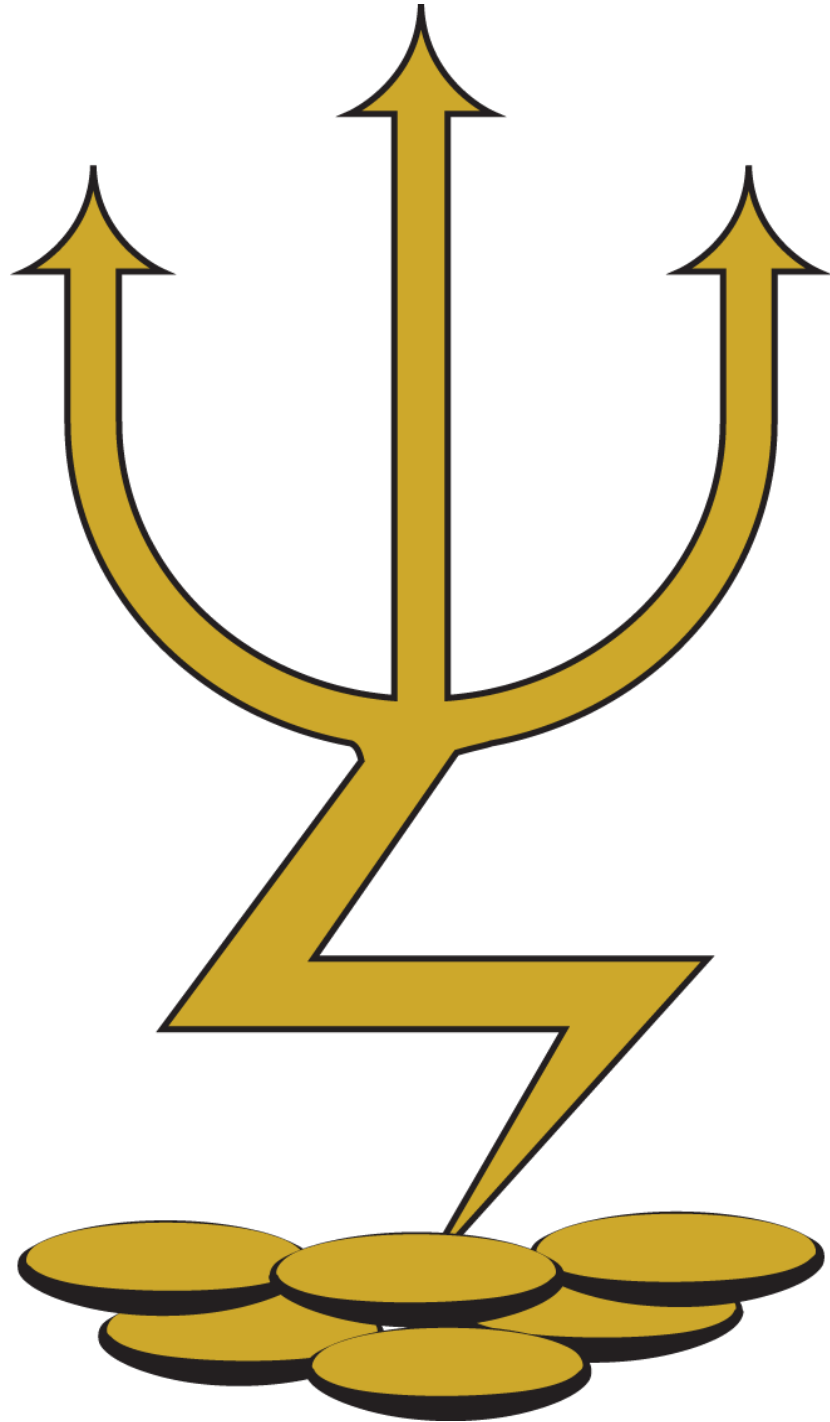


Alura LARP



Main Rulebook

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Chapter One: Role-playing

What is Role-playing?

Most of us see role-play as an extreme version of method acting. Picture yourself in a performance of Oz on Broadway, or as an actor from a fantasy show on television or from a movie. In its most simple form, role-play is slipping into the shoes of someone you create and responding as your creation would: an elf who hides in a tree waiting on that last straggling Orc who made the mistake of attacking his camp mates, or the scholar who cast magical spell on an epic level turning the sky before him into a barrage of lightning bolts. All of us know that these things are not possible in the real world, however when so many people come together on a massive scale and work as one to make it seem real, it truly does become reality. As such, information will be separated as In Game, that is what your character experiences and discovers, and Out-of-Game, that is what you the player knows, does and says to describe your In Game actions. Welcome to our world where the impossible can happen and creatures from fantasy become reality.

This is Alura.

A Sample Adventure

The following is an example of events that could take place in Alura, in order to help you understand battle mechanics, the type of world we live in, and the possible horrors and mannerisms you are expected to uphold.

In the below (words in brackets) show descriptive actions that take time in our world that we may not be able to actually commit due to safety, the laws of physics, or stemming from magic. Examples of this are cutting someone free from ropes, activating alarms, deflecting spells, or making the killing blow. In game these actions would be verbally described to add to the physical actions you can take.

In the dead of night, Jax, a young forest elf archer stands atop a make-shift guard post over looking his small camp. He keeps his eyes and ears peeled for any sight or sound in the night that may be alarming. Off in the distance he can hear the chuckling of a Blighting. He turns and activates his alarm he has created as he is a Tinkerer by trade.

He counts to five as he prepares the alarm (Activate alarm 1... Activate Alarm 2.... Activate Alarm 3.... Activate Alarm4.... Activate Alarm 5) and then presses the button, sending out an ear ringing tone to alert his allies of the pending attack. At the noise, his allies –Ffion, Alirun, Thorn, Ronin, and Macha—fly from their tents battle-ready awaiting the arrival of the Blightlings.

As the laughing gets closer to their horror, a Grot becomes visible. This Tall Glutton devours everything in sight, while emitting a foul Blight spore that if inhaled will give you a Blight point. Jax stands tall with his allies in the safety of his guard tower, arrows at the ready. Ronin and Thorn ready their shields as Macha and Ffion ready their most powerful spells. Alirun runs off into the dark where he is best used. Six Blightlings charge forward quickly, leaving the slow-moving Grot behind, as it slowly moves closer to the centre of the camp. The Blightlings are small, unarmoured abominations and wield nothing but their natural claws. Pressing their advantage as well-trained fighters, Ronin and Thorn begin to press forward (Ronin: "Innate Blade Whirl" Thorn: "Innate Blade Whirl") as the Blightlings slam into their shields clawing and bashing. With their shields up, Ronin and Thorn form a two-man phalanx and land many blows to the mindless Blightlings. (Ronin: "5 normal, 5 normal! 5 normal!" Thorn: "5 normal, 5 normal, 5 normal") Focusing their attacks on one Blightling they quickly drop it, but must give ground as the other five Blightlings begin to corral them back to Ffion and Macha.

"Wife! A little help here PLEASE!" Ronin calls, sparing a glance to Macha as she chuckles and raises her hands, one holding a tome, the other aglow with mana.

"Summoning the spirits of wood, I call forth a Bramble Wall," as she finishes this cant a wall of thick shrubs emerges from the ground between Ronin, Thorn, and the Blightlings. As the fighters regain their footing, the Blightlings charge around the small thick wall of shrubs. This time Ronin and Thorn are a little less prepared for the horde about to attack them. They are slammed from both sides by a total of 5 Blightlings. As they claw and slam Ronin and Thorn, Ffion Yells "Enough!" as she raises her index and middle finger to the side of her temple. "I channel the powers of Alteration to inflict Hypnosis! I Channel the powers of Alteration to inflict Hypnosis!" throwing a packet of mana for each repetition of the chant at the group of Blightlings; the two struck Blightlings fall over fast asleep.

From above Jax stands firing arrows at the remaining Blightlings. (Jax: "2 piercing, 2 piercing, 2 piercing, 2 piercing.") as another Blightling falls leaving only two remaining. Alirun emerges from the shadows quickly advancing upon the remaining Blightlings, catching one off guard and striking it solidly (Alirun: "1 Waylay") to knock the creature out cold, and turning his dual silver daggers to the other, he quickly stabs and slashes it to submission (2 Silver, 2 Silver, 2 Silver, 2 Silver).

As the last Blightling falls, Alirun turns to the group, "Well that was fun," panting lightly. As Jax shouts a warning, the Grot smashes through Macha's Wall of Shrubs, grabs Alirun with both paws and swallows him whole. (Grot: "5 Devour") eliciting a shriek of rage from Ffion.

Her anger palpable, the caster charges the Grot, index and middle finger on temple. "Spirits of Summoning, I beg thee, Create Sword " As she pulls a short sword from her temple, and lays into the Grot inhaling its spores. (Ffion: "2 normal, 2 normal, 2 normal") Jax cries out "Ffion you fool, stop, you're going to..." As Jax speaks, the Grot slams its giant arm down on top of Ffion pinning her under its giant fist (Grot: "2 Piercing Physical Pin"). Despite being pressed on her back, she continues to assault the Grot's arm with her summoned sword.

Disheartened, Jax focuses for a moment before (Jax: "Innate Volley") he fires arrows at the enemy as quickly as possible, (Jax: 2 Volley, 2 Volley, 2 Volley, 2 Volley) in a technique of his own creation. As arrows rain down from the sky like rain impaling the Grot it begins to stumble freeing Ffion, she stands in a mad rage laying into it with her hatchet, inhaling more spores. Ronin, Thorn, and Macha join the battle and after a long 5 minute battle the Grot drops. Ronin's armour in tatters, Thorn K.O'ed. Macha is Mana Pooched. Jax's guard tower has been destroyed and out of arrows.

Ffion hacks into the stomach of the Grot (Cutting open 1...Cutting open 2...Cutting open 3), in an attempt to rescue her lover. She succeeds in retrieving the body of Alirun, however that is all it is: a cold dead body that has suffered its final death. Ffion breaks down crying over the corpse of Alirun, as the others approach and her summoned sword vanishes, Jax steps forward and jerks Ffion's face towards him. Seeing the Black veins coursing through her face, he winces and takes a step back, a tear comes to his eyes.

"Ffion... you.... you have the Blight," he whispers recalling the spores she inhaled trying to save Alirun (8 Blight Points) and the other Blight (2 Blight Points) she had from previous adventures. She is now considered Blight-touched and is an exile. She stands carrying the body of her dead lover in her arms. "Yes, and it was for naught...", she then wanders into the woods, perhaps to appeal to the Gods for mercy.

The Weaver Team

The weaver team breaks down into 4 major components, all of which are applied for by the player-base on a volunteer basis. All are crucial to the game's survival, and if needed, mandatory Underling shifts will be put into effect in order to ensure the game can function. The roles of the Weaver team, are Weavers, Gods, Demigods, and Underlings.

Weavers

The creators of the game and the lead story teller(s), these are the people who choose the year long themes of the game and often play the Big Bads in pivotal battles. They know the rulebook inside and out, and make final calls on things such as rules, and plot lines. As well as knowing some of the game's most secret knowledge for the year. Being the head of the game, a Weaver's word is law.

Gods

Following the theme of the Weavers, the Gods may also put their own stories into place. They monitor the in-game combat modules, and must have a solid grasp on most of the rules of the game. Only a weaver can overturn a God's rule calls and decision making.

Demigods

These are players who are considered well-seasoned at being an underling and as such, are charged with a little bit more work. They are charged with monitoring Underlings while out on a role, and in executing the task given them by a God or a Weaver. Demigods have no say in rule calls, but their word must be respected by the underlings they are charged with, and underlings should follow their lead as they have been briefed by their ruling God or Weaver. Demigods usually sign up for a yearlong basis.

Underlings

They are the lowest on the Weaver team totem pole, but the game cannot function without them. Underlings have no say in rules calls, but they help out with small labour, and playing the roles assigned to them, be they roles as monsters such as a kobold, or as an npc, such as a merchant.

Chapter 2: Welcome to Alura

The Story of Alura

At one time, the peoples of Alura led very peaceful, blissful lives. The world as they knew it was perfect due to the overflow of the Arcane Essence gifted to them by the Gods at the beginning of time. At first, Essence was used only for extreme measures, as it was the life blood of the world, and without it they would crumble and die. At that time, high atop Mount Olympus Zeus, Poseidon, and Hades had made the decision to trust all mortal kind with the gift of wielding Essence, for it was the power of the Gods. The people were stout, trust worthy, and obeyed every prophetic declaration that the Gods sent down to their prophets.

However in time, the peoples of Alura became lazy and reckless with their use of Essence, angering the Gods. Despite many warnings, of natural disasters and war, the people of Alura simply used Essence to fix the problems, never understanding that the misuse of Essence caused their descent in the first place.

The Gods looked down on what they had done, unhappy with themselves for dooming their own creations, they cut their ties with the mortal world and access to Essence. All except for Hades, who continued meddling in the affairs of mortals, even after several years of warning, and imprisonment. With one final blow Hades cascaded Mortals to their doom, by cracking open the floodgate of Essence and giving back the power to slay the dragons that prowled their lands. This caused a massive backlash across the entire world known as the Blight, and Hades was banished to the Lands of the Dead by his two brothers Zeus and Poseidon.

For a time the population of Alura is spread was thin that most dare not travel outside the "safety" of their homes. Bandits run amok pillaging for food, gear, and weapons. Blightlings, a plagued people caused by the backlash ran rampant mostly at night, infecting what is left of the population. For the first time in ages, the people of Alura had turned to the Gods for aid, and now no one is around to hear their cries. As the influence of Hades spreads, the Blightlings clamored to the side of Mount Olympus and the situation is only getting worse. The good people of Alura had almost given up hope.

Since that day the lands of haven have become more populated due to the slaying of Vox'Vako at the hands of Erona'Hera and with the sacrifice of many brave heroes from Haven. Vox' Vako who had framed Lord Hades and kick started the blight. After her fall more trade routes have been established and Haven is now led by King Kole Although his lands have abundant food, low poverty, and decent protection from local guard, he is seen as a tyrant to those who inhabited Haven before his coming due to his disregard for the suffering of his people and his hatred for most of the lesser races.

This small walled community to the base of Mount Olympus known as Haven, slowly begins to thrive as trade routes open, and the gods touch can once again be felt in the land. After 500 years of silence, the gods have returned to make contact with the people Alura. The year is 503 A.B.

Welcome to Alura.

The People of Haven

The people of Haven are mainly unskilled farmers, fishermen, and laborers. They use their skills to help feed and populate the town with healthy livestock. Most fear or hate Apprentices, holding to the belief that Essence-wielders were the main cause of the Blight. As such they will often turn a blind eye to an Essence-wielder's suffering and daily needs.

The tradesmen of Haven are often skilled Thugs who have the ability to jump in and out of shadows, as this is the only truly safe way to navigate the lands of Alura without getting killed. Supply is low, and demand is high. So prices are currently quite high for more than basic quality goods. A Bronze dagger or sword may be found for a fair price, however if you require Steel, or Gods forbid Silver, you best be prepared to pay the price.

Economics and Looting

In Alura, coin is split into silver and gold, with a value of 10 silver = 1gold. When you create a new character, that character will receive 1.1 Gold along with their other starting equipment. Each tagged item you encounter in game from weapons, to gems, to scrolls will have an associated market value that may be discovered with the Appraise skill.

Aside from selling items or spells, or plying a talent or trade, one of the ways you can acquire more coin or items is by searching the bodies of the dead. That is, loot your kills.

Anyone can search anything (living or dead) and they may or may not find something, by placing one hand on the target's shoulder and counting out their search "Search 1, Search 2...Search 30" in a regular speaking

voice. After a Search count has been successfully completed, the target must reveal whatever tagged items and coin they have on them for the Searcher to take at their discretion.

This search count may be interrupted by dealing damage to the Searcher's vitality, knocking back the Searcher or otherwise breaking contact with the Searcher for 3 seconds. If interrupted, the Searcher must start their count over.

Normally it takes **30** seconds to search a body; however, there are ways in game to reduce this count or to make yourself more difficult to search. See the Thug Skill Sticky Fingers in Chapter 5 for more about this.

Chapter 3: Geography

The World of Alura breaks down into all the major cities, tribes, and towns of the world. We will start in the top left hand corner (North West) and work our way across the world.

Haven

Racial Breakdown: Mixed
Major Industries: Mining, Lumber, & Stone
Military: Kings Hearth High Guard
Government: Hierarchy
Current Ruler: High King Kole Salzuvant
Population: 50 (Fluctuating)
Capital City: None

Haven is a small walled community of rag tag misfits who have gone in search of their place in the world. Although this was a town of near Anarchy under the Mayor Lucian H Delcroft. But some order has been restored when Lucian was overthrown with the help of Lord Alexander. This old fishing town was the closest to mount Olympus when the blight began to affect the world, and as such was one of the first hit by its effects. Its rivers ran black with a plague, killing most of the fish that inhabited its river. Strange fish-like abominations soon plagued their docks and town streets.

Those who did not leave at the time are either still around, or have died. Although the people of Haven hate and resent the Shattered Spire, they have a treaty stating that if they provide some form of defense for its people, then the people of Haven would sell what little food and produce they had to spare

It also hosts a black market of sorts, a place to get things that would not be viewed as proper out in the normal world. However, this group of tradesmen is seen as highly reclusive. Haven also hosts a small trade camp of Paramitsha, for those brave enough to trade with them who are lead by an Elderly Para, Harmen Iztoft, who is very easily insulted. Rumor has it that anyone who harms his family or business has a run of very serious bad luck, resulting in the person in question "leaving town".

502 AB: Haven led the charge with Erona Hera their savior against Hades to free the world of the blight, during their crusade they discovered Hades was but a pawn in a bigger game led by Vox'Vako who had grips on the lord of the underworld. In their victory against Vox'Vako they were drawn thin and the king of the hearth was able to step in and take the town from their beloved mayor Kaigan, now the town is run under the mantle of Salzuvant. Though his people have abundant food, good protection, and fair court system, poverty is often disregarded and other races other than human are seen as lesser. Taxes are the main means of his success as a ruler, bur for it the people suffer.

Shadow Spire College

Racial Breakdown: Mixed
Major Industries: Healing & Scrolls
Military: None
Government: Hierarchy.
Current Ruler: Faize Ilyandre
Population: 7
Capital City: Haven

In its former glory the Shattered spire was a place for learning. Zek Arcanium has taken up his father's mantle as the colleges Headmaster. The College offers a great deal to those who have the ability to wield essence. Most of which is kept under high security to avoid the risk of invasion, or magical conflict between the Shattered Spire and the Apprentices of the Hedge Cult.

502 AB: Zek Arcanum's past catching up with him, the Yellow dragon was freed to rebalance the elements and set the dragons into the world again. Afterwards Vor'Liea came for revenge, stealing most of his Essence and leaving him a fragile quickly aging old man. In a last ditch effort to save himself he and Balo cast a ritual to be their salvation, but it back lashed and obliterated both of them. A young elf named Faize has been left in charge at the will of Zek.

Mountain Pass

Racial Breakdown: Dwarfs and some other
Major industry: Smithing and Mining
Military: Kings Hearth High Guard
Government: Hierarchy
Current Ruler: Gim Magehammer
Population: 1500
Capital city: Underdark

Home of the Dwarfs, to the common eye the Mountain Pass holds nothing more than a safe way to the town of Haven and its surrounding forest. Those who dare travel its labyrinth, and are successful will have access to some of the world finest metal working. As well as a good spot of dwarven hospitality. The dwarfs are very remote people and do not like being bothered by outsiders.

They have a special hatred for kobolds and goblins, which often run small raids on the Mountain at a chance for riches and the well constructed weapons and armors that the dwarfs hold. Though that is not to be said of all dwarfs, some have taken quite the liking to surface living. Even though travel in the surface world can be highly dangerous, yet extremely profitable.

502 AB: The dwarves have taken on the help of the king in order to have their kobold and goblin problem dealt with, in return the dwarves have agreed to make arms and armor for the king, so long as their leader can retain control of his lands. The population of the dwarves has finally been stabilized after hundreds of years.

The Sand City of Sharr

Racial Breakdown: 50% Para 20% Human 30% other
Major Industry: Assassination, Fishing and trade
Military: The Evil Eye.
Government: Hierarchy
Current Ruler: Lord Notloc Iztoft.
Population: 300 (Constantly Fluctuating)
Capital city: Sharr

The Sand City of Sharr is home to the paramitsha, and other merchants. Although most paramitsha refuse to call one place home, Sharr is about as close as they can get. Almost all paramitsha caravans make a stop in Sharr, or have been there once in their lives before the blight. It was once a great metropolis of trade that had everything from contract work, on down to the sale of trinkets and blades. These days Sharr is seen as just a big lump of sand on the map, with very little trade making its way through the desert.

Although this city by blood and law belongs to the paramitsha, most of them have left due to the blight. Most no longer have the resources or skills to navigate the desert and its extreme heat. A few hundred people still live here; most of them are either stuck or lack the resources to move on.

All except for the reptilians, who have found that the dry city streets bring them ease and comfort. This led to the formation of the Fishery of Sharr. Although most avoid the reptilians like the blight they make their money by drying the fish, and selling it as rations to cities all over the world, and giving a cut to the paramitsha out of respect and thanks.

The Great Oak

Racial Breakdown: 90% Forest Elf 10% Canine
Major industry: Hunting, Herbalism, Woodworking
Military: Shadestar Tribe
Government: Tribunal/Council
Current Ruler: Ra'Ziel
Population: Unknown
Capital city: Gleamwood

Gleamwood is the home of the forest elves. This once immortal race has always called the forest home, swearing allegiance to the Earth Dragon in the defense of nature. They have failed, losing their immortality.

This caused many elves to flee from the woods and look to other option of living. Most fled to the cities hoping the magic's of humans would help them live through the years to come and became known as city elves. While those who stayed true to the Earth Dragon have fanned out across the world in search of answers, most forest elves looked to the Great Oak and their shamans for answers in times of need. Once the blight struck the world the Tree went into a hibernation of sorts, and the Earth Dragon went missing. Many still defend Gleamwood in hopes that one day the Tree will awaken and reveal the location of the Earth Dragon, returning their immortality.

502 AB: Ra'Ziel rebirthed from the great tree in Gleamwood, to the surprise of the elves their immortality was not returned as there dragon lord has turned his gaze the Hearth, knowing that the king is on the march conquering nations. Ra'Ziel has retaken his place in the great tree as the leader of the elves.

Shadowridge

Racial Breakdown:60% Halfling 20% Avian 20% Other
Major Industry: Pipe Herb and Alchemy.
Military: None
Government: Hierarchy
Current Ruler: Mayor Thislefoot
Population: 550
Capital city: Shadowridge.

High above all other land masses, right at the edge of the world, lays the strange city of Shadowridge. Surrounded by the Dragons Blood Hills most lack the courage to even venture there, much less learn about its customs or people. Specializing in alchemy, and smoking herbs the Halflings and avians of Shadowridge are not bad people. In fact, the Halflings and avians are some of the most kindhearted and loving races around.

Sadly, due to the land that they call home, they have been labeled as assassins and cut throats. Most Halflings and avians live together in harmony and often smoke and eat the days away, enjoying the seclusion that has befallen them. No real military action has ever been taken here due to the town's natural height; an attack of any kind can never really be placed. It is still a mystery as to how people climb the mountain.

Grushnag

Racial Breakdown: 50% Orc, 20% Goblin, 10% Troll, 10% Ogre, 5% other

Major Industry: Bounty Hunting

Military: All of Grushnag

Government: Tribunal Council. (Chaotic)

Current Ruler: Krak'Thunk

Population: 1000

Capital City: The Pit

Far to the north east lies the swamp lands of Grushnag, surrounded by a few dozen acres of pine forest and swamp to separate the fear mongering Barbaric orcs from the rest of civil society. Specializing in combat and bounty hunting, the green skins of Grushnag, focus on training every able bodied man and woman from a young age. Orcish babies are given dulled steel daggers at birth in place of rattles to instill violence and combat at a young age.

Most of Grushnag once followed the titans. Thousands of years ago Krak'Thunk was said to hold the Thumb of Chronis, a sword of unimaginable power.

Most Orcs prefer tribal life, and love serving under the ruler of the tribe. However, some are born without the knack for battle. These are either banished by the shame they brought their family, or decided to leave before that were to happen.

It is also said that a group of courageous felines have joined the Orcish horde, setting up camp a few acres from The Pit to assist in bounties, as they make great hunters and trackers.

502 AB: The orcs have turned their attention back to their oldest adversary, the Remikos. Once a small town of great warriors, the Remikos had been long though dead. However recently their warriors bash the gates of Grushnag again. Turning the orcs away from the Hearth allows the Kings forces to turn back to the world.

Troll Island

Racial Breakdown: Troll 90% Goblin 10%

Major Industries: Unknown

Military: Troll Hoard

Government: Tribal

Current Ruler: Unknown

Population: Unknown

Capital City: Unknown

502 AB: This strange island of magic and war appeared shortly after Haven war with a watcher. Much is unknown of this elusive group of green skins other than that they hate two things with a passion, Fire and Necromancy. A great civil war rages on their island keeping most forces and people at bay. It is said that the Trolls have means of mass teleportation, and strange magic only a custom to their kind.

Kings Hearth

Racial Breakdown: Mixed races (*No orcs or Anthro's)

Major industry: Trade of Furs, Horses, and Farmlands

Military: Kings Hearth Elite Guard

Government: Hierarchy

Current Ruler: High King Kole Salzuvant

Population: 2000

Capital City: Kings Hearth

The bustling metropolis of Alura, at a time Kings Hearth was the focal point for all of Alura. Any man, woman, warrior, or tradesmen took a share in the profits that the Hearth held. Sadly after the blight that all changed. High King Kole Salzuvant went mad after the infection of his people caused by the blight, and closed the gates to the city.

Nearly 15 years have passed, and most know not what is going on within the Hearth. We know that people hardly ever go in, and never has anyone come out. Most believe that King Kole simply went mad and forbid travel outside the city's walls. The Kings Elite Guard has been manning them for what seems like forever, and they do not respond to commoners. The coin of the land is still ever flowing, and if it were not for the city gates being closed and locked no one would ever know anything was wrong.

502 AB: No sooner than did Vox'Vakos grip on the king end, did the kings march on other lands begin. Using magic's, the king made haste to the town of Haven fighting back the madness of the blight and undead he lay siege to the towns people of Haven taking it for his own.

Chapter 4: Character Creation

Starting Out

Long ago, Alura was full of powerful mages, great knights, and stealthy assassins. When the Blight came, many of these warriors fought and died for their kingdoms, and those who did not went into hiding to preserve their great talents for future generations.

Today, all the people of Alura have left are brawny Brawlers, Apprentices of magic, and tricky Thugs. The following is a breakdown of Class-related points that must be upheld in order to ensure game accuracy. Each starter class has two unique abilities that may be purchased at level one and three for 5xp and 8xp, respectively.

Upon character creation, each character begins with:

- Starting Gear: 1.1G, 20 points in armour tags, one steel weapon (that your character has the skill to use), one bronze weapon (that your character has the skill to use), a bronze buckler or shield if your character can use them, and three scrolls chosen at random if you have the requisite skills to wield Essence.
 - Note: 6 individual arrows/bolt count as a single weapon tag
- 15XP, and Starting Vitality and Mana as shown in chart 4.1 below. Unless human, humans receive 22XP but the bonus 7XP do not count towards the total required to level.
- 0 Blight Point, as well as any racial modifiers (see Chapter 6)

Each event your character participates in will accrue a certain amount of Experience Points (XP) depending on the length of the event and your character's level. As you add XP to your character, that character will level up at a rate of 10xp per level. Standard events will grant 3XP until level 5, 2XP after level 5, and 1XP after level 10. Note that the Human racial XP bonus does not count towards leveling up. See chart 4.2.

After particularly grueling In Game tasks, characters may have the chance to find special items called Relics. Each Relic grants XP and binds itself to one character ever, unless otherwise specified. Relics may be obtained in other ways at the whim of the Weavers and the Gods, relics on their own are extremely rare. However with a sacrifice to the gods (SoA) from the player they become much easier to find. Be warned relics much like Ambrosia are items of the gods. If you are not worthy they can kill you.

At levels 5 and 10 a Player will have the ability to choose a class evolution or Custom Class evolution, Class evolution counts as a standard class. Standard classes follow the same XP and RP guide lines as their predecessors.

4.1: Starting Vitality and Mana

| Class | Vitality | Mana |
|-------------|------------------------|------|
| Apprentice | 7 +1 every other level | 40 |
| Brawler | 9+2 every level | N/A |
| Thug | 8+1 every level | N/A |
| Entertainer | 7+1 every level | N/A |

4.2: XP and Leveling

| Level | Total XP | XP/Event |
|-----------------|----------|----------|
| 1 | 15 | 3 |
| 2 | 25 | 3 |
| 3 | 35 | 3 |
| 4 | 45 | 3 |
| 5 | 55 | 2 |
| | | |
| 10 | 105 | 1 |
| And so forth... | | |

Base Classes

Brawler

Occupational ability level 1: Gut punch

This ability allows the Brawler to stun their target for a period of 3 seconds, or a period of 5 seconds if delivered with the pommel of your weapon. To do so the Brawler must strike the target in the stomach with a hand-to-hand rep, or must land a stabbing blow to the stomach of the chosen target with the pommel of his weapon. This ability is usable once per day per purchase, first purchase is free (0XP) additional ranks can be purchased at the cost of 3XP.

Occupational Ability lvl 3: Cripple (Pre-req 1x lvl 1 ability)

This ability allows the brawler to use their strength to their advantage. By using the blunt end of their blade, Brawlers can slam the bones of the target rendering that limb useless for a period of 1 minute. This will cause the target to either drop a blade, or shield if struck in the arms, or cause the target to move at a 3-count pace for the period of 1 minute. If the target receives any form of healing, the Cripple is nullified. This ability is usable once per day per purchase, at the cost of 3XP.

Level 5: Class Evolution: Shield Barer/Swordsman

Upon choosing an evolution all skill costs are reduced by 1 in the brawler line.

Occupational ability level 5: Shield Barer: Shield Wall

This skill grants the player 20 additional armor and makes the player strong, able to withstand the knock back from the "Mighty" damage type. This skill is usable once per day, per purchase at a cost of 5 xp. This lasts until the battle ends.

Occupational ability level 5: Swordsman: Heavy Strike

This ability grants the player a mighty blow, By saying "Innate heavy strike" The next swing will deal "25 (damage type)" if this ability is blocked by a sword it disarms the opponent, if a shield blocks it the shield is broken. This skill is usable once per day, per purchase at a cost of 5 XP.

Occupational ability level 8: Shield Barer: Seal armor

All weapon based piercing damage is reverted to Normal, additionally the player gain a 4 normal threshold for the period of 1 hour. This skill is activated by saying "Innate Seal armor" and is usable once per day, per purchase at a cost of 8 XP.

Occupational ability level 8: Swordsman: Inner Strength

For the period of 10 minutes all Damage calls, called by the player are doubled including buffs from skills and magic. This skill is usable once per day, per purchase at a cost of 8 XP.

Occupational ability level 10: Class Evolution

Apprentice

Occupational Ability lvl 1: Scribe Scroll

As young wielders of Essence, practice makes perfect and repetition is key. Every once in a while your practice pays off (literally!) and you successfully copy a scroll you know that retains its Arcane power. This new scroll may then be sold, traded or kept "just in case". This ability may only be used once per purchase per event, and requires you to inform the Weaver team which scroll you are copying prior to Game Start. Prerequisites: Read Magic of the level appropriate to copied scroll and an existing copy of the scroll. This ability is free to all Apprentices.

Occupational Ability lvl 3: The Mark (Pre-Req 1X lvl 1 ability)

As you become more gifted in the ways of Essence, it becomes more visible on the body as it takes its toll. Scorned by the Gods you are now marked. This mark must be visible at all times displayed in glow-in-the-dark paint, makeup or a glow stick. It may be on your face, clothes, or hands. However with this price also comes extra Essence, and a total of 10 extra Mana will be added to the Apprentice's Mana Pool. May be purchased once at a cost of 3XP.

Level 5: Class Evolution: Battle Sorcerer / Summoner

Upon choosing an evolution all skill costs are reduced by 1 in the apprentice line.

Occupational ability level 5: Battle Sorcerer: Foci

Battle mages choose one item that is bound to their person; this item is filled with immense magical power. This item can be anything from something as small as a chess piece to something as big and useful as a shield or a staff. After choosing an item the mage must do a 10 minute Ritual (role play) focusing his mana into the item. Once the Item is created the mage is granted an additional 15 mana. The mage must have this item on their person to gain its benefit and should it be destroyed the mage will fall to their critical count. Only one Foci may be active at a time. This skill can be purchased once for 5XP.

Occupational ability level 5: Summoner: Pact

A summoner may make a pact with any one summoning. This pact will double all of the stats of the summoned creature. To create a pact with a summoning, the summoner must do a small 10 minute summoning ritual. This ritual cannot fail, but must have role play elements in place. Should the ritual be interrupted the caster may pick up from where they left off. Only one pact may be active at a time. This skill can be purchased once for 5XP

Occupational ability level 8: Battle Sorcerer: Dual Casting

When a mage casts a spell, they may cast two instances of it for the same cost as one. Where a mage may throw a packet, they may throw two. Where a touch cast is made, you may cast on two targets. Where a rope cast is made, you may cast two. This skill is usable once per day, per purchase at a cost of 8 XP.

Occupational ability level 8: Summoner: Assume form

The player takes on the body of his summoning and the duration of the spell cast is upped to infinity. The player takes on the skin of his summoning, as well as all the buffs and benefits. He may fight in his assumed form until the summoning vitality reaches zero. After a 3 count the summoner returns to his normal form, with the same vitality and abilities he entered the assumed form with. To enter an assumed form simply say "Innate assumed form" and cast you summoning spell. This skill is usable once per day, per purchase at a cost of 8 XP.

Occupational ability level 10: Class Evolution

Thug

Occupational ability lvl 1: Dual Daggers

This will grant the Thug the ability to dual-wield daggers. Once purchased, this skill is always active. This skill also counts as the prerequisites for Dual strike for Thugs. This ability is free to all thugs.

Occupational Ability lvl 3: Sleight of Hand (Pre-Req 1x lvl1 ability)

This skill gives the Thug the ability to pickpocket any common item, such as a key, blade, or coin, by tapping their target and declaring "Sleight of Hand". This skill may only be used on members of the Weaver team and when used they will ask the Thug: Blade, Key, or Coin? Upon choosing they will hand over the item. This ability may be used once per day per purchase at the cost of 3XP.

Level 5: Class Evolution: Thief/Assassin.

Upon choosing an evolution all skill costs are reduced by 1 in the thug line.

Occupational ability level 5: Thief: Silver tongue

This ability will allow a Thief to talk their way out of sticky situations. On trial? Need a better price on an item? Caught red handed? It matters not for a thief. By saying "Innate silver tongue"

Pretty much anyone, anywhere any time will follow your story. For the purposes of role play this skill is a temporary (Arcane Dominate) this dominate will only allow you to talk your way out of situations and cannot be used to subdue enemy in any way. This skill lasts 20 minutes. After that time the target will snap to and go back to his regular job. This skill is usable once per day, per purchase at a cost of 5XP.

Occupational ability level 5: Assassin: Shadow strike

This ability allows an assassin to appear directly behind a target to get the upper hand. In a flash of smoke the assassin appears behind his mark, gaining the upper hand allowing his next strike to do Piercing damage. The target of the assassin must be allowed time for 1 strike of his blade. This ability may be used in conjunction with other abilities such as -Waylay, Vital strike, Sleight of hand, and dual strike. This skill is usable once per day, per purchase at a cost of 5 XP.

Occupational ability level 8: Thief: Luck

In battle, or in a game of cards. Thieves always find themselves a spot of luck in almost all situations. With this skill, the thief will have 2 choices. In a game of luck like, cards or dice, he may call "Luck" winning the round regardless of others hands or rolls. The first thief to call luck is the one who wins the round. Luck can instead be used in battle; the thief may gain 15 points of temporary in dexterity armor. Either use of the luck call expends the skill. This skill is usable once per day, per purchase at a cost of 8 XP.

Occupational ability level 8: Assassin: Sharpen dagger

This skill allows the Assassin to sharpen down a dagger into a pine point. After 10 minutes of role-play honing you dagger, the dagger may swing for piercing damage as well as any other applicable bonus to damage (dagger proficiency, backstab, etc). This skill is usable once per day, per purchase at a cost of 8 XP.

Occupational ability level 10: Class Evolution

Entertainer Class

Occupational ability level 1: Entertainer: Tale, Song, or Dance

Entertainers are known for their great tales, songs and dances. An entertainer may choose any of the following means to address his crowd. Through the power of their muse, an Entertainer can play a short beat of the drums, or a long high note to break any mind effecting spell put on another player or yourself. This ability is usable once per day per purchase, first purchase is free (0XP) additional ranks can be purchased at the cost of 3XP.

Occupational ability level 3: Entertainer: Ballot

The entertainer gives the audience a small show of skill, Through Tale, song or dance a player must give a 3-5 minute show. This show will grant 15 points of mana or 1 skill back to any player. This skill is usable once per day, per purchase at a cost of 3 XP.

Occupational ability level 5: Class evolution: Siren or Minstrel

Occupational ability level 5: Class evolution: Siren: Scream

The siren can unleash an earth shattering scream that causes all targets to enter a stunned state, for as long as the siren can hold the note of her scream, all enemies are stunned. During this stun no one can use any skills of any kind. The skill is begun by Stating "Innate siren scream" then unleashing your scream for as long as possible. This skill is usable once per day, per purchase at a cost of 5 XP.

Occupational ability level 5: Class evolution: Minstrel: Blur

Playing in battle can be quite dangerous for a Minstrel, during time of battle the Minstrel may assume a form where he cannot harm anyone and no one can harm him. To do so the minstrel must call out "Innate Blur" at the top of his lungs. During this time the Minstrel may use only skills from his Occupational ability. Any attack delivered by the Minstrel is Evaded. This ability lasts up to one minute. This skill is usable once per day, per purchase at a cost of 8 XP.

Occupational ability level 8: Class evolution: Siren: Siren Song

The Song of the siren has brought men and women alike to their deaths for hundreds of years. This skill allows the Siren to Sing a tune similar to the ones in legends and tales. During the duration of this song the player must constantly sing a melodic tune, this ability Dominates the three closest targets, however this dominate is limited to making the enemy follow you. In legend Sirens led their targets to the sea to drown them. To use this ability, the player must pick their targets prior to using the ability, they may then call "Powerword dominate specific: Name, name, name" The players must then follow the Siren at a walking pace. This skill is usable once per day, per purchase at a cost of 8 XP.

Occupational ability level 8: Class evolution: Minstrel: Song of Rejuvenation

For as long as a minstrel can dance or sing during a battle, or give a rousing so each before battle and during. All players who can hear or witness their show of skill received 1 vitality, 1 mana every minute, and or one tag skill every minute. This skill lasts for 10 minutes or as long as the minstrel can give a song or dance during battle, or perhaps even a rousing speech in battle. This skill is usable once per day, per purchase at a cost of 8 XP.

Occupational ability level 10: Class Evolution

With Standard class evolution

Example: Thug can become a Thief or Assassin, all skill costs will drop by 1XP in the Thug skill lines and they will receive pre-made class ability for levels 5, 8, and. This will happen again at level 10.

With Custom Class Evolution

Example: A Thug can become a Shadow, all skill costs will drop by 1XP in any skill line the player chooses, and the player may rewrite all class skills from lvl 1 forward. This will happen again at lvl 10. This choice costs SoA

Chapter 5: Skills

Apprentice Skills

| Apprentice Skills | Prereqs | Apprentice | Thug | Brawler | Entertainer |
|------------------------|------------------------------------|------------|------|---------|-------------|
| Healing Arts | Magic Analysis | 5 | — | — | — |
| Healing Arts, Advanced | Healing Arts, Read Magic I | 7 | — | — | — |
| Healing Arts Master | Healing arts Adv, Read Magic II | 7 | — | — | — |
| Know (Mythology) | *Teacher | 6 | 10 | 10 | 6 |
| Know (Underworld) | *Teacher | 6 | 10 | 10 | 6 |
| Mage Cloth | — | 7 | — | — | — |
| Magic Analysis | — | 5 | — | — | — |
| Mana | — | 5 | — | — | — |
| Divination | — | 5 | 8 | 10 | 8 |
| Read/Write | — | 5 | 8 | 6 | 5 |
| Read Magic I | — | 5 | — | — | — |
| Read Magic II | Read Magic I | 10 | — | — | — |
| Read Magic III | Read Magic II | 15 | — | — | — |
| Read Magic IV | Read Magic III | 20 | — | — | — |
| Siphon Mana | — | 7 | 7 | 7 | 7 |
| Sense Magic | — | 5 | 7 | 7 | 6 |

Healing Arts

Allows the character to tap into the Essence to magically stabilize any target. Usable on one target at a time, Healing Arts takes one minute to complete and requires focus on the stabilizing target. Healing Arts pauses the Critical Count of the Target for the duration of the skill. Usable at-will.

Healing Arts, Advanced

Allows for the user to heal any target up to 10 Vitality per day, by concentrating at the rate of 1 vitality per minute. Physical proximity must be maintained, i.e. Hand on shoulder, praying over the body, etc.

Healing Arts, Mastered.

Healing arts Mastered. - Reduces healing times to 1Hp/Half minute. Increase to 15 total healing a day. Player may choose once a day to, Remove blight, remove sickness, remove parasite, restore limb instantly.

Knowledge: Mythology

The study of Mythological creatures in the world of Alura. Will offer out-of-game information on creatures like Centaurs, Cyclopes, Giants, Harpies, Gorgons, Hydra, etc.

Knowledge: Underworld

The study of the creatures of the lands of the dead, the domain of Hades, this skill grants further information on creatures like Shades, Blightlings, Grots, Sarens, and Cerberi.

Mage Cloth

This skill allows the Apprentice to wear cloth armour as further described in Chapter 7. This cloth armour is worth 0.5 pts per location, and needs only to be purchased once. This cloth armour is represented by a full wizardly robe, which may be sleeveless and/or hoodless but must at least reach the wearer's knees.

Magic Analysis

This skill allows the user to examine the target's vitals with the use of a negligible amount of magic, a brief bout of concentration and a hand placed on a shoulder. After a three count, the user may ask one of four out-of-

game question questions to determine the target's well-being: How much Vitality are you down? Are you Knocked Out? Are you Critical? Are you Dying? This skill is usable at-will.

Mana

Adds a total of 5 mana to the Apprentice's mana pool.

Divination

This skill allows the user to dip into what very little connection to the Gods that is left, to ask for advice, or sometimes aid depending on the skill of the prophet. Many purchases of this skill will strengthen it. Use of this skill often includes bouts of blindness, deafness, sleep, or illness that lessen in strength as you make multiple purchases of the skill, at the Gods' discretion. Usable once an event.

Read and Write

Gives the user the ability to read and write the Common language of Alura

Read Magic I - IV

Each level of Read Magic unlocks different forms of increasingly complex magic, Explained more in Chapter 8. One does not need to be able to Read or Write in the Common tongue to interpret Magical Scrolls for use. The purchase of these skills expands the mind and grants 5 additional mana per level.

Siphon Essence

Sometimes a high amount of Essence is required to do something considered to be of high magical caliber with this skill even if you cannot cast the spell because you lack the mana or casting ability, You and someone else with Siphon Essence can combine mana to pull off a more powerful cast. Usable at-will. This allows two casters with Read Magic 2 to perform a Tier 4 spell, or two Casters with Read Magic 1 to cast a Tier 2 spell. This skill is most valued by enchanters as only they can cast mana into their enchanting spell.

Sense Magic

This skill gives the caster the ability to know if an item, place, or person is magical in nature or not, this skill does not provide any additional information. Can be used on Items, Creatures, and places.

Thug Skills

| Thug Skills | Prereqs | Apprentice | Thug | Brawler | Entertainer |
|---------------------|----------------------------------|------------|------|---------|-------------|
| Appraise | — | 7 | 5 | 9 | 5 |
| Backstab (Specific) | — | 20 | 10 | 17 | 15 |
| Backstab (Group) | — | 25 | 15 | 23 | 20 |
| Dexterity Armour | Pain Tolerance | — | 5 | — | 7 |
| Dual Strike | Two Weapon Fighting/Dual daggers | — | 15 | — | — |
| Evade | — | 18 | 10 | 14 | 13 |
| Lockpicking | — | 12 | 7 | 10 | 8 |
| Roll | — | — | 5 | — | — |
| Sticky Fingers | — | 5 | 4 | 5 | 4 |
| Vital Strike | — | 15 | 6 | 12 | 10 |
| Waylay | — | 12 | 4 | 9 | 8 |
| Physical Reflect | — | 12 | 6 | 8 | 7 |
| Shadow Jaunt | — | — | 5 | — | 8 |
| Surprise | — | — | 1 | — | 3 |

Appraise

The ability to find the in game cost of common items, and the ability to identify the schools of magic on common scrolls.

Back Stab (Specific)

Adds +2 to the damage call of the user, if the attack is delivered between the shoulder blades for a specific chosen weapon. This skill is always active, and may be purchased multiple times.

Back Stab (Group)

Adds +2 to the damage call of the user, if the attack is delivered between the shoulder blades for an entire weapon group (Common or Military). This skill is always active, and may be purchased multiple times. Special weapons must have Back Stab purchased specifically.

Evade

Allows for the user to dodge any one attack regardless of type, regardless of delivery. Usable once per day per purchase.

Dexterity Armour

By purchasing this skill, a Thug has been considered as trained in the ways of the rogue. By pushing his reflexes to their limits, he has granted himself 5 points of armour free of the requirements of using phys reps. This skill is purchasable as many times as Skill points will allow, and may only be refit with a 10-minute resting period, with an additional 5 minutes for each additional purchase of the skill. Dexterity Armour doubles in cost with each additional purchase. After the first attack on a Thug, if they wish to use their Dexterity to save them, the Thug declares "Activate Dexterity Armour". When active, all damage is reduced to its basic form, i.e. Piercing, etc. will affect the Dexterity armour first before targeting Vitality, and all carrier effects may be ignored as long as the Dex Armour holds. Spells still affect the Thug normally. Upon the first landed blow, anyone using dexterity armour must say "Visibly dodging" and when the Dexterity Armour is expended declare "Physically Exhausted". This skill cannot be activated on surprise attacks. Usable at-will.

Dual Strike

Allows the user to "Dual strike" any of his purchased skills so long as it remains in his repertoire. To use Dual Strike, you must use any of your known skills such as "Waylay" however instead of calling "1 Waylay" you Call "Dual Strike Waylay" delivering two waylaying blows in succession with only one purchase of the Waylay skill. Dual Strike may be used with all Thug skills. Usable once an event, per purchase.

Lock Picking

Valued by Thieves, Salvagers, and even officers of the law. The time it takes to pick a lock can range from 1 to 5 minutes depending on the level of the lock being picked. A lock picking rep is required. Locks range levels 1 -10. In addition to this, the player may make a lock with matching key of his level or lower at Log. This is all or nothing, Locks cannot be saved to use on later dates. These common Locks can be used on Lock boxes, Doors or anywhere a common lock can be placed.

| Level | Effect |
|-------|--|
| 1 | 20 seconds, basic padlock |
| 2 | 40 seconds of picking role play |
| 3 | 1 minute of picking role play |
| 4 | 1 minute, 30 seconds of picking role play |
| 5 | 2 minute of picking role play |
| 6 | 2 minutes, 30 seconds of picking role play |
| 7 | 3 minutes, Reinforced lock that requires more than a basic key |
| 8 | 3 minutes, 30 seconds, Reinforced lock that requires more than a basic key |
| 9 | 4 minutes, Reinforced lock that requires more than a basic key |
| 10 | 4 minutes, 30 seconds, Reinforced lock that requires more than a basic key |

Disclaimer: Something well secured may have multiple locks you have to break through. Some special locks may require special tools, magic or clever puzzle-solving in order to unravel them. Additionally, the lock may be guarded; and the area AND the lock could have nefarious traps which if not dealt with properly could leave you a bloody mess on the ground.

Physical Reflect

Player may reflect any one physical attack in any direction at an enemy. If the attack being deflected is ranged the thug may chose anyone in eye shot to redeliver the attack to, if the attack was physical the target must be within the thugs physical attack range to be reflected. Usable once per day per purchase.

Roll

Learning to roll with the punches is how thieves get by, being light weight and fast. You Roll with the attack you are hit with and take half damage to a minimum of 1 regardless of source, by declaring "Roll" as you are struck by a weapon or offensive spell. Usable once a day per purchase.

Sticky Fingers

This Skill allows you to reduce your Search count by 5s for every purchase to a minimum of 10s. You may also add 5s to any Search count done against you in addition to the following benefits:

| Ranks | Effect |
|-------|---|
| 1 | Good Memory: May restart interrupted Search counts at the point they left off. (25s count/ +5 to opponents) |
| 2 | (20s count/ +10 to opponents) |
| 3 | Multi-tasker: You may search two adjacent targets simultaneously once a day. (Extra ranks do not increase this skill). (15s count/ +15 to opponents) |
| 4 | Legendary Smuggler: Even if you are searched fully, you may choose one tagged item (that would be no more than 12" long if repped) that cannot be found. We won't ask where your character is hiding it. Usable once a day. (Extra ranks do not increase this skill) (10s count/ +20 to opponents) |

Surprise

This attack modifier is added to any Thug skill that involves damaging a target when delivered from behind between the shoulder blades. This will stop defenders from making defensive skills calls like Physical reflect, Evade, or roll. By purchasing surprise and attacking from behind between the shoulder blades most defensive skills are now void. Spells still work as normal.

Vital Strike

Delivers a devastating blow to the Vitality of the target, damaging them for exactly 1/2 of their total hit points, rounded down. The attack must strike Vitality in order to have any effect. Usable once an event, per purchase.

Waylay

This skill requires the use of a blunt object (unarmed strike, the pommel of a sword, a club or staff, etc). By delivering a blow to the torso, front or back, this skill will render the person hit by it unconscious, sitting at 0 Vitality for a period of 10 minutes before returning to consciousness and their normal Vitality unless healed for 1 Vitality before the 10 minutes have passed. The attack call for this is " 1 (Damage type) Waylay". Some special weapons will add to the duration of unconsciousness. Usable once an event, per purchase. Note: some helmets offer protection from waylay.

Shadow Jaunt

Allows the thug to jump between two separate shadows. this skill is similar to a blink spell, however the thug must be in a shadow large enough to cover his body, he may then scan the battle field for 3 seconds, searching for another shadow to jaunt to. Once found the thug may go OOG and move to the shadow he wished to jaunt to. this skill is useable once per day per purchase. to use it the thug must be in a shadow and place their hand on their head and speak aloud "shadow jaunt" they then have 3 seconds to find a suitable shadow with in eye sight and walking time to move to it.

Brawler skills

| Brawler Skills | Prereqs | Apprentice | Thug | Brawler | Entertainer |
|-------------------------------|---------------------|---|------|---------|-------------|
| Comfortable Warrior | — | 9 | 7 | 5 | 7 |
| Grapple | — | 11 | 8 | 5 | 7 |
| Sword Dance | — | 11 | 8 | 5 | 7 |
| Pain Tolerance | — | 2 | 2 | 2 | 2 |
| Proficiency: Buckler | — | 9 | 12 | 4 | 8 |
| Proficiency: Shield | — | 13 | 16 | 8 | 12 |
| Proficiency: Common Weapons | — | All characters begin with common weapon proficiency | | | |
| Proficiency: Military Weapons | Common Weapon Prof. | 9 | 7 | 5 | 7 |
| Proficiency: Giant | Common Weapon Prof. | 15 | 12 | 8 | 12 |
| Proficiency: Special | *Teacher | 10 | 12 | 15 | 13 |
| Two Weapon Fighting | — | 12 | 10 | 8 | 10 |
| Weapon Expertise (specific) | — | 20 | 15 | 10 | 15 |
| Weapon Expertise (group) | — | 25 | 20 | 15 | 20 |
| Vigour | Pain Tolerance | - | - | 5 | |
| Zeal | Weapon Expertise | 20 | 15 | 10 | 13 |

Pain Tolerance

Any character that purchases this skill will be able to push their pain tolerance to new levels. A character will be able to cut, slash or maim themselves in order to free themselves from harm or to willingly submit to torture. Only by obtaining this skill can a character willfully damage themselves. This skill is always active.

Proficiency: Buckler

By purchasing this skill, a Character is considered trained in the ways of the buckler which grants a bonus 5 Armour Points. This will allow the player the use of one buckler which has a set Safeguard according to its quality and may absorb any number of attacks. The only way a buckler will break is if a spell or skill specific to destroying shield is cast. Examples: Zeal, Shatter weapon. The buckler may be attached to the arm, allowing the use of both hands.

Proficiency: Shield

By purchasing this skill, a Character is considered trained in the ways of the full-sized shield which grants a bonus 10 Armour Points. This will allow the player the use of one full-sized shield which has a set Safeguard according to its quality and may absorb any number of attacks. The only way a shield will break is if a spell or skill specific to destroying shield is cast. Examples: Zeal, Shatter weapon.

Proficiency: Common Weapons

Gives the player the ability to use any Common weapon, such as Club, Dagger, Combat Knife, Thrown weapons. This comes naturally to all inhabitants of Alura.

Proficiency: Military Weapons

Gives the player the ability to use any Military weapon, such Short Sword, Long Sword, Butterfly, Battle Ax, Mace, Short Spear and Bow.

Proficiency: Giant

Gives the player the ability to use all Giant weapons (Great Ax, Great Sword, Great Club, Morning Star).

Proficiency: Special

Allows the player to access training for the specific special weapons he wishes to learn. Special weapons training may include specific weapons like crossbows, Shanks, Mauls, Rapiers, 1-h Body spear, and 2-h body spear.

Sword Dance

By purchasing this skill, a character gains the ability to focus as though he had received extra weapon training. Declaring "Innate Sword Dance", the player may swing a blade at +2 their usual damage for the one minute. This skill is usable once per day, per purchase.

Two Weapon Fighting

Any Character who purchases this ability will gain the knowledge of dual swordsmanship. This skill will allow any player to duel wield any pair of one handed weapons. This skill is always active.

Weapon Expertise (Specific)

Any Character who purchases this skill will be able to pack a little more punch in their swing. This skill will allow any player who purchases it to add a +1 damage to their chosen specific weapon swing, i.e. Staff, long-sword, etc. This skill is always active. Special weapons must be trained specifically.

Weapon Expertise (Group)

Like Weapon Expertise (specific), except you may apply +1 damage to a whole weapon group (Common, Military or Giant) rather than a specific weapon. This skill is always active. Special weapons must be trained specifically.

Vigour

By purchasing this skill, a Brawler has been considered as trained in the ways of the warrior. Through tireless work, they have gained an extra 5 Vitality. This Skill doubles in cost with each additional purchase.

Zeal

By purchasing this skill, a character becomes trained in the bloody heat of battle. By calling out "Innate Zeal", a player may add +10 to his next three weapon swings, or choose one shield on the battlefield to destroy outright. This skill is active for 1 minute or until expended. During its duration the player must call to each new enemy they come across "Active Zeal". The character must choose either to destroy a shield on his first attempted strike against a shield, or take his extra damage. When the character has made three weapon swings -hit or miss- or has destroyed a shield, the skill is considered used. This skill is usable once per day, per purchase.

Grapple

This skill will allow a brawler to hold a target in place. this skill is used by placing both hands on the shoulders of your target and saying "Active grapple", this represents a bear hug style attack. there is no level max to this skill, and with each additional purchase grants another level. A player may only grapple another player if they have a higher level grapple, if both players have grapple they must announce their levels of the skill. If the player attempts a grapple on a player with a higher level grapple they may call "Resist" the same goes for if they share the same level. the skill works so long as the brawler keeps his hands on the shoulders, as long as he does the target they may not move, or attempt a physical attack against the one grappling them. a Mage may touch cast a spell to be freed. the grapple skill can't be used if the one grappling has lost half or more of their total vitality, furthermore if a target receives damage to his vitality he must release who he has grappled.

Alurian Trade Skills

Long ago trade was the lifeblood of Alura. Smiths crafted beautiful blades to stead the tides of war, Tricky tinkers crafter alarms and trip wires to scare of bandits stealing from farmers, Enchanters from far and wide came to seal tents for nobles, and Herbalists and Barbers tended to the wounds of the sickly. These days it hard enough to find a Barber, much less one with the required skill to sew an arm back on or teach you their trade. All trade skills are governed by the Weaver team; the reason for this is that in a small town like Haven, it would be absurd to find more than a few of any specific trade's worker.

How to get Trade Skills

For every aspiring student there is a teacher. Players must find an NPC or player who has the Trade skill they wish to learn, after finding a suitable teacher it is up to the player how they wish to butter up the NPC or player. After a time, your hard work and determination will pay off and the player will learn how to develop good from their specific trade skill based on your own training, and not training learned specifically from trainer themselves. Each level in a trade awards 5BP per level.

XP Cost per level

| | Brawler/Paladin | Thug | Apprentice/Cleric | Entertainer |
|-------------------|------------------------|-------------|--------------------------|--------------------|
| Herbalism | | 3 | 6 | 5 |
| Smithing | 3 | 6 | | 5 |
| Barbering | 6 | 3 | | 5 |
| Tinkering | 6 | 3 | | 5 |
| Enchanting | | | 3 | |
| Divination | | 6 | 3 | 5 |

HERBALISM

Herbs come in all shapes and sizes, from simple Calendula used to heal basic wounds. To Heal-All that restores you to perfect health. Herbalism varies the most in batch costs due to its ability to cover all bases and cure nearly any ail, magical or natural. It is said that one that grows close to mastering herbalism have grown immunities to specific poisons, and have the ability to resist others.

Lvl 1 – Herbalist.

The Player may pick 1 herb to start his training, every other level the player may pick one additional herb and learn how to grow it. These will be kept in the Gm notes as reference.

Lvl 3 – Resist Poison

Once a day, a player struck with an attack that is considered a poison or a toxin natural in nature may call “Resist poison” and ignore the effects.

Lvl 5 - Training

The Player may now train other players in the ways of the herbalist.

Lvl 8 – Green Thumb

the player has a 20% chance to make two of any given herb. This is determined by rolling a 1-4 on a D20.

Lvl 10 – Master Herbalists

The Player can pick any 5 additional herbs and add them to his list of known plants. Furthermore, a player may now submit growing plants to create his own plants

| Plant Name | Batch Cost | Effect |
|---------------------|------------|--|
| Aloe | 2 | Stops Bleed and Burn effects (DoT Damage) |
| Calendula | 3 | Heals 2 vitality |
| Calendula Poultice | 6 | Heals 5 vitality |
| Calendula Ex-tract | 9 | Heals 10 vitality |
| Garlic | 10 | Hang on your tent to stop Vampires from entering. Expires Monthly |
| Wolf's Bane | 24 | Stems the tide of Lycanthropy for 1 month. Also used to poison lycans like silver for one minute. A Herbalist may apply it to a blade |
| Blood Grass | 24 | Stems the tide of Vampirism for 1 month. Also acts as meal replacement for vampires. |
| Belladonna | 10 | K.O's target if ingested, for 10 minutes. Must be slipped into a drink. |
| Guilegrass | 16 | Turns player invisible for 10 minutes, or until first skill or weapon strike. |
| Sage | 16 | After walking a circle for 1 minute, creates a protective circle against spirits. Paramitsha highly value this commodity. |
| Essence Ex-tract | 10 | Restores 10 Mana to the one who consumes it. |
| Mandrake poison | 40 | Highly poisonous, If ingested by target, target has 5 minutes to find a cure or he/she will be going to a resurrection circle. Must be slipped into a drink. |
| Psilocybin Mushroom | 6 | This mushroom is a light poison to the mind, Eating it causes light hallucinations. Valued by Gnomes, Goblins, and Kobolds. |
| Mandrake Anti-Toxin | 40 | Cures Mandrake poison. |
| Poppy Extract | 10 | Help to steady visions, used by profits before asking for assistance to make visions a little less cryptic. |
| Mulberry toxin. | 8 | Causes the adrenaline in one's body to surge, causing a fit of rage. Lasting 10 minutes. Similar to rage spell. |
| Antiseptic | 10 | Reduces the Doctors failure rate by 10%. |
| Hogweed | 20 | The sap of this plant causes blistering scars to appear on the body. Affixing it to a blade will increase weapon damage by 1 for 1 minute. |
| Arnica | 10 | Used when healing a bruised, Broken, or dismembered limb. Without it, the procedure is doomed to fail. |

SMITHING

From the Simple Dagger to the Advanced Rapier, every blade is made in either a mold or by hand. It is said that a smith can become stronger through swinging his hammer all day, or more resilient to flame from working his or her forge. Smiting is one of the simpler of the trade skills, as the number of batches you can make to the number on the recipe tag is almost even.

Bucklers made of steel cost 6 batch points, shields cost 10. Should it be made of bronze the cost is dropped by half, if made of silver cost is doubled.

Armor can be made at the rate of 1BP per armor point.

Lvl 1 – Smith

The Player is a skilled metal worker and can repair armor at the rate of 10 points a minute. For every level in smiting gained that number raises by 1 a minute to 20 a minute. Furthermore, the Smith may make weapons of Copper and Steel

Level 2 - Resist heat

Spending all day around hot coals has it benefits, be it magical or natural the smith may resist one fire based attack per game.

Lvl 3 – Silver Smith

The smith gains the ability to make silver weapons.

Level 4 - Heavy handed

Pounding steel and silver all day has increased your swinging hand, the smith gains +1 attack damage on all weapons he can wield.

Lvl 5 – Training

Can train others in the art of smithing.

Level 6 - Magical components

Some times, magical ores, bones, or flux can be found from monsters or creatures. these items may be molded into arms and armor granting additional effects at the discretion of a Weaver/God.

Level 7 - Quick Fix

You know your way around armor, a smith may do a 30 second role play of fixing armor at super high speeds. once the 30 seconds is up regardless of how much armor a person is down they are completely restored. this can only be done once a day.

Lvl 8 – Temper

All Shields and Blades you make have a 20% chance to come into existence with a resist shatter weapon or shield. Represented by a 1-4 roll on a D20.

Level 9 - Unbreakable.

At the cost of 10x its required batch points a smith may make a weapon or shield completely unbreakable.

Lvl 10 – Master Smith

There is a chance that everything you made for this specific event costs 1/2 the total BP. This happens by rolling a 20D and scoring a 20. Furthermore, a player may submit Blueprints and attempt to make new kinds of weapons and armor.

| Material | Common | Military | Giant | Special |
|----------|--------|----------|-------|---------|
| Copper | 1 | 2 | 10 | 15 |
| Steel | 5 | 10 | 30 | 45 |
| Silver | 15 | 35 | 90 | 120 |

BARBERING

Alura has always relied on its barbers in times of war, when the doctors were called to the battlefield it was the barbers who took up the job, Common things like Leeches, setting broken limbs, and sewing wounds were common jobs of the barber. All healing done by the barber is considered natural, and will affect almost any creature unless his anatomy is Alien. Please note this skill does not use BP.

Lvl 1 – Anatomy

The barber may check the vital signs of a target by doing a three count while maintain contact with their target. You may ask “Ask you Dying, are you Critical, are there any toxins in your system, are you stable”

Lvl2 – Stitch wounds

A barber may stich wounds at the rate of 1 healing a minute. This healing will work on any creature who does not have an Alien anatomy.

Lvl 3- Cauterize

The Barber may super heat a dagger at a fire, and use it to cauterize any major wounds. This returns a target to OHp effectively stabilizing them. This skill does not heal targets in any way. It may also be used to awaken someone from a waylay or Hypnosis spell.

Lvl 4- Leeches

After a Small Rp looking through the rivers and ponds of Haven (Lasting 1 minute) the barber may use the leeches he found to draw any one Poison or Toxin out of the system of his patient. This can only be done once a game per target. The leeches must stay in the natural water of haven to survive. After a minute of the target being near the water they may choose 1 toxin or poison to be removed from their system.

Lvl 5 – Light foot

A Barber can now bandage patients on the move.

Lvl 6 – Surgery

A barber may reattach and dismembered limb to any target once a day, in unique circumstances he may also remove, Parasites, Tumors, and Alien objects. A surgery usually takes about 1 hour to perform. A surgery Requires Arnica to perform.

Lvl 7 – Resist Disease

Should a sickness spread by contact come about, the Doctor may call 1 Resist disease a day to any carries that is counted as a disease or sickness.

Lvl 8 – Experience

The time spent stitching wounds is reduced to 1 healing every 30 seconds, and time for Surgery is reduced to 1/2 hour.

Lvl 9 – Adrenaline Rush

After a 10-minute role play similar to that of a lobotomy, a barber using a long hollow needle, and Mulberry can cause any targets max Vitality to be raised by a total of 10 points for 1 full event.

Lvl 10 - Preserve Dead

Using a calendula extract you may Pause the death count of a player by dousing it body in the oils of the calendula plant. This process takes 5 minutes of Rp similar to that of mummification. This will preserve the body and stop it from expiring for up to five days. Requires a Calendula Extract.

TINKERING

Many Bandits and farmers have taken to the trade of tinkering. Tinkering in its most simple form will do nothing more than cause someone to trip, but in its most complex form can cause someone to Combust, fall into a pit, deafen, and slow the movement of any who try and trespass. Tinkering was first used by Gnomes to fight Kobolds, but after a few years the trade caught on and the gnomes started peddling these traps to farmers as a "Preventative measure" against bandits and blightlings.

Traps are usually set on trip wires or pressure plates these often cause some serious damage. Area of effect traps only affect those in the 5 foot circle, we refer to these as AOE.

Devices are objects that accomplish a task, such as Retreaters, Alarms, and safe drop boxes.

Tinkers may ask the weaver to place their extra batch points on a card for the weekend, this can be used to re-set used traps/alarms, however once it's on paper it cannot be converted back to make traps/alarms the following month. It's as if you took the extra parts for a specific trap.

It is also said someone skilled in traps has a sixth sense for where they may be hidden.

AoE: 5 Foot trap radius and can affect multiple targets. **Trap:** A trip line set to a device, the trip line must be real. **Device:** A properly made rep, and can be carried and used.

Lvl 1 – Tinker.

The Player may pick 1 trap to start his training, every other level the player may pick one additional trap and learn how to use it. These will be kept in the Gm notes as reference. The player may also disarm and spot traps. If you are not a Tinker, you cannot see traps.

Lvl 3 – Trap Sense

Once a day, an event the player may make the Call "Sense Trap" the acting Weaver or God will tell the player if there are any traps nearby.

Lvl 5 - Training.

The Player may now train other players in the ways of the Tinkering.

Lvl 8 – Spring loaded.

the player has a 20% chance that any weapon or piercing trap that that was created by the tinker will do 8X damage and Bombs will do 2X damage.

Lvl 10 – Master Tinker

A tinker may choose 3 additional traps to learn how to make to complete his training. He may also now submit ideas for his own personal traps.

AoE: 5 Foot trap radius and can affect multiple targets.

Trap: A trip line set to a device, the trip line must be real.

Device: A properly made rep, and can be carried and used.

| Name | Type | Batch Cost | Level | Description |
|------------------------|--------|------------|-------|---|
| Caltrops | AoE | 3 | 1 | Small jagged pits of metal scattered on the floor, should someone stand in the roped off area they will take a Muck effect. |
| Trap Line | Trap | 3 | 1 | A small piece of metal wire, strung from one tree to another to cause invaders to lose footing. |
| Charm Wire | Trap | 1 | 1 | A small piece of rope or twine, covered in bells or jangly wind chimes. This is the most basic type of alarm possible. |
| Crushed Glass | Device | 5 | 1 | A simple bag of crushed glass, Thrown into the eyes of your opponent. 3 piercing vitality + Blindness. |
| Bear trap | Trap | 8 | 3 | A large bear trap, Will pin the leg trapped to the floor. Only a Tinker can free someone from traps. 5 Piercing. |
| Barb Wire | Trap | 8 | 3 | A trip line wrapped in spikes, this will cause a player to trip, take 5 piercing, and move as if they were hit by a muck spell. |
| Noise Maker | Trap | 6 | 3 | A trip alarm, this one is much louder. You may use electronic equipment and batteries for this type of alarm. |
| Corn Flour Bomb | Device | 10 | 3 | A Small bomb that is slipped into the pocket or bag of a target. 10 Mighty and causes loss of Sight, and hearing |
| Pit Fall | AoE | 15 | 5 | A hole dug by a trap smith covered in shrubs and grass, anyone who falls in is stuck, and takes 10 Piercing due to the fall. |
| Razor Line | Trap | 15 | 5 | A piece of razored wire strung between two trees, and anyone who trips on it takes 10 piercing and loses their left leg. |
| Alarm | Trap | 10 | 5 | Same as noise maker, but may use max sound settings. |
| Sense Trap | Device | 20 | 5 | Placed on the face, this mask sticks for 1 hour. Causing Blindness, Deafness, and silence. It also eliminates safeguards. |
| Weapon trap | Device | 3 | 5 | Using gears and springs, you jimmy a blade inside a trap box. Should someone open this box they will take 4X the damage of the weapon used in the trap. Cannot use piercing weapons. |
| Piercing Trap | Device | 10 | 5 | Using gears and springs, you jimmy a piercing blade or arrow inside a trap box. Should someone open this box they will take 4X the damage of the when using Military. 6X the damage when using Special. Must use a piercing weapon. This attack is considered a surprise. |
| Poison Trap | Device | 15 | 5 | Combining the best of both weapon and Piercing traps, you place a poison on the blade inside your trap. When opened the target will take 4 piercing and the effect of whatever poison was used. This attack is considered a surprise. |

ENCHANTING

This skill is the equivalent of ritual level spells for Mages. A list of available enchantments is listed below. Enchanting breaks down into 7 different aspects represented by colored gems, these gems are often mistaken for jewels used in jewelry. However, are actual Crystallized magic Pyromancy: Red gems increase the success of summoning and fire spells often left behind by dead Fire creatures, Cryomancy: Blue gems for Alteration and ice often left behind by ice creatures, Magnitism: Yellow gems for Healing and Lightning often left behind by lightning creatures, Geomancy: Amber for earth and Destruction spells often left behind by earth. The other two types are vastly more powerful are Creation, represented by clear gems often left behind by creatures of divinity or Myth, and Void Black gems left behind by blightlings and creatures of the void. Lastly there is Flux, represented by multicolored gems. These gems do not hold known properties and are considered a wild card when it comes to enchanting. The chance for a failed ritual is based on a great deal of things. A nexus of power, proper ritual components, Mana, Batch points, and enchanting level compared to the level of the enchantment being cast. An enchanter must never be interrupted (Take damage to vitality) or be incapacitated in any way during the ritual or it will have a backlash chance of 100%. while casting an enchantment, the enchanter must complete the enchantments duration without taking any other action.

Starting an enchantment you chance is zero percent of success. If a Nexus of power is available, the ritual base success chance is raised by 20%, Proper Ritual components will increase this by another 10%, lack of Ritual components will lower it by 10%. For every 30 mana cast into the rituals chance for success raises by 5% and for Every 10Bp dropped into the ritual chance is raised by 5% and you if as a level one enchanter you may attempt to do of higher level you may, but for each level missing you lose 20% to your success chance. A properly role played ritual also get a plus to the percent chance.

Lvl 1 – Enchant Mundane Item:

Duration: 1 minute

Backlash: Arcane damage, Lost of speech, loss of health or mana.

Will allow the caster to Enchant mundane items like rings, necklaces and so forth with basic Battle magic spells. Different spells require different components. Below are the required components for Basic enchanting spells, in order to enchant an item with a battle magic spell you must be able to cast that spell. The length of the enchantment is based on how many gems you throw into the spell. In order to have a ring with a lvl 1 fire or summoning for one month the requirements would be 1 red gem, but if we try for a lvl 1 fire or summoning spell for 2 months the cost would be two red gems. Where a Lvl 2 fire or summoning spell for 2 months would be 4 red gems.

| Spell Type | Gem Type |
|-------------|----------|
| Fire | Red |
| Ice | Blue |
| Lightning | Yellow |
| Earth | Amber |
| Summoning | Red |
| Alteration | Blue |
| Curation | Yellow |
| Destruction | Amber |

| Spell Level | Gems Per Month |
|-------------|----------------|
| 1 | 1 |
| 2 | 2 |
| 3 | 3 |
| 4 | 4 |

Lvl 3: Circles

Duration: 5 minutes

Backlash: Trapped in the circle yourself, must speak in rhyme, dismemberment, loss of senses.

Will allow the Enchanter to create a great deal of magical circles, these circles can have a great deal of effects.

Circle of Identification –1 Red and 1 Blue gem/month.

Summons forth a 10ft circle of identification that is linked to the enchanter, anyone who goes through this circle must tell the enchanter of any and all magical items on him. Items of divinity do not count.

Circle of healing –1 Yellow and 1 Clear gem/month.

Summons forth a 10ft circle of healing that heals any and all who enter it at the rate of 1 magical healing per minute.

Circle of repair –1 Red and 1 Yellow gem/month.

Summons forth a 10ft circle that repairs the armor of all who stand in it at the rate of 5 armor a minute.

Circle of Resurrection – 1 Red, 1 Yellow, 1 Blue, and 1 Amber gem/month.

Creates a 10ft circle for those who wish to resurrect into. Anyone using this circle must inform the enchanter who made the circle.

Circle of Holding (Humanoid) 2 Red gems/day

Creates a 5ft Circle that can hold any humanoid creature in place for a number of days. Unless the person trapped has knowledge of enchanting there is no way out, Lightning spells are known to sap magical power from these circles.

Circle of Holding (Myth) 2 Red gems. Usable once.

Creates a 5ft Circle that can hold any creature that is Draconian or monstrous, in place for a number of days. Unless the person trapped has knowledge of enchanting there is no way out, Lightning spells are known to sap magical power from these circles.

Circle of Holding (Blight) 4 black gems. Usable once

Creates a 5ft Circle that can hold any creature that is undead, demonic, or Blighted in place for a number of days. Unless the person trapped has knowledge of enchanting there is no way out, Lightning spells are known to sap magical power from these circles.

Circle of Holding (Radiant) 4 white gems. Usable once.

Creates a 5ft Circle that can hold any humanoid creature that is an Angel, Demi-God, or Aspect in place for a number of days. Unless the person trapped has knowledge of enchanting there is no way out, Lightning spells are known to sap magical power from these circles.

Lvl 5: Rifts

Duration: 20min max.

Rifts are large magical tears in the fabric of time and space, these tears allow mages to travel over great distances in the blink of an eye. They can also be used to gain access to other planes of existence. They are powered a number of ways but most often by the casters preferred elements or school of magic. When you unlock access to rifts you must choose a school of magic to be your preferred type, it also must be a school you have access to. This will be listed in you Gm notes.

Geographical Rift: 1 large Amber stone

this rift will allow you to travel to any location within the plane of Alura, threw almost any barrier and magical defense. To summon this rift you must have a Nexus of power. This nexus will draw creatures to you until you slay enough of them to power the rift.

Planar Rift: Stone cost dependent on what plane you wish to travel to.

Allows you to travel to any of the planes listed below. Depending on the plane you choose creatures of that plane will attack your ritual until enough of them are destroyed to power the rift. Please note traveling to different planes can cause a wide variety of effects and if you are unprepared you it may also lead to instant death.

Prismatic Rift: 5 Clear stones

Allows you to travel to the Prismatic realm, this realm is retained for higher beings and people who do not require bodies to operate. Most of the creatures in this realm are omnipresent and can create almost anything out of nothing.

Void Rift: 5 Black stones

Allows you to travel to the Void, the void is a plane of nightmares and horror. Most of the creatures there are similar to shapeshifters who take on the form of the things you fear most, if you do not have practical fears it creates monsters of true horror unimaginable by mankind.

Lvl 8: Creation of Artifacts

Duration: 20min

Allows the caster to create magical items and tools that have unique effects. These items are the items of legend. Below is a list of artifacts that can be made using enchanting. Please note that the requirements of these spells must be met before the calculation of backlash can start growing.

Chime of opening – Requirements: Charm wire, lvl 3 key, 1 Blue gem, 1 Red gem, 30Bp

Opens any one door, or allows you to pass through any barrier once

Lock of closing – Requirements: Stone wall Scroll, lvl 3 lock, 1 Red gem, 1 Blue gem. 30Bp

Creates a force field around any one building along with a magical key. This key can be used to put up and down the force field. The only way in and out of this location is with the Key, not even rift magic may pass this Artifacts barrier.

Lightning Rod – Requirements: 1 Copper great sword, 1 Lightning bolt scroll, 1 bag of spell packets, 60Bp.

Creates a magical rod of lightning that can call upon a storm for up to one hour. During the duration of this spell a Weaver will randomly throw as many spell packets as you can provide into the battle field.

Mass(Spell) – Requirements based on specific spell. Bp 60

Allows any spell do be given a power word effect.

Lvl 10: Grant State/Change race

Duration: 1/2 hour.

This is the ultimate in enchanting magic's, these spells are so vastly powerful that there chance to cast them is extremely low, and enchanter who uses these magic's knows that he may risk the life and limb of every living person in a 50-mile radius and should only be cast in the direst of circumstance. These enchantments are done on a case by case basis and almost never yield a standard result.

DIVINATION

The ability to speak with the land of the gods or the land of the dead. This skill allows you to do a great deal many things when it comes to the practices of Divination. Some options for divination are listed below and as you get closer to max level it offers some nice bonuses. This skill does not use BP. The more Divination is abused the greater chance it has to harm you.

Lvl:1 - Augury

Allows you to sacrifice your normal sight to be able to see Spirits and aspects. To do this you must pick a chosen method of divination. Tarot reading, Tea leaf reading, casting runes, Smoking poppy seeds, and crystal balls are all valid forms of divination. After a 1 minute Rp with his chosen medium the player will lose his physical sight and gain the ability to see the dead or higher beings.

Lvl:3- Doorway

Not all spirits are willing to assist the living, most are angry or confused as to why they have not passed on to the soul well in the underworld. The doorway is a way of forcing a spirit to appear over long distances. This will often anger the spirit being brought forth. It is common for those that have made a door way to receive wounds.

How to cast a doorway: A circle of people sitting together with joined hands, surrounded by Pure salt? The Circle must not be broken, the spirit will try and cause you to flee or break the circle never do so. Doing so can result in the person doing the divination becoming possessed. While the circle is up and active the person doing the divination must create a chant to use while they are summoning the spirit. This process takes 5 minutes of role play burning sage and spreading salt.

Lvl:5 – Astral projection

This skill can be used when a person with divination skill is trapped or in trouble, this skill requires no preparation and can be used in almost any circumstance. Some spells are aid to help with this process, but most hamper the person reaching out to the divine. The player must stand still for at least 10 minutes without moving, coughing, or sneezing. Literally any action will cause this 10-minute count to restart. After the 10-minute duration the player may “Leave his body” and go to any location to speak to another person with the ability to cast divination. After an astral projection the player loses full control of his body for 10 minutes.

Lvl:8 – Recall spirit

This ability functions the same way as a Recall spirit spell, however it does not require mana to cast it. This skill can only be used by a person with the divination skill. This role-play takes 15 minutes of burning incenses and setting an altar. In some cases, the Diviner may lose max vitality points for breaking the laws of the dead.

To recall a spirit: the player must lay the body in a spiritual place, Graveyard or Temple. During a 15-minute preparation period the player must smudge sage, set a full altar with different tools for divination on it. The last 5 minutes must be spent in direct contact with the target. Once the process is complete the player may roll a dice to see if his death is reverted. The number he must roll is dependent on how well your role played the recall spirit spell.

Lvl:10 – Death Dealer

Speaking with the lands of the dead has always been your strong suit, and as such you know how to delay even death himself. Your Death count and Critical count times are both doubled.

Chapter 6: Alurian Races

Natural Races

Believed to have existed since the dawn of time, the natural races all possess rich and varied histories that extend before the Blight. Although many records have been lost, the adventurous and determined can be found across Alura, trying to unlock the secrets of the past.

Humanoid

Life Span: 40-60 years

Human

The most prosperous race in all of Alura, over time they have fanned out across most of the world making either friend or foe with whoever they may meet.

Advantage:

Human Perseverance: All humans receive extra experience upon character creation due to the overall perseverance of humanity at a whole. All humans receive a bonus 7xp upon character creation. These experience points will not count toward level up.

Disadvantage:

Blight Touched: The most abundant of all the races, was also the hardest hit by the Blight. All humans come into game with 3 Blight Points; these points cannot be healed or fixed ever.

Halfling

Most Halflings have adapted to the world of larger beings, generally being adventurous and investigative. Most Halflings have realized that the world around them is larger than them, much larger and as such they must be a little more cautious and stealthy to get by, luck often favours the Halflings as a whole.

Racial requirements: Fuzzy hands and sideburns.

Advantage:

Uncanny Evasion: A Halfling is never down on his luck, and seems to find it in the strangest places. When a Halfling receives a blow that would drop him into his critical or death count he may call "Evade", and be safe from harm, Usable once a day.

Disadvantage:

Small Size: Due to their size, Halflings tend to find larger weapons unwieldy and often impossible to lift. As such while Halflings may wield most Common and one-handed rare weapons as per usual, all Military weapons require both hands to wield, they additionally do not receive the +1 to damage for wielding a military weapon two handed. Furthermore Halflings may not wield any Giant weapons or two-handed rare weapons.

Paramitsha

A wandering off-shoot of humanity commonly called the Para for the sake of simplicity, these superstitious trade people of the Sands of Sharr are the world's best tradesmen and women. Their ancestry makes them susceptible to see the spirits of their past, however this leaves them vulnerable to great pain and torment. Many of their Vardos (a wagon home) and caravans can be found in places that are highly dangerous all for the sake of turning a profit. Contrasting their somber dress, the Para declare their clan through a single vibrant scarf and the covers of their Vardo.

Racial requirements: Dark goth like clothing, with a single vibrantly coloured scarf.

Advantage:

Tradesmen: Paramitsha excel in the ability to pick up trade, as such the Para receives the first level of one trade skill for free. This grants them level 2 trade skills at the cost of one. This ability only works for one trade, so choose wisely.

Disadvantage:

Ancestors: What many see as a gift, Para see as a curse. The Para can see the dead, but usually only in its most cursed form. The ancient dead in the bloodlines of the Para refuse to let them receive outside aid. They should rely on the blood of their families past for assistance. The Paramitsha cannot accept aid from the Propheteering skill nor can they use it, and furthermore are hunted by the dead as a race for refusing to let the spirits of their ancestors go.

Romikos

Similar to the Spartans, these humans have war and fight in their hearts. Their culture follows Ares the gods of war. They are usually found in leather war skirts, and most all can wield a shield. It was said the race was gifted by Ares with a blessing. Any shield they wield will look gold.

Racial requirements: Gold shield or leather war skirt.

Advantage: Phalanx Trained

Remikos can wield shields no matter their gifts and talents. All Remikos start the game with shield prof.

Disadvantage: Drums of War.

Remikos cannot turn down a challenge of battle, if challenged to duel the remikos must accept. If they do not they must flip a coin upon their next death, and risk taking an additional death.

Dwarven

Life Span: 80-100 years

Dwarf

A race of under dwellers, usually making their homes deep underground or in cliff sides, these small and stout people are next to none when it comes to smithing. Both male and female Dwarves have exceptional beards compared to their human counterparts, with male Dwarves often extravagantly braiding trinkets and small trophies into their growth where female Dwarves tend to prefer more practical trimmed or closely braided facial locks.

Racial requirements: Beard. Natural beards should be decorated to distinguish from bearded humans

Advantage:

I can fix it! If it's metal and it's broken, chances are a Dwarf can fix it. Any common metal item that can be fixed, such as shields and arms a Dwarf can fix it in a moment. After 1 minute of role-play on the item in question, it will be fixed and the tag will not be discarded. Usable once a day.

Disadvantage:

Arcane Ignorance: Dwarves cannot cast magic.

Drugar

Dwarves who have taken to living on mountain tops, preferring surface life and the sun these dwarfs have grown spiny thorns in their beards and long thick hair.

Racial requirements: Beard with spines.

Advantage: Spines

For the period of one minute the physical damage received by the dwarf can be called back to the attacker down to a minimum of one damage. The Dwarf may call "Splash back (Damage and type) "

Disadvantage: Takes double damage from Earth based attacks.

Elven

Life Span: 500-800 years

Forest Elf

The people of the Ancient Wood, making their home in a secret city among the great trees within the ancient forest. Like most elves, the forest elves see themselves as creatures of higher thought, often writing off other races as rash or brutish. They often value kindness although that is not to be said for all elves.

Racial requirements: Long pointed ears, Tattoos

Advantage:

Elven Dexterity: Forest Elves are masters of ranged arms, and as such are born and raised with such knowledge. All Forest elves can wield a bow from birth, without having expended XP to learn to use a bow. This skill is always active.

Disadvantage:

Linked to the Land: Forest Elves share a special bond with the forest, and the creatures that dwell within it. Years of over hunting and pillaging of its natural resources intensified by the Blight have harmed the elves. All forest elves will receive a full point deduction on each location of any armour, down to a minimum of 1. As a reminder of where they have once failed.

City Elf

After the Blight, many elves left the Ancient Wood in search of protection and a way to defend themselves against blight. Fleeing to cities and small towns, these elves combined their love of Essence and penmanship with their longevity to become some of Alura's best scholars, and became city elves.

Racial requirements: Short pointed ears, and a large tome or scroll-case.

Advantage:

Essence Reserve: After years of living in the city clamoring to libraries and old tomes, you have developed a natural affinity for magic. As a city elf you have an extra 10 mana in your mana pool. This skill is always active.

Disadvantage:

Not without my books: While most Apprentices can cast spells from memory, you and your family learned everything you know from reading, and not from doing. This usually makes for a perfect cast, but not without having your nose buried deep in a book. All city elves must carry on their person the scrolls of the spell they wish to cast, any time they wish to cast a spell.

Under Elf

Dark skinned elves that live under the earth surface. Mostly seen as the thieves and assassins of the elven kind they have a sensitivity to sunlight and seem to have a unique bond with herbs.

Racial requirements: Grey/black face paint and pointed ears.

Advantage: Herbivore

It is said that under elves body is slightly different then normal elves, after 500 years of living underground they have changed. Plants that affect you in a positive manner are doubly effective. Plants that affect you negatively only are active half as long. This affects duration and healing only.

Disadvantage:

Anytime they are outdoors for more than an hour at a time the Under Elf begins to lose Hp that cannot be healed, after the first hour outdoors after 6am the Under Elf will lose 2 vitality, at two hours 4 until half his total vitality is missing. This can be fixed at any time by spending 1/2 hour indoors or underground.

Fae

Life Span: 1800-2000 years

Gnome

Natives of the Fae realm, these small beings are commonly mistaken for Dwarves or Halflings at first glance. Gnomes are usually perky, unnecessarily energetic and always have something on-the-go to keep their wandering minds entertained. Most gnomes are masters of illusion and carry strange contraptions that most see as beyond our world.

Racial requirements: Brightly coloured hair and goggles or small luxurious hat.

Advantage:

Head Gear: One of the most common contraptions Gnomes carry is their head gear. Usually powered by cogs and gears, these contraptions are built into goggles or small luxurious hats and have the ability to copy and store any one spell the Gnome reads for later use, even if he can't read magic. Usable once a day.

Disadvantage:

Fae Door: When a gnome dies, its soul cannot move on toward the Fates for judgment until it passes the Fae door. To pass, the Gnome must complete a challenge set by the Fae guarding the door, often a puzzle or trial by combat. If the Gnome does not succeed, the Fates will judge them more harshly. The judgment may manifest in a variety of ways such as extra Blight points, Blindness, a temporary Curse, depending on how well the Gnome performed.

Sylphs

Sylphs, also known as Windsingers, are a very beautiful miniature race of elemental air spirits. Long-lived, they never seem to become old. Like other elementals, they possess the ability to shapeshift and may assume human form, which some are now stuck in due to the blight. Those stuck as humans may only briefly return to their true form. Those not afflicted typically residing on mountaintops, with their leader occupying the highest mountain of Alura.

Racial Requirement: Either large insect wings, or a Crown of plants.

Advantage:

True form: After The Blight, the Fae Essence that coursed through the world lessened and now most sylphs may only return to their true minute form for short periods of time. Usually to flee. After returning to their true form by announcing "Form change: Sylph", the Sylph gains 30 points of temporary Dexterity Armour. During this time the player must run as fast as he or she can and cannot stop for any period of time; they may change back at-will at any time by saying "Form change Human". Furthermore, while all the armour and weapons a Sylph carries shrink with her when she changes form, their use is diminished regardless of training or aura when shrunken. When in True Form, the Sylphs weapons only inflict 1 point of damage and cannot block incoming attacks and their actual armour becomes useless.

This skill ends when the player becomes short of breath and must stop running at top speed, the 30 points of temporary armour is expended, or after 2 minutes have elapsed. Usable once a day.

Disadvantage:

Charmed: Should a Sylph become charmed in any way, they will immediately take the effects of a Hypnosis spell. Upon awakening the Sylph will resume normal life as if nothing had ever happened. The sylph may awaken for a moment to resist death blows and nothing more.

Dryads

Fae creatures who have lived in and in harmony with nature since before the blight, These fae creatures were sleeping in the trees of the land for well over 500 years, once Vox was vanquished they came out of there deep sleep and have returned to aid the land.

Racial requirements: Deer antlers, ears and makeup.

Advantage: Barkskin

Dryads have natural bark skin, this magical bark grows with the Dryad, starting at 20 armor, and growing by 5 points ever other level.

Disadvantage: Barkskin

The Dryad cannot use any other types of armor, Furthermore the armor can only be healed by touching a tree larger than yourself.

Green Skin

Life Span: 30-50 years

Orc

These large brutes value honour and strength in battle; what they lack in brains, they make up for in brawn. Most Orcs are considered fierce combatants, coupled with their brute strength they can make the most fearsome brawlers and warriors.

Racial requirements: Make-up in varying shades of green, horrid teeth or small horn like bumps on the face.

Advantage:

Fearless Strength: The Orc becomes immune to all damage for a period of 10 seconds, and is considered strong. The player must Scream at the top of his lungs. "Innate fearless strength" signifying a horrifying blood curling war cry.

Disadvantage:

Anger: Most times an Orc can get in over his head. In battle an Orc may dominate but magic confuses and angers Orcs into a mindless rage. All spell effects that Charm or incite an orc to attack ally's will allays last double the duration. Furthermore, even if the mage who casted the spell falls, the spell will carry on for the duration.

Coastal Trolls

Tribalistic and superstitious, these trolls live on the coast of the Shattered Isles. Recently having made contact with the rest of the world, these trolls abhor necromancy and all things demonic, as that is art practiced by their twisted kin, the Dark Trolls.

Racial requirements: Blue face paint, long pointed ears and tusks

Advantage: Troll Strength

In a fit of rage, the Troll may call upon their brutish ancestry and keen regenerative abilities. For 1 hour, the troll may swing for +1 damage and heal 1 vitality /minute.

Disadvantage: Arcane Fire Aversion

Trolls have a unique biology which makes them more susceptible to fire based spells and enchantments. Trolls take x2 damage from all Arcane Fire sources. This also stops Troll Strength if it is currently active

Created Races

Aside from the natural races, there are also several races that are believed to be created magically by the Blight. Most have no idea how they came to be or what their general purpose in the flow of Essence is. Perhaps these races were always present in the world of Alura and simply no one yet had discovered them, but no one will ever truly know.

Iron-forged

Life Span: Unknown

These strange golems are usually made of iron and have the build and feature of a humanoid. Generally dull in conversations, the Iron-forged often do not understand things like sarcasm or jokes. However they still understand common emotions. Having found a place in our world, the Iron-forged make great guards as do not need to sleep or eat, although many do for the experience or to fit in.

Racial Requirements: Dark grey face paint, with black or gold details outlining the jaw.

Advantage:

Iron Skin: Makes the skin of the Iron-forged harden and less susceptible to attack by declaring: "Activate: Iron Skin". Upon activation the Iron-forged gains a temporary 15 Vitality for a period of 10 minutes, and is also sap proof. Usable once per event.

Disadvantage:

Conductive: All Iron-forged are fearful of lightning, as all Iron-forged take double damage from lightning - based damage (Arcane Thunder). Should damage be taken to body, the Iron-forged will act as a conductor and anyone within 2 m (~6 feet) of the Iron-forged will also take half of the damage that the Iron-forged just received. It is the Iron-forged's responsibility to "Spell Strike (half amount of damage taken) Arcane Thunder" to anyone within the area of effect when they were struck to body. Combat or the scene resumes as normal after the shock has been passed on.

Atronoch

Creatures of natural substance and magic combined, these creatures are made and spawned from small magical blunders and mishaps. However, some of them seem to have personalities all their own and have no fear of magic. Magical runes hold their power in, keeping their bodies together.

Racial Requirements: Stone or Wood, face paint, with magical runes across skin.

Advantage: Automaton

The Atronoch is immune to the following abilities. Waylay, backstab, vital strike, and any mind affecting abilities. As well as most poisons and herb affects.

Disadvantage: One of magic

A Sever Essence spell acts as a death spell to Atronochs, they cannot be healed by any other means than Arcane Healing.

Anthropomorphic

Life Span: Unknown

Many strange things happened during the Blight, one of which was the creation of the Anthropomorphic: a strange mix of man and animal appearing in Reptilian, Feline, Canine, and Avian forms. Each form comes with its own unique skills and talents.

Note: Each race of Anthropomorphic has 4 potential racial advantages; you will receive one at random upon obtaining your character card. Furthermore, all Anthropomorphic share the same disadvantage which change seasonally, this disadvantage is chosen by the Weaver team. Should a group of anthropomorphic come into game together, they may share the same racial advantage at the Weavers' discretion.

Reptilian

With features from Snakes, Salamanders, Alligators, or Turtles this breed of Anthro is highly adaptable and may be able to regenerate, have extraordinarily powerful jaws, to excrete poisons, and to breathe under water.

Racial requirements: Sharp fangs and Make-up appropriate for their chosen reptilian.

Advantages:

Regeneration: Allows the Reptilian to regenerate either 1 Vitality a minute for 5 minutes, or over the course of 5 minutes may regenerate a missing limb. Usable once a day.

Physical Lock Jaw: Allows the Reptilian to strike the limb of any enemy with two hand-to-hand reps while declaring "Physical Lock Jaw". The struck individual will lose usage of the struck limb; furthermore, they may only move at a pace of a 3 count for every step taken. Usable once a day.

Excrete illness: Upon being damaged to Vitality the reptilian may call out "Spell Strike Plague of the Land" and for the duration of 24 hours the struck enemy will receive the Disadvantage of the Reptilian on top of their own. Usable once a day.

Water breathing: This Reptilian may breathe under water, and use oxygen at a tremendously slow rate allowing him to hold their breath for a very long time. This skill is always active. Atop that, they may resist poisons once a day by calling "Resist". Should the player Resist a poison with this skill, they no longer have active Water breathing for the rest of the day.

Feline

With features of large predatory cats like Tigers, Cheetah, Lynx, or Leopards, this breed of Anthro make great hunters and may see in the dark, pin their prey, have natural claws, or have tremor sense.

Racial requirements: Long-pointed ears with patterned make-up appropriate for their chosen Feline.

Advantages:

Night Vision: A Feline may crack open a glow stick any time she is in the dark and unable to see. This is useful to both him/her and the adventuring party, as she/he can help them navigate the darkness. However as night eyes do glow, this can also make the Feline more visible in the darkness. Usable once a day.

Physical Leap: A Feline may throw a packet delivered attack allowing them to "leap" onto their per-momentarily pinning them to the floor. During the leap and pin, the Feline cannot attack or perform other actions, nor can the prey. Usable once a day.

Natural Claws: Some Felines come equipped with large natural claws. Dagger-sized, these claws grant duel weapon fighting to the player. They cannot be disarmed unless the limb is taken and deal 2 Normal damage. Damage may be upgraded with strength or Military Weapon Proficiency. These claws are always active, but the Feline cannot wield other weapons as a result.

Tremor sense: Felines can sense creatures moving underground or large creatures above ground moving towards them. During a combat mod when a large creature is described as coming toward town, or you are given the description "You feel rumbling under your feet", you may call "tremor sense", gaining the name of the monster heading for you. Usable once a day.

Canine

Taking after wild canines like Wolves, Coyotes, Jackals, or Foxes, these Anthro have developed the uncanny ability to find who or what they want and may be excellent trackers, able to sniff out both living and Blight-created creatures, or able to literally lick their wounds better.

Racial requirements: Make-up appropriate for the type of Canine they wish to play, Snout if playing a pure coloured Canine. Ears that Sit on the top of the head.

Advantages:

Track Prey: By throwing a packet delivered attack, a Canine may track the scent of an enemy without being detected while gathering the scent. This will allow the Canine to make the call "Sense (Character name)" for the duration of one hour. Usable once a day.

Sense Life/Blight: By using its nose this Canine can smell the scent of those around it, briefly revealing those around him, including Blightlings and other creatures of the blight. The calls for these skills are "Sense Life" and "Sense Blight". The canine must choose between the two in a situation where he wishes to use it. Usable once a day.

Lick Wounds: a Canine's saliva can draw and neutralize poison from a wound, giving the Canine a once a day Cure Disease or Treat Blight. Treating the Blight or disease takes 1-minute count "Treating Blight 1, or Treating disease 1... Treating Blight 2 or treating disease 2" and so on until 1 minute is complete. The treated individual is cured 1 Blight point, or of the ailment that afflicted him. Usable once a day.

Avian

Commonly seen with features from Doves, Hawks, Crows, or Owls this breed of Anthro has learned the art of dirty fighting, and have learned to be brutally effective with their hard, grotesque talons, or their powerful voices.

Racial requirements: Avians have feathers in their hair and rather grotesque talons, usually black, brown, or yellow.

Advantages:

Blind: By using their talons, an Avian can blind its prey for 5 seconds by slashing at its eyes. To do this an Avian must land a blow with a hand-to-hand rep to the chest of his target declaring "Physical Blindness". Usable once a day

Gouge: An Avian's talons are its strongest asset and, in some Avians, strong enough to pierce armour. This allows the Avian to "gouge" their target(s) using a hand-to-hand rep for 1 piercing damage for 1 minute before their talons becomes sore. Usable once a day.

Disarm: Using the impressive grip of their talons, the Avian "grabs" the blade or weapon of an enemy and disarms them of it for 10 seconds. The Avian must connect either the weapon or the wielder with a hand-to-hand rep and declare "Physical Disarm" causing the target to drop their weapon. Usable once a day.

Screech: An Avian may summon forth immense strength with its vocal chords, to emit a sonic screech that may deafen foes. This packet delivered attack is thrown with the call "Physical Deafness". The targeted player must then take a pair of construction grade ear plugs provided by the avian and use them for the next 2 hours. Usable once a day.

Ursen.

A race of anthros who's hide is extremely resilient to damage, they are usually warriors on the front lines of battle. Some common examples of Ursen are Black bear, Spirit bear, and Brown bear. found anywhere forests are found these large hulky creatures are naturals on the front lines of battle, able to take large amounts of damage. their culture is one of shock, where the young are thrown out into the world to discover their own way in life. they eventually return home after the "Growing" experience has stopped.

Advantages:

Tough Hide : The Ursen has a natural Steelguard.

Armored Hide: The Ursen gains 10 natural armor that can be healed as health, this increases at lvl 4 to 20, and at lvl 8 it maxes out at 30.

Resilient hide: When the Ursen takes any amount of physical damage they may reply with "Resilience" taking no damage. Useable once per day.

Break : The ursen may place two hands on the shoulders of the target and call "Physical break" breaking the back of their target. The target must then lie on the ground until he receives healing. The target may crawl, swing any blade with in reach, and call for assistance. however, walking is no longer possible until a point of healing is received.

Racial requirements: Ursen have fuzzy ears and puffy tails.

Anthropomorphic Disadvantage:

All Anthropomorphic creatures, regardless of type, suffer from the Plague of the Land, which changes seasonally at Weaver discretion. The Anthropomorphic will be informed of the current "Plague" upon character creation and of subsequent plagues as time passes.

Chapter 7: Combat

Life, Death and the Blight

Attacking

When making an attack, a character will swing their weapon at their target, with the goal of connecting just hard enough to be felt. If the hit connects, that character's player calls out the damage and damage type of the attack, such as "Two Normal", or "Seven Silver Arcane Fire". The target subtracts that from their armor, and calls "Breach!" if you have broken through their armor, and when applicable, subtracts the damage from their vitality.

A few things to keep in mind:

1. Not all parts of the body are valid targets. Head, Hands, Groin, and Throat are not valid targets. Don't aim for them.
2. Do not swing hard. Your goal is to tap your target hard enough that they can feel it, not actually injure them.
3. If you don't retract your hand and your weapon by at least 12 inches before you hit again, it doesn't count.
4. If you hit but don't call any damage, you didn't do any damage. Remember to call your damage.
5. No more than 1 hit, per weapon, per target, per second, counts. So if you are holding two swords, which means you can make up to two valid hits per target each second. Any excess don't count.

Health and Death

Weakened

A Character with 3 vitality or less is **weakened**. A **weakened** character who casts spells, uses combat skills, or successfully uses a weapon to against an enemy takes 1 damage. As well, the damage dealt by their swing is reduced by 1 to a minimum of 1.

Unconscious

A character at 0 vitality is **unconscious**, and can't do anything. Healing from this point will affect the player as normal.

Critical

A character whose vitality is at -1 or lower is in their **critical count**. When a character is in their critical count, they have **60 seconds** to be stabilized or healed, before they are dying. For each blight point a character has, their critical count is reduced by 5 seconds, to a minimum of 10 seconds for characters with 10 blight points. Regardless of how far you have fallen below 0 hp, and healing given to a target at -1 health or less will bring them to their unconscious level. Healing after the player has left their critical count will act as normal.

Dying

A character that has passed their critical count is **dying**. Normal means of healing or stabilizing will no longer save them. If recall spirit is used on the character, they immediately return to 1 vitality but are still unconscious. If a full restore is used, the player returns to life with full vitality. Otherwise, when the 5 minutes are up, the character drops all of their belongings, and the player reports to NPC Camp to receive further instructions.

Death and Resurrection

Characters can normally die a total of 3 times before the death is permanent. Exceptions to this may exist under highly unusual circumstances. If you resurrect after dying, your blight points are set back at their baseline value. After the 3 deaths have been suffered, a player may choose to roll a D20, A roll of 1-10 will signify a resurrection and the player's character will return to the living world. A roll of 11-20 will result in the character being lost and all exp to be forfeit and the player will have to start anew. A player may forgo this roll and choose to take 1/2 of their total exp to a new character rounded to the nearest 3 xp.

Blight Points

During the Blight, a new sickness fell upon Alura. This plague commonly called the Blight only affects your critical count, and should you receive more than 10 Blight Points on your character you will by-pas your Critical count and likely suffer a death. Suffering a death will restore your character back to their starting Blight Points, or you can choose to give in to the will of the one controlling the blight.

Blight Points (PvP) Player versus player-base.

The main cause of the world being as it is now; characters have free will so long as they remain unblighted. However, as the sickness progresses, you being too lose your free will and self to the darkness that plagues our world. The blight's effectiveness is much like a zombie mutation; however, it takes multiple infections

to become fully affected. Each stage brings new terror to the world and to the player. Those in servitude to evil either give into these effects for the raw power they possess, or are granted immunity to it. It is common knowledge that the unison of the Black dragon Vox'Vako and Hades the lord of the Underworld are responsible for the blight. Below is a chart that scales blight points and how they may affect players. Most people can fight the sickness in its early stages, all except for humans. Humans will always have a minimum of three blight points. This is the main cause of Player versus Player combat in our world, but player conflict may at any time lead to combat or murder.

| Blight Points | Tier/Physical change | Sickness |
|---------------|---|--|
| 0-3 | 0 / None | Most races can fight the sickness back at this form, without pain or change in character. |
| 4-6 | 1 / Sunken eyes. | Plot may force your character to do things they may not normally do. Mostly Role Play related. Example: A Forest Elf may chop trees, An iron forged may go out in a lightning storm, and a bard may not have the will to sing. |
| 6-8 | 2 / Sunken eyes, Black lips. | Specific skills related to your character may misfire. Example: An apprentice's spell may misfire hitting an ally, A thug may lose focus and miss loot a corpse, A warrior may not swing as hard in battle. Healing arts may become ineffective. |
| 9 | 3 / Sunken eyes, Black lips, Black veins. | You now work for the evil forces that plague the land. You still have control of your characters words and actions. However, you see most members of Haven as an enemy. Should you be infected further you will be completely under the will of the dark forces. |

Armor

Armor should look like actual armor, should be sturdy, should not be dangerous to yourself or others due to its construction, and should weigh at least an amount comparable to historical armor. The exact material the armor is made out of, however, is irrelevant, but suggested guidelines are included below.

Note: No matter the source, a character can never receive more than 60 Armor Points at one time, unless he has the Comfortable warrior skill. The player may then receive up to 100 points.

Armor Types

| Type | Tier | Bonus/Location |
|---------------------|------|--------------------------------|
| Mage Cloth | 1 | 0.5 |
| Leather | 2 | 1 |
| Hardened Leather | 3 | 2 |
| Gambeson | 3 | 2 |
| Wood | 3 | 2 |
| Chain | 4 | 3 |
| Laminated | 4 | 3 |
| Wood, Fire-Hardened | 4 | 3 |
| Plate | 5 | 4 |
| Studded/Ringed | | Up one tier, max tier 4 |
| Low Quality | | Down one tier, minimum tier 2. |

If armor of another material is desired, contact Colton Schug, to see about what kind of guidelines you will need, and what tier of armor it will count as.

Mage Cloth

Clothes. Only provides armor if the *Mage Cloth* skill is being used. Does not require the *Comfortable warrior* skill in order to be combined with other forms of armor.

Leather

2.3mm thick at minimum (6oz).

Hardened Leather/Rawhide

Actual Leather Armor. 3.1mm thick at minimum (8oz). Hardened leather should not bend under the pressure of being pinched with 1 hand.

Quilted (Gambeson)

16-35 layers of fabric, stitched/quilted together. Natural fabrics suggested; synthetics will get very hot in the summer. 12-15mm thick uncompressed, >=6mm compressed. If only 8-11mm thick when uncompressed, counts as low quality for purposes of armor rating. The thicker variety is often used as armor by itself, whereas the thinner variety is almost exclusively used as padding underneath better armor. Doesn't require the *Comfortable warrior* skill in order to be combined with other forms of armor.

Wood

A form of elven armor. Armor made from hardwood (such as oak, or ash) 13+mm thick. Wood Armor which is 8-12mm thick counts as low quality for purposes of armor rating.

Chainmail

Chainmail should be made of 18-14ga wire (1.02-1.6mm thick). Aluminum or micromaille count as low quality for purposes of armor rating.

Laminated/Linothorax

Traditional Bronze-Age Mediterranean Armor. Natural fabrics, solidified and adhered together using glues or resins, to form a reinforced plastic-like shell. 13-16mm thick. Laminated Armor 9-12mm thick counts as low quality for purposes of armor rating.

Wood, Tempered

A form of elven armor. Armor made from hardwood, which has been fire-hardened - a treatment process which makes the surface of the wood very strong and hard, incorporating small particles of stone which reinforce

the wood that is there. 13+ mm thick. Tempered Wood Armor which is 8-12mm thick counts as low quality for purposes of armor rating.

Scale or Plate

Solid metal armor, at least 18ga (1.02mm). Aluminum, thinner steel, or carbon fiber made to look like steel which has not been properly weighted, counts as low quality for purposes of armor rating.

Studded/Ringed Armor

Putting studs in armor, or putting rings on top of armor, can raise the tier of the armor by one rating, to a maximum tier of 4. A minimum of 35% of each location must be covered by the metal in order to receive the increased armor value.

Armor Locations

Unless a character has the *Comfortable warrior* skill, they cannot count more than one kind of armor on a location at once.

Below are the 25 Armor Locations

1. Cranium
2. Face
3. Neck
4. Throat
5. Right Chest
6. Left Chest
7. Upper Abdomen
8. Lower Abdomen
9. Right Upper Back
10. Left Upper Back
11. Middle Back
12. Lower Back
13. Groin/Butt
14. Upper Right Arm
15. Lower Right Arm
16. Upper Left Arm
17. Lower Left Arm
18. Right Hand
19. Left Hand
20. Upper Right Leg
21. Lower Right Leg
22. Upper Left Leg
23. Lower Left leg
24. Right Foot
25. Left Foot

Armour totals will be taken by the Armour Marshal. Please note, that while you can stack any number of armour types on the same location if you have purchased the *Comfortable Warrior* skill, you can never receive protection from more than 60 AP at a time. Without the *Comfortable Warrior* skill, the highest armor value for the location will be the one that applies.

The Honour System: Caster's and Defender's Call

At Alura we want players to have a sense of pride in the game they play, and how they play it. Cheating is no fun and we expect player to adhere to an honest honour system to ensure the game is played accurately, fairly, and so everyone can have fun. If a rule or call is ever in dispute, the presiding God or Weaver will make a ruling. If only Demi-Gods are available, the best route to continue the scene in the player's favour will be taken until a God or Weaver can make a judgment

A Caster is anyone using a packet-delivered attack or ability and is responsible for calling whether or not their spell or ability landed. Anywhere on your person is a valid packet target including weapons, shield, and all garments. Defenders, it is your job to know what physical blows are landed on you and to

keep track of your armour and then vitality. Hands, groin, neck, and face hits are not valid physical strike zones for weapons or hand-to-hand reps as they tend to hurt both in and out of game and we wish to ensure everyone is having safe and healthy fun on the battlefield.

Damage and Carrier types

The world of Alura is broken down into many different damage types, usually represented by the type of weapon being wielded. It should be noted that different damage types affect different safeguards. Safeguards are further discussed in Chapter 8.

Normal: The most basic of damage types and what you as a Player will likely hear the most often. Natural weaponry, Bronze, Steel and most impact attacks do Normal. In the case of Carriers, the word Normal is often dropped for simplicity's sake, i.e. 2 Piercing rather than 2 Normal Piercing, whereas a Silver arrow would be 2 Silver Piercing.

Natural Weaponry: Talons, claws, and the bare hand are represented with a red Hand-to-Hand rep and cannot be disarmed or shattered, nor does the player require an item tag to use them. Unless enhanced in some way, Natural Weapons do Normal damage.

Bronze: This weapon type usually erodes and rusts shortly after it is found or created. Lasting only 3 months, Bronze weapons are represented by brown on the weapon's striking surface and do Normal damage. If a Latex/Foam rep is being used, the Bronze weapon should have brown bands or a brown stripe along the length of the striking surface.

Steel: Stronger than Bronze, Steel weapons have been well made and will last for years. Weapons should be grey in colour and latex/foam reps do not require a colour stripe. Steel weapons do Normal damage.

Silver: Weapons made of silver are very costly as they are made from precious metals and are often Blessed. Weapons should be shiny silver in colour and latex/foam reps should have silver bands or a silver stripe along the length of the striking surface. Silver weapons do Silver damage.

Arcane: The most powerful weapons are derived from or imbued with pure Essence and are powerful enough to vanquish almost any foe, and like spells, by-pass most Safeguards. Weapons should be white in colour and latex/foam reps should have white bands or a white stripe along the length of the striking surface. Essence-based weapons do Arcane damage.

Radiant: There is no Safeguard in the game that can block this damage, Radiant Heals who you consider an ally with magic healing, and does double damage to Undead, Blightlings, and Demons. This damage carrier ignores armor.

Blight: There is no safeguard in the game that can block this damage type, Blight deals double damage to living creatures and heals undead, Blightlings, and demons. This Carrier ignores armor.

Rust: Does double damage to physical and magically summoned armors.

Carrier damage

Piercing: Weapons that pierce armour and go straight for Vitality.

Acid: Like piercing, Acid bypasses armour and does Normal damage straight to Vitality. For simplicity, this is called as "2 Acid"

Spell Strike: Spells delivered through weapon strikes. A Spell Strike is declared before the Spell's effect, such as "Spell Strike Flint: 5 Arcane Flame"

Rust: A type of relentless damage that degrades armour. While armour takes double damage from this attack type, it cannot affect Vitality. For simplicity, damage of this type is simply called as # Rust and bypasses Safeguards as though it was Arcane.

Arcane Element: Specific facets of Essence-wielding correspond to the four natural elements and may channel them as Arcane attacks. Each type of Arcane Element may have unique effects. These are Flame, Frost, Thunder, and Earth, and may be called as (Amount of damage) Arcane Flame

Mana Burn: Damages mana pool for the number called, rather than Armour and Vitality. May be appended to other damage calls such as 5 Arcane Thunder Mana Burn, which not only damage Armour and/or Vitality for 5 Arcane Thunder, but also burns away 5 mana, regardless of whether the Arcane Thunder damaged the target's Vitality. Mana burn may be resisted with a sufficient Arcane Safeguard, or appropriate spell defense.

Bleed: Should this strike damage to Vitality, the target will "bleed" for 1 Vitality every 10 minutes until only 1 hp remains. This can only be treated by a Canine's Lick Wounds ability or certain Curation spells.

Mighty: Weapons or Spells that deal Mighty damage knock back an opponent the same number of feet as they inflict damage unless the target is considered Strong. This knock back effect happens even if the attack is blocked with a weapon or shield.

Poison: If taken to vitality, this type of damage can not be healed for a period of 10 minutes. Each successful poison attack will reset this effect.

Weapons of Alura

The weapons of Alura are broken down as the following. Weapons marked with P and M, do Piercing and Mighty damage respectively in addition to their material type.

To do damage or block with a weapon, you must have the appropriate numbers of hands on the weapon. If a strike is blocked without the correct number of hands on the weapon, the attack is considered to have hit the defender. The only exception to this rule is the Common Two-handed staff, whereby to do damage you must have both hands on the weapon, but may use it to mundanely block with one hand.

Note: Weapons at rest (propped on shoulder, leaning on the ground) may still be subject to spells.

| Group | Item | Hands | Dmg | Core* | Min** | Max** |
|----------|----------------|-------|-----|-------|---------|---------|
| Common | Knife / Dagger | 1 | 1 | 1/2" | 12"/6" | 18"/11" |
| | Staff | 2 | 1 | 1" | 54"/18" | 78" |
| | Club | 1 | 1 | 3/4" | 18"/12" | 30"/24" |
| | Hatchet | 1 | 1 | 1/2" | 12"/6" | 24"/12" |
| | Unarmed | 1 | 1 | None | 6" | 9" |
| Military | Longsword | 1 | 2 | 3/4" | 34"/22" | 44"/34" |
| | Shortsword | 1 | 2 | 3/4" | 18"/12" | 34"/24" |

| | | | | | | |
|----------------|------------------|------|------------------|---------------|-----------------------------------|--------------|
| | Bladed Staff | 2 | 2 | 1" | 54"/18" | 78"/36" |
| | Short Spear | 1 | 2 | 3/4" | 34"/12" | 56"/18" |
| | Axe | 1 | 2 | 3/4" | 22"/12" | 36"/18" |
| | Mace | 1 | 2 | 3/4" | 22"/900 cu" | 36"/1200 cu" |
| | Bow | 2 | 2P | 30lb Max Pull | Arrowhead Larger than Eye Socket | |
| Giant | Greataxe | 2 | 3M | 1" | 42"/18" | 60"/24" |
| | Greatsword | 2 | 3M | 1" | 44"/34" | 72"/58" |
| | Greatclub | 2 | 3M | 1" | 36"/26" | 60"/48" |
| | Maul | 2 | 4M | 1" | 36"/1200 cu" | 60"/2400 cu" |
| Rare | Two-Handed Spear | 2 | 3P | 1" | 60"/12" | 78"/18" |
| | Crossbow | 2 | 4P | 30lb Max Pull | Arrow-head Larger than Eye Socket | |
| | Shank | 1 | 1P | None | 8"/4" | 12"/8" |
| | Cosh | 1 | 1M | None | 8" | 12" |
| | Rapier | 1 | 3 slash /1P stab | 1/2" | 24"/18 | 36"/24" |
| Shields | Buckler | 0*** | | | 6"x6" | 18"x18" |
| | Shield | 1 | | | | 18"x18" |

*Recommended Core thickness if made from PPVC Pipe.

** Overall Length/Striking Surface

***Bucklers may be used on same arm as a weapon is wielded. Shields may be used 2-handed by an untrained individual.

Shields

Every shield in the game has a safeguard. Bronze bucklers have a safeguard of 5, and bronze shield has a safe guard of ten. If someone was to strike your bronze buckler for more than 5 of any damage type the buckler will shatter and become useless, and with the bronze shield if someone were to strike it for more than ten of any damage type it would shatter. You would then have to go to a local smith or dwarf to get it repaired. As the material upgrades from bronze an additional 5 safe guard is added to justify the shield being made from other materials, bolstering its usefulness.

The second mechanic shields offer a player is the extra armor bonus; this bonus applies to the player and not to the shield or buckler. A shield regardless of material will offer 10 points of armor, and a buckler will offer 5 points of armor. These armor bonuses are applied on top of whatever physical armor you are currently using be it leather, plate, or Linothorax to increase your total armor points.

| | Bronze | Steel | Silver | Essence |
|----------------|--------|-------|--------|----------|
| Buckler | 5 | 10 | 15 | Special* |

| | | | | |
|---------------|----|----|----|----------|
| Shield | 10 | 15 | 20 | Special* |
|---------------|----|----|----|----------|

*Essence-imbued shields may resist shield destroying skills according to their nature and have unique Safeguards:

Safety

Before each game, new players will be given a combat tutorial. At this point, they will be explained to how combat works, the do's and don'ts of battle, and the rules of different weapons, before being given a chance to try a trial duel under the watchful eye of the Safety Marshal. They will then sign a waiver that states they will adhere to the game's Rules of Conduct. Until the waiver is signed, they will not be admitted entrance to the game.

A screening process or reference is also required to be admitted to Alura. At Alura we try to keep our players safe while trying to have a good time. Absolutely no drugs at game and for the time being no alcohol either.

Pause: A Pause is called whenever the action needs to take breath, whether in the case of injury, a God must deliver important Out-of-Game descriptions, or in the case of a few time sensitive or far-reaching IG skill. In the case of injury, the Pause is only called by the player being hurt, not by anyone else. It is up to the player whether they need to recoup and go OOG for a bit by informing the presiding Weaver, God or Demi-God of their decision, or if they can push onward. While this mechanic is not limited to safety reasons, when you hear a Pause, freeze and wait for the individual who called the Pause to call the Resume (3, 2, 1, Resume!) before continuing your action.

OOG Weapon Types

Latex/Foam

Alura accepts all sorts of commercial grade weapons of foam and latex. These weapons will almost always pass safety inspection, are of quality and last a long time, with the exception of large weaponry and pole-arms, which are sometimes not up to par. *Pass rate 80%*

Boffer

Alura accepts boffer weapons, usually home-made, which also must past a safety inspection. This pass is usually graded by a weapons marshal. Constructed of a PVC pipe core, closed cell foam (like black pipe insulation) padding, open cell foam for thrusting/stabbing (like couch cushions) and duct tape of the appropriate colour. The striking surface must be firmly adhered to the core and should not twist at all. The exception are Hand-to-Hand/Cosh and Shank reps which are coreless and consist of only closed cell foam and duct tape. Boffer shields and bucklers must have at least a 1/4" layer of padding on their face; all edges must also be padded with at least 1/4" closed-cell foam, although 1/2" is encouraged. Latex shields can be used as is and do not require any additional padding. *Pass rate 65%*

Bows

For both standard bows and crossbows, the draw weight should not exceed 30 lbs. Compound bows are permitted but due to their jarring aesthetic, we ask that you do your best to cover up the gears and pulleys. We also ask that you pay special attention to your draw when you shoot, as most compound bows are a little more difficult to judge in a safety inspection.

Only commercial LARP arrows are permitted at this time, specifically, the ones with the curved arrowheads.

Chapter 8: Magic

At Alura we strive on the fact that every character is a mystery: your character will be completely unique. While many other games break magic down into types and allow their mages to progressively master a certain area of magic, at Alura the spells your character starts with are completely random due to strained nature of Essence in the world. As such no one truly knows what you are capable of except yourself, as Essence-wielders are not limited to the power of a specific school, but rather their ability to cast as a whole. Spells may be delivered by Touch-Cast, Self-Cast, Packet (thrown), or Rope-Cast; Touch-Cast and Packet delivered spells may both be cast as a Spell Strike as well.

Essence is rare in the lands of Alura, and after the many years that the masters have been in hiding, no Apprentice has had the chance to grow their magical prowess beyond that of a novice yet. Though Essence wielders are not specifically attuned to schools of magic, they are commonly classified as the following:

Destruction:

The ability to throw pure essence to significantly damage an enemy's armour arcanelly, and manipulate the elements.

Novice Spells

Flint

Description: This spell summons forth a pathetic amount of fire from the elemental plane, causing nothing more than a simple burn.

Effect/Damage: 5 Arcane Flame

Mana : 5

Duration: Instant

Delivery: Packet or touch.

RP effect: Can start fires, or torches.

Corrosive Missile

Description: Shoots forth a pathetic amount of corrosive magic, shaving an opponent's armour

Effect/Damage: 5 Rust.

Mana: 5

Duration: Instant

Delivery: Packet or touch

Chill

Description: Chills the blood of the target slightly, Dealing damage over time.

Effect/Damage: 1 piercing Arcane Frost/minute until a player finds a significant source of heat like the town fire, or a dispel magic, or spell time elapses.

Mana: 5

Duration: Special or 10 minutes

Delivery: Touch cast.

RP effect: Chill a mug or bottle.

Muck

Description: Slows the movement of the player by turning the Ground under him into a vat of swampy mud.

Effect/Damage: Slow walk (3 count)

Mana: 5

Duration: Line of sight.

Delivery: Packet or Touch cast

RP effect: Can turn small patches of dry dirt, to moist dirt.

Gust

Description: Summons a gust of wind to throw back your opponents 3m (~10'). Should they hit another player they will both receive 5 points Normal damage.

Effect/Damage: 3m (~10') knock back + 5 Normal damage if player collides with player or object.

Mana: 5

Duration: Instant

Delivery: Packet or touch.

RP Effect: Can put out small fires, or fan large ones.

Apprentice Spells

Flare

Description: Summons forth a small amount of fire from the elemental plane to blister your foes.

Effect/damage: 15 Arcane Flame

Mana: 10

Duration: Instant

Delivery: Packet or touch

RP effect: Start bush fire, brown food.

Corrosive Goo

Description: Throws forth a small amount of corrosive goo that bubbles on the targets armour

Effect/Damage: 10 Rust

Mana: 10

Duration: Instant

Delivery: Packet or touch

RP effect: Can melt lvl 1 locks

Cold foot

Description: Summons a layer of ice over the target's left foot, locking it in place.

Effect/damage: Left foot Pin

Mana: 10

Duration: Line of sight, dispel magic, or death of caster

Delivery: Touch cast

RP Effect: Freeze meat.

Statue

Description: For as long as a player may stay still they have Safeguard X

Effect/damage: Immunity to Normal Damage. Spell and any higher form of damage still effects target as normal

Mana: 15

Duration: Special

Delivery: Touch cast or Self-cast

Lightning Bolt

Description: Summons forth a damaging bolt of lightning that also burns Mana

Effect/damage: 5 Arcane Thunder Mana Burn

Mana: 10

Duration: Instant

Delivery: Packet or touch

Adept Spells

Flame

Description: Summons forth large flames from the elemental plane, causing severe blister burns.

Effect/damage: 30 Arcane Flame

Mana: 15

Duration: Instant

Delivery: Packet or touch

Corrosive Arrow

Description: Shoots forth an arrow of corrosive goo that melts enemy armour

Effect/damage: 20 Rust

Mana: 15

Duration: Instant

Delivery: Packet or touch

Frostbite

Description: Target suffers from a slow, piercing Arcane frostbite for 5 minutes unless Dispelled. At the end of the duration, the target loses their unfavoured arm.

Effect/damage: 1 Piercing Arcane Frost/minute. Should 5 minutes elapse, a Dismember will occur on the target's less favoured arm.

Mana: 15

Duration: 5 minutes, unless dispelled.

Delivery: Touch Cast

Become Earth

Description: Target tunnels deep into the protection of the earth where he can remain for up to one hour. The target must emerge at the point Become Earth was cast.

Effect/damage: Target may go out of game for one hour.

Mana: 15

Duration: 1 hour

Delivery: Self Cast

Breathless

Description: Target becomes silenced for 10 minutes

Effect/damage: Silence

Mana: 20

Duration: 10 minutes

Delivery: Packet, or Touch-Cast

Expert Spells

Nova

Description: Summons forth massive flames from the fire plane to roast your foes alive.

Effect/damage: 45 Arcane Flame

Mana: 20

Duration: Instant

Delivery: Packet or touch

Corrosive Blast

Description: Causes a Blast of corrosive force to eat away at the target's armour

Effect/damage: 25 Rust

Mana: 20

Duration: Instant

Delivery: Packet or touch

Freeze Blood

Description: Target loses control of anything below his waist, he can still stand but moving is not possible

Effect/damage: Lower body paralysis

Mana: 20

Duration: 10 minutes, dispel magic or death of caster

Delivery: Touch cast

Shock wave

Description: Shoots forth a wave of crackling earth, slamming the target(s) with massive force.

Effect/Damage: Caster may throw up to 6 packets simultaneously, each doing 10 Arcane Earth and causing anyone hit to fall to the ground momentarily.

Mana: 25

Duration: Instant

Delivery: Packet (6)

Chain Lightning

Description: Shoots forth a bolt of arcing lightning that jumps from target to target.

Effect/damage: 10 Arcane Thunder damage to target. Target must then spell strike their closest ally within arm or weapon wielding range for Spell Strike 10 Arcane Thunder

Mana: 25

Duration: Instant

Delivery: Touch cast.

Curation:

The ability to cure allies' wounds, and sicknesses, and to destroy creatures of the Blight. Deals Double damage to undead creatures.

Novice Spells

Mend Flesh

Description: Slowly and painlessly mends the flesh of the target.

Effect/Damage: 1 Arcane Healing per minute for 5 minutes. Stabilizes to 1 if target was Critical.

Mana: 5

Duration: 5 minutes

Delivery: Packet/Touch cast/Self cast

Sear flesh

Description: Sears shut an open wound.

Effect/damage: Stops Bleed damage.

Mana: 5

Duration: Instant

Delivery: Packet/Touch cast/Self Cast

Quick Mend

Description: Quickly heals a wound.

Effect/damage: 4 Arcane Healing

Mana: 5

Duration: Instant

Delivery: Packet/Touch cast/Self Cast

Stop Blight

Description: Stops the Blight from becoming permanent on your character card. Must be used immediately after a Blight token is attained.

Effect/damage: Stops one Blight Point

Mana: 5

Duration: Instant

Delivery: Packet/Touch cast/Self cast

Blessed Water

Description: Summons forth a potion able to purify 1 liter of water or other drinkable liquids from common poisons.

Effect/damage: Purify water

Mana: 5

Duration: Instant

Delivery: Self Cast

Apprentice Spells

Sew Flesh

Description: Painlessly sews the target's wounds back together

Effect/damage: 2 Arcane Healing/minute for 5 minutes. Stabilizes target to 1 Vitality if they were Critical.

Mana: 10

Duration: 5 minutes

Delivery: Packet/Touch Cost/Self Cast

Cure Poison

Description: Cures target of 1 Poison effect.

Effect/damage: Remove any Poison effect, unless that poison has a specific cure.

Mana: 10

Duration: Instant

Delivery: Packet/Touch cast/Self cast

Quick Heal

Description: Heals target's wounds a fair amount

Effect/damage: 6 Arcane Healing to one target

Mana: 10

Duration: Instant

Delivery: Packet/Touch cast/Self cast

Repel Lesser Blightling

Description: Repels a lesser Blightling, stopping it from coming within 2m (~6') of you. Also allows the caster to send forth one spell packet damaging the blighting for "5 Radiant"

Effect/damage: Repels target 2m (~6'), 5 Radiant.

Mana: 10

Duration: Instant

Delivery: Self Cast

Create Healing Wand

Description: Turns a common stick into a healing wand. The wand has 3 charges each doing 4 Arcane healing.

Effect/damage: 3 Ever charges of 4 Arcane Healing

Mana: 15

Duration: 24 hours

Delivery: Self cast

Adept Spells

Morph Flesh

Description: Slowly and painlessly sears the targets flesh back together

Effect/damage: 3 Arcane Healing/minute for 5 minutes. Stabilizes target to 1 Vitality if they were Critical.

Mana: 15

Duration: Instant

Delivery: Packet/Touch cast/Self cast.

Regenerate Limb

Description: Instantly and painlessly regrows target's limb.

Effect/damage: Restores one Limb

Mana: 20

Duration: Instant

Delivery: Packet/Touch cast/Self cast

Recall Spirit

Description: Recalls a spirit to its vessel after it leaves its body. Restores dying character to 1 Vitality after 1-minute Channeling. During this time the targets death count is paused.

Effect/damage: After 1 minute channel restores dying character to 1hp.

Mana: 20

Duration: 1 minute

Delivery: Channeled Touch cast

Destroy Lesser Blightling

Description: Destroys a Lesser Blightling, while wounding Greater Blightlings

Effect/damage: Kills a Lesser Blightling, or does "5 Radiant" damage to a Greater Blightling.

Mana: 15

Duration: Instant

Delivery: Packet/Touch Cast

Remove Blight

Description: Purges some of the Blight Points from the target

Effect/damage: Removes 2 Blight tokens

Mana: 15

Duration: Instant

Delivery: Packet/Touch cast/Self Cast

Expert Spells

Manipulate Flesh

Description: Heals the target's wounds quickly over time.

Effect/damage: 5 Arcane healing/minute for 5 minutes. Stabilizes and continues to Heal if target was Critical

Mana: 25

Duration: 5 minutes

Delivery: Packet/Touch cast/Self cast.

Full Restore

Description: Instantly restores target to life from death with full Vitality, restoring any lost limbs as well.

Effect/damage: Full Vitality Restored as well as limbs

Mana: 30

Duration: Instant

Delivery: Packet/Touch cast

Flash Healing

Description: With a flash, your wounds are healed.

Effect/damage: 15 Arcane Healing to one target.

Mana: 20

Duration: Instant

Delivery: Packet/Touch cast/Self cast.

Repel Greater Blightling

Description: Repels a Greater Blightling 3m (~10'), Also allows the caster to send forth one spell packet damaging the blighting for "10 Radiant"

Effect/damage: Repel 3m (~10'), 10 Radiant damage.

Mana: 20

Duration: Instant.

Delivery: Self Cast

Life Potion

Description: Creates a Elixir of Life that will last 2 days, a may be passed on to another.

Effect/damage: Recalls drinker to Life from their Death Count and Restores them to 1 Vitality.

Mana: 20

Duration: Instant

Delivery: Self cast.

Alteration:

The ability to change the emotional state of an individual, as well as change the fabric of the world around you. Most golems and undead are unaffected by charms.

Novice Spells

Blink

Classification: Alteration

Description: Allows the player to teleport up to 5m (~16') in any direction, by going out of game he may pass through movable objects like people and tables, however not through solid structures.

Effect/damage: Teleport 5m (~16')

Mana: 5

Duration: 5 seconds

Delivery: Self Cast

Charm Animal

Description: Charms one target animal making it view you as a lifelong friend rather than a threat unless you abuse it for a short time. The animal may still attack other creatures or players depending on its nature.

Effect/damage: Charm animal

Mana: 5

Duration: 10 minutes

Delivery: Packet/Touch cast.

Mage Light

Description: Allows the use of one LED glow stick to be used for the purposes of light

Effect/damage: Light source

Mana: 5

Duration: 8 Hours

Delivery: Touch cast/Self cast

Lift Spirits

Description: Grants 5 temporary Vitality to one target's current Vitality points. This spell is often used to assist golems and undead if wounded.

Effect/Damage: Add 5 Temporary Vitality

Mana: 5

Duration: 2 Days or until used

Delivery: Self Cast/Touch Cast

Trick

Description: Summons forth a small hallucination making the enemy think that you are fighting them, when you are really running away. This illusion lasts 5 seconds. The player may not attack the target of this spell unless he or she wants the illusion to end.

Effect/Damage: Enemy is trapped in an illusion specific to the description.

Mana: 10

Duration: 5 Seconds

Delivery: Touch Cast/Self Cast

Apprentice Spells

De-materialization

Description: Causes the target to vanish before your eyes. During this time the target may not move or make any actions, but cannot be targeted by spells or attacks unless discovered. They can still hear what is going on around them, but should they make any movement or noise from a sneeze to scratching their head the spell will end. This effect is signified by holding up one hand with index and middle finger crossed.

Effect/Damage: Target becomes invisible

Mana: 10

Duration: Indefinite.

Delivery: Self Cast

Anger

Description: Causes the target to become angered for a period of 10 minute. Attacking the first person he or she sees and only that person, even if under assault by others. Should the target drop into their bleed, or if the apprentice casting the spell dies the spell effect will end.

Effect/Damage: Player attacks first person in sight until spell dissipates

Mana: 10

Duration: 1 minute

Delivery: Packet

Lesser Charm

Description: This spell places images and memories in the target's head, making them think that you are new found friends. This spell may be used to get deals on items, change the mood of an individual, or make it so NPCs may go on a walk with you. This spell does not change the target's goals or motives and will not force them to do anything they would not normally do.

Effect/Damage: Lesser Charm. Described above.

Mana: 10

Duration: 1 hour

Delivery: Packet/Touch Cast

Hypnosis

Description: Causes the target to fall asleep. The player may still resist killing blows and should damage be taken to Vitality, the spell will end.

Effect/Damage: Causes target to fall asleep instantly

Mana: 15

Duration: 10 minutes

Delivery: Packet/Touch Cast

Lighten Spirits

Description: Causes the target's spirit to become valorous and full of energy. Grants 5 temporary Vitality and 1 Normal Safeguard (Bronzeguard1) to one target

Effect/Damage: Bronzeguard1, 5 temporary Vitality

Mana: 10

Duration: 10 Minutes

Delivery: Touch Cast/Self Cast

Adept Spells

Change Form

Description: Allows the caster to take on the look of a different Common race with none of its benefits. The Player MUST! bring the racial requirements appropriate for the race they wish to assume the form of, If they do not the spell will fizzle and the mana will be wasted.

Effect/Damage: Form Change (Race)

Mana: 15

Duration: 1 Hour

Delivery: Touch Cast/Self Cast

Dominate Animal

Description: Gives the user full control over a single target Animal, with 3 Command words: Ally, Attack, Defend. By pointing and calling these commands, the animal will react appropriately. May only be used on one animal at a time, otherwise the spell will end and the animal will turn on the caster.

Effect/Damage: Greater Charm, Specific to the stats of the NPC.

Mana: 20

Duration: 10 Minutes

Delivery: Packet/Touch Cast

Cringe

Description: Causes the target's mind to be overrun with vivid images of fear making them feel disheartened. This spell reduces any (Type)Guard on a target by 1 and lowers their damage by 1 to a minimum of 1.

Effect/Damage: Reduces Safeguard and Damage by 1 Down to a base of 1.

Mana: 15

Duration: 10 minutes.

Delivery: Packet/Touch Cast

Friend to Foe

Description: Throws the target mind into the realms of madness, turning friend to foe and foe to friend. During this spell, the target receives a +1 to damage and will attack all allies near to him/her until dropped.

Effect/Damage: +1 damage vs ally. Attack allies, defend enemies.

Mana: 20

Duration: 10 minutes or until Critical, or death of caster.

Delivery: Packet/Touch cast

Lift Group Spirits

Description: Adds a total of 5 temporary Vitality and may be applied to 3 characters' Vitality points. This spell may be Amplified to add an additional +5 vitality for all three targets. Temporary Vitality cannot be restored.

Effect/Damage: +5 temporary Vitality to 3 targets

Mana: 15 **Amplification:** 5, 10, 20, 40

Duration: 2 days or until used

Delivery: Packet

Expert Spells

Teleportation

Description: Teleports the target to a specific location, regardless of distance. This spell does not pass barriers or realms, and must be a place commonly visited by the caster.

Effect/Damage: Teleports player to desired location.

Mana: 20

Duration: Instant

Delivery: Self Cast

Charm

Description: Makes the target believe that you and him/her have been good trusted friends for years. While the target may help you raid a bandit camp or defend you in battle, he will not go against things he strongly believes in such as love, self-preservation or duty to his lord.

Effect/Damage: Charm.

Mana: 20

Duration: 10 minutes

Delivery: Packet/Touch Cast

Paralysis

Description: Floods the targets mind with their worst fears, freezing them in fear.

Effect/Damage: Full Paralysis

Mana: 25

Duration: 10 minutes

Delivery: Packet/Touch cast

Lighten Group Spirits

Description: Causes the targets spirits to become valorous and full of energy. Granting them 5 temporary body and a 2 Normal Safeguard (Steelguard1). May be Amplified to add additional +5 Temporary Vitality and +2 Normal Safeguard.

Effect/Damage: +5 Temporary Vitality, Steelguard1

Mana: 25 **Amplification:** 15, 30, 60

Duration: 10 minutes

Delivery: Packet

Summoning:

The ability to summon arms and armour to defend yourself or allies, and also summon elementals and golems.

Note: only 1 Summoning may be active at a time.

Novice Spells

Summon Clay Golem

Description: Reaching into the Mud your hands surge with Essence. As you pull upward a golem at your side.

Effect/Damage: Summons forth a golem of Mud, 20 Vitality and Swing for 2 Rust, or 1 normal.

Mana: 10

Duration: 10 minutes or until destroyed.

Delivery: Touch cast

Mage Cloth

Description: Summons forth a small layer of temporary armour to defend from attacks.

Effect/Damage: +5 Armour

Mana: 5

Duration: 2 days or until used.

Delivery: Packet/Touch cast/Self cast

Bronzeguard

Description: This spell summons forth a weak layer of magical protection, that can be Amplified for extra mana per layer of protection.

Effect/Damage: Attacks of 1 Normal or lower will not affect you for 10 minutes. This is known as Bronzeguard1. Each layer of protection increases the Bronzeguard's power by 1, such that attacks of 2 Normal or lower will not affect you for 10 minutes at Bronzeguard2, and so forth.

Mana: 5 **Amplification:** 5, 10, 20, 40

Duration: 10 minutes

Delivery: Touch-Cast, Self-Cast

Conjure Common weapon

Description: Summons forth a bronze common weapon, like a dagger, staff, club. Should you drop or be disarmed of the weapon it will vanish.

Effect/Damage: 1 Normal on strike

Mana: 5

Duration: 1 Hour

Delivery: Touch cast/Self cast

Bramble Wall

Description: Summons forth a small wall of brambles to bar a path for a short time. Must be represented by a rope or visible line on the ground. The wall must take 20 points of damage before it falls. Wall may be up to 2 m (~12') in length

Effect/Damage: Summon Physical Wall - Bramble

Mana: 10

Duration: Indefinite until destroyed

Delivery: Rope Cast

Apprentice Spells

Summon Elemental Wraith

Description: Sitting around the fire, in the swamp, or on high ground. You call to the elemental plain for assistance. Ripping an elemental Wraith into your world.

Effect/Damage: Summons forth an Elemental of Ice, Fire, Earth, or lightning. Each has 30 Vitality, can swing for 3 Arcane "Element type" and cast 2 level 1 destruction spells a summoning.

Mana: 20

Duration: 10 minutes or until destroyed.

Delivery: Packet/Touch cast

Mage Leathers

Description: Grants the target a flexible layer of magical armour

Effect/Damage: +15 temporary armour

Mana: 10

Duration: 2 days or until used

Delivery: Touch cast/Self cast

Create Buckler

Description: Creates, and gives temporary proficiency with, a Buckler without the 5 AP bonus.

Effect/Damage: Summons a lesser buckler

Mana: 10

Duration: 1 hour

Delivery: Self cast/Touch cast

Spell Circle

Description: Creates a small spell circle that grants a plus 5% bonus to enchanting. Must be reped in a rope circle.

Effect/Damage: Summons a circle that grants a +5% chance to succeed in an enchanting attempt.

Mana: 5

Duration: 1 hour

Delivery: rope cast (Circle) 5Ft

Shield Blow

Description: Summons forth a mystical barrier on the target capable of absorbing any physical blow no matter how strong.

Effect/Damage: Negates next Physical Attack

Mana: 10

Duration: 2 days or until used

Delivery: Touch cast/Self Cast

Adept Spells

Dispel Essence

Description: You cull the magical essence in the area, reducing it to nothing.

Effect/Damage: You nullify all spells and spell protections on a person or place, this spell can also sever the ties of a summoned from its summoning if cast on the summoning.

Mana: 15

Delivery: Touch/Packet

Duration: Instant

Create Sword

Description: Summons into reality a Military-grade bronze sword, and give the target proficiency with it.

Effect/Damage: 2 Normal on swing.

Mana: 15

Duration: 1 Hour

Delivery: Touch cast/Self Cast

Stone Wall

Description: Summons a thick stone barricade to bar a path. This wall has a 2 Normal Safeguard and takes 40 points of damage to destroy.

Effect/Damage: Summons Physical Wall - Stone

Mana: 15

Duration: Indefinite until destroyed

Delivery: Rope Cast

Shield Essence

Description: Summons forth a magical barrier on the target that will block any 1 incoming spell.

Effect/Damage: Resist 1 spell

Mana: 15

Duration: 2 days or until used.

Delivery: Touch cast/Self cast

Wall of Madness

Description: Summons forth a red glowing wall of pure anger. Any who walk through it will take the effect of an Anger, attacking all they meet.

Effect/Damage: Summons Magical Wall - Anger

Mana: 20

Duration: 2 days or until dispelled.

Delivery: Rope Cast

Expert Spells

Nexus of Essence

Description: Chanting words of power a magical circle grows around you.

Effect/Damage: Grants an extra 20% chance to successfully enchant an item. This Nexus will stay active for 1 Enchantment. **Amplify:** 10 to gain an additional Enchantment.

Mana: 25

Duration: 1 Enchantment

Delivery: Rope cast.

Mage Mail

Description: Grants the target magical plate granting 30 points of armour

Effect/Damage: +30 AP

Mana: 20

Duration: 2 days or until used

Delivery: Touch cast/Self cast

Steelguard

Description: Summons forth a layer of magical protection from granting a 2 Normal Safeguard for a short time. This spell may be Amplified for

+10 mana for additional +2 Normal Safeguard.

Effect/Damage: Steelguard

Mana: 20 **Amplification:** 10, 20, 40

Duration: 10 minutes

Delivery: Touch cast/Self cast

Summon Shield

Description: Summons forth a full sized shield and grants the use proficiency for a short time. This skill comes without an armour bonus.

Effect/Damage: Summon shield, and temporary shield proficiency

Mana: 20

Duration: 1 hour

Delivery: Touch cast/Self cast

Spell Barrier

Description: Summons forth a wall of dispelling energy, that stops spells from passing through it. May be up to 3m (~10') long

Effect/Damage: Spell Barrier

Mana: 30

Duration: Until caster goes Critical or wills the spell to end

Delivery: Rope Cast

Nature:

The ability to bend nature to your will, and gain the strengths of the animals and plants in it.

Novice Spells

Call Springon

Description: The druid calls in a moment of need, a springon comes to your aid, a baby Ent. It has little battle strategy and is easily lulled into flanking, usually used to complete mundane chores. The caster must provide the mask for the Npc/Pc.

Effect/Damage: Calls a springon from the woods for aid. 15 vitality, 0 armour, Damage: 1 normal, Immune to piercing. Commands: Defend, Gather

Mana: 10

Duration: Instant

Delivery: Packet/Touch cast

Leech Seed

Description: You throw a venous fly trap seed at an enemy, as it flies it smokes. Burrowing into the skin of your foe.

Effect/Damage: So long as you battle that foe, you Regenerate 1 Vitality/Minute

Mana: 5

Duration: Instant

Delivery: Packet cast /Touch cast

Tree Meld

Description: Whispering unskilled druidic incantations, you hide with in a tree.

Effect/Damage: Target may go out of game and hide, during this time they can hear all sounds around them but see nothing. they still sense as living, should the tree take 10 points or any amount of fire damage the tree will fall and the caster will be expelled.

Mana: 5

Duration: 10 minutes

Delivery: Touch cast

Hearth

Description: Surrounds a Cave in druidic energy, and will heal any animals within.

Effect/Damage: Heals animals 1 Vitality/Minute, and stops those who were not in the cast range when the spell was cast from healing. Should the caster be damaged to vitality while setting the rope the spell will fail. Furthermore, all animals in the cave at the time of casting are charmed by the druid.

Mana: 10

Duration: 1 hour

Delivery: Rope Cast

Wings

Description: Summons a mighty eagle to soar the sky's above. Revealing enemies.

Effect/Damage: Summons forth a mighty eagle to soar the sky's above, when he is done he will reveal surrounding enemy's and ally's. After the spell is cast you may, within 10 minutes call "Sense race" one time.

Mana: 5

Duration: 10 minutes (Special)

Delivery: Self-Cast

Apprentice Spells

Strength of the Minotaur

Description: Whispering druidic incantations, you muscle tense and grow. You become much stronger.

Effect/damage: You gain "Mighty" as your damage type, and taking mighty damage also no longer causes you to stumble.

Mana: 15

Duration: one battle

Delivery: Packet cast /Touch cast

Web

Description: You place sticky strands of web from one tree to another, any who pass will be caught.

Effect/Damage: You place a rope from one tree to another, any who cross the rope take the effects of a Cold foot spell.

Mana: 10

Duration: 1 hour.

Delivery: Packet cast

Animal speech

Description: Whispering Apprentice like incantations, your speech becomes animal sounds and noises.

Effect/Damage: You and 1 animal can converse for a period of 1 hour. Others cannot understand the language you speak to each other.

Mana: 10

Duration: 1 hour

Delivery: Touch cast

Spirit Bond

Description: You raise your hands to the air as green energy envelops them.

Effect/damage: +10 temporary vitality to target animal, this animal will die for the greater good of the forest.

Mana: 15

Duration: Special

Delivery: Self-cast

Stone skin

Description: Your skin becomes hard as stone.

Effect/damage: Immunity to Normal Damage, Double damage any other damage source.

Mana: 10

Duration: Instant

Delivery: Self Cast.

Adept Spells

Claws

Description: The hands of the druid shapeshift into sharp talons.

Effect/damage: Your hand to hand strikes gain piercing and bleed damage. Should a Hand to Hand attack be landed on the enemy they will take your base damage in piercing, and take 1 ongoing damage every minute until healed.

Mana: 15

Duration: Instant

Delivery: Self Cast.

Call lightning

Description: As your anger swells, so to do the storm clouds.

Effect/damage: 20 Arcane lightning.

Mana: 15

Duration: Instant

Delivery Packet cast /Touch cast

Sprites

Description: As you fall in battle the Fae come to your aid.

Effect/Damage: When you are 10 seconds from your death count, the sprites come to your aid. Healing you 2 vitality/Minute for 5 minutes. This spell must be cast before battle.

Mana: 25

Duration: 1 hour

Delivery: Self Cast/Touch Cast.

Frenzied Regeneration

Description: You call to the spirit of the forest to aid you or an ally, but aid does not come without cost.

Effect/Damage: Regenerate 2Vitality/Minute until fully healed, Player must role play extreme rage and attack people periodically.

Mana: 20

Duration: 1 hour

Delivery: Self Cast/Touch cast/Packet cast.

Mana sprite

Description: Summons forth a sprite made from pure mana, this summoning is invisible and provides you with 25 Temporary mana.

Effect/damage: 25 Temporary mana

Mana: 15

Duration: 10 minutes

Delivery: Self-Cast/ Touch cast.

Expert Spells

Root Lance

Description: Summons forth a powerful root from the ground to strike your foe, piercing the leg of your foe. Pinning him in place and causing bleed.

Effect/damage: 5 Arcane piercing, Cold foot, and bleed.

Mana: 20

Duration: Instant

Delivery: Packet cast /Touch cast

Moon Fire

Description: Using magic you burn a wound in the gut of your victim or heal you ally.

Effect/Damage: Enemy: 20 arcane, Ally: 10 Healing

Mana: 20

Duration: Instant

Delivery: Packet cast /Touch cast

Poison curse

Description: You cast a spell, and soon you opponent's veins are ripe with toxins.

Effect/damage: 2 Damage/hour until death. The caster can will the spell to end. There is no known cure for this spell, and you cannot heal lost vitality.

Mana: 20

Duration: Ongoing until revoked or dispelled.

Delivery: Packet cast /Touch cast

Barkskin

Description: Summons forth armour made of the bark of the fallen trees.

Effect/Damage: Summons 30 points of Magical armor that can stack, while active on a target the target will sense as a greater earth elemental. Fire does double damage.

Mana: 25

Duration: Instant

Delivery: Packet cast /Touch cast

Swarm

Description: Summons forth a murder of crows to pick at your eyes, skin, and tongue.

Effect/Damage: Blindness, Silence, and 2 piercing arcane/Minute damage until an ally shoos the crows away. This process takes 1 full minute of Rp.

Mana: 20

Duration: Instant

Delivery: Packet cast.

Necromancy:

The ability to manipulate the souls and bones of the dead, granting you fighters from beyond the grave and weapons of bone.

Novice Spells

Reanimate Skeleton

Description: Rips the bones from a target in their bleed count, putting their Skeleton to work for you. It has low battle strategy and is easily lulled into flanking. The caster must provide the mask for the Npc/Pc.

Effect/Damage: Animates a Skeleton from the bones of a fallen enemy. While active the targets death count is paused from when the spell was cast to when they fall. 25 vitality, 0 armour, Damage: 1 normal, Immune to piercing. Commands: Attack, Defend.

Mana: 10

Duration: Instant

Delivery: Packet cast/Touch cast

Scratch

Description: Manipulating the blood under the enemy's skin, you magically scratch open an opponent's flesh. Causing them a small amount of pain. Heals undead the amount of damage that would be done to the living.

Effect/Damage: 3 Piercing Arcane.

Mana: 5

Duration: Instant

Delivery: Packet cast/Touch cast

Weaken

Description: Whispering unskilled incantations, this spell weakens an enemy's defensive state.

Effect/Damage: Target takes 1 extra damage from physical attacks. Amplify*

Mana: 5

Duration: 10 minutes

Delivery: Touch cast/Packet cast.

Energy siphon

Description: Surrounds a graveyard in dark energy, and will heal any undead within.

Effect/Damage: Heals undead 1 Vitality/Minute, and stops those who were not in the cast range when the spell was cast from healing. Should the caster be damaged to vitality while setting the rope the spell will fail?

Mana: 10

Duration: 1 hour

Delivery: Rope Cast

Bone Club

Description: Summons a mighty club of bone.

Effect/Damage: Summons a club of bone, this club deals 1 normal and cannot be broken or dispelled. When the spell ends the bone is rendered to dust. Must be repped by a white boffer club.

Mana: 5

Duration: 1 hour

Delivery: Self Cast

Apprentice Spells

Reanimate Corpse

Description: Reanimates the corpse of a target in its bleed count, bending it to your will with two Command Words: Attack and Defend. This creature is slow but can defend well, and is otherwise mindless. The caster must provide the mask for the Npc/Pc.

Effect/damage: reanimates the corpse of a fallen enemy. While active the targets death count is paused from when the spell was cast to when they fall. 30 vitality, 0 armour, Damage: 2 normal, Immune to mind effects. Commands: Attack, Defend.

Mana: 10

Duration: Instant

Delivery: Packet cast/Touch cast

Tear

Description: Manipulating the blood in your opponent's skin, you magically tear a large wound in your opponent's flesh. Heals undead the amount of damage that would be done to the living.

Effect/Damage: 6 Piercing Arcane

Mana: 10

Duration: Instant

Delivery: Packet cast

Feeble

Description: Whispering Apprentice like incantations, you weaken a foe before you.

Effect/Damage: Target takes 1 extra damage from physical attacks, and does one less damage down to a minimum of 1. Amplify*

Mana: 10

Duration: Line of sight, dispel magic, or death of caster

Delivery: Packet or touch cast

Blood Spirit

Description: Summons forth an invisible blood spirit linked to the necromancer, bolstering his vitality.

Effect/damage: +10 temporary vitality. The spirit can be seen by Paramishta, and can be dispelled.

Mana: 15

Duration: Special

Delivery: Self cast

Repulse

Description: The caster releases a powerful pulse of necrotic energy, without the need to incant.

Effect/damage: All targets are forced 10 feet from the caster.

Mana: 10

Duration: Instant

Delivery: Power word

Adept Spells

Raise Ghoul

Description: Summons forth a powerful undead, with the ability to climb and hide in trees.

Effect/damage: Reanimates the corpse of a fallen enemy. While active the targets death count is paused from when the spell was cast to when they fall. 30 vitality, 0 armour, Damage: 3 poison, Immune to mind effects, and most thug skills.

Mana: 15

Duration: Instant

Delivery: Packet cast/ touch cast.

Rip

Description: Manipulating the blood in your enemy's veins, you cause a laceration with magic causing him serious harm. Heals undead the amount of damage that would be done to the living.

Effect/damage: 9 piercing arcane.

Mana: 15

Duration: Instant

Delivery: Packet cast/ Touch cast

Loose spirit

Description: Channeling energy for several seconds, the necromancer taps the life energies of its target. Causing him/her to age 1 year.

Effect/damage: Target loses 1 year of their life, and forgets 1 useable skill of their choice. This spell can only be cast once every hour and takes 3 seconds to channel.

Example (Sap, Evade, Roll) Not examples (Prof, Pain tolerance, Vigour)

Mana: 20

Duration: Permanent on age, 12 hours on skill.

Delivery: Touch Cast

Tomb

Description: Target tunnels deep into the protection of a grave residing in a Coffin, where he can remain for up to one hour. The target must emerge at the point tomb was cast. He may also cast reanimation spells from within.

Effect/damage: Target may go out of game for one hour, and reanimate undead while safe.

Mana: 20

Duration: 1 hour

Delivery: Self Cast

Bone Spear

Description: Target creates a mighty spear of bone.

Effect/damage: Summons forth a spear of bone and gives the one who cast it proficiency.

Mana: 15

Duration: 10 minutes

Delivery: Self-Cast

Expert Spells

Animate Fleshwalker

Description: Reanimates the muscle and bone of an enemy who is bleeding out, to create a creature of horror. This creature hides inside the body of another until its opponent is weak. It emerges and devours both bodies if possible.

Effect/damage: reanimates the muscle and bone of a fallen enemy. While active the targets death count is paused from when the spell was cast to when they fall. 15 vitality, 30 armour, Damage: 1 piercing, Immune to mind effects. The Caster must provide the target with a mask and hand to hand reps. The hide command will make the Flesh walked hide in the body of a living target, and gain control of its leg movement, and

leg movement only. Commands: Hide, Attack, Defend.

Mana: 20

Duration: Instant

Delivery: Packet cast/ touch cast.

Gouge

Description: Using magic you cause a large wound to appear in the gut of your victim, usually causing organs to become displaced. Heals undead the amount of damage that would be done to the living.

Effect/Damage: 12 piercing arcane

Mana: 20

Duration: Instant

Delivery: Packet cast/ touch cast.

Rot

Description: Target loses his favoured arm.

Effect/damage: 5 arcane, and loss of favoured arm.

Mana: 20

Duration: Ongoing until restored.

Delivery: Touch cast/Packet cast

Bone armor

Description: Summons forth armour made of the bones of the fallen dead.

Effect/Damage: Summons 20 points of Magical armor that can stack, while active on a target the target will sense as both undead and living.

Mana: 25

Duration: Instant

Delivery: Packet cast/ touch cast.

Darkness

Description: Summons forth a cloud of impervious darkness, that no light can shine through. This will protect undead from the sun.

Mana: 20

Duration: Instant

Delivery: Touch cast.

Aquatic:

Grants you the ability to manipulate water in almost all forms, Spells to protect you from fire, and drown your enemies.

Novice Spells

Bubble

Description: Summon forth a bubble of fresh air around you head to save your breath.

Effect/Damage: Water breathing, and protection from gas or spores.

Mana: 5

Duration: 1 hour

Delivery: Self cast/touch cast.

Wet

Description: Wets an ally's clothing in mystical water's. Causing them to resist the next fire based attack.

Effect/Damage: Resist 1 fire based spell.

Mana: 5

Duration: 3 days

Delivery: Packet cast/ Touch cast

Fog

Description: Summons forth a fog that heals all who enter it.

Effect/Damage: 2 healing to all who hear the spell cast. Any who hear you declare "2 arcane healing" will receive it.

Mana: 5

Duration: Instant

Delivery: Self cast.

Geyser

Description: Causes a blast of water to erupt under the targets foot, causing them to be thrown from their feet.

Effect/Damage: 5 arcane, and fall.

Mana: 10

Duration: Instant

Delivery: Touch cast / Packet cast

Purify

Description: Manipulating the water in your skin, the caster forcefully removes any impurities.

Effect/Damage: Removes 1 status ailment from target.

Duration: Instant.

Delivery: Touch cast

Apprentice Spells

Mist form

Description: Turns the target into mist.

Effect/Damage: Target cannot take Physical damage. Target can call Phase to any physical attack delivered to them. Magic still effects as normal.

Mana: 10

Duration: 10 seconds

Delivery: Self cast

Splash

Description: splashes a target with water, banishing fire and resisting it.

Effect/Damage: Cast upon an ally will make them resist the next fire based spell, cast on a lesser fire wraith will banish it.

Mana: 10

Duration: Instant (Banishment) 3 days (resist)

Delivery: Packet cast/ Touch cast

Mist

Description: Summons forth a misty cloud that heals all who enter it.

Effect/Damage: 5 healing to all who hear the spell cast. Any who hear you declare "5 Arcane healing"

Mana: 10

Duration: Instant

Water Walk

Description: Allows the player to travel from one water source to another undetected.

Effect/Damage: Player can go out of game and travel safely to another water source.

Mana: 10

Duration: Instant

Delivery: Self cast

Aqua Sphere

Description: Summons forth a sphere, wrapping allies within and healing them.

Effect/Damage: For as long as a target can hold their breath they will receive 1 healing a second, should you be standing near a water source when the spell is cast it will effect up to 3 targets.

Mana: 15
Duration: 1 hour
Delivery: Self cast

Adept Spells

Star Fish

Description: Summon forth a sharp star fish, this fish can be used as a throwing star or throwing knife.

Effect/Damage: Summons a throwing star, that when thrown deals 1 arcane ice.

Mana: 25
Duration: 3 days
Delivery: Self cast

Spring

Description: The caster summons forth a floating spring, this spring follows the caster keeping them constantly wet and cool.

Effect/Damage: Immunity to fire.

Mana: 15
Duration: 1 Hour
Delivery: Self cast/Touch cast.

Vapor blade

Description: Summons forth a blade pure blue water to battle your foe.

Effect/Damage: Summons forth a blade of water that deals 2 arcane frost, and double damage vs Fire based creatures.

Mana: 20
Duration: 1 hour
Delivery: Self cast

Rain Dance

Description: Those who dance in the rain, shall feel no pain.

Effect/Damage: After the spell is cast all players who wish to receive benefit must do a 1 minute rain dance. Those who do will begin to regenerate at 2/HP minute.

Mana: 25
Duration: Special (Until rain stops)
Delivery: Self cast.

Cold Snap

Description: A snap of the fingers, and those who harm you freeze.

Effect/Damage: The next opponent who strikes you, will freeze solid from head to toe. When the opponent strikes you, you call. "Arcane Cold Snap."

Mana: 15
Duration: 3 days (Buff) 10 minutes (Freeze)
Delivery: Self cast.

Expert Spells

Liquefy

Description: Turns the targets weapon into liquid, rendering it useless for a short time before becoming whole again.

Effect: Makes a weapon unusable for 10-Min.

Mana: 20
Duration: 10 minutes
Delivery: Packet cast /Touch cast

Frost Cloak

Description: Surrounds the caster in floating frost, any who attack them will suffer.

Effect/Damage: Caster may call, Splash back 5 Arcane frost every time they are struck.

Mana: 20
Duration: 10 Minutes
Delivery: Self cast

Asphyxiate

Description: The caster makes eye contact with a target, and suddenly they are coughing up water. (This spell requires no cant.)

Effect/Damage: As long as the caster and the targets eyes remain locked, the target must hold his breath. While holding his breath he is stunned. Should he have to take a breath he will drop into his bleed count. The caster must say "Gaze Asphyxiate" when their eyes originally lock.

Mana: 15
Duration: Special
Delivery: Gaze.

Water Titan

Description: Summons's forth a Small water titan to aid you.

Effect/Damage: Summons forth a water titan to fight alongside you, this titan is immune to fire, can at will cast Geyser. The titan has 20 Vitality and deals 3

arcane frost and takes half damage from all physical damage sources. Player must be near an open large source of water or in a rain storm.

Mana: 20

Duration: 10 minutes or until slain.

Delivery: Touch cast.

Rapids

Olympian:

This Magic type is granted only to Clerics and paladins. These powers are specific to the gods you serve

Cleric – Mercy

Novice Spells

Lesser Boon

Description: You bless your following so that your god will watch over them.

Effect/Damage: Listed below.

Perk:

- Zeus- Resist 5 arcane lightning.
- Poseidon- Water breathing or tremorsense
- Hades- +1 Silver per day
- Hera- + 5 Temp vitality
- Hermes- 5 pts Dex armor
- Athena- Steelguard
- Ares- +1 Melee damage
- Hephaestus- Resist shatter on shield
- Daedra- +5 mana
- Artemis- +1 Bow/Crossbow damage
- Persophenie- Resist lesser Charm
- Detemer- Resist Muck
- Dionysus- Lesser Charm
- Para Ancestors- Talk with spirits

Mana: 10

Duration: 3 days or until used, cannot stack with other boons. Can be dispelled

Delivery: Blessing, must be accepted by player.

Lesser Miracle

Description: Calling out to your god, you request aid to assist the injured.

Effect/Damage: Heals the target for 1/4 of their total vitality in radiant healing, this spell can only be cast on living targets.

Mana: 5

Duration: ---

Description: The caster calls upon the strength of the current, and heals all who hear her words. Any who hear you declare "10 arcane healing" will receive it.
Effect/Damage: 10 healing, and removes 1 status ailment.

Mana: 25

Duration: Instant

Delivery: Self cast

Delivery: Touch cast

Banish Lesser Demon

Description: Pathetic Demons stand no chance in the presence of your god, after a few holy words the demon is banished to the realm he came from.

Effect/damage: Banishes a lesser demon for 1 hour.

Mana: 5

Duration: 1 hour

Delivery: Touch cast/Packet

Turn Lesser Undead

Description: With a blast of holy light, lesser undead creatures lose their strength.

Effect/Damage: Nullify Safeguards on lesser undead.

Mana: 5

Duration: 1 hour or line of sight

Delivery: Touch cast/Packet

Lesser healing wave

Description: Channeling your god, you unleash waves of holy light to heal all those around you.

Effect/Damage: 6 deliveries of 5 Radiant healing.

Mana: 5

Apprentice Spells

Boon

Description: Gives a LESSER boon based on the god wielding the blessing, Perk chart below. The standard lvl 1 Class ability for Clerics can be given freely though it offers no boon.

Perk:

- Zeus- resist 10 arcane lightning
- Poseidon- Resist trip
- Hades- +2 silver
- Hera- + 10 total vitality
- Hermes- 10 pts Dex armor
- Athena- Steelguard2 on women
- Ares- +2 melee damage
- Hephaestus- 2X Resist shatter shield
- Daedra- +10 mana
- Artemis- +2 range damage
- Persophenie- resist charm or lesser charm
- Detemer- Resist Shockwave or muck
- Dionysus- Charm
- Para Ancestors- Can take in and hold a

spirit in their body.

Mana: 15

Duration: 3 days or until used, cannot stack with other boons. Can be dispelled

Delivery: Blessing, must be accepted by player.

Miracle

Description: Calling out to your god, you request aid to assist the injured.

Effect/Damage: Heals the target for 1/2 of their total vitality in radiant healing, this spell can only be cast on the living.

Mana: 10

Duration: ---

Delivery: Touch cast

Banish Demon

Description: Demons stand no chance in the presence of your god, after a few holy words the demon is banished to the realm he came from.

Effect/damage: Banishes a demon 1 hour.

Mana: 10

Duration: 1 hour

Delivery: Touch cast/Packet

Turn Undead

Description: With a blast of holy light, lesser undead creatures lose their strength.

Effect/Damage: Nullify Safeguards on undead.

Mana: 10

Duration: 1 hour or line of sight

Delivery: Touch cast/Packet

Healing wave

Description: Channeling your god, you unleash waves of holy light to heal all those around you.

Effect/Damage: 6 deliveries of 8 Radiant.

Duration: instant

Delivery: Touch or packet

Adept Spells

Greater boon

Description: Gives a LESSER boon based on the god wielding the blessing, Perk chart below. The standard lvl 1 Class ability for Clerics can be given freely though it offers no boon.

Perk:

- Zeus- resist up 2 lightning spells
- Poseidon- Resist any 2 earth based destruction spells
- Hades- double Death count
- Hera- + Character awakens from critical counts at 59s with 3 hp
- Hermes- 1 evade
- Athena- Silverguard on women
- Ares- Military Proficiency (If military prof is already active +3 damage)
- Hephaestus- 1 Resist shatter on any gear
- Daedra- +15 mana.
- Artemis- Bow Prof (If bow Prof is already active +3 to ranged damage)
- Persephone- Resist Dominate
- Demeter- Immunity to Shockwave or muck
- Dionysus- Dominate
- Para Ancestors- Banish Spirit.

Mana: 20

Duration: 3 days or until used, cannot stack with other boons. Can be dispelled

Delivery: Blessing, must be accepted by player.

Great Miracle

Description: Calling out to your god, you request aid to assist the injured.

Effect/Damage: Heals the target for 3/4 of their total vitality in radiant healing, this spell can only be cast on the living.

Mana: 15

Duration: ---

Delivery: Touch cast

Banish greater Demon

Description: greater Demons stand no chance in the presence of your god, after a few holy words the demon is banished to the realm he came from.

Effect/damage: Banishes a demon or lesser demon for 1 hour.

Mana: 15

Duration: 1 hour

Delivery: Touch cast/Packet

Turn greater Undead

Description: With a blast of holy light, greater undead creatures lose their strength.

Effect/Damage: Nullify Safeguards on undead or lesser undead.

Mana: 15

Duration: 1 hour or line of sight

Delivery: Touch cast/Packet

Great healing wave

Description: Channeling your god, you unleash waves of holy light to heal all those around you.

Effect/Damage: 6 deliveries of 10 arcane healing.

Duration: instant

Delivery: Touch or packet

Mana: 15

Expert Spells

Full boon

Description: Gives a full boon based on the god wielding the blessing, Perk chart below. The standard lvl 1 Class ability for Clerics can be given freely though it offers no boon.

Perk:

- Zeus- Immunity to lightning

Poseidon- Immunity to earth based destruction spells

Hades- Fein death, Player may go into a fake death count. When he resurrects he will do so in full gear and without a death.

Hera- Character is fully restored at the end of their death count

Hermes- Force lock – May open any natural lock

Athena- Silverguard2 on women

Ares- Military Proficiency (If military prof is already active +4 damage)

Hephaestus- Equipped gear is unbreakable

Daedra- +20 mana.

Artemis- Bow Prof, if bow Prof is already active +4 to ranged damage

Persephone- Immune to mind effects

Demeter- +5 Bp for Herbalisim

Dionysus- Enslave

Para Ancestors- Become spirit.

Mana :35

Duration: 3 days or until used, cannot stack with other boons. Can be dispelled

Delivery: Blessing, must be accepted by player.

Full Miracle

Description: Calling out to your god, you request aid to assist the injured.

Effect/Damage: Heals the target to full vitality in Radiant healing, this spell can only be cast on the living.

Priest – Blight

Novice Spells

Lesser Boon

Description: You bless your following so that your god will watch over them.

Effect/Damage: Listed below.

Perk:

Zeus- Resist 5 arcane lightning.

Poseidon- Water breathing or tremorsense

Hades- +1 Silver per day

Hera- + 5 Temp vitality

Hermes- 5 pts Dex armor

Mana: 25

Duration: ---

Delivery: Touch cast

Vanquish Evil

Description: Demons of any kind stand no chance in the presence of your god, after a few holy words many demons will banished to the realm they came from.

Effect/damage: Banishes 3 demons of any kind.

Mana: 30

Duration: 1 hour

Delivery: Touch cast/Packet

Sever Undead

Description: With a blast of holy light, many undead lose their connection to their masters.

Effect/Damage: Nullify Safeguards and sever connection on up to 3 undead of any kind.

Mana: 30

Duration: 1 hour or line of sight

delivery: Touch cast/Packet

Full healing wave

Description: Channeling your god, you unleash waves of holy light to heal all those around you and even return other to life from the grips of death.

Effect/Damage: 3 deliveries of full restore

Duration: instant

Delivery: Touch or packet

Athena- Steelguard

Ares- +1 Melee damage

Hephaestus- Resist shatter on shield

Daedra- +5 mana

Artemis- +1 Bow/Crossbow damage

Persephone- Resist Lesser Charm

Demeter- Resist Muck

Dionysus- Lesser Charm

Para Ancestors- Talk with spirits

Mana: 10

Duration: 3 days or until used, cannot stack with other boons. Can be dispelled

Delivery: Blessing, must be accepted by player.

Lesser Wrath

Description: Calling out to your god, you request punishment to the living.

Effect/Damage: saps the target for 1/4 of their total vitality. This spell can only be cast on the living

Mana: 5

Duration: instant.

Delivery: Touch cast

Control Lesser Demon

Description: Pathetic Demons stand no chance in the presence of your god, after a few dark words your will becomes theirs.

Effect/damage: takes control of lesser demon for 1 hour.

Mana: 5

Duration: 1 hour

Delivery: Touch cast/Packet

Lesser Blight bolt

Description: With a blast of un-holy energy, you blight the living.

Effect/Damage: 5 Blight

Mana: 5

Duration: instant

Delivery: Touch cast/Packet

Lesser Curse

Description: Channeling your god, you unleash waves of darkness to sap the life of those around you.

Effect/Damage: Target can heal all but 2 of his total vitality. If this lasts longer than an hour the target loses an additional 2 vitality and hour until their vitality can maintain a max of 3. This can be countered with a Dispel Essence, Full restore or Lesser Miracle.

Mana: 5

Apprentice Spells

Boon

Description: Gives a LESSER boon based on the god wielding the blessing, Perk chart below. The standard lvl 1 Class ability for Clerics can be given freely though it offers no boon.

Perk:

Zeus- resist 10 arcane lightning

Poseidon- Resist trip

Hades- +2 silver

Hera- + 10 total vitality

Hermes- 10 pts Dex armor

Athena- Steelguard2 on women

Ares- +2 melee damage

Hephaestus- 2X Resist shatter shield

Daedra- +10 mana

Artemis- +2 range damage

Persephone- Resist charm or lesser charm

Demeter- Resist Shockwave or muck

Dionysus- Charm

Para Ancestors- Can take in and hold a spirit in their body.

Mana: 15

Duration: 3 days or until used, cannot stack with other boons. Can be dispelled

Delivery: Blessing, must be accepted by player.

Wrath

Description: Calling out to your god, you request wrath unto the living.

Effect/Damage: Damages the target for 1/2 of their total vitality in Blight damage, this spell can only effect the living.

Mana: 10

Duration: Instant

Delivery: Touch cast

Control Demon

Description: Demons stand no chance in the presence of your god, after a few dark words you become their new master.

Effect/damage: Banishes a demon 1 hour.

Mana: 10

Duration: 1 hour

Delivery: Touch cast/Packet

Blight Bolt

Description: you cast upon your foe with a blast of blighted magic.

Effect/Damage: 10 Blight

Mana: 10

Duration: 1 hour or line of sight

Delivery: Touch cast/Packet

Curse

Description: Channeling your god, you unleash waves cursed blight into those near you.

Effect/Damage: Powerword: 2 blight

Mana: 15

Duration: instant

Delivery: Touch or packet

Adept Spells

Greater boon

Description: Gives a LESSER boon based on the god wielding the blessing, Perk chart below. The standard lvl 1 Class ability for Clerics can be given freely though it offers no boon.

Perk:

- Zeus- resist up 2 lightning spells
- Poseidon- Resist any 2 earth based destruction spells
- Hades- Double Death count
- Hera- + Character awakens from critical counts at 59s with 3 hp
- Hermes- 1 evade
- Athena- Silverguard on women
- Ares- Military Proficiency (If military prof is already active +3 damage)
- Hephaestus- 1 Resist shatter on any gear
- Daedra- +15 mana.
- Artemis- Bow Prof (If bow Prof is already active +3 to ranged damage)
- Persephone- Resist Dominate
- Demeter- Immunity to Shockwave or muck
- Dionysus- Dominate
- Para Ancestors- Banish Spirit.

Mana: 20

Duration: 3 days or until used, cannot stack with other boons. Can be dispelled

Delivery: Blessing, must be accepted by player.

Great wrath

Description: Calling out to your god, pestilence and plague harm your enemy.

Effect/Damage: damages the target for 3/4 of their total vitality in blight.

Mana: 15

Duration: instant

Delivery: Touch cast

Control greater Demon

Description: greater Demons stand no chance in the presence of your god, after a few holy words the demon of great power is compelled to do you bidding.

Effect/damage: Controls a greater demon.

Mana: 15

Duration: 1 hour

Delivery: Touch cast/Packet

Greater Blight bolt

Description: With a blast of blighted energy, the living cringe at the sight of this spell.

Effect/Damage: 15 Blight

Mana: 15

Duration: instant

Delivery: Touch cast/Packet

Great curse

Description: Channeling your god, you unleash waves of energy slaying those around you.

Effect/Damage: Power word: 5 Blight

Mana: 25

Duration: instant

Delivery: Touch or packet

Expert Spells

Full boon

Description: Gives a full boon based on the god wielding the blessing, Perk chart below. The standard lvl 1 Class ability for Clerics can be given freely though it offers no boon.

Perk:

Zeus- immunity to lightening

Poseidon- Immunity to earth based

destruction spells

Hades- Fein death, Player may go into a fake death count. When he resurrects he will do so in full gear and without a death.

Hera- + Character is full restored at the end of their death count

Hermes- Force lock – May open any natural lock

Athena- Silverguard2 on women

Ares- Military Proficiency (If military prof is already active +4 damage)

Hephaestus- Equipped gear is unbreakable

Daedra- +20 mana.

Artemis- Bow Prof, if bow Prof is already active +4 to ranged damage

Persephone- Immune to mind effects

Demeter- +5 Bp for herbalism

Dionysus- Enslave

Para Ancestors- become spirit.

Mana: 35

Duration: 3 days or until used, cannot stack with other boons. Can be dispelled

Delivery: Blessing, must be accepted by player.

Full Wrath

Description: Calling out to your god, you decimate the one who belittles your god.

Effect/damage: drop the target to 0 health

Mana: 25

Duration: ---

Delivery: Touch cast

Army of Darkness.

Description: Creatures of darkness bend to your whim, no matter their calling.

Effect/damage: Control any 3, Demons, undead or blightlings.

Mana: 30

Duration: 1 hour

Delivery: Touch cast/Packet

Restore unlife

Description: With a blast of wrath, the undead who serve you are fully restored

Effect/Damage: fully restores undead.

Mana: 30

Duration: 1 hour or line of sight

Delivery: Touch cast/Packet

Wave of doom

Description: Channeling your god, you unleash waves of wrath to harm those around you. This spell causes Doom to those around you.

Effect/Damage: Drops 3 targets to 0 vitality.

Duration: instant

Delivery: Touch or packet

Draconic

This type of magic is granted only to Wyrms priest and Dragons. These powers are specific to the dragon you serve

Draconic – Elemental

Each dragon holds sway over all a different element. Some dragons have created their own powers and some are even considered to be on higher planes. When a Dragon grants his power to his dragoon or Wyrms he may only gift them the element they hold sway over. High dragons such as Vox and Erona grant the power of dragons in its raw form. It is said that draconic magic destroys body and soul.

Vox-Vako – Draconic

Erona'Hara – Draconic

Vor'Liea – Draconic Lightning

Ra'ziel – draconic Earth

Roe'Salth – Draconic Fire
Tun'Draah - Draconic Ice

Novice Spells

Call lesser draconic energy

Description: This spell summons forth lesser draconic energy from one of the four elements to harm the target.

Effect/Damage: 10 Draconic or Draconic “element”

Mana: 5

Duration: Instant

Delivery: Packet or touch.

Call Kobold*

Description: With a few loud words of the draconic tongue you summon a servant to do your petty bidding, or to act as a meat shield.

Effect/Damage: Summons a kobold of your dragons color, equip with 1 waylay and resistance 5 to the dragons element and 10 vitality.

Mana: 5

Duration: 10 minutes

Delivery: Self cast

Lesser Draconic resistance

Description: Bolstering what little draconic energy you have you become resistant to the element bound to your dragon.

Effect/Damage: Active resist 5 “Element” or “5 draconic Element”

Mana: 5

Duration: 3 days

Delivery: Self cast, Touch cast

Lesser Draconic Anatomy

Description: You call to your dragon in their tongue and suddenly you skin is hard and you feel stronger.

Effect/Damage: bronzeguard2 and 10 temporary vitality.

Mana: 5

Duration: Instant

Delivery: Self cast, touch cast

Draconic Affinity

Description: You become one with your kins energy, Titans and wraiths of your dragon’s elemental type will no longer do harm to you.

Effect/Damage: 5 Arcane Flame

Mana: 10

Duration: Instant

Delivery: Packet or touch.

Apprentice Spells

Call Draconic energy

Description: This spell summons forth draconic energy from one of the four elements to harm the target.

Effect/Damage: 20 Draconic or 20 Draconic “element”

Mana: 10

Duration: Instant

Delivery: Packet or touch.

Call Kobold sapper*

Description: With a few loud words of the draconic tongue you summon a servant to do your petty bidding, or to act as a meat shield.

Effect/Damage: Summons a kobold of your dragons color, equip with 2 waylays and resistance 5 to the dragons element and 15 vitality. A club that swing for “1 draconic” or “1 draconic element” and a buckler.

Mana: 15

Duration: 10 minutes

Delivery: Self cast

Draconic resistance

Description: Bolstering you inner draconic energy you are resistant to the element bound to your dragon.

Effect/Damage: Active resist 10 “Element” or “10 draconic Element”

Mana: 10

Duration: 3 days

Delivery: Self cast, Touch cast

Draconic Anatomy

Description: You call to your dragon in their tongue and suddenly you skin is hard and you feel stronger.

Effect: Steelguard2 and 15 temporary vitality.

Mana: 10

Duration: Instant

Delivery: Self cast, touch cast

Draconic Command

Description: You become one with your kin’s energy, Kobolds will now take solid commands from you. For in your presence they know their true calling.

Mana: 10

Duration: Instant

Delivery: Packet or touch.

Adept Spells

Call Greater Draconic energy

Description: This spell summons forth pure draconic energy from one of the four elements to harm the target.

Effect/Damage: 40 Draconic or 40 Draconic “element”

Mana: 15

Duration: Instant

Delivery: Packet or touch.

Call Dragon-kin*

Description: With a few loud words of the draconic tongue you summon a dragon kin, Dragon-kin only live to serve the true purpose of their draconic masters and will only come if the circumstance is dire enough.

Effect/Damage: Summons a dragon-kin with immunity to the dragons elemental affinity, has 30 armor, 30 vitality, 1X call draconic energy, 2x call lesser draconic energy.

Mana: 15

Duration: 10 minutes

Delivery: Self cast

Greater Draconic resistance

Description: Bolstering you massive draconic energy you are resistant to the element bound to your dragon.

Effect/Damage: Active resist 20 “Element” or “20 draconic Element”

Mana: 15

Duration: 3 days

Delivery: Self cast, Touch cast

Greater Draconic Anatomy

Description: You call to your dragon in their tongue and suddenly you skin is hard and you feel stronger.

Effect/Damage: silverguard2 and 20 temporary vitality.

Mana: 15

Duration: Instant

Delivery: Self cast, touch cast

Draconic subjugation

Description: as the voice of your dragon, it is your calling to recruit, using you draconic aura you change the scale colours of another kobold or Dragon-kin. Forcing them under your dragon’s command.

Mana: 20

Duration: Instant

Delivery: Packet or touch.

Expert Spells

Draconic Annihilation

Description: This spell summons forth raw draconic energy from one of the four elements to cause death to a target.

Effect/Damage: Draconic Annihilation

Mana: 35

Duration: Instant

Delivery: Packet or touch.

Call dragon*

Description: With a few loud words of the draconic tongue you summon a dragon. Dragons

see mortals as play toys, if you are calling one it had best be to stop an apocalypse.

Effect/Damage: Summons a dragon with unknown stats to aid the caster, however if the call was for lesser means the dragon will likely devour you for the waste of its time.

Mana: 35

Duration: 10 minutes

Delivery: Self cast

Draconic immunity

Description: Bolstering you massive draconic energy you are resistant to the element bound to your dragon.

Effect/Damage: Active immunity to the dragon's element or energy.

Mana: 20

Duration: 3 days

Delivery: Self cast, Touch cast

Draconic blood

Description: when you cast this spell, you become part dragon, and even magic in its base form can't harm you.

Effect/Damage: Arcanaguard and 25 temporary vitality.

Mana: 20

Duration: Instant

Delivery: Self cast, touch cast

Draconic Maw

Description: Devours the target whole, be it for protection of digestion the target will remain in a pocket realm similar of that to a stomach. There they will receive either a stabilize, or take 1 Draconic damage every 10 seconds until they die. During this time the caster cannot run and must give a physical description of Unnaturally bloated.

Mana: 25

Duration: Instant

Delivery: Packet or touch.

Scrolls and Spells

Rather than being beholden to specific incantations, Essence responds to the caster will in the form of Keywords, which is the spell's classification and name as listed on the scroll. The inclusion of 'the', 'a/an' and other linking words may be used with the keywords for grammatical sense in the declaration. The following are examples of spells found in game. As we like to keep an air of mystery to the game, only one Novice-ranked example per common classification will be shown, however there are at least two spells per Rank for each classification.

An apprentice's spell book is attached to his soul, regardless of where the spell book is, so long as the scroll in question is in it. The apprentice can cast spells. All unless you are a city elf, then you must keep your spell book and scrolls on you at all times.

If you flub or miss a Keyword in your declaration, the spell will fizzle, but the mana will still be expended by your failed effort.

Amplify

Some spells can be boosted in power at the cost of extra mana. The most common type of amplification being Safeguards. If a spell can be boosted in power and you wish to make it so, you must simply say Amplify before declaring the spell. Each time it is said the Mana of the amplify cost is doubled for each time the skill is boosted after its first boost. In the example of Bronzeguard, Bronzeguard1 expends 5 mana, Bronzeguard2 expends 10, and Bronzeguard3 expends 20 mana.

Mana

Mana refers to quantifiable amounts of Essence an Apprentice can wield. An Apprentice's **Mana Pool** is how much Mana they can draw from before he or she can cast no more. When your mana pool runs out, you can no longer cast. Mana regenerates completely each day, to do so a mage must go take a 10 minute – 1 hour rest

between the hours of 6:00pm and 11:00pm on the Saturday of event. If the event is only one day long then the mage will have access to only 1 days' worth of mana.

Spell Delivery

In Alura, Spells have four main ways of delivery: Touch Cast, Self Cast, Rope Cast and Packet. While most spells have touch casting and packet casting available, some spells are stronger than others and thus have been given specific casting types to make up for that fact.

Touch Cast: This spell must be cast by laying your hand on the target.

Self Cast: This spell can only be cast on the Essence-wielder themselves.

Rope Cast: Used to symbolize things we cannot generate, like walls, barricades or portals, Rope Casts are cast by laying down a maximum of 3 m (~10') of easily visible rope with the spell's name and effect written on it unless length is otherwise specified in the spell. Logs or large branches may be used in a pinch.

Packet: This spell must be thrown via spell packet.

Chapter 9: Primary Gods of Alura

Throughout the history of Alura, many gods have been worshiped. It has been 500 years since any god has last contacted man. Most of humanity has either given up hope or forgotten about the gods. Shrines to these forgotten gods have only been found in remote places where very few dare to tread. What little knowledge is left of these once highly respected and worshiped individuals is below.

Zeus

Zeus is the father of gods and men, and rules the Olympians of Mount Olympus. The god of the sky and thunder, Zeus is the eldest child of Cronus and Rhea, the Titans, and brother to Hades, Hera, and Poseidon. He has many children, some of the most well-known being Athena, Hercules and Aphrodite.

Symbols: Thunderbolt, Eagle, Bull, and Oak.

Poseidon

Poseidon is the god of the sea and earthquakes. Residing in mount Olympus although spends most of his time at sea where he feels most at home. Son of Cronus and Rhea the Titans. The younger brother to Hades and Zeus. Father of many children, but the most well-known being Theseus, the first King of Alura.

Symbols: Trident, Fish, Dolphin.

Hades

Hades, former God of Olympus now ruler of the lands of the dead. Banished to the lands of the dead by his brothers, Zeus and Poseidon, for an extreme act of betrayal and dooming mankind. Son of Cronus and Rhea. Known to have the great guardian Cerberus as an ally, and has but a 3 children the most feared being Melinoe.

Symbols: Cerberus, Scepter, and a key.

Hera

Hera, the queen of the gods. She holds sway over women, marriage, and birth. Sister and wife of Zeus and daughter of Cronus and Rhea, she is very majestic and solemn. Hera possesses a great hatred for Zeus's many lovers and their children, and is ignorant of mortals. She is however mother to half a dozen children, the most well-known being Ares and Hephaestus.

Symbols: Lion, Lily, Cow, and Feather.

Hermes

Hermes, the messenger god. He is quick and cunning and can move freely between the realm of mortals and those of Olympus with ease. He also guides souls to the land of the dead. He is revered by thieves, travelers and herdsman. Father of about half a dozen children the most well known being Pan. In Olympus, Hermes is considered a trickster often out-witting other gods for amusement's sake or to help humanity.

Symbols: Caduceus, and the lyre.

Athena

Athena, the goddess of wisdom and war strategy. Said to be a just god who is slowly brought to anger. Although she holds sway over acts of war, she is not easily angered and is often slow to act on matter that don't really concern her. Often Harsh toward men due to her mistrust in them. She is related to almost everyone on Olympus.

Symbols: Olive Tree, Spear, Snakes

Ares

Ares, the god of war and violence. Said to hold sway over the warriors and fighters in any large scale conflict. He has the power to invoke rage in his targets and is often seen as one of the most radical hot headed gods on Olympus. He has many siblings on mount Olympus. His parents were Zeus and Hera.

Symbol: Spear and shield, Sword, Burning building.

Hephaestus

Hephaestus is the god of the forge of mount Olympus, he is considered slow and dim witted as an individual, however when it comes to crafting metals and machinations he is well beyond any other god in skill. He has many siblings on mount Olympus and values skilled metal workers and those who love their crafts.

Symbols: Volcano, Tongs, Anvil

Daedra

Daedra is the daughter of Hades and holds sway over the knowledge of magic and undeath. Her followers are often undead or those who can summon them. She is valued by necromancers and summonses all over the

world. Most magic schools have her symbols lining their walls though she hardly graces mortals with their presence. Especially trolls who she distrusts the most.

Symbol: Purple Skull, Silhouette with red eyes, Skeleton.

Artemis

Artemis is the god of the hunt, Valued by hunters Artemis is said to be the first ever hunter on the plane of Alura. He follows some basic principles. Hunt only out of necessity, kill prey quickly and do not let it suffer, and quell any and all sicknesses that plague the wild life of Alura. Is also said to have sway over Where-beasts.

Symbols: Bow and arrow, Stag, Hunting Dog.

Persephone

The Queen of the underworld. Daughter of Zeus and Demeter, was married to the God king of the underworld Hades. Though she is not fond of being trapped for most of the year in the underworld, her cunning and treachery to Hades keep her entertained.

Symbols: Bag of grains, Flowers, Torch

Demeter

The goddess of the harvest, not caring much for men or their doings. She watches over the spring harvest. Has been known to help farmers in times of strife and war. Has many siblings on Mount Olympus. Often favored by farmers and Farmhands.

Symbols: Cornucopia, Bread, Wheat

Dionysus

The God of the Festivals and Lust. Said to be one of the most attractive gods on Mount Olympus, and all who say him fell for him while they were in his presence. Most of his followers are drunks or festival planners. His main goal is to bring a good time to any he meets. He has many siblings and his parents are Zeus and Semele

Symbol: Wine bottle, Crown of plants, A heart.

Para Ancestors

Most Para have forsaken the other gods and trust in the strength of their family bloodline. Para may worship their ancestors like gods, asking for advice and favors. The ancestors are more reliable to the para than most of the gods as they are fast to act. Do not call upon them lightly, as they can take the form of vengeful spirits to enact their wrath on those who do not need assistance in life. Although it is uncommon for a para to worship a god or dragon is not unheard of.

Symbols: Coin skirt, Sage bundle, Vardo/Caravan

Chapter 10: Dragons and Their Cults

Until 500 years ago many proud dragons ruled the many different planes and lands of Alura. To the surprise of many, Hades—a once beloved god of the dead—betrayed human kind and plunged them into the Blight that now plagues the lands of Alura by gifting mankind with the knowledge to slay dragons by means of wielding Essence. While most dragons are presumed dead or banished from Alura following the Blight, their cults still populate the world.

Vox'Vako

The Abyssal dragon of shadows, this beast reigned over the fears of all who walked in the light, feeding on the terrors of any who dared venture into darkness. Many frantic cults were founded by followers of this beast, often spreading death in his name. His followers are known to trap their victims in horror-filled labyrinths without light.

Symbols: Black Dragon and Eclipsed moon

Erona'Hera

The Prismatic dragon of creation. While Zeus created the plane of Man, Erona'Hera created the other planes and all they hold. The source of inspiration, welcoming and giving hope, from Erona'Hera's claws did some heroes of old gain their weapons or vengeance. He has not been seen since the Blight and is presumed dead.

Symbols: White dragon or white star

Ra'Ziel

The dragon of the forest, and Father to Elves and Fae by bearing the first fruits of ambrosia to the mortal world. Ra'Ziel was the guardian of the Ancient Wood and beloved by his children. Said to have been slain by the Orc chieftain Krak'Thunk after an alliance was formed between him and the Guild master of the former Shatterspire College.

Symbols: Green dragon or Budding Acorn

Vor'Liea

The Dragon of Wind and Essence. Said to reside within the ruins of Shatterspire College. She was the only dragon to speak the common language and was considered a very calm and gentle creature. Believed to have been killed by the knights of Kings hearth after finding out about her existence.

Symbols: Yellow Dragon or Cyclone

Roe'Salth

The dragon of fire and bloodshed, Roe'Salth's initiates are usually brought into the fold after committing heinous acts. Undergoing intense training, including torture and searing their own flesh, they are also valued as brutally efficient assassins or torturers, with a penchant for fire. He was said to be killed by the sprites of Lake Olympus. The sprites then sealed his remains in stone and sank them to the bottom of the lake.

Symbols: Red Dragon or Fire

Tun'Draah

The dragon of the depths and of frost, Tun'Draah resided at the bottom of the sea, only surfacing when Alura's lands grow thick with ice and snow. Said to have been killed by the assassins of Roe'Salth in retaliation for the death of their liege. Although Tun'Draah played no hand in this, her death was recorded shortly after the Blight as the year hit 2 A.B

Symbols: Blue Dragon or Snowflake

Vignar'Ixen

The Grey dragon was created by Erona'Hera after his victory over Vox'Vako in 502A.B. Although the reason for the creation of this dragon was unknown at first, she soon came to light and has been said to be the dragon of Freedom and Hope. Her fanatics are usually rebels and or groups who work towards equality for all. She cares not for the dealing of mortals, but sees them as more as a playing piece on a giant game board.

Symbols: Broken Shackles