mildly diverse, due to a lack of trust for outsiders, and is more likely to stock a military campaign as opposed to diplomatic negotiations. Military social structure is based on the betterment of all of "Elysium" and her people. The Kings run an efficient and prosperous unit along the beautiful Valley of the Canyon. Children are expected to be strong and cunning because war is life. Prominent families along the Valleys are well known, and they do not mingle with commoners. The hierarchy of one's social status is very well understood.

**Economy:** An economy solely focused and honed to almost perfection to produce at almost a moment's notice whatever congress decides. Money flows from congress to the royals first, from there it goes out to the military higher up, then to the merchants and craftsmen, then back to the royals. The soldiers of Elysium are the best paid members of society and as such mercenaries do not really exist as a business.

The successful social structure around increasing available resources in the bountiful jungle like canyon has led to increasing farm production and all forms of cattle raising. These are merely a resource to stock the military and all of their needs.

**Places of Interest:** From beginning to end, the valley of Elysium encompasses enough room to house tens of thousands of citizens and militia. In the landscape that previously held nine separate cities, the canyon has many offshoot caves and a verdant river. Because of the waterflow, a lush forest and field floor thrive within the canyon walls. But as the cities expanded, they merged into a single colossal entity. There are 2 huge "entrances" at either end of the canyon that are marked by massive gates built only a few hundred years ago to try and "safeguard" and isolate the people of Elysium from the nearest settlements and keep out roving raider hoards.

The Grand Park is seen as the center of the Canyon and the Wealthiest part of Elysium, it boasts plenty of room that the military can hold retreats there for whole platoons of soldiers and still have plenty of space for games, hiking, and different arboreal adventures. There are different and competing universities, military factions, businesses and industries, even farm unions and worker unions.

## EMBERWOOD

**Government:** Absolute Monarchy

A mountainous Kingdom atop Red Mountain. The Red River flows from deep within the dwelling grounds of Perpetua, The Phoenix, Herald of Fire. The ruler of Emberwood holds the title Lord/Lady Phoenix, they are the protectors of the forge and follow the guidance of Perpetua, revering her as a deity and their queen. The role of

Lord or Lady Phoenix is given to those of "Phoenix Blood", or at least it would be, but none of the bloodline has existed (or lived long enough to rule) for nearly 500 years since they were lost to the Iron Kingdoms. The Kingdom is currently in the care of Lord Andrew Crickley, one of the last surviving cousins of the royal family. Emberwood's hierarchy has Perpetua as their Goddess and Queen, with the Phoenix Bloodline acting as Perpetua's messenger and servant. But no one has seen or heard of Perpetua in a long time and they certainly can't reach her in the recesses of the volcano.

**Social Structure:** Predominately a human, dwarven, and gnomish settlement. The royal family are the most wealthy, respected, and powerful people in the Kingdom. They command the Cinderguard, the kingdom's military. Serving in the Cinderguard is generally a lifetime commitment but immensely admired by the community.

Fine artisans bring travelers, traders, and aspiring proteges who are eager to learn from legendary craftsmen. The most prestigious of smiths are regarded like celebrities and possessing their wares is a sort of status symbol. Merchants are assertive and mostly respectable; generally honest work that circulates goods to and from the kingdom. Most folks are generally kind, but there are a few who challenge that reputation. The kingdom is not without its pretentious upper class who turn a blind eye to the impoverished, despite their own increasing wealth. Many of the rich turn a blind eye to the beggars, some



subjugate them.

**Economy:** Once a booming economy with fantastic metals and stones for sale or trade that were coveted for miles. But the economy of Emberwood has been in a gradual decline for as long as anyone can remember... Morale is low as the kingdom is vulnerable without their rightful leader, and has been so for the lifetime of two Crickley Lords and now onto the third.

The most coveted metals and stones come from Emberwood, rivaled only by the Iron Kingdoms. However, the Phoenix has not flown in over a hundred years and The Red Mountain is going dormant. The Red River is a literal river of magma and fire, flowing from a crevice in the Red Mountain. Crafts Folk depend greatly on the flames for their forges, if the river dries up and the fires go out, the economy of Emberwood will be snuffed out.

**Places of Interest:** From virtually anywhere in Emberwood you can see The Red Mountain and the magma it exudes, filling the ridges of the mountainside. To the east the magma runs into The Red River, eventually cooling the lava, making the Obsidian Bridge. The river's waters flow through the city. It is here where the water and the lava meet that crafters and smithies gather molten rock and fire and feed it to their forges. This area is generally dangerous and called Smith's Peril, due to the blinding steam and the noxious gasses that ooze from the cracks of the earth. From there it is just a few miles down river to the castle and the market. The Castle is made of igneous rocks and stone-gathered from the mountain upon which it rests.

Visionary Square, just outside the castle walls, is a spectacle of colors and sparkling stuff. Canopied booths, tents, and small buildings adorn the square. Eager shoppers and those even more eager to be seen are strolling in the shops of Emberwood.

The Cinderguard Training Academy is a notable school of high regard in the community, located near the barracks in town.

Ye Olde Flame tavern, From the outside it looks cheerful, modest and beautiful. Bricks and hard wood beams make up most of the building's outer structure.

It's near impossible to see through the high windows, but the music and songs within can be heard from a considerable distance. As you enter the tavern through the well-crafted, metal door, you're welcomed by joyful music and aromas of roasted meats. The service is busy, efficient, but friendly. Grand stone pillars support the upper floor and the lanterns attached to them.

The tavern itself is generally packed. Travelers seem to be the primary clientele here, which could be seen as the best sign you can get.

Ashlathesh, a Zoola, and a mostly tented structure. A place for worship and reflection, and a place of restoration.

## FARNECOMBE RUINS

**Government:** Anarchic Despotism

A city of chaos and death, the former grandiose city has been reduced to a population of scavengers, thieves, murderers, and worse. None are certain what has brought the city to this state of desolation but the scars of war on a scale few can imagine today are still visible even as nature tries to reclaim what was built atop its

reaches, leaving those inside to scrounge and fight for what little food is available. There is no unified force guiding the dwellers within, poor wretches that they often are; however, power rests in the hands of the bands of bandits and looters, gangs filled with the strong who prey on the weak. Oftentimes more literally than most would expect. Unlike

Polyonyma on the northern coast there is no semblance of a functioning society, no attempts to build or reclaim their history from the ghosts of the past, and few gangs remain in power for long here. The only constant has been the singular group that has remained at the top



of the heap for decades, at its head a cabal of necromancers who use the remains of the fallen as their slaves to ensure their own survival at the cost of anyone else around them. Only they have the power to push some simple idea of law yet the only decrees they make are in tribute, be it in food, gold, or flesh, living or otherwise...

**Social Structure:** At the top of the proverbial heap are the “Lords of the Undead”, a vicious cabal of necromancers. Several gangs scour the desolate buildings scraping against the sky and through the streets littered with rubble; monsters unrestrained by morality and bound only by hunger, sentient or otherwise, leaving bones of the dead to mark their passing. Their power only reaches as far as their blades, and their life is never easy while often being very, very short. They might claim a single building, a few desolated streets, or wander throughout the broken forest of stone and crystal that once was Farnecombe, but they can only do so with the aid of those drawn to them for a variety of reasons. They supposedly bring safety to their followers. They feed them, perhaps even pay them if they gain enough strength within the ruins. Yet, with how few gangs survive to their first year, and fewer still to their second, one can imagine that many such promises go unfulfilled. Outsiders are known to whisper that more of these leaders die by the hands of their own people than through war between gangs, and locals themselves have no easy way of verifying such rumors of the vicious backstabbing within what is generously called their society short of participation.

Below them sit the multitude of minions serving such leaders, trying to carve out a life in their harsh surroundings most often by making things harsher on those around them, within and without their own people. Some are cruel hearted braggards well suited to roles such as enforcers, bandits, and murderers, because that is their nature-they are banished criminals from other cities that bore too much stature to be executed. Those who lack thick skin are the poor souls who likely won't last long.

**Economy:** There is hardly any means of economy, maybe some trade, but mostly scavenging and folks unleashed.

**Places of Interest:** Any 'place of interest' here is less of interest and more foreboding. There is the Tower of the Dead, being the headquarters for the Lords of the Undead. If you happen upon The Lords' territory you are likely to become a slave to their undead army.

The Abandoned Farms are said to be extremely haunted, brave few venture there, but none return. It is said that there are monsters, not of this realm, but no one has seen them and been found again.

## THE FORLORN ISLES

An abandoned cluster of islands, swarming with beasts, sirens, and several other unknown terrors. Uninhabitable by any person, folks steer clear of the isles, those who did not heed the warnings paid for it dearly with their lives.

## THE IRON KINGDOM

**Government:** Absolute Monarchy

The Iron King/Queen holds supreme autocratic authority with no laws limiting their power. Thereafter their Iron Armies uphold their will; every child that comes of age (17 years) must serve in the military for a minimum of 9 years. The draft does not absolve those who leave the city and desertion is punishable by death.

**Social Structure:** Generally occupied by dwarves, humans, and gnomes. The Iron Monarch is the pinnacle of hierarchy, and the Iron Armies enforce the commandments laid down by that Monarch. The military leaders being the most respected and wealthy people working directly under the command of their ruler. The working class





are the backbone of society and are responsible for feeding and clothing their colony.

**Economy:** Farmland is scarce but the hunters and lake fisherman provide the majority of the food supply.

Farmers grow flax plants and a select few edible crops that can survive the harsh winds and colder temperament of the mountains. Shepherds, Woolers, Linen makers of the like contribute vastly to the comforts and needs of the community. Little trade and few sightseers travel to the Iron Kingdoms because of its oppressive landscape.

**Places of Interest:** Lake Kuzmo, the great lake at the foot of the mountain. As the snowy caps of the mountains melt the water streams into its basin. Varieties of fish dwell there and can be snatched from its depths, and legends say there are fish so big they could swallow you whole. Legends of the Murkbeast, the monster of Lake Kuzmo, have been told and sung for miles around.

## KAMOURASKA

**Government:** Constitutional Monarchy

A Kingdom in the desert, founded and ruled by women. The role of Queen is inherited and is the head of the Queendom. Their political power is shared by the Elder Council, an assembly of thirteen elders elected by the city. Together these powers help keep balance and the interests of the people well represented.

**Social Structure:** A seemingly peaceful society that historically avoids war but does not mind participating in buying and selling weapons. There is no military but a common law that the people obey. All citizens born here are taught martial arts to protect themselves and their neighbors. Kamouraskans are tenacious and spirited, they are not easily undone.

Since its origin, Kamouraska has revered women as sacred and the Queen holds principal power-should she marry and have a male partner. In the case of a male heir to the throne, he must first marry a suitable queen to acquire power.

**Economy:** Kamouraska is the hub of haggling, you can find anything and everything there but you should be prepared for a heated debate over how much it's worth. They are known mostly for their fine garments, due to high quality dyes and silks. Merchants and Silk Farmers are the most popular occupations of civilians.

Coin, crystals, and gems go far in this town along with rare and ancient items. For food, the city raises their own livestock such as camels and goats while also harvesting plants that can withstand the intense sun.

**Places of Interest:** Oasis Plaza is an urban public place for buying, selling, and trade. Shady canopies and flowing tapestries dance in the desert's breeze, drawing your eyes in with stunning fabrics and their interesting artifacts. The Plaza is a melting pot of cultures, serving up diverse cuisines and showcasing some of the world's finest entertainers.

The Oasis, where the town's drinking water springs from the ground. It is owned and managed by the Queen and the Elder Council, and distributed to the citizens via aqueduct. To those living on the borders of the city, water is distributed via urns. Excess water spills over to fill the Reflection Pools, public swimming holes for the people to escape the garish heat of day.

The Tipsy Muskrat tavern, a local den for seedy characters and eccentric bards. It's not so bad during the day, but night is when the kooks and criminals come out to play.

The Zoola in the city is called Rokirshek.



## THE MOOT

### **Government:** Tribal Government

An almost barren wasteland with freakish horrors that make it difficult (or unpleasant) for the masses to reside, but the trolls have developed a small society within The Red Plains called The Moot. Among the trolls, they have their own tribes, traditionally led by a single chieftain. Some of these tribes have existing treaties and some are mortal enemies.

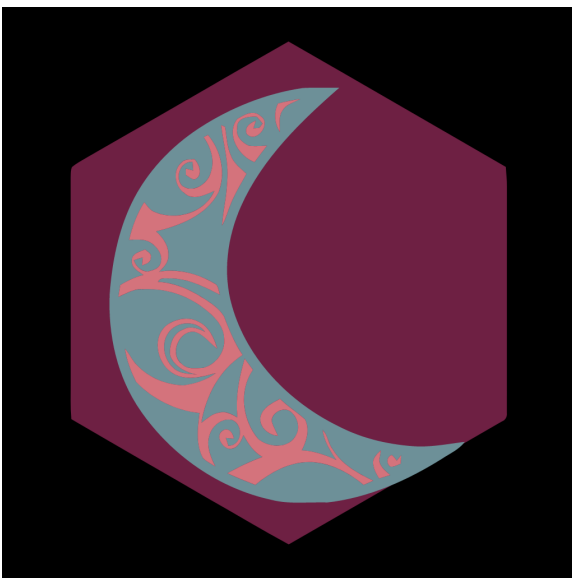
**Social Structure:** The chieftain is the head of the tribe, while the rest of the tribe consists of hunters, gatherers, and warriors. There are a special few, called Soul Speakers, that are touched by the ethereal realm. These gifted are held in high favor and many chieftain even seek the advice of accomplished and skilled Soul Speakers. Due to some charlatans here and there, some folks have their reservations and don't find themselves to be as superstitious.

**Economy:** As a predominantly troll community, with a dash of unintelligent brutes that await outside their camps, The Moot has very little use for traditional currency. Their economy is based completely on trade of goods and services, while everyone in a tribe has a service to provide in conjunction with any extracurriculars.

**Places of Interest:** Krixxkra (trollish for "Judgement") Battle Arena, a place where trolls compete for status, bragging rights, and to settle disagreements, especially if they want many spectators.

## **NAIA-KIN**

**Government:** Naia-kin's government consists of two leaders, a First and a Last. Similar to the moon, the First is the newer, younger leader who's in the beginning phase of learning and being trained while The Last is the older, more experienced leader that is in their last phase of being in charge. The Last is the Profugo that is in charge of the infrastructure, laws, and long term goals of the town. This person would have been well groomed for the position and trained for many years on the inner workings of Naia-kin. The Last holds the final decision on matters but the goal of all decrees is balance. The First is the second in command and is training under the Last. The First is the one that the people of the town go to with day to day issues or ideas. This helps the First establish a good rapport with the people as well as answering to the Last. Once the Last feels as if their time to lead is over, both the Last and the First will discuss nominating a new protégé. The First will go to the people of the town and have them choose several members whom they feel have shown leadership skills and live in balance. From there, the Last and the First will interview and test the chosen members until a decision can be reached. The Last will then give up their position and pass the title to the First. Thus the cycle continues of the First being trained by the Last and bringing about a new First.



**Social Structure:** All of Naia-kin's people strive to live in perfect balance. There is no hierarchy of classes as everyone is expected to do their part in the community. There are elders in the community that are regarded with high respect and have become teachers and trainers after they are no longer able to be "doers." This helps with the balance and allows the older generation to contribute their wisdom. Being a race that knows how it feels to be outcasts, the Profugo accept all races into their community. The only exception in Naia-kin is that only a Profugo may rule the town. It is the belief that only a Profugo will have the best interest of all Profugo.

**Economy:** The economy of Naia-kin is mostly a barter and trade system. People will trade both goods and services for their needs but gold and silver is also accepted. People are taught to never take more than they need in the community. Those who



have fallen from Naia's grace may have amassed wealth but they are exiled from the city. Immense wealth is seen to be a "lifestyle out of balance" and is discouraged.

**Place of Interest:** Sacred Moon Scholastic Guild- this school is where all Profugo interested in the art of magic go to study and enhance their skills. Lunar Sanctuary- a garden filled with lunar plants and flowers. These flowers are unique in which they bloom in moonlight rather than sunlight. It is kept as a sacred place to worship their Goddess Lun. It is a circular stone structure that is open to nature. It has a circular opening in the dome for better observations of the Greater and Lesser Moon. There are many murals of the phases of the moon along with paintings of their greatest teachers. Many of the younglings in the town will bring artwork, sculptures, flowers and other gifts to the sanctuary to pay homage and gratitude to the great leaders of the past. This is known to be a ritualistic practice meant to bring good luck under the different phases of the moon. There is a Zoola located in the settlement called Pachathrex.

## THE RED PLAINS

A seemingly brutal wilderness, but hidden in its unlikely terrain are dangerous beasts and foliage. Virtually everything can kill you and will try. Few travel through the plains, and even fewer have good reason to do so.

## SUMMERGARD

**Government:** Theocracy

It is the High Priest of the Drahteen, a dragonborn religious group, that has executive authority in Summergard and who also leads the Zoola-the core of its settlement. Zoolas are a variant of a temple and waystation meant for those passing through to eat, rest, and rejuvenate their spirits. One does not have to affiliate themselves with the Drahtia religion, but it is for the Drahteen to serve others the way The Great Mother Dragon intended them to do so. Five Drahteen Priests, elected by Zoola officials, serve in The Chamber. These priests give command to the Drahteen Guard. It is because a faction of these guards reside in Summergard that it remains protected and generally unchallenged. This is a direct result of their intimidating demeanor and their threatening reputation.

**Social Structure:** A mixed community run by the religious sect of Dragonborn who are the most esteemed. The Drahteen Guard are responsible for upholding the law of the Zoola and the settlement of Summergard, and they actively protect all who stay within its borders. It is a relaxed community, not in a rush for anything and plans are hardly ever made.

Most folks follow in the tradition of the Dragonborn and share their spoils, while there are some that will not participate in such customs and keep their riches to themselves. One's reputation is generally represented by their ability to host and serve, which is difficult for some people.

**Economy:** As the hub of Magoria, goods from all over the land find their way to Summergard to be sold or traded. The currency of the realm is widely accepted. Very little that is sold or traded in Summergard is actually from there. A majority of the folks earn their living by becoming cooks, merchants, artisans, hunters, mercenaries, or performers.

**Places of Interest:** Ulaenai, a Zoola, a large tent structure acting as a shared space for those who wander through. Large pillows are scattered in the lounge areas for sitting or napping. Anything placed out is intended for community sharing. Also acting as a temple for the Drahteen to meditate and practice their rituals, the sanctuary is filled with the expected cushions and altars adorned with elemental offerings and vigils to The Great Mother Dragon.

## THE WAILING MISTS

A forsaken land where many who adventure there never return from the thick mists. The screams of unfortunate travelers can be heard and carried through the fog, their bodies never found.

# WANDERMERE FOREST

## **Government:** Tribal Government

Here lies a dense forest that borders the city of Elysium on its northern edge. Within this deep forest lies thriving vegetation that offers a camouflaged home to the Rakashana tribe of the Wood Elves and various other tribes of Beastfolk and Flora.

Though many travelers pass through Wandermere, they may never see hide nor fern of its natives. But they make themselves known when they want to be known or when someone has made themselves a threat. It's best to stick to the road when passing through the forest. Those who wander from the path may never find their way.

**Social Structure:** The social structure varies among the different tribes, but generally those who are of the forest get along well enough with each other with little discrimination. Their clans live in a symbiotic relationship among one another, and they all collectively understand that their rate of survival is increased the more that they work together.

**Economy:** There is little economy by the way of general currency in the tribes of Wandermere. There is known trade, especially of necessary resources such as food, clothing, etc. Those who have valuable skills often barter their services for goods and services in return.

**Places of Interest:** Igdra's Pool is a place that only exists in legend, or so they say... But it is the natives of the forest who swear it's existence is true. Though there have been many who live in Wandermere and never see the pool... It is said to be heavily guarded and Igdra's magic keeps it secret.  
There is a Zoola located in the forest called Krenthro.

# **KNOWN FIGURES**

## **High Priest Runku**

Ataraxia Drahteen High Priest of Polyonyma.

**Pronouns:** She/Her **Race:** Dragonborn

**Family:** Both of Runku's parents lived in Ataraxia most of her life. Her mother, Xolrorerth, was a member of the Drahteen Guard stationed there, and her father, Hendral, was a priest and Zoola caretaker. She was orphaned at a young age, during a gang war that happened in Polyonyma ages ago, and taken in at the Zoola.

**About them:** Runku is the highest achieving member of her family, becoming High Priest of Ataraxia. She is known to be serious and intimidating, taking her responsibilities to protect those within the walls of Ataraxia grievously.

## **Commander Bashatua**

Ataraxia Drahteen Guard Commander of Polyonyma.

**Pronouns:** He/Him **Race:** Dragonborn

**Family:** Raised by a single mother, Ydanth, a wandering bard who is known for her cheery personality and warm kindness.

**About them:** Bashatua was first born Nimmylieth and lived the typical Dragonborn childhood, but always felt different and... incomplete. Bashatua was assumed to be female when he was born, but, when he came of age, he began his Journey and had an Awakening. The Mother came to him in the vision, calling him Bashatua. He realized that he was-in fact 'he', and was forever changed. He moved to The Cursed City because he had also seen himself commanding the Drahteen guard defending Ataraxia, to which he does this very day.

## **Stell Centil**

Perfidious

**Pronouns:** They/them **Race:** Pruden

**Family:** Stell Centil is the child of Stello Zunto and Stell Portwor who were highly regarded as very Orthodox Pruden. They had two brothers, twins Stello Bungar and Stello Bungo. Stell Centil never showed an interest in finding a mate and never married.

**About:** Stell Centil was considered to be an odd child growing up, they did not make many friends nor had any interest in doing so. They were fixated on the stars and learning all they could from the texts. Their parents had a hard time connecting with Stell Centil as they were not like their other children. This would lead to their parents bringing them to the High Council for guidance. Upon being assessed, Stell Centil impressed the Council with their vast knowledge of their people, constellations and what appeared to be a close relationship with the gods. The Council decided to mentor Stell Centil throughout their young life and after reaching adulthood, was placed on the Council as "the greatest historian" of their people. As one of the oldest Pruden to ever sit on the council, Stell Centil has seen the changeover of the other two seats several times but remains on the council. They have no real interest in the political dealings of what is going on in the community because they are too focused on pouring over the ancient scrolls and staying awake all night to study the constellations. During most meetings, Stell Centil seems bored and rarely contributes to the ongoing unless it pertains to the will of the gods or projections of the constellations.

## **Stello Tesskir**

Perfidious

**Pronouns:** He/him **Race:** Pruden

**Family:** Stello Tesskir is the 5<sup>th</sup> generation from his family to be on the Council. His father, Stello Kesstir was known for attempting to rule with an iron fist and invoking cruel punishments for those that went against the council. It was rumored that this would lead to his removal from the council by the other two seats for fear of an uprising in the people. His grandfather, Stello Tressnik, was said to have conversed with outside factions in an attempt to squash the abomination society of the Profugo. Stello Tesskir is married to Stella Linree and has two daughters, Stella Denray and Stella Quanree.

**About:** An extreme traditionalist. Stello Tesskir is following in his father's and grandfather's footsteps of preserving the traditional Pruden way of life, no matter the cost. His young life included studying constellations and sacred texts religiously, but was better known for his manipulative ways. Stello Tesskir would instill fear into anyone he was around by figuring out their secrets and blackmailing them. This is also rumored to be how Stello Tesskir was able to get a seat on the High Council after his father's removal. He is known for his ruthlessness when it comes to those who would defy the Council and abhors those who would seek to live other ways than those of the Pruden. Stello Tesskir married Stella Linree at his father's command for the need to have his male bloodline continue. Unfortunately, Stello Tesskir only had girls. He is noted to have no connection with his daughters for his disapproval of them.

## **Stella Brenao**

Perfidious

**Pronouns:** She/her **Race:** Pruden

**Family:** Stella Brenao is the daughter of Stello Ontara and Stella Corstan. Her parents were model Orthodox Pruden until tragedy struck her family and her mother was branded Unorthodox. Stella Brenao is married to Stella Estrana and they share a son, Stello Ninbre, and a daughter, Stella Ostri.

**About:** Stella Brenao enjoyed the life of being a more well-off child to the Council's personal escort personnel. This would all change in an incident when her father was tragically killed by a crumbling wall. With her father being the one that provided for the family, Stella Brenao's mother was forced to find employment. Without having a specific skill, Stella Corstan was forced to find a job outside of Perfidious to provide for herself and Stella Brenao. When the council heard of this, Stello Kesstir demanded that her mother be branded an Unorthodox to keep others from seeking outside lifestyles. This would be the event that changes Stella Brenao forever. She spent most of her adult life trying to bring about progression with the intention of keeping Pruden safe. She would speak with many members of the community about being closed off and would preserve their way of life to a point but others may come to harm them. And without being more knowledgeable of the world and advanced technology, they had no way to defend themselves. Stella Brenao was well received by the community and the Council reluctantly gave her a seat due to her influence. Considered to be the more progressive of three council members, she is open to new ideas on how to better the lives of her people. Though she believes in the Pruden ways, she also sees the necessity of moderate progression to keep the Pruden safe, and her political clout balances on the community's perception.

## **Stella Ostri**

Perfidious

**Pronouns:** She/Her **Race:** Pruden

**Family:** Born as Stello Ostri, she was the second born of Stella Brenao, a member of the Pruden High Council. Her mother was the youngest Pruden on the High Council and their family has mixed reception from the Pruden community due to the progressive ideas that her mother introduces and for which she lobbies. Stella Ostri has a brother, Stello Ninbre. Because of their mother's teaching, Stello Ninbre seeks travel and enlightenment from around Magoria to bring back to his family and the Pruden. This information has been vital to both Stella Ostri's and their mother's campaign for "mild progression." She married Stella Geddy, a

strong-willed woman who shared her ideals for bettering Pruden and they have a teenage son, Stello Redri who is already following in his mothers' and grandmother's footsteps.

**About them:** Stella Ostri was an adolescent when she came out to the council as a female. From there, Stella Ostri worked diligently under her mother's advice on finding the fine lines between progression and tradition.

She is considered to be an "Unorthodox" by the High Council with many objections from her mother. This, however, did not stop her from becoming a highly regarded leader in the community of Perfidious. Because of her popularity, the High Council does not often attempt to intervene with Stella Ostri's movements for fear of having an uprising and believing that they can use her position to their advantage. Stella Ostri knows this and also realizes that two can play at this game. She has become the people's liaison to the High Council, which has proven to be both advantageous and dangerous while participating in this political game. Her goal is for Prudens to one day share more with other communities and to rid their people of their isolated ways, but change is dangerous and usually never ends well.

## MINROR

Stone Shore

**Pronouns:** He/Him **Race:** Viribu

**Family:** Minror was the first of many children from his mother, a mighty chieftain of a Viribu tribe that is located West of Wandermere Forest, named Minray. Minray's commitment was to her people and her children, believing that taking a spouse would only create distraction from the decisions she had to make. Minror trained his 13 younger siblings until his mother sent him into the world to find his place and bring honor to their family.

**About them:** Taking after his mother's belief Minror took no spouse and fathered no children. He spent most of his young life training the younger warrior Viribu in his tribe and was always loyal to his mother. His adult life was spent traveling across Magoria seeking honor in individual feats. When Minror first came to Stone Shore, he was cornered by The Blood Rats in the middle of the night. It is rumored that it was 10 to 1, and Minror single handedly fought them all. Minror emerged victorious and, in true Viribu tradition, took a trophy from his foes. Cutting the tips of their tails off, Minror dipped them in gold for preservation and made a head piece that he wears with pride. It was undeniable that Minror would be the best choice to be the Chieftain of all the Viribu that reside in Stone Shore. His entire body is almost covered in golden tattoos and people tend to stop and stare when he walks in the sunlight from the reflection. Minror is now advanced in age, has hung up his golden axe, and has now turned his focus to improving the lives of the Viribu. Thanks to Minror, the Viribu community has exceptionally advanced buildings and architectures as well as groups of young Viribu who train relentlessly throughout the days to keep their fighting skills sharp even though they reside in the city.

## DOSROM CAPRICIOUS MARVEL FANCY FULL REVERE SALUTARY OBLIGE

The Dosrom of The Bleux Mountain.

**Pronouns:** They/Them **Race:** Popinjay

**Family:** They have three partners, 2 wives and 1 husband, and 11 eggs. Their parents have been deceased for quite some time, along with their grandparents. They have two great uncles and two great aunts, uncountable numbers of cousins, one sister and one brother.

**About them:** Capricious is an eccentric person who indulges in lavish parties that brim with decadent food and wine. Their parties boast that they generally have the finest entertainers Magoria can offer. Motivated mostly by romance, they care very little for politics which is likely due to their youth and their comfortable position, often avoiding their Dosrom responsibilities leaving The Bleux Mountain vulnerable. It causes unrest among the citydwellers, but no one dares question the Dosrom.

## **Captain Corvo “The Silent”**

A Captain of The Boneyard.

**Pronouns:** He/Him **Race:** Sea Dwarf

**Family:** Unknown

**About them:** He is the lord of all pirates and the invisible terror of the seas, as he has not been seen in over thirty years. His orders are delivered by his Whispers and his will is enforced by his Claws, a group consisting of his best cutthroats, murderers, and assassins who enforce his wishes when all other avenues have failed. Assuming they aren't sent in the first place to deal with the problem quickly. Pirates that do not follow his orders and merchants that don't pay him tribute are never heard from again. Little is known about the origins of Corvo, and those foolish enough to investigate meet a quick and unpleasant demise.

## **Captain Karman “Thunder Fist” ith'Therdal**

A Captain of The Boneyard.

**Pronouns:** She/Her **Race:** Sea Dwarf

**Family:** Therdal ith'Amadin is Karman's father, a renowned Air Mage with a bottomless gullet for mead. A famous and feared raider who's rage has only been outdone by his own daughter's. Now he serves under the command of his daughter, his Captain of the Claws.

**About them:** She is the right hand of Corvo and the Captain of his Claws. Her beauty is second only to her murderous rage. She lords over her crew with an Iron fist and they are cowed at her glance. She personally kills enemy and crew alike when she is defied or just because the person has something she wants. Often she travels the North coast, raiding villages and terrorizing the area. She is infamous for never taking prisoners and her general cruelty.

## **Captain Argo “Wave Rider” ith'Gemsora**

A Captain of The Boneyard.

**Pronouns:** He/Him and She/Her **Race:** Sea Dwarf

**Family:** Gemsora ith'Ebnir was Argo's mother and a well known smith and champion axe thrower. She was beloved by all in The Boneyard, and the day she fell was a great tragedy having fallen defending The Boneyard during The War of the Mist. It was because of her mother that Argo pursued the crafting of items and leadership in his adult years.

**About them:** Argo is a logistical genius that keeps the pirate crews of the boneyard intact. He is sometimes called 'The Captain of Whispers' since she is believed to be the one dwarf that receives orders directly from Corvo the Silent. He is sparse on details in regards to Captain Corvo, but also goes out of her way to ensure that those under him understand that Corvo is far more terrifying than their imaginations can conceive. Argo has been known to send her ships around Magoria, carrying out the orders and various Whispers of Corvo.

## **Chancellor Rayford Grandbrooke**

Faerthicke Town Representative and Chancellor of The Concorde of Armont.

**Pronouns:** He/Him **Race:** Human

**Family:** Rayford's father, Jeremias Grandbrooke, took over as Chancellor after the death of Daec Armont. His wealth and being a powerful trade merchant were integral in his success in becoming Chancellor. During Jeremias' leadership, he gained an exuberant amount of wealth and began growing the army of Faerthicke by increasing the wages of soldiers. After Jeremias' death, his son assumed the responsibilities of the family businesses.

**About them:** Rayford is a fabulously wealthy young man living in a large home on a hill. He is a deeply flawed

man, dishonest and vulgar, with an extraordinary power to bring his dreams to fruition. Rayford is the type of person folks love to hate and hate to love.

## **Representative Laer Armont**

Drosteppe Town Representative, of The Concorde of Armont.

**Pronouns:** He/Him **Race:** Hill Dwarf

**Family:** The son of Daec Armont (deceased), the hill dwarven founder of the Concorde who united it, not via arms, but by wit and intelligence. He worked around the constant paranoia that is required for one of his station due to the threat of thieves and cutthroats in the night. He famously brought the most influential merchants of the surrounding settlements in for one meeting after another, who in turn manipulated their towns against those once in power who are remembered today as ineffectual and cruel brutes who once held control over the land.

By paying the people to protect their interests much as they do today, they carved out what would become a series of carefully patrolled roads under new leadership and brought an era of prosperity for the area. Thus his efforts begat what stands today even as he lies interred in the ground of his home town. Laer remains unmarried and has no children that he can speak of.

**About them:** Laer Armont is discomfited that he is not leading his hometown of Faerthicke but seems dedicated in his role at Drosteppe. He owns most of the lumber companies there within, along with several buildings that he has commissioned and then sold or rented.

## **Representative Phebble Nimween Gobnuber**

Creeweadle Town Representative, of The Concorde of Armont.

**Pronouns:** She/Her **Race:** Gnome

**Family:** The Gobnuber family has been one of the largest providers of cotton in Creeweadle for as long as the Concorde has been established. Thus, a Gobnuber has always been a representative for the entire history of Creeweadle. They are known for their persistence and unwavering pursuit for commercial conquest, as well as they were known to be generous to their own.

**About them:** Phebble is aggressive, assertive, and a real tour de force. Phebble has single handedly expanded Creeweadle Cotton beyond the borders of the Concorde, and consequently expanding hers and her town's wealth. Since Phebble is particularly small, folks have tried to intimidate her. However, despite her diminutive stature, her inner nature is terrifyingly resolute.

## **Representative Tholman ich'Koggolda**

Volgrad Town Representative, of The Concorde of Armont.

**Pronouns:** He/Him **Race:** Hill Dwarf

**Family:** From a family of farmers of moderate wealth, Tholman derives from a long line of hardworking people of the land. The feud between the farming clans of Volgrad and Kugrad are as old as the towns themselves, with one trying to monopolize and choke out the other.

**About them:** Tholman is well liked among his community but is outwardly hateful towards Regremora ith'Bonamli and her family, claiming she set fire to his crops last Xifre.

## **Representative Regremora ith'Bonamli**

Kugrad Town Representative, of The Concorde of Armont.

**Pronouns:** She/Her **Race:** Hill Dwarf

**Family:** From a family of humble means, Regremora has increased their production and has shown competitive action through business negotiations and striking deals. Her clan has always believed that the Volgrad clans have been jealous of their success and have attempted to sabotage them. Regremora will insist

that she never set fire to their crops, but that it was Tholman who poisoned their crops two Xifres ago.  
**About them:** Regremora has an amenable reputation in her town, but shares in mutual animosity against Volgrad.

## **Tempest Hailu Fenali**

Queen of The Underwater City, Eldarenth.

**Pronouns:** She/Her **Race:** Mistling

**Family:** King Ethlano Hailu Neriric and Queen Oristina Fenali Haramara are survived by their daughter, Tempest Hailu Fenali.

**About them:** She is tenacious and does not procrastinate. With the dangers of Sea Serpents, Water Dragons, and The Slumbering One, you have to be quick to take action. And when the consequences are you being quickly and completely washed away, good reflexes are a way of life. Not much is known about Tempest to the general public of Magorians. Only the Mistlings of Eldarenth know her more intimately and they keep her secret and protected.

## **King Robral Luto**

The King of Elysium.

**Pronouns:** He/Him **Race:** Human

**Family:** The King does not rule alone but rules with his husband, King Odren Luto, a Viribu. Together they have three children, twin daughters and one son. The eldest daughter, Taroh, is first in line for the throne. She is followed by the youngest daughter Tafol and their youngest child and only son, Quim.

**About them:** The Kings were both widowers prior to their history together. Odren's twin daughters came from his previous marriage, and Quim was adopted after their marriage. Despite their wholesome family appearance, Elysium was built on the backs of enslaved Flora. The Kings own many Flora and have never known a life without them.

## **Lord Andrew Krickley**

Ruler of Emberwood

**Pronouns:** He/Him **Race:** Human

**Family:** The Krickley family is an old and trusted name of Emberwood with a noble history. Since the loss of the Phoenix bloodline, the Krickleys have led Emberwood, having had ancestors marry into the royal family. The Krickleys are relatively ill equipped to rule and have only assumed the role to prevent the Kingdom from falling into ruin. Andrew Krickley is a relatively young leader and has recently assumed the role, due to his father's passing and his mother being too ill. Lord Krickley is unmarried and has no children.

**About them:** Lord Krickley is not a very sociable person. Not to imply that he isn't polite, he just likes to keep to himself and his books. He's not keen on attending parties, large gatherings, or being around loud noises. Due to his introverted nature, folks know very little about him. The Krickley name is well-liked and respectable, especially because the Krickley family has risen to fulfill the needs of their nation.

Tensions are on the rise in Emberwood, as The Red Mountain's light dims. The people depend on the magical properties that Perpetua grants and fear her magic is waning... and that she may die... The citizens are scared and turn to Lord Krickley for answers, and some are concerned that he may not be equipped for such demands. If that is the case, the great city of Emberwood may finally reach its demise.

## **Captain Tobirun of Emberwood**

Captain of the Cinderguard in Emberwood.

**Pronouns:** He/Him **Race:** City Elf



**Family:** Generations of Tobīrun's family have lived in Emberwood, for as long as their recorded history claims. Tobīrun's Grandfather, Captain Adamar of Emberwood, also served in the Cinderguard, until he fell defending Emberwood from a raiding clan of warmongers from Djinkerg. Tobīrun married early in his adult years to a fellow recruit in the Cinderguard Training Academy, Tarathiel of Wandermere. She is a wood elf, and the two of them had a daughter named Ikeshia of Emberwood.

**About them:** Tobīrun would be described by others as disciplined, honorable, observant, and a master swordsman; Tobīrun would choose none of those words for himself. After becoming Captain, everything seemed to be going well for several years... and then a horde of apparitions ambled through Emberwood. They snuffed out the lights of the living like a swift breath to a candle. He had heard of these Lantern Bearers before, but assumed they were folklore. And, if they were real, they were only in the North and would never visit his home. The Cinderguard forces did not have the tools or training to match that which could not be killed. The Lantern Bearers took Tarathiel and Ikeshia. After that, Tobīrun almost welcomes death, angry that it did not take him too. His failure haunts him to this day, and he will not look upon the face of a Lantern Bearer lest he should see his loved ones' face lit up in the ghostly light. His heart would not be able to bear it.

## High Priest Faramox

Ashlathesh Drahteen, High Priest in Emberwood.

**Pronouns:** They/Them **Race:** Dragonborn

**Family:** If you meet Faramox YOU are family. Faramox may not know a stranger, but they believe that if they are of The Mother, and all things come from The Mother, then we are one.

No one knows where Faramox came from, not to say that folks haven't asked but the priest tends to change the subject. Faramox is far more interested in knowing about you than talking about themselves.

**About them:** Perhaps a bit obnoxious and eccentric, but unapologetically loving. Other than being a jubilant soul and colorful caretaker as High Priest, very little of their history is known-they are too concerned with your wellbeing to talk about themselves much. You'd be surprised at how few ask...

## Commander Kericho

Ashlathesh Drahteen, Guard Commander in Emberwood.

**Pronouns:** She/Her **Race:** Dragonborn

**Family:** She was found abandoned on the doorsteps of Ashlathesh. Raised by Faramox with three other orphans; Hendry, a Profugo; Oweya, a Mistling; and Pudimjig, a Gnome. Kericho considers these 'Unfortunates' *her* family.

**About them:** Commander Kericho is... complex, with a temper that can switch on the flip of a coin. Introverted in social occasions and her emotionless face intimidates the insecure. She is outspoken in cause and swiftly takes action-this is what she's often admired for. There are many times when friends count on this and her sense of balance when they're in need of support. Her crassness and predatory nature risk ruining pleasant moods.

## Kavage Freeblood

Leader of the Lords of the Undead, from Farnecombe Ruins.

**Pronouns:** They/Them **Race:** Human

**Family:** They do have family, but not much history... the skulls of their family and 'friends' adorn their throne of bones.

**About them:** The Lords of the Undead are known as a gang of necromancers and darkness mages, and they command a ravenous army of undead that terrorize the living and scour the lands. To avoid troubles with

Kanage and their posse of vile morality, folks must offer tribute for taxation. Otherwise they would likely become one of the Lords' mindless minions.

## **Thunod ich'Gildan**

Ruler of the Iron Kingdom.

**Pronouns:** He/Him **Race:** Mountain Dwarf

**Family:** Thunod succeeded the throne after the death of his mother, Gildan, who succumbed to a sickness of the lungs over the harsh winter. Gildan believed in Perpetua's power with all of her soul and did her best to 'save' Her light before Gildan's untimely death. Gildan believed that Perpetua's fire was waning and needed to be 'fed' and that Emberwood was leeching Her powers causing Her to decline and thus the magic of her flames. Gildan would offer a sacrifice, of those 'Touched by Fire', into the volcanos in an attempt to give magic back to Perpetua and pay homage to the destructive power of her Goddess. As Perpetua's powers continued to drain, Gildan desperately sacrificed the last of the Phoenix blood into The Red Mountain, leaving Emberwood without an heir and Perpetua lay dormant. Perpetua's power was indeed surged, felt in the ground from Emberwood to the Iron Kingdoms, but plummeted again shortly thereafter. There are a few (now) dormant volcanoes scattered in the south, all believed to once be connected to Perpetua and the Iron Kingdoms are generally disgruntled and jealous over the loss of their magical forges...

**About them:** Thunod is known among his people as an honorable man, loyal to family and his responsibility. To others, he is a menacing threat. Intent on carrying out his mother's wishes, he is still known to hunt Fire Touched folks, in hopes of healing his beloved Goddess. It is unclear if he is continuing to throw them into the fiery depths, but he is collecting them nonetheless.

## **Queen Enzana of Kamouraska**

Ruler of Kamouraska.

**Pronouns:** She/Her **Race:** Desert Elf

**Family:** Queen Enzana rules with her wife, Queen Valra, and together they have no children and no living relatives. Enzana lost her parents at age 10, assassinated while negotiating peace treaties with Djinkerg. This made Enzana the youngest ruler of Kamouraska.

**About them:** Enzana met her future Queen at the silk farms, where Valra worked, an honorable and lucrative profession. Enzana fell for Valra first and courted Valra for a long time, before they became engaged. Even though their engagement was long, their marriage was relatively recent.

## **Chieftain Caju Brexacs Sekranarhi**

Chieftain of the tribe Sekranarhi translating to "Red Earth Warriors."

**Pronouns:** She/Her **Race:** Troll

**Family:** Kazco Brexacs Sekranarhi was Caju's parent and the chieftain before. Kazco founded the Sekranarhi shortly after the Irtecano started terrorizing The Red Plains. Soul Speaking was strongly discouraged and believed to be an unstable power.

**About them:** Caju honors Kazco by trying to lead in their example, by their traditions and values. But she is young, and curious...

## **Chieftain Pinrak Tcarmek Cadchi Kregdekhi**

Chieftain of the tribe Cadathi Kregdekhi translating to "Skull Hunters."

**Pronouns:** He/Him **Race:** Troll

**Family:** It has been tradition for the family to practice Soul Speaking and, to no surprise, the family has produced many of these shamans and masters of their art.

**About them:** Pinkrak is known for his legendary paranormal abilities. He is by far the most talented of his family, living or dead.

## **Chieftain Vermin Xurandrock Irtecano**

Chieftain of the tribe Irtecano translating to “Nightmare Walkers.”

**Pronouns:** He/Him **Race:** Troll

**Family:** No family knowledge.

**About them:** A mad Soul Speaker who mastered darkness magic and that enslaves the spirits of the dead to do his vile bidding. It's been said that he has so much power that he can have the dead infiltrate your dreams and kill you in your sleep.

## **The First, Maraya**

Naia'kin

**Pronouns:** He/Him and She/Her **Race:** Profugo

**Family:** Maraya is the Profugo-Born daughter of Vismon and Wandist. Their family has lived for generations in Naia'kin. Her parents are both Mages that instruct at Sacred Moon Scholastic Guild. She is married to a Profugo Healer, Deeanda, and they share a young daughter, Fytgal.

**About them:** Maraya was adventurous from a young age. Her parents pushed her to become a teacher, like themselves, but Maraya's passion was for excitement and adventure. She would continue her studies at the Guild, but would eventually leave Naia'kin to see the world. She headed South to Emberwood and Kamouraska, knowing that they had good relations with these cities. Along the way, Maraya's naivety would cause her many hardships. She did not know of the world and the ignorance towards her people. She didn't make it past Summergard before she was attacked by a group of Viribu. She fought and fled into Wandermere Forest with her life but was gravely injured. By the grace of Naia, a mercenary Healer happened to find her and saved her life. Surprisingly, this Healer was a Profugo. He escorted her back to Naia'kin, and they were married soon after. Maraya then made strides in her community to better prepare those who would venture into the world and would also teach forgiveness. These messages and teachings caught the eye of The First and The Last. Soon after having her daughter, Maraya was approached by the Leaders and offered the position of The First. She accepted, and her job is now to be active in the community and take care of day to day dealings and attempt to find compromise in altercations. She reports directly to The Last and is constantly learning and training to one day take the place of The Last.

## **The Last, Tintana**

Naia'kin

**Pronouns:** She/Her **Race:** Profugo

**Family:** Tintana is one of a very few Origin-Born Profugo that was dropped at the city gates in the middle of the night. She was adopted by Glyndess and Scripen, and her fathers raised her as if she was their own. She has no knowledge of who her real parents were or what became of them. Tintana is a widow, once married to a Profugo named Kelburn.

**About them:** Tintana grew up with the knowledge that she was an Origin-Born but was also aware that she was one of the lucky ones. It is said that Tintana would sneak out at a young age to travel far outside the city limits in search of other Origin-Born in need. Her fathers would constantly chastise her for this, claiming it was not safe. She attended the Sacred Moon Scholastic Guild and married her childhood best friend, a Profugo boy named Kelburn. Tintana and Kelburn were passionately in love and Kelburn would always escort Tintana on

her journeys outside the city in search of other Origin-Born. Unfortunately, Tintana's happiness was short-lived when she and Kelburn were lured far away by what sounded like a baby crying. They were then met by The Curtain Call. Kelburn began fighting, imploring Tintana to get help. She ran to the city and alerted Naia'kin of the attack. A small battle took place outside the city, later known as The Battle with the Bards. The Profugo were able to fight off the oddly unprovoked attack but it would take many lives, including Kelburn. Tintana never forgave herself for the death of her love and would never remarry. She dedicated her life to finding out why they had been attacked and how the Profugo could be better prepared. Due to her diligence at attempting to improve the Profugo, she would be chosen as The First and trained under Huntrith, The Last. He would work with her at finding ways to forgive those who had hurt her and herself. Eventually, Huntrith's phase passed, making Tintana The Last while choosing Maraya as The First. Tintana's job is now mainly on large issues for the city and training The First to one day take her place. She spends most of her time trying to find ways to keep the Profugo as a race out of the harm of those that would see its end. Tintana makes sure the city is prepared with enough resources to withstand cold or dry seasons, that new education and ideas are being brought into their community, and analyzes potential threats from outsiders.

## High Priest Narawia

Ulaenai Drahteen, High Priest in Summergard.

**Pronouns:** He/Him, She/Her, They/Them **Race:** Dragonborn

**Family:** A typical wandering family of Dragonborn, they called themselves Sun Searchers. It was during Narawia's Awakening that he learned what she deeply wanted from life. The Mother revealed to Narawia how to achieve the perspective she wanted, so he settled in Summergard. Narawia's parents would pass the Ulaenai every Xifre, until they stopped a few years ago.

**About them:** Narawia's life focus is 'balance', in all its forms. Feeling a part of all worlds and belonging to none, she felt this could only be corrected through achieving total balance. So he practiced trying to see things from all perspectives, amongst various meditations, to gain empathy and wisdom. Narawia is patient and gracious, while also forthright.

## Calvirt Thappul Gimbit

Summergard Merchant, The Exchangers' Guild

**Pronouns:** He/Him **Race:** Gnome

**Family:** The Gimbits have been 'high society' Gnomes for as long as they've been boasting about it, which has been their entire family history. Calvirt's Great, Great, Great, Great (we aren't sure how many 'Greats', actually...) Great Granddaddy started his Jewelry & Crafts business, calling it "Gembits". His handiwork was all the talk of the north, and caught like wildfire and spread to Kamouraska and Emberwood. The store's demand grew, and so did it, expanding its supply, and increasing their reach, Gembits Jewelry could be found all over Magoria. By the time Calvirt was born, the supplies of precious crystals had receded. No matter how fine the craftsmanship, the quality materials just weren't there anymore. The Gimbits looked to him to adapt and persevere, even more so to succeed in fame and fortune. His parents were the definition of perfectionists and were very critical of his life choices. As a result, Calvirt fears failure and unfinished projects more than death.

**About them:** When Calvirt took over his family business the supply of high quality gems and crystals had gone dry, his family presumably to blame for the overmining of Anathema. While there is still a demand for the relics found, it does not produce the wealth of its former glory. To supplement for lost wealth, Calvirt ventured into the Lumber business, chopping down the outskirts of Wandermere Forest to build fortresses, walls, and homes. His buildings are for rent in Summergard. There has been an increased need in sturdier structures than the traditional tents due to conflicts from other settlements spilling over into their borders such as raiders from Djinkerg, creatures from the Red Plains, and runaways from the Farnecombe Ruins.

## Poppy Lothran

Summergard Merchant, The Exchangers' Guild

**Pronouns:** She/Her **Race:** Mountain Dwarf

**Family:** The Lothrans started as blacksmiths, some may argue that they were/are the finest. Hailing from Emberwood, they moved to Summergard to establish trade with wealthy settlements. That is where the Lothrans stayed.

**About them:** Poppy has a direct deal in Emberwood for minerals, stone, and for fine weapons and armor. However there are fewer magical items, making them extremely rare. Magical items are so rare now that they are practically not affordable by the common Magorian. Still there is a need for weapons and armor, and she continues to trade with The Concorde of Armont who are desperate for metals. To supplement the loss of income, Poppy has started specializing in trading clothing such as silks from Kamouraska and Cotton from Creeweadle. With silk being more expensive and luxurious, Creeweadle Cotton becomes an unsuspecting interference for the Eastern Merchants.

## Akira

Summergard Merchant, The Exchangers' Guild

**Pronouns:** She/Her **Race:** Profugo

**Family:** Akira grew up in Naia'kin with her parents; her father Andor, a Viribu, and Stell Talira, a Pruden, who were refugees for their controversial union. Only Naia'kin had proven to be welcoming and safe for folks like them.

**About them:** Akira married Barimm ith'Merlum, a hill dwarf who owned several farms in Kugrad. After moving to Summergard, Barimm ith'Merlum became involved with The Exchangers' Guild therein. Unfortunately he died only a few years later, defending his beloved from a group of raiders not 'keen' on Profugo. His untimely death left a heavy burden of responsibility on his mourning wife.

After recently being widowed, Akira inherited her husband's estate which included his responsibilities to The Exchangers' Guild, his farms in Kugrad, and his land and shops in Summergard. In a fluster to keep up, she felt immense pressure to keep all the working parts from crumbling, knowing that Summergard's economy and food supply is greatly supported by their endeavors. Akira learned the ropes quickly and expanded trade in The Bleux Mountain, capitalizing on their exotic fruits, vegetables, nuts, and spices, consequently doubling her profits. Akira is the most wealthy merchant in The Exchangers' Guild and holds a lot of economic power, and respect, as she pays the majority of the city's taxes which supplies the majority of Ulaenai's wealth. This in turn funds the Drahteen Guard and Ulaenai as a whole.

## Damiana Bhommin

Summergard

**Pronouns:** She/Her **Race:** Risen Dragonborn

**Family:** She doesn't remember the family of her former life. But a caravan of wayward Risen took her in after she was cast out of Summergard. These folks are her family, and today they protest her banishment and demand justice. It is Damiana who they believe should be High Priest in Ulaenai.

**About them:** Once the High Priest of Ulaenai of Summergard... until she died. After her death Narawia took over as High Priest, and then Damiana rose up from her grave. Shambling down the streets of Summergard up to the steps of Ulaenai where she looked upon her friend Narawia and did not know them or her former life, she did not even know her own name. Believed to be cursed, Damiana was forced out of Summergard and remained in the shadows...Convinced of foul play, Damiana advocates for her leadership as well and her demands are becoming harder for Summergard to ignore.

# Chieftain Geminara of Wandermere

Rakashana Chieftain.

**Pronouns:** She/Her **Race:** Wood Elf

**Family:** Not a lot is known about Geminara's biological family, due to the private nature of the Rakashana (and Wood) Elves. It is an Elvish custom that the tribe raises the young together and takes care of each other.

**About them:** Geminara was known for her forthright nature, opposing injustice no matter the degree of severity, and making efforts to right those wrongs even if it risked her own well being. When she was a young elf she would defend victims of bullying, often resulting in her own embarrassment and injury... But to Geminara it was far more painful to watch a wrong unchallenged. This caught the attention of the elders. Per tradition, potential Chieftains are presented to Igdra and the elders felt that Geminara was a worthy candidate. In order to be taken to Igdra, Geminara had to agree to having Sleep cast upon her, so that Igdra's personal protectors could transport her to The Goddess' hidden pond.

She awoke in the presence of Her divine and intense gaze. As Geminara's eyes locked with Her Goddess she was unable to look away or even blink. Helpless, Geminara could not hide any thought or feeling, and no memory was left unwitnessed by Igdra's eyes.

It is unknown how much time had passed, in those moments Geminara had no concept of it, she felt in a dream as her whole life flashed before her eyes. Even the most uncomfortable and excruciating of memories that she desperately wanted to escape she was made to relive.

At her judgment's end, Igdra offered Geminara the power to have her vengeance on the evildoers in her life. She could feel Igdra infecting her with an overwhelming energy and Geminara became aware of the secrets of the universe. The feeling was invigorating and Geminara was tempted by the fantasies of revenge and eradicating her opponents. Despite her lust for the erasure of her adversaries she was painfully aware of the innocent lives that would perish in the wake of her actions, she did not trust herself with such magic. She refused Igdra's offer to share her power. Her feelings of disappointment and fear would be short-lived for she would find that it had been a test of moral judgment, and Igdra was pleased.

She then offered Geminara the Creeping Pondberry, the fruit of Igdra's Pond eaten only by the chieftains of the Rakashana, Geminara had found favor in the eyes of Her Goddess and was blessed with insight and magical power. Now Geminara is a passionate activist for Magorian rights, specifically for that of Wandermere Forest.

She publicly shows support for the agenda of the Wildvine Coupe-personally funding and aiding them in conflict and is especially outraged by the slavery of Flora in Elysium that goes unopposed. She hopes to free every slave but also works tirelessly to protect her people, the forest, and its inhabitants.

## Linden

Founder of The Wildvine Coupe of Wandermere

**Pronouns:** He/Him and She/Her **Race:** Flora

**Family:** Her parents are Hawthorn and Juniper, enslaved in Elysium, who helped her escape when she was little. They paid off a guard and had the guard take him to the Rakashana, who lived among Flora. While among them, he was trained in and mastered the art of camouflage.

**About them:** He is a mighty mage of the Earth who contests the lumbering companies chopping away at the capital, as the company is threatening the way of life for all of the forest' inhabitants. He actively wreaks havoc whenever possible, particularly against Calvirt Thappul Gimbit's economic conquests. Linden often decides his course of action by what would vex The Exchangers' Guild most. Further festering their conflict and causing the guild to seek revenge.

## **Blacktail AURORA**

Blacktail Chieftain in Wandermere.

**Pronouns:** She/Her **Race:** Beastfolk (Wolf)

**Family:** The Blacktail Pride is very large, scattered across Magoria, though the majority hails from Wandermere. Aurora was born into her role as Chieftain after her parents retired.

**About them:** She offers support to The Rakashana Elves who oppose the Flora enslaved in Elysium and to The Wildvine Coupe against the Summerguardians stripping the lands of their trees. She is also an Untamed extremist who believes in letting raw nature thrive. Civilizations are the blight of Magoria and she would rather see them burn. She is affiliated with a well known group, Retribution.

## **Alabaster**

Origin Unknown.

**Pronouns:** They/Them **Race:** Slate

**Family:** Unknown.

**About them:** Rumored to be the oldest Slate living, older even than the oldest living Dragonborn. They can be seen wandering the roads of Magoria, for what appears to be no reason. Their memory is extremely faulty, which makes it hard to know much about them or for them to know themselves. They are cantankerous, impatient, short tempered, and they suffer from short term memory loss.

# **FACTIONS**

## **Blacktail**

A Wolffolk Pride that can be found in various areas of Magoria, though there is a higher population in the Wandermere Forest. The current Chieftain is Blacktail Aurora, known for her extreme activism in Retribution and her association with The Wildvine Coupe and the Rakashana. The vast majority of the Pride support the endeavors of Aurora and several aid her in such undertakings, sharing in the values of preservation and the destruction of civilization-especially those that threaten the existence of nature. The Blacktails, alone, are a Pride-a family, and happen to be one of the oldest known Prides in Magoria.

## **Blood Rats**

A hostile gang of Ratfolk in (what they call) The Bloodlands; they have an insatiable appetite for blood and violence coupled with terrorizing rage. This posse of Untamed Extremists live beneath the sewers, and, while unaffiliated with Retribution, they also seek to destroy modern civilization and what's left of The City with Many Names.

## **The Brass Band Clan**

An aggressive gang of mixed company, typically composed of Dragonborn, Dwarves, Humans, and Viribu which is located in (what they call) The Unclaimed City. They are a highly skilled faction of physical fighters and martial artists with quality armor (stolen from their unfortunate victims) and possessing high constitutions and vitality.

## **Cadathi Kregdekhi / “Skull Hunters”**

A Tribe of Trolls located in The Moot, led by Chieftain Pinrak Ttarmek Cadthi Kregdekhi. The Cadathi Kregdekhi prioritize the art of Soul Speaking and general paranormal skills. Pinkrak was a natural born Seer and, as Chieftain, he combats the dangers of The Red Plains which include, but are not limited to, The Irtecano. They are a territorial faction, otherwise they tend to live and let live.

## **Cinderguard**

Emberwood's heavily armed and armored military, former bodyguards to the royal family, primarily made up of fire mages and master sword folk, practice a fighting style they call “Fire Dancing”. Arguably one of the most pugnacious armies in Magoria. Established after the royal family had been wiped out, the Cinderguard spread out to try and protect the others of the Phoenix bloodline as best they could. However, it would prove to be a far too difficult task. Eventually it evolved into protecting Emberwood as a whole and keeping fire mages out of the Iron Kingdoms' hands. As the Iron Kingdoms killed each Phoenix blood and any who were Fire Touched, it birthed the threat of the Cindergheists who plague Emberwood and have nearly burned the kingdom to the ground. The Cinderguard has been victorious, but the threat of Cindergheists has never completely subsided. They continue to ward off threats from The Iron Kingdoms, Djinkeg, and The Red Plains.

## **Curtain Call**

A malicious gang of Rogue Bards who used to perform at The Tavern in The Unnamed Metropolis. This was until they were fired for murdering patrons who did not tip, or who did not tip well enough. After (though sometimes during) the curtain call, victims would meet their demise in an alley. They would be entranced by a singing shadow; or victims were garroted in the audience without a single witness. They are extremely talented, charming, and cunning. They are deadly and discrete, and are also superior



trappers and lock pickers.

## **The Drahteen**

A religious faction of Dragonborn that practices Drahtia, a religion that worships The Great Mother Dragon and the four natural elements: Air, Earth, Fire, and Water. Most Dragonborn are raised to believe in The Mother and are encouraged to follow Her example, but it is the Drahteen who dedicate their lives to her servitude whether be they priest or guard. A Drahteen would have embarked on the Journey as a fledgling and had their

Awakening, being led by The Great Mother having visions of their path in life.

The Drahteen believe that their purpose is to be caretakers for the Children of The Mother and they revere Dragons as holy entities. Since Dragons are now things of legend, they commit their lives to serving others. The Drahteen mostly refrain from getting involved with other peoples' politics, unless it impacts the wellbeing of the Zoolas they operate in, where they do the majority of their work. There are many Zoolas all over Magoria, but there are eight major Zoolas that the Drahteen are famous for: Ataraxia in Polyonyma, Ulaenai in Summergard, Ashlathesh in Emberwood, Rokirshek in Kamouraska, Ocnush in The Concorde of Armont, Pachathrex in Naia'kin, Drinzosioc in The Bleux Mountain, and Krenthro in Wandermere Forest.

The High Priests of these Zoolas are called The Great Servants and they are responsible for voting in High Priests to their position by a process called The Great Decision. In order to be considered, it's a long process... After a Dragonborn's Awakening they may apply to The College of The Great Elemental Magics, which allows them to practice rituals. These aspiring Priests are taught by Bishops. Bishops assist in managing Priests with smaller followings. Bishops have also graduated from The College of The Great Elemental Magics, but are also students in The College of High Knowledge. Once graduated from The College of High Knowledge they may act as advisors to The High Priest and may be eligible to be voted in, in the event the position opens.

High Priests themselves are the head of their Zoolas and also command the Drahteen Guard of their respective area. The Drahteen Guard Commander being the highest position of that force.

## **The Exchangers' Guild**

The Guild was originally founded in Summergard. The Guild's most former leader, Barimm ith'Merlum, is survived by his wife, Akira, and has assumed the responsibility as Chairwoman in the Guild, with Poppy Lothran and Calvirt Thappul Gimbit on the board.

With their businesses united they strive to provide all that Summergard could need at competitive prices, choking out any potential competition. Very few goods enter the town unfiltered by the Guild. If the Guild can't make a profit from it it's unlikely that it will be permitted. Thus it has been in a Trader/Merchant's best interest to attempt to strike up a deal. The taxations on the Guilds' goods fund Ulaenai.

## **Gremlins**

The dark mirror to the Gnomish people, Gremlins began as a splinter faction that did not see perfection as the end goal in everything that they work to accomplish but instead saw what they built as tools to power as well as advancement in and of themselves. Whereas a human lord can build an army to subjugate the land, a proper tool can sow chaos and death among those very ranks with a small group of properly motivated individual inventors. They saw the chaos of gnomish society, the hopelessness, and believed they could invent a better society. Holding to the virtues of power for power's sake, the early Gremlins believed the strong should lead the weak, for not every Gremlin upon this world is suited towards leadership. Experience and loyalty to one's superiors inevitably brings one's station and reputation up the chain of command. It was this clear line of succession in power that began to draw many recruits from among the Gnomish people, for hard work and achievements built over time can all but guarantee a position of influence. As opposed to relying on the luck of a spark of genius. In modern times, the Gremlins are well known across the land, even if they are physically

the same as their cousins. They hold communities of their own that embody the precepts of the Gremlin hierarchy. Yet there are always whispers among the Gnomes that their mayor's accident in his lab was not his own, and that maybe, just maybe, that charismatic young gnome isn't as loyal to their people as they may have believed...

## **Hondoloan**

These are Kamouraska's special forces of skilled martial artists and agents of stealth. They are known for their light and nimble fighting style, which has existed for as long as the city can remember. Not everyone is accepted into this troupe, one must endure months of training and mental torture and thus tested on their abilities. The Hondoloan are sharp and focused and it's difficult to best them in combat and their targets are most assuredly doomed. The Hondoloan have the shadows to cloak them unlike any shadow you've never seen.

## **Irtecano / "Nightmare Walkers"**

A tribe of Trolls that is composed with a fair amount of Soul Speakers, but not your traditional Soul Speakers... They are a far more dark and sinister type. The Irtecano, more commonly known as "Nightmare Walkers," are the vicious reflection of their more humane counterparts. The Irtecano enslave the dead and can even infiltrate their adversaries' dreams. Territorial is an understatement for this group, they are tyrannical and feel no remorse.

## **The Lords of the Undead**

A pitiless gang of self proclaimed 'Lords' in Farnecombe Ruins, led by Kanage Freeblood. A band of condemned criminals who practice darkness magic, materialising an undead army to punish those who do not pay the 'tax'. The weak souls damned to the Ruins are destined to be work horses and providers for the Undead, who raid camps with little to no warning. If someone is unable to make an offering, you can expect they will pay the ultimate price, becoming the tributes themselves; The Lords make a disturbing puppet from their corpses.

## **Min-kataar**

A private religious faction of city elves in The Holy City who worship the goddess Min. They generally keep to their own business, but occasionally involve themselves if it impacts the common good of Min's Kingdom. The Min-kataar believe this city belongs to The Goddess and this is the explanation for the resurrections that occur; it is Her holy power who gives life.

## **The Oasis**

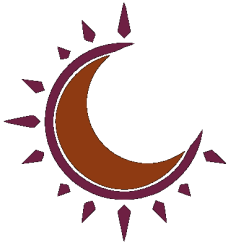
Believed to be one of three fleets from the old era, but would unfortunately be the only one to survive. Most souls on board are Sea Dwarves with a staggering number of Air Mages in their midst. The Oasis flotilla was known to feud with all Mistlings. The Oasis has an extensive feuding history with The Undertow, a faction of Mistling. The Oasis is often hired to protect trading routes from pirates and other sea beasts, such as trading routes from The Forlorn Isles to Whurhuk Wharf. There is rare game and vegetation on the Isles that is considered to be high society cuisine and the rich pay handsomely for it. However, the Oasis is at constant risk of sinking and they are running out of ways to keep it afloat.

## **Proudmane**

A major tribe of Catfolk mostly found in the trees of Wandermere or in the mountains of Magoria.

There is no known history of the Proudmane instigating any civil rights movement, but they have been invaluable allies to those they support, particularly specialising in stealth. It was the Proudmane who have successfully assisted The Rakashana in rescuing over 500 enslaved Flora from Elysium, to date. They have also aided The Wildvine Coupe by inhabiting trees that border Summergard, personally protecting them from being removed.

The three largest Beastfolk prides of Blacktail, Proudmane, and Wildfoot united as an organization called Retribution, focused and committed to preserving their natural world.



## **Rakashana Elves**

In Wandermere, there is a faction of Wood Elves that live in the trees camouflaged by the magic of Igdra, their Goddess of Earth and Life. They live in symbiotic homeostasis with Beastfolk and Flora. The Tree type Flora are especially appreciated as some allow the Rakashana to ride along in their canopies as they saunter through the dense forest. They believe they have always lived in and have always been a part of the forest. These are people who are willing to die to protect the forest, their home.

## **Retribution**

A group of activists, primarily Beastfolk (specifically Blacktail, Proudmane, and Wildfoot) who oppose the settlers infiltrating their woods. Often they are banned with The Wildvine Coupe and The Rakashana Elves in such causes concerning the preservation of Wandermere and freeing the Flora slaves trapped in Elysium.

## **Sekranarhi / “Red Earth Warriors”**

A tribe of Trolls that live in The Moot, mostly warriors who veer from the skill of Soul Speaking and abhor its practice, despite it being considered an art among the majority of Trollish societies. After seeing what the Itecano have done, they believe it is a damned magic and that no good could come of it. Anyone caught practicing Soul Speaking is immediately excommunicated and considered a disgrace.

## **The Starlight Wives**

A coven of witches that dwell in The Cursed City. Master Mages of many types who prey on the meek, weak willed, and unsuspecting. Beyond their aims to terrorize and frighten the city, little is known about the goals of this group. There have been several disappearances and a handful of disturbing discoveries involving mutilated bodies unable to be identified, leaving barely the remnant whispers of evil spells being uttered into the ether. Those who are superstitious blame The Starlight Wives for unlucky occurrences in the city.

## **Sublime Commerce & Trade**

In Anathema, there is a small group of Gnomish merchants that are regarded disdainfully by the locals. The merchants perceive themselves as far more refined and dignified than they might appear. Paired with delusions of grandeur, this group has quite an unforgettable presence. They have a communal goal to restore the city of Anathema to its former glory. ... Oddly enough, they are directly involved with the crystal mines and are to blame for its scarce resources and potential extinction of various crystal types.

## **The Undertow**

These are a roaming Mistling gang that once feuded with The Oasis until the end of the war about 90 years ago. Now, they are respectable enough in public, but they watch and wait for when the Sea Dwarves go back

on their treaty. And Gods help them if they do.

### **The Unfortunates**

A group of orphan mercenaries in Emberwood who live in Ashlathesh. During the Lantern Bearer Swarm that swept through Emberwood, many soldiers and civilians died. This created an unfortunate influx of orphans in Emberwood and they were taken in at the Zoola where Drahteen raised the adolescents in protection and educated them in peace. It's rumored that a talented few are banned together and roam the shadows of the streets and watch for threats in the night, defending the weak and vulnerable, calling themselves The Unfortunates.

### **The Wildvine Coupe**

The sickness of civilization has spread into the forests of Wandermere and The Wildvine Coupe is a group of predominantly Flora that actively defend their home against those who strip their world of its natural resources and impregnate it with the malady that is modern society.

Established roughly 70 years ago by Linden in response to lumbering businesses creeping in from Summergard.

### **Wildfoot**

A large tribe of Bisonfolk that can be found scattered all over Magoria. They are drawn to the plains and valleys for its tasty grasses and for its vast openness, satisfying their need to run and roam. The Wildfoot are also allies to The Rakashana, The Wildvine Coupe, and Retribution and aid in many of their endeavors for the betterment of the 'natural' world.

# **RELIGIONS & DEITIES**

## **THE DOSROM**

According to the Popinjay, the beginning of all things started with a cosmic vibration called 'Cah'. This vibration grew into music, which became song, and that song spoke the first Popinjay into being. That Popinjay was Lenuladai. Having divine powers, specifically possessing the 'God Note', drove out darkness with her voice and allowed Cah to flow freely to expand the universe. And since the dawn of Popinjay, it has been the descendents of Lenuladai who have ruled The Bleux Mountain as the Dosrom. The current Dosrom is Capricious Marvel Fancy Full Revere Salutory Oblige.

## **DRAGONS**

Created in the image of The Great Mother, Her children are winged serpentine creatures with horns and supernatural powers. They are holy creatures of their namesake and guardians of the cosmos. According to those who practice Drahtia (Drahteen), and Dragonborn lore, all life came from The Great Mother Dragon-who embodies all the natural elements. The first forms of life were Dragons, Her bodily children, and their names were Oirrus of Air, Isalth of Earth, Doittoa of Fire, and Ullayn of Water. The Great Mother went on to create more children in Her likeness and departed on Her Great Journey, with Her First Hatched ruling over all of the Dragons. Thousands of years of prosperity would be the fate of the Dragons until an evil would threaten their utopia. Many speculate what this great evil actually was, but this enemy forced many Dragons to war and killed many in its wake, additionally leaving unhatched eggs and fledglings without caretakers. Thus Dragonborn were created, by the Dragons, to serve as protectors and nurturers to the divine Hatchlings. After the war the Dragonborn continued their servitude to their Dragon gods and yet again an evil would take the lives of many (if not all) Dragons, because no one has seen a Dragon in countless years. Some have hope that they aren't extinct as this can harbor a great deal of guilt. And some feel that they were just storybook creatures.

## **THE FOUR ELEMENTS**



The Dragonborn religion, Drahtia, recognizes the Four Elements as Air, Earth, Fire and Water. The elements are spiritual essences of life but they are not actual beings. It is believed that the Great Mother wielded these elements as tools to create Magoria. The Drahteen often utilize the powers of the elements and treat these natural forces with great reverence..

## **THE GREAT MOTHER DRAGON**

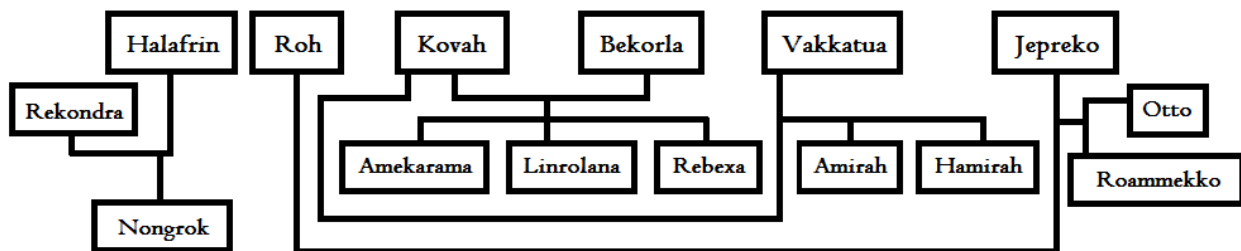
In the Dragonborn religion, Drahtia, they worship The Great Mother Dragon and the Four Natural Elemental powers: Air, Earth, Fire, and Water. This has been the way for as long as anyone can remember. The Great Mother is believed to be the mother of all Dragons and the creator of the Dragonborn, who are made in their likeness. She is believed to have left Magoria on a great quest of significant importance, fulfilling her purpose

as god. Her most faithful followers, the Drahteen, continue her teachings and serve at the way stations called Zoolas. It is because of the Mother that Dragonborns Journey until their Awakening, and thus become aware of their life's purpose.

## IGDRA

The Goddess Igdra represents the powers of the earth and transformation. She is primarily venerated by the Beastfolk, Rakashana, and Flora. It is believed that she and Wandermere Forest are one; she can see and hear all within her domain. Lore says that Igdra herself lives within the woods next to an enchanted pool. Only a precious few would know her exact location and she is protected by those loyal followers. She has divine abilities in Earth and Water magic and her symbol is represented by a great tree with a woman meditating at its base.

## THE LEGOTHOS PANTHEON



A cluster of deities who are predominantly worshiped by Hill Dwarves, Humans, and Gnomes. The Legothos Pantheon is commonly embraced by those who live in the west. Most who practice Legothianism will honor all of these gods, but it's not unusual for folks to have their favorites and may embrace one-or two-more than the rest or altogether.

In the beginning, two stars of pure energy collided in the sky. They exploded and shattered into dust. From the sparks of the celestial cataclysm came divine entities, the first sentient beings. The stars' cores cracked open and inside one star was Kovah who was the Goddess of Life, Roh who was the God of Death, and Halafrin who was the God of the Sea. Inside the other star was Bekorla who was The Goddess of War, Vakkatua who was the God of Rage, and Jepreko who was the God of Festivals.

As the dust settled below these ethereal beings, it coalesced into stars, the sun, the two moons, and Magoria. Kovah, delighted with curiosity, would journey to Magoria, crossing from her realm to the new world below on a rainbow. As soon as her feet touched the ground it became dirt and vegetation, all manner of life sprung up all around her wherever she walked. She created Humans, Dwarves, and Gnomes in the image of her heavenly comrades.

These gods would dwell in Legothos, what they called their city in the clouds which was made of cosmic energy, stars, and light. The Goddess Kovah and The Goddess Bekorla fell in love, their love was so pure that it filled Kovah with life and their love would bring forth three children: Amekarama, the God of Knowledge; Linrolana, the God of Travel; and Rebexa, the Goddess of Art. Kovah would later have an affair with Vakkatua, the God of Rage, Bekorla's brother. Their union would bring forth The Twins, Amirah and Hamira, the Gods of Love and Obsession. Roh would have a relationship with Jepreko, and together they would have two children: Otto, the God of Luck, and Roammekko, the Goddess of Mayhem. Halafrin would fall in love with a Dragon called Rekondra, and that unholy union would conceive Nongrok, called "The Sunken One" who was the harbinger of storms and stalks ships from untold depths and swallows them whole.

The gods are believed to travel between Magoria and the stars by rays of light and are believed to sometimes take physical form and walk among the people. Mortals who die and who have lived according to the gods' wills shall be received in the heavens, to claim a star for one self, and become gods of their own. Those who do not live accordingly are believed that, when they die, their souls are erased from existence.

### **Amekarama**

"You shall discard ignorance, but seek to understand from whence it came so as to overcome future ignorance."

Amekarama is born of Kovah and Bekorla. They are the Human God of Knowledge, Honesty, and Discipline. They are symbolized by an infinity knot. Their followers believe they must prove their worth. To do so one is expected to excel in their field of academics, physical prowess, or economics.

### **Bekorla**

"You shall uphold order and bring peace in the world."

Mother to Amekarama, Linrolana, and Rebexa. She is a Dwarven Goddess of War, Strategy, and Victory who is represented by a symbol of two crossed axes and a helmet. Described as a methodical and pertinacious spirit.

### **Halafarin**

"The sea is an unbridled spirit that cannot be restrained or commanded. Like tides, that reminds us to accept the things beyond our control."

The God of the Sea, Serendipity, and Surrender. He was the only God who preferred to exist in the cold depths of the oceans and lived physically on Magoria for some time. He fell in love with a Dragon and her name was Rekondra. Their unholy union begat Nongrok. After the death of his beloved he then returned to Legothos to be closer to the stars, lest one of them be his dearest.

### **Jepreko**

"Celebrate with the deepest parts of your soul."

The God of Festivals, who delights in all pleasures of the flesh be they food, drink, song, and company. Jepreko is a friendly, warm, and charismatic fellow known for his epic celebrations. He is unlikely to recognize his own limitations... He once drank himself to death and found himself in the realm of the unliving. There he stood on ground concealed by a thin layer of water. He felt as if he stood in a chamber because he could hear the water echoing on the walls with each of his steps, but he could see no walls. He walked arbitrarily and found no end to the water or the darkness. Then suddenly, in the fog, he could see a silhouette of a man. But Jepreko was not afraid, he looked up and was in awe, he had never seen a more beautiful being. He began to sing and dance as the mere sight of this beautiful man filled him with jubilation. The man asked Jepreko, 'are you not afraid to die?' Jepreko replied, 'If I am to die, I will die joyously for I had never seen true beauty until now, and your beauty is cause for celebration.' Jepreko danced feverishly until he collapsed. Some say he danced for 40 days. At this the man could not find the heart to end his soul, and he released him back to his body. Jepreko would continue to drink himself to death just to look upon the face of this man. After a few deaths, Jepreko asked for his name. It was Roh, the God of Death. With each death Jepreko swooned his way back to life, until the last time, when Roh admitted his love to Jepreko. They were bound together for eternity by their love and together they had two children, Otto and Roammekko.

### **Kovah**

"You shall not take life for granted."

A Gnomish Goddess of Nature, Love, and Life. Wife to Bekorla and Mother to Amekarama, the God of

Intelligence; Linrolana, the God of Travel; and Rebexa, the God of Art. Kovah would later have an affair with Vakkatua, the God of Rage, and Bekorla's brother. Their union would bring forth "The Twins", Amirah and Hamira, the Gods of Obsession and Jealousy.

Kovah values all living creations and frowns upon unjust killing; even a just killing should only occur under absolute necessity.

Her emblem would be that of the rainbow, like the one she used to travel from Legothos to Magoria.

### **Linrolana**

"One must wander with intention, the mind cannot expand without experiences."

Born of Kovah and Bekorla, he is a wandering Dwarven God of Travel. He reminds his disciples to challenge their perspective and to abandon materialistic values. To see and experience first hand is what it takes to understand all things. He is symbolized by a radiant compass.

### **Nongrok / "The Sunken One"**

A Demigod, the harbinger of sea storms, and the distributor of death to most vessels that enter the waters of Magoria. Even the most experienced of crews could suffer the capricious nature of the tides to fall as unwilling sacrifice into Nongrok's maw, an unintended offering to the Sunken One. Beyond the reef, the sea becomes increasingly more ruthless and foreboding. Sea Dwarves have learned to stay within the boundaries of the reef, should they desire to survive their venture or see land ever again. To survive they would learn to band their ships (and remnants of ships) together to create flotillas. They would use scraps from any wreckage to fortify their boats, that now more resembled small towns, making it more difficult to be subdued by the beast and its acolytes. The Mistlings are believed to be The Sunken One's underlings that assist in pulling Sea Dwarves to their watery demise and wage war on these floating settlements. There are believed to have been three major fleets that have survived from the old era. During The War of The Mist, roughly 100 years ago. Paradise was destroyed and sunk by the mistlings, Utopia was destroyed by The Sunken One, and Oasis is said to still be floating along the horizon.

### **Otto**

"It is a far worse misfortune to never take a chance... Well, maybe not always."

Symbolized by a coin with the symbol of Anathema on one side. Otto was born of Roh and Jepreko, a Gnomish God of Luck, be it good or bad.

Otto reminds his followers that in moments of chance it is better to take risks as you may never know the fortune of your opportunity. Even a risk that leads to misfortune leads to experience and growth. Otto is known to gamble and try new things, if there is a chance for gain he will sure attempt it.

### **Rebexa**

"The true use of art is, first, to cultivate one's own spiritual nature."

Born of Kovah and Bekorla, the Gnomish Goddess of Art, Rebexa is considered to be the muse of all artists and is the one who bestows such talents. As an aficionado of beautiful things Rebexa allows artists to see and feel their physical world more intimately (and sometimes alternatively ) so they may transfer their vision to canvas, sculpture, song, or poem.

It is Rebexa who reminds her followers that beauty is within their mind and how they perceive the world around them, one must be open to it to receive it.

### **Roammekko**

"A mortal's life is fleeting, have fun and cheat everyone on the way!"

Born of Roh and Jepreko, a Human Goddess of Mayhem and Trickery. Represented by a dagger. Some would



argue that Roammekko is an evil and selfish god and some would argue that she keeps everyone alert and sharp. The Goddess of Mayhem is most happy when she is inconveniencing others to varying degrees and seems to be unmoved when blamed for transgressions not committed by her. If something unfathomably unfortunate happens to you, it is most likely the workings of Roammekko.

### **Roh**

“Death is not the end, merely a new beginning.”

A Dwarven God of Death symbolized by a skull. Roh is believed to be the first being to die. After having done so, he became the master of his own dimension and assists those who have passed on to their next phase of being. Countless souls thereafter find themselves in the presence of Roh, completely powerless to his will and judgement. But Roh is not a wicked or evil god, and does not punish his guests, but instead offers a goblet of bone filled to the brim with a special brew, the Elixir of Destiny. Souls who drink the elixir are then reincarnated into new beginnings suitable for the needs of the soul. Only one soul has managed to die and never drink from the cup, and that was Jepreko. Roh had fallen in love with Jepreko and had returned him to his living form numerous times, but Jepreko kept dying to see his love, and Roh could not resist his attempts to win his affections. They would live together forever and they would father Otto and Roammekko.

### **The Twins: Amirah & Hamirah**

“Seemingly unadulterated love is a beautiful thing... until it's realized that it's obsession, one of the most dangerous forces in existence.”

Born of Kovah and Vakkatua. They are known as The Twins, Human Gods of Love & Obsession. No one is too sure which one is which at first, until ‘Obsession’ transforms into ‘Jealousy’, but by then it's too late. Symbolized by a head with two faces.

### **Vakkatua**

“In the face of injustice, do not gently protest, but rage with every fiber of your being; anger is power.”

The God of Rage, Hate, and Malice betrayed his sister Bekorla. He pursued his love for Kovah, and they had a secret affair while Bekorla was at war with The Void, and they had The Twins, Amirah and Hamira. Enraged at Kovah when she chose Bekorla when she returned, Vakkatua went to Magoria and he unleashed his anger in a scream that caused an avalanche. The wave surged and His rage infected the elements and sprang up the first dragons, embodiments of his insatiable hunger and relentless anger..

### **MIN**

The Elven Goddess Min is an obscure elven deity that pops up only occasionally in the course of history. She is painted as a jealous and secretive being. Her worshippers call themselves the Minkatar, the Followers of Min, and are known to have discreet and secretive elves among their ranks, be they wandering tribes, small hidden communities, or even enclaves inside larger cities. They are hesitant to speak of their beliefs to outsiders and non-elves alike. Though open encounters are rare, it has been said that the Minkatar are led by a small group of divine, elven Prophets of Min. These Prophets are rumored to have been granted great power and long life by the Goddess.

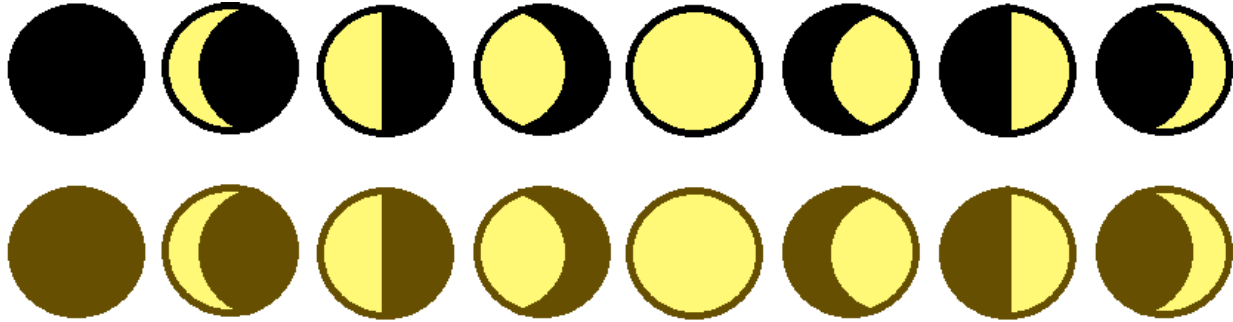
### **PERPETUA**

A fabled bird of flame that sleeps in the sweltering depths of the Red Mountain, an active volcano. Folklore of old used to tell tales of the Phoenix flying above Emberwood's skies and into the southern mountains, but no one has seen the Phoenix fly in ages. From the Red Mountain a stream of magma and fire meets the



Red River's waters and begins to harden the lava, creating a natural bridge. The folks of Emberwood believe Perpetua has imbued her powers into the holy fire and thus blessed their forges with divine powers. However, with each passing year, there has been a noticeable decline in the Red Mountain's activity and the quality and quantity of the products from Emberwood, causing a tragic decline of patriot faith and believers in her homelands.

## THE PROFUGO PANTHEON



### Lun

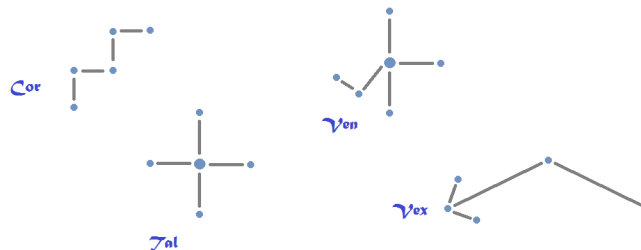
The "Lesser Moon", symbol of "Balance & Phase."

The Goddess of the Lesser Moon represents the idea that everything in life has a beginning, middle, and end. No one should be in the mindset that things will never change. People pray to Lun to either help them get through a hard time, praise her for times of happiness, and understanding when things come to an end.

### Naia

The Moon that is always glowing, called The "Greater Moon". Also, Numen of the Profugo, founder of Naia-kin shares a name with this celestial body for the respect she earned by leading her people out of squalor. This is the Goddess of the Greater Moon, named after the founder of the Profugo. She stands as a constant in the eyes of the Profugo and is said to come to those who feel lost or alone. Naia will help guide you to your destination in the darkest of hours because her love can always be seen.

## THE PRUDEN PANTHEON



### Cor

Pruden Constellation of Wealth & Prosperity.

Cor is depicted as an older male that carries many books and manuscripts. He is said to be the one who knows all, which is this enlightenment that Pruden believes true wealth to be. Pruden will pray to this god when they are studying or looking for answers that are otherwise impossible to find.

### Tal

Pruden Constellation of Travel & Direction.

Tal is depicted as a tall, slender male with old and wise features. Pruden will pray to him when they are preparing to or are currently traveling. He is known to help guide the way for people that have a long journey

ahead of them.

### **Ven**

Pruden Constellation of Nature & Peace.

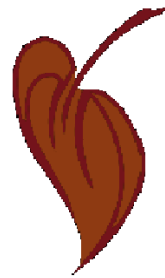
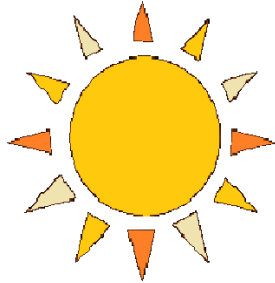
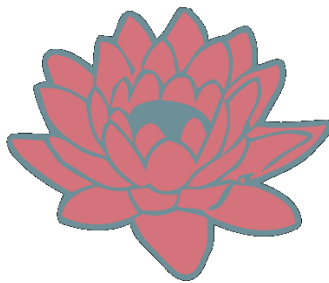
Ven is a beautiful, curvy goddess that is said to commune in nature. Pruden will seek her guidance when they find themselves in turmoil or despair. They believe that if you place yourself deep in nature, offer a feast, and sing her a song that she will come to you in your dreams. Once you wake, you will feel peace within yourself and choices will seem less complicated and easy to make

### **Vex**

Pruden Constellation of Mischief & Mayhem.

Vex is believed to be androgynous and delights in causing chicanery of all sorts. The Pruden believe this godX is responsible for either minor inconveniences or massive destruction. When the Pruden see their symbol in the sky, they try to appease them with feasts or fasts. Some Pruden believe by wearing Vex's symbol, they can confuse the godX in hopes of being invisible to their eyes. However, this has also been known to backfire, and Vex will use you as an instrument of chaos.

## **THE SPIRITS OF THE SEASONS**



Most Magorians share in the celebrations of the seasons, whose guardians walk Magoria to assist the world during the seasonal transition. Once merely characters in childhood stories, they are now so deeply rooted into festival and holiday traditions that folks continue to set out the offerings to the guardians to ensure the changing of the seasons.

**Geendra:** The Spirit of Spring, the paragon of Sunrises, Romance, Sex, and Birth.  
Symbolized by a blooming flower.

**Xifre:** The Spirit of Summer, the paragon of Sunshine, Gardening, Health, and Happiness.  
Symbolized by the sun.

**Sofondelle:** The Spirit of Fall, the paragon of Sunsets, Harvest, Hunting, and Metamorphosis.  
Symbolized by falling leaves.

**Davask:** The Spirit of Winter, paragon of Darkness, Reflection, Memory, and Death.  
Symbolized by Snowflakes.

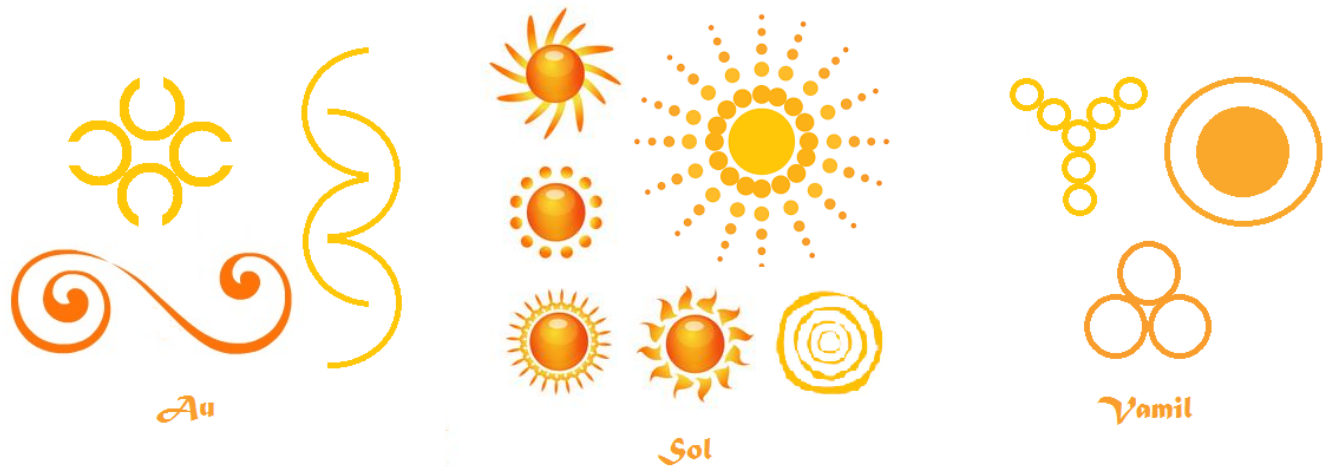
## **THE VIRIBU PANTHEON**

### **Au**

Viribu God of Architecture.

Au is a large, towering male that is believed to be so strong that he drew up the mountains, lifted them from the ground, and placed them on the flat terrain. This is how it is said that the lakes and mountains were created. Viribu will pray to this god for guidance and blessings when they are trying to draw and build new structures.

They will also praise him with massive banquets and tournaments at the completion of monuments.



### **Sol**

Viribu God of the Sun and Symbol of Power.

Sol is depicted as a BiGender deity shrouded in golden rays of the sun. They can present themselves as female at one point and other times as male. They represent the goal that all Viribu seek: power and strength. Viribu seek and pray to Sol in times of competition, hunting and battles. Their symbol is the sun depicted in various ways.

### **Vamil**

Viribu God of Family and Honor.

Vamil is one of the most sacred deities to the Viribu. This goddess represents the advancement of individual families. Viribu will seek her out when they are preparing for honor rituals, rites of passage, marriages and births. Without her blessing, a Viribu's honor is lost. It is said that she has so many golden tattoos on her body that you cannot see her face from how bright all the embedded gold shines.

## **YENESITH / "THE SLUMBERING ONE"**

The Mistling believe Yenesith is the physical embodiment of the spirit of the oceans. As such, He is revered but also feared because he is a sea creature of gargantuan proportions and all that are in the waters are at His mercy. In order to pacify the beast, the most powerful Shaman performed rituals to cause the Slumbering One to hibernate in a dreamless sleep. It caused an unusual peace to the oceans. These sacred spells would involve water and dream mysticism with practices from their religion. Of course these spells would fail to continue during the War of the Mists, when the Sea Dwarves attacked the Mistlings. The war was so brutal that every capable citizen had to participate, thus leaving Yenesith unattended and who was awoken, presumably, by someone. The war had never truly ended until roughly 90 years ago when the Sea Dwarves created Mistfire, deadly to Mistlings and cannot be extinguished by water. The Slumbering One, now awake, began feeding his voracious appetite by consuming Sea Dwarves and Mistling alike. Now the Shaman can only, at best, deter him. The Mistlings hope to one day put the Slumbering One back to rest and cease his rampage. Killing Yenesith is not an option, as he is still a being of magical essence. Without his presence one risks destroying the heart of the sea altogether.

# holidays

## **Davask Solstice:** 1st of Davasi (December 1st)

The only constant in the world is that all things end. The days are shorter and darkness is unavoidable. To combat the weary days of the season, the folks of Magoria will decorate with bright banners and lanterns. Though it is not all sad, Davask is also a time of introspection and stillness. The quiet brings peace, and death is not feared but understood.

## **The Dosrom's Birthday:** 6th of Kiyri (April 6th)

The birthday of the Dosrom is recognized as a holy day to the Popinjay. The Dosrom is the reincarnation of the first Popinjay and as such their birthday calls for lavish celebrations. It is a time for everyone to sing, dance, and peacock. Singing is an especially important tradition, since the Popinjay believe the world was born of Cah (music), singing the tales of creation and the legacy the Dosrom possesses. The Popinjay pray for the wellbeing of their Dosrom, as their fate directly impacts their own fate. Without the power of the 'God-Note', they fear that their kind will be vulnerable to a terrible calamity.

## **Festival of the Lights:** 6th of Nexi & 27th of Gahiri (May 6th & August 27th)

An eerily quiet yet beautiful sight. Though perhaps less of a festival but more like a practice to ward off the Lantern Bearers. At least twice a year, when the entities are particularly more active, folks will line the streets with lanterns. They will douse all other light to help manage the paranormal infestation. This encourages the Lantern Bearers to pass through the cities, generally leaving its occupants unharmed. As long as no one does anything to attract their curiosity. If you are in the path of one of these atrocities, you will surely succumb to their entrancing light and whisper of death.

## **Geendra Equinox:** 1st of Geendri (March 1st)

This day marks the start of a new year and celebrates beginnings in life and pursuits. The earth wakes after a colorless winter as the foliage blossoms and the wildlife stirs. Just about everything is having sex or procreating, and the people of Magoria have been known to celebrate appropriately with lively and colorful festivals. Flowers are a symbol of the season and used heavily in the decorations.

## **Jepreko's Day:** 22nd of Darri (October 22nd)

A day of celebration, in Jepreko's name, involving drinking, debauchery, and delight. Rejoicing in all manner of pleasures such as fine foods, drink, music, company, and entertainment. Colors of this holiday are generally green, purple and gold. People may be seen wearing jester's hats and skull masks in celebration of the tale of Jepreko and Roh.

## **Otto's Day:** 21st of Kunaali (January 21st)

A day of chance and luck, in Otto's name, involving games and gambling.

## **Sofondelle Equinox:** 1st of Sofondi (September 1st)

Celebrating the year's harvest and bounty (hopefully). Large feasts involving as much food, ale and wine as you can stomach.

## **Xifre Solstice:** 1st of Xifri (June 1st)

The sun is at its brightest, the days are longer, and the world is at its busiest. This day it is tradition to abandon

responsibilities and duties to relax and enjoy.

## **BESTIARY & LORE**

Magoria is no stranger to unusual beasts and dangers, new species are being discovered regularly; here is a list of known beasts and characters of lore that are said to be in the area.

**Cinderghaists:** Demons of flames, presumed to emerge from Red Mountain anywhere from 500-1000 years ago. The people of Emberwood aren't sure how they came to be, some speculate that it is a result of Perpetua's sickness. The Iron Kingdom, however, believe they are servants to Perpetua sent to obliterate the nuisances leeching off of her power, likely causing Perpetua's decline.

**Cithrilaquin:** These creatures resemble a cross between the known horse and sea horse. They are often domesticated and many Mistling use them for transportation because they are very strong and fast.

**Dragons:** While Dragons may be celestial creatures to the Dragonborn, they are merely tales of fiction elsewhere. Believed to be winged and serpentine creatures with horns and supernatural powers. They are known to terrorize citizens and make meals of them and their livestock. There is no known evidence that such beings exist or have ever existed.

**Frostwraiths:** Dwelling in the snow caps of the southern mountains, around the Iron Kingdom, there are Bipedal beings made completely of sharp and unfeeling ice. These Frostwraiths are suspected to be stealthy creatures as sightings of them are rare. Though those who venture to the mountain peaks have been known to never return. Whether it be it by beast or the elements, the townsfolk are too scared, or intelligent, to investigate.

**Gourmand:** A malevolent, cannibalistic, and supernatural beast of an insatiable appetite for flesh. It is described as a giant, as tall as a tree, with jagged teeth. It has a deformed skeletal body and a heart of ice. Often active during Davask, associated with ice and famine, its hunger does not discriminate. All are at risk of becoming victims. Although, at times, the Gourmand may possess a person, turning them into a beast as well. There are some who swear to have come face-to-face with a Gourmand, though speculators deliberate if they are lunatics or credible witnesses.

**Hornedface Hornets:** Enormous hornets with horns protruding from their heads, as their name suggests. These murderous insects spit burning and blinding acid, they also have stingers that can skewer a horse. Additionally their stingers secrete a chemical that leaves a scent, allowing the colony to find its food source. They nest underground and thus have the ability to burrow disturbingly efficiently, and they are known to drag their prey below to feed their larva. Sometimes laying eggs in the corpses so their hatchlings have their first meal prepared.

**Lantern Bearers:** Once living people, now incomplete and subservient to the will of their master, Dr. Cadavity. It is rumored that after his death, anyone buried in Bayview Necropolis (located in The Cursed City) would become a Lantern Bearer. They are left with faces that are ghostly pale and emotionless. Their gait is slow but relentlessly determined as they search tirelessly for bodies to take back to the catacombs beneath Bayview. It is believed that the Doctor then drains their life force by unholy means and, damned for eternity, his victims then rise as Lantern Bearers. Lantern Bearers have been spotted far and wide, but it is in the north where they are the most prevalent. It is agreed, and punishable by death, not to set foot on the grounds of Bayview Necropolis as it triggers Lantern Bearer activity. To ward off these nightly stalkers, cities will turn out their lights

so as to not attract the Lantern Bearers.

**Life Seekers:** A four legged animal that appears as a hodgepodge of a boar, a lion, and an eagle with sparkling glowing eyes. They are rumored to have extremely efficient eyesight and can track easily as a result. They are territorial and aggressive. Once they've consumed their prey all that remains is a dried husk.

**Moldtau:** A subtype of Flora, akin to a sentient fungus, that exhales a fatal dust. Attempting to kill them sometimes makes it worse, as when they are attacked this same toxic dust exudes from their bodies. Often found in The Red Plains but is virtually eradicated in Wandermere, can be found nearly anywhere in Magoria. A delicacy to Trolls who know how to cook them without being poisoned.

**The Murkbeast:** Dwelling in the deep belly of the Iron Kingdom's Lake Kuzmo lives a legendary monster. It feeds on the fish that it resides with and also is to blame for the random disappearances of people and fishing boats. Some speculate that The Murkbeast is just a myth while others believe with every fiber of their being that what they experienced was factual. There have been tales of strange disappearances with no solid explanation.

**Putridmirage:** Sightings of Putridmirages occur mostly in the Red Plains and Kamouraska. Described as bipedal monsters with a vile smell that would infect the air, its breath bellows out like fog and makes a person delirious and unable to see clearly. A bite from a Putridmirage instantly paralyzes their victims by sending them into a deep trance, or light sleep, so it can feed undisturbed while their prey blissfully dreams. Trolls would say that they look-and taste-like pork.

**Silkworms:** Kamouraska's 'cash cow', these large creatures start out as eggs, hatching into larvae, eating relentlessly until they become pupae. In their pupae phase, they will lay eggs and then they cocoon themselves in a single strand of silk that is almost a mile long. It's in this life stage that these large cocoons are gathered, put into hot springs to be heated to soften the cocoon and to separate and unravel the thread. The worms die when the cocoons are heated, because the worm's reemergence would break the string of silk. The cooked worms are considered a delicacy. These critters are big but virtually harmless, unless they are hungry and in demand for sustenance.

**Sirens:** Dangerous creatures with enchanting voices that lure sailors to their deaths. Their irresistible music has been to blame for several ships becoming lost at sea, particularly around The Forlorn Isles. There are many different views of what sirens look like, no one could really know. Anyone who has been ensnared by them has not escaped. There is a tale of a Siren that fell in love with her captive when she could not drown them, and that romance created Lorelei, half Mistling and half Siren. Her father being slain by Sea Dwarves, Lorelei would travel the sea by Cithrilaquin (water horses) or in her giant sea snail-of which she lived in, and would also charm unsuspecting Sea Dwarves to their deaths. But she would stop when she, too, fell in love with her prisoner-a Sea Dwarf, Jadan ith'Krasdroun. Lorelei loved him more than she ever imagined possible, and she thought that Jadan loved her too. But after sometime he would leave her for another... When this happened Lorelei was immediately heart-sundered and she sank to the depths of the bay. She thought about inflicting her wrath upon Jadan and his new love interest, but she could not find the will. Despite the betrayal, she is said to be anchored by her grief and can be heard singing laments for her unrequited love.

**Spiders:** Gigantic arthropods with large gnashing fangs, a venomous bite, and binding webs. They paralyze their victims and then drain their bodies of all nutrients in a matter of seconds. Once the corpse is emptied, bacteria from the spider's bite causes the bodies to reanimate. Murderous and mindless drones seemingly

serving their eight legged master.

**Wispfang:** These carnivores are found mostly in The Red Plains but can be found all over Magoria. They are aggressive, territorial, and dangerous to get close to. Though if a Wispfang is actively hunting it is very difficult to escape their pursuit. A Wispfang will typically hunt alone but if one is in distress other Wispfangs will respond to a cry from their kind. They appear to be a large breed of bear and kill their prey by crushing them with their massive paws, essentially stomping them to death. When a Wispfang becomes aggressive they appear electrically coated, exhibiting a natural inclination for Air Magic.

**Wolves:** These are not like the typical Wolves one hopes to see in the forest. They are larger, more ravenous. Sometimes they walk on their hindlegs, can climb, and wield weapons. Some people may say they are a type of Wolffolk, but they are unusual and almost void of any morality or reasoning, and attack on a whim in packs.



# RACES

## Beastfolk

Named for their beast-like appearances more than their behavior, the Beastfolk of Magoria consist of mammalian creatures of all sorts and sizes. They can be found all throughout the continent but are most common in Wandermere forest far to the north, traveling the forest floor and avoiding the Wood Elves ire as best they can. It is worth noting that none have yet seen anything other than a mammal among their people for the only humanoid lizards have, so far, belonged to the Dragonborn; alternatively, the winged folk of Bleux

Mountain are the only example of a civilized and birdlike species widely known to the general populace. The Beastfolk can be as cultured or as lacking as any other people across Magoria. Though their unified history is unknown or lost to the catastrophes of war and famine. They are still a proud people often known as much for their abilities as hunters and warriors as craftsfolk. The ancient stereotype of all Beastfolk being country bumpkins had been fought, though not literally, tooth and nail until most had to come to accept their people among the ranks of the civilized peoples of the world. For Beastfolk are not made up of only teeth and claws, but often by far more stereotypically peaceful breeds such as rabbits, bats, and more. They are a common sight among any street across the world that are accepting of other races, be they paths of stone, crystal, or dirt, drawn to the many professions and arts available to all. They are far more intelligent than the less accepting people of the world would accredit to this noble race.



For those breeds of beastfolk who dare to wander the wilds, alone or in packs, life can be harsh and

yet ultimately satisfying. The hunters among the Beastfolk are among the most self-sufficient peoples of the world, often knowing the secret paths and hidden groves of the Flora scattered across that which nature has reclaimed. Their clothes and weapons are hand-made or traded with various settlements and groves, and they are often hired on as guards or scouts for various caravans or warbands traveling through their territory. Though some subspecies of beastfolk lack the capability for magical applications, many outsiders believe it to be supernatural means that the beastfolk have such incredible dexterity. Often the hunters are as capable intellectually as their more peaceful and sedentary cousins, raised in much the same educational manner after a movement swept over their people generations ago to combat the active stereotypes of feral beasts walking on two legs. They are most often associated with elemental magics more often flowing through bloodlines than the purification of Light magic and the oft entropic Darkness magic which requires years of study rather than innate power. It would seem that the Beastfolk \*still\* don't often possess any magical talent. Instead they often rely on the Flora for their far more natural inclination towards magic, and plenty of communities of mixed flora and Beastfolk dot the wilds of Magoria because of this.

The Beastfolk that dwell among the cities of man, dwarf, and gnome are far less likely to take the warriors path; many of them pursue various crafts or social professions. It isn't uncommon for generations of the same family to be working the same job together in a family-run business that has continued for as long as said families can remember. There are plenty of farming homesteads that have been created across all of Magoria filled with Beastfolk and the Flora they have invited to ensure their methods are both sustainable and enriched. Typically, these peaceful breeds of Beastfolk come from the herbivore races or more peaceful omnivores, but what they resemble does not hold them to their role in society in the eyes of most Beastfolk. The line has blurred over the years between what other races think as it changes from one Beastfolk to another. Further blurring that line is how bloodlines of Beastfolk tend to breed true, two panther-mien Beastfolk are certain to have another panther child, as are two rabbits; however, what other races consider 'crossbreeding' between a panther and a rabbit Beastfolk results in the mien of either parent but not a mixture of both. Such practices are fully natural to the Beastfolk for they usually do not differentiate between miens as a race, knowing that they are all indeed the same people. The true issue to both Beastfolk and other races is the theorized connection between the beast races and that of the trolls, furred creatures that inhabit the Red Plains in large tribal societies that do not easily integrate with other societies. The truth, as most things in this dark era, is unknown or lost. And with survival being the focus for so many it is unlikely that concentrated research will actually occur...

### **LIFE STAGES:**

Since not all Beastfolks are the same, their Life Stages may vary slightly, for example Deerfolk would not have the same life as Bearfolk. Beastfolk tend to live longer than humans with a life expectancy of 150 years..

- Pup/Cub: 0-12
- Adolescent: 13-24
- Adult: 25-100
- Elder: 100+

### **ECOLOGY:**

Beastfolk tend to live in extended family units called prides. Prides have names, which are usually descriptors of whomever was the first female in the line. Their young are usually reared by the pride as a whole, which allows parents to be more flexible with working and whatever other activities they engage in to support the pack. They don't tend to place much value on personal space in their living quarters because they expect to be outside as much as possible anyway.

### **RACIAL NAMES:**

The true name of a Beastfolk is for the ears of those belonging to the animal kingdom, those who speak the common tongue cannot utter the sounds that Beastfolk can. Thus Beastfolk choose names that may be easily spoken by their humanoid companions. Some pick names and words because they like the way they sound. Some use words and the natural elements to describe them. Most Beastfolk have two names, their first name being their Pride name, and their second being their personal name.

Examples: Blacktail Luna, Wildfoot Hunter, Proudmane Amber, Warclaw Slasher.

### **PHYSIOLOGY:**

Beastfolk appear as anthropomorphic mammals. While they certainly show the wildest variety of any civilized race, they are all the same species, regardless of their varied appearances. Beastfolk will emerge with characteristics of a single animal, passed down by a mother or father.

### **COSTUME:**

The Beastfolk allow some creativity on the part of the player. This is a full makeup race. A player should pick a

mammal and create a makeup and costume scheme around it. CCs will assure you if your makeup/costume is distinctive enough.

**MECHANICS:**

**\*Advantages**

Starts with Natural Weapons

Beast Claws: May use Natural weapons with either the Blunt or Edged Tag. Your Natural weapons must be represented by Red boffers, not yellow.

May Commune with Nature: the ability to speak to animals.

Starts with Woodland Tongue: Can speak the language of the Beastfolk and Flora.

-2 cost to Earth Magic.

**\*Disadvantages**

+5 cost to Weapon Skills. (Except Natural weapons.)

+2 cost to Crafting Skills.

# DRAGONBORN

The nomadic Dragonborn are long-lived beings, some of which having lived 500 years. They spend the majority of their existence wandering, it is unusual for a Dragonborn to stay rooted in one place. It is tradition during the Geendra Equinox, after a fledgling comes of age (generally about the age of 20), to take their Journey until their Awakening: a revelation of one's life purpose. A Dragonborn's Journey must be made alone, though many tend to integrate into different communities in the world. This is because travel can prove to be perilous or enlightening for Magoria is a dangerous world and not many travel beyond the mountains or sail the seas and live to tell about it. A Journey fraught with danger will test a Dragonborn's worth and the integrity of their being, thus impacting their destiny.

Many may take their Journey and never have a vision. These vagabonds continue trekking into their elder years, and some die never having their destiny revealed to them. A disgraced few may not like their vision and renounce their quest altogether. Visions may reveal paths of simple purpose; some may find a noble cause to



offer their servitude, and a very select few believe they are chosen by The Mother Dragon by having remarkable visions to become Drahteen: a mystical society shrouded in secrecy, religious purpose, martial disciplines, and magical practices involving chants in an unknown tongue and sacred dances.

Drahteen are known to serve their communities as caretakers in their Zoolas (waypoints for travelers and hubs for trade) and protect the meek as holy warriors. Their purpose beyond that is unclear, though it is understood that the Drahteen are honorable folk and do good work. A Drahteen's prestige may be recognized by crystals that adorn their robes, their numbers and rarity, distinguishing their ranks.

Clans of Dragonborn pass down history and lore by elaborate storytelling. All hatchlings have heard tales of dragons. They are sacred beasts to the Drahteen, believed to be children of The Great Mother, and they

will protect a dragon at all costs should they ever see one. Due to their rumored rarity, many folk have never seen a dragon. Despite the belief of them being ancestors, or angels to the religious, many believe they are fictitious creations – the thought of Dragonborn with wings is downright fantastical and ridiculous.

Dragonborn are protectors and providers in nature. It is their culture and being. They share almost everything and tend to have few personal possessions as a result. As caretakers to the natural world, their connection with it is vital to their livelihood. One may even have an affinity in one of the four natural elements from birth, and some may spend their days learning and mastering other elements and schools. Their fortitude and constitution are inherently high, making them a terrible adversary in battle. Though their temperament is generally peaceful, take care if you ever find yourself on the unfavorable side of an angry Dragonborn. Their ire is considered equally as unmerciful as their kindness is gracious.

## LIFE STAGES:

Dragonborn are the longest living people in Magoria with a life expectancy of 500 years. Eggs take a great deal of time to hatch but the care of the egg can impact the health and abilities of the hatchling. Hatchlings tend to stay close to their parents until they become Juveniles and they tend to be a bit more adventurous. Fledglings are considered young adults and are encouraged to face the world alone to find their purpose. Adults have generally found that purpose and are bringing it to fruition.

- Egg: 0 – 5 years
- Hatchling: 6 - 10
- Juvenile: 11 - 19
- Fledgling: 20 - 99
- Adult: 100 - 399
- Elder: 400+

### **ECOLOGY:**

Nomadic in nature, generally belonging everywhere and nowhere, until they have somewhere to belong. Traveling for adventure or trade, it is typically immediate families of Dragonborn who stay together. It is when a Dragonborn becomes a Fledgling that they embark on their own path to find purpose, alone. Though it is not unusual for Dragonborn to travel with a mixed party.

Having little property but they share all they have in the Zoolas ran by the Drahteen.

### **RACIAL NAMES:**

Dragonborn typically have one name given as a Hatchling. Since they generally have an affinity for one of the elements, their names may reflect the source of their magic. Those who are religious or traditional may have a Drahteen Priest perform a naming ceremony; this may result in a name from a fabled tongue lost long ago. Some of these names are passed down by parents with no knowledge of their origin, and sometimes combined. Names spoken with the proper accent may have sharp consonants with feathery vowels, rolling 'r's and soft 'th's.

Examples: (Traditional) Magthra, Varkgrath, Eur'thu, Lavergho.

(Elemental) Sleet, Asher, Cobble, Tumulus.

### **PHYSIOLOGY:**

Dragonborns are covered in protective scales in various colors. Atop their heads are horns that may stick straight up or curl; generally horn types are hereditary. Their horns can also reflect their age, a Fledgling's horns may reach 3", whereas Adult horns continue to grow as they age, reaching up to 6", tip to base. It is unusual for Dragonborn horns to get much longer, but it has been recorded for Elders to have exceeded these averages.

Tail, sharp teeth, and claws are among the traits that a Dragonborn possesses, but wings are only for their namesake of ages long past.

### **COSTUME:**

This is a full makeup race. Scale makeup on face and visible skin. Horns that are 3"-6" in length. Tail, contacts, and teeth are not required but encouraged. Traditional attire for the dragonborn consists of long flowy robes and fabrics. Scale colors of the Dragonborn are typically associated by their elemental nature, Air = Purple, Earth = Orange, Fire = Red, and Blue = Water. Those who are not attuned to an element are typically more neutral in color, such as Gray, Brown, Black, and White.

### **MECHANICS:**

#### **\*Advantages**

Beast Claws: May use Natural weapons with either the Blunt or Edged Tag. Your Natural weapons must be represented by Red boffers, not yellow.

May access a third school of magic.

May access Natural Armor.

Starts with 2 additional Health Points.

Can resist 1 Elemental attack a day.

-2 cost to one Elemental Magic Schools (Air, Earth, Fire, or Water)

**\*Disadvantages**

+5 cost to Light/Dark

+5 cost to Medical



# Dwarves

There are three commonly recognized and overarching cultures among the Dwarven population that are classified as Hill Dwarves, Mountain Dwarves, and Sea Dwarves. They are one of the most common races across Magoria and finding a representative of the race in any civilized (or uncivilized) settlement is a most likely possibility, not that any singular Dwarf can speak for the attitude of any other due to their diversity even among the three breeds of Dwarves.

The Hill Dwarves are known for their ability to co-exist with nearly any other race, most often living in the towns of humans and gnomes, although they are valued in nearly any of the enclaves of almost any race scattered across the continent, and particularly among the few surviving settlements that can be roughly considered

cities compared to ages past. While they are far more widespread than the mildly blanket term 'Hill Dwarves' may indicate, an overall and encompassing culture is nearly non-existent, and they are loyal far more to their homes than to the Dwarves as a whole. They dress as their neighbors do, speak their languages, and work any job that can be found among their town. Whether it be as a crafts-person, a warrior, a healer, and even occasionally among the ranks of their mages depending on aptitude and the fluke of blood the constant of the dwarves is their aptitude. In the end, they are a product of their environment, and Dwarven tradition means little compared to that of their local societal customs.

In comparison, the Mountain Dwarves are born into what is commonly considered by others to be an oppressive caste society. In the mountains to the south of Emberwood, they hail from the Iron Kingdom under an absolute monarchy that extends in the roots of the world with an almost complete lack of surface presence. Led by the Royal Caste, a single family that



has led the Kingdom for generations, their position is supported by the influence of both the Noble and Priest Castes. As it is, those placed in the Mountains are mandated by birth alone with no chance for upward mobility except by the word of the Royals. The state religion preached by the Priest Caste follows the general belief of the Legothos Pantheon, the Spirits of the Seasons, and Perpetua, the Fire Herald, over all of her siblings. The Mountain Dwarves are known for the legions that march in the tunnels below their territory, and no one outside of the higher castes is exactly sure just how far their empire stretches. With the mountainsides being too dangerous for anyone to travel over, it is unlikely anyone will manage to discover the edge of the kingdom any time soon. Besides their military might, they also boast some of the most orderly and well protected towns and outright cities in the known world at the expense of personal freedoms. The only Mountain Dwarves seen outside of their Kingdom are traders to the northern lands, ambassadors and agents of the crown, and a multitude of outcasts and criminals. When it comes to clothes and trends for them, a geometric fashion seems to be prevalent with embellishments of metals and gems. Typically their descendants become indistinguishable from the Hill Dwarves and are considered such, but there are a few scattered Mountain Dwarf families banished from the kingdom that do not give up the rigidity and discipline of their culture. They hold to the lifestyle and culture even if they can never return to it.

Where the Mountain Dwarves are as unrelenting as iron, the Sea Dwarves are as mercurial as their namesake oceans. Living primarily on the open waters, their fleets are held together by increasingly bizarre applications of engineering and artificing. They have a poor reputation as raiders and pirates as they scavenge supplies and ships from the sea along the inland rivers of Magoria and the coastline. Yet in truth not every one of their fleets flies the black flag as plenty of Sea Dwarf communities have formed along the coast, and many fleets choose to serve as traders or escorts for other races' ships for a price. Still, their supremacy over the sea isn't absolute, and they have to compete with the amphibious Mistlings for their territory and their seaborne claims. Typically dressed in loose clothing or light armor and decorating themselves in knick-knack's that interest their bearer, they are the only civilized race that treads upon the Boneyard. As their salvage crews go throughout the ships made of ancient metal wrecked upon its shores and decaying shipyards. The majority of the Sea Dwarves claim a creature as patron that they call the 'Sunken One' whose rage occasionally rises from the depths to destroy the fleets that have displeased him or to slay their rivals among the Mistlings. At least that is what they believe, for regardless of the truth every fleet has different beliefs on what may or may not anger their God. It is difficult to decipher what may truly anger him to wakefulness. Some believe there are far-ranging fleets that know of other lands, but the Sea Dwarves are not an organized people. While some may have reached these legendary landmasses, none have yet managed to provide proof of their travels...

### **LIFE STAGES:**

A Dwarf's life stages resemble that of a Humans, though Dwarves live considerably longer, they do not seem to live as long as Elves do, with a life expectancy of 200 years.

- Infant: 0-1
- Child: 2-11
- Adolescent: 12-24 (beards start to come in)
- Adult: 26-149
- Elder: 150+

### **ECOLOGY:**

Dwarves have their own factions scattered among the settlements and seas and pride themselves in their crafts. They often follow the laws of any given settlement- save for their Mountain Dwarves, but have their own form of justice system that is generally much harsher than most. They tend to get along with most races as they understand that it's only through banding together that they will survive, although the Sea Dwarves may have irreparable grievances with the Mistlings..

### **RACIAL NAMES:**

Traditionally Dwarven names have many hard consonant sounds.

They traditionally didn't have "last names" or family names, but instead used the system of patronymics, where the children were named after a parent of the highest nobility with "ith" before it.

Example: Thunod ith'Gildan, Bulbar ith'Muntac, Nokka ith'Ragix, Gilia ith'Fari.

### **PHYSIOLOGY:**

Dwarves vary in size and shape, though they are generally a hardy race with higher constitution. They take pride in their appearance, especially their hair and generally wear extravagant and jeweled braids. Facial hair is a sign of maturity and most Dwarves don well groomed beards, if they are of age to grow them, regardless of sex or gender identity. Though, it is not uncommon for Dwarves to rebel against tradition and shave.

### **COSTUME:**

Typically bearded and braided, with blue markings on the face and commonly on other exposed skin like the



arms, legs, and hands. Dwarvish attire generally consists of tunics, loose pants, and hangerocks. Dwarves typically adorn themselves with jewelry, armor, and weapons they've crafted themselves. The mountain dwarves tend to be the most decorated but can be distinguished by their red markings. Sea Dwarves are known for their elaborate braids and unique streaks of white through their hair.

**Hill**



**Mountain**



**Sea**



**MECHANICS:**

**\*Advantages:**

- 1 cost to Health
- 1 cost to Crafting

**\*Disadvantages:**

- +2 cost to Dex Armor
- +2 cost to Seer skills
- +2 cost to Rogue skills

# Elves

The elves of Magoria are a scattered people that are more prone to remaining less with their own race and more with their own tribal affinities, dividing them even further from others in this dangerous world. Unlike other urban inclined races, the elves are a rare sight in

larger settlements as even their own kind are prone to being scattered except for a handful of particular and peculiar exceptions. There are currently three well known areas where the elves are commonly found: upon their moving cities within the Wandermere Forest on what are believed to be the largest Flora ever recorded, within the eastern desert of Kamouraska in nomadic caravans that sail upon the sand with the aid of sandships of varying sizes, and within the ruins of the Holy City eking by as so many do in the hallowed, dangerous walls. While they aren't unknown elsewhere across Magoria, nowhere do they have as many of their people as reside in these three regions, and most mimic their tribal traditions by living in small hamlets and hidden among the smaller forests of the world. They are also known to travel in caravans across much more lush, if not less dangerous, locales. In appearance, they are as varied as humans, both in dress and physiology. As a whole, they prefer colors that blend into their environment. Whether it is the sands, the forests, or the urbanized cities and towns of their birth.



The Forest Elves live above the dangers of the ground below in moving trees that can span a

mile all on their own where they build upon and within its massive branches and trunk. Often described as appearing animalistic in garb and occasionally in behavior, their lives revolve around hunting, gathering what food they can along their host cities path, and keeping it safe from threats. They would love nothing more than to kill anything that moves for sport, entertainment, or actual nourishment. What little agriculture the Forest Elves engage in is typically done in small gardens with gathered soil from the ground below in buildings dedicated to it, or via encouraging the growth of additional fruits along the branches of their massive wandering host. These giant trees are themselves all unique; some are bipedal while others walk upon multiple pairs of legs, some reach far above the canopy and others force a path through their unmoving brethren. They rarely cross another of their kind's path. The elves from both trees often react poorly to these meetings, exchanging arrows as warnings to keep to their own territory. Only a handful of shamans of these wild elves think that the trees that bear them across the land are sentient and most consider them as little more than primal animals, albeit ones with whom the Forest Elves have a symbiotic relationship. Unfortunately, they do not experiment on their homes to discover more about them, and those few of other races with an interest in doing so are often discouraged from attempting this by numerous arrows being shot at or into them from above. The woodland beings brought no potential threat to their homes, and this results in a few wood elf settlements formed among

the boughs of common trees. Most woodling beings are known to aid in protecting Elven people and settlements, despite being in their Forestholme or beyond. Some Elves have worked past their xenophobic tendencies to at least let other races in their settlements.

In contrast to the xenophobic ways of the Forest Elves (albeit, justifiably so), the Desert Elves consider themselves to be far more communal and accepting of those who cross their paths, prone to taking in any whom they find in the sand rather than leaving them to a cruel death from exposure or that which hunts below. The Desert Elves are some of the best Air Casters in Magoria, rivaling the Sea Dwarves with their command over the wind. A high concentration of Air Casters among the nomadic population means their method of travel was quick to develop. When the blowing sands approach, sailing upon them you can often see sandskiffs of wood and cloth that are capable of holding dozens of people with sails blowing from the power of their riders to traverse them along the dunes while being flanked by numerous single person sand-surfers. They cover themselves from head to foot in tans and browns to protect themselves from the scorching sun, hiding as much of their skin as they can, and often have to make do with the hides of the creatures they find in their travels. Few others know how to survive as the Desert Elves do, and the Sand-riders are known for hunting the dangerous creatures that swim through the sands or hide among them, both for sport and food. They scavenge for strange and otherworldly metals and crystals among the wastes, they often speak of cities buried literally and figuratively in the sands of time. Desert Clans often meet together and share food, drink, and information over the night. They put up their temporary camps and tents to protect themselves from the elements and to give a degree of privacy that's hard to find on the move. It's also not uncommon to see them among the few Dragonborn enclaves scattered around the edges of their territory to trade and seek the guidance of their historians when they uncover something ancient as scavenge. They're also liable to be hired on by adventurers and archeologists who wish to uncover something about the shattered world lost to modern memory. Unfortunately for some of these adventurers and the more altruistic Clans, the dangers of the dunes are many. Their dangers include natural occurrences, raiders, beasts, and enemy forces from Djnker. Sandsailors are nearly constantly on the move lest the sands below shift and the maw of an aberration terror seize the ship and drag it, and its screaming crew, to a suffocating death below. They must also avoid Clans who have decided that raiding is an easier path to survival than scrounging among the cities themselves.

Dwelling neither among nature nor the biting sands, the City Elves are perhaps the most diverse of their kind and dwell primarily within the Holy City. These elves are loath to leave city bounds and they receive more visitors than oft-hostile wood elves or the Sand-dwellers that are so difficult to find. Plenty of the ruined streets and buildings are claimed by various small elven gangs that fight for territory, food, and materials, and recruits who have joined the gangs run by other races in an effort to eke by. It would seem that the City Elves are particularly superstitious and prone to legends as they have an abnormally high number of seers within their ranks. Two of their main myths revolve around their people's creation, that of the Tale of the Five Siblings and the legends of Min'Katar. Some City Elves of the Holy City believe in the tale that all elves are descended from the beliefs of one bloodline that is still destined to lead them to this day. It is said that Ithronel, one of the Five Siblings guided the City Elves, Jorildyn went to the forest, Keryth and Cithrel wandered off to the eastern sands, and Folen led his children to their deaths. Those who believe in this legend often contradict another, so much that the other elven people often ignore it as the ravings of mad seers. The legends of Min'katar however are far harder to discount. The Min'katar are a religious sect that say that their name translates to the 'Followers of Min', a living goddess credited with creating the Elves single-handedly for those who dwell within the walls of the Holy City. Her followers claim that she provides immortality to her most faithful worshipers and that she has the knowledge of the ancients. Her followers have carved out a large portion of the city through force of arms and religious fervor, and they are a cult almost entirely made up of elves for she is believed to favor almost solely her own children. Unfortunately for scholars, the Min'katar are even more secretive than the Wood Elves, and her priests are as unlikely to divulge what they know as the Goddess herself...



## **LIFE STAGES:**

Elves live considerably longer than Humans, despite aging similarly in the earlier stages of life, with a life expectancy upwards to 300 years.

- Infant: 0-1
- Child: 2-9
- Adolescent: 10-25
- Adult: 26-199
- Elder:200+

## **ECOLOGY:**

Elves can be found in most places in Magoria, typically preferring to be as close to nature as possible with city elves being the exception as they tend to gravitate towards more structured societies. Wood Elves typically like to make their homes in the trees and the Desert Elves will make theirs in tents, brick structures, and sometimes underground burrows.

## **RACIAL NAMES:**

Most Elves have one name, given by their parents, followed by where they are from. Light and feathery sounds.

Examples: Lyaria of Wandermere, Theodas of The Holy City, Tarathiel of Kamouraska.

## **PHYSIOLOGY:**

Elves are known for their grace, dexterity, and their lack of fear of many things such as heights and enclosed spaces. They are typically diplomatic in nature but have been known to be passionately stubborn to (what they feel) is a good cause. They have a longer lifespan compared to that of humans, easily living past 100, though meeting any Elf over 150 is rare (and impressive) in this perilous world.

## **COSTUME:**

\*Requirements: Pointy ears. Wood elves have ears that curl forward, Desert Elf ears arch back, white City Elves tend to be straight with no curve to them at all.



## **MECHANICS:**

### **\*Advantages:**

- 2 cost to Rogue Skills.
- 1 cost to Dexterity Armor.

### **\*Disadvantages:**

- +1 cost to Health.
- +2 cost to Elemental Magic

# Flora

Scattered across Magoria, the Flora are as diverse as their non-sentient counterparts. Most plant species can be found among the Flora if one searches far enough, and some believe it is impossible to classify them all. The Mistlings say that there are even underwater Flora, but they either do not truly exist, are unable to travel to the dry world above, or are unwilling to do so.

Flora has never been from a fungus species, likely due to the fact that fungi are not plants. What Flora species do exist seem to reproduce much as their mundane counterparts via spores, seeds, and budding. The last of which has raised questions on if a budding Flora is technically a parent, sibling, or simply a donor for a clone-like family member. Odder means of reproduction are rumored, but most Flora are far too private or protective over such methods to confirm any such successes in less straightforward means. While the few attempts into grafting and cuttings have been labeled failures, and in most cases described as inhumanely cruel to the one who 'donated' a portion of themselves for such an experiment, for Flora feel pain and seem able to go into shock and experience trauma like any other being.

While there is speculation as to the origins of other races, the Flora believe that they are absolutely certain to their ancestry. Deep in the Wandermere forest of the north where the Wood

Elves wander upon their massive treelike homes, there lies a large lake of mystic qualities. Upon its shore sits one of the few landmarks visible above the tree canopy, a drooping weeping willow even more titanic than the trees that wander the forests.

To many Flora in the area and beyond this tree, it is likened to a goddess. She is worshiped and cared for as the creator of their kind. She is often revered as the source of their magic. While many Flora groves are hidden from observation across the continent, the grove around this deific tree is easily the largest and best protected. As a race, the Flora already have a dual affinity to the schools of Earth and Water, and it also seems that every one of them who has spent enough time in Wandermere has found their magic strengthened. Tales have spread from the few visitors welcomed here that some of the greatest of the Flora who have lived in this grove possess powers not seen for ages. Their accounts rival that of legends and myths...

Outside of the greatest of their groves, the Flora are prone to keeping among their own people. Generally, they like to set down their roots, as it were, and encourage the growth of the wild. Some may leave the forest for a life among the flesh for a varied number of reasons, but most are content not to wander among those who don't respect or see the world as they do. Still, due to the tales of a few brave Flora long ago, no one disputes their claim that the Flora are responsible for bringing life to a once devastated landscape. While desiccated



cities of the ancient world may remain scattered across the continent, and massive rending wounds in the earth hint to some great conflict, it is only when a grove of Flora grows nearby that nature once more reclaims them in earnest. Attempts have been made to return the "Crystal Cove" to its natural state despite the massive structures of crystal and stone piercing the skies, only for its inhabitants to ruin these efforts both intentionally and unintentionally through their greed and attempts to build a society to their liking. This has left it as a reminder of past horrors, pockmarked with burnt structures and massive cracks and holes in the ground. And yet it is worse still within the Farnecombe Ruins, or so the rumors say, for the warning tales of the few Flora who escaped that hell speak of it as a city devoid of hope. They claim that its only dwellers are the desperate, the undead, and those who would create or control them...

### **LIFE STAGES:**

Since not all Flora are the same, their Life Stages may vary slightly. Flora tend to live longer than humans with a life expectancy of 150 years.

- Seed: 0
- Sprout: 0-12
- Adolescent: 13-25
- Adult: 26-99
- Elder: 100+

### **ECOLOGY:**

Flora are found mostly anywhere in Magoria, they tend to stick to temperaments that suit their plant type.

### **RACIAL NAMES:**

Flora may Commune with Nature, speaking a language of the earth that most other folks can't understand. Flora will choose a name that is easier for 'fleshies' to mimic.  
Examples: Tanglewood, Willowwind, Sylvan, Ferndancer, Tendril, Lillypetal, Rowan.

### **PHYSIOLOGY:**

Flora vary greatly in their appearance, depending on what type of plant they are. Put simply they are sentient and humanoid plants, and their appearance reflects that deep connection with the plant of their likeness.

### **COSTUME:**

Requirements: Flora are humanoid plants of a nearly limitless variety. Start with your type of plant and do your best to resemble it head to toe. May require CC approval. Flora may also participate in typical fashions also.

### **MECHANICS:**

#### **\*Advantages:**

- Starts with Commune with Nature.
- Starts with Woodland Tongue.
- Starts with one use of Healing Fruit, may purchase additional.
- May access Natural Armor.
- 2 cost to Earth Magic.
- 2 cost to Water Magic.

#### **\*Disadvantages:**

- Not able to wear armor.
- Cannot be healed by Medical Skills.

## Gnomes



Whereas the Hill Dwarves are spread far and wide and are known to settle anywhere they can find a home, it is most often the gnomes who construct the towns they choose to live within. Communal in nature, the gnomes of Magoria remember their legacy of craftsmanship and architectural engineering, they are prideful to the extreme over their creations. Giant stone buildings gilded with crystal, monolithic structures of fantastical design, and countless inventions both known and forgotten in our age- these are the legacies of the Gnomish race. Though their legacies are scattered in pieces across Magoria. Even still, the old axiom of the gnomes is held close to the heart for many of their people; if something is worth doing, it is worth doing perfectly. This perfectionism across an entire widespread, tight-knit culture is what their elders say led them to greatness in the ages past. This is what decides their leaders, as those who can claim more innovations, those who can claim the

least amount of explosive failures, those who can bring the Gnomish people closer and closer to what they lost. Their duty is to guide the gnomes to greatness, while the rest toil their lives away in service to the greater community until they can create the next great invention of their age. For all Gnomes know that the greatest of inventions were created by those in power, don't they?

Of course, there are those who supposedly oppose the status quo, a progressive few who see the system as a way to keep powerful figures in charge at the top at the expense of their people. Those who whisper of these disgruntled Gnomes call them Gremlins, they claim to see a system of corruption, misinformation, and deceit. What point is there in this supposed meritocracy wherein the overwhelming majority prop up the minority that is supposedly without peer? Why do the reins of Gnomish society rest in the same families generation after generation? The official word on this subject spread by the Elders is that these malcontents do not exist, for no gnome would ostracize themselves from their communities by going against their own people's ways. They would not endanger their people by spreading disunity and disloyalty, and would not kill their fellows to push their agendas. True or not, in recent generations more and more Gnomes grow disillusioned with things as they are. While the legends of these so-called Gremlins grow in the dark corners of Gnomish society, fewer are willing to take up the mantle when faced with the tales of murderous and monstrous Gremlins.

Their main rivals for the claim of the most innovative races across Magoria comes from the Sea Dwarves, for while the gnomes are known for their ability to design new creations it is the Sea Dwarves who are known for their ability to refurbish, repair, and reuse the ships and lost technology of ages past. While not every gnome is actually an artificer, it is still a matter of pride that their peoples craftsmanship in anything should be superior to that of their creative rivals. Add on the cultural need for perfectionism, and this leads to a large degree of competitiveness on their part. Although, how it manifests depends on the gnome in question. The future of the gnomish people, unified or divided, is in the hands of fate. And no one knows how many people will be swept up in the currents...

**LIFE STAGES:**

Gnomes only live just a bit longer than humans do, with a life expectancy of 130 years. Thus their life stages are similar as well.

- Baby: 0-4
- Child: 5-11
- Adolescent: 12-25
- Adult: 26-89
- Elder: 90+

**ECOLOGY:**

Gnomes can be found mostly anywhere in Magoria, their nature tends to lend them towards more scholarly pursuits over physical ones. They prefer living in comfortable homes, with large families.

**RACIAL NAMES:**

Gnomish names have three parts: a first name-given by the parents, a second name being a combination of the parents' names, and the third being the family name. It is not uncommon for one partner to take the family name with the highest nobility, some gnomes never change their name, but a child's family name will be of the parent of highest reputation. Gnomish names generally sound like things clanging together.

Example: Pynkoll Claprel Smipwem + Zylbell Glerwam Zulippip = Gnongnanlil Pynbell Zulippip.

**PHYSIOLOGY:**

Gnomes are very similar to humans, save for their distinguishable ears, and they only live just a bit longer than humans do. They tend to speak very quickly, and are very excitable.

**COSTUME:**

\*Requirements: Eccentric hairstyle and large round ears.

**MECHANICS:****\*Advantages:**

- 1 cost to Artificing Skills.
- 2 cost to Slip Bindings.
- 5 cost to Pick Locks.

May use Experimental Tinkering: this ability will have random effects or no effects if chosen to be used when Artificing. Effects can be both positive or negative.

**\*Disadvantages:**

- +1 cost to Mana.

May use Experimental Tinkering: this ability will have random effects or no effects if chosen to be used when Artificial. Effects can be both positive or negative.



# humans

The most common of all the races across Magoria, humans are as varied as they are numerous. Filled with



xenophobes and xenophiles, pacifists and warmongers, innovators and anarchists, the human race is able to learn nearly any profession even if they may not excel to the same degree of others across this troubled world. Great heroes and great villains share the same blood and flesh, even as they cut through other humans for their own homelands advancement and personal glory, they consider themselves the standard from which all other races must compare themselves to, although this is rarely appreciated by peoples whose histories are as rich and varied as their own. Regardless, one cannot argue with the human's abilities to influence the greater world by sheer force of will and numbers alone. The degree that they populate a city varies upon where they reside. Some humans exile or kill all non-humans within their territory, others welcome some or all visitors with open arms. Scholars, raider kings, and ancient sages, the realm of possibilities is almost endless for those with the ability to forge their own futures...

## LIFE STAGES:

- Baby: 0-4
- Child: 5-11
- Adolescent: 12-19
- Adult: 20-64
- Elder: 64+

## ECOLOGY:

Humans live almost everywhere in Magoria, due to their adaptable nature.

**RACIAL NAMES:** Typically 2 names, 1 being unique and 1 belonging to their house.

\*First Names: As versatile as the people, with no consistent construct.

\*Last Names: Will sometimes follow the profession of the family.

**PHYSIOLOGY:** Exceptionally versatile, with no distinguishable traits or characteristics.

\*Lifespan: 80-100 years.

## COSTUME:

\*Requirements: None

## MECHANICS:

\*Advantages:

-2 cost to Academic Skills.

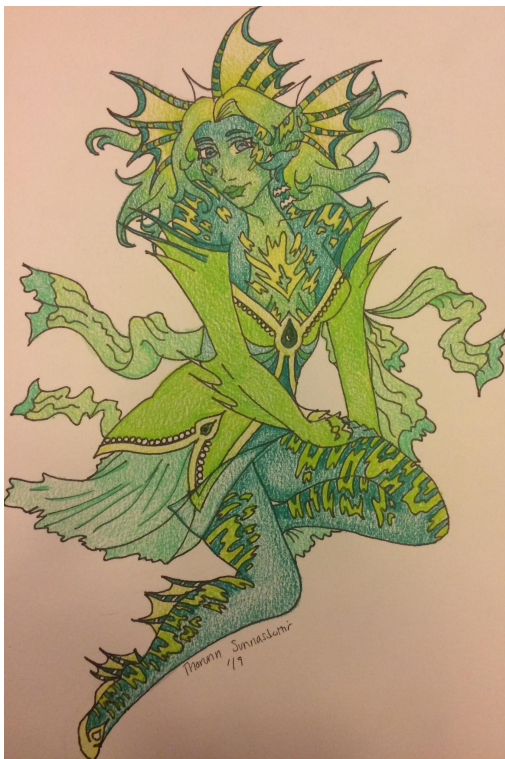
\*Disadvantages:

+1 cost to Elemental Magic Skills.

## Mistlings

Whereas ships sail upon the waves, the amphibious Mistlings (having lungs and gills) mostly swim below the roiling sea. No one has anything approaching a full estimation on how many Mistlings there are in the world, even their own people. While the surface is covered with ravenous beasts, so too is the sea inhabited by monsters. Most Mistling settlements are heavily defended and are often hidden at varying depths to keep themselves safe from that which dwells below. Massive beasts that could engulf dozens of Mistlings with a single pass, skewer them on bone-like projectiles sent cutting through the water, or drag them screaming into the depths that even the Mistlings dare not enter makes voyages to other settlements a risky venture without proper planning. To this end, compared to the realms above, the Mistlings have had more success in building working societies despite being divided into various undersea city states. Growing their living architecture via various breeds of coral grown on stone, sometimes shaped by Earth Magi to expedite the process, the natural camouflage it brings, and jagged spikes pointed outwards to dissuade the larger predators from investigating closer. Added to this, an underwater highway of sorts has developed between some of the larger city-states in the form of far spanning tunnels designed to hide the occupants inside considering the risk open-water travel presents. Thus, despite the inherent danger under the sea, most Mistlings would have a fairly secure and peaceful life, if it weren't for Sea Dwarves above.

Mistling culture often revolves around art due to their security, and the art itself is often a debate as each city-state tends to value their own form of it as a point of pride. Music is a common specialty within many of their towns and among many Mistlings due to the exposure of the eerie songs of the depths coming from whales and other such creatures, but the Mistlings as a whole are prone to considering both magic and war a combined artform. Expectedly, Water Magi are the most common of the magical bloodlines within Mistling society, with Fire Magi being almost completely alien to them. Regardless of blood, their protected society allows many of those without a natural aptitude to learn via scholarly means, and this does not only apply to magic. Anything truly can be an art to the mind of a Mistling. All degrees of skill can be equally and adequately nurtured to a graceful quality, and no matter how despicable one may consider the act if it is done well, it can at least be admired as a Mistling does. Alongside their views on art, Mistlings believe in one thing regardless of their origin as long as they were born below. That is in the Great Slumbering One, a Leviathan of monstrous proportions. Their belief in the Slumbering One is widespread due to the belief that they are the only beings holding it in stasis. Every settlement of enough power contributes High Priests to its resting place, and has for centuries, who spend the rest of their lives dedicated towards keeping it as its namesake. Unfortunately, it



would seem it wasn't enough...

The Slumbering One awoke roughly 100 years ago and has wreaked havoc among the waters ever since. It has called the monsters of the depths to its side and destroyed some of the greatest of the Mistling cities that were nearby its shrine. It swallowed entire ships among the Sea Dwarves on the surface and drove Mistlings

from the sea in a frenzy whenever they were able to escape. This upheaval of their society was only made worse by the aggression of the Sea Dwarves above, blaming the Mistlings for their woes and hunting them down wherever they could. To the knowledge of the Mistlings, Yenesith still prowls the seas. He hunts and destroys everything in its path that doesn't heed its call. While some Mistlings have always lived on the surface for small periods of time, very few chose the surface world permanently. The longer they stayed on the surface the more adapted they became to it, eventually losing their amphibious nature over the span of the 5-10 years. During the time before the Slumbering One awoke, land-based Mistlings often chose lifestyles that let them work with or upon the ocean such as sailing. This made them bitter rivals with the Sea Dwarves. Since the disaster of the awakening, Mistlings have become a common sight on land as refugees. Long lost are their inclinations towards art in all forms and it has been overcome with the shadow of survival in the wake of their lives' upheaval. dealing with the legends long spread by the Sea Dwarves of their proclivities for dragging sailors and children below the waves to some dark fate. Very few organized settlements welcomed these refugees, and detestably more would them further inland or back into the sea to escape a gruesome death. At least some escaped, anyway.

Today, the Mistlings are more widespread on the surface than they ever have been before. They live in close-knit communities to resist a strange affliction that has come over their people. Dubbed 'the Calling', every Mistling on the surface hears the song that beckons the Mistlings back to the seas that birthed them or their ancestors. If they are unable to resist the call they turn into rabid beasts. To resist it, they have learned to carry containers of their home with them. They can be gathered from the deep or in the waterways near their birthplaces. Many an expedition of Mistlings has been lost as they fight the madness of the Calling, even moreso when they've aged so long on the surface that the sea is no longer available to them. Some settlements even have a communal dive well containing water gathered on larger expeditions to ruined cities, all the better to resist the lure of the Slumbering One, a cry that only they can hear much to others' suspicion. There is a rift between the common Mistling and the 'dryscapes' after everything is considered, as the surface Mistlings chose their own safety over their people as a whole and have lost much of their artistry in an effort to survive. Even still, with the belief that the Calling is the call of the Slumbering One, they do often band together to find ways to end the supernatural effect that plagues them in the hopes it will also quiet their frenzied god...

### **LIFE STAGES:**

Mistlings live twice as long as humans do, with a life expectancy of 200 years.

- Baby: 0-4
- Child: 5-14
- Adolescent: 15-25
- Adult: 26-149
- Elder: 150+

### **ECOLOGY:**

Mistlings are from the oceans surrounding Magoria, though they have been known to live on land with a proper sample of their home waters kept close to their heart. Mistlings are territorial beings when it comes to their underwater settlements and the Sea Dwarves tend to be a threat to their way of life, otherwise they tend to get along with other races. They tend to live in underwater cave systems, large shells, and/or their own structures.

### **RACIAL NAMES:**

When a Mistling is born, they receive two surnames: the first from the first surname of one parent and the second from the first surname of the other. This naming tradition makes it possible for both parents to never lose their surname and therefore both names are carried on to the next generation. Generally the most

respected parent's surname goes first.

Names generally have many vowels and they 'flow' like the ocean currents that they hail from.

Example: Meilene Brioyope Naathyia + Oبراoliope Meeroe Ramdae =Eithudae Brioyope Meeroe.

### **PHYSIOLOGY:**

Mistlings are human-like in appearance, but are covered in blue and green scales with webbed ears, hands, and feet, and gills on their necks.

### **COSTUME:**

\*Requirements: Scale makeup, in hues of green and blue on all exposed skin. Fin / Gargoyle / Webbed ears.

Mistlings will typically be more blue if they have recently been in their home waters, they will be more green if they have been away for a considerable length of time.

### **MECHANICS:**

#### **\*Advantages:**

Starts with Mist-tongue.

Starts with Scavenge.

-2 cost to Water Magic.

-2 cost to Academic Skills.

Can breathe underwater.

#### **\*Disadvantages:**

+2 cost to Weapon Skills.

Must keep a water source on them at all times.

Susceptible to The Call of The Slumbering One.



# Popinjay

Often compared to the Beastfolk of the land due to their animal-like appearance despite their inclination to dwell among the sky. The Popinjay are distinctly their own species and, as a people, share an avian ancestor.

Having distinctly less variety than their mammalian counterparts in physical and birdlike forms, the Popinjay are believed to descend from their namesakes, and they retain the often bright and colorful plumage of their far smaller cousins. Fashion is often an important aspect of daily life to the birdlike people, and while many bear their colors proudly, plenty enough dye their wings in whatever fanciful designs delight them, now that there is no longer a social stigma in doing so, having once been seen as 'unnatural' or 'dishonest'. However, despite pride in their appearance, many Popinjay consider their wings a mixed blessing; for the fact remains that their wings are vestigial at best. Their wings are a constant reminder to some that while they may dwell on high they cannot soar with the wind as they so often fervently wish. Regardless of this occasional existential dread some members of their species face, many more live happy and fulfilling lives well above the chaos of the lands below.



As a whole, the Popinjay are prone to insular behavior. They keep to the heights of their ancestral mountain home north of the capital city of old Kamouraska, the Bleux Mountain. It is a lone peak whose upper reaches are covered with a layered city connected both by rope bridges and the occasional carved stone. The sound of music is almost constant as it echoes through the peak part in thanks to cleverly designed tricks of construction. The tinkling of windchimes, the whistling of wind through unique instruments such as the wind harp, and the voices of the Popinjay themselves are all beloved in the mountain. While relatively few Popinjay families have left the slowly expanding city above for the dangerous and wild lands below, this love of music often comes with them. Indeed, this love has resulted in one of the unique features across Magoria in the form of the Celestial Chorus. It is a constantly upkept song that has played uninterrupted for as long as any Popinjay can remember through their verbal history that operates in shifts of dozens of singers,

one picking up off of the other. These chants are religious in nature, and every generation of Popinjay expands upon the verses to match the achievements of the Dosroms of their people as a form of public history available to the masses.

For their part, the Dosroms of the Bleux Mountain are usually uninterested in the outside world and focus on guiding the mountain kingdom into slowly expanding downwards as the population grows. Living lives of luxury, they are credited with keeping the vast majority of Popinjay safe as it is by their divine providence that the monsters of the flatlands stay below. The wind that flows through the carefully designed buildings to maximize the potential for music to travel is due to the grace of their gods, as is the food they eat which is brought as tributes from the lowlanders. Those who have left their ancestral home do live a distinctly harder life, but though they are often forced to give into more violent means of survival their crafts and their songs almost

always remain a vital part of their cultural identity. With the Popinjay's proclivity to a verbal history, this identity is often passed down from parent to child regardless of their distance from what most Popinjay consider home no matter how far away it may be...

#### **LIFE STAGES:**

Popinjay have a life expectancy of 150 years.

- Egg: 0-1
- Hatchling: 1-4
- Nestling: 5-11
- Fledgling: 12-19
- Juvenile: 20-25
- Adult: 26-99
- Elder: 100+

#### **ECOLOGY:**

Most Popinjay tend to keep to The Bleux Mountain, intermingling mainly with their own kind. They are known to be polite but are typically not extroverted enough to mingle with folks much different than them. They live in towers carved into the mountainside or cottages in the canopies of the trees.

#### **RACIAL NAMES:**

Long names mean long legacies to the Popinjay, traditionally having at least 7 names. Names are revered like prayers or well wishes. Since all life sprang from song, sound alone is a gentle praise to the heavens and a name is often a request, representations of what the popinjay and their family want for their life such as Alacrity or Grace.

A Popinjay's first name is a self given name chosen whenever the child feels they have an appropriate word to use, although it is prone to changing as they grow older from the occasional sense of embarrassment of their youthful choice. From there, the Popinjay's parents give the next names, regardless of how many parents there may be, in the order of youngest to oldest, followed in kind by their grandparents in the same form. Incidentally, since Popinjay have been known to have large families, full names can become extensive. Unfortunately, orphans are often left a singular name of their own choosing and there is often some stigma attached to it due to the importance of lineage.

Since Popinjay have no known language of their own, they often borrow words from others for their prayers and to tack onto the end of their own names. Some are just so fascinated by the varied languages that they will make up their own additional names because the words sound pleasant, which leads to certain instances of particularly vain Popinjay with outrageously long names of ridiculous proportions. Unfortunately for those who do so, the act is often considered... 'Quaint'...

#### **PHYSIOLOGY:**

The body types and heights of the Popinjay vary, but they are all large, flightless birds of vibrantly colored plumages. They take a great deal of pride in their appearance and are considered very vain. Gaudy and sparkling jewelry drape their bodies with expensive fabrics and bright hues.

#### **COSTUME:**

Requirements: Feathers around the head and neck. Ideally around the cuffs of shirts and pants. Colorful circles around the eyes and feather makeup on upper  $\frac{2}{3}$ rd's of the face. Beaks and talons are optional.

#### **MECHANICS:**

**\*Advantages:**

Beast Claws: May use Natural weapons with either the Blunt or Edged Tag. Your Natural weapons must be represented by Red boffers, not yellow.

-1 cost to Bard Performance Level 1, Level 2, and Level 3

-2 cost to Air Magic.

-8 cost to Thrown Weapons

+1 damage to Thrown Weapons.

**\*Disadvantages:**

+1 cost to Martial Skills.

+2 cost to Rage Skills.

# PROFUGO

Half-breeds, hybrids, unnatural entities, mongrels, abominations... These are just a few of the titles that the Profugo have become quite accustomed to hearing. Though there are several races in Magoria that share features with others, the Profugo are the only people in existence that truly share genetics from two entirely different races.

Profugo are born when a Viribu and a Pruden reproduce, creating an entirely new race. However, two Profugos can also reproduce together to conceive another Profugo, allowing their race to grow in population. A Profugo that is born of a Viribu and a Pruden are called Origin-Born while those with biological Profugo parents are called Profugo-Born. The initial discovery of this phenomenon is unknown, but Profugo as a race are considered very young. Though the Pruden and Viribu once thrived together, they were still forbidden to mix the bloodlines. It was decreed by a once unified High Council that consisted of both races that such an act would bring about the end of their time.



The Profugo lived a very primitive and secluded life after being exiled from the Viribu and Pruden by this council. Their existence came to light for the Viribu and Pruden populus when a brave and young woman named Naia decided to reveal herself to her people and was the first acknowledged Profugo. The revelation of her existence brought the already thinning alliance between Viribu and Pruden to a head. She was rejected and exiled, barely escaping execution.

It is among the Profugan history that Naia fled to the East from the city. There, she found other Profugo who, like herself, had been exiled and left for dead. But they had persevered, begging her for any history or information of who they were since they had all been exiled as young children or infants. Legend has it that this is when Naia decided that the Profugo were their own people and would make their own ways. Thus the city of Naia-kin made its place on the map, and Naia became their Numen, a deity of hope and freedom.

From there, they believe they began to follow the two moons of Magoria and live their lives with the trust that everything comes in phases; that it will all come full circle, much like the phases of these holy celestial bodies. Thus they also have an affinity for the

moonstone with which they were born. A Profugo is born with their birth moon that has an iridescent shine as well as markings that resemble the colors of the moonstone. Their clothes, armor, and jewelry traditionally reflect the moon or their chosen phase thereof.

Their culture stresses seeking balance, but, above all, acceptance. Though they have thrived from their meager beginnings, the Profugo seek a home free of prejudice and war. This drove some into other civilizations of Magoria, hoping to find what they felt to be lost. With their quest for balance, Profugos are often



"Jacks of all trades" but can easily be distracted if they study too much on one thing. Many are also skilled fighters due to their time spent surviving the wilderness and most seek out opportunities to fit in.

Many races naturally fear what they do not understand. With rumors from both the Viribu and Pruden accusing the Profugo of being "Bringers of the End," Profugo are not always welcome in most established communities. The Pruden have even been known to send messengers into towns and cities to spread Anti-Profugo propaganda. These messengers will claim that the race itself is a bad omen and death will always follow Profugo. This has made many people accuse innocent Profugo for many misfortunes such as an uncomfortable shirt or illness to livestock deaths or natural disasters. The Viribu will also slander the Profugo race but have made hunting them a sport. For the Viribu, to create a life without the full integrity of two Viribu is to create an abomination without honor. They believe that nothing good can come from those who have no honor, and therefore have no right to live. This creates hostile environments and encounters for the Profugo whether Pruden and Viribu are present or not. Some Profugos have grown used to this, but others have grown bitter. Taught by their community to seek peace, they will not often avoid conflict. However, they rarely turn away from a chance to best those who disrespect their name, be it Viribu, Pruden or anyone else.

### **LIFE STAGES:**

Profugo have a life expectancy of 300 years.

- Infant: 0-1
- Child: 2-9
- Adolescent: 10-25
- Adult: 26-249
- Elder: 250+

### **ECOLOGY:**

Profugo are found mostly in the north in Naia-kin or Polyonyma, typically preferring to keep to themselves since they are not well received in most places. Anywhere the Viribu or Pruden live are especially avoided by the Profugo. They live in homes above ground made of wood and stone, much like Humans, Gnomes, and Hill Dwarves.

**RACIAL NAMES:** When a Profugo child is born, a banquet is prepared for the next lunar cycle that is the same as when the child entered the world. This gives the parents a month to meet and get to know their baby prior to choosing a name. When the child's birth moon appears again, the ceremony takes place and can be shared with other Profugo infants that were born in the same phase. The child, or children, are presented to the gathering by the parents and the names are announced by each family. Whether it is for one child or many, the entire community joins in helping and celebrating the young ones. Afterwards the celebration will go into the night with songs, feasts and dancing. A Profugo child's name is chosen by the parents with the idea that, just like the moon, a name can have phases. Parents try to pick names that can be rearranged or changed to fit the child as they grow into their own person. Many times, the child will keep the same name throughout their lifetime but it is not uncommon for a Profugo to change their name as they mature and discover their path in life. There is no distinction between masculine or feminine as a Profugo's name is considered to be unique to the individual.

Examples: Naia, Thoma, Hendry, Danilee, Pennick, Ospranter

### **PHYSIOLOGY:**

Profugo are diverse in build and the shades of their skin, they look almost exactly like Humans, but they are

born with moonstones that embellish their forehead, cheeks, and around the eyes.

**Costume:**

\*Requirements: Ornate facial markings (see illustrations below) made of iridescent stones, around the eyes and on the forehead and cheeks. Cloaks, armor, and other garments also resembling moonstones or opals in color and sheen. Decorated with moon phases and symbols.



**MECHANICS:**

**\*Advantages:**

Starts with Aurum.

-2 cost to Academic Skills.

-5 cost to Weapon Skills.

**\*Disadvantages:**

+2 cost to Rage Skills.

+2 cost to Seer Skills.

Shunned by Viribu and Pruden. No alliances, deals, trades, purchases, or any other friendly encounters can be made between a Profugo and a Viribu/Pruden that are still considered in good standing with their own race. Interactions of this nature can result in a Viribu losing their honor and a Pruden being branded as a Heretic, thus being shunned themselves.

# Pruden

Very secluded and elusive, the Pruden are a mysterious race. These people tend to focus heavily on old traditions from ancient cultural texts that are rumored to have been passed down from the beginning of their time. Only the most wise and educated Pruden are allowed access to the texts, so listening to the council of the elders and abiding by their laws are the priorities of the Pruden. Discipline is important to the Pruden as they pass down their tradition as a people just as it was taught to them by their parents and their parent's parents and so on and so forth.



The Pruden study the stars and constellations to get many of their signs and proclamations for their people. They rely on them so much that they have taken small white crystals (similar to the crystals they are born with on the face) that they have found and embedded them into their skin to map out the constellations that resonate most with them. They have an affinity for the crystals that seem to be strewn across Magoria and will often collect them as homage to the heavens. Some choose the sign of their birth year while others may use symbols from times of strength or prosperity. Their clothes are also adorned with stars and silver to pay respect to the celestial guided signs, omens, Pruden pantheons, and tradition of the stars.

Pruden tend to be set in their ways and are not known to embrace more progressive lifestyles, but they do believe in advancing themselves in intellect and education. They are extremely intelligent and have a knack for picking up skills quickly.

Although Prudens can seem to be aloof, the curiosity of learning has driven them from their corner of Polyonyma which they refer to as Profectus. Once they enter into a new city or meet a new race, they can be

almost overbearingly inquisitive. They have been known to attach themselves to people they find interesting in the name of science and are very willing to join in on quests for knowledge if the stars seem to be aligned in their favor.

Though the Pruden are entities that draw passionate enlightenment and logical understanding integrally into their daily lives and activities, they are known to have a division of perspective between the Orthodox and Unorthodox. In the eyes of the Orthodox Pruden, destiny cannot be denied; if the stars dictate that an event will come to pass, then there is nothing that can be done but to accept the facts of the omens and mitigate their losses. However, the Unorthodox Pruden take a more autonomous approach to their fate. If the stars were to dictate that an unfavorable event is due to transpire, these are the Pruden that see an opportunity to rise to the challenge of their fate. Where the Orthodox Pruden find warning and take care with their omens, the Unorthodox Pruden accept these omens as events due to pass that can be overcome through intellect and determination.

Prudens are adept in the art of magic. Because of their never ending search for tutelage, they have produced many powerful mages. Although they draw most of their direction from the constellations, they also will look for signs in nature to guide them and advance their mage skills.

Most Pruden who live outside of the confines of Profectus are very friendly to all races with the exception of the Viribu and the Profugo. The Pruden, who once lived peacefully alongside the Viribu, look down on them as heretics that have denounced the way of the Ancient Texts. The Elders have decreed any prolonged involvement with Viribu will not bring favor from the heavens. However, it is absolutely forbidden for a Pruden to fraternize with a Profugo, for whom the Elders have declared as abominations.

### **LIFE STAGES:**

Pruden don't live as long as Profugo, as their life expectancy is roughly 200 years.

- Infant: 0-1
- Child: 2-9
- Adolescent: 10-25
- Adult: 26-149
- Elder: 150+

### **ECOLOGY:**

Pruden nature has them strive for more academic ventures and keep to more fortified settlements. They tend to stay near Polyonyma exclusively despite living close to the Viribu, with whom they are at odds.

### **RACIAL NAMES:**

A Pruden child's name is chosen prior to birth. The parents will decide on several possible names and present the list to the High Council. The High Council will then consult with the constellations that were present at the approximate conception as well as those that will be present at the birth. The High Council will then choose from the list of names that the parents have provided or, in rare cases, reject the provided list and instruct the parents to pray for more guidance on choosing names. When the High Council agrees on a name, this is what the child will be called. Because of this, no names in the Pruden race are considered to be masculine or feminine, but a prefix is placed in front of the name to distinguish gender. However, this can be changed as the child grows and discovers their true nature. If this change occurs, they will inform the High Council of the prefix change for the record to be changed in the texts.

Examples:

Stella- is placed in front of females:

Stella Nentipal, Stella Sorin, Stella Huntrix

Stello- is placed in front of males:

Stello Finty, Stello Garos, Stello Aslei

Stell- is placed in front of androgynous names:

Stell Quental, Stell Triskar, Stell Jaspik

### **PHYSIOLOGY:**

Pruden are diverse in build and the shades of their skin, they look almost exactly like Humans, but they are born with white crystals / silver stones that embellish their forehead, cheeks, and around the eyes.

### **COSTUME:**

\*Requirements: Gridlike constellations in silver or rhinestones on exposed skin. Silver rhinestone patterns around the eyes, forehead and cheeks (see illustrations below). Knee or floor length robes with crystals or star



patterns on the sleeves, chest or back are highly encouraged.



**MECHANICS:**

**\*Advantages:**

Starts with Aurum.

-6 cost to non-language Academic Skills.

-2 cost to language Academic Skills.

-1 cost to Rogue Skills.

Starts with Share Mana: You may spend 2 Mana to give another player 1 Mana.

**\*Disadvantages:**

+1 cost to Health Points.

+2 cost to Weapon Skills.

# Risen:

Few across Magoria appreciate the presence of the undead as they rampage through countryside and desiccated cities alike. Most have lost friends and family to these monsters that scour the land, and plenty of those monsters are the mindless and walking corpses that shamble or skulk about the landscape.

Unfortunately for the Risen of Magoria, few bother to recognize the differences between their wretched existence and that from which so many have suffered. Bearing many of the traits of the common undead, these creatures are less of a species and more an affliction that common fear-monger and rumor says can infect any of the intelligent races. In reality, no one is sure what causes the corpses of the recently dead to rise. The Risen can rise within minutes, hours, days, or even, in some rare cases weeks from when they fell. Regardless of previous health prior to death, age, gender, or any other common identifier the medically trained or 'trained' could test. The unfortunate aspect of their existence is that, while they bear the faces of loved ones lost, the Risen have lost all memory of their prior lives and it often results in the pain of the Risen themselves physically as well as those who knew them emotionally. Many do not survive a week from their revival due to the hate of the general population or a harsh learning process about who they are now, but it is rumored that they are virtually immortal although not indestructible.

The unfortunate aspect of an average Risen's life expectancy is often in the manner of their death, how their remains were handled, and how poorly the living takes to their existence. Some Risen are far more decayed or damaged than others, and the very rare few are barely damaged at all. No research has been done on this



subject to determine how damaged a corpse must be before it cannot be revived. The more horrifying their appearance, however, the more likely they are to be attacked due to being mistaken for the mindless and hungry undead. Many have trouble in any settlement because of the lack of familiarity with the Risen in particular. Many Risen state they simply awoke in the middle of nowhere, in a patch of caked, dried blood, and wandered before finding people who weren't intent on slaughtering them. The ranks of those who never did find people to teach them about how to live as a part of civilization and went feral are all too unfortunately common. Even more unnerving are those Risen who reportedly woke up buried underground or entombed within stone, and many Risen are rightfully claustrophobic. Part of the Risen's reputation as graverobbers come from young Risen with little knowledge past their own terror of waking up in a dark

and confining place wishing to free their screaming brethren. The older Risen who feel it is their duty to ensure no one has to suffer in such a way for long. Cremation has led to some particularly horrifying and often violent Risen. Many Risen who died in the settlement of their living years arise prior to burial or other rites for the dead, however, and come face to face with those who call themselves relatives or neighbors. Few take their loved ones revival well, and fear of necromantic magic results in their genocide all too often.

For their part, much of who a Risen becomes is actually out of their hands. Some Risen go feral in the wilds as their earliest memories are of beasts and are too far gone to be anything more than clever and terrifying predators. Some escape persecution and become bitter, learning the lessons of violence and force to turn it upon their would-be murderers with abandon. Others imprint on folks of an understanding persuasion who take pity on the confused and terrified newly arisen Risen and learn to act in a manner befitting those who took

them in. It is unfortunate both for the Risen and the people of Magoria that the understanding are extremely rare, for the flames of fear are heightened by every ravening band of murderous Risen said to wander in the night. From those who have been successfully brought up in civilization. It is known that, while they are not mindless undead, they do indeed feel an emptiness and a hunger for something that no amount of food can fill. Most Risen try to eat this feeling away regardless, either through an attempt at comfort, a residual habit of life, or a learned behavior by watching those about them who do still need nutrients to survive. Of course, there are some Risen who speculate in secret about the Hunger, and it begs the question if they do indeed grow stronger by following the example of other undead and feast upon the living. For the sake of the living, one would hope that such a belief doesn't spread wide among the afflicted...

#### **LIFE STAGES:**

One must be considered 'alive' to have life stages.

#### **ECOLOGY:**

Shunned by all settlements, Risen are truly outcasts to polite society. Few Risen exist and even fewer exist productively among the living. Some are clever enough and possess special skills to conceal their lifelessness, but that is a feat not easily reached.

#### **RACIAL NAMES:**

They have forgotten their true name(s). They may adopt a traditional name of their former race, or choose a new name bearing no tradition at all. Sometimes Risen are given names by their peers that can have positive or negative connotations. Being so desperate for a name, some folk don't correct this indecency but are happy to have identity and to share in conversation.

#### **PHYSIOLOGY:**

Other than being considered dead in every logical sense of the way, Risen will possess physiological characteristics of their former self/race.

#### **COSTUME:**

\*Requirements: Must have traits of the corpse's race while additionally resembling a rotting corpse. This can be done with 'grayish' makeup to remove color from the face, add mold, open wounds, etc. May need CC approval.

**MECHANICS:** All Risen must choose a Risen Background.

##### **\*Advantages:**

-1 cost to Health Points.

Undead Traits: No metabolism and does not breathe.

Starts with Engorge: Roleplay eating a corpse for one uninterrupted minute count to replenish health. 1 corpse replenishes 5 HP.

Starts with Cheat Death: Risen Characters do not bleed out. After hitting -1 health they will begin regenerating. After 1 minute they will heal by 2 and be at 1 health..

##### **\*Disadvantages:**

Injured by Light Magic.

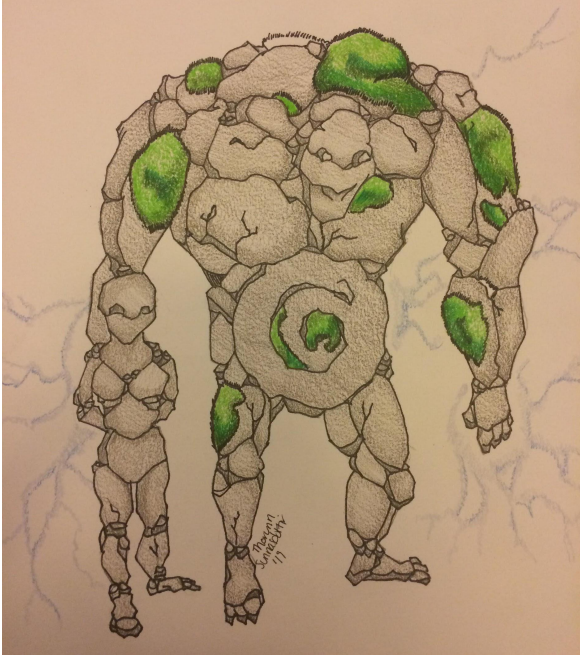
Undead Traits: No metabolism and does not breathe.

If the Risen receives a Killing Blow effect (see [Combat](#)) then the corpse is considered destroyed and is permanently dead, meaning they will not resurrect.



# Slate

The Slate are creatures of stone and electricity that dot Magoria with varying degrees of communication or hostility with other species. Non-reproductive and functionally immortal as far as anyone has been able to deduce as so far, only a handful of Slate have claimed to be over three hundred years in age and no one has been able to disprove this.



The Slate seem to grow in personality, energy, and ability as they experience the world around them indefinitely. Their young do not grow as most other species and they do not have the anatomy for standard reproduction, apparently they become in the form they will bear throughout the ages barring aesthetic modifications. Often the only way to tell the young from the old is by the younger Slates' relative lack of knowledge of the world about them and their own emotions. Such a Slate usually draws the attention of the older members of their species for teaching and support.

Even the oldest of these nigh immortal beings that make themselves known either cannot or do not explain how more Slate are formed. Instead they point to their cousins that earned their species' name, the 'Blank Slates', erratic creatures that function in what is often described as a hive mind. Each colony of these Blank Slates seems to be centered on large compounds swarming with silent ever searching sentries. Its inhabitants are occasionally roused into action, causing swarms of these guardians to forage

into the surrounding area only to drag back salvage, captives, and dead bodies alike.

The few who were captured and escaped from these compounds can only describe horrifying sights. Escapees describe rows upon rows of cages with the starving and dying that are guarded with innumerable Slate either toppled or splayed about that seemed to awaken when the prisoners' flight towards the exit was noticed. They are as hostile to the unbound Slate as they are to anyone else, occasionally also Blank Slate from a different compound. It is theorized that there are secrets to their people buried within these buildings and caves that are overflowing with Blanks all too eager to kill or enslave you. To date, no one has successfully cleared out such a compound, and the Blanks do not explain themselves to outsiders. The most popular guess is that occasionally one of these Blanks simply... Wake up, and wander away, growing their own singular mind themselves...

While the origin of the Slate is unknown, it doesn't seem to trouble most of their race. Many find their way in the harsh, lawless world of Magoria through the merit of their durability and strength, often working as guards, mercenaries, or base bandits to make their way. They are aided by an innate control of Air magic, expressly that of lightning. Others seek to experience as much as their long life-spans have to offer, flitting from one profession to the next or simply living one day at a time and seeing what the world will bring each morning.

Plenty of Slate also find themselves in positions of research and knowledge toward scholarly pursuits. They also are commonly seen as Earth Magi so as to get more in touch with themselves, or Air to further explore their connection with Lightning. Their lifespan can bring a unique viewpoint, or at least a large body of knowledge to draw from, even if they can't always remember what they need when they need it.

Their desires tend to grow more complicated and convoluted as they age in regards to their personal interests, and it isn't uncommon for them to place odd requirements and geasa upon themselves for years at a time simply to observe how others will react to these behaviors. The most common of these requirements is the



consumption of food and drink. While a Slate can survive indefinitely without either, it is often more polite to follow the customs of the soft-skins and more amusing to startle them later when they forget that such intake is unneeded. Oddly enough, they don't have a unifying religion and are prone to atheism, or adopting whatever beliefs suit the individual Slate whether it be a standard religion or something more unique.

#### **LIFE STAGES:**

One is not too sure how long the Slate live, but some claim to be upwards to 300 years old. No one is sure how Slate came, or come to be either, when a Slate comes into being they aren't sure of where they came from, they just 'are'.

#### **ECOLOGY:**

Because the Slate requires so little resources to exist, they are not communal or social in nature. They can be found almost anywhere in Magoria, often existing by themselves or in small families of three or four. They prefer broad and desolate lands, especially in extreme climates, where they are unlikely to encounter much civilization.

#### **RACIAL NAMES:**

A Slate's real name sounds like rocks grinding and knocking together. It is very difficult for the rest of the world to pronounce without losing a tooth. The individual will generally choose a name that is relatively short and easy to pronounce, generally having some sort of resemblance to their true name.

Examples: Mundurum, Seluum, Grumb, Gleeda, Brunoon, Aluma, Delbor.

#### **PHYSIOLOGY:**

Slate are solid stone with a natural affinity to Air Magic. They lack bodily organs and have no need to breathe, eat, or drink. They appear in a variety of sizes and shapes, appearing ageless. One would need to speak with a Slate in order to determine its age. Younger Slates are more vacant and impressionable while the older Slates could be more forgetful and slow.

#### **COSTUME:**

\*Requirements: Gray all over. Must resemble a complete stone figure. Black etched tattoo marking optional.

#### **MECHANICS:**

##### **\*Advantages:**

Starts with Natural Weapons.

May access Natural Armor.

-1 cost to Natural Armor.

-1 cost to Health Points.

-2 cost to Air Skills.

No metabolism.

Do not breathe.

##### **\*Disadvantages:**

+2 cost to Medical Skills.

+2 cost to Seer Skills.

No metabolism.

# Trolls

Believed to be more bestial than the Beastfolk, the trolls of Magoria most often dwell to the west within the Red Plains and contribute to the bloody reputation of this region. Unfortunately for the tribal groups that dwell within, the blood spilt is often their own alongside the horrendous and rampaging beasts that dominate the region. These beasts occasionally pour out into the Concorde of Armont, Summergard, and even to the borders of Emberwood from time to time. Extremely hardy as a species and more numerous than any other race that dares dwell within their homeland, the trolls spend much of their time fortifying their camps and hunting down the massive creatures that might feed their tribe for weeks when properly prepared. Their camps are made primarily of bone and hide, and they long ago learned how to construct crude wagons to transport their tents and the bones that make up their palisade walls. Amusingly enough to some, many of these wagons are pulled by the trolls themselves due to their prodigal strength. Unfortunately, this doesn't help their image as being little better than draft animals. Of course, such jokes are rarely made within hearing of a troll. Such insults are not

taken well from those so much weaker than themselves, and trolls are rarely as stupid as bigots are wont to believe.

The trolls' downtime is often spent making music by way of drums and vigorous, oft uninhibited dancing. The booming of hands on tanned hide and chanting can be heard often miles away, and it is an easy way to find one of their campgrounds. Although this often attracts the predators that they do, so love to eat. Competing with one another via various feats of strength and prowess is also a regular occurrence unrestricted by gender or social status. One's reputation can be won among a tribe when someone performs well, troll or not. When the wanderers gather for one of their infamous Krixxra, one can always expect physical contests on a scale unseen elsewhere across Magoria. Of particular interest, the massive wrestling match that often ensues throughout the entirety of the Moot can involve hundreds, if not thousands, of trolls at a time. It is just for them to get tired, eat, rest, and jump right back into the never-ending brawl.



Trolls are far less common across the rest of Magoria more so out of disinterest than anything else. Outlanders do not have the same beliefs; they often consider trolls simple for their way of life and their cultural disdain for the written word. Such can be expected from a species that regularly travels and cannot risk extra weight slowing them down. While it is often difficult to overcome the lack of formalized education that is common to trollish culture, it is entirely within the realm of possibility for a troll to number among the smartest sages of the world with the proper drive and desire for knowledge. Those who do wander throughout the rest of Magoria are often valued as mercenaries for their immense strength and skill at killing, and plenty of trolls earn double shares by enterprising mercenary companies seeking to attract members of the hairy warriors.

## LIFE STAGES:

Trolls have a life expectancy of roughly 200 years.

- Pup/Cub: 0-9
- Adolescent: 10-25
- Adult: 26-149
- Elder: 150+

### **ECOLOGY:**

Trolls are mostly found to the west, in The Red Plains and specifically The Moot. They keep to their tribes, such as the Sekranarhi, the Cadathi Kregdekhi, and the Irtecano. Tribes are typically aggressive, territorial, and harsh. Very rarely do Trolls venture beyond The Moot, more because they aren't interested in being around folks of different beliefs. Their traditions tend to easily intimidate the common-folk. Their tribal values vary as some are interested in the paranormal realm and even exhibit an interest in Risen folk, while others feel the interest in the dead-of any kind-is an abomination and would bring about bad omens.

### **RACIAL NAMES:**

Baby trolls are named before they are born, having three names; their first name, their family name (generally the second name of the parent with the highest respect), and their tribe name. After they are born, the chieftain will perform the Rakash ceremony, speaking their name and offering a sacrifice to the spirits beyond. A menacing (and unlucky) beast of The Red Plains is slaughtered, commonly a Wispfang, a Putridmirage, or a Moldtau-just to name a few; which they will promptly feast on afterwards. During which, the Rakash the chieftain asks souls that have passed for protection of the newborn in the physical and spiritual realms. Names are generally chosen by the parents, reflecting the values and expectations for the cub, common names may also include descriptions of the weather of the day. The Trollish accent would remind one of the sounds of bones breaking or crunching.

Examples: Ttarmek Makas Sekranarhi, Brexacs Kraggreac Cadathi Kregdekhi, Khekhok Xurandrock Irtecano.

### **PHYSIOLOGY:**

Trolls are sturdy and furry beings. They have long, floppy ears, large and pointy teeth with protruding tusks. They are predominantly purple with orange stripes.

### **COSTUME:**

\*Requirements: Fur / fursuit that is purple with orange stripes all over, may additionally wear a loincloth, or other scraps of garments. Fangs, tusks, and claws are highly encouraged but not required.

### **MECHANICS:**

#### **\*Advantages:**

Beast Claws: May use Natural weapons with either the Blunt or Edged Tag. Your Natural weapons must be represented by Red boffers, not yellow.

Starts with Trollish.

May access Natural Armor.

-2 cost to Rogue Skills.

-2 cost to Rage Skills.

#### **\*Disadvantages:**

+2 cost to Crafting Skills.

+2 cost to Martial Skills.

# Viribu

Little is known historically about this proud and powerful race. They are more interested in keeping records of their own individual family, wealth and attributes rather than events about their society as a whole. Originally, they were from the North but have since taken to the road at becoming a nomad society. There are established settlements of Viribu, however it is the preference of most to travel. Though the knowledge is limited, it is known that the Viribu were once united with the Pruden before the arrival of the Profugo. Since then, the Viribu



have been avoiding unnecessary interactions with either race and found the best way to accomplish this is to constantly be on the move.

Their establishments are far from primitive, as Viribu have an excellent knack for construction and architecture. They have made a couple of small places their home west of Summergard. Their structures and fortifications leave a large impression for those who visit their towns. Most buildings are uniquely designed with war in mind and are ornately decorated with metal fixtures, gold being their choice of décor.

As a people, Viribu are extremely proud. They are steeped in the tradition of their families and are constantly reminded of earning the appreciation of their ancestors. They also have many rituals that have been passed down through generations that they must follow, particularly their Coming of Age ritual. With every test they pass, a young Viribu is granted honor and status among all other Viribu. These rites and feats are proudly displayed by the individual in the tradition of Gul-Ven, or the tattooing of actual smelted gold into the Viribu's skin. In doing this, it

lets others know that this particular Viribu is worthy of honor.

With the pressure of constantly bringing honor to their families, the Viribu tend to be a bit more aggressive and competitive. They have a keen sense for battle strategy and are hardened by their constant traveling and the survival therein. They, as a race, have fought many a wild beast in nature. They are usually by themselves, just to prove their worth. Their talent with a blade or a spear is rarely matched, and the Viribu are deadly when met in numbers. But they are not unfriendly. Viribu enjoy dwelling with other races and being in other towns, due in large part to prove their skills in a grandiose fashion. They are known to take jobs with engineering crews that are attempting to build or rebuild cities and have also been known as great mercenaries. Viribu tend to feel a kinship to dwarves due to them having their own sense of pride, but mostly because of the forging and metal working. With architecture and structure being such a large part of a Viribu's education, it's no surprise to find one in a forge challenging a dwarf to building a better weapon or tool.

However, the Viribu do not take kindly to any Pruden or Profugo if met on the path. It is well known that these races are not to mingle and, many times, the encounters can end in bloodshed. Viribu regard the Pruden as weak and cowardly beings. It is known that once these two societies were symbiotic and achieved amazing feats together, But you will not be able to get any Viribu to talk about the Great Divide with ease. Most Viribu view the time that their ancestors spent living with the Pruden as a negative experience. They feel as if the

Pruden were trying to stop them from using their full potential and using the Viribu for their own agenda. . It is history that is not for others because it is known, to the Viribu, as a time of shame and servitude.

As for the Profugo, the Viribu may jest and threaten, but they are also very nervous to draw weapons on this race. There is something about the Profugo that makes any Viribu nervous, but they will never admit fear. Viribu tend to avoid the abominations when an opportunity may arise but will never back down from a fight.

### **LIFE STAGES:**

Viribu don't live as long as Profugo, as their life expectancy is roughly 200 years.

- Infant: 0-1
- Child: 2-9
- Adolescent: 10-25
- Adult: 26-149
- Elder: 150+

### **ECOLOGY:**

Viribu are fearless and resilient and often pursue physical ventures that showcase their strengths and bravery. You may see a scarce few Viribu here-or-there, but mainly they dwell in Polyonyma, despite being near the Pruden, whom they viewed as pests.

### **RACIAL NAMES:**

A Viribu child is named at First Light on the 7<sup>th</sup> day after the child is born. Until this day, the infant is kept indoors and out of the sunlight. Members of the family and friends will gather with ornate golden reflection plates before sunrise. The most honorable members of the households will hold the plates to catch the first rays from the sun to shine onto the child while being held by their parents. Whichever parent is the more honorable, as proven by their golden tattoos, is the one to have the final say on the child's name. The name will be called out as the reflection of the light illuminates the child during their first encounter with the sun. Afterwards, there is a banquet in honor of the new child and the parents receive new golden tattoos with the child's name or chosen symbol.

Examples:

Masculine, usually use "or" or "ar" sounds for endings:

Theodor, Doffar, Vindarr, Andor, Kort

Feminine, usually use "ee" or "ay" sounds for endings:

Tentry, Tornae, Dotry, Bismay, Kesrii,

Androgynous, uses a mix of masculine and feminine endings but adds an "L" to the end:

Vendiil, Ertorl, Condayl, Myntesniil, Rofarri

### **PHYSIOLOGY:**

Viribu are diverse in build and the shades of their skin, they look almost exactly like Humans, but they are born with gold marking on their forehead, cheeks, and around the eyes.

### **COSTUME:**

\*Requirements: Gold markings on the cheeks of the face (see illustrations below). Additional gold tattoos are earned. Markings generally consist of circles and spirals. Typically their clothing and armor is accented with



gold and additionally adorn themselves with gold jewelry and head/hair pieces.



### MECHANICS:

#### \*Advantages:

Starts with Aurum.

Able to receive Magical Viribu Tattoos in game.

-1 cost to Martial Skills

#### \*Disadvantages:

+2 cost to Magic Skills.

+2 cost to Mana.

+2 cost to Rogue Skills.

Viribu tattoos offer once a day skills and recharge with rising sun (6AM).

Tattoo Example	Ability
Divine Armor	10 Magical Armor Points.
Sol's Presence	Terrify effect.
Sol's Embrace	Heals 10.
Death Before Dishonor	When reduced to bleedout, full revive for one attack. Player must successfully (and immediately) kill another character with one attack or they die.
Unwavering Stance	Resist Pushback/Knock Down.
Strength of Will	Resist Mental Effect.
Rogue's Folly	1 Block Garrote.
Strength of Honor	+1 Damage. Permanent and not stackable.

# RACIAL BACKGROUNDS

## Beastfolk

**Untamed:** You are a beastfolk that kept to their Pride and did not conform to the 'civilized' lifestyles of the rest of your race. You are more intune with your animal qualities.

**\*Advantages**

-1 cost to Dexterity Armor.

-1 cost to Rage.

**\*Disadvantages**

Cannot wear armor.

+2 cost to Academic Skills.

**Civilized:** You are a beastfolk that has adopted societies foreign to your own. While your ability to adapt and learn has been sharpened, your animal instinct has waned.

**\*Advantages:**

Starts with Read and Write.

-2 cost to Level 1 Weapon Maneuvers and Level 1 Maneuver Mastery.

**\*Disadvantages**

+2 cost Rage Skills.

+2 cost to Rogue Skills.

## Dragonborn

**Drahteen Priest:** You have gone on your Journey and you have experienced your Awakening. The Great Mother has chosen you to serve as a Drahteen Priest, thus you have been tested and proven worthy among the existing Drahteen. As a priest you may be entrusted to serve at a Zoola and care for wandering travelers or you may be tasked with other missions. The Drahteen have a deep connection with the four elemental powers and sing and dance with its praises.

**\*Advantages**

-2 cost to Academic Skills.

-1 cost to Bard Performance Level 1 and Level 2

**\*Disadvantages**

+5 cost to Weapon Skills.

+2 cost to Martial Skills.

**Drahteen Guard:** The Great Mother has chosen you to be a warrior in Her guard. In these days and times, the guard is typically found defending the innocent and dismantling systemic injustices. While most have never seen a Dragon, you recognize them as Children of the Mother, and are sworn to protect one at all costs.

**\*Advantages**

-8 cost to Natural Weapons

Beast Claws: May use Natural Weapons with either the blunt or Edged Tag. Your Natural weapons must be represented by Red boffers, not yellow.

-1 cost to Natural Armor.

**\*Disadvantages**

Cannot wear armor.

+2 cost to Rogue Skills.

+2 cost to Bard Skills.



**Journey Quest:** Perhaps you are a Fledgling just embarking on their Journey. Or perhaps you are Dragonborn wandering who has yet to experience their Awakening and has not yet discovered their purpose. The Great Mother will reveal all things in due time.

**\*Advantages**

- 2 cost to Rogue Skills.
- 1 cost to Health Points.
- 2 cost to Scavenge.

**\*Disadvantages**

- +2 cost to Crafting Skills.
- +2 cost to Academic Skills.

## **DWARF**

**Hill:** For as long as ancient history can remember, the dwarves have wandered the seas. This was believed so heavily for so long that for a number of years, no one noticed towns of dwarves being founded further and further inland, even if there were no full waterways available for their ships. Once this trend was discovered however, the misnomer of Hill Dwarves was created by the peoples of the world, and the similarities in human architecture and that of the Hill Dwarves were unmistakable as these dwarves abandoned their roots of sea travel and settled across vale and plains, hills and forests. Wherever their feet took them they settled down, or as some whispered, where a throng came across a small town that was available for conquest and resettlement. Regardless of these dark rumors, after a handful of generations of trade of goods and culture, the Hill Dwarves were nearly indistinguishable from their typical human neighbors to the point that they co-existed in relative peace more often than not. As it is however, not everything gleaned was beneficial, and Hill Dwarf settlements are prone to conflict within their dwarven communities, shared villages, and nearby towns. Many point to their race as the issue rather than admitting fault, and few think twice about considering dwarves to be violent warmongers no matter their origin.

**\*Advantages**

- +5 silver at every event.
- 2 Medical Skills.

**\*Disadvantages**

- +2 cost to Mana.
- +2 cost to Rage Skills.

**Mountain:** In the changes wrought by dwarven expansion to inland locales, an even stranger phenomena emerged. There were those among the dwarves who saw their culture and racial identity being lost and replaced instead by human sensibilities. They may no longer share a kinship with the Sea Dwarves, but they were still dwarves, and that is something in which to have pride. Thus secret conclaves were called, plans discussed, and preparations were made. All the world knew was that there was a sudden spike in dwarven discontent across almost every community that included them, and with a degree of communication, cooperation, and efficiency that was nearly unheard of in the world to date, entire districts were abandoned by their dwarven citizens. Abandoning their homes and meeting at pre-planned rendezvous points, the Mountain Dwarf subrace had formed and its history began as they instead took passages into the depths of the world, mining out kingdoms within Magoria itself. They delved deep into the world, and a new Empire was formed, soon connected via underground tunnels and settlements that formed below the earth regardless of their position nearby a mountain. The underground belonged to the Mountain Dwarves, with their orderly, draconian lifestyle, and Imperial tendencies, their new regime began with the marching of armored boots...

**\*Advantages**

Starts with 2 additional Health Points.  
-5 cost to Shield and One Handed Weapon  
-10 cost to Polearm.

**\*Disadvantages**

+2 cost to Bard Skills.  
+2 cost to Rogue Skills.

**Sea:** Despite being vastly different from their counterparts, it's said that all dwarves once came from the sea. Sailing across the known world and appearing across most any shore one could imagine, and many one couldn't until they'd arrived. Unfortunately for the people of Magoria, the legends of their widespread piracy and banditry are far more than mere myths, and many Sea Dwarves continue the tradition as a scourge to society. It is difficult to tell when a dwarven ship intends to raid the land and when they intend to trade, made all the more difficult because the raiders and pirates must also sell their goods, much to the chagrin of honest Seafolk. While not all of Sea Dwarves resort to these means in the modern age, enough of them continue their traditions that many who want a more normal life often face difficulties and suspicion. Their lives are not made easy by this racial reputation. Yet still many try to surmount the suspicion or join their cousins on land on a more permanent basis. Thus, most Sea Dwarves are more comfortable offland.

**\*Advantages**

-3 cost to Rogue Skills.  
-2 cost to Air Magic.

**\*Disadvantages**

+2 cost to Medical Skills.  
+2 cost to Magic Skills (other than Air).

## Elves

**City:** You come from a line of Elves that has renounced the more natural ways and prefers a more scholarly and 'civilized' life. You probably live in The Holy City and you prefer to remain there. The City provides numbers and walls of protection, albeit-crumbling, but to enter the earthly world would be to abandon all comforts and become unbearably vulnerable.

**\*Advantages**

Starts with Small Weapons.  
-1 Cost to Artificing  
-2 cost to Dark Magic.

**\*Disadvantages**

+2 cost to Rage Skills.  
+2 cost to Medical Skills.

**Wood:** You come from a line of Elves that has a deep connection with the natural world and its magic. Wood Elves can be found in the forests anywhere in Magoria, the most dense forest being Wandermere. You love the forest and all the life it supports, but wary of others. You are a passionate bleeding heart (sometimes a bit too literally) to defend it.

**\*Advantages**

Starts with Woodland Tongue.  
-5 cost to Archery.  
-2 cost to Earth Magic.  
-5 cost to Track.

**\*Disadvantages**

- +2 cost to Seer Skills.
- +2 cost to Crafting Skills.

**Desert:** You are from a line of Elves that hails from the east of Magoria. Your people sail the sand as if it were water. Your people are welcoming and warm. There's a chance that you are either a trader or merchant, circulating goods all over. You could also be a silkworm farmer, a provider of the finest fabrics in the land.

**\*Advantages**

- Starts with Kamouraskan.
- 2 cost to Air.
- 5 cost to Scavenge.
- 5 cost to One Handed Weapon and Dual Wielding.

**\*Disadvantages**

- +2 to Light or Dark Magic.

## Flora

**Elysium Refugee:** You have escaped enslavement within the confines of Elysium's walls, though the memories will forever weigh upon you. It is because of your wrath and your natural ability to fight and knowing when to flee that you got away with your life. Many are not as lucky.

**\*Advantages**

- 1 cost to Rage Skills.
- 5 cost to Slip Bindings/Magical Bindings.

**\*Disadvantages**

- +2 cost to Bard Skills.
- +2 cost to Crafting Skills.

**Igdra's Apprentice:** You worship Igdra and follow her teachings with every fiber of your being. You yearn for her wisdom and teachings so that you too can become powerful like the Goddess.

**\*Advantages**

- 5 cost to the first two Seer Skills purchased.
- 1 Cost to Tree of Life.

**\*Disadvantages**

- +2 cost to Rogue Skills.
- +2 cost to Weapon Skills.

## Gnome

**Gremlin:** The dark mirror to the Gnomish people, Gremlins began as a splinter faction that did not see perfection as the end goal in everything that they work to accomplish, but instead saw what they built as tools to power and advancement in and of themselves. While a human lord can build an army to subjugate the land, a proper tool can sow chaos and death among those very ranks with a small group of properly motivated individual inventors. They saw the chaos and hopelessness of gnomish society and believed they could invent a better society. Holding to the virtues of power for power's sake, the early Gremlins believed the strong should lead the weak for not every Gremlin upon this world is suited towards leadership. Experience and loyalty to one's superiors inevitably brings one up the chain of command. It was this clear line of succession in power that began to draw many recruits from among

the Gnomish people, for hard work and achievements built over time can all but guarantee a position of influence rather than relying on the luck of a spark of genius. In modern times, the Gremlins are well known across the land, even if they are physically the same as their cousins, they hold communities apart from and of their own. Yet there are always whispers among the Gnomes that their mayor's accident in his lab was not his own, and that maybe, just maybe, that charismatic young gnome isn't as loyal to their people as they may have believed...

**\*Advantages**

-2 cost to Rogue Skills.

Can Purchase the Tinkering Bomb Racial skill.

**\*Disadvantages**

+2 cost to Bard Skills.

+2 cost to Seer Skills.

**Inventor:** You are an imaginative Gnome and are always innovating. You are a skilled genius and sometimes just a bit lucky.

**\*Advantages**

Can use Experimental Tinkering on all crafts.

-1 cost to Smithing.

**\*Disadvantages**

+1 cost to Magic.

+2 cost to Medical Skills.

**Noble:** Perfection is your focus and obsession, anything less than the best is immediately tossed without a second thought. You judge those who aren't as attentive to detail as you are, this clearly separates you as a master in your craft.

**\*Advantages**

1 Re-roll when Experimental Tinkering

+5 silver at every event.

**\*Disadvantages**

+1 cost to Rage Skills.

+1 cost to Weapon Skills.

## Human

**Cavalier:** You are a person who is a naturally adept fighter and Light Mage.

**\*Advantages**

-2 cost to Light Magic.

-5 cost to Weapon Skills.

**\*Disadvantages**

+2 cost to Elemental Magic.

+2 cost to Rage Skills.

**Necromancer:** You are a person who is naturally adept at crafting spells and Darkness Magic.

**\*Advantages**

-2 cost to Dark Magic.

-1 Cost to Rune Crafting

**\*Disadvantages**

- +2 cost to Bard Skills.
- +2 cost to Martial Skills.

## Mistling

**Dream Weaver:** You are a Mistling who has a natural gift for Dreaming and you are being trained to help return the Slumbering One to his watery coma. You are also tasked with the unsavory undertaking of euthanizing those who have gone insane from The Slumbering Ones' magic. Since The Slumbering One no longer sleeps under the spells of Mistlings, the Dream Weavers are anxious to find him and put him to rest once more. There is an encampment of Mistlings in The Cursed City within Lorelei Harbor. There Dream Weavers collect information, as it is a busy town with Sea Dwarves who boast frequently of surviving 'The Sunken One's rampage. While it is bothersome to listen to the ramblings of a Sea Dwarf, they at times have knowledge of his whereabouts. As a new recruit you're here to take orders and to sharpen your skills in preparation for the time to cast the water beast into the long dark of sleep once again.

### \*Advantages

- 5 cost to Dreaming Skills.
- 2 cost to Resist The Call.

### \*Disadvantages

- +2 cost to Rage Skills.
- Nightmares.

**Dreamless Monk:** You are a Mistling who has been cut off from magic altogether, and therefore you never dream. You have stripped yourself of that ability so that The Slumbering One may not infiltrate your mind as you sleep. It is unknown if there are more delicate ways to achieve this but it has been confirmed that this does work. Perhaps you were never blessed with magic and wanted to help the cause in any way you could, or perhaps you once possessed magic but during training there was a vulnerability found in your mind, making you a liability. Regardless, as a protective measure, your magical abilities were removed from you, by a very painful and powerful procedure. Monks may describe their last dream as having their skull cracked open and parts of their mind removed. Some would say a Monk's personality is always slightly altered by the experience. There is an encampment of Mistlings in The Cursed City, in Lorelei Harbor, where Dreamless Monks collect information and work in cooperation with the Dream Weavers, often acting as protectors. As a new recruit you're here to take orders and to sharpen your skills in preparation for the time to lul the water beast to sleep once again.

### \*Advantages

- +1 Damage to Natural Weapons.

### \*Disadvantages

- Cannot wear Armor.
- Cannot learn Seer Skills.
- Immune to The Call.

## Popinjay

**Celestial Novitiate:** You are a Popinjay with aspirations of being a part of the Celestial Chorus. Perhaps you have been sent on a diplomatic mission or perhaps you are expected to mature before deemed ready. There is also the chance that you may not ever meet the requirements to be a piece of the Celestial Chorus. Regardless, you are charming and well educated.

**\*Advantages**

- 2 cost to Light Magic.
- 3 cost to Academic Skills.

**\*Disadvantages**

- +2 cost to Medical Skills.
- +2 cost to Weapon Skills.

**Cursed:** Embarrassed and disgraced among the Popinjay because the gift of song was not granted to you. In fact some Popinjay would prefer you stayed silent during times of prayers should your curse infect the population.

**\*Advantages**

- 3 cost to Rogue Skills.
- 2 cost to Darkness Skills.

**\*Disadvantages**

- +2 cost to Bard Skills.
- +2 cost to Academic Skills (except for Darkness).
- Shunned by other Popinjay.

## **PROFUÑO**

**Warrior Mage:** You are a Profugo where Magic comes naturally to you, as does your ability to fight. Focusing your Magic and training your fighting technique you become a formidable foe to anyone who challenges you.

**\*Advantages**

- 1 cost to Martial Skills.
- 1 cost to Primary School of Magic.

**\*Disadvantages**

- +2 cost to Rogue Skills.
- +2 cost to Crafting Skills.

**Healers:** You are a Profugo with a knack for healing as opposed to fighting. Medical training and mixing healing tonics comes especially naturally to you.

**\*Advantages**

- 2 cost to Medical Skills.
- 2 cost to Alchemy.

**\*Disadvantages**

- +5 cost to Weapon Skills.
- +2 cost to Martial Skills.

## **PRUDEN**

**Orthodox:** You are a Pruden who practices the traditions of old and holds to typical Pruden views, especially religious and political ones. You conform to what is generally or traditionally accepted as right or true; established and approved.

**\*Advantages**

- 2 cost to Seer Skills.
- 2 cost to Light or Darkness Magic.

**\*Disadvantages**

+2 cost to Crafting Skills.

+2 cost to Martial Skills.

**Unorthodox:** You are a Pruden who has branched away from the usual traditions and customs of your culture. You have not conformed to the rules, philosophy, and doctrines and have chosen a path more true for you.

**\*Advantages**

-1 cost to Bard Performance Level 1 and Level 2

-1 cost to Dexterity Armor.

**\*Disadvantages**

+2 cost to Crafting Skills.

+2 cost to Rage Skills.

## **Risen**

**Risen Beastfolk:** You may not know who you were in your former life but it is apparent that you once were a Beastfolk. You feel a yearning to connect with the natural world around you but it does not reciprocate. All living creatures seem to fear you and look upon you with disdain, although the dead seem to speak to you.

**\*Advantages**

Starts with Natural Weapons

Corrupted Beast Claws: May use Natural weapons with an Edged tag for one combat. Doing so deals half maximum health to the user. Your Natural weapons must be represented by Red boffers, not yellow.

May Commune with Undead.

**\*Disadvantages**

Shunned by Nature.

+2 cost to Earth Magic.

**Risen Dragonborn:** You may not know who you were in your former life but it is apparent that you once were a Dragonborn. Although you appear as such, you do not possess any elemental magic abilities, although you have a more natural affinity for Light or Darkness Magic.

**\*Advantages**

Cheat Death revives at 3 HP.

Can resist 1 Light/Darkness attack a day.

-2 cost to Light or Darkness Magic.

**\*Disadvantages**

May not access Elemental Magic.

**Risen Dwarf:** You may not know who you were in your former life but it is apparent that you once were a Dwarf. If you were once a crafter those memories have long escaped you but you still retained your vitality.

**\*Advantages:**

-1 cost to HP.

Engorge replenishes 10 HP.

**\*Disadvantages:**

+1 cost to Crafting Skills.



**Risen Elf:** You may not know who you were in your former life but it is apparent that you once were an Elf. You are impatient and feel a natural inclination to go into a blind rage in times of distress. Your impatience and lack of focus makes it more difficult for you to study more scholarly pursuits. Despite this fact about you, at times you are lucky to pick a lock with your bony finger and be successful.

**\*Advantages:**

Bony Fingers: May pick poor quality locks, as per the pick lock ability, with their fingers, requiring no lockpicking item on their person. May purchase Advanced Lock picking to improve this ability to affect average, then high quality locks.

-1 cost to Rage Skills.

**\*Disadvantages:**

+2 cost to Academic Skills.

Cannot purchase Pick Locks.

**Risen Flora:** You may not know who you were in your former life but it is apparent that you once were a Flora. You are now a withered version of yourself. However you possess the ability to grow fruit that oozes lethally juicy darkness.

**\*Advantages:**

Starts with Woodland Tongue.

May wear Physical Armor.

May purchase Corrupted Fruit.

**\*Disadvantages:**

Cannot purchase Natural Armor. (Unlike Flora.)

Cannot be healed by Medical Skills.

**Risen Gnome:** You may not know who you were in your former life but it is apparent that you once were a Gnome. Existing as an abomination has forced you to live a life in the shadows but has allowed you to virtually become one. You may not have retained any refined knowledge of Artificing, you have kept your curiosity and willingness to Experiment.

**\*Advantages:**

-4 cost to Rogue Skills.

May use Experimental Tinkering: this ability will have random effects or no effects if chosen to be used when Artificing. Effects can be both positive or negative.

**\*Disadvantages:**

+1 cost to Mana.

May use Experimental Tinkering: this ability will have random effects or no effects if chosen to be used when Artificing. Effects can be both positive or negative.

**Risen Human:** You may not know who you were in your former life but it is apparent that you once were a Human. There are many Risen Humans, who's backgrounds vary. For this reason choose a General Background.

**Risen Mistling:** You may not know who you were in your former life but it is apparent that you once were a Mistling. Highly in tune with the Dreaming realm, uncomfortably so, and extremely vulnerable to The Slumbering One's influence.

**\*Advantages:**

-10 Cost to Scavenge

-5 Cost to Dreaming

-5 Cost to Lucid Dreaming

-5 Cost to Dreamscape

**\*Disadvantages:**

+2 cost to Crafting Skills.

Cannot resist The Call of The Slumbering One.

Those with Dreaming Skills experience Nightmares.

**Risen Popinjay:** You may not know who you were in your former life but it is apparent that you once were a Popinjay. You lack all the charm and talent that is commonly associated with Popinjays. If you were a living Popinjay you would be considered Cursed in that regard alone. Additionally shunned by the living you've made it a point to not draw attention to yourself perfecting the art of stealth.

**\*Advantages:**

Starts with Heightened Senses

-5 Cost to Rogue Skills.

**\*Disadvantages:**

Unable to learn any Bard Skills.

**Risen Profugo:** You may not know who you were in your former life but it is apparent that you once were a Profugo. Unlike your living counterparts, you have difficulty with executing Light Magic-however maintaining an ease for practicing Darkness Magic.

**\*Advantages:**

Starts with Aurum.

-2 cost to Academic Skills.

-2 cost to Darkness Magic.

**\*Disadvantages:**

+2 cost to Light Magic.

+5 cost to Weapon Skills.

**Risen Pruden:** You may not know who you were in your former life but it is apparent that you once were a Pruden. You have no memory of your studies, however you find that you are a fast learner with a weapon in your hand. If you happen to use Mana you cannot share it, but instead may share your Health with another.

**\*Advantages:**

Starts with Aurum.

-5 Cost to Weapon Skills

When not already under a Despair effect, may "Heal 3 Health" to a target other than themselves. The target and the caster suffer a Despair effect.

**\*Disadvantages:** +5 Cost to Academic Skills

**Risen Troll:** You may not know who you were in your former life but it is apparent that you once were a Troll. You have noticed that you are generally less aggressive than your living relatives. Instead, you have a strong attraction to the performing arts such as music, poetry, or story telling. Perhaps you yearn for an adoring audience or to make merry in the company of others, but all the charm and talent doesn't hide that you are dead. The living are terrified by you but Spirits are beckoned to you, like a moth to a flame, and you cannot control it.

**\*Advantages:**

Starts with Trollish.

-1 cost to Bard Performance Level 1 and Level 2.

Bound to Spirits and may experience Spirit's Will and receive a random buff and/or debuff.

**\*Disadvantages**

Bound to Spirits.

+2 Cost to Rage Skills

Bound to Spirits and may experience Spirit's Will and receive a random buff and/or debuff.

**Risen Viribu:** You may not know who you were in your former life but it is apparent that you once were a Viribu. You are crippled by aggression and lack the ability to focus, at least consistently. Perhaps you are aware of your anger and understand its root, you could be frustrated by the knowledge of memories not remembered and skills long forgotten. You also understand as a Risen Viribu that your flesh has changed and thus have lost the ability to receive tattoos. This makes you particularly envious of your living relatives.

**\*Advantages:**

Starts with Aurum.

-2 Cost to Rage Skills.

**\*Disadvantages:**

+2 cost to Elemental Magic.

+2 cost to Rogue Skills.

## Slate

**Brute:** You are a fortress with a nearly indestructible exterior. Anyone who attacks you will only succeed in exhausting themselves before they die.

**\*Advantages**

When not wearing armor, gain 3 points of armor, this will stack with other armor sources

-5 cost to Shield.

**\*Disadvantages**

+2 cost to Crafting Skills.

+2 cost to Light or Darkness Magic.

+2 cost to Dexterity Armor.

**Lightning:** You are a Slate with a natural affinity for Air Magic. You are not sure why you have this ability and assume it is due to your youth and vitality.

**\*Advantages**

-2 cost to Air Magic.

-6 cost to Air Attunement.

**\*Disadvantages**

+2 cost to Elemental Magic other than Air.

+2 cost to Rogue Skills.

## Trolls

**Soul Speaker:** You are a Troll who is not only in tune with the realm of dreams, but of the dead as well. All of your life you have been bound to spirits and they can be a burden or a blessing, at varying times, mostly depending on the soul who is bound to you.

**\*Advantages**

-2 cost to Spirit Sense.

-5 cost to Spirit Vision, Commune with the Dead, and Seance.

-2 cost to Academic Skills.

Bound to Spirits and may experience Spirit's Will and receive a random buff and/or debuff.

**\*Disadvantages**

+5 cost to Dark Magic.

Bound to Spirits.

**Warrior Bard:** You have a way with words and songs, your charism can shine even on the dreariest of days affecting all who soak up your aura. Your infectious attitude passes to your allies leaving them inspired to fight together as one.

**\*Advantages**

-5 cost to Weapon Skills.

-1 cost to Bard performance Level 1

**\*Disadvantages**

+2 cost to Medical Skills.

+2 cost to Magic Skills.

## **Viribu**

**Berserker:** You are a juggernaut - an unstoppable force when you are enraged. Focusing to harness your anger grants you unspeakable power striking fear into the hearts of common folk.

**\*Advantages**

-1 cost to Rage Skills.

-10 cost to your first Weapon Skill.

**\*Disadvantages**

+2 cost to Bard Skills.

+4 cost to Read and Write.

**Unarmed Combatant:** You are Viribu that feels that you don't need to carry a weapon, because you *are* a weapon. You have a natural ability to settle matters with your fists and training makes you even more of a threat to your adversaries.

**\*Advantages**

-10 cost to Natural Weapons.

-1 cost to Dexterity Armor.

**\*Disadvantages**

Cannot wear armor.

# BACKGROUNDS:

## Artificer

Taking something apart is probably your earliest memory. Making things is your passion.

### \*Advantages

-1 cost to Artificing.

-5 cost Arm/Disarm Traps.

### \*Disadvantages

+5 cost to Weapon Skills.

**Battle Caster:** Bucking the convention that spell casters are relegated to the back lines the Battle Caster is a versatile combatant often brandishing a weapon in one hand and throwing spells from another.

### \*Advantages

-2 cost to Armored Mage.

Starts with Wand Skill.

### \*Disadvantages

+2 cost to Weapon Maneuvers.

**Cinderguard:** Emberwood's heavily armed and armored military. They are the former bodyguards to the royal family, primarily made up of fire mages and master sword folk who practice a fighting style they call "Fire Dancing". Arguably one of the most pugnacious armies in Magoria. First established after the royal family had been wiped out, the Cinderguard spread out to try and protect the others of the Phoenix bloodline as best they could; however, that would prove to be a far too difficult task. Eventually it evolved into protecting Emberwood as a whole and keeping fire mages out of the Iron Kingdoms hands. As the Iron Kingdoms killed each Phoenix blood and any who were Fire Touched, it birthed the threat of the Cindergheists, who plague Emberwood and have nearly burned the kingdom to the ground. The Cinderguard has been victorious but the threat of Cindergheists has never completely subsided. They continue to ward off threats from The Iron Kingdoms, Djinkeg, and The Red Plains. If you aren't in Emberwood then you must be completing a special mission in the name of your city. (May require CC approval/discussion.)

### \*Advantages

-5 cost to weapon skills other than Two Handed Weapons.

-10 cost to Two Handed Weapons.

-8 cost to Fire Attunement.

### \*Disadvantages

+2 cost to Medical Skills.

+2 cost to Seer Skills.

**Defender:** When others fall back, Defenders hold the line. A Defender is usually heavily fortified with armor and shield, and is well versed in tactics and maneuvers that make them better frontline combatants and protectorates of their comrades in arms.

### \*Advantages

-5 cost to One Handed Weapons.

-5 cost to Shield.

-1 cost to Health Points.

### \*Disadvantages

+5 cost to Two Handed Weapons and Staff.

Must choose Earth Style for First Maneuver Mastery Style.

**Elemental Touched:** Some folks have a natural affinity for the elements, and for others it is not a natural gift... but something from your history has blessed/cursed you with this ability. If you have an attunement towards an element, you are considered "Touched" by that element. Example: Air Touched, Earth Touched, Fire Touched, and Water Touched. You may only have an affinity for one element of your choosing.

**\*Advantages**

-8 cost to Elemental Attunement of their Chosen Element.

-2 cost to Spell Levels of their Chosen Element.

**\*Disadvantages**

May not learn elemental magic outside of their affinity.

May not benefit from any of the buff spells from their opposing school, such as Air vs. Earth and Fire vs. Water.

**Healer:** Field medics and physicians that excel or dedicate themselves to the preservation of others often take on the mantle of The Healer. Throughout their studies and training in life, they have put a strong focus on the working of the body and how the body can be damaged and how it can be repaired.

**\*Advantages**

Starts with Medical Assessment

-2 Cost to Medical Skills

May purchase Advanced Stabilize without a trainer.

**\*Disadvantages**

+2 cost to Weapon Skills.

**Hondoloa:** You are an inductee in Kamouraska's special forces of skilled martial artists and agents of stealth. Not everyone is accepted into this troupe, one must endure months of training and mental torture and thus tested on their abilities; you are one of those souls to have survived and passed. You have been instructed to go to the northern city to train, collect information, and help with the general unrest going on. Since it is a bustling city of ne'er do wells, it is also a city of opportunity for the Hondoloa to apply the skills they've learned in training.

**\*Advantage**

-10 cost to Natural Weapons.

-8 Cost to Garrote

Membership to the Hondoloa.

**\*Disadvantages**

Must Purchase Read/Write

Must write daily reports and deliver them to your superiors.

+2 cost to Rage Skills.

+2 cost to Crafting Skills.

Starts as an Inductee in the Hondoloa, may receive instructions that are heavily incentivized not to refuse.

**Merchant:** You are a person involved in wholesale trade, supplying merchandise or a particular trade for commercial gain.

**\*Advantages**

Starts each event with a random assortment of goods to sell in game.

Starts with Read and Write.

**\*Disadvantages**

+2 cost to Weapon Skills.

+2 cost to Rage Skills.

## **Offensive**

Offensive fighters bring an aggressive and unpredictable style to the battlefield favoring bold attacks to careful calculated strikes. Offensive fighters are valued for their keen ability to disrupt and punish the enemy.

### **\*Advantages**

-5 cost to One Handed Weapon.

-10 cost to Two Handed Weapon.

-2 cost to Weapon Focus.

### **\*Disadvantage**

+2 cost to Weapon Maneuvers.

**Scavenger:** Finding things that grow is not easy in dying lands, and finding ways to make growing things into beneficial brews is even more difficult but if anyone excels at it, it is the Herbalist. Many Herbalists have started their lives in the study of magic but are distracted by the allure of crafting alchemical concoctions that even the unlearned can use to bolster themselves in some way.

### **\*Advantages**

May call "Resist" to one poison effect per day

-10 cost to Scavenge.

### **\*Disadvantages**

+2 cost to Magic Schools.

## **Scholar**

A Scholar has spent some portion of their life in pursuit of higher learning. They may have been tutored by a relative or instructed by other scholars.

### **\*Advantages**

-2 cost to Languages.

Starts with one additional Language

Starts with Read and Write.

Starts with Membership to The Grand Athenaeum.

### **\*Disadvantages**

-1 to starting HP.

## **Seer**

Dreams and skills of prophecy come natural to you. You are intune with the world around you, more so than others.

### **\*Advantages**

-5 to Clairvoyant and Premonition.

-5 cost to Dreaming Skills.

Plot: Sometimes gets different information from a dream or foresight.

### **\*Disadvantages**

+5 to Weapon Skills.

## **Smith**

Players with a smith background have past experience working in metals into useful implements and have the potential to become extraordinary craftsmen later in life.



**\*Advantages**

-1 cost to Smithing.

Tier 1 Components reduce cost by 3, not 2.

**\*Disadvantages**

+2 cost to Rogue Skills.

+1 cost to Mana.

**Spy**

Spies are characters from certain areas or factions that have been placed inside The Holy City in order to gain information. Spies are CC restricted and require approval before you may choose the background. The details of who you are spying for, and who you are spying on will be discussed with the CC before the game.

**\*Advantages**

Starts with Read and Write.

-2 cost to Rogue Skills.

Starts game with the Spy Packet.

**\*Disadvantages**

+5 cost to Two Handed Weapons and Staff.

Must report to Spymaster in game.

Characters who are discovered may spark PC vs PC.

**Street Rat**

It is not uncommon for this type of individual to have undergone a hardship in their past that taught them to be weary and self reliant.

**\*Advantages**

-5 cost to Scavenge.

Starts with Small Weapons skill.

+1 Damage with Small Weapons

**\*Disadvantages**

+1 cost to Additional Health.

**Swashbuckler**

Scoundrels, scalawags, and rascallions are common descriptors of the Swashbuckler. Swashbucklers are renowned for their fancy footwork and their mastery of the blade (especially in combination with either a shield or a second blade), but every good Swashbuckler knows that attitude is what truly sets them apart from the common swordsman.

**\*Advantages**

-5 cost to Small Weapons and One Handed Weapons.

-10 cost to Dual Wielding.

**\*Disadvantages**

+5 Two Handed Weapon and Staff.

**Thief**

Usually the product of a shady past, the Thief got an early education in not-so-legal arts.

**\*Advantages**

-5 cost to Pick Locks.

-5 cost to Heightened Senses.

When buying Pick Locks, start with 4 numbers.

**\*Disadvantages**

+2 cost to Magic Schools.

**Thug**

What they lack in book smarts they make up for in street smarts. Gruff, stout, and unnaturally good at making the other guy think twice before starting anything, the Thug excels at soldiering, body guarding, tax collection, and basic heavy handedness

**\*Advantages**

After 5 minutes of roleplay fashioning a shiv, you may use any small weapon without a tag.

Starts with Small Weapons

-5 Cost to One Handed Weapons

+1 starting Health Points.

**\*Disadvantages**

+5 cost to Academic Skills.

**Trained Fighter**

Regardless of whether you are battle hardened by the warring army of your faction, instructed by the finest Bowman in the region, or just accustomed to sparring, you know your way around a weapon or two and others underestimate you at their own peril.

**\*Advantages**

-5 cost to One Handed Weapons.

-5 cost to Two Handed Weapons.

-5 cost to Shield.

-5 cost to Dual Wielding.

-10 cost to Weapon Mastery.

**\*Disadvantages**

+1 cost to Crafting Skills.

**Wanted**

You're wanted, dead or alive. Players of the Wanted background are no stranger to being pursued and the fact that they are still breathing speaks to their resourcefulness and elusive nature. However, no one can stay hidden forever and said players might find themselves hunted during the game.

**\*Advantages**

Starts with Slip Bindings.

-5 cost to Clairvoyant and Premonition.

**\*Disadvantages**

Plot: a group/person is hunting you. Backstory explanation required and subject to CC approval.

# GENERAL TERMINOLOGY

**CC = Campaign Committee:** the group of individuals who have helped write The Rulebooks and mods necessary for this game to exist.

**PC = Playing Character:** A character whose actions are directly controlled by the player of the game rather than the rules of the game.

**NPC = Non-Playing Character:** A character in a game which is not controlled by the player, completely.

**IG = In Game:** Actions taken by a character within the game world, such as when a character casts a spell.

**OOG = Out of Game:** Actions taken by the player that does not impact the game, such as when a player asks questions about the rules.

**FOIG = Find Out In Game:** A polite term used by Non-Player Character staff as a response to something that could pertain to spoilers for in game events or factions

**Monster Town:** An OOG area for CCs and NPCs. Off limits to PCs.

**Lay On:** Spoken by a CC member to signal the official start to the game.

**Lay Off:** Spoken by a CC member to signal the official end to the game.

**Pause:** A safeword spoken by anyone who has become aware of a REAL emergency. When said, everyone should stop what they are doing and remain quiet until the emergency has been addressed.

**Medic:** A word spoken when out of game medical response is needed. Everyone should stop what they are doing, stand still, and remain quiet until a Medical Professional arrives, give the Medic space, and be prepared to follow directions if needed.

**Mod = Module:** When a character or group of characters is taken outside the normal boundaries to participate in game activity.

**Marshall:** A person conducting a mod. Provides information, often as narration, to PCs.

**Physrep = Physical Representation:** an OOG item that represents something IG. (Example: a boffer is a physrep of a sword.)

**Boffer:** A foam weapon, also known as a boffer, padded weapon, or latex weapon, is a padded mock weapon used for simulated handheld combat

**Spell Packet:** An OOG representation of battle magic spells. A simple packet of cloth filled with bird seed, ensures player safety while making contact. Sometimes referred to as a "spacket."

**XP = Experience Point:** a unit of measurement used to quantify a player character's progression through the game.

**HP = Health Points:** a unit of measurement used to quantify a player's constitution through the game.

**MP = Mana Points:** Mana (magic) is an attribute assigned to characters that indicates their power to use Magical Skill/Spells. Magic is measured in mana points.

**AP = Armor Points:** a unit of measurement to quantify a player's points of armor.

**CP = Crafting Points:** a unit of measurement to quantify a player's points for crafting.

**WM = Weapon Maneuver:** A maneuver that is made using weapons.

**Perm = Permanent Death:** A permanent death for a character means they will not regenerate.

# skills

Magoria is a skill based game. Skills are purchased with Experience Points (XP) which are automatically accumulated as a character attends events. Skills allow a character to perform specific actions or tasks within the game world. Some skills are able to be used at will, while others may require certain conditions met before they are able to be used again. Most skills may only be purchased a single time, those skills that are purchasable multiple times will specifically say so in their description.

Some skills mention that they grant their use an amount of times per day, these skills reset their uses at 6:00PM/18:00.

**Example:** Yulin has purchased three Level 1 Weapon Maneuvers. She has used two of these maneuvers by 3:00PM/15:00, at 5:00PM/17:00 she uses her last Weapon Maneuver and now has none left. At 6:00PM/18:00 she regains the use of all three Level 1 Maneuvers.

Magoria is a fantasy themed roleplaying game. This means it is a game with rules and guidelines that allows players to simulate performing actions they may not be able to do so in real life, one of the most obvious skills the game allows a player to simulate is magic.

Skills are representations of time spent practicing and mastering a particular skill, craft, or discipline. Because Magoria is a skill based game it is important to note that a player's personal skill may not equate to what their character is actually capable of doing. For instance whether the player is capable of wielding an axe proficiently or not outside of the game, their character must have the One Handed skill before they are able to use one in the game.

## **Learning Skills**

A character in Magoria will begin with 80 XP, properly pre-registered characters will begin with 88 XP; this includes pre-registering for your first event and submitting a background for your character before your first event. A character can start the game with any of the skills on the "Learnable Skills" chart. In between games, players may spend their XP on any of the skills on the "Learnable Skills" chart that are not highlighted in yellow.

All other skills must be learned in game. Most skills are able to be taught by a player or NPC, assuming they meet all prerequisites and have the appropriate amount of experience points to learn the skill. There is a minimum teaching time of 5 minutes of RP to teach the skill, but players are encouraged to spend as much time as they feel necessary to get the basics of the skill across. Skills not able to be taught this way are notated in their description.

All skills that cover a range, such a Dexterity armor 1-10, can be self taught after learning the first rank.

Characters gain XP at a rate of 8 XP per event. Characters can earn an additional 2 XP for pre-registration. Characters also earn an additional 2 XP for completing an event commentary within 2 weeks of an event ending for a maximum of 12 XP per game.

## **Learning Spells and Weapon Maneuvers**

Every time when you learn a new level of magic you gain two free Spells of the appropriate level and school (Learning level 2 Air Magic will gain you two free level 2 Air Spells, but not any level 1 Air Spells or level 2 Earth Spells.) Additional Spells may only be learned in-game from an In-Game Teacher (a CC Member) and

have an in-game and in-character cost to learn them. Of the two spells learned, one of them will always be the 'Base' spell of that school. The base spell is the scaling spell that is found as the top row in the spells table.

Every time you learn Weapon Maneuvers of a certain level for the first time you gain two free individual Weapon Maneuvers to be used in the new slots. For example; gaining the first slot of Level 1 Weapon Maneuvers will gain you two free level 1 Weapon Maneuvers that can be used, but not Level 2 Weapon Maneuvers. Gaining additional slots of the same Weapon Maneuver level will not give additional Weapon Maneuvers, just the initial purchase, as such only two free Weapon Maneuvers are learned of each level. When learning level 2 or higher weapon maneuvers, one of the two maneuvers must be from your Mastery Style. Additional Weapon Maneuvers may only be learned in game from an In-Game Teacher (a CC member) and have an in-game and in-character cost to them.

### **Committing to Learn**

A character may commit to learning a single skill without having sufficient XP for that skill. The character will not be able to use this skill until they gain sufficient XP and spend that XP on that skill. This skill will be noted on the Player's character sheet but will remain unusable until the XP is spent on said skill. A character may not learn another skill until this skill has been purchased with XP. To Commit to Learn a skill the character must have all prerequisites for the skill. Committing to Learn a skill still requires the skill to be found in game, such as having a teacher to instruct them on the skill. This will primarily be of use when seeking out Lost Skills, as most skills are available to all characters regardless of origin.

# Learnable Skills

Yellow skills are skills you can purchase at character creation, but require a trainer in game to learn. All non yellow skills can be self taught between games.

All skills that cover a range, such a Dexterity armor 1-10, can be self taught after learning the first rank.

Most skills are able to be taught by a player to another player, assuming they meet all prerequisites and have the appropriate amount of experience points to learn the skill. There is a minimum teaching time of 5 minutes of RP to teach the skill, but players are encouraged to spend as much time as they feel necessary to get the basics of the skill across. Skills not able to be taught this way are notated in their description.

General Skills		
All Additional Health	Dexterity Armor 1-10	Scavenge
Weapon Skills		
Small Weapons	One Handed Weapon	Two Handed Weapons
Natural Weapons	Staff	Archery
Weapons Mastery	Thrown Weapons	Dual wield
Shield		
Martial Skills		
Level 1 Weapon Focus	Level 1 weapon Maneuver	Level 1 Weapon Maneuver Mastery
Level 2 Weapon Maneuver	Level 2 Weapon Maneuver Mastery	
Weapon Proficiency		
Academic Skills		
Read and Write	Read Magic	Wand
Air Attunement	Earth Attunement	Water Attunement
Fire Attunement	Learn Language	
Crafting Skills		

Smithing 1-10	Artificing 1-10	Rune Crafting 1-10
<b>Medical Skills</b>		
Medical Assessment	Stabilize	First Aid
Resuscitate	Revitalize	Basic Life Saving Kits
Transport	Autopsy	
<b>Rage Skills</b>		
Rage	Unstoppable Rage	Primal Rage
Durable Rage	Enduring Rage	
<b>Rogue Skills</b>		
Pick Locks	Advanced Pick Locks	Arm / Disarm Trap
Heightened Senses	Trap Sense	Garrote
Slip Bindings	Track	
<b>Seer Skills</b>		
Clairvoyant	Dreaming	Aura Sight Minor
Spirit Sense	Spirit Vision	Commune with the Dead
Seance	Read Entrails	
<b>Bard Skills</b>		
Bardic Performances 1	Bardic Performances 2	Bardic Performances 3
<b>Magic Skills</b>		
All Mana	All Elemental level 1	All level 2 Level
All level 3 Level	Light / Darkness 1	



## Racial Skills

Racial Skills	XP	Prerequisites	Description
Corrupted Fruit	6	Risen: Flora	Generate a corrupted fruit that deals 5 Darkness
Healing Fruit	4	Flora	Generate a healing fruit that heals 5 health.
Tinkering Bomb	6	Gnome: Gremlin	Generate a tinkering bomb that deals 5 fire damage, knockdown their target, or pin the target's leg to the ground.
Natural Armor	4	Dragonborn, Flora, Slate, Trolls, Risen: Flora	Toughens skin, granting armor

### Corrupted Fruit

Prerequisites: Risen: Flora

The character plants their feet for 5 seconds, at the end of 5 seconds they generate a spell packet that represents a corrupted fruit. They may throw this fruit for 5 Darkness.

### Healing Fruit

Prerequisites: Flora

The character plants their feet for 5 seconds, at the end of 5 seconds they generate a spell packet that represents a healing fruit. They may throw this fruit for Cure 5.

### Tinkering Bomb

Prerequisites: Gnome: Gremlin

All gremlins are able to create offensive devices out of random bits and bobs they find on their journeys. Once per day you may go to the Crafting Forge and receive a random assortment of Tinkering Bombs equal to the number of times you've purchased this skill. Tinkering bombs may only be used by the Gremlin who crafted them, and their effects may vary. Most commonly they will deal 5 fire damage, knock down their target, or pin the target's leg to the ground.

### Natural Armor

Prerequisites: Dragonborn, Flora, Slate, Trolls, Risen: Flora

This skill grants an amount of Natural Armor to a character. This skill may be purchased up to 10 times. Each purchase grants 1 point of Armor that does not require a physrep. This armor functions in all ways like worn armor. To reset this armor the character must spend one minute roleplay shifting plates or scales, dusting off rocks, etc. A character may only benefit from one of the following: Armor Tag, Dexterity Armor, Mana Armor, or Natural Armor.

## General Skills

General Skills	XP	Prerequisites	Description
Additional Health Points 1-2	4		Increases maximum Health Point total.
Additional Health Points 3-4	5		Increases maximum Health Point total.
Additional Health Points 5-6	6		Increases maximum Health Point total.
Additional Health Points 7-8	7		Increases maximum Health Point total.
Additional Health Points 9-10	8		Increases maximum Health Point total.
Additional Health Points 11-12	9		Increases maximum Health Point total.
Additional Health Points 13-14	10		Increases maximum Health Point total.
Additional Health Points 15-16	11		Increases maximum Health Point total.
Additional Health Points 17-18	12		Increases maximum Health Point total.
Additional Health Points 19-20	13		Increases maximum Health Point total.
Additional Health Points 21-22	14		Increases maximum Health Point total.
Additional Health Points 23-24	15		Increases maximum Health Point total.
Additional Health Points 25+	16		Increases maximum Health Point total.
Hard to Kill	12	Additional HP purchased 6 times	Extends Bleed Out duration.
Dexterity Armor 1-10	4		Grants ability to dexterously avoid attacks
Dexterity Armor 11-20	5	Dexterity Armor 10	Improves ability to dexterously avoid attacks
Scavenge	20		Search a body more thoroughly
Armored Mage	6		Able to cast spells wearing additional physical armor
Fortified Immune System	8(4)	Additional health purchased 6+ times	Grants ability to resist disease.

\*\*XP costs for skills in '()'s increase in cost by that amount with each purchase. Example: the first purchase of Fortified Immune System costs 8 XP, the second purchase costs 12 XP, the third purchase costs 16 XP, etc.\*\*

### Additional Health Points

Prerequisites: None

Each purchase of this skill increases the character's Health Point (HP) total by 1. Any skill that requires a number of Additional Health requires this skill to be purchased that number of times. For example, the skill Hard to Kill requires a character to have purchased 11 Additional HP. Health gained from purchasing other skills, such as Rage do not count towards qualifying for these skills.

### **Hard to Kill**

Prerequisites: 11 Additional Health Points

This skill increases the bleed out time of the character by 30 seconds. This skill may only be purchased once.

### **Dexterity Armor**

Prerequisites: None

This represents a character's ability to avoid attacks. Each purchase of this skill grants 1 Armor Point (AP). To refit this armor the character must spend 1 minute roleplaying stretching. The benefits of this skill are immediately lost while under the effects of Disease or anything that "slows" or limits movement including Slow, Web, Prison, and Bind. Pin effects do not remove Dexterity Armor. Also, any skill that causes a character to no longer be aware of or react to their surroundings such as Sleep, or any version of being unconscious, Dexterity Armor will be removed. A Trance effect will not remove Dexterity Armor. Once removed the benefits of Dexterity Armor are instantly regained. Armor from multiple sources do not combine to increase a character's total Armor Value. A character may only benefit from one of the following: Armor Tag, Dexterity Armor, Mana Armor, or Natural Armor. Temporary bonuses such as Light's Armor does stack with Dexterity Armor. (Dexterity Armor 11-20 cannot be taught to another player even if you have the skill.)

### **Scavenge**

Prerequisites: none

This skill represents a character's ability to more thoroughly search for items others may overlook or to recognize items others may realize have value. To use this skill, the character would call "Scavenge, I search you" while searching someone or something, followed by a 3 count, "Searching 3, Searching 2, Searching 1." If the target being searched has any scavengeable items they will be given to the Scavenger.

### **Armored Mage**

Prerequisites: None

This skill allows a character to be able to cast while wearing physical armor. Initial purchase of this skill increases the armor cap for all schools by 2, as well as each additional purchase of this skill increases the armor cap for all schools by 2.

### **Fortified Immune System**

Prerequisites: 6 Additional Health

This skill allows a character to resist a single Disease effect. Each purchase of this skill grants an additional use per day. This resist can be used against any packet or boffer delivered attack. This user must call "Resist" immediately after being hit by a disease effect.

# Academic Skills

Academic Skills	XP	Prerequisites	Description
Read and Write	6		Grants the ability to Read and Write in Common Language.
Read Magic	6	Read and Write	Grants the ability to read magical scrolls
Wand	12		Grants the ability to use Wands
Air Attunement	12	Wand	Grants the ability to read Air runes, and allows a character to channel Lightning through a wand.
Earth Attunement	12	Wand	Grants the ability to read Earth runes, and allows a character to channel Earth through a wand.
Fire Attunement	12	Wand	Grants the ability to read Fire runes, and allows a character to channel Fire through a wand.
Water Attunement	12	Wand	Grants the ability to read Water runes, and allows a character to channel Ice through a wand.
Learn Language	6		Grants the ability to Read and Write in one language of your choice.
Learn Lost Language	20	Found Out In Game (FOIG)	Grants the ability to Read and Write in a language lost in time.

## Read and Write

Prerequisites: None

With this skill a character can read and create plain text. Without this skill a character is considered illiterate. This only allows a character to read plain text, any other language must be learned separately.

## Read Magic

Prerequisites: Read and Write

With this skill a character can read text written in Magical Script, which is most often used for the purposes of Scrolls of Light and Darkness magic. A character with this skill may cast a Light or Darkness Spell, from a scroll, up to two levels higher than they could normally cast.

## Wand

Prerequisites: None

Characters may charge a wand by expending One Mana Point with a three count of “Charging Wand 3, Charging Wand 2, Charging Wand 1” while holding a Wand Phys-Rep and carrying the appropriate tagged item. Once charged the Player gains 10 packets of “1 Magic.” These packets must be thrown while wielding the wand. If the Wand is dropped, disarmed, shattered, or leaves the Player’s Hand, all remaining and unused packets are lost, and the Wand becomes uncharged. A character must be holding a wand in hand in order to cast any spell up to third level.

## Air Attunement

Prerequisites: Wand

With this skill, a character can read text written in Air Runes, a language mostly only known by practitioners of air magic. A character with this skill is able to channel this power through their wands, thereby able to change the damage type from their wand from “Magic” to “Lightning”.

### **Earth Attunement**

Prerequisites: Wand

With this skill, a character can read text written in Earth Runes, a language mostly only known by practitioners of earth magic. A character with this skill is able to channel this power through their wands, thereby being able to change the damage type from their wand from “Magic” to “Earth”.

### **Fire Attunement**

Prerequisites: Wand

With this skill, a character can read text written in Fire Runes, a language mostly only known by practitioners of fire magic. A character with this skill is able to channel this power through their wands, thereby able to change the damage type from their wand from “Magic” to “Fire”.

### **Water Attunement**

Prerequisites: Wand

With this skill, a character can read text written in Water Runes, a language mostly only known by practitioners of water magic. A character with this skill is able to channel this power through their wands, thereby being able to change the damage type from their wand from “Magic” to “Ice”.

### **Learn Language**

Prerequisites: None

With this skill a player can read and write in an established language of their choice. Optional languages are Aurum, Woodland Tongue, Trollish, Mist-tongue, and Kamouraskan.

### **Learn Lost Language**

Prerequisites: FOIG

This skill allows a character to read and write in a language that has been lost. Since a player has to Find Out In Game (FOIG), it is strongly recommended to consult a CC if you're interested in Lost Languages. This skill is teachable but only the language the character knows can be taught.

## **Weapon Skills**

Weapon Skills	XP	Prerequisites	Description
<b>Small Weapons</b>	8		Grants ability to use small weapons.
<b>One Handed Weapons</b>	18		Grants ability to use one handed weapons.
<b>Two Handed Weapons</b>	30		Grants ability to use two handed weapons.
<b>Staff</b>	24		Grants ability to use staff two handed.
<b>Archery</b>	16		Grants ability to use archery.
<b>Weapons Mastery</b>	48		Grants ability to use all melee weapons.
<b>Thrown Weapons</b>	12		Grants ability to use thrown weapons.
<b>Dual Wielding</b>	20	One Handed Weapons	Grants ability to use two one handed weapons.
<b>Shield</b>	20		Grants ability to use a shield. Also grants +1HP
<b>Hand and a Half</b>	20		Grants ability to place second hand on a weapon to deal additional damage.
<b>Bow Defense</b>	20	Archery	Block attacks with a bow.
<b>Natural Weapons</b>	20		Grants ability to use natural weapons
<b>Martial Artists</b>	16	Natural Weapons	Allows Natural Weapons to be used for Weapon Maneuvers.

### **Small Weapons**

Prerequisites: None

This skill allows a character to wield a dagger (Edge) or a sap (Blunt). Base damage for Small Weapons is 1.

### **One Handed Weapons**

Prerequisites: None

This skill allows a player to wield any one handed weapon, Edged/Blunt. Base Damage is 2.

### **Two Handed Weapons**

Prerequisites: None

This skill allows a player to wield any two handed weapon or polearm, Edged/Blunt, as long as they keep both hands on their weapon. Base Damage for Two Handed Weapons is 3.

### **Staff**

Prerequisites: None

With this skill a character can wield a Staff. Base damage is 2 (Blunt).

## **Archery**

Prerequisites: None

With this skill a character can wield a Bow or Crossbow. Firing a Bow requires a quarrel and Arrows or Bolts. Firing an Arrow requires a roleplay of pulling back a string and throwing the Arrow. A Bow can be used to block boffer delivered attacks, however, doing so requires the bow be restrung with a roleplay 10 count. An Arrow / Bolt has a base damage of 3.

## **Weapons Mastery**

Prerequisites: None

With this skill a character can wield any melee weapon. When buying this skill any XP spent on individual Weapon Skills are refunded.

## **Thrown Weapons**

Prerequisites: None

This skill allows a character to use hand-thrown missile weapons. All thrown weapons must follow the guidelines under the "Weapons & Shields" rules for their physreps. Spell packets may not be used as thrown weapons. Thrown Weapons have a base damage of 1.

## **Dual Wielding**

Prerequisites: One Handed Weapons

This skill allows a player to wield two one-handed weapons simultaneously.

## **Shield**

Prerequisites: None

This skill allows a character to wield a Shield. Without this skill when using a shield any attack that hits the shield would be considered to have hit the wielder.

## **Hand and a Half**

Prerequisites: None

This skill allows a character to place a second hand on a One Handed weapon and deal +1 damage. While utilizing Hand and a Half with a One Handed Weapon that weapon also qualifies as a Two Handed Weapon for the purpose of Weapon Maneuver.

## **Bow Defense**

Prerequisites: Archery

This skill allows an Archer to block without damaging their bow, meaning the player is not required to roleplay restringing their bow for a 10 count.

## **Natural Weapons**

Prerequisites: None

This skill represents the character's ability to use their hands to deal damage and turn aside attacks. Natural Weapons as 'hands/fists' are represented by yellow boffers and use a Blunt call unless noted by another skill, racial benefit, or background. Natural Weapons are not considered weapons for skill purposes. This skill does not qualify a character to purchase Weapon maneuvers, and Weapon Maneuvers cannot be used with Natural Weapons, unless that character has Martial Artist.



**Martial Artist**

Prerequisites: Natural Weapons

This skill represents a character's ability to use their Natural Weapons to the fullest. Characters with this skill now qualify for Weapon Maneuvers with only Natural Weapons, and Natural Weapons count as two one handed weapons for the purposes of Maneuvers.

## Martial Skills

Martial Skills	XP	Prerequisites	Description
<b>Level 1 Weapon Focus</b>	12		Grants temporary bonus +1 damage.
<b>Level 1 Weapon Proficiency</b>	12	Level 1 Weapon Focus x3	Grants permanent bonus +1 damage.
<b>Level 2 Weapon Focus</b>	16	Level 1 Weapon Proficiency	Grants temporary bonus +2 damage.
<b>Level 2 Weapon Proficiency</b>	16	Level 2 Weapon Focus x3	Grants permanent bonus +2 damage.
<b>Level 3 Weapon Focus</b>	20	Level 2 Weapon Proficiency	Grants temporary bonus +3 damage.
<b>Level 3 Weapon Proficiency</b>	20	Level 3 Weapon Focus x3	Grants permanent bonus +3 damage.
<b>Level 1 Weapon Maneuver</b>	10		Grants a level 1 Weapon Maneuver slot.
<b>Level 1 Maneuver Mastery</b>	10	Level 1 Weapon Maneuver x4	Grants a reusable Level 1 Weapon Maneuver slot. +1HP
<b>Level 2 Weapon Maneuver</b>	10	Level 1 Weapon Mastery	Grants a level 2 Weapon Maneuver slot.
<b>Level 2 Maneuver Mastery</b>	10	Level 2 Weapon Maneuver x4	Grants a reusable Level 2 Weapon Maneuver slot. +1HP
<b>Level 3 Weapon Maneuver</b>	10	Level 2 Weapon Mastery	Grants a level 3 Weapon Maneuver slot.
<b>Level 3 Maneuver Mastery</b>	10	Level 3 Weapon Maneuver x4	Grants a reusable Level 3 Weapon Maneuver slot. +1HP
<b>Level 4 Weapon Maneuver</b>	10	Level 3 Weapon Mastery	Grants a level 4 Weapon Maneuver slot.
<b>Level 4 Maneuver Mastery</b>	10	Level 4 Weapon Maneuver x4	Grants a reusable Level 4 Weapon Maneuver slot. +1HP
<b>Level 5 Weapon Maneuver</b>	10	Level 4 Weapon Mastery	Grants a level 5 Weapon Maneuver slot.
<b>Level 5 Maneuver Mastery</b>	10	Level 5 Weapon Maneuver x4	Grants a reusable Level 5 Weapon Maneuver slot. +1HP

### Level 1 Weapon Focus

Prerequisites: None

This skill allows a character to grant themselves a temporary damage bonus with chosen weapon type. When

this skill is purchased the character chooses which weapon it applies to. Each purchase grants one use per day. Each use allows the character to deal +1 damage with the weapon of the type chosen. This damage bonus applies to only one hand but may be used twice to apply to both hands. The additional damage lasts until the character spends 5 minutes out of combat.

### **Level 1 Weapon Proficiency**

Prerequisites: Level 1 Weapon Focus x3

This skill allows a character to permanently add +1 damage with the chosen weapon type. Upon purchase of this skill the player loses access to all Level 1 Weapon Focus' and can no longer use them to increase their damage.

### **Level 2 Weapon Focus**

Prerequisites: Level 1 Weapon Proficiency

This skill allows a character to grant themselves a temporary damage bonus with chosen weapon type. When this skill is purchased the character chooses which weapon it applies to. Each purchase grants one use per day. Each use allows the character to deal +2 damage with the weapon of the type chosen. This damage bonus applies to only one hand but may be used twice to apply to both hands. The additional damage lasts until the character spends 5 minutes out of combat.

### **Level 2 Weapon Proficiency**

Prerequisites: Level 2 Weapon Focus x3

This skill allows a character to permanently add +2 damage with the chosen weapon type. Upon purchase of this skill the player loses access to all Level 2 Weapon Focus' and can no longer use them to increase their damage.

### **Level 3 Weapon Focus**

Prerequisites: Level 2 Weapon Focus x3

This skill allows a character to grant themselves a temporary damage bonus with chosen weapon type. When this skill is purchased the character chooses which weapon it applies to. Each purchase grants one use per day. Each use allows the character to deal +3 damage with the weapon of the type chosen. This damage bonus applies to only One Handed Weapons but may be used twice to apply to both hands. The additional damage lasts until the character spends 5 minutes out of combat.

### **Level 3 Weapon Proficiency**

Prerequisites: Level 3 Weapon Focus x3

This skill allows a character to permanently add +3 damage with the chosen weapon type. Upon purchase of this skill the player loses access to all Level 3 Weapon Focus' and can no longer use them to increase their damage.

### **Level 1 Weapon Maneuver**

Prerequisites: None

This skill allows a character to learn and use Level 1 Weapon Maneuvers. This skill may be purchased up to 4 times, each purchase granting one use per day. For a list of Weapon Maneuvers see Maneuver List. For more information on how Weapon Maneuvers work see Weapon Maneuvers. The first time this skill is purchased the character may choose one maneuver, from the list of maneuvers in the character creation chapter, of Level 1 from any specialization that they know.

### **Level 1 Maneuver Mastery**

Prerequisites: Level 1 Weapon Maneuver x4

Upon purchasing this skill the player will pick a Fighting Style of Earth, Fire, Water, or Air. This represents the primary fighting method of the character. All Weapon Maneuvers belong to one of the four fighting styles. Additional fighting styles may be learned in play. The Fighting style you choose must match one of the level 1 weapon maneuvers you know.

The first time you use a Level 1 Maneuver of your chosen fighting style, it does not use any of your Level 1 Weapon Maneuvers. You may only reuse this feature after 5 minutes spent outside of combat, of which 1 minute must be spent roleplaying some sort of meditative practice, such as exercising, stretching, weapon drills, meditating with the weapon, or so forth.

### **Level 2 Weapon Maneuver**

Prerequisites: Level 1 Weapon Mastery

This skill allows a character to learn and use Level 2 Weapon Maneuvers. This skill may be purchased up to 4 times, each purchase granting one use per day. For a list of Weapon Maneuvers see Maneuver List. For more information on how Weapon Maneuvers work see Weapon Maneuvers. The first time this skill is purchased the character may choose one maneuver, from the list of maneuvers in the character creation chapter, of Level 2 from any specialization that they know.

### **Level 2 Maneuver Mastery**

Prerequisites: Level 2 Weapon Maneuver x4

The first time you use a Level 2 Maneuver of your chosen fighting style, it does not use any of your Level 2 Weapon Maneuvers. You may only reuse this feature after 5 minutes spent outside of combat, of which 1 minute must be spent roleplaying some sort of meditative practice, such as exercising, stretching, weapon drills, meditating with the weapon, or so forth.

### **Level 3 Weapon Maneuver**

Prerequisites: Level 2 Weapon Mastery

This skill allows a character to learn and use Level 3 Weapon Maneuvers. This skill may be purchased up to 4 times, each purchase granting one use per day. For a list of Weapon Maneuvers see Maneuver List. For more information on how Weapon Maneuvers work see Weapon Maneuvers. The first time this skill is purchased the character may choose one maneuver, from the list of maneuvers in the character creation chapter, of Level 3 from any specialization that they know.

### **Level 3 Maneuver Mastery**

Prerequisites: Level 3 Weapon Maneuver x4

The first time you use a Level 2 Maneuver of your chosen fighting style, it does not use any of your Level 3 Weapon Maneuvers. You may only reuse this feature after 5 minutes spent outside of combat, of which 1 minute must be spent roleplaying some sort of meditative practice, such as exercising, stretching, weapon drills, meditating with the weapon, or so forth.

### **Level 4 Weapon Maneuver**

Prerequisites: Level 3 Weapon Mastery

This skill allows a character to learn and use Level 4 Weapon Maneuvers. This skill may be purchased up to 4 times, each purchase granting one use per day. For a list of Weapon Maneuvers see Maneuver List. For more information on how Weapon Maneuvers work see Weapon Maneuvers. The first time this skill is purchased the

character may choose one maneuver, from the list of maneuvers in the character creation chapter, of Level 4 from any specialization that they know.

#### **Level 4 Maneuver Mastery**

Prerequisites: Level 4 Weapon Maneuver x4

The first time you use a Level 2 Maneuver of your chosen fighting style, it does not use any of your Level 4 Weapon Maneuvers. You may only reuse this feature after 5 minutes spent outside of combat, of which 1 minute must be spent roleplaying some sort of meditative practice, such as exercising, stretching, weapon drills, meditating with the weapon, or so forth.

#### **Level 5 Weapon Maneuver**

Prerequisites: Level 4 Weapon Mastery

This skill allows a character to learn and use Level 5 Weapon Maneuvers. This skill may be purchased up to 4 times, each purchase granting one use per day. For a list of Weapon Maneuvers see Maneuver List. For more information on how Weapon Maneuvers work see Weapon Maneuvers. The first time this skill is purchased the character may choose one maneuver, from the list of maneuvers in the character creation chapter, of Level 5 from any specialization that they know.

#### **Level 5 Maneuver Mastery**

Prerequisites: Level 5 Weapon Maneuver x4

The first time you use a Level 2 Maneuver of your chosen fighting style, it does not use any of your Level 5 Weapon Maneuvers. You may only reuse this feature after 5 minutes spent outside of combat, of which 1 minute must be spent roleplaying some sort of meditative practice, such as exercising, stretching, weapon drills, meditating with the weapon, or so forth.

# Medical Skills

Medical Skills	XP	Prerequisites	Description
<b>Medical Assessment</b>	8		Assess a character's health and status.
<b>Stabilize</b>	12	Medical Assessment	Prevent a character from bleeding out.
<b>First Aid</b>	16	Stabilize	Grants ability to use First Aid Kits.
<b>Advanced Stabilize</b>	18	Stabilize	Reduces the time required to use the Stabilize Skill by 15 seconds
<b>ROSC (Return Of Spontaneous Circulation)</b>	20	First Aid	Bring a corpse back to -1 HP. Requires a Trauma Kit to use.
<b>Resuscitate</b>	12	ROSC	ROSC brings your target back to 1HP. Requires a Trauma Kit
<b>Revitalize</b>	16	First Aid	Grants ability to use First Aid Kits
<b>Transport</b>	8		Allows a player to transport a character while running.
<b>Autopsy</b>	4	Medical Assessment	Examine a body and determine the cause of death.
<b>Surgery</b>	18	Advanced Stabilize	Grants ability to use Surgeon's Kits

## **Medical Assessment**

Prerequisites: None

With this skill, a character can ask another character out of game questions about their current health status.

With this skill the user can ask questions, like the following, to a willing or incapacitated target:

“How many HP are you down? Are you Paralyzed? Are you Poisoned? Are you Sleeping? Are you unconscious? Are you stable? Are you Bleeding Out?”

Any target not helpless or willing can refuse to answer. The questions and answers are both out of game and no one else is aware of the answers or specifics of the questions, though any onlookers would be aware that the user is examining the target.

## **Stabilize**

Prerequisites: Medical Assessment

With this skill a character can prevent another character from Bleeding Out. This skill immediately pauses the target's Bleed Out Count so long as the user continues to use this skill. After using the skill for 10 seconds on a character that is Bleeding Out, the character's Bleed Out Count is reset to 0. After using this skill for 60 seconds the target is immediately stabilized.

## **First Aid**

Prerequisites: Stabilize

This skill grants a character the ability to use First Aid, Surgeon's, Poison, and Disease kits.

## **Advanced Stabilize**

Prerequisites: Stabilize

This skill allows a character to tend to wounds more efficiently. With this skill a character using Stabilize will staunch a character's wounds in 45 seconds. The only change to Stabilize with this skill is the amount of time it takes to stabilize a target.

## **Return Of Spontaneous Circulation (ROSC)**

Prerequisites: First Aid skill.

This skill requires one uninterrupted minute of roleplay and allows a character to bring a recently deceased corpse back to -1hp, restarting their bleed count and allowing a second chance to heal the character before they bleed out again. During this one minute count, any dissipation count pauses. Players may still choose to release and dissipate if they wish. Requires and uses a charge of a Trauma Kit. (This skill cannot be taught to another player even if you have the skill.)

## **Resuscitate**

Prerequisites: ROSC

Your Return of Spontaneous Circulation (ROSC) now brings your target back to life with 1 HP.

This skill allows a character to bring a corpse back to 1 HP once per event. This skill can be purchased multiple times to a maximum of three purchases. Requires and uses a charge of a Trauma kit.

## **Revitalize**

Prerequisites: First Aid

This skill allows a character to administer adrenaline to another dead character. The resuscitated character will reanimate at temporary full health with +1 Damage to all attacks for a single minute before immediately dying rather than bleeding out. Being reduced to -1 Hit Points while under the effects of Revitalize causes a character to immediately die rather than bleed out. A character cannot be healed while under the effects of Revitalize by normal or magical means. A medic can use ROSC or Resuscitate to bring them back as per normal once the character has died, and magical resurrection spells work as normal. Requires a Trauma Kit.

## **Transport**

Prerequisites: None

Allows a character to 'Pick Up' an unconscious or otherwise immobile character if they are not pinned in place at full speed rather than being slowed to a walk. Players should keep in mind player comfort and are actively discouraged to actually pick up another player to avoid injury, but to Roleplay it instead.

## **Autopsy**

Prerequisites: Medical Assessment

This skill allows a character to examine a corpse and determine cause of death and any effects that may have been put on the deceased.

## **Surgery**

Prerequisites: Advanced Stabilize

This Skill Allows a Character to use Surgeons Kits.

**\*\*It is important to mention in this section that all characters should refrain from calling themselves a "Medic" while in game, despite having acquired Medical Skills. We recommend using terms such as 'Healer, Doctor,**



etc.' "Medic" is a word spoken when out of game medical response is needed. Everyone should stop what they are doing, stand still, and remain quiet until a Medical Professional arrives, give the Medic space, and be prepared to follow directions if needed.\*\*

## **Rage Skills**

<b>Rage Skills</b>	<b>XP</b>	<b>Prerequisites</b>	<b>Description</b>
<b>Rage</b>	10(2)		Grants the ability to enter a Rage. This skill also grants 1HP
<b>Unstoppable Rage</b>	8(4)	Rage	Grants ability to resist bindings while enraged.
<b>Primal Rage</b>	8(4)	Rage	Grants ability to call “resist charms” while enraged.
<b>Durable Rage</b>	16	Rage x2	Grants armor when entering rage.
<b>Enduring Rage</b>	12	Rage x2	Grants HP when entering Rage.
<b>Destructive Rage</b>	12(4)	Rage x2	Grants the ability of added strength for non-combat purposes while enraged.
<b>Regenerating Rage</b>	12(4)	Rage x3, Enduring Rage	Grants ability to heal self while enraged.
<b>Heaving Rage</b>	20	Rage x3 and Thrown Weapons	Grants additional damage with thrown weapons while enraged.
<b>Overpowering Page</b>	20	Rage x5	Grants an additional damage while raging.
<b>Nimble Rage</b>	20	Cannot exceed # of Rages	Grants a dodge while enraged.

\*\*XP costs for skills in ‘( )’s increase in cost by that amount with each purchase. Example: the first purchase of Rage costs 10 XP, the second purchase costs 12 XP, the third purchase costs 14XP, etc.\*\*

### **Rage**

Prerequisites: None

With this skill a character can enter a Rage. While in a Rage a character gains +1 Strength. While in a Rage a character is not able to refit their armor. Rage lasts for an encounter or until willingly dismissed. This skill may be purchased multiple times. The cost of the skill increases with each purchase by 2. This skill also increases a character’s base Health Points by 1. Each purchase of the Rage skill grants a single use per day.

A character cannot benefit from Weapon Maneuvers or use Weapon Maneuvers while in a Rage.

### **Unstoppable Rage**

Prerequisites: Rage

This skill allows a character, while in a Rage, to resist a binding effect. This skill may only be used while in a Rage. You may purchase this skill multiple times, each purchase grants an additional use of this skill per day.

### **Primal Rage**

Prerequisites: Rage

This skill allows a character, while in a Rage, to resist a charm effect. This skill may only be used while in a Rage. You may purchase this skill multiple times, each purchase grants an additional use of this skill per day.

### **Durable Rage**

Prerequisites: Rage x2

With this skill, when a character enters a Rage they receive 10 temporary Armor Points every time they enter a Rage. This armor cannot be refitted and it does stack with any other source of armor. This armor lasts until removed or for the remainder of the Rage. This skill may only be purchased once.

### **Enduring Rage**

Prerequisites: Rage x2

With this skill when a character enters a Rage they receive 5 temporary Health Points, every time they enter a Rage. This health cannot be healed and it does stack with any other source of temporary Health Points. This health lasts until removed or for the remainder of the Rage. This skill may only be purchased once.

### **Destructive Rage**

Prerequisites: Rage x2

With this skill, while in a Rage, a character can grant themselves a +2 Strength bonus for a single non-combat action. It can be used to break down a door, smash a lock, etc. You may purchase this skill multiple times, each purchase grants an additional use of this skill per day.

### **Regenerating Rage**

Prerequisites: Rage x3 and Enduring Rage

With this skill, while in a Rage, a character can heal themselves for 5 Health Points. To use this skill the character will call "Physical Heal 5". This is a personal heal only and may not be used on other players. This skill can only be used during a Rage. You may purchase this skill multiple times, each purchase grants an additional use of this skill per day.

### **Heaving Rage**

Prerequisites: Rage x3 and Thrown Weapons

With this skill, while in a Rage, a character deals +1 damage with thrown weapons. A character must be able to use Thrown Weapons to use this skill. This skill may only be purchased once.

### **Overpowering Rage**

Prerequisites: Rage x5

With this skill, while in a Rage, the character deals an additional +1 damage with all weapons, every time they enter a Rage. This skill can only be used during a Rage. This skill may only be purchased once.

### **Nimble Rage**

Prerequisites: Purchases of this skill may not exceed the number of Rages purchased.

With this skill, while in a Rage, the character can use a Dodge. A Dodge can be used to avoid any single packet or boffer delivered attack. The tag for avoiding the attack would be "Dodge". You may purchase this skill multiple times, each purchase grants an additional use of this skill per day. (This skill cannot be taught to another player even if you have the skill.)

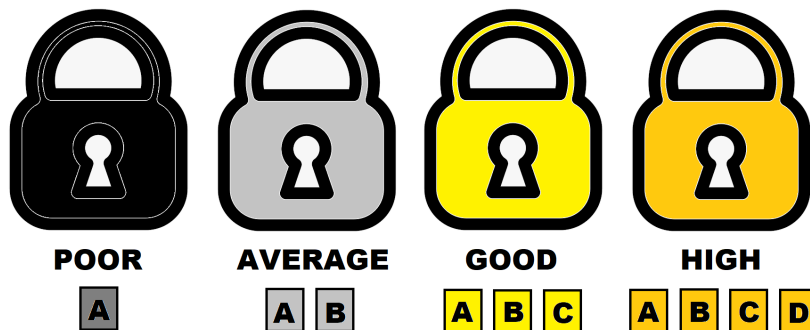
## Rogue Skills

Rogue Skills	XP	Prerequisites	Description
<b>Pick Locks</b>	16		Grants ability to manually pick locks. Gain 3 numbers for auto success.
<b>Advanced Pick Locks</b>	8	Pick Locks	Grants an additional 1 number for auto success.
<b>Arm/Disarm Trap</b>	16		Grants ability to arm and disarm traps.
<b>Heightened Senses</b>	8		Grants ability to find and open secret doors. This skill also grants 1HP
<b>Trap Sense</b>	8	Arm/Disarm Trap	Allow the user to detect the type of trap.
<b>Garrote</b>	28		Grants ability to use Garrotes.
<b>Slip Bindings</b>	12		Grants ability to slip bindings.
<b>Track</b>	12	Heightened Senses.	Grants the ability to Track.
<b>Slip Magical Bindings</b>	20	Slip Bindings	Grants the ability to slip bindings that are magically cast, like suffocate, etc.

### Pick Locks

Prerequisites: None

With this skill a character can attempt to pick any lock. Picking a lock requires the player to physically pick locks with a lock pick or other tools at their disposal. This skill also grants 3 random numbers to the character. These numbers can be used on certain locks to automatically pick them rather than physically attempting to pick them. Picking a lock with these numbers takes a minute of roleplaying picking the lock. A lock will have a series of numbers, to pick the lock with the numbers the character must possess all the numbers on the lock. To use this skill the character must have a tag and physrep for thieves tools. This skill can only be purchased once.



The amount of numbers on any lock will depend largely on its quality. High Quality Locks will have 4 numbers, Good will have 3 numbers, Average will have 2 numbers, and Poor will only have one number. Numbers will be between 0 - 9.

### Advanced Pick Locks

Prerequisites: Pick Locks

This skill grants an additional number for the purpose of picking locks. This skill may be purchased up to 3 times. Each purchase grants another number and increases the possible quality of lock the numbers will match.

### **Arm/Disarm Trap**

Prerequisites: None

With this skill a character can see and attempt to disarm a trap. To attempt to disarm a trap the character must have a tag and physrep for the thief's tools. Note: Without this skill a character cannot recognize a trap nor interact with one in any way in an attempt to set it off safely or disarm it. Any that sets off a trap will affect the character that performed this action, regardless of distance or type of trap. To place a trap a CC / Marshall must be present to approve of the materials used, safety, and tag.



### **Heightened Senses**

Prerequisites: None

A character with this skill can sense out of place or dangerous things in their environment. A character with this skill can sense traps or other environmental dangers as well as find and open secret doors. A player with this skill should notify the CC/Marshall when heading into a module or adventuring area so they can notify them of any dangers they may sense. The player may also call "Heightened Senses" if they feel their character may be looking for such out of place or dangerous things. This sense does not locate, allow you to interact with, nor disable traps or other specific dangers, but merely alerts the character to their

potential presence. Secret doors or 'hard to find' things will be marked with the Secret Symbol, which is an out of game symbol and can only be seen by a character with this skill.

### **Trap Sense**

Prerequisites: Arm/Disarm Trap

With this skill a character can, after finding a trap, detect the type of effect the trap will cause. The character can determine if the trap is poison, explosive, weapon, electrical, etc.

### **Garrote**

Prerequisites: None

With this skill a character can use a garrote. To use a garrote the character must have a tag and physrep for the garrote. Using a garrote requires the character to catch a target unaware and must be behind the target. The character using this skill will call "Garrote" and tap the target on both shoulders. The Garrote requires a 20 second count to be completed successfully. If the user has a bonus to strength this should be called with the tap +1 Strength. While being Garroted the target is held in place and is under a Silence effect. The target is unable to use any in game skills, other than the Slip Bindings skill. Note: This is the Slip Bindings skills and not Slip Magical Bindings. If the target has a higher Strength than what was called during the use of Garrote they may call the Strength Bonus and break free, "+1 Strength". If the target is garroted the full 20 seconds the target is immediately killed.

### **Slip Bindings**

Prerequisites: None

With this skill a character can slip from physical bindings. A character with this skill can slip from any pin, bind, web, or prison that has a "physical" tag.



### **Track**

Prerequisites: Heightened Senses

A character with this skill can track footprints, blood trails, broken twigs, and/or other signs of movement in a given area. Usually there will either be a visible trail on the ground or a “Tracking Symbol” (pictured below) signifying that something there can be tracked with this skill. If the character feels it appropriate they may approach the nearest CC/Marshall and request to use the Track skill. The Marshall or CC member will determine if there are sufficient tracks or other signs to follow.

### **Slip Magical Bindings**

Prerequisites: Slip Bindings

With this skill a character can slip from physical bindings. A character with this skill can slip from any pin, bind, web, or prison that has a “magical” tag.

## Seer Skills

Seer Skills	XP	Prerequisites	Description
<b>Clairvoyant</b>	20		Fate occasionally manifests in your mind's eye about the immediate future.
<b>Premonition</b>	12	Clairvoyant. Learn in game.	Fate manifests in your mind's eye with more warning.
<b>Alter Destiny</b>	FOIG	Premonition & Dreamscape. Learn in game. This skill cannot be taught using the teacher skill.	Twist fate's design.
<b>Dreaming</b>	20		Grants ability to receive dreams.
<b>Lucid Dreaming</b>	20	Dreaming. Learn in game.	Grants ability to interact in dreams.
<b>Dreamscape</b>	20	Lucid Dreaming. Learn in game.	Can share dreams with other dreamers.
<b>Aura Sight Minor</b>	16		Can identify magic and magical effects.
<b>Aura Sight Major</b>	12	Aura Sight.	Examine an individual's magical strengths and weaknesses.
<b>Spirit Sense</b>	8		Can sense the dead
<b>Spirit Vision</b>	12	Spirit Sense	Can see dead spirits.
<b>Commune with the Dead</b>	12	Spirit Vision	Can talk to the dead.
<b>Séance</b>	24	Commune with the Dead and acquired items for ritual.	Summon the dead.
<b>Read entrails</b>	24		Intestines and blood of the recently deceased can give insight.

### **Clairvoyant**

Prerequisites: None

Fate occasionally manifests in your mind's eye about the immediate future. You will occasionally be called upon by the CC for information about the immediate future.

### **Premonition**

Prerequisites: Clairvoyant. Must learn this skill in game.

Modifies Clairvoyance to be more powerful. Fate manifests in your mind's eye with more warning. (This skill cannot be taught to another player even if you have the skill.)



### **Alter Destiny**

Prerequisites: Premonition and Dreamscape. Must learn this skill in game.

This skill allows a character to twist the fate's design. FOIG. (This skill cannot be taught to another player even if you have the skill.)

### **Dreaming**

Prerequisites: None

This skill allows a character to sometimes receive a dream. Dreams will often be delivered at the tavern for characters to retrieve. A character is not allowed to keep the paper of the dream or share it with anyone. After a character is done reading their dream (they may read it a few times) they must destroy the dream.

### **Lucid Dreaming**

Prerequisites: Dreaming. Must learn this skill in game.

This skill allows a character to be conscious during their Dreams and the character may keep their dream after they have read it. (This skill cannot be taught to another player even if you have the skill.)

### **Dreamscape**

Prerequisites: Lucid Dreaming. Must learn this skill in game.

This skill allows a character to share dreams with other Dreamers. (This skill cannot be taught to another player even if you have the skill.)

### **Aura Sight**

Prerequisites: None

A character with Aura Sight Minor is able to perceive the aura that magic leaves behind. A character who possesses this skill is able to see if someone is channeling mana (represented by holding packets in hand). They are able to see and identify most spells active on a person, and may gain information about objects or effects currently active around them.

### **Spirit Sense**

Prerequisites: None

This skill allows a character to sense the presence of dead spirits.

### **Spirit Vision**

Prerequisites: Spirit Sense

This skill allows a character to see dead spirits.

### **Commune with the Dead**

Prerequisites: Spirit Vision

This skill allows a character to talk to dead spirits.

### **Seance**

Prerequisites: Commune with the Dead and items necessary for the ritual.

This skill allows a character to summon and bargain with dead spirits. (This skill cannot be taught to another player even if you have the skill.)

### **Read Entrails**

Prerequisites: None

This skill allows a character to read the intestines and blood of the recently deceased to give insight.

## **Magic Skills**

<b>Magic Skills</b>	<b>XP</b>	<b>Prerequisites</b>	<b>Description</b>
<b>Mana Points 1-20</b>	1		Grants a point of Mana.
<b>Mana Points 21-30</b>	2	2nd Level Spells	Grants a point of Mana.
<b>Mana Points 31-40</b>	2	3rd Level Spells	Grants a point of Mana.
<b>Mana Points 41-50</b>	4	4th Level Spells	Grants a point of Mana.
<b>Mana Points 51-60</b>	4	5th Level Spells	Grants a point of Mana.
<b>Mana Points 61-70</b>	4	6th Level Spells	Grants a point of Mana.
<b>Mana Points 71+</b>	5	7th Level Spells	Grants a point of Mana.
<b>Level 1 Light</b>	10	Read Magic, Wand 1+ Mana Points	Grants ability to cast Level 1 Light spells
<b>Level 2 Light</b>	10	Level 1 Light and 20+ Mana Points	Grants ability to cast Level 2 Light spells.
<b>Level 3 Light</b>	10	Level 2 Light and 30+ Mana Points	Grants ability to cast Level 3 Light spells, +1HP
<b>Level 4 Light</b>	10	Level 3 Light and 40+ Mana Points	Grants ability to cast Level 4 Light
<b>Level 5 Light</b>	10	Level 4 Light and 50+ Mana Points	Grants ability to cast Level 5 Light spells, +1HP.
<b>Level 6 Light</b>	10	Level 5 Light and 60+ Mana Points	Grants ability to cast Level 6 Light Spells
<b>Level 7 Light</b>	10	Level 6 Light and 70+ Mana Points	Grants ability to cast Level 7 Light spells, +1HP.
<b>Level 1 Darkness</b>	10	Read Magic, Wand 1+ Mana Points	Grants ability to cast Level 1 Darkness spells
<b>Level 2 Darkness</b>	10	Level 1 Darkness and 20+ Mana Points	Grants ability to cast Level 2 Darkness spells.
<b>Level 3 Darkness</b>	10	Level 2 Darkness and 30+ Mana Points	Grants ability to cast Level 3 Darkness spells, +1HP

<b>Level 4 Darkness</b>	10	Level 3 Darkness and 40+ Mana Points	Grants ability to cast Level 4 Darkness
<b>Level 5 Darkness</b>	10	Level 4 Darkness and 50+ Mana Points	Grants ability to cast Level 5 Darkness spells, +1HP.
<b>Level 6 Darkness</b>	10	Level 5 Darkness and 60+ Mana Points	Grants ability to cast Level 6 Darkness Spells
<b>Level 7 Darkness</b>	10	Level 6 Darkness and 70+ Mana Points	Grants ability to cast Level 7 Darkness spells, +1HP.
<b>Level 1 Air</b>	10	Air Attunement, 1+ Mana Points	Grants ability to cast Level 1 Air spells
<b>Level 2 Air</b>	10	Level 1 Air and 20+ Mana Points	Grants ability to cast Level 2 Air spells.
<b>Level 3 Air</b>	10	Level 2 Air and 30+ Mana Points	Grants ability to cast Level 3 Air spells, +1HP
<b>Level 4 Air</b>	10	Level 3 Air and 40+ Mana Points	Grants ability to cast Level 4 Air
<b>Level 5 Air</b>	10	Level 4 Air and 50+ Mana Points	Grants ability to cast Level 5 Air spells, +1HP.
<b>Level 6 Air</b>	10	Level 5 Air and 60+ Mana Points	Grants ability to cast Level 6 Air Spells
<b>Level 7 Air</b>	10	Level 6 Air and 70+ Mana Points	Grants ability to cast Level 7 Air spells, +1HP.
<b>Level 1 Earth</b>	10	Earth Attunement, 1+ Mana Points	Grants ability to cast Level 1 Earth spells
<b>Level 2 Earth</b>	10	Level 1 Earth and 20+ Mana Points	Grants ability to cast Level 2 Earth spells.
<b>Level 3 Earth</b>	10	Level 2 Earth and 30+ Mana Points	Grants ability to cast Level 3 Earth spells, +1HP
<b>Level 4 Earth</b>	10	Level 3 Earth and 40+ Mana Points	Grants ability to cast Level 4 Earth
<b>Level 5 Earth</b>	10	Level 4 Earth and 50+ Mana Points	Grants ability to cast Level 5 Earth spells, +1HP.
<b>Level 6 Earth</b>	10	Level 5 Earth and 60+ Mana Points	Grants ability to cast Level 6 Earth Spells
<b>Level 7 Earth</b>	10	Level 6 Earth and 70+ Mana Points	Grants ability to cast Level 7 Earth spells, +1HP.

<b>Level 1 Fire</b>	10	Fire Attunement, 1+ Mana Points	Grants ability to cast Level 1 Fire spells
<b>Level 2 Fire</b>	10	Level 1 Fire and 20+ Mana Points	Grants ability to cast Level 2 Fire spells.
<b>Level 3 Fire</b>	10	Level 2 Fire and 30+ Mana Points	Grants ability to cast Level 3 Fire spells, +1HP
<b>Level 4 Fire</b>	10	Level 3 Fire and 40+ Mana Points	Grants ability to cast Level 4 Fire
<b>Level 5 Fire</b>	10	Level 4 Fire and 50+ Mana Points	Grants ability to cast Level 5 Fire spells, +1HP.
<b>Level 6 Fire</b>	10	Level 5 Fire and 60+ Mana Points	Grants ability to cast Level 6 Fire Spells
<b>Level 7 Fire</b>	10	Level 6 Fire and 70+ Mana Points	Grants ability to cast Level 7 Fire spells, +1HP.
<b>Level 1 Water</b>	10	Water Attunement, 1+ Mana Points	Grants ability to cast Level 1 Water spells
<b>Level 2 Water</b>	10	Level 1 Water and 20+ Mana Points	Grants ability to cast Level 2 Water spells.
<b>Level 3 Water</b>	10	Level 2 Water and 30+ Mana Points	Grants ability to cast Level 3 Water spells, +1HP
<b>Level 4 Water</b>	10	Level 3 Water and 40+ Mana Points	Grants ability to cast Level 4 Water
<b>Level 5 Water</b>	10	Level 4 Water and 50+ Mana Points	Grants ability to cast Level 5 Water spells, +1HP.
<b>Level 6 Water</b>	10	Level 5 Water and 60+ Mana Points	Grants ability to cast Level 6 Water Spells
<b>Level 7 Water</b>	10	Level 6 Water and 70+ Mana Points	Grants ability to cast Level 7 Water spells, +1HP.
<b>Dual Caster</b>	16	Level 3 in two schools.	Reduces mana cost of secondary school.
<b>Mana Armor</b>	16		Grants ability to reserve mana.

#### Mana Points

Prerequisites: See skills table

This skill grants a single mana point per purchase. Mana Points are, most often, used to cast spells. Spells cost 1 mana per spell level for your primary school and 2 mana per spell level of your secondary school. A player can expect a minimum of one refresh of their mana per event. Example: Hilan is a primary Light caster with Fire Magic as their secondary school, but both schools of magic use mana from the same pool

### **Level 1 Light**

Prerequisites: Read Magic, Wand, 1 or more Mana

This skill allows a character to cast Level 1 Light spells. All Level 1 Light spells cost 1 mana, if Light is your Primary school of magic, or 2 mana if Light is your Secondary school. For more information see Light Magic.

### **Level 2 Light**

Prerequisites: Level 1 Light, 20 or more mana

This skill allows a character to cast Level 2 Light spells. All Level 2 Light spells cost 2 mana, if Light is your Primary school of magic, or 4 mana if Light is your Secondary school. For more information see Light Magic.

### **Level 3 Light**

Prerequisites: Level 2 Light, 30 or more mana

This skill allows a character to cast Level 3 Light spells. All Level 3 Light spells cost 3 mana, if Light is your Primary school of magic, or 6 mana if Light is your Secondary school. For more information see Light Magic.

### **Level 4 Light**

Prerequisites: Level 3 Light, 40 or more mana

This skill allows a character to cast Level 4 Light spells. All Level 4 Light spells cost 4 mana, if Light is your Primary school of magic, or 8 mana if Light is your Secondary school. For more information see Light Magic.

### **Level 5 Light**

Prerequisites: Level 4 Light, 50 or more mana

This skill allows a character to cast Level 5 Light spells. All Level 5 Light spells cost 5 mana, if Light is your Primary school of magic, or 10 mana, if Light is your Secondary school. For more information see Light Magic.

### **Level 6 Light**

Prerequisites: Level 5 Light, 60 or more mana

This skill allows a character to cast Level 6 Light spells. All Level 6 Light spells cost 6 mana, if Light is your Primary school of magic, or 12 mana, if Light is your Secondary school. For more information see Light Magic.

### **Level 7 Light**

Prerequisites: Level 6 Light, 70 or more mana

This skill allows a character to cast Level 7 Light spells. All Level 7 Light spells cost 7 mana, if Light is your Primary school of magic, or 14 mana, if Light is your Secondary school. For more information see Light Magic.

### **Level 1 Darkness**

Prerequisites: Read Magic, Wand, 1 or more Mana

This skill allows a character to cast Level 1 Darkness spells. All Level 1 Darkness spells cost 1 mana, if Darkness is your Primary school of magic, or 2 mana if Darkness is your Secondary school. For more information see Darkness Magic.

## **Level 2 Darkness**

Prerequisites: Level 1 Darkness, 20 or more mana

This skill allows a character to cast Level 2 Darkness spells. All Level 2 Darkness spells cost 2 mana, if Darkness is your Primary school of magic, or 4 mana if Darkness is your Secondary school. For more information see Darkness Magic.

## **Level 3 Darkness**

Prerequisites: Level 2 Darkness, 30 or more mana

This skill allows a character to cast Level 3 Darkness spells. All Level 3 Darkness spells cost 3 mana, if Darkness is your Primary school of magic, or 6 mana if Darkness is your Secondary school. For more information see Darkness Magic.

## **Level 4 Darkness**

Prerequisites: Level 3 Darkness, 40 or more mana

This skill allows a character to cast Level 4 Darkness spells. All Level 4 Darkness spells cost 4 mana, if Darkness is your Primary school of magic, or 8 mana if Darkness is your Secondary school. For more information see Darkness Magic.

## **Level 5 Darkness**

Prerequisites: Level 4 Darkness, 50 or more mana

This skill allows a character to cast Level 5 Darkness spells. All Level 5 Darkness spells cost 5 mana, if Darkness is your Primary school of magic, or 10 mana, if Darkness is your Secondary school. For more information see Darkness Magic.

## **Level 6 Darkness**

Prerequisites: Level 5 Darkness, 60 or more mana

This skill allows a character to cast Level 6 Darkness spells. All Level 6 Darkness spells cost 6 mana, if Darkness is your Primary school of magic, or 12 mana, if Darkness is your Secondary school. For more information see Darkness Magic.

## **Level 7 Darkness**

Prerequisites: Level 6 Darkness, 70 or more mana

This skill allows a character to cast Level 7 Darkness spells. All Level 7 Darkness spells cost 7 mana, if Darkness is your Primary school of magic, or 14 mana, if Darkness is your Secondary school. For more information see Darkness Magic.

## **Level 1 Air**

Prerequisites: Air Attunement, 1 or more Mana

This skill allows a character to cast Level 1 Air spells. All Level 1 Air spells cost 1 mana, if Air is your Primary school of magic, or 2 mana if Air is your Secondary school. For more information see Air Magic.

## **Level 2 Air**

Prerequisites: Level 1 Air, 20 or more mana

This skill allows a character to cast Level 2 Air spells. All Level 2 Air spells cost 2 mana, if Air is your Primary school of magic, or 4 mana if Air is your Secondary school. For more information see Air Magic.

### **Level 3 Air**

Prerequisites: Level 2 Air, 30 or more mana

This skill allows a character to cast Level 1 Air spells. All Level 3 Air spells cost 3 mana, if Air is your Primary school of magic, or 6 mana if Air is your Secondary school. For more information see Air Magic.

### **Level 4 Air**

Prerequisites: Level 3 Air, 40 or more mana

This skill allows a character to cast Level 1 Air spells. All Level 4 Air spells cost 4 mana, if Air is your Primary school of magic, or 8 mana if Air is your Secondary school. For more information see Air Magic.

### **Level 5 Air**

Prerequisites: Level 4 Air, 50 or more mana

This skill allows a character to cast Level 5 Air spells. All Level 5 Air spells cost 5 mana, if Air is your Primary school of magic, or 10 mana, if Air is your Secondary school. For more information see Air Magic.

### **Level 6 Air**

Prerequisites: Level 5 Air, 60 or more mana

This skill allows a character to cast Level 6 Air spells. All Level 6 Air spells cost 6 mana, if Air is your Primary school of magic, or 12 mana, if Air is your Secondary school. For more information see Air Magic.

### **Level 7 Air**

Prerequisites: Level 6 Air, 70 or more mana

This skill allows a character to cast Level 7 Air spells. All Level 7 Air spells cost 7 mana, if Air is your Primary school of magic, or 14 mana, if Air is your Secondary school. For more information see Air Magic.

### **Level 1 Earth**

Prerequisites: Earth Attunement, 1 or more Mana

This skill allows a character to cast Level 1 Earth spells. All Level 1 Earth spells cost 1 mana, if Earth is your Primary school of magic, or 2 mana if Earth is your Secondary school. For more information see Earth Magic.

### **Level 2 Earth**

Prerequisites: Level 1 Earth, 20 or more mana

This skill allows a character to cast Level 2 Earth spells. All Level 2 Earth spells cost 2 mana, if Earth is your Primary school of magic, or 4 mana if Earth is your Secondary school. For more information see Earth Magic.

### **Level 3 Earth**

Prerequisites: Level 2 Earth, 30 or more mana

This skill allows a character to cast Level 1 Earth spells. All Level 3 Earth spells cost 3 mana, if Earth is your Primary school of magic, or 6 mana if Earth is your Secondary school. For more information see Earth Magic.

### **Level 4 Earth**

Prerequisites: Level 3 Earth, 40 or more mana

This skill allows a character to cast Level 1 Earth spells. All Level 4 Earth spells cost 4 mana, if Earth is your Primary school of magic, or 8 mana if Earth is your Secondary school. For more information see Earth Magic.

### **Level 5 Earth**

Prerequisites: Level 4 Earth, 50 or more mana



This skill allows a character to cast Level 5 Earth spells. All Level 5 Earth spells cost 5 mana, if Earth is your Primary school of magic, or 10 mana, if Earth is your Secondary school. For more information see Earth Magic.

### **Level 6 Earth**

Prerequisites: Level 5 Earth, 60 or more mana

This skill allows a character to cast Level 6 Earth spells. All Level 6 Earth spells cost 6 mana, if Earth is your Primary school of magic, or 12 mana, if Earth is your Secondary school. For more information see Earth Magic.

### **Level 7 Earth**

Prerequisites: Level 6 Earth, 70 or more mana

This skill allows a character to cast Level 7 Earth spells. All Level 7 Earth spells cost 7 mana, if Earth is your Primary school of magic, or 14 mana, if Earth is your Secondary school. For more information see Earth Magic.

### **Level 1 Fire**

Prerequisites: Fire Attunement, 1 or more Mana

This skill allows a character to cast Level 1 Fire spells. All Level 1 Fire spells cost 1 mana, if Fire is your Primary school of magic, or 2 mana if Fire is your Secondary school. For more information see Fire Magic.

### **Level 2 Fire**

Prerequisites: Level 1 Fire, 20 or more mana

This skill allows a character to cast Level 2 Fire spells. All Level 2 Fire spells cost 2 mana, if Fire is your Primary school of magic, or 4 mana if Fire is your Secondary school. For more information see Fire Magic.

### **Level 3 Fire**

Prerequisites: Level 2 Fire, 30 or more mana

This skill allows a character to cast Level 3 Fire spells. All Level 3 Fire spells cost 3 mana, if Fire is your Primary school of magic, or 6 mana if Fire is your Secondary school. For more information see Fire Magic.

### **Level 4 Fire**

Prerequisites: Level 3 Fire, 40 or more mana

This skill allows a character to cast Level 4 Fire spells. All Level 4 Fire spells cost 4 mana, if Fire is your Primary school of magic, or 8 mana if Fire is your Secondary school. For more information see Fire Magic.

### **Level 5 Fire**

Prerequisites: Level 4 Fire, 50 or more mana

This skill allows a character to cast Level 5 Fire spells. All Level 5 Fire spells cost 5 mana, if Fire is your Primary school of magic, or 10 mana, if Fire is your Secondary school. For more information see Fire Magic.

### **Level 6 Fire**

Prerequisites: Level 5 Fire, 60 or more mana

This skill allows a character to cast Level 6 Fire spells. All Level 6 Fire spells cost 6 mana, if Fire is your Primary school of magic, or 12 mana, if Fire is your Secondary school. For more information see Fire Magic.

### **Level 7 Fire**

Prerequisites: Level 6 Fire, 70 or more mana

This skill allows a character to cast Level 7 Fire spells. All Level 7 Fire spells cost 7 mana, if Fire is your Primary school of magic, or 14 mana, if Fire is your Secondary school. For more information see Fire Magic.

### **Level 1 Water**

Prerequisites: Water Attunement, 1 or more Mana

This skill allows a character to cast Level 1 Water spells. All Level 1 Water spells cost 1 mana, if Water is your Primary school of magic, or 2 mana if Water is your Secondary school. For more information see Water Magic.

### **Level 2 Water**

Prerequisites: Level 1 Water, 20 or more mana

This skill allows a character to cast Level 2 Water spells. All Level 2 Water spells cost 2 mana, if Water is your Primary school of magic, or 4 mana if Water is your Secondary school. For more information see Water Magic.

### **Level 3 Water**

Prerequisites: Level 2 Water, 30 or more mana

This skill allows a character to cast Level 3 Water spells. All Level 3 Water spells cost 3 mana, if Water is your Primary school of magic, or 6 mana if Water is your Secondary school. For more information see Water Magic.

### **Level 4 Water**

Prerequisites: Level 3 Water, 40 or more mana

This skill allows a character to cast Level 4 Water spells. All Level 4 Water spells cost 4 mana, if Water is your Primary school of magic, or 8 mana if Water is your Secondary school. For more information see Water Magic.

### **Level 5 Water**

Prerequisites: Level 4 Water, 50 or more mana

This skill allows a character to cast Level 5 Water spells. All Level 5 Water spells cost 5 mana, if Water is your Primary school of magic, or 10 mana, if Water is your Secondary school. For more information see Water Magic.

### **Level 6 Water**

Prerequisites: Level 5 Water, 60 or more mana

This skill allows a character to cast Level 6 Water spells. All Level 6 Water spells cost 6 mana, if Water is your Primary school of magic, or 12 mana, if Water is your Secondary school. For more information see Water Magic.

### **Level 7 Water**

Prerequisites: Level 6 Water, 70 or more mana

This skill allows a character to cast Level 7 Water spells. All Level 7 Water spells cost 7 mana, if Water is your Primary school of magic, or 14 mana, if Water is your Secondary school. For more information see Water Magic.

### **Mana Armor**

Prerequisites: 1 or more mana

With this skill a character can put mana into a reserve to act as armor. To reserve mana in this way requires an uninterrupted minute of focusing on applying the armor. Each point of mana that is placed into reserve grants 2 armor, up to a total of 10 armor. This armor is reduced in the same ways that worn armor would be. To refit this armor costs 1 mana, regardless of the amount of armor lost, and a minute focusing on refitting the armor.

While mana is in this reserve it cannot be used for any purpose, including paying the cost to refit the armor.

The armor can be dropped at any time with another minute of focus. Dropping the armor returns all mana that

was placed in the reserve, minus 1 mana. After the armor is dropped any remaining mana is immediately returned to the user's mana pool and can be used in any way mana can be used again, including being reserved for Mana Armor.

Example: Pilonta has 7 mana. After a minute of focus Pilonta puts 5 mana into reserve, gaining 10 armor. Later Pilonta fights some monsters and takes 4 damage, reducing her armor to 6. Pilonta spends a minute and 1 mana to refit her armor to 10, she now has 5 mana in reserve and 1 mana free. Pilonta decides she wants to cast a second level spell, but only has 1 mana free. Pilonta spends a minute focusing on dropping the effects of mana armor and immediately receives 4 of the reserved mana back, losing one reserved mana. Pilonta now has 5 free mana.

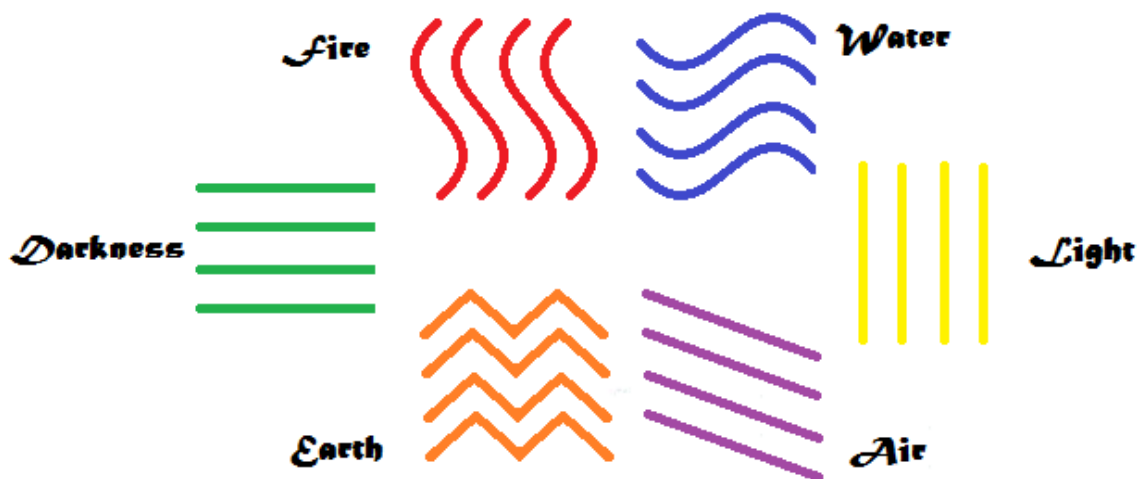
Having mana returned to a character that is benefitting from Mana Armor will have mana returned normally, up to their maximum mana including the amount of mana reserved for Mana Armor. This includes recovering mana by the daily mana ritual as well as other spells and effects that will restore mana.

Example: Pilonta has 10 mana total. Pilonta has reserved 5 mana for Mana Armor and has spent another 2 mana. Pilonta then has 5 mana returned by a Return Mana spell, of which she only actually regains 2. Pilonta will now have 5 mana reserved for Mana Armor and 5 unreserved mana.

### Dual Caster

Prerequisites: Level 3 Magic in two schools

With this skill a character's mana cost for their secondary school of magic is reduced to 1 mana per spell level instead of the normal 2 mana per spell level.



Magoria is a world with four elemental magics (Air, Earth, Fire, and Water) and two academic schools (Light and Darkness). The elemental magics belonging to the natural world are mostly innate but can be learned by some. Whether a spellcaster's magical abilities are learned or innate, to harness the magical energies of Magoria one must use Mana. A spellcaster's mana can be seen as a measure of their skill and stamina in the art of channeling. Mana is a reserve which can be exhausted by using it to perform various effects and refreshed through the use of rituals. Casting spells is a difficult task, and the art of magic has developed a few mechanisms to make the task easier. The most obvious is the incantation. Whenever a practitioner of magic casts a spell, they recite a series of words which allow them to focus on the effect that they are producing. It is important to note that the incantation is not a series of magic words; just saying the incantation does not cast a spell. The incantation is the distillation of a complicated formula that allows a spellcaster to re-order reality

according to their will. Without the proper training, it is meaningless. Another mechanism that is utilized is Wands. Wands allow a user to channel their mana through them, and manifest in the way that the caster desires. A wand is required to cast any spell of 1st through 3rd level. To cast higher level spells is rare in the world of Magoria and requires the use of a "Focus". A focus must be held in hand to cast any spell of 4th level or higher.

Magoria offers a player the ability to cast from six different schools of magic, although most players can only access at most two schools of magic. However a player cannot access both Light and Darkness magic. To cast a spell a player must complete the following steps in order:

1. Hold a wand or staff in a free hand.
2. Spend the mana required to cast the spell.
3. Recite the incantation of the spell.
4. Throw spell packet at the intended target

You may also "Touch Cast" your spell if you have permission for physical contact from the player. Any spell 4th level or higher requires a PC to have their Focus visibly on their person to cast. Foci are FOIG.

## Mana Regeneration:

In order to regain their spent mana a player must spend time meditating at specific locations. These locations go by many names: **Mana Wells, Mana Reset Junctures, Fountains of Mana, etc.** They must meditate for five minutes and sacrifice components to the location to regain their mana. A character regains 3 mana per 1 tier of components expended. A character may expend any number of components this way, but their mana total may not exceed their maximum mana. A character may perform this ritual one time per weekend unless they have an item or additional ritual that lets them do otherwise. Any character can recognize a mana reset component by the slight vibrations they feel when they are held.

## Magic Terms

**School of Magic:** Refers to the type of magic a player is practicing such as Air, Darkness, Earth, Fire, Light, and Water.

**Primary School:** This is the first school of magic that you learned. If you begin play with two schools of magic you must designate which is your primary school. To cast from your primary school costs one mana per level of the spell.

**Secondary School:** This is the second school of magic that you learned. If you begin play with two schools of magic you must designate which is your secondary school. To cast from your secondary school of magic costs two mana per level of the spell.

**Tertiary school: (Dragonborn only)** This is the third school of magic that you learned. If you begin play with three schools of magic you must designate which is your tertiary school. To cast from your tertiary school of magic cost three mana per level of the spell.

**Spells Known:** This represents which spells you are capable of casting. After learning Read Magic a character may learn any number of Darkness and Light Spells. However upon learning the first level of either school, the character unlearns all opposing spells, and is no longer able to learn any additional spells from the opposing

school. Characters may learn spells from any elemental school they are attuned to. You may learn additional spells in game from NPCs or magical text that imbues you with the spell. When creating a new character refer to the {Spells Known} table of the character creation portion of this rulebook. During the game if you learn the ability to cast from a new Level of Magic you gain the Base Spell from that school at the same time. These Base Spells are the top row in the spell charts.

**Base Spells:** These spells are the very basic spells of each school. These spells are the top row in the charts for each school's spells, included below. Any skill or effect that calls on a Base Spell is referring to these spells.

**Wands:** A wand can be used to cast any first through third level spell.

**Staffs:** A staff can be used to cast any first through third level spell. A PC must have the required tags for their staff and possess the Staff skill.

A Character with the Wand skill can charge a wand by spending One Mana Point with a three count of "Charging Wand 3, Charging Wand 2, Charging Wand 1" while holding a Wand Phys-Rep. Once charged the Player gains 10 packets of "1 Magic." These packets must be thrown while wielding the wand. If the Wand is dropped, disarmed, shattered, or leaves the Player's Hand all remaining unused charges are lost.

**Magic Focus:** As spells increase in complexity, they require more of the caster's attention. Unaided, a caster would have to sit in total isolation for an extended period before they could successfully cast a complex spell. Otherwise the distractions of their surrounding environment would ruin their concentration and the spell would be lost. To solve this problem, the early practitioners of magic developed magical foci. A focus is a specially prepared object that the caster attunes to. This preparation is Runic in nature, and the magical alteration to the object's essence must be refreshed periodically. Once attuned, the focus acts as an anchor for the caster's concentration. Whenever they have the focus in hand, they are able to immediately gain the level of concentration required for manipulating more difficult magics without the need for silence and intense meditation. A focus can take any number of forms, but they generally need to be some sort of handheld object. Some practitioners of magic hang their focus on amulets, others attach them to their belts. Some prefer wands, others prefer orbs, others still like books, and some have a weapon prepared as a focus.

The phys rep for your wand should appear as such and be safe to carry in combat. It must be hard, but is allowed to be flexible, such as being made of foam. Wands should be no longer than one foot (12 inches) in length. If using a Staff, it must have a tag and meet the weapon requirements. While foci do not need to be padded, all will go through a safety check to ensure that it is not going to cause serious harm in the event of an accident.

In order to cast a spell of Fourth level or higher you must have your Focus visibly on your person while delivering the spell verbal and during the throwing of the packet. Any casting of fourth and higher-level spells without a Focus visible results in the spell doing nothing, and the mana is lost.

Magic Foci are rare, and the secrets of crafting them are closely guarded. Players are unable to start with Foci and learning how to craft them will be an in game process.

## **Bufs**

Characters are able to have up to two buffs on them at a time. Spells that count towards this limit state this in their description. If a character has two buffs on them already and someone attempts to place a third buff on them then the third spell fizzles and has no effect. Most buffs will automatically be removed from the recipient if

not used by the next 6 o'clock (6 AM or 6PM whichever comes first).

### Casting spells and Armor

Those who cast spells find that heavier armors restrict them too much to be able to cast spells. Spells from the Light or Darkness Schools of magic are unable to be cast if the character is wearing more than 6 points of armor. Spells from the Elemental Schools of magic are unable to be cast if the character is wearing more than 8 points of armor. A character is able to wear higher than this number, however this means that the armor must be removed with a 1 minute count before they are able to cast spells.

### Target

Many spells will specify "Target" of the spell. Target is defined as the creature or object that receives the spell by being hit or touched by the spell packet at the completion of the spell's verbal.

## Anatomy of a Spell

Duration	Name	Verbal
Description		

#### Name:

This is the name of the spell.

#### Verbal:

This is the wording that you say prior to casting the spell. The verbal must be completed in its entirety before touching your target or throwing and it must be loud enough heard by your intended target. Any damage taken during this process causes the spell to fizzle without effect, and the mana is still spent. If a verbal is not stated correctly it is considered 'flubbed' the spell fizzles without effect, and the mana is still spent.

#### Description:

This area will describe exactly what the spell does.

#### Duration:

This is how long the spell will last. It will typically fall under three categories. If a spell has an "or" its duration that means if either duration meets its requirements then the spell ends.

**\*Instant:** A spell with a duration of instant causes an immediate effect with no lingering effects other than the results of the spell, such as damage, shattered items, and such.

**\*6pm/am:** This spell lasts until 6pm or 6am, whichever comes first

**\*Encounter:** This indicates that the spell will function until the recipient is out of combat for five minutes.

**\*X Seconds/Minutes/Hours:** Some spells will list a specific amount of time that they last in either minutes, seconds, or hours.

**\*Line of Sight:** This spell will last for 5 minutes, or until the caster breaks line of sight with the target for 10 seconds or longer. To fully break line of sight a large obstacle such as a building needs to be placed between the target and the caster. The caster does not need to continue to look at the target, only that they are able to.

**\*Special:** Some spells have a unique duration, and will be explained in the description of the spell.

# Darkness Magic

Upon learning their first level of darkness, a darkness mage becomes corrupted by its energies. Such a caster now exists in two states, corrupted or empowered. A darkness caster empowers themselves by draining the life force out of another creature. Anytime a darkness caster that is not empowered successfully performs a killing blow on a living target, they become empowered. You cannot become empowered twice, and are always considered either empowered or corrupted.

Some spells will give a different effect if you spend your empowerment while casting the spell, the spending of being empowered is optional for these spells and you may always cast the spell as a standard spell. Choosing to cast the empowered version of the spell consumes the empowerment and the caster is now considered corrupted. Some spells require you to cast the spell at all, these spells cannot be cast unless you are empowered, and always consumes the empowerment.

1st	2nd	3rd	4th	5th	6th	7th
Least Shadow Spike	Lesser Shadow Spike	Shadow Spike	Strong Shadow Spike	Greater Shadow Spike	Exceptional Shadow Spike	Perfect Shadow Spike
Free Undead	Shield of Shadow	Strengthen Undead	Undead Form	Paralyze	Shadow Infusion	Reanimation
Sacrifice	Bleed	Resist Light	Terror	Weakness	Devour	Fight to the Death
Terrify	Mirror Palm	Despair	Mirror Hold	Berserk		
	Hide Tracks	Disease	Dread			

**Darkness Tag:** The darkness tag will harm living creatures, but does not bypass armor unless accompanied by the pierce tag. Darkness damage will heal any creature with the undead trait.

**Charges:** Some Darkness spells utilize “Charges”. They will give you an effect that is usable a certain number of times before the spell ends. Each use of that ability removes one charge, until none are left and the ability ends. If at any point and time you gain charges from another source, you immediately lose any and all remaining charges you currently have.

## Level 1 Darkness Spells

Special

**Least Shadow Spike**

*By the Darkness I create a Least Shadow Spike.*

The caster takes 1 damage upon completing the verbal of this spell. This damage is piercing and cannot be blocked or mitigated in any way. Then the spell grants the caster three charges of darkness magic. For each charge the caster may hold a spell packet and say '2 Darkness' before throwing the packet. The spell ends after five minutes of being outside of combat, once all three charges are used, or when the caster is granted charges by any other effect.

You may cast this spell as an empowered spell. If you do, you must spend your empowerment and become corrupted. This changes the **Spell Verbal**, as well as adds an effect, as listed below

**Empowered Spell Verbal:** *"By the Darkness I create an empowered Least Shadow Spike."*

**Empowered Effect:** If you spend your empowerment to cast this spell, you add "pierce" to the damage call, making it "2 Darkness Pierce"

Instant

**Free Undead**

*By the Darkness I Free this Undead.*

This spell requires the expenditure of Empowerment to cast.

Removes any effects that are inhibiting movement from targeted undead creature.

Instant

**Sacrifice**

*By the Darkness I Sacrifice you.*

The caster spends 10 seconds channeling above a helpless body, at the end of the count the caster expends the mana and calls the Spell Verbal then begins a killing blow. At the end of the killing blow the caster regains 2 Health. The target of this spell may be bleeding out but not dead at the start of the spell. If performed on a creature that has already bled out the target will call no effect and no healing will occur.

3 Seconds

**Terrify**

*By the Darkness you will run in fear, 5 second Terrify.*

This spell causes the person hit with the packet to run away from the caster for 5 seconds.



## Level 2 Darkness Spells

Special

**Lesser Shadow Spike**

*By the Darkness I create a Lesser Shadow Spike.*

The caster takes 1 damage upon completing the verbal of this spell. This damage is piercing and cannot be blocked or mitigated in any way. Then the spell grants the caster three charges of darkness magic. For each charge the caster may hold a spell packet and say '4 Darkness' before throwing the packet. The spell ends after five minutes of being outside of combat, once all three charges are used, or when the caster is granted charges by any other effect.

You may cast this spell as an empowered spell. If you do, you must spend your empowerment and become corrupted. This changes the **Spell Verbal**, as well as adds an effect, as listed below

**Empowered Spell Verbal:** *"By the Darkness I create an empowered Lesser Shadow Spike."*

**Empowered Effect:** If you spend your empowerment to cast this spell, you add "pierce" to the damage call, making it "4 Darkness Pierce"

6am/6pm

**Shield of Shadow**

*By the Darkness I grant you a Shield of Shadow.*

This spell requires the expenditure of Empowerment to cast.

Targeted creature will call 'no effect' to the first darkness or light damage call delivered to them. This spell does block Darkness from healing undead, and Light from healing the living.

This spell takes up one of two buff slots.

Special

**Bleed**

*By the Darkness you will Bleed.*

For 60 seconds this spell causes the target to take 1 point of health damage any time they swing a weapon or cast any spell. Any amount of healing will dispel this effect. A player trained in staunch wounds may spend 60 seconds patching up the bleeding to end the effect as well.

6am/6pm

**Palm**

*By the Darkness I Palm this item.*

The caster may take one item and remove it from play. The item must be able to fit inside the palm of the hand of the caster and the caster may only have one object palmed this way. The caster may retrieve an item palmed by a 3 count of "retrieving 1, retrieving 2, retrieving 3" and act as if they pulled the item from their palm.

1 Hour

**Hide Tracks**

*By the Darkness I Hide our Tracks.*

The caster and all those within 20 feet of the caster, are not able to be tracked for the next hour. After the duration is complete the characters will start leaving tracks again, but their journey during the hour is still unable to be tracked.

## Level 3 Darkness Spells

Special

**Shadow Spike**

*By the Darkness I create a Shadow Spike.*

The caster takes 1 damage upon completing the verbal of this spell. This damage is piercing and cannot be blocked or mitigated in any way. Then the spell grants the caster three charges of darkness magic. For each charge the caster may hold a spell packet and say '6 Darkness' before throwing the packet. The spell ends after five minutes of being outside of combat, once all three charges are used, or when the caster is granted charges by any other effect.

You may cast this spell as an empowered spell. If you do, you must spend your empowerment and become corrupted. This changes the **Spell Verbal**, as well as adds an effect, as listed below

**Empowered Spell Verbal:** *“By the Darkness I create an empowered Shadow Spike.”*  
**Empowered Effect:** If you spend your empowerment to cast this spell, you add “pierce” to the damage call, making it “6 Darkness Pierce”

Encounter	Strengthen Undead	<i>By the Darkness I Strengthen this Undead.</i>
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This spell requires the expenditure of Empowerment to cast.  
 Target creature with the undead traits gains 1 strength, dealing an extra melee damage.

This spell takes up one of two buff slots.

6am/6pm	Resist Light	<i>By the Darkness you will Resist Light.</i>
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Target of the spell will resist the next light damage tag that they receive, this will block the healing or damage caused by the light tag.

This spell takes up one of two buff slots.

6am/6pm	Despair	<i>By the Darkness you will Despair, -3 max health.</i>
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This spell causes the person hit with the packet’s maximum health to be reduced by 3 health. This spell will not take a character to less than 1 maximum health. Despair is removed by a Bolster or Greater Bolster spell. Despair will also remove a Bolster effect.

6am/6pm	Disease	<i>By the Darkness you are Diseased.</i>
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The target of the spell becomes ‘Diseased’.  
 Disease: A character that is diseased will half all healing received by 50%, rounded down.

Level 4 Darkness Spells

Special	Strong Shadow Spike	<i>By the Darkness I create a Strong Shadow Spike.</i>
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The caster takes 1 damage upon completing the verbal of this spell. This damage is piercing and cannot be blocked or mitigated in any way. Then the spell grants the caster three charges of darkness magic. For each charge the caster may hold a spell packet and say ‘10 Darkness’ before throwing the packet. The spell ends after five minutes of being outside of combat, once all three charges are used, or when the caster is granted charges by any other effect.

You may cast this spell as an empowered spell. If you do, you must spend your empowerment and become corrupted. This changes the **Spell Verbal**, as well as adds an effect, as listed below

**Empowered Spell Verbal:** *“By the Darkness I create an empowered Strong Shadow Spike.”*  
**Empowered Effect:** If you spend your empowerment to cast this spell, you add “pierce” to the damage call, making it “10 Darkness Pierce”

Encounter	Undead Form	<i>By the Darkness I become Undeath.</i>
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This spell requires the expenditure of Empowerment to cast.

Caster gains the Undead Trait.

Undead Traits: Light tags deal damage directly to health, susceptible to all spells that target undead only, does not need to breathe, immune to disease, and immune to poison. Darkness magic now heals the character.		
This spell takes up one of two buff slots.		
10 Seconds	<b>Terror</b>	<i>By the Darkness you will run in Terror, Fear 10 seconds.</i>
Target hit by this spell will run away from the caster in fear for 10 seconds.		
6am/6pm	<b>Mirror Hold</b>	<i>By the Darkness I expand this Mirror.</i>
The caster enchants a hand held mirror, no larger than 6" across at any point. Each cast of the spell stores one item no longer than 1 foot on any side, and one mirror may hold up to 5 items. After storing the item the caster may pull out any one item by a three count of "retrieving 3, retrieving 2, retrieving 1".		

Level 5 Darkness Spells		
Special	<b>Strong Shadow Spike</b>	<i>By the Darkness I create a Greater Shadow Spike.</i>
<p>The caster takes 1 damage upon completing the verbal of this spell. This damage is piercing and cannot be blocked or mitigated in any way. Then the spell grants the caster <b>four</b> charges of darkness magic. For each charge the caster may hold a spell packet and say ‘10 Darkness’ before throwing the packet. The spell ends after five minutes of being outside of combat, once all three charges are used, or when the caster is granted charges by any other effect.</p> <p>You may cast this spell as an empowered spell. If you do, you must spend your empowerment and become corrupted. This changes the <b>Spell Verbal</b>, as well as adds an effect, as listed below</p> <p><b>Empowered Spell Verbal:</b> “By the Darkness I create an empowered Greater Shadow Spike.”</p> <p><b>Empowered Effect:</b> If you spend your empowerment to cast this spell, you add “pierce” to the damage call, making it “10 Darkness Pierce”</p>		
Line of Sight	<b>Paralyze</b>	<i>By the Darkness you are Paralyzed.</i>
<p>This spell requires the expenditure of Empowerment to cast.</p> <p>Target becomes paralyzed. They fall to the ground and are unable to speak or move. They are still aware of their surroundings and retain knowledge of what is happening.</p>		
Instant	<b>Weakness</b>	<i>By the Darkness you are Weakened.</i>
The target gains the weakness effect lasting until cured. Weakened creatures deal 4 less damage than normal, minimum 1.		
Special	<b>Madden</b>	<i>By the Darkness you will be Maddened.</i>
The target is affected by Madden. They gain a +1 damage to their attacks and they will attack the nearest creature until they have fallen. They will continue to do this until no other creatures are around them, 5 minutes, or until they are rendered unconscious.		

Level 6 Darkness Spells

Special	<b>Strong Shadow Spike</b>	<i>By the Darkness I create an Exceptional Shadow Spike.</i>
<p>The caster takes 1 damage upon completing the verbal of this spell. This damage is piercing and cannot be blocked or mitigated in any way. Then the spell grants the caster <b>Five</b> charges of darkness magic. For each charge the caster may hold a spell packet and say '10 Darkness' before throwing the packet. The spell ends after five minutes of being outside of combat, once all three charges are used, or when the caster is granted charges by any other effect.</p> <p>You may cast this spell as an empowered spell. If you do, you must spend your empowerment and become corrupted. This changes the <b>Spell Verbal</b>, as well as adds an effect, as listed below</p> <p><b>Empowered Spell Verbal:</b> <i>"By the Darkness I create an empowered Exceptional Shadow Spike."</i></p> <p><b>Empowered Effect:</b> If you spend your empowerment to cast this spell, you add "pierce" to the damage call, making it "10 Darkness Pierce"</p>		
6am/6pm	<b>Shadow Infusion</b>	<i>By the Darkness I Infuse myself with Shadow.</i>
<p>This spell requires the expenditure of Empowerment to cast.</p> <p>While under the effects of Shadow Infusion you may become Empowered up to three times. You must perform a separate killing blow for each empowerment. Each spell that consumes empowerment now reduces your Empowerment count by 1. You only become corrupted if you have no empowerments left.</p> <p>This spell takes up one of two buff slots.</p>		
1 Minute	<b>Devour</b>	<i>By the Darkness, I compel you to Devour.</i>
<p>Target of this spell spends one minute eating the nearest helpless creature or another food source. A killing blow is dealt at the start of the devour count. If no helpless creature or food source is available the target will attempt to make one from the nearest creature friend or foe. Damage interrupts the killing blow, but unless stopped the target will continue to try to deliver the killing blow for up to 1 minute before stopping. They may choose to attempt to killing blow and consume a different target when interrupted.</p>		

## Level 7 Darkness Spells

Special	<b>Perfect Shadow Spike</b>	<i>By the Darkness I create a Perfect Shadow Spike.</i>
<p>The caster takes 1 damage upon completing the verbal of this spell. This damage is piercing and cannot be blocked or mitigated in any way. Then the spell grants the caster <b>Six</b> charges of darkness magic. For each charge the caster may hold a spell packet and say '10 Darkness' before throwing the packet. The spell ends after five minutes of being outside of combat, once all three charges are used, or when the caster is granted charges by any other effect.</p> <p>You may cast this spell as an empowered spell. If you do, you must spend your empowerment and become corrupted. This changes the <b>Spell Verbal</b>, as well as adds an effect, as listed below</p> <p><b>Empowered Spell Verbal:</b> <i>"By the Darkness I create an empowered Perfect Shadow Spike."</i></p> <p><b>Empowered Effect:</b> If you spend your empowerment to cast this spell, you add "pierce" to the damage call, making it "10 Darkness Pierce"</p>		
5 Minutes	<b>Reanimation</b>	<i>By the Darkness you will Reanimate.</i>

This spell requires the expenditure of Empowerment to cast.

This spell can be cast on a corpse or on a living target. If cast on a corpse it immediately takes effect, if cast on a living character the spell sits dormant for one hour or until the character becomes dead, if they become dead they behave in all ways as if it was cast on them as a corpse.

Target rises with all health and armor reset. Target is considered dead during and after this effect. Being reduced to 0 health or lower ends this effect.

1 Minute	Fight to the Death	<i>By the Darkness you will fight to the death.</i>
This spell causes the person hit with the packet to not fall unconscious nor start to bleed out if they fall to -1 health. At the end of the spell if they are still under -1 health they fall unconscious as normal. The target of this spell is unable to benefit from any of the “Loves Grace” spells during this effect. Characters bleed out starts as normal when they are at -1 health, and this does not prevent the character from dying during this effect.		

# Light Magic

1st	2nd	3rd	4th	5th	6th	7th
Least Healing Light	Lesser Healing Light	Healing Light	Strong Healing Light	Greater Healing Light	Exceptional Healing Light	Perfect Healing Light
Gentle Repose	Minor Grace	Grace	Calm	Awaken	Revert Form	Perfect Grace
Light	Show Compassion	Cure Weakness	See Invisibility	Greater Grace	Return mana	Resurrection
Lights Detection	Cure poison/Disease	Weaken Undead	Bind Undead	Mass Compassion		Beacon
	Pin Undead	Lights Identification	Restore Limb			

**Light Tag:** The light tag will heal living creatures, and deal damage to undead creatures, bypassing armor.

**Charges:** Some light spells utilize “Charges”. They will give you an effect that is usable a certain number of times before the spell ends. Each use of that ability removes one charge, until none are left and the ability ends. If at any point and time you gain charges from another source, you immediately lose any and all remaining charges you currently have.

## Level 1 Light Spells

Special	<b>Least Healing Light</b>	<i>By the Light I create a Least Healing Light.</i>
This spell grants the caster three charges of light magic. For each charge the caster may hold a spell packet and say ‘light 2’ before either throwing the packet, or touching a willing target. The spell ends after five minutes of being outside of combat, once all three charges are used, or when the caster is granted charges by any other effect.		
6am/6pm	<b>Gentle Repose</b>	<i>By the Light I Repose this body.</i>
Target corpse will suspend its dissipation count until 6am or 6pm. A character under the effect of Gentle Repose may still choose to willingly dissipate if they will it.		
6am/6pm	<b>Light</b>	<i>By the Light I forge luminance.</i>
This spell produces a glowing light in the hands of the caster. This is represented by the breaking of a glow stick. The caster may then hand off the light to another player. A suitable replacement to a glow stick may be used as long as it gives off a diffused light of the same brightness as a standard glowstick.		
Instant	<b>Light’s Detection</b>	<i>By the Light, I detect Magic.</i>
The caster is able to detect if magic is present on any one object or item being touched. This spell is not 100% effective, as there are effects that may hide a magical presence.		

## Level 2 Light Spells

Special

**Lesser Healing Light**

*By the Light I create a Lesser Healing Light.*

This spell grants the caster three charges of light magic. For each charge the caster may hold a spell packet and say 'Light 4' before either throwing the packet, or touching a willing target. The spell ends after five minutes of being outside of combat, once all three charges are used, or when the caster is granted charges by any other effect.

6am/6pm

**Minor Grace**

*By the Light you are Minorly Graced.*

Target gains an additional 30 seconds on their next bleed out count.

This spell takes up one of two buff slots.

30 Seconds

**Show Compassion**

*By the Light you will Show Compassion.*

Target hit by the packet is unable to perform any hostile actions towards the caster for 30 seconds.

Instant

**Cure Disease and Poison**

*By the Light I Cure your Disease and Poison.*

Target is cured of all disease and poisons. This can be used on creatures as well as objects, such as food and drink.

Line of Sight

**Pin Undead**

*By the Light this Undead will be Pinned*

The target's right foot is rooted to the ground. The target is still able to pivot on their foot, but is unable to pick it up off the ground. This spell only works on characters who have the 'undead' trait.

## Level 3 Light Spells

Special

**Healing Light**

*By the Light I create a Healing Light.*

This spell grants the caster three charges of light magic. For each charge the caster may hold a spell packet and say 'light 6' before either throwing the packet, or touching a willing target. The spell ends after five minutes of being outside of combat, once all three charges are used, or when the caster is granted charges by any other effect.

6am/6pm

**Grace**

*By the Light you are Graced.*

Target will stabilize the next time they begin to bleed out.

This spell takes up one of two buff slots.

Instant

**Cure Weakness**

*By the Light I Cure your Weakness.*

Target is cured of any weakness effect.

Instant

**Weaken Undead**

*By the Light this Undead will be Weakened.*

The target gains the weakness effect lasting until cured. This spell only works on characters who have the 'undead' trait.

Instant

**Light's Identification**

*By the Light I identify this item.*

The caster immediately knows the magical properties of most items. Some items may not reveal any or all of their properties.

## Level 4 Light Spells

Special

**Strong Healing Light**

*By the Light I create a Strong Healing Light.*

This spell grants the caster **three** charges of light magic. For each charge the caster may hold a spell packet and say 'light 10' before either throwing the packet, or touching a willing target. The spell ends after five minutes of being outside of combat, once all three charges are used, or when the caster is granted charges by any other effect.

Instant

**Calm**

*By the Light you will be Calmed.*

The target ends all current rage and/or berserk effects.

1 Hour

**See Invisibility**

*By the Light reveal all that is Invisible to you.*

The target of this spell gains the ability to see invisible creatures and objects.

Line of Sight

**Bind Undead**

*By the Light this Undead will be Bound.*

The target's arms are bound to its side. This spell only works on characters who have the 'undead' trait.

Instant

**Restore Limbs**

*By the Light I Restore your Limbs.*

Target regains use of all limbs.

## Level 5 Light Spells

Special

**Greater Healing Light**

*By the Light I create a Greater Healing Light.*

This spell grants the caster **four** charges of light magic. For each charge the caster may hold a spell packet and say 'light 10' before either throwing the packet, or touching a willing target. The spell ends after five minutes of being outside of combat, once all three charges are used, or when the caster is granted charges by any other effect.

Instant

**Awaken**

*By the Light you will Awaken.*

Target creature awakens from any unconscious or sleeping effects.

6am/6pm

**Greater Grace**

*By the Light you are Greatly Graced.*

Target will be affected by 'light 2' the next time that they begin to bleed out.

This spell takes up one of two buff slots.

30 Seconds

**Mass Compassion**

*By the Light you will Show Compassion, Show Compassion, Show Compassion.*

Caster creates three packets that must be thrown in rapid succession. Each packet must be accompanied by the verbal "Show Compassion". All affected will not be able to attack the caster for 30 seconds.

## Level 6 Light Spells

Special

**Exceptional Healing Light**

*By the Light I create an Exceptional Healing Light.*

This spell grants the caster **Five** charges of light magic. For each charge the caster may hold a spell packet and say 'light 10' before either throwing the packet, or touching a willing target. The spell ends after five minutes of being outside of combat, once all three charges are used, or when the caster is granted charges by any other effect.



Instant	<b>Revert Form</b>	<i>By the Light you will Revert Form.</i>
Target reverts to their natural form, losing any shape shifting or illusion magic that is currently affecting them.		
Instant	<b>Return Mana</b>	<i>By the Light I Return your Mana, 5 Mana.</i>
Target regains 5 mana.		

Level 7 Light Spells		
Special	<b>Perfect Healing Light</b>	<i>By the Light I create a Perfect Healing Light.</i>
This spell grants the caster <b>Six</b> charges of light magic. For each charge the caster may hold a spell packet and say 'light 10' before either throwing the packet, or touching a willing target. The spell ends after five minutes of being outside of combat, once all three charges are used, or when the caster is granted charges by any other effect.		
6am/6pm	<b>Perfect Grace</b>	<i>By the Light you are Perfectly Graced.</i>
Target will be affected by '20 light' the next time that they begin to bleed out.		
This spell takes up one of two buff slots.		
Instant	<b>Resurrection</b>	<i>By the Light you will be Resurrected.</i>
Target corpse is returned to life at 1 health. This spell only has effect on a corpse that is currently in its dissipation count, or is under the effect of a gentle repose spell.		
6am/6pm	<b>Beacon</b>	<i>By the Light I create Beacons of healing.</i>
Caster may touch five other characters in rapid succession. This gives each character the ability to heal with light magic by touching someone with a packet and stating "Activate Beacon, Light 5." You can imbue the same character multiple times with this beacon.		
This spell takes up one of two buff slots.		

# Air Magic

1st	2nd	3rd	4th	5th	6th	7th
Jolt of Lightning	Shock of Lightning	Bolt of Lightning	Strike of Lightning	Crash of Lightning	Cascade of Lightning	Storm of Lightning
Breathless	Lesser Electric Trap	Gust of Wind	Electric Trap	Dodge	Greater Electric Trap	Greater Air Wall
Resist Confinement	Parry of Wind	Grant Freedom	Air Shield	Greater Everlasting Breath	Wind Step	
Lesser Air Wall	Burst of Air	Everlasting Breath	Air Wall	Silence		
				Sleep		

## Level 1 Air Spells

Instant	<b>Jolt of Lightning</b>	<i>By the Air I create a Jolt of Lightning, 5 Lightning.</i>
Target takes 5 lightning damage		
Encounter	<b>Lesser Air Wall</b>	<i>By the Air I create a Lesser Air Wall.</i>
Caster calls "reduce 1" versus all non magical ranged attacks		
This spell takes up one of two buff slots.		
6am/6pm	<b>Resist Confinement</b>	<i>By the Air I grant you a Resist Confinement.</i>
Target of the spell will resist the next pin, bind, slow, or paralyze effect they receive.		
If the target possesses the 'Air Attunement' skill, they may resist a bind, pin, slow, or paralyze of their choice instead.		
This spell takes up one of two buff slots.		
1 minute	<b>Breathless</b>	<i>By the Air I rob you of your Breath.</i>
Target will automatically flub the next spell that they cast in the next minute.		

## Level 2 Air Spells

Instant	<b>Shock of Lightning</b>	<i>By the Air I create a Shock of Lightning, 10 Lightning.</i>
Target takes 10 lightning damage		
6am/6pm	<b>Lesser Electric Trap</b>	<i>By the Air I create a Lesser Electric Trap.</i>
This spell takes 1 minute to cast, and may only be placed inside a cabin. The caster must note on the cabin notes who cast the spell, the effects of the spell, and who is attuned to the spell. They will then mark on the cabin floor a circle no larger than 5 feet in diameter in a non-permanent manner such as duct tape.		

During the 1 minute cast time, the caster must touch any and all attuned to the spell with a spell packet. The caster is always attuned to the spell.

If anyone not attuned to the spell steps in or passes over the circle they take 10 lightning damage.

Attuned characters may allow other characters to bypass the trap without triggering it by saying ‘I allow you in’ while pointing at the character. This allowance only works for the next 10 seconds.

6am/6pm	<b>Parry of Wind</b>	<i>By the Air I grant you a Parry of Wind.</i>
Target of the spell will resist the next attack delivered with a weapon they receive.		
If the target possesses the ‘Air Attunement’ skill, they may resist an attack delivered with a weapon of their choice instead.		
This spell takes up one of two buff slots.		
Instant	<b>Burst of Air</b>	<i>By the Air, I disarm the &lt;item&gt; with a Burst.</i>
When casting this spell, you will name the item to disarm in the verbal. Upon hitting your target with a packet they must drop the item.		

## Level 3 Air Spells

Instant	<b>Bolt of Lightning</b>	<i>By the Air I create a Bolt of Lightning, 15 Lightning.</i>
Target takes 15 lightning damage		
Instant	<b>Gust of Wind</b>	<i>By the Air I create a Gust of Wind, disarm trap.</i>
The caster will throw a packet at what they believe to be trapped. This will behave as if a person had set the trap off.		
Instant	<b>Grant Freedom</b>	<i>By the Air I Grant you Freedom.</i>
Target is cured of any pin, slow, bind, or paralyze effects.		
1 Hour	<b>Everlasting Breath</b>	<i>By the Air, I grant you Everlasting Breath.</i>
Target no longer needs to breathe underwater. This does not grant the user any resistances to effects that occur when the character breathes.		
This spell takes up one of two buff slots.		

## Level 4 Air Spells

Instant	<b>Strike of Lightning</b>	<i>By the Air I create a Strike of Lightning, 20 Lightning.</i>
Target takes 20 lightning damage		
Encounter	<b>Air Wall</b>	<i>By the Air I create an Air Wall.</i>
Caster calls “reduce 3” versus all non magical ranged attacks		
This spell takes up one of two buff slots.		
6am/6pm	<b>Electric Trap</b>	<i>By the Air I create an Electric Trap.</i>

This spell takes 1 minute to cast, and may only be placed inside a cabin. The caster must note on the cabin notes who cast the spell, the effects of the spell, and who is attuned to the spell. They will then mark on the cabin floor a circle no larger than 5 feet in diameter in a non-permanent manner such as duct tape.

During the 1 minute cast time, the caster must touch any and all attuned to the spell with a spell packet. The caster is always attuned to the spell.

If anyone not attuned to the spell steps in or passes over the circle they take 20 lightning damage and is pinned.

Attuned characters may allow other characters to bypass the trap without triggering it by saying ‘I allow you in’ while pointing at the character. This allowance only works for the next 10 seconds.

6am/6pm	Shield of Air	<i>By the Air, I grant you a Shield of Air.</i>
Target of the spell will resist the next spell packet delivered attack they receive.		
If the target possesses the ‘Air Attunement’ skill, they may resist a spell packet delivered attack of their choice instead.		
This spell takes up one of two buff slots.		

### Level 5 Air Spells

Instant	Crash of Lightning	<i>By the Air I create a Crash of Lightning, 25 Lightning.</i>
Target takes 25 lightning damage		
6am/6pm	Dodge	<i>By the Air I grant you the ability to Dodge.</i>
Target of the spell is able to resist the next spell packet delivered attack or weapon attack they receive.		
If the target possesses the ‘Air Attunement’ skill, they may resist a spell packet delivered attack or weapon attack of their choice instead.		
This spell takes up one of two buff slots.		
1 Hour	Everlasting Breath	<i>By the Air I grant us Everlasting Breath.</i>
Caster and everyone within 20 feet of the caster no longer needs to breathe underwater. This does not grant the user any resistances to effects that occur when the character breathes.		
5 minutes	Silence	<i>By the Air you will be Silenced.</i>
Target suffers the silence for 5 minutes.		
5 minutes	Sleep	<i>By the Air you will Sleep.</i>
Target suffers the sleep effect for 5 minutes.		

### Level 6 Air Spells

Instant	Cascade of Lightning	<i>By the Air I create a Cascade of Lightning, 30 Lightning.</i>
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Target takes 30 lightning damage		
6am/6pm	<b>Greater Electric Trap</b>	<i>By the Air I create a Greater Electric Trap.</i>
<p>This spell takes 1 minute to cast, and may only be placed inside a cabin. The caster must note on the cabin notes who cast the spell, the effects of the spell, and who is attuned to the spell. They will then mark on the cabin floor a circle no larger than 5 feet in diameter in a non-permanent manner such as duct tape.</p> <p>During the 1 minute cast time, the caster must touch any and all attuned to the spell with a spell packet. The caster is always attuned to the spell.</p> <p>If anyone not attuned to the spell steps in or passes over the circle they take 30 lightning damage and is paralyzed.</p> <p>Attuned characters may allow other characters to bypass the trap without triggering it by saying ‘I allow you in’ while pointing at the character. This allowance only works for the next 10 seconds.</p>		
Special	<b>Wind Step</b>	<i>By the Air I will Step as the Wind.</i>
<p>Caster crosses their arms high above their head. The caster is able to take 10 steps. During these 10 steps they will not set off any traps that would be activated due to being on the ground, and they call ‘no effect’ to all melee attacks. They are able to cross over areas of difficult ground and do not suffer any effects of falling.</p> <p>At the end of 10 steps they lose all benefits and suffer any consequences of the place that their 10th step landed in.</p>		

Level 7 Air Spells		
Instant	<b>Storm of Lightning</b>	<i>By the Air I create a Storm of Lightning, 35 Lightning.</i>
Target takes 35 lightning damage		
Encounter	<b>Greater Air Wall</b>	<i>By the Air I create a Greater Air Wall.</i>
Caster calls “reduce 5” versus all non magical ranged attacks		

## Earth Magic

1st	2nd	3rd	4th	5th	6th	7th
Least Break Armor	Lesser Break Armor	Break Armor	Strong Break Armor	Greater Break Armor	Exceptional Break Armor	Perfect Break Armor
Detect Poison	Lesser Earthen Armor	Knockdown	Earthen Armor	Shatter	Greater Earthen Armor	Voice Knockdown
Woodland Tongue	Earthen Claws	Enhance Natural Weapons	Boulder	Stone Wall	Greater Boulder	Crush Armor
Surefooted	Earthen Shield	Tar Feet	Resist Bind	Mass Tar Feet	Burrow	
	Lesser Boulder	Resist Poison/Disease		Grounded		

### Level 1 Earth Spells

Instant	<b>Break Least Armor</b>	<i>By the Earth I will Break Least Armor, 5 Earth Sunder.</i>
Target takes 5 Sunder Damage		
Instant	<b>Detect Poison</b>	<i>By the Earth I will Detect Poison.</i>
The caster is able to detect if the object or character touched is poisoned.		
5 Minutes	<b>Woodland Tongue</b>	<i>By the Earth I grant myself Woodland Tongue.</i>
The caster is able to speak with and understand common animals.		
6am/6pm	<b>Surefooted</b>	<i>By the Earth you will become Surefooted.</i>
Target will call 'resist' the next pin effect that they receive.		
This spell takes up one of two buff slots.		

### Level 2 Earth Spells

Instant	<b>Break Lesser Armor</b>	<i>By the Earth I will least Break Lesser Armor, 10 Earth Sunder.</i>
Target takes 10 Sunder Damage		
Special	<b>Lesser Earthen Armor</b>	<i>By the Earth I grant you a Lesser Earthen Armor.</i>
Target gains 2 armor. This spell remains until the target is struck and then for the remainder of the encounter. The armor may be refitted with other armor. If at any point your Armor Points reaches 0, Lesser Earthen Armor immediately ends. You may only benefit from one version of Earthen Armor at a time.		
This spell takes up one of two buff slots.		
Instant	<b>Lesser Boulder</b>	<i>By the Earth I create a Lesser Boulder, 5 Blunt.</i>

This spell allows the caster to throw a boulder, which is any object that fits the definition of ‘throwing weapon’ rules. The appearance of the object is up to the character, but is suggested to be rock like, if possible. The Boulder deals 5 Blunt damage, and may be blocked like any other thrown weapon.		
Encounter	Earthen Claws	<i>By the Earth I grant you Earthen Claws.</i>
The target of the spell may use two weapons that fit the ‘claw/natural weapon’ description and guidelines. Both weapons deal 1 blunt damage each and count as natural weapons.		
This spell takes up one of two buff slots.		
Encounter	Earthen Shield	<i>By the Earth you are granted an earthen shield.</i>
Target will call ‘resist’ to the next attack delivered to them with a weapon strike		
This spell takes up one of two buff slots.		

Level 3 Earth Spells		
Instant	Break Armor	<i>By the Earth I will Break Armor, 15 Earth Sunder.</i>
Target takes 15 Sunder Damage		
Instant	Knockdown	<i>By the Earth you will be Knocked Down.</i>
Target suffers the knockdown effect.		
Encounter	Enhance Natural Weapons	<i>By the Earth I Enhance these Natural Weapons.</i>
Targeted creatures will deal one additional damage with any natural weapons that they are using.		
This spell takes up one of two buff slots.		
Line of Sight	Tar Feet	<i>By the Earth I summon tar, Slow.</i>
Target suffers the slow condition.		
6am/6pm	Resist Poison and Disease	<i>By the Earth you will Resist Poison and Disease.</i>
Target will resist the next poison or disease effect they receive.		

Level 4 Earth Spells		
Instant	Break Strong Armor	<i>By the Earth I will Break Strong Armor, 20 Earth Sunder.</i>
Target takes 20 Sunder Damage		
6am/6pm	Earthen Armor	<i>By the Earth I grant you an Earthen Armor.</i>
Target gains 4 armor. This spell remains until the target is struck and then for the remainder of the encounter. The armor may be refitted with other armor. If at any point your Armor Points reaches 0, Earthen Armor immediately ends. You may only benefit from one version of Earthen Armor at a time.		
This spell takes up one of two buff slots.		

Instant	Boulder	<i>By the Earth I create a Boulder, 10 Blunt.</i>
This spell allows the caster to throw a boulder, which is any object that fits the definition of ‘throwing weapon’ rules. The appearance of the object is up to the character, but is suggested to be rock like, if possible. The Boulder deals 10 Blunt damage, and may be blocked like any other thrown weapon.		
6am/6pm	Resist Bind	<i>By the Earth you will Resist Bindings.</i>
Target will resist the next bind effect they receive.		
This spell takes up one of two buff slots.		

Level 5 Earth Spells		
Instant	Break Greater Armor	<i>By the Earth I will Break Greater Armor, 25 Earth Sunder.</i>
Target takes 25 Sunder Damage		
Instant	Shatter	<i>By the Earth I will Shatter this &lt;Item&gt;.</i>
When casting this spell, you will name the item to affect in the verbal. Upon touching the item, or hitting the holder of the item with a packet, the item will suffer a shatter effect.		
6am/6pm	Stone Wall	<i>By the Earth a Wall shall rise here.</i>
This spell takes 10 minutes to cast fully. During this time the caster must trace back and forth any section of earth no longer than 10 feet. This spell must be cast on natural grounds, and will not work while inside buildings. After spending the 10 minutes casting this spell the caster will mark the area with a highly visible line, and if at night they will also need to mark it with glow sticks. While this spell is in effect, no attacks or spells may pass over the line. Characters may not walk through the line unless burrowing or under the effects of some sort of flight ability.		
Line of Sight	Tar Pit	<i>By the Earth I summon a Tar Pit, Slow, Slow, Slow.</i>
The caster will throw three packets in rapid succession, calling “Slow” with each packet. Any targets hit by the packet suffers the “Slow” effect.		
1 Hour	Grounded	<i>By the Earth you are bound to this Ground.</i>
Target is immune to the knockdown effect. Target may only move at the speed of a walk.		
This spell takes up one of two buff slots.		

Level 6 Earth Spells		
Instant	Break Exceptional Armor	<i>By the Earth I will Break Exceptional Armor, 30 Earth Sunder.</i>
Target takes 30 Sunder Damage		
Special	Greater Earthen Armor	<i>By the Earth I grant you Greater Earthen Armor.</i>
Target gains 6 armor. This spell remains until the target is struck and then for the remainder of the encounter. The armor may be refitted with other armor. If at any point your Armor Points reaches 0, Greater Earthen Armor immediately ends. You may only benefit from one version of Earthen Armor at a time.		
This spell takes up one of two buff slots.		
Instant	Greater Boulder	<i>By the Earth I create a Boulder, 20 Blunt.</i>



This spell allows the caster to throw a boulder, which is any object that fits the definition of ‘throwing weapon’ rules. The appearance of the object is up to the character, but is suggested to be rock like, if possible. The Boulder deals 15 Blunt damage, and may be blocked like any other thrown weapon.

Special	Burrow	<i>By the Earth I shall Burrow through.</i>
<p>Upon completing the casting of this spell, the caster places both arms in a cross above their heads. They may then take 10 steps ‘underground’. This may allow them to bypass natural boundaries, or to get behind an enemy line without being attacked. While burrowing a character calls no effect to all effects. If a burrowing character ends their 10 steps in a location where they would be unable to surface (such as burrowing 10 feet into a cave wall, or straight down), report to your closest field marshal for any effects you suffer.</p>		

Level 7 Earth Spells		
Instant	Break Perfect Armor	<i>By the Earth I will Break Perfect Armor, 35 Sunder.</i>
Target takes 35 Sunder Damage		
Instant	Mass Knockdown	<i>By the Earth you will flatten, Knock Down, Knock Down, Knock Down.</i>
The caster will throw three packets in rapid succession, calling “Knock Down” with each packet. Any targets hit by the packet suffers the “Knock Down” effect.		
Special	Crush Armor	<i>By the Earth I will Crush all Armor, Crushing Sunder 5... (etc.)</i>
The caster plants their feet and may throw a packet with the incant “Crushing, 5 sunder”. They may continue to throw packets in this way at no mana cost until they move their feet.		

# Fire Magic

1st	2nd	3rd	4th	5th	6th	7th
Ray of Fire	Blast of Fire	Bolt of Fire	Fire Spear	Fire Lance	Scorching Fire	Unrelenting Flame
Cauterize	Fire Shield 1	Mesmerizing Fire	Greater Fire Weapon	Incinerate	Fire shield 3	
Fire weapon	Resist Fire	Enkindle	Fire Shield 2	Combust Limb		
Light		Evaporate	Heat Item	Burn Magic		
Cremate						

When a caster casts any of their signature fire spells, they may cast a single lower level spell without its verbal component, only needing to speak the damage tag. The caster must still spend mana for the spell. This only affects the next spell cast immediately after the triggering spell, and any action other than casting a signature spell of lower level removes this effect.

Example: Infernus casts 4th level Fire spear by saying "By my fire, I create a spear of flame, 20 fire". Infernus could now choose to cast a bolt of fire, blast of fire or ray of fire by spending the appropriate amount of mana and calling just their damage tag. If infernus chose to cast the blast of fire they would spend 2 mana, and then use the verbal "10 fire" while throwing a second packet. This would end the effect on Infernus and they would need to cast another signature spell before they could utilize this effect again.

## Level 1 Fire Spells

Instant	<b>Ray of Fire</b>	<i>By my Fire I create a Ray, 5 Fire.</i>
Target takes 5 fire damage.		
Instant	<b>Cauterize</b>	<i>By my Fire I Cauterize your wounds.</i>
Target a character that is bleeding out and stop their bleed out and are set to 0 health.		
Encounter	<b>Fire Weapon</b>	<i>By my Fire I coat this Weapon in Flame.</i>
Target weapon gains the 'fire' damage type. This affects one target that is chosen by the wielder of the weapon upon receiving the spell.		
This spell takes up one of two buff slots.		
6am/6pm	<b>Hold Fire</b>	<i>By my Fire I hold a Flame.</i>
This spell produces a glowing light in the hands of the caster. This is represented by the breaking of a glow stick. The caster may not hand this light to another character.. A suitable replacement to a glow stick may be used as long as it gives off a diffused light of the same brightness as a standard glowstick.		
Instant	<b>Cremate</b>	<i>By my Fire I Cremate these remains.</i>
This spell causes the target body that is currently dead to dissipate, bypassing the 5 minute count.		

## Level 2 Fire Spells

Instant	<b>Ray of Fire</b>	<i>By my Fire I create a blast, 10 Fire</i>
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Target takes 10 fire damage.		
Encounter	<b>Lesser Fire Shield</b>	<i>By my Fire I surround myself in Lesser Flames.</i>
The caster gains a retributive coating of fire that lasts for one encounter. While this is in effect, anytime the caster is hit by a melee attack they may call 'Rebound 1 Fire'. This does not stop the damage received.		
This spell takes up one of two buff slots.		
6am/6pm	<b>Resist Fire</b>	<i>By my Fire I grant you a Resist Flame.</i>
Target of the spell will resist the next fire damage tag that they receive.		
This spell takes up one of two buff slots.		

## Level 3 Fire Spells

Instant	<b>Ray of Fire</b>	<i>By my Fire I create a bolt, 15 Fire</i>
Target takes 15 fire damage.		
Special	<b>Mesmerizing Fire</b>	<i>By my Fire I create Mesmerizing Flame.</i>
A character under the effects of a Trance must stand still and stare off into the distance. A Tranced character is still aware of their surroundings, but are unable to act in any way for the duration of the effect. The duration of this effect is 5 minutes or until they are the target of an offensive action.		
Special	<b>Enkindle</b>	<i>By my Fire you are Enkindled</i>
For 60 seconds this spell causes the target to take 1 point of health damage any time they swing a weapon or cast any spell. Any amount of healing will dispel this effect. The target may mime rolling on the ground or patting out the fire for 60 seconds to put out the fire, ending this effect.		

## Level 4 Fire Spells

Instant	<b>Spear of Fire</b>	<i>By my Fire I create a Spear, 20 Fire</i>
Target takes 20 fire damage.		
Encounter	<b>Greater Fire Weapon</b>	<i>By my Fire I coat this Weapon in Greater Flames.</i>
Target weapon gains the 'fire' damage type and deals 2 additional damage. This affects one target that is chosen by the wielder of the weapon upon receiving the spell.		
This spell takes up one of two buff slots.		
Encounter	<b>Fire Shield</b>	<i>By my Fire I surround myself in Flames.</i>
The caster gains a retributive coating of fire that lasts for one encounter. While this is in effect, anytime the caster is hit by a melee attack they may call 'Rebound 2 Fire'. This does not stop the damage received.		
This spell takes up one of two buff slots.		
Instant	<b>Heat Item</b>	<i>By my Fire I Heat the &lt;weapon/Item&gt; in your hands, Disarm 5 Fire.</i>
When casting this spell, you will name the item to disarm in the verbal. Upon hitting your target with a packet they must drop the item and take 5 fire damage.		

6am/6pm	<b>Evaporate</b>	<i>By my Fire you will Evaporate water.</i>
The target of this spell will resist the next water damage tag.		
This spell takes up one of two buff slots.		

## Level 5 Fire Spells

Instant	<b>Lance of Fire</b>	<i>By my Fire I create a Lance, 25 Fire</i>
Target takes 25 fire damage.		
Instant	<b>Incinerate</b>	<i>By my Fire I Incinerate this &lt;Item&gt;.</i>
When casting this spell, you will name the item to affect in the verbal. Upon touching the item, or hitting the holder of the item with a packet, the item will suffer a shatter effect.		
Instant	<b>Combust Limb</b>	<i>By my Fire I Combust your &lt;Left/Right&gt; arm, Tear Limb.</i>
Target loses use of the specified arm.		
Instant	<b>Burn Magic</b>	<i>By my Fire I will break this Magic.</i>
Target of the spell loses all active spells from any of the elemental school of magics, as well as Light and darkness. This spell only removes spells with a duration, those that have a <b>duration</b> of 'instant' are unaffected.		

## Level 6 Fire Spells

Instant	<b>Scorching Fire</b>	<i>By my Fire I create Scorching Flames, 30 Fire.</i>
Target takes 30 fire damage.		
Encounter	<b>Greater Fire Shield</b>	<i>By my Fire I surround myself in Greater Flames.</i>
The caster gains a retributive coating of fire that lasts for one encounter. While this is in effect, anytime the caster is hit by a melee attack they may call 'Rebound 3 Fire'. This does not stop the damage received.		
This spell takes up one of two buff slots.		

## Level 7 Fire Spells

Instant	<b>Inferno of Fire</b>	<i>By my Fire I create an Inferno of Flames, 35 Fire.</i>
Target takes 35 fire damage.		
Special	<b>Unrelenting Flames</b>	<i>By my fire I create Unrelenting Flames, Unrelenting Flames 5 Fire.....</i>
The caster plants their feet and may throw a packet with the incant 'Unrelenting flame, 5 fire". They may continue to throw packets in this way at no mana cost until they move their feet.		

# Water Magic

1st	2nd	3rd	4th	5th	6th	7th
Least Cure wounds	Lesser Cure Wounds	Cure wounds	Mass Cure Wounds	Greater Mass Cure Wounds	Exceptional Mass Cure Wounds	Perfect Mass Cure Wounds
Purify Food/Drink	Lesser Ice Shard	Resist Poison/Disease	Ice Shard	Sanctuary	Greater Ice Shard	Mass Resist Tear Limb
Detect Poison/Disease	Resist Fire	Resist Weakness	Resist Tear Limb		Mass Resist Weakness	Resurrection
Bolster	Pin	Water Shield	Mass Resist Fire		Mass Greater Bolster	Greater Sanctuary
	Endow	Greater Bolster			Mass Resist Poison and Disease	
	Mass Bolster					

**Water Tag:** The Water tag will heal all creatures.

**Rituals:** Water has many spells that require you to perform a ritual to cast. All of these spells contain “Mass” in the name. The caster must role play a ritual for 5 minutes before the completion of those spells. Each ritual is personal to the caster, however the caster is bound to one spot and may not move from it until the ritual is complete. Doing so ends the ritual immediately with no effect, but the caster must still spend the mana. If one of the targets of the ritual leaves, they will no longer gain any benefit from the ritual, and another person may not be substituted in for the person that left.

Rituals most often will affect three people. This can, but does not always, target the caster themselves. Any spells that target more than three characters will be denoted in their spell description. You must finish performing a ritual before you can cast any other spells.

Level 1 Water Spells		
Instant	Cure Least Wounds	<i>By the Water I Cure Least Wounds, Cure 5.</i>
Target heals 5 health.		
Instant	Purify Food and Drink	<i>By the Water I Purify this Food and Drink.</i>
A group of food and liquids before the caster is purified of any poison or disease effects. This may affect a table's worth of food per casting.		
Instant	Detect Poison and Disease	<i>By the Water I Detect Poison and Disease.</i>
The caster is able to detect if the object or character touched is poisoned.		
6am/6pm	Bolster	<i>By the Water you will be Bolstered.</i>

Target gains 3 temporary health. This health stacks with any other forms of additional health. Once the health from this spell is lost the spell ends. This spell will remove a despair effect.  
This spell takes up one of two buff slots.

## Level 2 Water Spells

Instant	<b>Cure Lesser Wounds</b>	<i>By the Water I Cure Lesser Wounds, Cure 10.</i>
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Target heals 10 health.

Instant	<b>Lesser Ice Shard</b>	<i>By the Water I create a Lesser Ice Shard, 5 Ice.</i>
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Target takes 5 Ice damage.

6am/6pm	<b>Resist Fire</b>	<i>By the Water you will Resist Flame.</i>
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Target of the spell will resist the next fire damage tag that they receive.

This spell takes up one of two buff slots.

Line of Sight	<b>Pin</b>	<i>By the Water you will be Pinned.</i>
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The target's right foot is rooted to the ground. The target is still able to pivot on their foot, but is unable to pick it up off the ground.

Encounter	<b>Endow</b>	<i>By the Water you will gain strength.</i>
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Target gains a +1 strength for one target, this strength goes into effect the next time that the target swings a weapon. The target may also use this strength to perform one task taking no more than 10 seconds.

This spell takes up one of two buff slots.

6pm/6am	<b>Mass Bolster</b>	<i>By the Waters ritual I Mass grant Bolsters...</i>
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This is a ritual spell.

At the end of the 5 minute ritual you may touch **three** creatures involved in the ritual, stating Bolster 3.

Each target gains 3 temporary health. This health stacks with any other forms of additional health. Once the health from this spell are lost the spell ends. This spell will remove a despair effect.

This spell takes up one of two buff slots.

Special	<b>Water's Stabilization</b>	<i>By the Waters I will Stabilize those around me.</i>
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The caster is able to continue casting this spell by going through the same motions as a ritual.

The caster must remain in the same space while performing this spell, as long as they do all characters that the caster is able to touch with a packet will be stabilized. Any characters stabilized this way may be moved away from the caster and still remain stable.

The caster may perform this spell for up to 10 minutes.

## Level 3 Water Spells

Instant	<b>Cure Wounds</b>	<i>By the Water I Cure Wounds, Cure 15.</i>
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Target heals 15 health.

6am/6pm	<b>Resist Poison and Disease</b>	<i>By the Water you will Resist Poison and Disease.</i>
Target will resist the next poison or disease effect they receive.		
This spell takes up one of two buff slots.		
6am/6pm	<b>Resist Weakness</b>	<i>By the Water you will Resist Weakness.</i>
Target will resist the next weakness effect they receive.		
This spell takes up one of two buff slots.		
Instant	<b>Water Shield</b>	<i>Water Shield, Resist Melee.</i>
The caster cannot cast this spell in advance. Upon receiving a boffer delivered attack they may spend the 3 mana required to cast the spell, and then say the verbal. This will negate the entire attack delivered.		
6pm/6am	<b>Greater Bolster</b>	<i>By the Water will be Greatly Bolstered.</i>
Target gains 5 temporary health. This health stacks with any other forms of additional health. Once the health from this spell is lost the spell ends. This spell will remove a despair effect.		
This spell takes up one of two buff slots.		

## Level 4 Water Spells

Instant	<b>Mass Cure Wounds</b>	<i>By the Waters ritual I Mass Cure Wounds, Cure Wounds 15, Cure Wounds 15.</i>
This is a ritual spell.		
At the end of the 5 minute ritual you may touch <b>three</b> creatures involved in the ritual, stating "Cure wounds 15" on each touch.		
Instant	<b>Ice Shard</b>	<i>By the Waters I create an Ice Shard, 10 Ice.</i>
Target takes 10 Ice damage.		
6am/6pm	<b>Resist Tear Limb</b>	<i>By the Waters you will Resist a Tear Limb.</i>
Target will resist the next tear limb effect they receive.		
This spell takes up one of two buff slots.		
6am/6pm	<b>Mass Resist Fire</b>	<i>By the Waters Ritual, I Mass Resist Fire.</i>
This is a ritual spell.		
At the end of the 5 minute ritual you may touch <b>three</b> creatures involved in the ritual, Resist Fire.		
Target of the spell will resist the next fire damage tag that they receive.		
This spell takes up one of two buff slots.		

## Level 5 Water Spells

Ritual	<b>Greater Mass Cure Wounds</b>	<i>By the Waters ritual I Greater Mass Cure Wounds, Cure wounds 15, Cure Wounds 15, Cure Wounds 15, and Cure Wounds 15.</i>
<p>This is a ritual spell.</p> <p>At the end of the 5 minute ritual you may touch <b>four</b> creatures involved in the ritual, stating “Cure wounds 15” on each touch.</p>		
5 Minutes	<b>Sanctuary</b>	<i>By the Waters I will be granted Sanctuary.</i>
<p>Upon completion of casting Sanctuary the caster crosses their arms across their chest, as long as the casters hands remain this way they will call no effect to any melee attacks. During Sanctuary the caster may only touch cast on themselves, but no others.</p> <p>This spell takes up one of two buff slots.</p>		

Level 6 Water Spells		
Ritual	<b>Exceptional Mass Cure Wounds</b>	<i>By the Waters ritual I Exceptionally Mass Cure Wounds, Cure Wounds 15, Cure Wounds 15, Cure Wounds 15, Cure Wounds 15, Cure Wounds 15.</i>
<p>This is a ritual spell.</p> <p>At the end of the 5 minute ritual you may touch <b>five</b> creatures involved in the ritual, stating “Cure wounds 15” on each touch.</p>		
6am/6pm	<b>Mass Resist Weakness</b>	<i>By the Waters ritual I Mass Resist Weakness, Resist Weakness, Resist Weakness, Resist Weakness.</i>
<p>This is a ritual spell.</p> <p>At the end of the 5 minute ritual you may touch three creatures involved in the ritual, stating “Resist Weakness”</p> <p>Target will resist the next weakness effect they receive.</p> <p>This spell takes up one of two buff slots.</p>		
6am/6pm	<b>Mass Greater Bolster</b>	<i>By the Waters ritual I Mass Greater Bolster, Greater Bolster, Greater Bolster, Greater Bolster.</i>
<p>This is a ritual spell.</p> <p>At the end of the 5 minute ritual you may touch three creatures involved in the ritual, stating “Greater Bolster”</p> <p>Target gains 5 temporary health. This health stacks with any other forms of additional health. Once the health from this spell are lost the spell ends. This spell will remove a despair effect.</p> <p>This spell takes up one of two buff slots.</p>		
6am/6pm	<b>Mass Resist Poison and Disease</b>	<i>By the Waters Ritual I Mass Resist Poison and Disease, Resist Poison and Disease, Resist Poison and Disease, Resist Poison and Disease.</i>
<p>This is a ritual spell.</p>		



At the end of the 5 minute ritual you may touch three creatures involved in the ritual, stating “Resist Poison and Disease”

Target will resist the next poison or disease effect they receive.

This spell takes up one of two buff slots.

Level 7 Water Spells		
Ritual	Perfect Mass Cure Wounds	<i>By the Waters ritual I Perfectly Cure Wounds, Cure Wounds 15 (x6).</i>
<p>This is a ritual spell.</p> <p>At the end of the 5 minute ritual you may touch <b>six</b> creatures involved in the ritual, stating “Cure wounds 15” on each touch.</p>		
Instant	Resurrection	<i>By the Waters you will be Resurrected.</i>
<p>Target corpse is returned to life at 1 health. This spell only has effect on a corpse that is currently in its dissipation count, or is under the effect of a gentle repose spell.</p>		
5 Minutes	Greater Sanctuary	<i>By the Waters we will be granted Greater Sanctuary.</i>
<p>Upon completion of casting Sanctuary the caster places their hands on, or hovering over a second person who then crosses their arms across their chest, as long as the caster remains in contact with (or hovering over) the second person, and their hands remain crossed, both will call no effect to any melee attacks. During Sanctuary the caster may only touch cast on themselves and the second person, but no others. The second person can take no actions other than touch casting to themselves and movement.</p> <p>This spell takes up one of two buff slots.</p>		

## **Bard Skills**

<b>Bard Skills</b>	<b>XP</b>	<b>Prerequisites</b>	<b>Description</b>
<b>Performance Level 1</b>	11**		Gain a Level 1 Performance Slot
<b>Performance Level 2</b>	11**	More Performance Level 1 than new number of Level 2s	Gain a Level 2 Performance Slot
<b>Performance Level 3</b>	11**	More Performance Level 2 than new number of Level 3s	Gain a Level 3 Performance Slot
<b>Performance Level 4</b>	11**	More Performance Level 3 than new number of Level 4s	Gain a Level 4 Performance Slot
<b>Performance Level 5</b>	11**	More Performance Level 4 than new number of Level 5s	Gain a Level 5 Performance Slot

\*\*Each cost of this skill is reduced by 1 for each previous purchase, to a minimum of 6. Reductions from Races or backgrounds may further reduce these purchases lower than 6.

### **Performance Level 1**

Prerequisites:

This skill grants the character a single use of any Level 1 Performances they know. When you learn this skill for the first time you will pick a single Level 1 Performance and add it to your Performances known.

### **Performance Level 2**

Prerequisites: More Performance Level 1 Skills than the new performance level 2 skills

This skill grants the character a single use of any Level 2 Performances they know. When you learn this skill for the first time you will pick a single Level 2 Performance and add it to your Performances known. You must always have at least one more Performance Level 1 skills than you have Performance Level 2 skills.

### **Performance Level 3**

Prerequisites: More Performance Level 2 Skills than the new performance level 3 skills

This skill grants the character a single use of any Level 3 Performances they know. When you learn this skill for the first time you will pick a single Level 3 Performance and add it to your Performances known. You must always have at least one more Performance Level 2 skills than you have Performance Level 3 skills.

### **Performance Level 4**

Prerequisites: More Performance Level 3 Skills than the new performance level 4 skills

This skill grants the character a single use of any Level 4 Performances they know. When you learn this skill for the first time you will pick a single Level 4 Performance and add it to your Performances known. You must always have at least one more Performance Level 3 skills than you have Performance Level 4 skills.

### **Performance Level 5**

Prerequisites: More Performance Level 4 Skills than the new performance level 5 skills

This skill grants the character a single use of any Level 5 Performances they know. When you learn this skill for the first time you will pick a single Level 4 Performance and add it to your Performances known. You must always have at least one more Performance Level 4 skill than you have Performance Level 4 skills.

## Bardic Performances

Bardic abilities are executed through any performances that the bard desires. This can be storytelling, singing, music, dancing, or any combination therein. For non verbal performances such as playing an instrument you must inform your targets of your abilities and the effects of your performances. For ongoing performances such as Hasty Crafting you must inform any who would benefit from the performances either as they arrive or when they start the triggering event. All performances must start with an intro, to gain the attention of your audience, and state the name of the performance that is about to be performed. You must include some variation of the name in the intro.

For Example: "Gather round everyone, for I am about to begin the performance of Hasty Crafting."

You are able to perform and do other tasks, such as fighting, crafting, or casting. The particular chosen performance type may make some of those tasks impossible however, such as crafting while dancing. A performer is allowed to change the type of performance at any time, including mid performance.

A bard may only perform a single performance at a time.

### Anatomy of a Performance

Name	Flavor
Description	

**Name:** Name of the ability

**Flavor:** This is a sample start to a story, performances are freeform in their execution and unlike spells do not follow a strict 'verbal' that must be said. Any mechanical benefits of the performance would need to be explained to the recipient of the performance.

**Description:** This tells you what the performance does. This will need to be explained to the recipient of any performance. Some performances have mechanical calls to them that need to be spoken, and will be detailed in the description.

## Level 1 Performances

Hasty Crafting	Let me tell you a story about the fastest smith in the world...
A bard may perform near the Forge, while performing any crafters inside this area may reduce their crafting time by half.	
Armored Allies	Let me tell you the tale of an adventurer who fought against a horde of elementals with nothing but their underwear!
The bard may perform for up to an hour, with a minimum of 1 minute. Prior to the performance the bard chooses up to five targets and informs them that this performance is for them. The bard may be chosen as one of these five .	

While performing; all of the five chosen characters gain 5 armor. The character may not benefit from any Physical, Natural, Mana, or Dexterity armor while under this effect. If the armor is reduced to 0 while not within 10 feet of the Bard, this effect is lost. Characters may refit this 5 armor as long as they are within 10 feet of the bard.

### Show of Stable Rest

*Yes, the night is dark and full of horrors, however let me tell you how safe you are here tonight. Our story begins years ago....*

Before resting for the night, the Bard performs for 5 minutes. At the end of the performance the bard chooses 8 occupants of the Cabin they are staying in, these occupants will automatically stabilize if they are in the cabin until 8 am. If the bard leaves the cabin the effect ends. Note that the Bard is not included in these occupants, and the bard cannot inspire themselves in this way.

The bard is still able to leave the cabin for things such as using the restroom, or getting something to drink. However they must return to the cabin immediately or the song ends.

### Indomitable Will

*In times of great need, heroes are able to shrug off blows that would surely be the doom of lesser peoples. To be able to look death in the eye and simply state: no.*

A bard performs for a minimum of 2 minutes, at the end of the performance they may grant one character an additional 3 armor. This armor bonus lasts until used and does not come back when the character refits their armor. In addition the next time the character refits their armor, reduce the refit time by 15 seconds.

You may use this performance on additional characters who witnessed the performance, spending an additional Level 1 Performance per creature beyond the first.

### Universal Language

*In all cultures and all races you can find music. Some more refined than others sure, but music nonetheless. As such one could think of music as a universal language...*

A bard may perform for up to 10 minutes, with a minimum of 1 minute. During their performance two characters may speak to one another, even if they share no common language.

### Unburden

*Too many people carry too many worries with them, allow me to help unburden your load...*

A bard performs for a minimum of 2 minutes, at the end of the performance they may grant one character the ability to remove their armor, but still benefit from its tag. In all respects they are treated as wearing the armor, it can be refit, it can be shattered, it can be stolen. This effect lasts for 1 hour.

You may use this performance on additional characters who witnessed the performance, spending an additional Level 1 Performance per creature beyond the first.

### Heavy Limbs

*Villains will often find themselves weakened when attempting to bring down true heroes. When confronted by those who won't back down, they find their limbs go slack.*

The bard performs a quick 10 second performance, at the end of the performance the bard may throw one packet with "Weakness". The bard must throw the packet within 5 minutes of finishing the performance.

## Level 2 Performances

<b>Thrifty Crafting</b>	<i>Cutting corners isn't always a bad thing, oftentimes there are frivolous design choices that are wholly unneeded...</i>
A bard may perform inside the forge area, while performing any crafters inside this area may reduce their crafting Costs by 1 Silver per item, to a minimum of 1.	
<b>Fearless Friends</b>	<i>I see in your eyes the same fear that would take the heart of me. There may be a day when the courage of heroes fail, but it is not this day...</i>
<p>The bard may perform for up to an hour, with a minimum of 1 minute. Prior to the performance the bard chooses up to three targets and informs them that this performance is for them. The bard may be chosen as one of these three.</p> <p>While performing; all of the three chosen characters who are within 10 feet of the bard call "immune" to any fear effects they suffer.</p>	
<b>Show of Stable Rest</b>	<i>Rest now friends, we have a busy day ahead of us tomorrow, and it won't do for us to perform at anything less than our best.</i>
<p>Before resting for the night, the Bard performs for 5 minutes. At the end of the performance the bard chooses 8 occupants of the Cabin they are staying in, these occupants will heal 10 health when they awaken in the morning.</p> <p>The bard is still able to leave the cabin for things such as using the restroom, or getting something to drink. However they must return to the cabin immediately or the song ends.</p>	
<b>The Wary Bard</b>	<i>Want to know why all the stories of daring adventurers always include escaping the deadly trap? No one comes back to tell the tale of those who didn't.</i>
The bard may perform for up to 10 minutes, with a minimum of 1 minute. During the performance the bard and any allies within 15 feet of the bard will reduce any damage delivered by a trap by 5.	
<b>Celebratory Drinks</b>	<i>Every great bard has spent many moments performing in a Tavern, and has been the cause of many great parties. Allow me to tell you of the world's greatest party, that all started because of a simple boot...</i>
A bard may perform inside any sort of enclosed area. During the performance all intoxicants consumed during the performance inside the building will also heal 5 health in addition to any other effects of the intoxicant. Being immune to, or resisting, the intoxicant results in no healing.	
<b>Mages Friend</b>	<i>Mages all across the world have performed great feats that until that moment were thought impossible. But even the simplest interaction with a mana well could be seen as a wonder if one thinks about it...</i>
A bard may perform while any number of characters reset their mana. If the bard performs during a character's entire reset, that character may restore mana as if they had spent one additional mana component than they actually did. This does not allow a character to exceed their maximum mana.	
<b>Stupify</b>	<i>Quick, friend, let me tell you a tale. It will have wonder, mystery and intrigue, give me but a moment!</i>
The bard performs a quick 10 second performance, at the end of the performance the bard may throw one packet with "Trance". The bard must throw the packet within 5 minutes of finishing the performance.	

## Level 3 Performances

<b>Efficient Crafting</b>	<i>I find that most people underestimate themselves. They place limits upon their abilities well before they should. Allow me to tell you a tale about a hero who refused to accept any limits...</i>
A bard may perform near the Forge, while performing any crafters inside this area may reduce their crafting point costs by 2, to a minimum of 1. Any crafter may only benefit from this once per performance.	
<b>Presto Refit</b>	<i>We've no time to stop, the wolves are at the door. All that stands between your friend and death is you, get back out there.</i>
The bard may perform for up to an hour, with a minimum of 1 minute. Prior to the performance the bard chooses up to five targets and informs them that this performance is for them. The bard may be chosen as one of these five.	
While performing; all of the five chosen characters who are within 10 feet of the bard reduce the time it takes to refit their armor by 15 seconds.	
<b>Show of Esuna</b>	<i>It was a hard day, set down your worry for a moment and let me tend to your wounds.</i>
Before resting for the night, the Bard performs for 5 minutes. At the end of the performance the bard chooses 8 occupants of the Cabin they are staying in, these occupants will heal from any of the following effects after they awaken in the morning: Disease, Wither Limb, Despair.	
The bard is still able to leave the cabin for things such as using the restroom, or getting something to drink. However they must return to the cabin immediately or the song ends.	
<b>Taunting Words</b>	<i>Quick, go tell him his mother was a hamster and his father reeked of elderberries!</i>
The bard performs a quick 10 second performance, at the end of the performance they may imbue a character with the ability to throw a packet and call "Taunt, 10 seconds"	
<b>Taunt:</b> For the next 10 seconds. The caster and the target must make best efforts to attack each other. They both will still defend yourselves from other targets, and attack any targets that impede their ability to fight each other. If the caster moves more than 10 feet away from the target, the taunt effect ends.	
<b>Attuned Spirit</b>	<i>I can tell your tense, let me perform a quick song for you to calm you down, it will help the healing magic flow through you.</i>
A bard performs for a minimum of 2 minutes, at the end of the performance they choose one character. This character will add 2 to all healing effects performed on them for the next hour.	
You may use this performance on additional characters who witnessed the performance, spending an additional Level 3 Performance per creature beyond the first.	
<b>Calming Presence</b>	<i>Now now, there's no need for violence here, calm down for a moment and let's have a discussion first!</i>
The bard performs a quick 10 second performance, at the end of the performance the bard may throw one packet with "Calm". The bard must throw the packet within 5 minutes of finishing the performance.	

## Level 4 Performances

<b>Song of Invigorated Step</b>	<i>Step quickly everyone! Let us not be harried by these ruffians, we must accomplish our goal post haste!</i>
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The bard may perform for up to an hour, with a minimum of 1 minute. Prior to the performance the bard chooses up to three targets and informs them that this performance is for them. The bard may be chosen as one of these three.

While performing; all of the three chosen characters who are within 10 feet of the bard will suffer no effects from anything that would impede their ability to move at a normal pace. This includes things like slow or pins.

#### **Show of Watch**

*Sleep soundly friends, I'll keep watch tonight.*

Before resting for the night, the Bard performs for 5 minutes. At the end of the performance the cabin bard is able to receive advanced notice of any incoming threats. Any enemies attempting to enter the cabin will need to wait outside for 5 minutes, while the marshall with them wakes the bard and informs them that they hear danger approaching and to prepare. The Bard will mark on their door a BW for 'Bardic Watch' and record in their cabin notes who is performing this effect.

The bard is still able to leave the cabin for things such as using the restroom, or getting something to drink. However they must return to the cabin immediately or the song ends.

#### **The Wary Rogue**

*Deft hands and quick wit are half the equation for surviving a deadly trap. The other half is quick feet!*

A bard performs for a minimum of 2 minutes, at the end of the performance they choose one character. That character gains the ability to call 'dodge' to the next packet or boffer delivered attack that originated from a trap.

You may use this performance on additional characters who witnessed the performance, spending an additional Level 4 Performance per creature beyond the first.

#### **Distracting Performance**

*While I've got your attention, you get a devastating blow!*

The bard performs a quick 10 second performance, at the end of the performance the bard may throw one packet with "Vulnerable 1 Melee" (meaning they are vulnerable to one melee attack). The bard must throw the packet within 5 minutes of finishing the performance.

This will cause the target to take double damage for the next melee attack they receive.

#### **Performance of Peace**

*Did you know that in all lands it's considered bad luck to kill a bard? The muses themselves will conspire against you for all time.*

The bard may perform for up to 10 minutes. If the performance allows it the bard must cross their arms across their chest. As long as the bard is performing they will call no effect to any melee attacks. During this performance you may take no other actions other than this performance.

#### **Disheartening Presence**

*I can see the hesitation in your eyes, your hearts not in this fight! You'll find more than you bargained for in this confrontation!*

The bard performs a quick 10 second performance, at the end of the performance the bard may throw one packet with "Weakness 3". The bard must throw the packet within 5 minutes of finishing the performance.

## **Level 5 Performances**

<b>Song of Quick Healing</b>	<i>Magic can do truly wondrous things, the best of which is stitching fools like us back together. Epic tales often focus on the hero standing before the darkness, this one focuses on the one healing that hero...</i>
<p>The bard may perform for up to an hour, with a minimum of 1 minute. Prior to the performance the bard chooses up to five targets and informs them that this performance is for them. The bard may be chosen as one of these five.</p> <p>While performing; all of the five chosen characters who are within 10 feet of the bard will heal by an additional 2 points from any source of healing.</p>	
<b>Song of Focus</b>	<i>Let us not be led astray by their words or magic, focus on the task at hand and we shall prevail!</i>
<p>The bard may perform for up to an hour, with a minimum of 1 minute. Prior to the performance the bard chooses up to three targets and informs them that this performance is for them. The bard may be chosen as one of these five.</p> <p>While performing; all of the five chosen characters who are within 10 feet of the bard are immune to any mind influencing effects such as: Berserk, Calm, Trance and so on.</p>	
<b>Show of Restoration</b>	<i>It was a hard day, set down your worry for a moment and let me tend to your wounds.</i>
<p>Before resting for the night, the Bard performs for 5 minutes. At the end of the performance the bard chooses 8 occupants of the Cabin they are staying in, when they awaken next morning those affected will regain either 5 mana, or a single non-bardic skill that would normally restore at 6pm.</p> <p>The bard is still able to leave the cabin for things such as using the restroom, or getting something to drink. However they must return to the cabin immediately or the song ends.</p>	
<b>This Round's On Me</b>	<i>Gather round everyone, let me share in my good fortune. The barkeep provided me with libations for just such an occasion!</i>
<p>Designate 5 objects that could hold a reasonable amount of liquid. The bard mimes the pouring of a liquid into them and from then on these objects are treated as if they were intoxicant poisons. This effect lasts for 1 minute, and any who consume them will also heal 5 health.</p>	
<b>Inciting Presence</b>	<i>Let your blood boil and rise! You'll find no friends here on this battlefield, even those around you seek your demise!</i>
<p>The bard performs a quick 10 second performance, at the end of the performance the bard may throw one packet with "Madden". The bard must throw the packet within 5 minutes of finishing the performance.</p>	



## **Crafting Skills**

<b>Crafting Skills</b>	<b>XP</b>	<b>Prerequisites</b>	<b>Description</b>
<b>Smithing 1-20</b>	5		Each level grants 3 crafting points for Smithing.
<b>Artificing 1-20</b>	5		Each level grants 3 crafting points for Artificing.
<b>Rune Crafting 1-20</b>	5		Each level grants 3 crafting points for Rune Smithing.
<b>Quick Repair</b>	8	Smithing 8	Fixes shattered weapon or armor for one encounter.
<b>Reinforce Armor</b>	8	Smithing 12	Grants +2 Armor Points for one encounter.
<b>Quick Refit</b>	8	Smithing 16	Fixes armor for one encounter.
<b>Disassemble</b>	8	Any Craft 12	Take apart an item for components.
<b>Dispel Magic</b>	8	Rune Crafting 8	Dispels magical effects.
<b>Efficient oil</b>	8	Artificing 8	Allows one oil to affect two targets.

### **Smithing 1-20**

Prerequisites: None

Each purchase of this skill grants a character 3 Crafting Points for Smithing.

### **Artificing 1-20**

Prerequisites: None

Each purchase of this skill grants a character 3 Crafting Points for Artificing.

### **Rune Crafting 1-20**

Prerequisites: None

Each purchase of this skill grants a character 3 Crafting Points for Rune Smithing.

### **Quick Repair**

Prerequisites: Smithing 8

This skill allows a smith to quickly repair a shattered weapon for an encounter with a 3 count of "Repairing 3, Repairing 2, Repairing 1". This skill does not have to be used at a Forge. This skill costs 3 Crafting Points. At the end of the encounter the weapon is destroyed for good.

### **Reinforce Armor**

Prerequisites: Smithing 12

This skill allows a smith to quickly reinforce armor with a 3 count of "Reinforcing Armor 3, Reinforcing Armor 2, Reinforcing Armor 1", granting its wearer +2 Armor Points for an encounter. This skill does not have to be used at a Forge. This skill costs 6 Crafting Points to use and does not stack with multiple uses.

### **Quick Refit**

Prerequisites: Smithing 16

This skill allows a smith to quickly repair armor as if the wearer had performed an armor refit with a 3 count of "Refit 3, Refit 2, Refit 1". Any damage to the target interrupts this count, and the skill is wasted. This skill does not have to be used at a Forge. This skill costs 6 Crafting Points.

### **Disassemble**

Prerequisites: Any Crafting 12

This craft allows a crafter to disassemble any item with an expiration date at a forge. They will gain any components that were used in the crafting of this item. This takes 5 minutes of role play with the item. You must be able to craft the item you are disassembling.

### **Dispel Magic**

Prerequisites: Rune Crafting 8

This skill allows a Rune Crafter to remove magical effects from themselves or others. To use this skill the Spellcrafter must, with spell packet in hand, concentrate on their target and spend an uninterrupted minute roleplaying the Dispel. The Spellcrafter may also choose to spend 3 Craft Points and shorten the role play to a 3 count. Dispel Magic can be used against items or wardings, but the effects and costs are often dependent on what is being dispelled and requires a CC for use.

### **Efficient oil**

Prerequisites: Rune Crafting 12

This skill allows a Rune Crafter to efficiently use any of the Magical Oils that they can create. After the first use of an oil the crafter may spend 6 craft points and state "Efficient Oil" and apply the oil to a second target. The oil must be applied within 30 seconds of the use of Efficient Oil skill or be lost.

## **Crafting**

Crafting skills allow characters to create items at a Forge. Characters purchase crafting skills in levels, each level costs 5 Experience Points and grants 3 craft specific Ranks per day. A character with 20 levels of a craft will have 60 Ranks to create items of that craft. Every crafted item will have an amount of Ranks and money that it costs to craft.

All crafted items require a Forge to create. More powerful crafted items may also require specific components to create. Any character with a craft skill has the knowledge of how to make any crafted item listed on the tables below that they have the Ranks to create.

Crafting items takes 5 minutes of roleplay per item type, but you are able to 'batch' items together and create them at the same time if the items in question are exactly the same.

## **Forge**

A Forge assists in the creation process of an item. Without a forge a single crafted item could take hours, day, or even weeks to complete, a Forge provides magical assistance to hasten this process into just a few minutes. A Forge also is able to provide the most common crafting components in exchange for money, this is how the average smith or alchemist is able to go to a Forge without an armload of metal or vials and walk away

with weapons and salves. Manipulating a Forge in these ways is taxing on the crafter, limiting the output of any individual crafter, this is represented by the crafting Ranks.

## Components

Components are the ingredients of crafted items. There are 4 tiers of crafting components. Tier 1 items decrease the cost of a crafted item by 2 silver each, and you may use multiple Tier 1 components during a craft for additional reduction. Tier 2-4 components serve as a required component for crafting of advanced items, and may not be used in this manner. All crafters will be given an identification chart so that they can identify what a specific component is. In order to use a tier 1 component for a cost reduction, it needs to be on your component identification chart for that specific craft. For example, bits of metal cannot be used to reduce the cost of creating a scroll.

## Expiration Dates

Most crafted items have an expiration date of 3 events, meaning it expires during the 3rd event after the event it is crafted. Unless otherwise specifically stated, when an item expires it expires at 6AM the second day of the event it expires. This gives players all of Friday night to secure a replacement for the item.

Jonin crafts a sword during an event. He is able to use it the remainder of this event. The next two events he is still able to use the sword. The third event Jonin is still able to use the sword the first night of the event, but when he wakes up the next morning the sword will have expired and will no longer be usable.

Any expired item may be repaired for the same Rank, monetary, and component cost of creating the same item. This allows a character, from a role play standpoint, to claim they have had the same item when the item has expired. For instance if a character wants to use their grandfather's sword they can have the expired tag repaired rather than getting a new sword when they get a new tag.

## Anatomy of a Craft

Small Melee			
CP	Silver	Expiration Yes/No	Components
Description			

### Name of Item:

This is the name of the item

### CP:

This is how many craft points the crafter must spend to craft the item

### Silver:

This is how much silver is required to craft the item.

### Expiration Yes/No:

Some items do not expire and last until broken somehow in game. Those that do expire all expire in the manner detailed above.

**Components:**

This will detail out any components that may be required for the item.

# Smithing

It is from the forges of smiths that the weapons and armors used against the tide of evil come from. Smiths are able to take raw ores and smelt them into a refined metal that is then used to create everything from maces, to pole arms, to shields, and armors. Without Smiths the world would not be able to survive. All items made with smithing are destroyed after 3 events. Smiths may change this with enhancements.

Weapons				
Item	CP Cost	Silver Cost	Components	Base Damage
Small Melee	3	3		1
Medium Melee	6	6		2
Large Melee	9	8		3
Shield	6	6		NA
Thrown Weapon (6)	6	6		1
Javelin (3)	9	8		2
Bow / Crossbow	9	6		NA
Arrows / Bolts (12)	3	6		3

Small Melee			
3 CP	3 Silver	Expiration: Yes	None
A small melee weapon contains the following weapons: Small axes, Small Hammers, Daggers, Saps, Short Axes, Short swords, Short Hammers, and short maces. The base damage for any Small Melee is 1.			
Medium Melee			
6 CP	6 Silver	Expiration: Yes	None
A Medium Melee weapon contains the following weapons: Long Axes, Long Swords, Long Maces, Long Hammers, Staves, Short Staves, and Spears. The base damage for any Medium Melee is 2.			
Large Melee			
9 CP	8 Silver	Expiration: Yes	None
A Large Melee Weapon contains the following weapons: Two Handed Swords, Two Handed Axes, Two Handed Maces, Two Handed Hammers, and Polearms. The base damage for any Large Melee is 3.			
Shield			
6 CP	6 Silver	Expiration: Yes	None

A shield may be up to 531 square inches with no one side being longer than 36".

#### Thrown Weapon (6)

6 CP	6 Silver	Expiration: Yes	None
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This skill creates 6 small thrown weapons. A small thrown weapon includes Shurikens, throwing daggers, throwing axes, and throwing hammers. The base damage for any Small Thrown is 1. Spent thrown items may be recovered within 5 minutes of being thrown; if they are not recovered by then they are lost.

#### Javelin (3)

9 CP	8 Silver	Expiration: Yes	None
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This skill creates 3 Javalins. The base damage for a Javelin is 2. Spent Javelins may be recovered within 5 minutes of being thrown; if they are not recovered by then they are lost.

#### Bow/Crossbow

9 CP	6 Silver	Expiration: Yes	None
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A Bow may be used to launch arrows, while a Crossbow may be used to launch Bolts. The base damage of Bow or Crossbow is determined by its ammunition.

#### Arrows / Bolts (12)

3 CP	6 Silver	Expiration: Yes	None
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This creates 12 Arrows or 12 Bolts. The base damage of an Arrow or Bolt is 3. Spent Arrows or Bolts may be recovered within 5 minutes of being used; if they are not recovered by then they are lost.

Armor			
Armor Amount	CP Cost	Silver Cost	Required Components
1	1	1	
2	2	2	
3	3	3	
4	4	4	
5	5	5	
6	6	6	
7	7	7	
8	8	8	
9	9	9	
10	10	10	
11	11	11	
12	12	12	
13	15	15	1 Hardened Bronze
14	18	18	2 Hardened Bronze
15	21	21	3 Hardened Bronze
16	24	24	2 Hardened Bronze 1 Pure Nickel
17	27	27	1 Hardened Bronze, 2 Pure Nickel
18	30	30	3 Pure Nickel
19	33	33	4 Pure Nickel
20	36	36	5 Pure Nickel

Armor			
Varies	Varies	Expiration: Yes	Varies
To craft armor, find the amount of armor you are wanting to craft on the chart above and that will list the silver, CP, and component costs.			

Enhancements				
Item	CP Cost	Silver Cost	Components	Additional Information
Shatter	6	9	Pure Iron	Once ever 'Shatter Resist'.

Resistance				
Extend Duration	6	6	Hardened Bronze	Adds 2 Duration to the item.
Permanent Weapon	30	50	Chunk of Adamantine	The weapon no longer expires.
Extra Damage	36	50	Chunk of Mithril	Adds +1 to the base damage.

#### Shatter Resist

6 CP	9 Silver	Expiration: N/A	Pure Iron
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This allows the item to resist the first shatter effect on the object. This enhancement may be added multiple times.

#### Extend Duration

6 CP	6 Silver	Expiration: +2	Hardened Bronze
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This enhancement extends the duration of the item by 2 events before it expires. This enhancement may be added multiple times.

#### Permanent

30 CP	50 Silver	Expiration: No	Chunk of Adamantine
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This enhancement removes the expiration date from the tag. This item will last forever unless it is shattered or destroyed through another means. This enhancement may only be added to weapons or shields.

#### Extra Damage

36 CP	50 Silver	Expiration: N/A	Chunk of Mithril
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This enhancement increases the base damage by 1. This enhancement may only be added to weapons.



# Artificing

Artificing items that utilize no magic in their function. Engineering, alchemy, and medical kits all fall under the purview of the artificing craft.

Item	CP Cost	Silver	Components	Effect
<b>Medical Kits</b>				
<b>First Aid Kit</b>	3	3		5 Use. Requires First Aid skill. Tie bandages to target and they are immediately brought to 0 HP.
<b>Trauma Kit</b>	9	5	Creeping Dragonmoss	3 Use. Requires Revitalize skill. Revives a character for one minute at full health with +1 Damage.
<b>Surgeons Kit</b>	9	7		1 Uses. Requires First Aid skill.
<b>Potions</b>				
<b>Potion of Resist Poison</b>	9	7	Weak poison Gland	Whoever drinks this has one use of "Resist Poison". Must be used versus the next form of poison they receive. Effect lasts 2 days.
<b>Remove Poison Potion</b>	15	11		Whoever drinks this has one use of "Remove Poison".
<b>Potion of Healing</b>	3	5		Whoever Drinks this Heals 2
<b>Poisons</b>				
<b>Intoxicant Poison</b>	3	4		Subject is intoxicated, and must be consumed.
<b>Slow Poison</b>	6	6		Adds the tag "Slow Poison" to the next attack made with this weapon, this effect lasts until a successful blow is landed with melee, or one throw with ranged.
<b>Weakness Poison</b>	15	8	Crushed Bone	Adds the tag "Weakness Poison" to the next attack made with this weapon, this effect lasts until a successful blow is landed with melee, or one throw with ranged.
<b>Disease Poison</b>	15	8	Weak Poison Gland	Adds the tag "Disease Poison" to the next attack made with this weapon, this effect lasts until a successful blow is landed with melee, or one throw with ranged.
<b>Vertigo Gas Poison</b>	12	6	Weak Poison Gland	Adds the tag "Knockdown Poison" to the next attack made with this weapon, this effect lasts until a successful blow is landed with melee, or one throw with ranged.
<b>Sleep Poison</b>	21	10	Moderate Poison Gland	Adds the tag "Sleep Poison" to the next attack made with this weapon, this effect lasts until a successful blow is landed with melee, or one throw with ranged.
<b>Hallucinogen Poison</b>	24	10	Moderate Poison Gland	Adds the tag "Hallucinogen Poison" to the next attack made with this weapon, this effect lasts until a successful blow is

				landed with melee, or one throw with ranged.
<b>Paralyze Poison</b>	24	12	Moderate Poison Gland	Adds the tag "Paranoia Poison" to the next attack made with this weapon, this effect lasts until a successful blow is landed with melee, or one throw with ranged.
<b>Soothing Gas Poison</b>	24	10	Moderate Poison Gland	Removes any Rage effects.
<b>Death Poison</b>	27	12	Dragon Tear Flower	Adds the tag "Death Poison" to the next attack made with this weapon, this effect lasts until a successful blow is landed with melee, or one throw with ranged.
<b>Security Devices</b>				
<b>Lock</b>			<b>Used to lock doors and chests.</b>	
<b>Poor</b>	9	6		Poor Quality Lock.
<b>Average</b>	18	12		Average Quality Lock.
<b>Good</b>	27	18	Reinforced Bolts.	Good Quality Lock.
<b>High</b>	36	24	Reinforced Spring	High Quality Lock.
<b>Door Bar</b>			<b>Used to lock doors.</b>	
<b>Poor</b>	9	6		Poor Quality Door Bar.
<b>Average</b>	18	12		Average Quality Door.
<b>Good</b>	27	18	Reinforced Bolts	Good Quality Door Bar.
<b>High</b>	36	24	Reinforced Spring	High Quality Bar.
<b>Shackles</b>			<b>Binds hands or feet.</b>	
<b>Poor</b>	15	10		Poor Quality Shackle.
<b>Average</b>	24	16		Average Quality Shackle.
<b>Good</b>	33	22	Reinforced Bolts	Good Quality Shackle.
<b>High</b>	42	28	Reinforced Spring	High Quality Shackle.
<b>Miscellaneous</b>				
<b>Light Stick</b>	3	5		Gives off Light, Torch or Glowstick
<b>Lantern</b>	3	8	Simple Mana Manipulator	Light Stick with physrep options.
<b>Thieves Tools</b>	9	6		Required to pick locks and disable traps.
<b>Bladed Bracers</b>	15	9		Cut some restraints.

<b>Mechanical Grasp</b>	12	8		Tools used for grasping things.
<b>Grappling Hook</b>	9	7		Used to climb.
<b>Garrote</b>	18	12		Required for Garrote Skill.
<b>Trap Craft</b>	Varies	Varies	Varies	Crafting traps is a case by case basis with a varied cost depending on effect, see cc during crafting

### Medical Kits

#### First Aid Kit

<b>3 CP</b>	<b>3 Silver</b>	<b>Expiration: No</b>	<b>None</b>
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Requires First Aid Skill to use. The character mimes using a first aid kit on a target that is bleeding out for three seconds. Afterwards the target is stabilized at 0 health as if they had received the effects of a stabilize, and will wake up after 5 minutes at 1 health.

This tag has 5 uses, and one must be marked off after every use. When it has been used 5 times the tag is destroyed.

#### Trauma Kit

<b>9 CP</b>	<b>5 Silver</b>	<b>Expiration: No</b>	<b>None</b>
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Requires First Aid Skill to use. The character mimes administering a shot to a dead target. Target will heal to full health and deal 1 additional damage with any melee weapons. This effect lasts for one minute, or until they are brought to 0 health or lower. At which point the effect ends and they will dissipate after one minute.

This tag has 3 uses, and one must be marked off after every use. When it has been used 5 times the tag is destroyed.

#### Surgeon's Kit

<b>9</b>	<b>7</b>	<b>Expiration: No</b>	<b>None</b>
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Requires Surgery skill.

With this kit a character can perform one of the following actions:

Ectomy: Remove organs or foreign objects. Requires a Surgeon's Kit to use.

Implantation: Implant organs or foreign objects, or provide prosthetics. Requires a Surgeon's Kit to use.

Amputation: Remove an affected limb.

### Potions

#### Potion of Resist Poison

<b>9 CP</b>	<b>7 Silver</b>	<b>Expiration: Yes</b>	<b>Weak Poison Gland</b>
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After drinking this potion the character will call "Resist Poison" to the next poison effect that would affect them. The Elixir will last two days after drinking then becomes inert

Remove Poison Potion			
15 CP	11 Silver	Expiration: Yes	None
Whoever drinks this potion receives the effect of 1 “Cure Poison”, removing any and all poisons from the character.			
Potion of Healing			
3 CP	5 Silver	Expiration: Yes	None
Whoever drinks this potion receives the effect of ‘heal 2’.			

### Poisons

Most poisons must be introduced into the bloodstream, typically via a weapon. An attack with a poisoned weapon must do Health damage before it will take effect. Some poisons are in a gaseous form and are thrown much like a spell, they are noted as such in their description. Applying a poison requires 3 ranks in Alchemy and is a 3 count of “Applying Poison 3, Applying Poison 2, Applying Poison 1” while miming rubbing something over the striking edge of the weapon.

Intoxicant Poison			
3 CP	4 Silver	Expiration: Yes	None
The subject becomes intoxicated for 10 minutes. During these 10 minutes the player is encouraged to role play their drunkenness, and should make impaired decisions during this time.			
Slow Poison			
6 CP	6 Silver	Expiration: Yes	None
When ingested or introduced to the bloodstream via a weapon or other object these poisons cause a ‘slow’ effect. If added to a weapon the player is able to add “slow” to their attack call tag until it makes physical contact with an object.			
Weakness Poison			
15 CP	8 Silver	Expiration: Yes	Crushed bone
When ingested or introduced to the bloodstream via a weapon or other object these poisons cause a ‘Weakness 3’ effect. If added to a weapon the player is able to add “Weakness 3” to their attack call tag until it makes physical contact with an object.			
Disease Poison			
15 CP	8 Silver	Expiration: Yes	Weak Poison Gland
When ingested or introduced to the bloodstream via a weapon or other object these poisons cause a “disease” effect. If added to a weapon the player is able to add “Disease” to their attack call tag until it makes physical contact with an object.			

<b>Vertigo Gas Poison</b>			
<b>12 CP</b>	<b>6 Silver</b>	<b>Expiration: Yes</b>	<b>Weak Poison Gland</b>
This poison is able to be thrown rather than required to be injected into a bloodstream. A player may throw one packet and call "Vertigo Gas Poison, Knockdown". The target hit by the packet is subject to a Knockdown effect.			
<b>Sleep Poison</b>			
<b>21 CP</b>	<b>10 Silver</b>	<b>Expiration: Yes</b>	<b>Moderate Poison Gland</b>
When ingested or introduced to the bloodstream via a weapon or other object these poisons cause a "Sleep" effect. If added to a weapon the player is able to add "Sleep" to their attack call tag until it makes physical contact with an object.			
<b>Hallucinogen Poison</b>			
<b>24 CP</b>	<b>10 Silver</b>	<b>Expiration: Yes</b>	<b>Moderate Poison Gland</b>
When ingested or introduced to the bloodstream via a weapon or other object these poisons cause a "Hallucinogen" effect. If added to a weapon the player is able to add "Hallucinogen" to their attack call tag until it makes physical contact with an object.			
<b>Paranoia Poison</b>			
<b>24 CP</b>	<b>10 Silver</b>	<b>Expiration: Yes</b>	<b>Moderate Poison Gland</b>
When ingested or introduced to the bloodstream via a weapon or other object these poisons cause a "Paranoia" effect. If added to a weapon the player is able to add "Paranoia" to their attack call tag until it makes physical contact with an object.			
<b>Soothing Gas Poison</b>			
<b>24 CP</b>	<b>10 Silver</b>	<b>Expiration: Yes</b>	<b>Moderate Poison Gland</b>
This poison is able to be thrown rather than required to be injected into a bloodstream. A player may throw one packet and call "Soothing Gas Poison." The target hit by the packet is calmed and any rage or berserk effects on the target immediately ends.			
<b>Paralyze Poison</b>			
<b>24 CP</b>	<b>12 Silver</b>	<b>Expiration: Yes</b>	<b>Powerful Poison Gland</b>
When ingested or introduced to the bloodstream via a weapon or other object these poisons cause a "Paralyze" effect. If added to a weapon the player is able to add "Paralyze" to their attack call tag until it makes physical contact with an object.			
<b>Death Poison</b>			
<b>27 CP</b>	<b>15 Silver</b>	<b>Expiration: Yes</b>	<b>Dragon Tear Flower</b>

When ingested or introduced to the bloodstream via a weapon or other object these poisons cause a “Death” effect. If added to a weapon the player is able to add “Death” to their attack call tag until it makes physical contact with an object.

## Security Devices

### Locks

Varies	Varies	Expiration: No	Varies
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Locks are physically represented by any approved Padlock. They must have a labeled key nearby at all times. Combination locks may not be used.

Locks come in various crafting qualities, which affect both its durability and how hard it is to pick.

**Poor Quality:** This lock will have 1 lockpicking number assigned to it, and any creature with a +1 strength may shatter the lock by using any weapon that deals 2 or greater damage. The weapon will suffer a shatter effect.

**Average Quality:** This lock will have 2 lockpicking numbers assigned to it, and any creature with a +2 strength may shatter the lock by using any weapon that deals 2 or greater damage. The weapon will suffer a shatter effect.

**Good Quality:** This lock will have 3 lockpicking numbers assigned to it, and any creature with a +3 strength may shatter the lock by using any weapon that deals 2 or greater damage. The weapon will suffer a shatter effect.

**High Quality:** This lock will have 4 lockpicking numbers assigned to it, and any creature with a +4 strength may shatter the lock by using any weapon that deals 2 or greater damage. The weapon will suffer a shatter effect.

### Door Bar

Varies	Varies	Expiration: No	Varies
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Door Bars are applied to doors and once applied cannot be removed. It allows for a door to be locked when shut and makes the door more resistant to being knocked down.

Door Bars come in various crafting qualities, which affects how hard it is to break down.

**Poor Quality:** This Door Bar can be shattered by a creature with +1 strength. Unlike a lock a Door Bar cannot be picked with the pick locks skill.

**Average Quality:** This Door Bar can be shattered by a creature with +2 strength. Unlike a lock a Door Bar cannot be picked with the pick locks skill.

**Good Quality:** This Door Bar can be shattered by a creature with +3 strength. Unlike a lock a Door Bar cannot be picked with the pick locks skill.

**High Quality:** This Door Bar can be shattered by a creature with +4 strength. Unlike a lock a Door Bar cannot be picked with the pick locks skill.

### Shackles

<b>Varies</b>	<b>Varies</b>	<b>Expiration: No</b>	<b>Varies</b>
<p>Shackles can be used to bind a creature's hands or feet together or to bind a creature to an appropriate object.</p> <p>Shackles come in various crafting qualities, which affects how hard they are to break free from.</p> <p><b>Poor Quality:</b> These shackles can be shattered by a creature with +1 strength. These shackles can be picked using the lock pick skill and is considered a poor quality lock for these purposes.</p> <p><b>Average Quality:</b> These shackles can be shattered by a creature with +2 strength. These shackles can be picked using the lock pick skill and is considered an Average quality lock for these purposes.</p> <p><b>Good Quality:</b> These shackles can be shattered by a creature with +3 strength. These shackles can be picked using the lock pick skill and is considered a Good quality lock for these purposes.</p> <p><b>High Quality:</b> These shackles can be shattered by a creature with +4 strength. These shackles can be picked using the lock pick skill and is considered a High quality lock for these purposes.</p>			

### Miscellaneous

#### Light Stick

<b>3 CP</b>	<b>2 Silver</b>	<b>Expiration: Yes</b>	<b>None</b>
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This is an alchemical mixture that when broken will shed light in a small radius around the user. This allows the character to break a glowstick and use it for light for the duration of the glowstick. After its use, the Light stick tag is destroyed.

#### Lantern

<b>3 CP</b>	<b>8 Silver</b>	<b>Expiration: Yes</b>	<b>None</b>
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A small stick that gives off light as the light spell. The light source should be placed inside a lantern, this allows the player to open one side to cause directed light rather than the undirected light of a Light Stick.

#### Thieves Tools

<b>9 CP</b>	<b>6 Silver</b>	<b>Expiration: Yes</b>	<b>None</b>
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Thieves' tools are required to pick locks and disable traps. One crafted Thieve's Tools includes most simple tools needed to disable traps or pick locks, such as scissors, tweezers, etc.

Disabling traps and picking locks with these tools requires the user to physically disable the traps or pick locks, so include items that would be beneficial to that cause in your phys rep.

#### Bladed Bracers

<b>12 CP</b>	<b>8 Silver</b>	<b>Expiration: Yes</b>	<b>None</b>
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Bladed Bracers allow a player to cut their way out of physical binds, such as spider webs or tanglefoot launchers. Bladed bracers do not allow a character to cut out of metal confines such as manacles. The call is "Cutting free 3, cutting free 2, cutting free 1" and mime using your bracer to cut yourself free of your confinement.

Mechanical Grasp			
12 CP	8 Silver	Expiration: Yes	None
<p>This is a long device with a gripping system on one end and a control system at the other. It may be used to pick up items at a range or turn a handle or open a box. This item may never be used to perform any action that requires a skill in game to use, such as swinging a boffer, picking a lock, or opening a secret door. You may not use this item to interact with another player in any way. The phys rep for this device is a grasping device available at most hardware stores. All must be checked for safety before use.</p>			
Grappling Hook			
9 CP	7 Silver	Expiration: Yes	None
<p>A grappling hook is used to hook onto an item from a distance. A Grappling Hook may never be used in combat, may never be thrown at another person, and can be recovered after being used allowing it to be used again. A Grappling Hook may be used for a variety of ways and all uses must be Marshal approved including but not limited to crossing gaps or narrow bodies of water, climbing a tree, or scaling a wall.</p> <p>When using a grappling hook to climb or cross the user must crawl slowly with both hands on the rope at all times, both hands must be empty during these times.</p> <p>The Grappling hook must be physically represented by a rope, and the physical limitations of the length of the rope are the limitations of the grappling hook. You may not carry more than 50' of rope with one tag.</p>			
Garrote			
18 CP	12 Silver	Expiration: Yes	None
<p>This tag is required to use the garrote skill.</p> <p>It is represented by two near identical items that are made of a closed cell foam that is a minimum of 5" and maximum of 8". They must be black and at least 1" wide. Each item must have a short string attached to it that <b><u>does NOT</u></b> connect to one another.</p>			
Traps			
Varies	Varies	Expiration: Yes	Varies
<p>Traps come in many shapes and sizes, each as unique as the last. To craft a trap you must talk with the CC and describe your trap. How it will be physically represented, what effect you would like it to have, if it can be reset, and any other relevant details to its construction.</p> <p>It may take time for the CC to determine the exact costs of such a trap, and any crafter will know the full costs before they craft the item. In game this additional time is the crafter designing the trap and working through all of the requirements of such a device. The CC will give the crafter a component, silver, and CP costs, then the crafter can decide if they wish to create such a device.</p>			



# Rune Crafting

Rune Crafting allows the crafter to create items that are inherently magical. They manipulate the mana around them much like a caster would while casting a spell. Rune Smiths also create Focus and Wands, which are required to manipulate mana in such a way as to cast spells of 3rd level or higher.

Item	Crafting Points	Silver Cost	Required Component	Effect
<b>Runes</b>				
Rune of Flame Weapon	9	6		Apply to one weapon to allow it to swing for 'Fire' damage for one encounter..
Rune of Frost weapon	9	6		Apply to one weapon to swing for "Ice" for one encounter
Rune of Lightning weapon	9	6		Apply to one weapon to swing for "Lightning" for one Encounter
Rune of Earth weapon	9	6		Apply to one weapon to swing for "Earth" for one Encounter
Rune of Shatter Resist		9	Scale	Apply to one object to give one use of "Resist Shatter". Must be used versus the next form of shatter on the object.
Resist Fire Rune	12	9		Apply to one person to give them one use of "Resist Fire"
Resist Ice Rune	12	9		Apply to one person to give them one use of "Resist Ice." Must be used versus the next form of Fire damage they receive, expires after 2 days.
Resist Lightning Rune	12	9		Apply to one person to give them one use of "Resist Lightning." Must be used versus the next form of Fire damage they receive, expires after 2 days.
Resist Earth Rune	12	9		Apply to one person to give them one use of "Resist Earth." Must be used versus the next form of Fire damage they receive, expires after 2 days.
<b>Focus and Wands</b>				
Wand	6	6		
Focus	6	6	Wand	Used in casting spells.
Resist Shatter	18	20	Reinforced Spring	1 Resist Shatter.
Extend Duration	6	6	Reinforced Bolts	Extends expiration.
Permanent	30	50	Mana	Does not expire.
<b>Auto-Reader</b>				

<b>Poor</b>	9	5	Level 1 Scroll	Cast 1st Level Light or Darkness Spell.
<b>Average</b>	12	10	Level 2 Scroll	Cast 2nd Level Light or Darkness Spell.
<b>Good</b>	15	15	Level 3 Scroll	Cast 3rd Level Light or Darkness Spell.
<b>Recharge</b>	18	10	Reinforced Housing	Adds the ability to recharge to an Auto-Reader.
<b>Scrolls</b>				
<b>1st Level</b>	2	2		Create a scroll of a 1st level Light or Darkness spell the crafter knows.
<b>2nd Level</b>	4	4		Create a scroll of a 2nd level Light or Darkness spell the crafter knows.
<b>3rd Level</b>	6	6	Crushed Bone	Create a scroll of a 3rd level Light or Darkness spell the crafter knows.
<b>4th Level</b>	8	8	Crushed Bone	Create a scroll of a 4th level Light or Darkness spell the crafter knows.
<b>5th Level</b>	10	10	Infused Ink	Create a scroll of a 5th level Light or Darkness spell the crafter knows.
<b>6th Level</b>	12	12	Infused Ink	Create a scroll of a 6th level Light or Darkness spell the crafter knows.
<b>7th Level</b>	14	14	Root of Kaukasiese	Create a scroll of a 7th level Light or Darkness spell the crafter knows.

### Runes

Oils: Oils are a liquid that is rubbed on a person or object for an effect. Applying an oil takes three seconds and no special skills.

Rune Of Flame Weapon			
9 CP	6 Silver	Expiration: Yes	
After applying this rune to a weapon, the weapon adds 'fire' to its damage tag for the next encounter.			
Rune Of Frost Weapon			
9 CP	6 Silver	Expiration: Yes	
After applying this rune to a weapon, the weapon adds 'ice' to its damage tag for the next encounter.			
Rune Of Lightning Weapon			
9 CP	6 Silver	Expiration: Yes	

After applying this rune to a weapon, the weapon adds 'lightning' to its damage tag for the next encounter.			
<b>Rune Of Earth Weapon</b>			
9 CP	6 Silver	Expiration: Yes	
After applying this rune to a weapon, the weapon adds 'Earth' to its damage tag for the next encounter.			
<b>Rune of Shatter Resist</b>			
9 CP	9 Silver	Expiration: Yes	Scale
After applying this rune to one object, it will resist the next 'Shatter' effect it receives. After two days this protection ends.			
<b>Resist Fire Rune</b>			
12 CP	9 Silver	Expiration: Yes	
A character applies this rune to themselves and they will resist the next 'Fire' damage tag that they receive.			
<b>Resist Ice Rune</b>			
12 CP	9 Silver	Expiration: Yes	
A character applies this rune to themselves and they will resist the next 'Ice' damage tag that they receive.			
<b>Resist Lightning Rune</b>			
12 CP	9 Silver	Expiration: Yes	
A character applies this rune to themselves and they will resist the next 'Lightning' damage tag that they receive.			
<b>Resist Earth Rune</b>			
12 CP	9 Silver	Expiration: Yes	
A character applies this rune to themselves and they will resist the next 'Earth' damage tag that they receive.			

### Wand and Focus

<b>Wand</b>			
6 CP	6 Silver	Expiration: Yes	
A wand is required to use the Wand Skill and any magic up to 3rd level. For more information see: Magic			
<b>Focus</b>			
6 CP	6 Silver	Expiration: Yes	Wand

A focus is required to cast 4th or higher level spells. A Focus must be held in hand while casting a spell. For more information see: Magic. A focus also counts as a wand for the purposes of casting any spells.

The crafting of Foci has been lost to most crafters, Rune smiths will need to find a way in game to craft them.

#### Resist Shatter for Wand or Focus

6 CP	6 Silver	Expiration: N/A	Scale
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This allows the item to resist the first shatter effect on the object. This enhancement may be added multiple times.

#### Extend Duration for Wand or Focus

6 CP	6 Silver	Expiration: +2 Events	Scale
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This enhancement extends the duration of the item by 2 events before it expires. This enhancement may be added multiple times.

#### Permanent Duration for Wand or Focus

6 CP	6 Silver	Expiration: No	Calatheas Flower
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This enhancement removes the expiration date from the tag. This item will last forever unless it is shattered or destroyed through another means.

### Auto-Reader

#### Auto-Reader

Varies	Varies	Expiration: Yes	Varies
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Auto-Readers read Light Scrolls, allowing an Artificer to cast Lights spells from a scroll as if they had Read Magic. The quality of the Auto-Reader determines what level scroll it can be used with. The scroll provided as the component for crafting is consumed as part of the crafting, and is the spell the auto-reader cast when used.. To use an Auto-Reader the user must call "Activate" followed by the spell verbal. This Auto-Reader can have only one scroll and after it is used the auto reader is destroyed.

**Poor Quality:** This quality of Auto-Reader can be crafted with up to a 1st level scroll.

**Average Quality:** This quality of Auto-Reader can be crafted with up to a 2nd level scroll.

**Good Quality:** This quality of Auto-Reader can be crafted with up to a 3rd level scroll.

#### Recharging Auto-Reader

18 CP	20 Silver	Expiration: NA	Reinforced Housing
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When this modification is crafted with an Auto-Reader, the auto reader is no longer destroyed after being used.

### Scrolls

## Scrolls

**Varies**

**Varies**

**Expiration: Yes**

**Varies**

Scrolls allow the Rune Smith to place the magics of a Light or Darkness spell into paper. The crafter must know the spell they wish to craft into a scroll, but do not require the ability to cast the spell. Much like foci, the ability to craft 4th level or higher scrolls is a closely guarded secret, and the players will have to learn in game how to do so.

Those that are capable of casting the spell they are crafting have an additional benefit. They may spend 1 mana per spell level and replace all silver and component cost of the scroll during its crafting. They must still spend the crafting points. They may always choose to forego this and craft as normal if they wish.

# Weapon Maneuvers

Weapon Maneuvers represent a character's skill with their weapon. They are able to deal devastating blows, deflect attacks, and numerous effects with the skill of their weapon alone. A character may have up to 4 normal slots and Style Mastery of any tier of Weapon Maneuvers. Characters may know any or all weapon maneuvers at any tier. They will automatically learn one maneuver, determined by the styles they know, when they learn a new tier of maneuvers, the rest must be learned in game from various sources such as weapon trainers.

When a Maneuver is used through a Weapon Maneuver slot, that slot is used for the day. Any Weapon Maneuver can be used through any tier appropriate slot on the fly. Meaning that if you know Assault, Backstab, Resist Pin and have one slot you could use any one of those maneuvers through that single slot. If you had two slots you could use any combination of those maneuvers through those two slots. You could use two Assaults, one Assault and one Resist Pin, etc.

Style Mastery allows the first time you use a maneuver of that Style to not cost a slot. This ability is reset after 5 minutes outside of combat, the first 1 minute of which must be performing a character specific ritual(Requires CC approval). Some of the more common rituals will include meditating over their weapon, eating the heart of a worthy foe, or going through motions with their weapon. Each Maneuver will list the Style a character must possess in order to use it through their Style Mastery.

A Style is learned the first time the Style Mastery skill is gained. Other Styles can be learned by receiving teaching in game.

## Weapon Maneuver Terms

**Style:** This is the Style required to use this Maneuver with Style Mastery.

**Must be behind target:** You must be able to see both shoulder blades of your target.

**Required Weapon:** This is the type of weapon that must be wielded to use this maneuver. Ranged weapons receive the one handed effect if one is specified.

**Ongoing Effect:** Some Weapon Maneuvers have ongoing effects, only one may be active at any time. You may use non-ongoing Weapon Maneuvers while under the effects of an ongoing effect. Weapon Maneuvers that are ongoing will say as such in their description.

**Physical:** This tag means the effect is a physical attack. The effect occurs even if the attack is blocked with a weapon or shield. Attacks with this tag do not come with a damage amount unless otherwise stated.

## Durations:

**Until lands a blow:** This means until the weapon being utilized by a Weapon Maneuver strikes the target. The Maneuver is used even if something keeps the Maneuver from having an effect, such as a dodge, Lights Mantle, or an Intervene Maneuver. You are only able to use one of these maneuvers per swing of the weapon.

**Target:** This indicates that the weapon maneuver will function versus one opponent until line of sight is broken for 10 seconds versus that opponent, or until the user is out of combat for five minutes.

**Encounter:** This indicates that the weapon maneuver will function until the user is out of combat for five minutes.

**One Attack** : This maneuver only has effect for one attack of your weapon, regardless of hitting or missing. This means either 1 thrown arrow or one swing of a weapon. You are only able to use one of these maneuvers per swing of the weapon.

**Instant**: A maneuver with a duration of instant causes an immediate effect with no lingering effects other than the results of the maneuver, such as damage, resisting an attack, and such.

## Weapon Maneuvers Table

Level One	Level Two	Level Three	Level Four	Level Five
<i>Minor Critical Strike</i>	<i>Lesser Critical Strike</i>	<i>Critical Strike</i>	<i>Greater Critical Strike</i>	<i>Deadly Critical Strike</i>
<i>Minor Vital Strike</i>	<i>Lesser Vital Strike</i>	<i>Vital Strike</i>	<i>Greater Vital Strike</i>	<i>Deadly Vital Strike</i>
<i>Minor Quick Strike</i>	<i>Lesser Quick Strike</i>	<i>Quick Strike</i>	<i>Greater Quick Strike</i>	<i>Deadly Quick Strike</i>
<i>Pinning Shot</i>	<i>Break Pin</i>	<i>Resist Massive</i>	<i>Silencing Strike</i>	<i>Riposte</i>
<i>Lesser Shield Stance</i>	<i>Resist Daze</i>	<i>Resist Waylay</i>	<i>Resist Weakness</i>	<i>Resist Shatter</i>
<i>Resist Slow</i>	<i>Lesser Intervene</i>	<i>Knockdown</i>	<i>Greater Defensive Stance</i>	<i>Greater Shield Stance</i>
<i>Resist Disarm</i>	<i>Defensive Stance</i>	<i>Parry</i>	<i>Greater Intervene</i>	<i>Supreme Intervene</i>
<i>Resist Pin</i>	<i>Stop Bleed</i>	<i>Shield Stance</i>	<i>Resist Paralyze</i>	<i>Weapon Shatter</i>
<i>Minor Intervene</i>	<i>Daze</i>	<i>Intervene</i>	<i>Greater Assault</i>	<i>Massive Attacks</i>
<i>Disarm</i>	<i>Assault</i>	<i>Armor Break</i>	<i>Weakness</i>	<i>Lethal Attacks</i>
<i>Double Strike</i>	<i>Trance</i>	<i>Resist Knockdown</i>	<i>Greater Backstab</i>	<i>Piecing Attacks</i>
<i>Slow</i>	<i>Backstab</i>	<i>Waylay</i>	<i>Silencing Strike</i>	<i>Spell Reflect</i>
<i>Spell Parry</i>	<i>Resist Trance</i>	<i>Resist Magic</i>	<i>Paralyze</i>	

Level 1 Weapon Maneuvers		
lv.1	<b>Minor Critical Strike</b>	<b>Style:</b> Fire
<b>Duration:</b> Until lands a blow <b>Required Weapon:</b> Any Melee <b>Description:</b> The character will add 3 damage to any single weapon they are wielding until they land a blow. If the character is using a two-handed weapon then they may add 6 damage instead.		
lv.1	<b>Minor Vital Strike</b>	<b>Style:</b> Water
<b>Duration:</b> One Attack <b>Required Weapon:</b> Any One-Handed Melee <b>Description:</b> The character adds 8 damage to a single swing. They must be behind their target.		
lv.1	<b>Minor Quick Strike</b>	<b>Style:</b> Air
<b>Duration:</b> One Attack <b>Required Weapon:</b> Any Ranged or One-Handed Melee <b>Description:</b> The character adds 3 damage and the tagline "Pierce" for one attack with a Ranged Weapon. Or The character adds 1 damage and the tagline "Pierce" to a single swing with a weapon in their main hand and adds 1 damage and the tagline "Pierce" to a single swing with a different weapon in their off hand.		
lv.1	<b>Pinning Shot</b>	<b>Style:</b> Air
<b>Duration:</b> One Attack <b>Required Weapon:</b> Any Ranged <b>Description:</b> The character makes a single attack calling "Physical Pin".		
lv. 1	<b>Lesser Shield Stance</b>	<b>Style:</b> Earth
<b>Duration:</b> Encounter <b>Required Weapon:</b> Shield <b>Description:</b> The character will gain 3 armor for the remainder of the encounter, so long as they continue to wield a shield. This armor can be refit and stacks with other effects that grant armor.		
lv.1	<b>Resist Slow</b>	<b>Style:</b> Water
<b>Duration:</b> Instant <b>Required Weapon:</b> Any <b>Description:</b> The character is able to resist a single slow effect. The call tag is "Resist".		
lv.1	<b>Resist Disarm</b>	<b>Style:</b> Fire
<b>Duration:</b> Instant <b>Required Weapon:</b> Any <b>Description:</b> The character is able to resist a single disarm effect. The call tag is "Resist".		
lv.1	<b>Resist Pin</b>	<b>Style:</b> Fire
<b>Duration:</b> Instant <b>Required Weapon:</b> Any <b>Description:</b> The character is able to resist a single pin effect. The call tag is "Resist"		



lv.1	<b>Minor Intervene</b>	<b>Style:</b> Earth
<b>Duration:</b> Instant <b>Required Weapon:</b> Any Melee <b>Description:</b> The character is able to reduce the damage of a single boffer delivered attack by 6. You may use this ability on another target by touching them with your melee weapon within 3 seconds of the attack. In either case the call is "Reduce 6"		
lv. 1	<b>Disarm</b>	<b>Style:</b> Earth
<b>Duration:</b> One Attack <b>Required Weapon:</b> Any <b>Description:</b> The character makes a single attack calling "Physical Disarm <item>". You may name just "Weapon" or "Right hand" in place of <item>. In the case of a weapon or shield a character may strike the item itself and call "Physical Disarm <item>" rather than having to strike the person themselves.		
lv.1	<b>Double Strike</b>	<b>Style:</b> Air
<b>Duration:</b> One attack <b>Required Weapon:</b> Any <b>Description:</b> The character doubles their damage tag for a single attack.		
lv. 1	<b>Slow</b>	<b>Style:</b> Water
<b>Duration:</b> One Attack <b>Required Weapon:</b> Any <b>Description:</b> The character makes a single attack calling "Physical slow".		
lv. 1	<b>Spell Parry</b>	<b>Style:</b> Air
<b>Duration:</b> Instant <b>Required Weapon:</b> Any weapon <b>Description:</b> Allows the user to attempt to use their weapon to strike a Spell Packet out of the air with their boffer to cancel the spell's effect. A shield is not a boffer.		
<b>Level 2 Weapon Maneuvers</b>		
lv. 2	<b>Lesser Critical Strike</b>	<b>Style:</b> Fire
<b>Duration:</b> Until lands a blow <b>Required Weapon:</b> Any Melee <b>Description:</b> The character will add 5 damage to any single weapon they are wielding until they land a blow. If the character is using a Two-Handed weapon then they may add 9 damage instead.		
lv. 2	<b>Lesser Vital Strike</b>	<b>Style:</b> Water

<b>Duration:</b> One Attack <b>Required Weapon:</b> Any One-Handed Melee <b>Description:</b> The character adds 12 damage to a single swing. They must be behind their target.		
lv. 2	<b>Lesser Quick Strike</b>	<b>Style:</b> Air
<b>Duration:</b> One Attack <b>Required Weapon:</b> Any Ranged or One-Handed Melee <b>Description:</b> The character adds 5 damage and the tagline “Pierce” for one attack. Or The character adds 2 damage and the tagline “Pierce” to a single swing with a weapon in their main hand and adds 2 damage and the tagline “Pierce” to a single swing with a different weapon in their off hand.		
lv. 2	<b>Break Pin</b>	<b>Style:</b> Air
<b>Duration:</b> Instant <b>Required Weapon:</b> Any <b>Description:</b> The character calls “Breaking free 3, Breaking free 2, Breaking free 1” and ends any pin effect currently affecting them. Damage does not interrupt this count.		
lv. 2	<b>Resist Daze</b>	<b>Style:</b> Fire
<b>Duration:</b> Instant <b>Required Weapon:</b> Any <b>Description:</b> The character is able to resist a single daze effect. The call tag is “Resist”.		
lv. 2	<b>Lesser Intervene</b>	<b>Style:</b> Earth
<b>Duration:</b> Instant <b>Required Weapon:</b> Any Melee <b>Description:</b> The character is able to reduce the damage of a single boffer delivered attack by 9. You may use this ability on another target by touching them with your melee weapon within 3 seconds of the attack. In either case the call is “Reduce 9”		
lv. 2	<b>Defensive Stance</b>	<b>Style:</b> Earth
<b>Duration:</b> Target <b>Required Weapon:</b> Any <b>Description:</b> You reduce all damage taken by 1 for one combat versus one target. You deal one less damage with all weapons while this effect is active. This is an ongoing effect. You may not have more than one ongoing WM effect at any one time.		
lv. 2	<b>Stop Bleed</b>	<b>Style:</b> Water
<b>Duration:</b> Instant <b>Required Weapon:</b> Any <b>Description:</b> The Character calls “Stop Bleed” and immediately ends a Bleed effect currently affecting them.		
lv. 2	<b>Daze</b>	<b>Style:</b> Earth
<b>Duration:</b> One Attack <b>Required Weapon:</b> Any Melee <b>Description:</b> The character makes a single attack calling “Physical Daze”.		
lv. 2	<b>Assault</b>	<b>Style:</b> Fire
<b>Duration:</b> Target <b>Required Weapon:</b> Any		

<b>Description:</b> You add an additional +1 damage versus one target for one combat. This affects one hand. If you are using two weapons you may use this ability twice to affect each hand. This is an ongoing effect. You may not have more than one ongoing WM effect at any one time.		
lv. 2	<b>Trance</b>	<b>Style:</b> Water
<b>Duration:</b> One Attack <b>Required Weapon:</b> Any Melee <b>Description:</b> The character makes a single attack calling “Physical Trance”.		
lv. 2	<b>Resist Trance</b>	<b>Style:</b> Water
<b>Duration:</b> Instant <b>Required Weapon:</b> Any <b>Description:</b> The character is able to resist a single Trance effect. The call tag is “Resist”.		
lv. 2	<b>Backstab</b>	<b>Style:</b> Air
<b>Duration:</b> Target <b>Required Weapon:</b> Any One-Handed Melee <b>Description:</b> You add an additional +2 damage versus one target for one combat as long as you can see both shoulder blades of your target. This affects one hand. If you are using two weapons you may use this ability twice to affect each hand. This is an ongoing effect. You may not have more than one ongoing WM effect at any one time.		
<b>Level 3 Weapon Maneuvers</b>		
lv. 3	<b>Critical Strike</b>	<b>Style:</b> Fire
<b>Duration:</b> Until lands a blow <b>Required Weapon:</b> Any <b>Description:</b> The character will add 7 damage to any single weapon they are wielding until they land a blow. If the character is using a two-handed weapon then they may add 12 damage instead. Ranged weapons receive the one-handed effect.		
lv. 3	<b>Vital Strike</b>	<b>Style:</b> Water
<b>Duration:</b> One Attack <b>Required Weapon:</b> Any One-Handed melee <b>Description:</b> The character adds 16 damage to a single swing. They must be behind their target.		
lv. 3	<b>Quick Strike</b>	<b>Style:</b> Air
<b>Duration:</b> One Attack <b>Required Weapon:</b> Any Ranged or One-Handed Melee <b>Description:</b> The character adds 7 damage and the tagline “Pierce” for one attack. Or The character adds 3 damage and the tagline “Pierce” to a single swing with a weapon in their main hand and adds 3 damage and the tagline “Pierce” to a single swing with a different weapon in their off hand.		
lv. 3	<b>Resist Massive</b>	<b>Style:</b> Water
<b>Duration:</b> Target <b>Required:</b> Any Melee <b>Description:</b> The character chooses one target, for the duration of one combat the character is able to use their weapons or shield to block attacks with the tagline “Massive” that strike their weapon or shield without taking damage. The character must call “Resist” to every attack resisted this way.		
lv. 3	<b>Resist Waylay</b>	<b>Style:</b> Air
<b>Duration:</b> Instant <b>Required Weapon:</b> Any <b>Description:</b> The character is able to resist a single waylay effect. The call tag is “Resist”.		

lv. 3	<b>Resist Shield Smash</b>	<b>Style:</b> Earth
<b>Duration:</b> Instant <b>Required:</b> Shield <b>Description:</b> The character is able to resist a single shield smash effect. The call tag is “Resist”.		
lv. 3	<b>Parry</b>	<b>Style:</b> Earth
<b>Duration:</b> Instant <b>Required Weapon:</b> Any Melee <b>Description:</b> You are able to parry any single boffer delivered attack that strikes you. The Call tag is “Parry”		
lv. 3	<b>Shield Stance</b>	<b>Style:</b> Earth
<b>Duration:</b> Encounter <b>Required Weapon:</b> Shield <b>Description:</b> The character will gain 5 armor for the remainder of the encounter, so long as they continue to wield a shield. This armor can be refit and stacks with other effects that grant armor.		
lv. 3	<b>Intervene</b>	<b>Style:</b> Earth
<b>Duration:</b> Instant <b>Required Weapon:</b> Any Melee <b>Description:</b> The character is able to reduce the damage of a single boffer or packet delivered attack by 12. You may use this ability on another target by touching them with your melee weapon within 3 seconds of the attack. In either case the call is “Reduce 12”		
lv. 3	<b>Armor Break</b>	<b>Style:</b> Fire
<b>Duration:</b> One Attack <b>Required Weapon:</b> Any Melee <b>Description:</b> The next attack made by the character deals 30 sunder damage.		
lv. 3	<b>Resist Knockdown</b>	<b>Style:</b> Fire
<b>Duration:</b> Instant <b>Required Weapon:</b> Any <b>Description:</b> The character is able to resist a single knockdown effect. The call tag is “Resist”.		
lv. 3	<b>Waylay</b>	<b>Style:</b> Air
<b>Duration:</b> One Attack <b>Required Weapon:</b> Any One-Handed Melee <b>Description:</b> The character makes a single attack calling “Physical Waylay”.		
lv. 3	<b>Knockdown</b>	<b>Style:</b> Earth
<b>Duration:</b> One Attack <b>Required Weapon:</b> Any Melee <b>Description:</b> The character makes a single attack calling “Physical knockdown”.		
lv. 3	<b>Resist Magic</b>	<b>Style:</b> Water
<b>Duration:</b> Instant <b>Required:</b> Any <b>Description:</b> The character is able to resist a single packet delivered effect that strikes the characters shield. The call tag is “Resist”.		
<b>Level 4 Weapon Maneuvers</b>		

lv. 4	<b>Greater Critical Strike</b>	<b>Style:</b> Fire
<b>Duration:</b> Until lands a blow <b>Required Weapon:</b> Any <b>Description:</b> The character will add 9 damage to any single weapon they are wielding until they land a blow. If the character is using a two-handed weapon then they may add 15 damage instead. Ranged weapons receive the one-handed effect.		
lv. 4	<b>Greater Vital Strike</b>	<b>Style:</b> Water
<b>Duration:</b> One Attack <b>Required Weapon:</b> Any One-Handed Melee <b>Description:</b> The character adds 20 damage to a single swing. They must be behind their target.		
lv. 4	<b>Greater Quick Strike</b>	<b>Style:</b> Air
<b>Duration:</b> One Attack <b>Required Weapon:</b> Any Ranged or One-Handed Melee <b>Description:</b> The character adds 9 damage and the tagline “Pierce” for one attack. Or The character adds 4 damage and the tagline “Pierce” to a single swing with a weapon in their main hand and adds 4 damage and the tagline “Pierce” to a single swing with a different weapon in their off hand.		
lv. 4	<b>Silencing Strike</b>	<b>Style:</b> Fire
<b>Duration:</b> One Attack <b>Required Weapon:</b> Any <b>Description:</b> The character makes a single attack calling “Physical Silence”.		
lv. 4	<b>Dodge</b>	<b>Style:</b> Air
<b>Duration:</b> Instant <b>Required Weapon:</b> Any <b>Description:</b> You are able to dodge any single boffer delivered attack or spell that strikes you. The Call tag is “Dodge”		
lv. 4	<b>Resist Weakness</b>	<b>Style:</b> Fire
<b>Duration:</b> Instant <b>Required Weapon:</b> Any <b>Description:</b> The character is able to resist a single weakness effect. The call tag is “Resist”.		
lv. 4	<b>Greater Defensive Stance</b>	<b>Style:</b> Earth
<b>Duration:</b> Target <b>Required Weapon:</b> Any <b>Description:</b> You reduce all damage taken by 3 for one combat versus one target. You deal one less damage with all weapons while this effect is active. This is an ongoing effect. You may not have more than one ongoing WM effect at any one time.		
lv. 4	<b>Greater Intervene</b>	<b>Style:</b> Earth
<b>Duration:</b> One Attack <b>Required Weapon:</b> Any Melee <b>Description:</b> The character is able to reduce the damage of a single boffer delivered attack by 15. You may use this ability on another target by touching them with your melee weapon within 3 seconds of the attack. In either case the call is “Reduce 15”		
lv. 4	<b>Resist Paralyze</b>	<b>Style:</b> Water

<b>Duration:</b> Instant <b>Required Weapon:</b> Any <b>Description:</b> The character is able to resist a single paralyze effect. The call tag is “Resist”.		
lv. 4	<b>Paralyze</b>	<b>Style:</b> Fire
<b>Duration:</b> One Attack <b>Required Weapon:</b> Any <b>Description:</b> The character makes a single attack calling “Physical Paralyze”.		
lv. 4	<b>Greater Assault</b>	<b>Style:</b> Fire
<b>Duration:</b> Target <b>Required Weapon:</b> Any <b>Description:</b> You add an additional +3 damage versus one target for one combat. This affects one hand. If you are using two weapons you may use this ability twice to affect each hand. This is an ongoing effect. You may not have more than one ongoing WM effect at any one time.		
lv. 4	<b>Weakness</b>	<b>Style:</b> Water
<b>Duration:</b> One Attack <b>Required Weapon:</b> Any Melee <b>Description:</b> The character makes a single attack calling “Physical weakness”.		
lv. 4	<b>Greater Backstab</b>	<b>Style:</b> Air
<b>Duration:</b> Target <b>Required Weapon:</b> Any One-Handed Melee <b>Description:</b> You add an additional +5 damage versus one target for one combat as long as you can see both shoulder blades of your target. This affects one hand. If you are using two weapons you may use this ability twice to affect each hand. This is an ongoing effect. You may not have more than one ongoing WM effect at any one time.		
lv. 4	<b>Silencing Strike</b>	<b>Style:</b> Water
<b>Duration:</b> Target <b>Required Weapon:</b> Any <b>Description:</b> The character makes a single attack calling “Physical Silence”. A creature struck with this is incapable of casting Spells for one minute.		
<b>Level 5 Weapon Maneuvers</b>		
lv. 5	<b>Deadly Critical Strike</b>	<b>Style:</b> Fire
<b>Duration:</b> Until lands a blow <b>Required Weapon:</b> Any <b>Description:</b> The character will add 11 damage to any single weapon they are wielding until they land a blow. If the character is using a two-handed weapon then they may add 18 damage instead. Ranged weapons receive the one-handed effect.		
lv. 5	<b>Deadly Vital Strike</b>	<b>Style:</b> Water
<b>Duration:</b> One Attack <b>Required Weapon:</b> Any One-Handed Melee <b>Description:</b> The character adds 24 damage to a single swing. They must be behind their target.		
lv. 5	<b>Deadly Quick Strike</b>	<b>Style:</b> Air

<b>Duration:</b> One Attack <b>Required Weapon:</b> Any Ranged or One-Handed Melee <b>Description:</b> The character adds 11 damage and the tagline “Pierce” for one attack. Or The character adds 5 damage and the tagline “Pierce” to a single swing with a weapon in their main hand and adds 5 damage and the tagline “Pierce” to a single swing with a different weapon in their off hand.		
lv. 5	<b><i>Riposte</i></b>	<b>Style:</b> Air
<b>Duration:</b> Instant <b>Required Weapon:</b> Any Melee <b>Description:</b> You are able to parry any single boffer delivered attack that strikes you, you then deal damage back upon the attacker based on your weapon type. You deal Base damage +7 for a one-handed weapon, and Base Damage +12 for a two handed weapon. The Call tag is “Parry, Rebound <Damage>”		
lv. 5	<b><i>Resist Shatter</i></b>	<b>Style:</b> Fire
<b>Duration:</b> Instant <b>Required Weapon:</b> Any <b>Description:</b> The character is able to resist a single shatter effect. The call tag is “Resist”.		
lv. 5	<b><i>Greater Shield Stance</i></b>	<b>Style:</b> Earth
<b>Duration:</b> Encounter <b>Required Weapon:</b> Shield <b>Description:</b> The character will gain 7 armor for the remainder of the encounter, so long as they continue to wield a shield. This armor can be refit and stacks with other effects that grant armor.		
lv. 5	<b><i>Supreme Intervene</i></b>	<b>Style:</b> Earth
<b>Duration:</b> Instant <b>Required Weapon:</b> Any Melee <b>Description:</b> The character is able to reduce the damage of a single boffer or packet delivered attack by 18. You may use this ability on another target by touching them with your melee weapon within 3 seconds of the attack. In either case the call is “Reduce 18”		
lv. 5	<b><i>Weapon Shatter</i></b>	<b>Style:</b> Fire
<b>Duration:</b> One Attack <b>Required Weapon:</b> Any Melee <b>Description:</b> The character makes a single attack calling “Physical Shatter <item>”. You may name just “Weapon” or be specific such as “Shatter Sword”. A character may strike the item itself and call “Shatter <Weapon>” rather than having to strike the person themselves.		
lv. 5	<b><i>Massive Attacks</i></b>	<b>Style:</b> Earth
<b>Duration:</b> Target <b>Required Weapon:</b> Any Melee <b>Description:</b> The character adds the tagline “Massive” versus one opponent for one combat. This is an ongoing effect. You may not have more than one ongoing WM effect at any one time.		
lv. 5	<b><i>Lethal Attacks</i></b>	<b>Style:</b> Air
<b>Duration:</b> Target <b>Required Weapon:</b> Any		

<b>Description:</b> The character adds the tagline “Lethal” versus one opponent for one combat. This is an ongoing effect. You may not have more than one ongoing WM effect at any one time.		
lv. 5	<b><i>Piercing Attacks</i></b>	<b>Style:</b> Water
<b>Duration:</b> Target <b>Required Weapon:</b> Any <b>Description:</b> The character adds the tagline “Pierce” versus one opponent for one combat. This is an ongoing effect. You may not have more than one ongoing WM effect at any one time.		
lv. 5	<b><i>Spell Reflect</i></b>	<b>Style:</b> Water
<b>Duration:</b> Instant <b>Required:</b> Any <b>Description:</b> The character is able to reflect a single packet delivered effect that strikes the characters shield back up on the caster. The call tag is “Reflect”.		



# how to play

Start by creating a profile on our website at [www.RiverCityLARP.com](http://www.RiverCityLARP.com). There you will Create a Character, and may create up to 5 Characters as a PC (Playing Character) and/or sign up as an NPC (Non Playing Character), additionally this is where folks would register and pay for games.

River City LARP anticipates 4 events a year at a reserved campsite, address below, which is subject to change. Games are on weekends, spanning from Friday evening until Sunday around noon, from “Lay On” to “Lay Off”. During the game all players are encouraged to remain in character as much as possible.

Location

TBD

-

(Event location is subject to change/availability.)

Everyone will be expected to arrive at the game event and sign-in before proceeding to their cabin. After you have signed-in and dropped off your items at your cabin, you will park your car in the designated area (because cars do not exist in Magoria) and return to camp. You will either get into character as your PC or you will check-in with a CC member for further instruction as an NPC.

At the start of every event there will be an Orientation for new players that will give practical application on gameplay, that way you can ask questions out of character, worry free. Before “Lay On” there will be an Opening Ceremony, for the CC members to give a brief introduction and additional information.

## **Playing Character (PC)**

As a PC you will have complete autonomy over your character and the choices they make, participating in the confines of the world and this rulebook.

Before the event PCs will visit our website and register for the event. It will prompt them to create a character and backstory. You may create multiple characters, but you may only play one character at an event.

### **What to expect:**

1. There will be a main office at the entrance to the site. Check-in with a CC to receive your character packet. It will have your character sheet, item tags, crafting components, currency, etc. Your character packet will need to be turned in when you check-out. If it's your first game, PCs will receive any weapon and armor tags at inspection (see step 4) in the Tavern.
2. PCs may stay in any cabin not in “Monster Town”; these cabins are designated for CCs and NPCs only. It's also recommended to discuss cabin arrangements prior to the game, and that discussion will be held in the Facebook Community Group: RiverCityLARP. It is a very welcoming group of people and new players won't have any issues finding sleeping accommodations.
3. Decorate, setup, and get into costume. Decorating PC cabins is highly encouraged, but please make no permanent changes to the space. Tapestries are great for some privacy in your bunk beds. Then park your car in the guest parking lot.
4. After you're settled in and in costume, make your way to the Multi-purpose Building. If you have any armor or weapons that have not been inspected, please talk to a CC there to receive your tags.
5. New Player Orientation will be held in the “Backyard Play Area”, behind the Multi-purpose Building. Experienced PCs are encouraged to participate. This is the equivalent of a Player Demo and gets players acquainted with the game play and LARP in general for our beginner LARPer. It's a safe place to ask

questions and get a refresher course.

**FRIDAY @ 8:00pm / 2000**

6. Opening Ceremonies will occur just before Lay On. CCs will give a brief introduction and go over any important information before starting the game.

**FRIDAY @ 9:00pm / 2100**

7. Lay On marks the beginning of the game, called out by a CC member. At this point everyone is in character.

**FRIDAY @ 9:30pm / 2130**

8. Lay Off marks the end of the game, called out by a CC member. Everyone is no longer in character.

**SUNDAY @ 12:00pm / 1200**

9. Closing Ceremonies will occur just after Lay Off. CCs will give a brief closing announcement and go over any important information for check-ing out.

**SUNDAY @ 12:00pm / 1200**

10. Pack Up your things and clean up the cabins. The last person in the cabin must review cabin notes with a CC before leaving. You may go to your cars to drive them in and retrieve your things.
11. Check Out: Before you leave the site, be sure to return your character packet to a CC at the entrance/exit of the site. You will not receive XP for the event attended unless your character packet is turned in.

## **Non-Playing Character (NPC)**

NPCs will register before the event, you may not be prompted to create a character. As an NPC you will play multiple characters at an event. These various characters help facilitate the game and tell the story of the campaign. As such they may play the 'bad guys' but also key characters that help move the plot along. This may also include being given direction on specific things to do, but there will be times that NPCs will have the ability to take creative liberties, with CC approval and within the confines of Magoria's rulebook.

Feel free to bring costumes and props to play with. We may/may not use them but extra toys are always welcome for opportunity, and greatly appreciated. Bring/wear all black clothing.

### **What to Expect:**

1. There will be a main office at the entrance to the site. Check-in with a CC to receive further instructions.
2. NPCs are assigned to cabins in "Monster Town"; these cabins are designated for CCs and NPCs only. It's also recommended to discuss cabin arrangements prior to the game, and that discussion will be held in the Facebook Community Group: RiverCityLARP. It is a very welcoming group of people and new players won't have any issues finding sleeping accommodations.
3. Get into costume, decorate, and help setup. Tapestries are great for some privacy in your bunk beds. Once checked-in and settled in "Monster Town", NPCs are encouraged to get into their all black attire. Costumes will be provided unless requested/instructed. Tabards generally go over said black clothes. Once ready, please seek out a CC to see if any mods need last minute preparation or if there is any decorating left unfinished.
4. NPC briefing: Before the New Player Orientation we discuss the plan for the event and what mods and characters NPCs can expect to play. We also review the gameplay rules for new and experienced NPCs.

**FRIDAY @ 7:00pm / 1900**

5. New Player Orientation: Some NPCs may be asked to assist with the New Player Orientation. Some may be asked to get ready for an upcoming mod.

**FRIDAY @ 8:00pm / 2000**

6. Opening Ceremonies: All NPCs will be encouraged to be in their places in time for "Lay On". **FRIDAY @ 9:00pm / 2100**

7. Mods: Generally before each Mod, there will be a briefing by the CC/Marshal on that Mod. Everyone will

then get into costume and their places. There will be a “hook” to bring in players to the module, then the encounter occurs. At the mods end we will need to clean up and head back to “Monster Town”. Times of mods can span throughout the day and go into the early hours of the morning. Because of this we will attempt to have NPCs in some form of shifts to ensure adequate rest. Also, You will have more OOG moments than PCs, be sure to bring it back in when around PCs and be in character. Play your character well, it's important that if we are supposed to be the embodiment of evil that we actually attempt to strike fear into the hearts of PCs.

This makes it more fun for PCs and for NPCs, we are there to play too, afterall.

8. You are there to have fun too. So please communicate with us about characters and mods you particularly like and dislike. We will attempt to assign those likable roles to you, but cannot guarantee that you won't be needed for something less desirable.

9. Closing Ceremonies: After Lay Off, CCs will have some final words to close the game.

10. Packup and clean up. Everything must be put away and packed up before NPCs leave.

11. Check-out. Please check with a CC before leaving.

## **CABINS**

Cabin notes are OOG and tell the CCs and NPCs who and what is in the cabin. Cabins will be identifiable by their number, and their cabin notes will ask for a list of names of cabin occupants (OOG and IG names), any notes for CCs, cabin effects (like protection spells and traps), and item tags (like locks) for IG items. PCs should only view or modify cabin notes for their own cabin. Please play honorably. Cabin notes are posted in the window of the door of the main entrance of all cabins. They need to be filled out at the beginning and ending of each event.

### **Cabin Rules**

1. Cabin Notes set up before Lay On
2. Keep the floor reasonably clear for safety.
3. No Smoking
4. May not enter another PCs cabin without a CC or marshal.
5. No space heaters. Cabins have heating and AC.
6. All entrances and exits remain accessible.
7. Only items that you wish to be OOG for the entire event should be stored under bunks.
8. Clean cabins before leaving.
9. No open flames in the cabin. (Yes this includes candles)
10. Last person in the cabin should complete a cabin inspection with a CC before leaving.
11. Please decorate cabins, but make no permanent alterations to the space.



# **COMBAT**

When you swing, throw, or fire a weapon you must call out how much damage you do with that weapon, along with any attributes (call tags) the attack might have before using your weapon.

Though most creatures can be hurt by any type of weapon there are some that can only be hurt by specific types of weapons. For this reason it is important that you call your damage with every attack.

When swinging a weapon, your elbow must bend 90 degrees between each attack and you must call your damage before swinging again. Attacks without calling damage are considered missed attacks.

Nearly every physical weapon will either be considered an edged or blunt weapon, though they mechanically make no mechanical impact in the game. There are many other tags you may add to your weapon. For instance using a Light Sword will add the "Light" tag to your weapon. If you have a magic weapon you would call out the Magic Tag. If you had a Magic Hammer you would call "blunt magic". If you cast the light spell on the hammer you would call "blunt light magic".

In summary if you are using a longsword doing 2 points of damage you would call out "2 edge" with every hit. If you were to use a magic longsword you would call "2 edge magic".

If you are using two weapons you must call out the damage of each weapon individually. If using a shortsword and a dagger you would call out "2 edge" when swinging the sword and "1 edge" when swinging the dagger.

The damage and tag are OOG calls and thus must be called out even if under the effects of a silence or any other effect the way your character talks.

## **Blocking**

You may block any physical attack with a shield or weapon. To block with a two handed weapon you must have two hands on the weapon, if you block an attack with only one hand that attack is considered a hit and you will take the damage. Spells cannot be blocked in this way, if you do block a spell with a weapon or shield you take the effect. Though magic imbued weapons and shields could block magical attacks.

## **Roleplaying Hits**

It is highly encouraged that you roleplay any hits you take. If you are hit in combat grunt, moan, cry in pain, stagger, etc. to react to the hit. This not only allows the attacker to know you took the hit but also adds to the immersion of the game.

## **Killing Blows**

Killing blows may only be delivered on an unconscious target ....

To deliver a killing blow you must stand over the target with your weapon hovering over them or resting on the ground just next to them. You must be close enough to the target that you could make a legal attack against their torso. Delivering a killing blow is a 5 count. You must call out "killing blow 5, killing blow 4, killing blow 3, killing blow 2, killing blow 1." By the end of the count you must deliver a blow (softy) to the torso of the target, once the blow is delivered the target is dead. If anyone strikes you, knocks your weapon away, or calls interrupt while close enough to touch you the killing blow is interrupted and has no effect on the target.

The killing blow is a single blow and struck at the fifth count. Any defensive abilities that would prevent the blow would be called at this point.

A weapon is not required to deliver a killing blow, but please remember the physical roleplay rules.

Those monsters not affected by normal weapons are not able to be 'killing blow'ed effectively by those normal weapons either.

### **Out Of Game Elements**

You may notice folks with headbands. These are important and their colors are significant. Persons wearing white headbands are OOG and are not meant to be seen by our IG characters. You may hear us call these folks 'the wind.' Persons with orange headbands are IG but they are 'noncombatant', which means (for reasons undisclosed) a character must refrain from the fray..

In cases of medical emergencies or other circumstances a "Pause" may be called, to which all players are expected to stop what they are doing and resolve the out of game issues. Afterwards a marshall may ask "are all issues resolved?" If there are no further issues to resolve the marshall may resume the game with "Lay On".

WHITE Headband = OOG / 'The Wind'  
ORANGE Headband = IG + Noncombatant  
PURPLE Headband = CC or Marshall

Players with their hand outstretched, palm open, overhead signifies that they are role playing being invisible and you should play as if your character has no knowledge of their presence. Those with Aura Sight and/or Heightened Senses may ask a CC/Marshall if they see or sense anything. The CC will give information appropriately.

A player with their weapon or fist over their head signifies that they are Out Of Game. Sometimes used when a Player needs to ask a question or communicate out of character.

# CODE OF CONDUCT

As a private event, River City LARP can sanction or remove attendees for any reason and have no legal obligation to disclose those reasons. Our Code of Conduct includes reasonable guidelines for expected behavior when participating in River City Larp games, events, or online forums/discussions. The possible consequences for breaking the guidelines can range from a verbal warning to ejection from the event and blocked from associated online communities. By attending an event you agree to the rules below, failure to comply with any of the following constitute grounds for expulsion, immediately.

- All participants are expected to follow federal, state, or local laws, facility rules and event policies.
- Participants must comply with River City LARP's instructions.
- Participants may not endanger themselves, others, or property. Additionally they may not use anything in a threatening or destructive manner against themselves, others, or property.
- Participants may not threaten or harass others.
- Participants may not steal. Characters may only 'steal' tagged items under the supervision of a CC or Marshall.
- Participants may not cheat.
- Participants may not have sex at the event.
- Participants may not use alcohol or illegal substances at the event.
- Players must respect touch boundaries, larp safety words, or other safety tools.
- Participants must use 'Lightest Touch" when in combat. If another player requests that you soften your blows, or mentions that you are striking too hard, they are right. It is not a discussion or a time to get defensive, respect others' physical autonomy within the game. Do not argue and immediately soften your blows. It could also be an issue of your boffer being too stiff, which would still need to be rectified.
- Participants must obtain verbal consent before physical roleplay. Other than skills that require and specifically state you to touch the shoulders of your target, you may not touch others without their consent. "Permission to physically roleplay?" may be asked if folks are comfortable roleplaying in close proximity, though it does not have to be literally. For example players can roleplay intimacy by rubbing each other's shoulders.
- All participants are expected to respect peoples' (and characters') preferred pronouns, gender identities, and orientations.
- Do not make fun of or criticize others for their appearance or costume, etc. It's called bullying. It's not tolerated.
- The use of OOG slurs is strictly prohibited. If RCL manages to inform you that you used a slur and you were previously not aware of its offense, it is not an argument. We have deemed the word(s) completely intolerable. You may be asked to never say it again, however, if the word is obviously (and painfully) known then you are

not owed a warning, you will be immediately expelled.

- Participants agree not to 'hit on' or flirt with others from games during games or in between, particularly after just meeting them and until you know them \*much\* better. This particularly discourages femme folks from male dominated spaces and can make players feel unsafe.

- Players may not be a disruption of the event.

- Participants will not cause others to feel unease or unsafe.

Each complaint received by River City LARP is evaluated based upon the evidence presented and the existing information about the participants in question. Judgment is ultimately the decision of the members of the Campaign Committee. While River City LARP likely will resolve most complaints internally, if the violation is serious enough, River City LARP may choose to pursue legal action.

River City LARP will keep internally confidential any identifying details of those who report an incident as well as the incident(s) in question unless the person reporting requests otherwise or in the case of legal obligations, such as a police investigation. Members of other RCL Teams (including volunteers) not on the Campaign Committee will not receive these details, but will be informed about generalities involving the situation as needed.

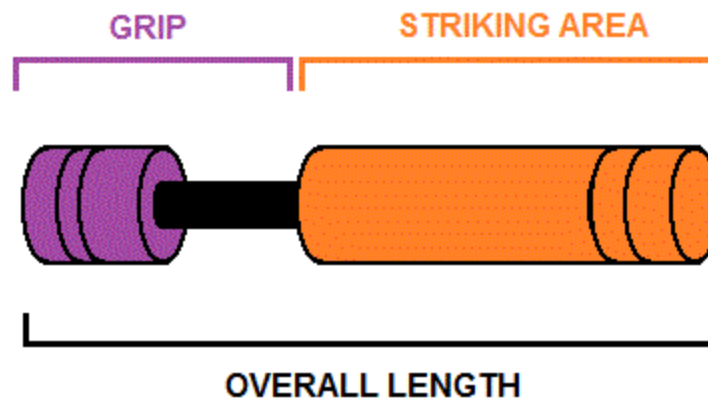


# WEAPONS & SHIELDS

The most important part of LARP is safety. While we may be pretending to slaughter each other in game we don't want anyone actually getting hurt.

For this reason, all weapons, shields, and armor must be inspected by a member of the Campaign Committee before use in a River City LARP event.

To safely simulate combat, shields are modified and weapons are represented in game by a foam weapon called a 'boffer', an example below.



- Both the Striking Area and Grip ends require a crushing tip.
- Striking area is any area that is intended to come in contact with a target.
- Grip includes the handgrip, hilt, pommel, shaft, and crushing tip.

## **Boffer Requirements:**

All tips of a weapon must be covered with a "crushing tip". In the heat of battle it is possible to accidentally hit someone with the pommel or cross-guard, so even these parts of the weapon must be padded. A "crushing tip" consists of at least 2 inches of open cell foam beyond the tip of the core. The crushing tips do count towards the overall length of the weapon. Any cross-guards that do not have a core do not need a crushing tip, but do still need to be safe should an accidental strike occur.

All areas that may come in contact with a player on a weapon must be covered with at least  $\frac{5}{8}$  inch pipe insulation. This includes the shaft areas of weapons such as axes and polearms.

For any weapon over 32 inches in length a core diameter of at least  $\frac{3}{4}$  inch is recommended to reduce the "whipping" of the weapon.

## **Shield Requirements:**

Shields must be constructed of a rigid material (plywood, some types of plastic, etc) with its edges wrapped in foam. All edges of the shield should be covered in a layer of pipe foam. A shield should also appear to be a shield, something made to look like an additional appendage, growth, or oversized gauntlet, etc. will not be allowed. If you are unsure if your shield will pass these requirements please contact CC in regards to your

construction plans or have us take a look at the item you are wanting to purchase. If you already have a shield in question please have it available for us to inspect before use.

<b>Weapon</b>	<b>Striking Area</b>	<b>Grip</b>	<b>Overall Length</b>	<b>Base Damage</b>
Type and Additional Rules	Min. - Max. Length	Min. - Max. Length	Min. - Max. Length	
<b>Bow</b>	14" - 22"	8" - 14"	34" - 58"	Per Arrow
<b>Arrow</b> Must be white. No core: millet (birdseed) filling.	-	-	3" - 4"	3
<b>Javelin</b> No core: millet (birdseed) filling.	-	-	36" - 40"	2
<b>Thrown Weapons</b> No core: millet (birdseed) filling.	-	-	3" - 4"	1
<b>One Handed, Short (SAP/Dagger)</b> Max striking area volume .5 cubic foot.	6" - 18"	6" - 14"	12" - 34"	1
<b>One Handed, Medium</b> Max striking area volume 1 cubic foot.	19" - 36"	8" - 14"	27" - 50"	2
<b>Two Handed, Long</b> Max striking area volume 1 cubic foot.	37" - 48"	10" - 22"	47" - 70"	3
<b>Axe</b>	6" - 38"	6" - 22"	12" - 60"	2
<b>Staff</b> Both sides must be equal length.	18" - 72"	0" - 22"	56" - 72"	2
<b>Polearm</b>	20" - 26"	40" - 50"	60" - 72"	3
<b>Spear</b> May only thrust.	8" - 18"	30" - 40"	38" - 58"	2
<b>Natural Weapons</b> "Claws" must be RED. "Fists" must be YELLOW.	8" - 24"	8" - 14"	12" - 32"	1
<b>Shield</b>	Shield sizes are based on the user. No single point on the shield may be greater than 50% of the user's height in inches from any point on the shield. No player, regardless of size, may have a surface area greater than 700 square inches. Shields must be constructed of a rigid material with its edges wrapped in foam. All edges of the shield should be covered in a layer of pipe foam.			

## ARMOR

Armor points are like a second health pool. Your armor value is dependent on the armor tag your character has and the phys rep you are wearing. Most physical attacks(melee weapons, thrown weapons, and ranged weapons) will damage your armor, rather than your HP first.

Example: Volanir has 10 armor and 5 HP. He is hit by a sword for 6 damage. Because he is wearing armor he takes no damage from his HP and instead loses 6 armor. Volanir now has 4 armor and 5 HP.

If your armor is reduced to 0 it is considered breached. Any damage dealt to you after your armor is breached will then begin to damage your HP, including any left over damage from the attack that breached your armor.

Example: Volanir has 4 armor and 5 HP. He is hit by a sword for 6 damage. Because he is wearing armor 4 of that 6 damage is taken from his armor, the other 2 damage goes to his HP. Volanir now has 0 armor and 3 HP.

If Volanir were hit again all of the damage would damage his HP.

Armor can be reset at any time by taking a minute to refit the armor. Refitting requires a full minute of roleplaying; adjusting straps, straightening scales or rings, inspecting the armor, etc. While resetting armor a character may walk at a slow pace. Slapping your chest is not a valid form of roleplay for refitting armor. Any quick movements made from dodging, blocking, taking a hit, etc will restart the minute count.

Example: Volanir has an armor tag with a maximum of 4 armor. He is hit by a sword for 3 damage. Volanir now has 1 armor. If Volanir refit his armor it would reset back to 4

Casting spells while wearing armor is subject to limitations (see “Armor and Casting Spells” below).

A character may benefit from only one of the following primary sources of armor at a time: Physical Armor (with Armor Tag), Dexterity Armor, Mana Armor, or Armored skin. However, temporary armor bonuses can be stacked with other armor sources.

**Dexterity (Dex) Armor or Armored Skin:** A character with Dexterity Armor is agile and evasive, relying on natural ability as their armor. A character with Armored Skin has skin as tough as armor. Total AP is based on the number of times a character has bought the skill, plus any additional modifiers such as armor bonuses from backgrounds or race. Dexterity Armor, however, has its own set of rules, see the Dexterity Armor skill description for more information.

**Mana Armor:** A player with Mana Armor is protected by magical energy. Total AP is based on the number of mana points a player has stored in a mana reserve. You can store up to five mana and gain up to ten points of Mana Armor, or two armor points for each point of mana in your mana reserve. This stored mana cannot be used while in the reservoir, and requires the expenditure of one mana each time you reset your mana armor.

**Physical Armor:** A player wears physical armor that’s value is based on material and location, see table below. This AP is then represented on an Armor Tag, given at check-in by a CC during armor inspection. Armor Tags have a maximum potential value that they can provide.

	Base Materials			
Location	Leather	Chain	Plate	
Chest	3	4	5	
Back	3	4	5	
Upper Arm	1	2	3	Value is for both arms. If only one arm is covered, you gain half rounded up.
Lower Arm	1	2	3	Value is for both arms. If only one arm is covered, you gain half rounded up.
Upper Leg	1	2	3	Value is for both legs. If only one arm is covered, you gain half rounded up.
Lower Leg	1	2	3	Value is for both legs. If only one arm is covered, you gain half rounded up.
Head	1	2	3	
Maximum	11	18	25	
Armor must cover 50-75% of the area to count towards armor value. Leather armor should be at least 3/32 inch or 2.5 mm thick, often measured as 6 oz or 0.094 inches.				

### Armor Points:

Most damaging effects will reduce your armor points (AP) before your health points. There are some attacks that by-pass armor and directly reduce HP. If your AP is reduced to zero, your armor is considered breached.

Any damage left over or dealt to you after will then begin to damage your HP.

Most physical attacks (melee weapons, thrown weapons, and ranged weapons) and spells will damage your AP first, rather than your HP. Damage with the call tags like “pierce” or Darkness Magic will by-pass armor and will deal damage directly to health.

Physical Armor does not stack with Dexterity Armor, Mana Armor, or Armored Skin.

### Refitting Armor:

AP can be reset to full at any time by taking a minute to “refit the armor”. Refitting requires a whole minute of roleplay. Those who have physical armor, they would roleplay adjusting, inspecting, or repairing the armor.

Those who have Dexterity Armor will roleplay stretching and practicing active recovery.

A player may walk at a slow pace while refitting the armor. If a player is attacked or moves too quickly (dodging, blocking, attacking, etc) during the refitting-before the minute is up, the count will need to be restarted. After completing the one minute count and roleplaying the refitting, the player’s AP is then returned to full.

### Armor and Casting Spells:

Heavy armor restricts a Mage’s ability to cast spells. Light or Darkness is unable to be cast if the character is wearing more than 6 points of physical armor. Elemental Magic is unable to be cast if the character is wearing 8 points of physical armor.

A character is able to wear higher than this number, however this means that the armor must be removed

before they are able to cast.

**Quality Armor:** Some Armor Tags provide additional points of armor, regardless of the amount of the physical armor one is wearing due to the high quality of craftsmanship.

# DEATH & DYING

Magoria wouldn't be a thrilling game if it weren't for the possibility of death, for our character that is.

Death will happen, and here's how it's done.

If a character's HP is reduced to 0, they are "unconscious", and after a 5 minute count they are returned to 1 HP. However, if a character's HP is reduced to -1 that character is unconscious but is also "bleeding out". It is during this time that a character is "dying" and is a critical time for aid. A conscious character can use Medical Skills and healing magic to aid and restore a character's HP. An example of how healing works: if your character is reduced to -1 HP and then is healed by 5 HP, your character has 4 HP.

A character's bleed out time is determined by their maximum HP (refer to table below) and once their bleed out time has completed they are "dead". Any character may "dissipate" at any time after they are dead, however they are forced to dissipate after a 5 minute count. After dissipation a player leaves any and all non-soulbound items at the place of death and you must report to Monster Town and see a CC.

Max HP	Bleed Out time
1 - 5	30 seconds
6 - 10	60 seconds
11 - 15	90 seconds
16 +	120 seconds

## **What Happens When I die?**

In Magoria death is an experience that many will have, and for some, more than once... If a character cannot be resurrected or revived by medical or magical means, they experience death. Unfortunately, this is an experience a character must experience for themselves.

## **Should I fear Permanent Death?**

Sometimes called "perming", it is a possibility that your character may "perm", but it is unlikely that it would occur after the first death-unless you are Risen... One death is a permanent death for Risen characters.

## **Searching a Body**

When a character is killed or unconscious, that character can be searched for items of value. To perform a search, a 3-count is required: "Searching 3, Searching 2, Searching 1". This 3-count is also accompanied by some roleplaying of searching through pockets and bags.

The character being searched will give all tags on their body to the character doing the searching.

# CHARACTER CREATION

You will start by first creating a profile for yourself online at [www.RiverCityLARP.com](http://www.RiverCityLARP.com).

Once you've created your profile you may then begin creating a character. First you will start by choosing the race of the character you'd like to build. You will then be prompted to choose a Racial Background or a general Background. Some Races will require you pick one of the Racial Background options.

All Characters start the game with 3 health and 0 mana. These can be increased by either purchasing the "Additional Health" skill or by purchasing skills that increase your health in addition to the other things that they do.

Characters are not able to start with all skills in the game. (Please see Learnable Skills.)

After the mechanical aspects of your character have been determined you can start to personalize your build, creating a name, picking your character's preferred pronouns, and where your character is from. This does not add any mechanical advantages/disadvantages but may be important with giving plot and IG information.

Your character will start with 80 XP and will continue to earn XP by attending events and completing pre-registration and event commentary. XP is then used to purchase skills. Be they general or Racial.

## **XP Earnings Per Event:**

8XP = For attending a game.

2XP = For complete pre-registration, via website.

2XP = For event commentary within 2 weeks after the game, via website.

(Character packets must be returned during checkout to receive XP.)

Finally you will choose your starting equipment. Each character starts with 50 silver to spend on items from the list below. Any leftover silver will be given to the character to begin game with..

Item	Cost (Silver)
One Handed Weapon, Small	5
One Handed Weapon, Medium	10
Two Handed Weapon, Ranged or Melee	20
Shield	10
Wand	10
Arrows (12), thrown (6), or Javelins (3)	5
Armor (12 Point Max)	2 Silver Per Point
Light Stick	10
Lantern	15
Level 1 Scroll	5

Level 2 Scroll	10
Potion of Healing	10
First Aid Kit	10
Trauma Kit	15
Surgeons Kit	20
Garrote	10
Thieves Tools	10

## BACKSTORY

Your backstory is an opportunity to get creative and insert your character into the imaginary world of Magoria, operating within the confines of this rulebook. Your backstory is submitted with your character creation and will tell us more about where your character comes from, what their history is, and what your character may hope to accomplish. This will help us integrate your backstory into the game. Backstories may be subject to discussion and the evolution of your story becomes mutually shared and told by you and RCL.

Please contact us if you'd like to work with a CC member to construct your character.

[RiverCityLARP@gmail.com](mailto:RiverCityLARP@gmail.com)



# **DREPARING FOR A GAME**

Sleeping arrangements are recommended to determine in advance.

Join our Facebook community group: RiverCityLARP, to stay up to date and involved with the people you will be interacting with. It is a very accepting community and you shouldn't have any issues finding a place to sleep.

After you have pre-registered and submitted your backstory you may prepare for your game! Our weekend games generally last from Friday night to Sunday morning. You will want to bring your costume, makeup, boffers, and spell packets... but here is a nice checklist of things that you will want to bring:

## **Packing List**

1. Bedding: such as a sleeping bag and blankets.
2. Pillow(s).
3. Toiletries.
4. Towel.
5. Shower Shoes.
6. Medications.
7. Cash for the Tavern.
8. Snacks.
9. Extra socks.
10. Sunscreen.
11. Bug spray.
12. Consider the weather and pack/dress appropriately.
13. Costume and Makeup.
14. Boffers and Spell Packets.
15. Props and decorations.

# GLOSSARY

**Activated Fire:** Activated fire means that the effect can be used at the user's discretion, it need not be used at the first opportunity. For instance someone with an activated fire "resist ice" can choose to use it or not each time they take ice damage.

**Armor:** Most Damage reduces a character's armor value before their Health Point value. When an armor value is reduced to 0 it must be refitted. Pierce damage bypasses Armor.

**Aura:** An Aura is an emanation that surrounds most instances of magic. Unperceivable to the untrained eye, auras are around anyone's hand that is channeling magic(has a spell packet in hand), around anyone with a buff or lasting magical effect on them, and around some environmental effects such as ley lines or forges. Most characters are unable to see these, but a character trained in Aura Sight may be able to see and/or identify some auras.

**Bind:** A character under the effects of a Bind is required to hold their arms and hands completely to their sides for the remainder of the effects. A bound character's hands are not considered free while under these effects, meaning you cannot cast spells or use other skills that require a free hand. This effect lasts 5 minutes or Line of Sight.

**Bleed:** A character under effects of a Bleed will take 1 Health Point damage any time they attack with a boffer or cast a spell. Any amount of healing will remove the effect or a full 60 second Staunch Wound will remove the effect. This effect lasts 5 minutes.

**Bleed Out:** A character begins bleeding out when they are reduced to fewer than 0 Health Points. A character is unconscious while bleeding out. By default a character has a bleed out time of 30 seconds, this increases with the total Health Points of a character(see Death and Dying). If a character completes their Bleed Out they are Dead.

**Boffer:** A Boffer is the physical representation (phys rep) of a weapon. Any reference to a Boffer is referencing any RCL tagged and approved weapon. Some instances may specify melee or ranged Boffers. Boffer attacks can be blocked with boffers or shields, unless their damage tag specifies otherwise.

**Bolster:** A Bolster effect grants the target an amount of temporary Health Points. The amount of Health Points is dependent on the source of the Bolster effect. If under the effects of a Bolster and receive a Despair effect a character will still take the Despair effect, but keep the temporary Health Points given by the Bolster effect.

**Break Magic:** The person, or item, hit with A Break Magic effect will lose all active spells from the schools of Light, Darkness, Air, Earth, Fire, and Water magic. This only removes spells that have a duration that is still active, tear limb for example will not be removed.

**Buff:** A Buff is typically a beneficial, ongoing magical effect. A character may only have 2 buffs on them at one time. Any spell that takes up a buff slot will say so in its description.

**Cap:** A creature calling Cap X (where X is a number) is only taking X damage from the attack they are calling this effect to. No matter how much damage is dealt if Cap is called the damage is reduced to the Cap amount of damage. If the amount of damage is less than the Cap amount the damage is taken as normal.

**Charm:** A creature that is charmed will consider the person who charmed them as a close and trusted friend.

Charm is not mind control and the character would still not do something out of their character. A charmed character would not burn down an orphanage because his friend told them to, however they will come to their friend's defense if they are attacked. In the event that the charmed character's friends attack the person who charmed them, the charmed character would attempt to mitigate the situation and stop his friends from fighting.

**Compassion:** A character hit by a compassion effect is unable to attack the source of the effect until the duration has ended. Compassion lasts for 30 seconds.

**Corruption:** A corrupted character must physically represent black lines going up one of their arms.

**Damage Tags:** Damage tags are used to specify what type of damage something is dealing. Any source of damage can have up to 2 damage tags. Look for the specific damage tags for their specific effects. Unless otherwise specified, all types of damage must go through armor before damaging health.

**Daze:** A character under the effects of daze is unable to take any offensive actions. A Dazed character is still able to defend themselves, use any protective skills or abilities they may have, and are still able to walk or run. The duration for this effect is 10 seconds.

**Death:** A character hit by a death effect immediately dies. The character will skip their bleed out time and any effects that would trigger on being knocked unconscious or taking damage do not trigger.

**Despair:** A character hit with a despair effect will have their maximum health points reduced by 3. This reduction of health will never reduce a character's maximum health to less than 1. A character's current health will remain the same, if less than their new total Health Point maximum. A Bolster effect will cancel out a Despair effect, the character does not receive the temporary Health Points from the Bolster effect. If under the effects of a Bolster and receive a Despair effect a character will still take the Despair effect, but keep the temporary Health Points given by the Bolster effect.

Example: Lodan has 5 maximum Health points and has taken 4 damage, leaving him with 1 Health Point remaining. Lodan then receives a Despair effect. Lodan will still have 1 Health Point remaining with a Health Point maximum of 2. If Lodan takes another 2 damage and begins to bleed out he can be healed back up to 2 Health Points or if he receives a Bolster effect he can then be healed back up to 5 Health Points. A Bolster effect alone will not prevent London from bleeding out, he will still need to receive healing or another effect that will stop his bleeding out.

**Devour:** A character under the effects of Devour will spend one minute eating the nearest helpless creature or another food source. A killing blow is dealt at the start of the devour count. If no helpless creature or food source is available the target will attempt to make one from the nearest creature friend or foe. Damage interrupts the killing blow, but unless stopped the target will continue to try to deliver a killing blow for up to 1 minute before stopping. They may choose to attempt to killing blow and consume a different target when interrupted. Devour lasts for 1 minute, until there are no more creatures to attack, or until the character is knocked unconscious.

**Disarm:** A character hit with a disarm effect must drop the item specified and are unable to pick it up for the duration of the effect. If no item is specified the character must drop the weapon in their main hand, should the target not have a weapon in their main hand they must drop an item the target has in hand. If the specified item is strapped on, or otherwise cannot be dropped, the item is considered unusable for the duration. If the item that cannot be dropped is a weapon or shield any attacks that hit them during the disarm duration are considered to have hit their wielder. The duration of this effect is 3 seconds.

**Disease:** A character who receives a Disease effect will have all healing received reduced by 50%, rounded down. A Diseased character being healed with a Cure Light Wounds spell will receive 2 points of healing. Lasts until removed.

**Dissipate:** A character dissipates 5 minutes after they die. Dissipation is the process of a body becoming incorporeal. When a character dissipates they drop all of their tagged items and in game money. Characters who are permanently dead will become a physical corpse sometime after dissipation.

**Dodge:** Dodge is able to negate any single boffer or spell packet delivered effect. A character with Dodge must call "Dodge" immediately after being hit by an attack to negate that attack.

**Fight to the Death:** This effect causes the person hit with the effect to not fall unconscious nor start to bleed out if they fall to -1 health. At the end of the spell if they are still under -1 health they fall unconscious as normal. The target of this spell is unable to benefit from any of the "Loves Grace" spells during this effect. Lasts 1 minute.

**Health Points:** This is the amount of damage a character can take before they begin to die. When reduced to 0 Health points the character is knocked unconscious and after 5 minutes will return to 1 health point. If reduced to -1 Health points the character will begin to bleed out, the amount of time a character can remain bleeding out before they die is based on total maximum Health Points.

**Helpless:** A helpless creature is one that is under an effect that leaves them unable to defend themselves. A helpless character can be searched or 'killing blow'ed. A character is helpless if they are not able to move their hands and feet, are asleep, or unconscious.

**Imprison/Web:** A character affected by a web or imprison effect will be unable to move any part of their body from the neck down. The character is still able to speak, but unable to use any skills that require the use of their hands, such as defending with a shield or casting a spell. The character is not able to move from their position nor be moved from their position forcefully. In most cases a web is a physical effect and the character can be cut free. An Imprison effect will rarely be physical, unless otherwise stated, and so the character cannot be cut free. Lasts 5 minutes or until removed, if effect is magical Line of Sight will also remove.

**Knockdown:** A character affected by a knockdown effect must fall to the ground, to the best of their ability. If the character falls completely down they may immediately begin to stand back up. If the character is unable to fall down they may take a knee, or otherwise role play they have fallen, a character that does this must remain in this state for 3 seconds, unable to defend themselves.

**Lifesteal:** The character dealing Lifesteal heals for the amount of damage dealt. Lifesteal always bypasses armor.

**Lethal Damage Tag:** Lethal damages armor before Health. Lethal boffer attacks can be blocked by boffers and shields. If Lethal damage brings a character to -1 HP that character immediately dies and does not begin to bleed out.

Note: The attack with the Lethal tag has to be the one to bring the character to -1 HP to cause the immediate death, just taking Lethal damage does not cause a creature to skip bleeding out.

**Light:** A light is physrepped by a glowstick, flashlight, lantern, or other item that gives off a feint light. Any light being used in game should have a diffused light and not a focused beam, such as the light from a typical flashlight. If a flashlight is being used it needs to have a filter or some cover over the lens to diffuse the light.

**Light Damage Tag:** Light Damage heals living and harms Undead. Light damages armor before Health, but bypasses Undead's armor. Light boffer attacks can be blocked with boffers or shields.

**Line of Sight:** Line of sight, typically, refers to the line of sight between a caster and someone hit by one of their spells that have an ongoing effect. If the caster can see the character under the effects of their spell they have line of sight. If the caster and the character under the effects of the caster's spell are unable to see each other for at least 10 consecutive seconds they are considered to have lost line of sight, this will break any effect that says the duration ends with "line of sight".

**Madden:** Madden is a mind influencing effect. When a character is under the effects of Madden that character must attack the nearest creatures, friend or foe, with intent to kill. The character is not required to use any special skills, though some characters may feel the need and it is encouraged. Madden lasts for 5 minutes, until there are no more creatures to attack, or until the character is knocked unconscious.

**Magic Tag:** The Magic tag is used to signify the damage or effect is of a magical nature. Any boffer delivered attack with the Magic Tag is treated as if it were delivered via a spell packet. This means that a character hit by a boffer attack with the Magic Tag will still take the damage and/or effect even if they block it with a shield or weapon. Any effect that allows a character to resist, negate, or reduce the damage or effects of a boffer attack will still work.

**Massive Damage Tag:** Massive damages armor before Health. Massive damage cannot be blocked by a weapon or shield. Any damage with the massive tag that hits a weapon or shield is considered to have hit the weapon or shield's wielder.

**Metabolism:** Most characters have a normal metabolism, meaning they require air to breath and are susceptible to poisons and diseases. Characters with Unique Metabolism still need air to breath, but are unable to be poisoned or diseased. A character with No Metabolism does not need air to breathe, meaning they cannot drown nor can they be garroted, nor are they affected by poisons or diseases.

**Offensive Action:** An offensive action is anything that would be considered harmful or detrimental to the target of the action. This includes but is not limited to striking the target with a weapon, casting a spell on the target, searching the target, or beginning a killing blow on the target.

**Out of Combat:** To be considered Out of Combat a character must not be actively involved in a combat situation. Being involved in combat includes, but is not limited to: Attacking with a weapon, casting a spell, blocking or dodging attacks or spells, or giving orders or assisting someone involved in combat.

**Paralyze:** A character hit with a Paralyze effect will immediately fall to the ground, limp. They can make sounds, but are unable to move any part of their body aside from their eyes. Lasts 5 minutes.

**Parry:** Parry can be used on any melee boffer delivered attack. An attack that is parried is completely negated meaning the damage and any tags added to the parried attack do not affect the character that used the parry. Any effect that lasts “until landed” is considered to have landed if they are parried.

**Physical Roleplay:** Physical Roleplay is any roleplay that would require a player or NPC to come in physical contact with another player or NPC in a way that is not spelled out in the rule book or in a more physical way. Before beginning to Physical Roleplay with someone you should always ask “Permission to Physical Roleplay” along with a quick description of what it is you would like to do, such as “Permission to Physical Roleplay and carry you on my back”. This is a rule for the safety of everyone playing our game. If you are unsure if you should ask for permission or not it is usually best to ask first. For instance touching a player on their shoulder to signify carrying them is fine, but throwing a player over your shoulder and carrying them around would require you to request permission first. You must also receive verbal consent from the player before you proceed.

**Physical Tag:** Effects with the physical tag are typically delivered by a boffer attack. The physical tag is usually used to show that the effect is not magical, meaning the effect can be physically interacted with or is being delivered by a physical object. Physical tags cannot be blocked by boffers or shields. If a character’s boffer or shield is hit by a physical tag they will take the effect. Some examples of physical tags and their interactions are: A character in a physical web or pin will be able to cut free with a 3 count.

**Pierce:** Pierce is a damage tag. Pierce damage ignores armor and deals Health Point damage. Attacks with the Pierce tag can still be blocked by weapons or shields.

**Pin:** A character under the effects of a Pin must plant their right foot and are unable to move it for the duration. The duration for this effect is 5 minutes or line of sight.

**Poison:** For a poison to take effect it must be introduced into a character’s blood stream, either through digesting it or by Health Point Damage.

**Poison Damage Tag:** A poison tag should be accompanied by a specific poison, such as vertigo, intoxicant, hallucinogen, etc. For a boffer attack with a poison tag to affect a character the damage from the attack must deal Health Point damage. If a spell packet is thrown with a poison tag it cannot be blocked and does not have to deal Health Point damage, it will affect the character hit by the packet.

**Reanimate:** When the target next begins bleeding out or dies it will immediately rise again and attack nearest characters. Target rises with all health and armor reset. Target is considered dead during and after this effect.

**Rebound:** Rebound is a defensive call, one that will be called after being struck by an attack. If a character strikes a target and that target calls “Rebound” the attacker takes damage equal to the damage they dealt to their target. If the Rebound call is accompanied by a number, such as “Rebound 5” the attacker will instead

take 5 damage rather than damage equal to the damage dealt. For instance if an attacker hits their target for 3 Edge and the defender calls "Rebound 5" the attacker will take 5 damage rather than 3.

**Reflect:** Reflect is a defensive call, one that will be called after being struck by a magical effect. When a reflect is called the character that cast the effect or spell that triggered the reflect will have the spell reflected back to them and be the new target of the spell. Any spell or effect that is reflected may still have any skills or abilities used to protect against them as if they were the original target struck by the packet.

**Regenerate:** This effect has a multitude of effects: Removes all Diseases, Removes all Poisons, Restores all Limbs, Removes All Weakness, removes any despair or despair like effects, and removes any paralyze effects.

**Resist:** To resist an attack means to negate the damage and/or effect of the attack. A resist fire would negate the fire damage dealt as part of the attack that is resisted. A resist poison would negate the effect of the poison that triggered the resist. When resisting an attack the user must call out "resist". Resists are typically Trigger Fire and are only usable against packet delivered attacks, unless specifically stated otherwise.

**Restore Limb:** The recipient of a Restore Limb effect regains the use of all limbs.

**Resurrection:** Resurrection returns a corpse to life with 1 Health Point. This only affects a character that is dead and has not yet dissipated.

**Sanctuary:** A character under the effects of the Sanctuary spell will call no effect to all melee attacks so long as their arms remain crossed. Any ranged attacks such as arrows or spells will work as normal.

**Shatter:** A shatter effect will destroy the target item. Any tagged item hit with a shatter effect will be considered immediately expired. Any non-tagged item hit with a shatter effect will require a Marshal to determine the effect.

**Shoddy Weapons:** A weapon used by an NPC can be looted and used, but the quality of the weapon will be less than a weapon that one would typically get from a crafter or merchant. Unless otherwise stated when an NPC is searched the searcher may notify the NPC that they take their weapon(the physrep should be left with the NPC). After the encounter the character that took the weapon should see a marshal or CC member to get a shoddy weapon tag for the weapon. A shoddy weapon does 1 less damage than the base damage of that weapon type and the tag will only last for the duration of the event they are received.

**Silence:** A character under the effects of a silence is unable to speak, cast spells, or make any noises from their mouth. A silenced character should still call out of game effects such as damage tags. Lasts 5 minutes or Line of Sight.

**Sleep:** A character under the effects of sleep will fall to the ground and role-play sleeping (no snoring, smacking lips, etc.). This is a supernatural sleep causing the character sleeping to appear unconscious, with no movement. A character that is asleep will be awoken upon taking any amount of damage (being hit for 0 damage is not taking damage) or by being shaken for 10 seconds. Sleep lasts 5 minutes.

**Slow:** A character under the effects of slow is unable to run. Characters under the effects of slow are also unable to benefit from Dexterity Armor for the duration. The duration of this effect is 5 minutes.

**Soulbound:** An item that is soulbound is bound to a character. Typically an item binds to whatever character first picks it up, but some items may bind in a different manner. When an item is bound to a character it is unable to be taken from that character. The character may freely put the item down, but is unable to move more than 5 feet from the item. In game the item would magically appear back in the character's hand or in their possession in some way. Out of game the player will need to pick up the item or otherwise make sure the item remains in their possession. Should a player end up with an item that is soulbound to another character they should immediately notify a CC member. A soulbound item will also stay with a character during and after death. A soulbound item should not be dropped with other items after dissipation, but carried to the designated area a player goes to when they die. A soulbound item cannot be disarmed from the character it is bound to. Should a soulbound weapon or shield receive a disarm effect the weapon or shield will be held down to the side, unusable for 3 seconds. During these 3 seconds any attacks or effects that hit the weapon or shield will be taken by the wielder, as if they were not proficient with the item.

**Spell Packet:** Spell packets are physical representations (phys rep) of spells. They are thrown when casting spells to determine if the spell hits their target or not. If a spell packet hits, the character hit with the packet takes the effect, if it does not hit any character the mana is used and the spell has no effect. Once a packet has hit the ground the effect is no longer active, even if the packet hits the ground and then hits a character the character will take no effect. Similarly if a packet bounces off of one character and hits another only the first character hit will take the effect. Spell packets may be used in other applications by certain characters or NPCs, such as for poisons. In all applications Spell packets cannot be blocked by boffers or shields. If a packet hits a boffer or shield the boffer or shield wielder takes the effect. A character holding a packet in the palm of their hand is considered to be "channeling mana" meaning anyone with aura sight able to see the packet can see an aura in the caster's hands. A character without Mana Points should avoid carrying packets in their hands, unless picking them up to collect them or deliver them to other players or NPCs. Packets on the ground, on the outside of a character's hands, in pouches, or anywhere outside the palm of the hand are considered "out of game" and have no in-game presence or appearance.

**Stable:** A stable character is one that has either been reduced to 0 Health Points by taking damage or returned to 0 Health Points by Staunch Wound or a similar effect. A Stable creature is unconscious for 5 minutes, after the 5 minute count they return to 1 HP and gain consciousness.

**Strength:** All characters are assumed to have a base strength of 0. Strength allows a character to swing for 1 additional damage for each point of strength they possess. Having a higher Strength also allows a character to run while carrying someone, or break free of pins, binds, or garrotes. Characters with a higher strength are also able to do other mechanical or role-play CC approved actions that would make sense for an extraordinarily strong character to perform. Strength bonuses do not stack unless the source says otherwise.

**Sunder:** Sunder is a damage tag. Sunder damage cannot deal Health Point damage and can only reduce armor. Sunder damage can be blocked by a weapon or shield. For instance a character that has 6 armor and is hit for 10 sunder damage will lose all of their armor but will take no HP damage.

**Tear Limb (Wither Limb):** A character that receives a Tear Limb effect loses the use of the limb specified, if no limb is specified the default is the character's main hand. The player should tuck their arm into their shirt, hold it behind their back, or otherwise make it obvious that the limb is not there or is useless.

**Terrify:** A character hit with a Terrify effect will run in fear for 5 seconds. They will not take any paths that will cause them obvious harm such as running off a cliff or straight into a hostile foe. The target will defend



themselves while running. If unable to run the target will cower in fear for 5 seconds.

**Threshold:** A character with an amount of threshold will call “Threshold” to any boffer delivered damage with the Edged or Blunt tag that does not exceed their amount of threshold. Any carrier effects will have no effect unless the damage exceeds the character’s threshold, at which point it still must meet the requirements for the carrier effect such as a poison effect must hit Health Points rather than armor.

Example: Golandra has a threshold of 3 and is attacked for 3 Edged Vertigo Poison. Golandra will call “Threshold” because that did not exceed their threshold and the Vertigo Poison will have no effect. Golandra is then hit by 4 Edged Vertigo Poison. Golandra will take 4 damage from this attack and, since Golandra is not wearing armor, will also take the knockdown effect.

**Thrown Weapon:** A thrown weapon is considered a boffer and follows all rules for boffer attacks. Thrown weapons can be blocked by boffers and shields, unless the accompanied tag specifies otherwise.

**Torment:** A Torment effect causes the recipient to scream role-play extreme pain and agony, screaming for 3 seconds. The target may run away, but is otherwise unable to attack or defend themselves in any way.

**Touch Casting:** Touch casting is the act of physically touching someone with a spell packet and casting a spell, rather than throwing the packet at them. This is a form of physical roleplay and thus requires the express permission of the target to do. Touch casting a spell has no special effects regarding protectives and is treated the same way a thrown packet is treated. A Touch Cast spell will still trigger any protections the spell packet would normally trigger if it were thrown and any effect that allows a character to resist, negate, or reduce the damage or effects of a Spell Packet will work as if the packet were thrown.

**Trance:** A character under the effects of a Trance must stand still and stare off into the distance. A Tranced character is still aware of their surroundings, but are unable to act in any way for the duration of the effect. The duration of this effect is 5 minutes or until they are the target of an offensive action.

**Triggered Fire:** Triggered Fire effects must be used at the first opportunity. For instance someone with a triggered fire resist ice must use that resist the first time they take ice damage.

**Unaware:** An unaware creature is one that has no reason to suspect a specific character to attack them and has their guard down to that character. A creature can be unaware simply because they have not seen the character or because they turned their back to the character and has not made it a point to be aware of the character.

**Unconscious:** A character that is knocked unconscious falls to the ground and is helpless and unaware for 5 minutes.

**Undead Traits:** Undead characters have the following traits: Vulnerable to Light Damage, susceptible to all spells that target undead only, and have no Metabolism.

**Vulnerable:** Being vulnerable to a damage type means that damage type will bypass armor. For instance being vulnerable to Light means that Light damage will ignore your armor.

**Waylay:** A waylay attack must be made against an unsuspecting target. The user must tap their target, from behind, on the shoulder and call “waylay”. A character hit by a waylay is knocked unconscious.

**Weakness:** A character under the effects of weakness deals 4 less damage with any boffer weapons, both ranged and melee, dealing a minimum of 0 damage. A character under the effects of weakness is still able to block attacks and move normally. This effect lasts until removed.

**Zoola:** A waystation for travelers and traders. Operated by Drahteen Priests, dedicated to serving vagabonds, and is protected by the Drahteen Guard. While the Drahteen are a religious faction and regard elemental magics as holy, guests at Zoolas are not expected to share in those beliefs or practices. Zoolas are generally tented structures filled with pillows for seating. Folks generally trade goods and services here, as opposed to sell or purchase.