



NEXUS ELEMENTS FANTASY GAMING

ISLES OF THE FORGOTTEN KING

Good, Evil, It's Subjective

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INTRODUCTION

WELCOME TO THE WORLD OF NEXUS FANTASY Gaming, a Live Action Role Playing game based in an original world. It is our goal to provide a fun and safe playing environment for both Adventurers and Game Cast alike. We strive to make an exciting and enjoyable game for all those who attend.

Nexus Fantasy takes place in an original world with endless possibilities. We have 62 different class paths for a player to choose from which they can combine to make a character that is uniquely theirs. We pride ourselves on making plots that are tailored to each character who pre-registered for an event. At Nexus Fantasy Gaming one will find the more they put into their character the more the game will give back. We call both heroes and villains to come join our new and exciting world!

In this book the world of Nexus Elements and the creatures who inhabit it are described in detail. Most of the information provided represents what is commonly known about the world your characters will be living in.

VALUES

At Nexus Elements we have three core values that make up the soul of our game; Safety, Fun, and Character Agency. We strive to bring all our values together to create amazing and diverse stories with our players.

SAFETY

The safety of all our participants is one of our top priorities. We take safety into account with every decision we make for the game. Though we work very hard to achieve this goal, it is not something we can do alone. It is on every participant to make safe choices when playing their role. If a participant ever feels like they or another participant are in an unsafe situation, they should stop the game so that Staff can handle the unsafe situation. If a participant feels as if another participant is acting in an unsafe way, they should report these actions to Staff.

COMBAT SAFETY

It is important to know how to fight at a LARP where you are not actually trying to hurt anyone. The following section lists rules to keep everyone safe. If it is found someone is blatantly disregarding these rules, they will be asked to leave immediately. There is no excuse for trying to physically harm another person.

COMBAT CERTIFICATION

In order to participate in Nexus Fantasy games, you must be combat certified first. The game officials will certify all incoming players to ensure that they know how to handle a boffer safely as well as know our safety

rules and call words. Returning players will also be recertified on a yearly basis.

GAME STOP!

If you hear someone shout **“Game Stop!”** during the course of play, immediately stop everything and place your weapon or fist on top of your head in the Out Of Character stance. If someone calls a Game Stop, it is important for all players to stop everything they are doing at that moment until they hear the words **Game Start**. Even if you are not right next to the person that fell down, you may be in the way of someone you can help.

TERRAIN

The terrain is something everyone in battle should be paying attention to. If there is a drop-off near, lots of rocks and roots, a stream or lake, or other hazards, these are important things to note. If you feel that it is getting too risky to be skirmishing where you are, call a Game Stop, and ask to move the battle away from the hazardous area. Likewise, if someone calls a Game Stop and asks if the battle can move, do not keep fighting, move until everyone is safe and start the combat as if nothing has changed.

INJURIES

If there is an injury, it is important for those who notice to call a Game Stop and seek help from game officials. The injury will be assessed, and the proper action will be decided on a case-by-case basis. Members of the Staff are First Aid/CPR certified, and Emergency Services can be at Camp Denison within 5 minutes.

WEAPON & SHIELD CONSTRUCTION

In making a boffer weapon, it is your main focus to create something that will not hurt other people or yourself. The following section outlines the minimum safety requirements of each type of weapon and shield that can be used in the world of Nexus. Weapons will be checked before each game to make sure they are safe for combat. If the weapon is not checked or fails inspection, it will not be permitted to use in the game.

APPROVED MATERIALS:

Anything not on this list should be cleared before the game

- ½ inch or ¾ inch PVC pipe, depending on the length of the weapon
- ½ inch or ¾ inch Fiberglass or Carbon Fiber
- Bandpole (only for staves/spears)
- Duct Tape
- Foam Pipe Insulation
- EVA Foam or Camp pad foam
- Open Cell Foam

CONSTRUCTION REQUIREMENTS:

Any thrusting tip must be larger than 2 inches and well relieved. All axe, mace, and hammerheads should be made of open-cell foam and should be well relieved. Pipe Insulator/EVA Foam must be well secured to the core.

PIPING:

Swords & Daggers

- Length Max: 4ft
- PVC Size: 3ft and less can have ½ inch core
- More than 3ft must be ¾ inch core
- Must have 2 inches of open-celled foam on all thrusting tips

Clubs, Maces, Axes, & Hammers

- Length Max: 3ft
- PVC Size: ½ inch core
- Axe blade/Mace Head/Hammer Head Must be made of open-cell foam and well relieved

Staves and spears

- Length Max: 6ft
- Must be completely padded
- Must have 2 inches of open-celled foam on both ends
- Spear blades should not have a core

Throwing Weapons

- Cannot have a core of any sort

Ranged Weapons

- LARP Safe Arrows only. Staff reserves the right to disallow them and to require certification from our Staff to use. Packet Bows are a viable option.

Shields

- All Shield edges should be covered in EVA/Pipe Foam. It is preferred that the face of the shield also be covered in EVA foam/Camp pad foam.

CODE OF CONDUCT

Above all, Nexus Elements attempts to foster a community based on playing in a game. And just like other communities, we have certain rules that need to be respected, either for player safety or to ensure the fairness of the game. There are no exceptions to these rules - ever. They apply to all members, be they Adventurers, Staff, or Cast. Deliberately breaking any of these rules can result in your ejection from the game.

DRUGS AND ALCOHOL

Nexus Elements strictly prohibits any and all illegal drug use or alcohol consumption at its events. In addition, using these things off-site and then coming to our events under the influence is likewise prohibited. This is a serious violation and may result in legal action being taken.

PHYSICAL ROLE-PLAY

Nexus Elements does not allow for deliberate, aggressive body contact during combat without prior mutual consent. For the duration of a Nexus Elements event, consent is defined as a clearly asked question followed by a clearly stated "Yes" or clearly given permission responded to with an "Okay."

Example: Rukazajin, the Orc Berserker, is once again in a Rage. While in this Rage, Ruka yells out, "You're going to have to tackle me to subdue me," to which the player who is attempting to subdue her responds, "Okay."

SNEAKING & THEFT

If a player wants to sneak into a building or tent, or cabin, you must have a Staff member present. In addition, any sort of theft of "out of game" items is forbidden. Abuse of this rule will result in disciplinary action and may result in legal action depending on the severity of the situation.

GAME STOP!

If you hear someone shout "**GAME STOP!**" during the course of play, immediately stop everything and place your weapon or fist on top of your head in the Out Of Character stance. Game Stops are only called for safety reasons or if the Staff needs to address the players as a large group. It is the most important call in the game and should be adhered to at all times. Game Stops should be taken seriously as they will most commonly be used as a precautionary measure. Pay attention to anything being said by a Staff Member during such. If you call a Game Stop because of bad terrain, adjust position and begin again with "**GAME ON.**" Violating this one is a good way to get asked to leave an event.

RULES MISUSE AND CHEATING

Abuse of the rules that is viewed by a Staff Member to be beyond repair or breaking the spirit of the game will result in a reprimand. Blatant cheating by ignoring successful strikes, forgery of in-game currency or items, attempting to use call words you have not actually unlocked, or failing to count wind/devotion/spark may result in a reprimand. Repeated violations can result in being asked to leave without reimbursement.

UNSPORTSMANLIKE CONDUCT

Arguing with Staff, being verbally or physically abusive to a community member on an out-of-character level, or other forms of misconduct that breach the community goal of getting together to have fun will not be tolerated. Acting in such a way may warrant a reprimand or even result in being asked to leave and not return.

HARASSMENT

Nexus Elements strives for a setting where all can be comfortable and harassment-free.

Nexus Elements has a “Zero Tolerance” Policy for harassment of any kind, which includes but is not limited to:

- Verbal comments, displayed images, or gestures that denigrate individuals based upon gender, gender identity/expression, sexual orientation, disability, physical appearance, body size, race, ethnicity, age, religion, political beliefs, philosophies, geographic origin, or socioeconomic status;
- Physical or verbal intimidation or any other behavior that reasonable individuals would view as abusive;
- Loud arguments that move beyond the expectations of polite discourse and are clearly;
- Stalking;
- Body policing, including gender policing in all bathrooms;
- Non-consensual photography or recording;
- Inappropriate physical contact or proximity;
- Non-consensual physical or emotional interactions;
- Unwelcome sexual attention, whether verbal or physical;
- Unwelcome physical attention related to, but not limited to: race or ethnicity, body size, physical ability or restrictions, appearance, religion, citizenship, or pregnancy.

Nexus Elements games involve role-playing situations where members portray characters in a fictional world. Members may encounter in-game situations in which characters are verbally abusive to other characters. It is acceptable for characters to verbally abuse other characters, but not for players to abuse other players. Nexus Elements’ harassment policies always remain in force.

While Nexus Elements’ commitment to fostering diversity aims to protect members of historically marginalized groups, the Staff does not condone blatant discrimination toward any group, including individuals from positions of historical power. This harassment policy applies to both in-person and online activities. Participants asked to stop any harassing behavior are expected to comply immediately. All members of the Nexus Elements Community, from Adventurers to Staff and Cast, are subject to this anti-harassment policy.

REPORTING HARASSMENT

Participants can report harassment at any time:

BEFORE OUR EVENTS:

If you are harassed or notice instances of harassment in the online forums, please notify the moderator of those forums immediately. These messages will remain confidential, known only to the group moderators and the Staff. Reports received about registered participants prior to the events are subject to the same consequences as those received during the events.

DURING THE EVENT:

If a Code of Conduct violation occurs, please inform a Staff Member, or request that a friend do so on your behalf.

AFTER THE EVENT:

We prefer that action is taken during the event, but should you have concerns after the event is over that you feel Staff should be aware of, please contact us at nexuselements@gmail.com

FUN

Before anything else, Islands of the Forgotten King is a game. The reason we all come together is to have fun. Though we challenge the characters and sometimes the players, the goal is for everyone to have a good time. For this reason, we strive to keep all the drama and hardship in-game. Out-of-game, we offer support to our community. Open communication between staff and players is key to everyone's good time.

CHARACTER AGENCY

Character Agency is the effect the character's choices and actions have on the world itself. It is important to us that when the adventurers make decisions, they are reflected in the story. This doesn't mean every action has world-shaking consequences, but it does mean that what the characters do means something to the setting.

CHARACTER BACKSTORY

A character backstory is what has happened to the character before joining the game for the first time. They often explain why the character has decided to leave home and become an adventurer and what has brought them to the group in the first place.

What is in a character's past helps shape the world and gives the writing staff an idea of what kind of plots interest the player. The decisions an adventure has made not only define whom they became but also others around them.

We encourage all new characters to have at least a bit of a backstory and reward it with an experience bonus towards the character's established classes. We're also more than happy to help a player develop their backstory and answer any world questions they may have. As in all things, we are here to help support and guild players as need requires.

WHAT IS A BGA?

BGA stands for Between Game Action. They are one of the ways characters interact with the world while not at an event. These are usually actions that game longer than a few hours and do not involve any other players.

BGA TEMPLATE

Character Name

Plot Actions. (These are actions that are directly engaging a current plot that is going on) *Examples:* (My character is going to use their free time to help in the war effort, My character is going to try to find the enemy's camp)

Skill Actions: (These are actions that use skill classes) *Examples* (My character is going to gather lemongrass, My character is going to use my metal supplies to make a sword)

Research Actions: (These are actions that expand skill and magic classes) *Examples* (My character is going to try and build a spell. My character is going to talk to their teacher about getting a new recipe.)

Travel Actions: (These are actions for when the character needs to leave the island) *Examples* (My character is going to travel to the Wildlands to meet with long lost family. My character is going to the capital to talk to their guild.)

Please send all BGAs to nexuselements.bga@gmail.com

OVERVIEW

The world is a diverse and magical place full of rich histories and hidden truths. It is up to the adventurers to seek what they wish to discover. This section is meant to give a brief overview for the characters before they start, and represents things that the common person would know. The adventure will be given more in-depth information in their starting packing to represent things they could have more detail about. }}

THE ISLANDS OF THE FORGOTTEN KING (A BRIEF HISTORY)

During the Age of Myth, the Islands of the Forgotten King were one whole land called Aclia. It is unknown what caused the land to break apart into islands as they are today, but it is said that as the lands broke, so did the people. The Age of Myth was a time of constant war and death. Warlords razed the land, and the people suffered.

Then, a stranger came to our lands from a place unknown. He united warring factions and brought peace back to the land. He started a new age- the Age of the Forgotten King.

Stories are told that this king brought such a wave of great peace to our land that it made the gods jealous. They conspired against him and struck his name from history. Even the minds of those most loyal to him could no longer remember. But they could not take him from the hearts of the people, and so we remember him as the Forgotten King. Legends say that he will return to us one day, that he sails on the Endless Ocean and will come back to us when he is most needed.

Now, we live in the Age of Heroes. The King has long passed, and the islands have once again been broken into their own domains. There have been bloody wars, disasters, and miracles. But for now, the nations of our home are at peace.

Current Year: 1849 AK (After King)



KINGDOMS

Delbin The island of Ashling, where most of the events are located, is a part of the kingdom of Delbin. The common Delbinian tends to be very nationalistic and has an active moral code. This nation has undergone many changes in recent years, including two civil wars. A regent Queen is currently ruling it until her son comes of age.

Dwarven This nation is completely subterranean and has a strong distrust for outsiders. They have a cationly peaceful relationship with Delbin that is founded manly on trade.

Odesben The people of this land are disciplined as the dry and often sand-covered terrain of their home requires. There are strict moral codes and severe punishments for trying to step outside of their place in the immovable hierarchy of the land.

Pedear The Day Elf Kingdom is a meritocracy with a socialist economic and social system. They value what is best for the many over the desires of the few. they have achieved the closest balance with nature of all the nations of the islands.

Soterios The Night Elf kingdom is a matriarchal monarchy where power is honor. Infighting among the noble houses is subtle but can take on deadly turns. The Night Elves of Soterios feel themselves superior to all other races and are not above enslaving those weaker than them.

Wildlands These islands are not a kingdom, but rather the territory not ruled by any other great nation. They are broken up and ruled over by tribes of mostly orcs and other more "wild" races. Most of the islands are hot with volcanic activity.

RACES

Beastials Beastial is more of a classification than a single race. There are many races of beastials on the islands, but the most common are Vulpine (Fox), Saurian (Lizard), and Ursine (Bear).

Dwarves The dwarves are a stocky and sturdy race that pride themselves on their skill and finding and crafting rare elements into beautiful and useful items.

Elves (Day) The day elves have large antlers similar to their night elf cousins. Their personalities and culture tend towards calm, logical reflection and civic-minded duty.

Elves (Night) The night selves have large antlers similar to their day elf cousins. Their personalities and culture tend toward passionate and bold action, with individual growth as their driving moral code.

Elves (Wood) The bulk of wood elves have pointed ears and a deep connection to an ancestral tree. They are the most prevalent race on the islands and vary greatly in personality and aptitude.

Fairies Fairies are creatures of pure magic. The mysterious beings are known to only live a year but can wield powerful magic within that time. They seem to be born knowing more than any other race and have no 'childhood'.

Florians Florian is more of a classification than a single race. Not truly animals, the florians are, in fact, sapient anthropomorphic plants. There are many kinds of florians in the world, but the most common are Silva (Flower), Furvi (Cactus), and Aviums (Fungus).

Orcs All adult orcs are distinguished by the tribal tattoos on their face and their strong protruding brows. They are considered a strong and primitive race that finds it difficult to thrive in most civilized kingdoms.

CLASSES

Artisan The only difference between an artisan and a simple craftsperson is the continued push towards more complex and amazing things and a mind wanting to understand how it all works.

Assassin Anyone can kill for coin; an assassin is someone who has trained in specialized skills not to be caught,

Fighter The fighter classification covers a multitude of martial skill paths; those with a fighter's training can be anything from the knight guarding the castle gate to the savage screaming into battle.

Mage Nearly all life has a connection to the magical storm; what makes magi different is their innate ability to manipulate it.

Priest Most sapient life worships at least one of the gods, but as a priest, you take on their cause and spread their word.

Thief A thief specializes in gaining things others do not want them to have; sometimes it is coin, while other times, it is far more valuable.

Unlinked The source of the Unlinked power is the absence of magic in a world where magic is life. For this reason, all those who wield this power are distrusted from birth.

DAILY LIFE

Adventurers A day in the life of the average adventurer is filled with danger, glory, and more riches than most see in a lifetime. They come from all walks of life, and though many die young, it is a life sought after by those willing to take the risk and change the world.

Everyone Else The average person doesn't fight monstrous beasts or rescue small children from a troll's den. They live in an ordinary and mostly peaceful way and try to make lives for themselves away from the dangers of the world.

GLOSSARY

The following is a list of terms specific to Nexus Elements and the Isles of the Forgotten King. If there are any other terms in the text of this website that need further explanation please let us know!

Adventurer A person playing the game with their own original character. Also known as a Player Character.

Backstory The important life events that lead up to a player character's first arrival in the game.

BGA (Between Game Action) The actions a player takes place between games. Example: Visiting family, working towards learning a new skill, trying to find a cure for a strange disease.

Cast A person playing many different roles to further the story of the game. Also known as a Non-Player Character.

Devotion The energy that Priests use.

Sensitivity Being sensitive to an element or other material means that when one comes in contact with what they are sensitive to, they automatically take a wound even if the spell or contact was not meant to wound. If the spell or contact is meant to wound then the sensitive target should take an appropriate aggravated wound.

Spark The energy that is used by the Unlinked.

The Storm The magical force that surrounds and moves through nearly all things.

Wind The energy that is used by Magi and Fairies.

Wound (Aggravated) Aggravated wounds are usually some kind of elemental-based injury. The aggravation to the wound must be healed before the wound can be healed. For example, if a target is hit with a "1 fire inflict," they would be burned as well as wounded. The burn should be treated before the wound.

Wound (Normal) A wound or normal wound is a sometimes life-threatening injury that needs medical or magical attention to heal. These wounds can usually be healed without any extreme attention.

Unlinked Those not connected to the magical storm, which usually manifests in strange magic-like powers.

CALLWORDS

Callwords are the words one uses to inform those around how to react to the use of an ability, spell, power, or miracle. The following is a complete list of callwords used in Isles of the Forgotten King. Some callwords are meant to be used with others but have been separated for ease of understanding of what each part of the callword means.

COMMON CALLWORDS

Banish [X] Banish, followed by a type of being means that the kind of being called should move back ten feet from the caster. Of the caster is in a room, the being should leave that room.

Deflect The caster of this call has somehow magically avoided wounds inflicted on them. This only works against damaging spells and martial attacks.

Entangle Target cannot move feet until freed. They may take 5 minutes to free themselves.

Game Start Players may return to the game as usual.

Game Stop Everyone within earshot should stop everything they are doing, and listen to further instructions.

Parry The defender uses a blade or shield to move strike away. This does not work against spells.

Suggest Target believes one statement made by the caster. This only works within reason, things that are easily proven wrong do not have to be accepted.

Waylay The waylay effect only takes place if the caster is outside of the targets line of vision and they strike the target with a weapon in the back. This is to simulate being knocked in the head. If the target has no protection they are knocked out for five minutes or until someone wakes them. If the target is wearing a helmet they are only knocked to the ground and may immediately get back on their feet.

OTHER CALLWORDS

[#][Element] A number followed by an element type or metal means the person being struck should take the number of wounds to the location in which they were hit.

[#][Element] Inflict A number followed by an element type means the person being struck should take the number of aggravated wounds to the location in which they were hit. This also means the wounds are more painful and the damage should match the element that was thrown.

[#]Feet When a number followed by feet is added before another call one within that radius from the caster should take the effect.

Backlash Backlash means the spell one just threw at the caster has now rebounded back on the person who initially threw it.

[#] Banish [X] A number followed by Banish then a type of being means that the kind of being called should take the number in wounds and move back ten feet from the caster. If the caster is in a room, the being should leave that room.

Blind Blind means that the target of this spell or ability has been blinded. They can not see.

Calm Calm means that the target of this spell or ability is calmed. This call with negate many kinds of the Rage ability, but not all.

Charm The target of this call will trust the caster as if they are an old and trusted friend. This does not implant memories of friendship, it just makes the caster seem like someone the target can really trust.

Command The caster of command can give one simple order to the target. This ability only works within reason. A character can't get the target to directly harm themselves or anyone they care about.

Disarm Disarm means one must drop whatever is in the hand or arm that was targeted with this call. If one is not hit in a hand or arm, they can decide which hand has been disarmed.

Dispel Caster of Dispel ends target moderate spell or has magically avoided target moderate spell.

Dispel All Caster of Dispel All ends all spells on target or magically avoids one target complex spell.

Dodge Dodge negates any attack that must physically strike the player. This includes spell packets.

Drain [#] Drain followed by a number means the train is drained of that much wind. The average non-mage has 3 wind and when they should pass out when drained completely. A mage usually has more than 3 wind, but do not have to pass out when they are drained completely.

Dull Any edged weapon target of this call has in their hand(s) becomes useless until the weapon is sharpened.

Fester Target takes a wound that needs specialized healing.

Force Breaks all armor and does 1 wound when the character is wearing armor. Unarmored characters struck for a body wound cuts bleed time in half. Breaks weapons and shields when the item is hit.

Free Frees target from any one source binding. This includes spells, as well as physical chains.

Freeze Target is completely frozen in place, they cannot move any part of their body.

Full Pierce This strike goes through all magical protections, but does nothing against physical protections.

Halt Target must stop for 3 seconds.

Incite [Emotion] Incite followed by an emotion inspires that emotion in the target.

Line of Sight Line of Sight followed by other callwords means that whoever the caster is pointing at is struck with the call. If one cannot tell who the caster is pointing at the spell is negated.

Line of Sound Line of Sound followed by other callwords means that whoever can hear the caster's voice is affected by the call. If one cannot fully understand the call, it is negated.

Pierce This call takes away two magical protections in one strike. If there is only one magical protection in place, it will damage the body as well, but not physical armor.

Pin Target must fall to their knees until they can spend 5 minutes unpinning themselves or is helped.

Pull [#] Steps Pull followed by a number and then steps means the target is pulled that many steps towards the caster.

Push [#] Steps Push followed by a number and then steps means the target is pushed that many steps away from the caster.

Rage Target is sent into a bloodthirsty rage and must attack the first person they see. Unlike the ability by the same name, they do not get any exclusive benefits from this state.

Resist Target negates one effect of a magical origin.

Rust Metal objects hit by this call becomes utterly useless until repaired.

Sanctuary No wounds or harmful effects can take place within 5 ft of the caster.

Siege Breaks all armor and does 1 wound and cuts bleed time in half when stuck in the body. Breaks weapons and shields when the item is stuck.

Silence Target is silenced and cannot speak or make any kinds of sounds.

Slay Instantly kills the target. Physical protection such as armor or shields may protect against this call.

Sleep Puts target to sleep instantly.

Slow Target must move at 1/2 speed.

Spell Parry Defender uses blade or shield to move spell away. This does not work against physical attacks.

Trip Target must fall to the ground before getting back on their feet.

(If anyone has any more suggestions on words they would like to see here, please e-mail me at nexuselements@gmail.com)

CHARACTER CREATION

IN THE FOLLOWING SECTION, ONE WILL FIND THE RULES AND BASIC INFORMATION ON CREATING A CHARACTER. MORE DETAILED information on the game world can be found later in the document.

STEPS

The following are the steps to make a new character for Isles of the Forgotten King.

1. Choose your character's Home Kingdom. A character's home kingdom gives a player a better idea of the races and classes commonly found there. (*Delbin, Dwarven, Odesbin, Pedear, Soterios, or the Wildlands*)

2. Choose your character's Race. A character's race gives the player the number of skill, and background points available to them. (*Beastial, Dwarven, Day Elf, Wood Elf, Night Elf, Fairy, Florian, or Orc*)

3. Choose your character's Classes. Skill points are spent to choose the character's classes, one can also buy extra backgrounds. (*Artisan, Assassin, Fighter, Magi, Priest, Thief, or Unlinked*)

4. Choose your character's Backgrounds. Backgrounds are special added touches to make a character unique, even among those of the same class.



KINGDOMS

It is important to know what kingdom the character's home Kingdom so that the player starts to get an idea of where the character came from and what kind of people they have met in their lives so far. The following is just a quick look at each of the kingdoms of the Isles of the Forgotten King. Players can find more information in the Kingdoms section of the handbook.

DELBIN

Delbin is located on the largest island of the Islands of the Forgotten King. It is in the center of the group of islands and shares sea borders with every other land. Aside from the main island, there are eight smaller islands within the territory. The common Delbinian tends to be very nationalistic and has an active moral code. Farmers and craftsmen are held with high regard within the country.

Government Delbin is a monarchy, but because of the craftsmen roots of the kingdom, there are also three powerful merchant guilds; The White Hand, The Counting House, and Link's Trading Company. In previous administrations, these guilds held nearly as much political sway as the Regional Dukes, if not more. Ever since King Elgin III took the throne, they have been losing political clout. This change has been good for small companies and the ordinary person, but those who line their pockets with funds from one of these guilds are not pleased with the changes. With the death of King Elgin and the war to settle the line of succession, many are seeking out power for themselves.

Culture Delbinian Culture is centered on agriculture, with feudal lords allowing serfs to farm the land for a share of their crops in taxes but also administering to the health and wellbeing of said serfs. As many of the citizens of Delbin are elves, they follow traditions of honoring and respecting the sacred sept tree of their ancestors.

Population 3 Million

Race 60% Elves, 30% Day Elf, 10% Other

Religion 30% Solice, 20% Mala, 15% Thurn, 15% Lillia, 10% Adaly

Unlinked 6% of the population

DWARVEN

The word kingdom is only used for the Dwarven lands when a citizen travels in the overland. A much more apt term would be “Dwarven Empire”, as they are made up of five separate kingdoms. Each kingdom is ruled according to their own traditions that vary from one another. Little however is known of the Dwarven Empire due to the somewhat xenophobic attitude of the Dwarves. What is known of their Underground Empire is that it extends under all of the known isles and that they are often in conflict with Soterios because of this. The only place the dwarves allow outsiders is the City of Tordire. Here, all manner of goods is traded with the world above in great halls of stone.

Government The Dwarven Empire is lead by a parliament of thanes, every hundred years the group elects the High Thane of the Empire. Each kingdom’s Thane is chosen in different ways, but mostly it is an inherited position.

Culture Dwarven culture is centered on trade skills. Honor is gained from one’s own deeds and crafts as well as the deeds and crafts of one’s ancestors. For this reason, important deeds of one’s own, and those of their ancestors become a part of a dwarf’s name.

Population 6 Million

Race 99.9% Dwarf, .1% Other

Religion 50% Thurn, 30% Mala, 10% Nen, 10% Other

Unlinked 8% of the population

ODESBEN

Located on the second largest island of the Islands of the Forgotten King, Odesben is known most for the great desert at the heart of the island. The southernmost island, it shares its borders with Deblin and Pedear. The Kingdom consists not only of the central island but seven smaller islands besides. The people of Odesben are broken into economic castes, with slaves filling the lowest rungs while nobility fills the highest.

Government Odesben is a monarchy run on the backs of a strict caste system. It is nearly impossible to move upward in station, but much more likely to move downward. Women can rarely hold power or property in this nation.

Culture In Odesben society wealth and power are the basis for honor. Personal honor is valued above all else. As slaves and women cannot hold either of these things they are considered to have no honor of their own, but they share in the honor of their families and owners.

Population 1.9 Million

Race 70% Elves, 20% Orc, 7% Night Elf, 3% Other

Religion 40% Nen, 30% Marcus, 15% Lilia 10% The Ladies, 5% Other

Unlinked 3% of the population

PEDEAR

Pedear is located on the northernmost island of the Isles of the Forgotten King. It shares its mountainous northern border with Soterios, and disputes often break out between the mirrored nations. Not as interested in expansion as its allies and neighbors, Pedear only claims six smaller islands near its main borders. A very socialist society, other races have a hard time acclimating to their customs. Those odd Day Elf citizens who struggle with the extreme balance oriented way of life often leave to become adventures or simply settle down in other countries.

Government Pedear is a Meritocracy with a socialist economic and social system. The government run by a ruling council made entirely of Diplomat Sept Day Elves, and lead by an Adjudicator elected from within the council.

Culture A socialist society with a strong moral code. Contributing to the community is seen as most valuable thing one can do, and those who cannot contribute are still taken care of. Rivalries and quarrels still happen at every level of society, but only because individuals disagree on what is best for the overall community. Greed is considered the highest taboo among the Day Elves of Pedear.

Population 1.5 Million

Race 80% Day Elf, 10% Elf, 8% Bestial 2% Other

Religion 60% The Ladies, 20% Mala, 10% Other

Unlinked 1% of the population

SOTERIOS

Soterios is located on the northernmost island of the Isles of the Forgotten King. It shares its mountainous southern border with Pedear, and disputes often break out between the mirrored nations. As a kingdom, they are always looking for new sources of raw materials and slaves. Soterios has expanded the furthest into the Wildlands and over the last few generations claiming large chunks of its land. They have conquered eight islands spreading out from their mainland and eagerly looks to both Pedear and the Wildlands for their next expansion.

Government Soterios has a monarchy, which is run by five great houses: Byros, Dalvir, Ellinos, Haalsil, Oros and several more minor ones. The stronger the house, the more influence they have over the country. The balance of power between these houses tends to fluctuate from one generation to the next.

Culture A matriarchal society with strong family traditions, most Soterians are very nationalistic and look down on all other kingdoms. Rivalries between families and Houses are typical, but there is an unspoken etiquette to even this. They see themselves as the height of civilization with everyone else in the world stumbling to catch up.

Population 1.6 Million

Race 70% Night Elf, 20% Day Elf, 10% Other

Religion 60% The Ladies, 20% Mala, 10% Other

Unlinked 4% of the population

WILDLANDS

The Wildlands is located on several of the western islands of the Isles of the Forgotten King. Some would say it is the hottest. Active volcanoes and hot springs feed a large and thriving jungle. This mostly untamed wilderness has not changed much since the fall of the Forgotten King's empire. The people of this land are separated and have no truly unifying structure.

Government The Wildlands is separated into tribes. There are seven main tribes within these lands and many smaller groups that usually pay some kind of tribute to the more powerful tribes. The seven main tribes are the Bloodvine, Fangbright, Fireborn, Mubgrump, Overblade, Proudhill, Reefwind, Sacred Dance, and Thorngorge.

Culture Delbinian Culture is centered on agriculture, with feudal lords allowing serfs to farm the land for a share of their crops in taxes but also administering to the health and wellbeing of said serfs. As many of the citizens of Delbin are elves, they follow traditions of honoring and respecting the sacred sept tree of their ancestors.

Population 1 Million

Race 70% Orc, 20% Elven, 10% Other

Religion 35% Mala, 25% Freya, 15% Pernus, 15% Nen, 10% Other

Unlinked 5% of the population

RACES

By choosing a race the player will find out how many skill and background points they have to spend during character creation. Each race has 3-6 skill points, with most races having an average of 5. Background points range from 0-2. It is important to know how many points the character has before choosing their class. Some races have multiple types within the race, for those races, the player must choose which subtype of that race their character will be. The following section is just a quick look at each race, the player can find further details in the Races section.

BEASTIALS

Beastials are in fact more than one race of beings. There are many kinds of them in the world, and the only thing they have in common is that they are all beings who were raised up from lesser animals. They have a humanoid form with very apparent aspects of the creature they are descended from. The most common Beastials found are the Vulpine, Saurian, and Ursine, but there are many other kinds to be found around the world. The Vulpines are a fox-like race, usually showing fox ears, muzzle, or tail. The Saurians are a lizard-like race, usually showing lizard scales, eyes, or tail. The Ursine is a bear-like race usually showing, bear ears, muzzle or claws.

Appearance A Beastial's appearance is highly dependant on what animal they are connected to and what physical aspect of that animal runs in their family. Ears, tail, and claws are the most commonly found adopted aspects, but fur or scales have also traits that have appeared.

Personality

Vulpine (Fox)- Vulpines tend to be skittish and watchful. They are known for being tricky and having sticky fingers. Vulpine usually live in small family groups.

Saurian (Lizard)- Saurians tend to be shy but curious. They are known for being cold-blooded and ruthless. Saurians usually live in tribes.

Ursine (Bear)- Ursine tend to be loyal but slow to trust. They are known for their tempers and property damage. Ursines usually live alone or at most a mother and cubs.

Skill Points 5

Background Points 1

Availability Rare

Skill Restrictions None

Advantage

Vulpine- Parry 2 times a day

Saurian- Other characters must have expert tracking skill to track Saurians.

Ursine- Force 1 time a day

Disadvantage

Vulpine- Easily distractible

Saurian- Cold-blooded

Ursine- Aggressive

Costuming Must have at least one aspect of the animal related to the beastial (i.e. scales for Saurians, fox ears or tail for Vulpine, Ears or claws for Ursine)

DWARVES

The Dwarves are a short but stocky race. Most males grow long beards to show their rank and status. As women cannot grow beards, they usually grow their hair long, so they can show their position. Many dwarves will adorn their beards and hair with Nordic style jewelry and gems. They tend to braid their hair to keep out of the way of their work. They will often decorate their armor and weapons with dwarven runes.

Appearance Dwarves tend to be short and stocky. They are a densely built race. Culturally they connect beards, for men, and hair for women, to their honor and vanity and will grow them out and decorate them with metal and jewels.

Personality Dwarves have a clan-based society. They tend to stay with their own but have been known to leave their communities. They are known for being vain and distrustful of any who are not dwarves. Tordirn is the only city in all the dwarven empire that outsiders are allowed to enter. Tordirn is located under Delbin.

Skill Points 5

Background Points 2

Availability Uncommon

Skill Restrictions None

Advantage Immune to most poisons

Disadvantage Immune to most medicines

Costuming Males should have beards. Women should have long hair.

ELVES (DAY)

Day elves are only physically distinguishable from night elves by the colors of their antlers. All day elf children are born with stark white antlers. At the age of one, their antlers change in color. The elves believe the color signifies the path the child is meant to walk: ivory for the War Sept, red for the Mage Sept, and gold for the Diplomat Sept.

Appearance Most Day elves have pointed ears and antlers that grow in a color that represents their sept. Some have been known to shave down their antlers for convenience, but for most this process is too painful or embarrassing to do.

Personality Day elves tend to worship Mala as the kind mother of creation. They live in harmony with all the races of the islands, except the night elves. They tend to think of the community as a whole before they think of themselves.

Skill Points 5

Background Points 2

Availability Common

Skill Restrictions Mage characters must be Mage Sept, but someone from the Mage Sept doesn't have to be a Magi.

Advantage

War- They can use the Forest Hide ability once per day

Mage- They can cast Plant Block for free once per day

Diplomat- They can use the Speak Language ability once per day

Disadvantage Lesser bleed time

Costuming: Antlers (ivory for the War Sept, red for the Mage Sept, and gold for the Diplomat Sept), and pointed ears.

ELVES (NIGHT)

Night elves are only physically distinguishable from day elves by the colors of their antlers. All night elf children are born with pitch black antlers. At the age of one their antlers change in color. The elves believe the color signifies the path the children are meant to walk. Brown for the Legionnaires, blue for the Invokers, and silver for the Nobles.

Appearance Most Night Elves have pointed ears and antlers that grow in a color that represents their sept. Some have been known to shave down their antlers for convenience, but for most this process is too painful or embarrassing to do.

Personality Night Elves tend to worship Mala as the stern matriarch of the wilderness. Most of the others see the night elves as being dark or evil. They see themselves as being superior to all other sentient life-forms on the islands.

Skill Points: 5

Background Points 2

Availability Uncommon

Skill Restrictions Mage characters must be Invoker Sept, but someone from the Invoker Sept does not have to be a Magi.

Advantage

Legionnaire- They can use the Shadow Hide ability once per day

Invoker- They can cast Plant Strike for free once per day

Noble- They can use the Speak Language ability once per day

Disadvantage Lesser bleed time

Costuming Antlers (brown for the Legionnaires, blue for the Invokers, and silver for the Nobles)

ELVES (WOOD)

Elves are a humanoid race of average height and stature. Because of being away from the islands when the elven Schism occurred they never grew the antler of their day and night elf cousins. As a tradition among their people, they will wear a leaf that represents the sacred tree of their family Sept.

Appearance The only defining factor of a Wood Elf is their pointed ears. Culturally most of them wear a leaf prominently to represent their connection to the sept of the ancestors.

Personality The most common personality trait of the Elves is their ability to adapt to the culture around them. Because of the extended period, their ancestors spent away from land their connection to the old forest septs is mostly symbolic in nature.

Skill Points 6

Background Points 2

Skill Restrictions None

Availability Common

Costuming Must wear a leaf to represent the sept of their ancestors. Pointed ears are encouraged.

FAIRIES

Fairies are creatures of pure magic. Most of the time they come into being as fully formed adults with personalities, interests and even clothing. They are in a humanoid race of average height and stature. There is no way for a fairy to hide its nature completely. Though in many ways they look much like the elves they have a few oddities that separate them from the typical race. Many fairies have non-functioning wings or dress in such a way that their color of magic is primary.

Appearance Fairies have a wide variety of appearances with a few commonalities. It is unclear if these are from something physical or just curial. Fairies will either be dressed in mostly the color of their magic,

have wings of that color, or both dress and have wings of that color.

Personality The Fae have the shortest life span of all the creatures on the Forgotten Islands. It is believed that most of them live only a year before fading away into nothingness. It is also said they are made of magic itself. Fairies are divided into two main groups, Seelie and Unseelie. These courts are divided into colors of magic. Unseelie colors are Plant (green), Ground (brown), Death (black), Logic (orange), and Water (blue). The Seelie colors are Air (yellow), Celestial (purple), Life (white), Emotion (pink), and Fire (red).

Skill Points 3

Background Points 1

Availability Rare

Skill Restrictions A Fae cannot be Magi or Unlinked

Advantage

Black- Speak to Death 5 times a day. (Caster can communicate with the dead for five minutes.)

Blue- Water Tarnish 5 times per day. (Tarnishes metal, scuffs leather, chips wood.)

Brown- Ground Deflect 5 times per day. (Blocks one wound.)

Green- Plant Slow 5 times per day. (Target must move at half speed.)

Orange- Detect Magic 5 times per day. (Grants ability to see magic.)

Pink- Emotion Calm 5 times per day. (Soothes temper of a target.)

Purple- Celestial Strike 5 times per day. (Inflicts one wound.)

Red- Fire Polish 5 times per day. (Polishes and clean objects.)

White- Heal Limb 5 times per day. (Heals one limb wound)

Yellow- Air Compass 5 times per day. (Know which direction is south.)

Disadvantage Lives one year

Costuming Must either be wearing completely the color of their fairy, or have wings of that color

FLORIAN

Not truly animals, the Florians are, in fact, sapient anthropomorphic plants. There are many kinds of Florians in the world. They have a humanoid form with markings and aspects unlike any other being on the islands. The most common Florians are the Silva, Furvi, and Aviums. Silva have brightly colored petals growing visibly from their skin. Furvi have circular earth tone patterns along their body. Avium have black or green spiked patterns around their face and along their limbs.

Appearance

Avium- Avium have green or black spines growing out of their skin. Depending on the family line these spikes can seem random or grow in patterns

Furvus- Because of their sensitivity to light Furvus wear many layers of clothing, but when their skin is exposed one will note circular patterns of earth tone colors.

Silva- The Silva tend to look like elves with brightly colored petals that grow from their skin.

Personality

Avium- The Avium almost exclusively found in the deep deserts of Odesben. They live in tribal groups and travel the deserts looking for food and water. Made for the harsh climate of the desert they thrive where others perish. To the “civilized” people of Odesbin they are seen as purely a slave race. They rarely learn magic or other skills-based education.

Furvus- The Furvus can be found on most of the islands, but they tend to be a mostly subterranean race. They are a soft-spoken solitary race and usually rather good at hiding.

Silva- The Silvas are mostly found in Pedear and the Wildlands. They live in small family groups and can usually be found near some sort of fresh water. Because of the frail natures they usually stay away from towns and cities where they would be targets for attack.

Skill Points 5

Background Points 1

Availability Rare

Skill Restrictions None

Advantage All Florians have Minor Regeneration

Avium- Have two points of natural armor

Furvus- Able to eat any biological matter

Silva- Have Alchemical Blood

Disadvantage All Florians have Sensitivity to Fire or Cold

Avium- Lesser bleed time and are cold-sensitive

Furvus- Skin burns in direct sunlight and are fire-sensitive.

Silva- Cannot wear armor heavier than padding and are fire-sensitive.

Costuming

Avium- Black and green spike designs on exposed skin.

Furvus- Makeup circles of alternating earth tones on exposed skin. Suggested is clothing that covers all of the skin or heavy hooded robes.

Silva- Two different brightly colored petal designs on exposed skin.

ORCS

Orcs are distinguished by the tribal tattoos on their face. Many have protruding brows. The Orcs are a strong race that finds honor highly important. Orc tools are somewhat primitive, but they are strong and sturdy as the Orcs themselves.

Appearance Orcs have an extenuating brow compared to the other races. Culturally they tattoo their faces with tribal markings. Even those raised in “civilized” kingdoms tattoo their face.

Personality The Orcs are a strong race that finds honor highly important. Orc tools are somewhat primitive, but they are strong and sturdy as the Orcs themselves. There are roughly twenty major tribes of Orcs with many smaller clans as well. Orc tribes tend to stay rooted in one area. They tend to worship the elemental gods or Leneara, Goddess of the Hunt.

Skill Points 5

Background Points 0

Availability Uncommon

Skill Restrictions Cannot start as a member of a guild or order. The one exception to this is the mage guild, the Order of the Sacred Dance.

Advantage They can take one body wound and may keep fighting, but their death count starts and is cut in half if they do so.

Disadvantage Cannot start game as a member of a guild or order. (Except the Order of the Sacred Dance)

Costuming Tribal markings on the face, brow prosthetic welcome but not required.

CLASSES

Classes cost between 1 and 4 skill points depending on how powerful they are. It is important that players use all of their skill points at character creation, as any unused skill points go away once the character is played. A player can buy background points with skills points at a rate of 1 skill point for 3 background points. The following section is just a quick look at each class, the player can find further details in the Class section.

ARTISAN

Skill Cost 1

Description

Artisans are unlike any other class offered in the Isles of the Forgotten King. They represent a wide array of different skills, from the crafting of potions to weaving elaborate tapestries. The main difference between an artisan and a simple craftsman is the continued push towards more complex and amazing pieces and a mind wanting to understand how it all works. There are two ways for an artisan to level; they can either gain more skill in a path they already possess, or they can acquire a path they did not have before. At character creation, a player chooses three paths for their character to start with. They start play with one path at Apprentice, one at Noice, and the last at Journeyman.

Available Paths

- Jewelry
- Medicines
- Metal Armor
- Potions
- Smelting
- Textile
- Tools
- Weapons
- Woodworking

ASSASSINS

Skill Cost 2

Description

Unguilded- Unguilded assassins are those who have chosen to risk doing such dangerous and illegal work alone. They must be more cunning than their guilded counterparts because every guild wants them dead. But they have more freedom than their guilded brothers because they have no one to listen to but themselves.

Silent Blades- The silent blades are an unforgiving group. It is made perfectly clear that if one either fails in a job or is caught by the authorities, it is preferable to take one's own life then to give another silent blade the chance to catch up with them. This guild has a cell structure. A new recruit only knows the code name of their cell's leader and how to get messages to

that person. A cell leader knows the names of all the members of their cell and the code name of their division leader. A division leader knows all of the names of the cell leaders under him, how many in each cell, and the code name of their contact. This goes on for several more generations until one gets to the guild master.

Malice- This assassins guild has a long and sordid history as poison experts. The guild is based out of the desert kingdom of Odesben, and some of the higher members even hold prestigious government positions.

FIGHTERS

Skill Cost 2

Description

Berserker- Berserkers are those who can for some reason or another tap the most primal instincts of their race to gain strength and stamina in battle. Some are born with these abilities while others are cursed or blessed with them later in life.

Defender- Trained in the art of protection, they are the shield men who protect the village. They tend to be selfless and disciplined since most of their skill goes into the protection of others.

Mystic Warrior- A Mystic Warrior studies the art of fighting magic and those who wield it. In a world saturated with magic these warriors are not looked upon with favor. Those who begin the study of this art usually have a very good reason to turn their back on the rest of society.

Paladin- Paladins are the chosen warriors of their gods. Slightly different than priests they are gifted with skills that help them to fight their god's enemies. Like priests, they must strictly abide by their god's dogma or risk losing these abilities.

Rangers- A Ranger is someone who has learned to survive in the wilderness alone. They can live off the land. Some do this to protect the wild, others learn to explore the deep forests, and still, others simply learn so they may make a living at hunting the beasts that roam the islands.

Sailor- Sailors are those who work best on the sea. All of them know how to man a ship. Some learned their skills in the navy, or on a merchant ship, others learned their skills in less legal conditions. Their fighting style tends to be agile but crude.

Specialist- A specialist is someone who has spent his or her entire life studying and perfecting the use of one weapon. This discipline takes someone of intense focus.

MAGI

Skill Cost 4

Description

Unguilded- Those skilled in the use of magic that do not belong to a guild. They are as different from each other as any two strangers.

Bringers of logic- This guild believes that Orange or Logic magic is the purest color in the spectrum, which is why they study it strictly and exclusively. They are also the only order in which it is mandatory that their members carry a spell book.

Brotherhood of the Mighty Fist- These magi are really nothing more than mercenaries with spells. There are those with a code of honor but for the most part, they will use their abilities for the highest bidder. They are one of the youngest orders.

Children of the Divine Truth- All within this order have lost touch with reality. They all specialize in a whole court of magic, but not all in the same one. At first look, they do not seem like a cohesive group. But when one looks closer it is seen that they often work together for a common purpose, even if that purpose makes no sense to onlookers.

Daughters of The Grave- It is said that this order originated in Odesben where women do not have much power over their own lives. The head of the order is said to be the same woman who founded it over three hundred years ago. This order is completely female and is known to practice necromantic magic.

Guild of the Sacred Dance- This is a nomadic mage order that most other magi shun as a savage throwback of a barbaric time. Originally from the Wildlands, they still have a large presence there. They are also closer to a family or tribe than an actual order. It is hard for outsiders to gain entrance into this order, but it has been done. They speak no words of power while casting their spell, but instead tattoo these words onto their skin.

Order of the Shining Light- Said to be one of the oldest orders still active on the islands. There are rumors this order predates the Forgotten King and that they alone know his name. They are collectors of information but givers of none. They are especially good at performing arcane rituals.

Order of the Unyielding Line- The royal mage guild of Delbin. They are called peacekeepers but most truly see them as an oppressive bully. Disliked by most but obeyed and respected by all just the same, at least to their faces.

Seekers of Lost Knowledge- Unlike most guilds, this one is rather open with their knowledge. They are the only order that freely teaches their magic to others.

The only thing they are not completely up front with is a mysterious mission they all are said to be on. The order will not reveal what they are looking for or trying to do.

The Guardians- This group can only be called a guild in the loosest sense of the word. They do not gather together but have a common goal to protect those places that are still wild. They do not like civilization and it is said they keep the company of plants and animals of all kinds.

PRIEST

Skill Cost 3

Description

Mala- Mother of the gods, for most of the islands she is considered caring and benevolent. In Sonterios she is the strict matriarch who cares about strength above compassion. She is the Goddess of the earth and of life. She is almost always seen as an old woman looking over the world.

Pernus- First child of Mala he is the god of air and weather. Usually seen as a child with bright yellow eyes. Unruly when he doesn't get his way and sweet and kind when he does.

Freya- Freya is the woman they spoke of when they said, "Hell has no fury like a woman scorned". She is the goddess of fire and destruction and tends to be a bit temperamental. It is said she is also one of the most seductive of women when she wishes to be. This goddess is seen as a beautiful woman, with dark hair and red eyes.

Nen- The god of water and decay. To some he brings life, but to others, he is the harbinger of death. He appears as either a wise bare-footed old man, whose footprints fill with water or as a sinister litch that brings death with a wave of his hand.

Marcus- The god of the moon, light, power, and magic. Much to his dismay, he is the twin brother of Solice. He is the creator of The Storm. Seen as evil by all cultures of the isles, they must respect him nonetheless. Any country that outlaws his priesthood finds The Storm quite unreliable around their lands. He is always seen as a mage shrouded in darkness.

Solice- Solice is the god of the sun, light, and justice. Much to his dismay, he is the twin brother of Marcus. He believes in the unwavering pursuit to banish evil and darkness from the world. He is seen as a shining paladin in golden armor.

Lilia- is the goddess of love and the stars. Some cultures see her as the innocent maiden that Marcus stole away from his brother in the night. Others see her as the harlot that seduced both brothers for her own ends. She is always depicted as a beautiful young woman.

Draxuz- Draxus is the god of order. He is strict and uncompromising. He is a neutral god, supporting whoever is the most disciplined. It is said that he was once a golem made by Thurn, and when he is depicted it is always in that form.

Chaos- The chaos god has no name; or rather it has too many names to count. Chaos is just that, chaotic. It never seems to appear in the same shape twice, or use the same name. It has no temples because its priesthood has no organization for obvious reasons.

Adaly- Adaly is the goddess of war and wisdom. Her followers tend to be leaders and generals. She is considered a neutral goddess because she tends to have followers on both sides of every battle. She is usually depicted as an old hag holding the crown of Forgotten King.

Thurn- Thurn is the god of mortal's cunning; he is the one the inventor worships for inspiration. His domains are smithing, alchemy, and building. He is usually depicted as a dwarf working in his forge.

The Ladies- The Ladies are the twin goddesses of balance of good and evil, life and death. They are almost always worshiped together, respecting each other and living in harmony. Some zealous factions of both the day elves and the night elves worship them separately. They are usually depicted as twins, one dressed in all black, one in all white.

Civan- He is the god of vengeance in all its forms, from righteous anger to underhanded treachery. He tends to be very single-minded when he has a goal. He is usually depicted as a handsome man in dark armor, brooding over his next plot.

Natara- The goddess of trickery and lies. Respecting cunning above all else, she is mostly worshiped by thieves and assassins. Though she is always depicted as female she wears whatever face suits her purposes that day. Most cultures have outlawed their worship.

Leneara- Leneara is the goddess of predators. She is a hunter, wild and free as the beasts. As the rest of the gods have their place in the heavens, she is said to spend most of her time on the land. She is usually depicted as an Orcish woman with cat's eyes.

Ashling- Ashling is the newest goddess to join the group. Only a few years old many don't recognize her as a power of her own. For those that do she is the daughter of Mala and the goddess of trees, beauty, and poison.

THIEF

Skill Cost 2

Description

Cutpurse- Cutpurses are not just those who steal what is not theirs. Any thug can do that. They are true thieves that have a set of skills that allow them to steal without being caught. Most towns and cities have a thief's guild but as of yet none have gained power beyond the borders of their village or city.

Spy- The men and women of this profession are those can go completely unnoticed in a crowd. They are the ones you can slip between the cracks of any security undetected and find the information their employers desire. Many of them work for one of the kingdoms of the isles, but some are freelance and will work for the highest bidder.

Con Artist- Con Artists are the masters of deception and glib. They use their silver tongues to convince others to do things they normally wouldn't or to give in to deals that are usually too good to be true. It's said that an expert con man can talk the queen out of her knickers.

UNLINKED

Skill Cost 3

Description

The Mender- Those with the natural ability to heal and take the pain from another are known as Menders. Due to the way their abilities work it is rare to see a Mender harm another living creature. Any pain felt by a living being within 20 feet of the Mender is also felt by the Mender themselves.

The Witness- Those with the abilities known as "The Witness" can perceive the world far beyond the average person. They are racked with visions of past, present, and future.

The Blade- The Blade are those with this ability to use their power in battle, they almost seem like magi on occasion to the untrained eye. They have the ability to protect as well as destroy which makes them the most feared of all the Unlinked.

BACKGROUNDS

Backgrounds cost between 0 and 6 points depending on how beneficial or rare it is. A player can buy background points with skills points at a rate of 1 skill point for 3 background points. The following section is a complete list of backgrounds and a short description of how that affects the character. Some backgrounds are forward where others will require a conversation with the GM to pinpoint details.

FINANCIAL

Financial backgrounds are directly connected to monetary gain or those things a character would do with their coin.

BUSINESS

Point Cost 3

Your character owns a small business, can get some income from it, and have some connections through it. However, it requires upkeep through roleplay time, BGAs and possible game time requirements. Neglecting a business will lose this background.

HOME

Point Cost 1

Your character owns a home on or near the island of Ashling.

STEADY INCOME

Point Cost 1

Whether through a job, land, or allowance, you draw in five coins per game. This may be taken multiple times, gaining five additional coin per game each time. However the more times it is taken the more a character will be likely to be called upon by whoever is providing these funds. Even with 1 level taken it must come with a reason the character is gaining this money.

WEALTH

Point Cost 1

Your character has had a previous fortune, perhaps an inheritance, adventuring, or their savings from before, and begin game with an additional 30 coin. This may be taken multiple times, starting with 30 additional coins each time.

KNOWLEDGE

Knowledge backgrounds are those that grant access to direct knowledge of something or basic knowledge on how to do a task of some kind. They do not represent any social connection or how the character received this knowledge

LANGUAGE

Point Cost 1

Your character starts the game with the knowledge of a language beyond what they would normally have access to. This may be taken multiple times, choosing a new language each time.

Arcane- The academic language of magic

Arcane (Seellie)- The language of the Seellie Fae

Arcane (Unseellie)- The language of the Unseellie Fae

Celestial- The language of the Gods

Draconic- The language of Dragons

Dwarven- The language of the Dwarves

Elven- The language of the Day and Night Elves

Goblinoid- The language of the Goblins

Orcish- The language of the Orcs. This language is spoken only.

Trollish- The language of the Trolls. This language is spoken only.

LORE

Point Cost: 1

Your character starts with knowledge about a land, religion, profession, or class that is not their own. This gives you access to the starting knowledge sheet to a class, god, guild, race or country that is not otherwise connected to your character. This can be taken multiple times choosing a new sheet each time.

PROFESSIONAL TALENT

Point Cost: 1

Your character has real-world skills, such as carpentry, that allows them to complete tasks that one of that profession would be able to and allows to seek employment using it. This may be taken multiple times, choosing a new profession each time.

MAGICAL

Magical backgrounds represent either something strange or special about the character or possession of theirs. Most of the time whatever oddness the character has had was because of something since birth or because they have run into the mystical forces of the world previously.

ARTIFACT

Point Cost 2-6

Somehow your character has gotten their hands on a powerful magical item. This can be anything from a sword that does fire type damage to a ring that allows you to become invisible. The cost of this background is highly dependant on the power and usefulness of the artifact and requires a conversation with the GM.

DRY MAGE

Point Cost 6

A Dry Mage is someone who has the potential to learn to wield the magical forces known as the storm. Most end up becoming full magi, others just use the benefits of being magical without bothering to learn any spells. As a Dry Mage one starts the game as a level 0 mage. This means they can use wind towards things like rituals and on magical objects without a magi's help. To become a full mage one must learn a spell and level from 0 to 1. If one starts the game as a Dry Mage they do not get the starting spells at level 1.

ORACLE

Point Cost 4

Your character was either born with or gained the gift of prophecy sometime in their life. They have no control over the power and it tends to feel more like they are a tool of the fates. It can be a blessing and a curse, but you get visions of future events.

SOCIAL

Social backgrounds are those that grant access to social networks and communities. These backgrounds are focused on connections to other people and the benefits of those connections.

CONNECTIONS

Point Cost 2

Whether it is an old knight who taught them how to fight or knowing an official to bribe, the character has someone or a community turns to for help. This background can be taken multiple times. With each time it is taken represents either an additional contact or raises the influence of contact.

GUILD MEMBERSHIP

Point Cost 1

Your character is a member of a guild. This can represent one of the assassin's guilds, mage orders, artisan guilds, or even the merchant guilds of Delbin. Guilds are an automatic connection to a community within the world. Orcs may not take this background unless it is in connection to the Guild of the Sacred Dance.

GUILD/ORDER STATUS

Point Cost 3

Your character is a notable person inside a guild or religious order they are a member of. They must first gain membership through the Guild Membership benefit or through either the Priest class or Paladin path. Their opinion matters to the guild, and they have significant connections and resources with them.

NOBILITY

Point Cost 2

Your character is the lowest rank noble from their home country. This does not come with any income or lands but is about the connections and the respect it demands. If they are from the Wildlands, you must choose the tribe your character is a part of. If they are from any nation other than the Wildlands, you may take this up to two additional times, upgrading your rank by one step each time. The more points spent in this background the more it has a chance to take up in game and BGA time, but two and three ranks will also grant income.

THE WORLD



THE WORLD IS A DIVERSE AND MAGICAL PLACE FULL OF RICH HISTORIES AND HIDDEN TRUTHS. IT IS UP TO THE adventurers to seek what they wish to discover. This section is meant to give a brief overview for the characters before they start, and represents things that the common person would know. The adventure will be given more in-depth information in their starting packing to represent things they could have more detail about.

KINGDOMS

The Islands of the Forgotten King are divided into several unique kingdoms and territories. The following pages are a more detailed description of what to expect in these areas of our map.

DELBIN



Delbin is located on the largest island of the Islands of the Forgotten King. It is in the center of the group of islands and shares sea borders with every other land. Aside from the main island, there are eight smaller islands within the territory. The common Delbinian tends to be very nationalistic and has an active moral code. Farmers and craftsmen are held with high regard within the country

Climate Delbin's humidity ranges from warm to temperate; the farther south, the colder the weather. In the mild areas, it is colder in winter and can get very hot in the summer.

Terrain Delbin is split by a vast mountain range. Much of the remaining land is rolling hills with a few flat planes. One cannot travel far within this kingdom before running into active farmlands and orchards.

Government Delbin is a monarchy, but because of the craftsmen roots of the kingdom, there are also three powerful merchant guilds; The Turquoise Hand, The Counting House, and Link's Trading Company. In previous administrations, these guilds held nearly as much political sway as the Regional Dukes, if not more. Ever since King Elgin III took the throne, they have been losing political clout. This change has been good for small companies and the ordinary person, but those who line their pockets with funds from one of these guilds are not pleased with the changes.

Ruler King Yestin Warrick Elgin III

Religion The church of Solice is the most powerful religion in the country. There are no strictly outlawed religions within Delbin, but those who follow Marcus or Natara tend to find themselves untrusted and unwelcome in communities.

Education Most male citizens get a fair education until the age of 16. Females' education is decided by the individual families, so their knowledge is much more varied. Noblewomen are more likely to be well educated. Further education comes from joining a church or guild.

Culture Delbinian Culture is centered on agriculture, with feudal lords allowing serfs to farm the land for a share of their crops in taxes but also administering to the health and wellbeing of said serfs. As many of the citizens of Delbin are elves, they follow traditions of honoring and respecting the sacred sept tree of their ancestors.

Languages Elven

Allies Pedear

Enemies Odesben

Population 60% Elves, 30% Day Elf, 10% Other

DWARVEN

The word kingdom is only used for the Dwarven lands when a citizen travels in the overland. A much more apt term would be “Dwarven Empire”, as they are made up of five separate kingdoms. Each kingdom is ruled according to their own traditions that vary from one another. Little however is known of the Dwarven Empire due to the somewhat xenophobic attitude of the Dwarves. What is known of their Underground Empire is that it extends under all of the known isles and that they are often in conflict with Soterios because of this. The only place the dwarves allow outsiders is the City of Tordire. Here, all manner of goods is traded with the world above in great halls of stone.

Climate Because the dwarven nations span such a large area in all directions they have no unified climate.

Terrain The terrain of the dwarves occupy is something that is not often spoken of. Only those who live within the mountain know the truth of the Black Sea. Dwarven kingdoms are built into huge columns that span a gigantic cavern under the islands of the Forgotten King.

Government The Dwarven Empire is lead by a parliament of thanes, every hundred years the group elects the High Thane of the Empire. Each kingdom’s Thane is chosen in different ways, but mostly it is an inherited position.

Ruler High Thane Delrick Heavyshield

Religion The churches of Mala, Thurn, and Nen are the most powerful religions in these countries. There are no religions outlawed or unwelcome.

Education Most education a dwarf receives is from his or her clan. Many clans focus on a particular trade or craft skill, so those within that clan are mostly taught the family trade. The only expectations to this are those who enter a religious order or are gifted in some way that is outside the trade of the family.

Culture Dwarven culture is centered on trade skills. Honor is gained from one’s own deeds and crafts as well as the deeds and crafts of one’s ancestors. For

this reason, important deeds of one’s own, and those of their ancestors become a part of a dwarf’s name.

Languages Dwarven

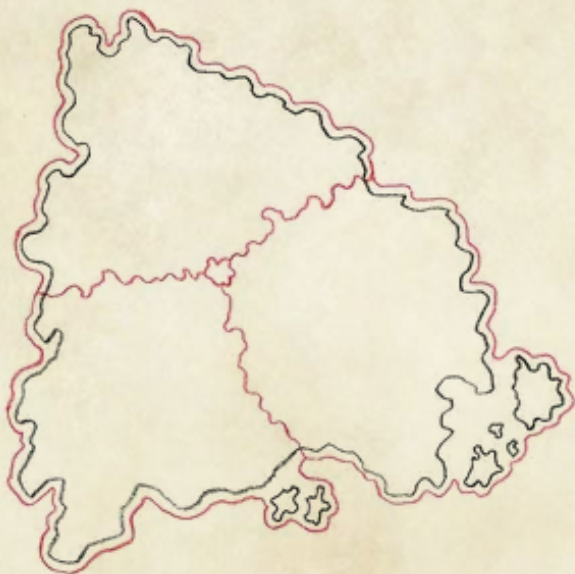
Allies None

Enemies Soterios

Population 99.9% Dwarf, .1% Other



ODESBEN



Located on the second largest island of the Islands of the Forgotten King, Odesben is known most for the great desert at the heart of the island. The southernmost island, it shares its borders with Deblin and Pedear. The Kingdom consists not only of the central island but seven smaller islands besides. The people of Odesben are broken into economic castes, with slaves filling the lowest rungs while nobility fills the highest.

Climate Odesben's climate ranges from cool to hot depending on both location and time of day; the farther north the cooler the climate. Also like most deserts, the night time temperatures can drop considerably.

Terrain Odesben is mostly flat with both rock and sand deserts. There are some larger rock formations in the southern areas that are deadly to climb.

Government Odesben is a monarchy run on the backs of a strict caste system. It is nearly impossible to move upward in station, but much more likely to move downward. Women can rarely hold power or property in this nation.

Ruler Sultan Katung Zortarna

Religion The church of Marcus the most powerful religion in the country. The worship of Solice and Nen have been outlawed. Up until the reign of Katung's father, Nen was highly revered in this desert nation. Solice has never had power in this country.

Education One's education greatly depends on their caste. Noble and merchant castes receive the best education while labor castes receive little to none. Females tend to have no education beyond learning how to read, and only noble and merchant woman learn that.

Culture In Odesben society wealth and power are the basis for honor. As slaves and women cannot hold either of these things they are considered to have no honor of their own, but they share in the honor of their families and owners.

Languages Elven

Allies Soterios

Enemies Delbin

Population 70% Elves, 20% Orc, 7% Night Elf, 3% Other

PEDEAR

Pedear is the Day Elven nation and is located on the northernmost island of the Isles of the Forgotten King. It shares its mountainous northern border with Soterios, and disputes often break out between the mirrored nations. Not as interested in expansion as its allies and neighbors, Pedear only claims six smaller islands near its main borders. A very socialist society, other races have a hard time acclimating to their customs. Those odd Day Elf citizens who struggle with the extremely balance-oriented way of life often leave to become adventures or simply settle down in other countries.

Climate Pedear's average temperature ranges from mid-seventies to below zero depending on the time of year and the how high in the mountains one is. They receive seasonal rainfall that feeds their thick and ancient forests.

Terrain Pedear is covered in a dense forest. Towns and cities tend to be built up in the treetops. A vast mountain range expands the north border leading into Soterios.

Government Pedear is a Meritocracy with a socialist economic and social system. The government run by a ruling council made entirely of Diplomat Sept Day Elves, and lead by an Adjudicator elected from within the council.

Ruler Diplomat Valmil Adjudicator

Religion The church of The Ladies is the most powerful religion in the nation. They are honored for separating the Day Elves from their more sinister side, the Night Elves. Many Pedearians follow Mala, but there are no restrictions on following any of the gods.

Education All citizens receive a public education until adulthood, then apprentice or train with a Master of whatever profession they wish to enter.

Culture A socialist society with a strong moral code. Contributing to the community is seen as most valuable thing one can do, and those who cannot contribute are still taken care of. Rivalries and quarrels still happen at every level of society, but only because individuals disagree on what is best for the overall community. Greed is considered the highest taboo among the Day Elves of Pedear.

Languages High Elven

Allies Delbin

Enemies Soterios

Population 80% Day Elf, 10% Elf, 8% Beastial 2% Other



SOTERIOS



Soterios is the Night Elven nation and is located on the northernmost island of the Isles of the Forgotten King. It shares its mountainous southern border with Pedear, and disputes often break out between the mirrored nations. As a kingdom, they are always looking for new sources of raw materials and slaves. Soterios has expanded the furthest into the Wildlands and over the last few generations claiming large chunks of its land. They have conquered eight islands spreading out from their mainland and eagerly looks to both Pedear and the Wildlands for their next expansion.

Climate Soterios' average temperature ranges from mid-seventies to below zero depending on the time of year and the how high in the mountains one is. They receive seasonal rainfall that feeds their thick and ancient forests.

Terrain Soterios is covered in a dense forest. Towns and cities tend to be built from the treetop down deep into the land. A vast mountain range expands the south border leading into Pedear.

Government Soterios has a monarchy, which is run by five great houses: Byros, Dalvir, Ellinos, Haalsil, Oros and several more minor ones. The stronger the house, the more influence they have over the country. The balance of power between these houses tends to fluctuate from one generation to the next.

Ruler Empress Dimiatra Ellinos Ellinos Noble of Soterios

Religion The church of Mala is the most powerful religion in the country. She is seen as a strick and cold matronly figure by the Soterians. There are no outlawed or unwelcome religions in Soterios, though churches tend to have a more feminine focused feel within their borders.

Education All education is provided by one's family, house, or sept.

Culture A matriarchal society with strong family traditions, most Soterians are very nationalistic and look down on all other kingdoms. Rivalries between families and Houses are typical, but there is an unspoken etiquette to even this. They see themselves as the height of civilization with everyone else in the world stumbling to catch up.

Languages High Elven

Allies Odesben

Enemies Pedear, Dwarven

Population 60% Night Elves, 20% Day Elves, 10% Dwarves, 5% Elves, 5% Other

WILDLANDS

The Wildlands is located on several of the western islands of the Isles of the Forgotten King. Some would say it is the hottest. Active volcanoes and hot springs feed a large and thriving jungle. This mostly untamed wilderness has not changed much since the fall of the Forgotten King's empire. The people of this land are separated and have no truly unifying structure.

Climate The Wildlands have a very hot climate due to the thick jungles and natural forming hot springs located across the islands. The temperatures range between the high eighties and the low hundreds.

Terrain Thick jungles seem to devour the land. It is known to be full of ancient temples and structures that are almost impossible to find in the unforgiving terrain.

Government The Wildlands is separated into tribes. There are seven main tribes within these lands and many smaller groups that usually pay some kind of tribute to the more powerful tribes. The seven main tribes are the Bloodvine, Fangbright, Fireborn, Mubgrump, Overblade, Proudhill, Reefwind, Sacred Dance, and Thorngorge.

Ruler There is no overall leader of these lands.

Religion Those in the wildlands tend to follow the more primal gods such as Mala, Freya, Nen, Pernus, and Leneara. Civan is also a prominent god in these savage lands.

Education Survival is the most important lesson of this land. The closest thing to true education is reserved for those who are chosen for religious positions.

Culture Those who live in the Wildlands have no real common culture. They live in tribal groups and most of their life involves nothing more than survival.

Languages Orcish, Tribal Languages

Allies None

Enemies All

Population 70% Orc, 20% Elven, 10% Other



RACES

The races found on the Islands of the Forgotten King are rich with unique cultures and traditions. Each has their own beliefs about the origins of the world and why they have come to be the way they are. All are powerful in their own way and help to form the colorful tapestry of the world. Though some are long-lived and others seem to pass in an instant, every race is essential to the formation of society.

BEASTIALS

Beastials are more than one race of beings. There are many kinds of them in the world, and the only thing they have in common is that they are all beings who have a connection to a lesser animal. They have a humanoid form with very apparent aspects of the creature they are descended from. The most common Beastials found are the Vulpine, Saurian, and Ursine, but there are many other kinds to be found around the world. The Vulpines are a fox-like race, usually showing fox ears, muzzle, or tail. The Saurians are a lizard-like race, usually showing lizard scales, eyes, or tail. The Ursine is a bear-like race, usually showing bear ears, muzzle, or claws.

GEOGRAPHY

Commonly Found Most common Beastials are found in the Wildlands or wilder parts of Pedear.

Hostile Territory Many of the civilized kingdoms look down on Beastials, seeing them as savage and not giving them any real respect or protection.

BIOLOGY

Lifespan 80 to 100 years

Bleed Time 10 minutes

Basic Needs All Beastials need food, air, sleep, and water to survive. Vulpine and Ursine cannot survive for long in temperatures over 100 degrees or below 0 degrees. Saurians cannot survive for long in temperatures over 120 degrees or below 60 degrees.

CULTURE

PERSONALITY

Vulpine- Distractible and sometimes hyper, Vulpine have a long and unfortunate history of being thought of as thieves. A family group of Vulpine is known as a Skulk and tends to be insular to themselves because of the distrust of outsiders. Vulpine culture is relatively flexible about gender but does have strong opinions about gender roles. Homosexuality is frowned upon because of their values of having and raising children.

Saurian- Generally thought to be a byproduct of being cold-blooded, Saurians tend towards being less emotional than other species. They are not without emotion however, just more reserved. They are somewhat more aggressive in hot weather and more detached in the cold. Berserkers amongst Saurians are often thought to be cursed with "Hot Blood." Gender amongst the Saurians is somewhat fixed -

female Saurians are generally physically smaller than males in stature. Homosexuality/bisexuality is not taboo, and most Saurian nests are polyamorous polycues.

Ursine- Ursine are gruff and can be aggressive. They value privacy and quiet. They can be fiercely territorial; once they have claimed a stretch of land for themselves, they will chase off anyone who isn't a potential mate, and even then, they will sometimes try. Most Ursine families are a mated pair and their children. Though they love in family units, they do not have traditional gender roles. While homosexuality is not entirely unheard of, it is rare. Ursine usually do not discriminate based on sexuality.

NAME STRUCTURE

Given Name, Surname (if any.) Vulpine and Saurians sometimes have a name for their tribes. "" Example: Dori of the Sleepy Skulk, Neelox of Ashling, Silvius Vidar ""

LANGUAGES

Most commonly, they speak Trade Basic. Each has a separate spoken Language. Literacy is rare and would be in Trade Basic.

ETHNOLOGY

Vulpine- The Vulpine are focused on family and extended family, property not having permanent ownership unless in use, and cleanliness and "purity" being essential to maintain. Mostly, subsistence farmers they will trade eggs and poultry for flour to bake into loaves of bread. Vulpine villages are rare, consisting of small yurts or huts. In some areas, paneled wagons are used instead of huts, primarily so that the entire village can relocate in a hurry.

Saurian- Generally, Saurians would be similar to the South American Rainforest indigenous tribes, such as the Yanomami - The entire village lives in a communal building with a central open area in warm climates or a central fire pit and roof opening in colder ones. They tend to be foraging horticulturalists and hunter-gatherers rather than farmers, living off the land.

Ursine- Though more comfortable alone, Ursine culture has elements similar to Northeastern Native American Cultures, especially in reverence to the world around them and their place within it. Individuals will build wooden dome huts, but larger families will build longhouses. Capable farmers and hunters, Ursine also tend to have a love of fish and honey and are adept at their cultivation.

GAME MECHANICS

Skill Points 5

Background Points 1

Availability Rare

Skill Restrictions None

Advantage

Vulpine- Parry 2 times a day

Saurian- Other characters must have expert tracking skills to track Saurians.

Ursine- Force 1 time a day

Disadvantage

Vulpine- Easily distractible

Saurian- Cold-blooded

Ursine- Aggressive

Costuming Must have at least one aspect of the animal related to the Beastial (i.e., scales for Saurians, fox ears or tail for Vulpine, Ears or claws for Ursine)

DWARVES

The Dwarves are a short but stocky race. All males grow long beards to show their rank and status. As women can not grow beards, they usually grow their hair long so they can show their rank. All dwarves will adorn their beards and hair with Dwarven-style jewelry, gems, and other decorations. They tend to braid their hair to keep out of the way of their work. They will often decorate their armor and weapons with Dwarven Runes.

GEOGRAPHY

Commonly Found Dwarves are most commonly found in their own kingdom under the earth.

Hostile Territory Soterios lands are dangerous for Dwarves to venture to alone.

BIOLOGY

Lifespan Unknown. No dwarf has ever died of “natural” causes.

Bleed Time 15 minutes

Basic Needs A Dwarf needs food, air, sleep, and water to survive. They cannot survive for long in temperatures over 113 degrees or below 40 degrees.

CULTURE

PERSONALITY

Dwarves have a clan-based society. They tend to stay with their people but have been known to leave their communities. They are known for being vain and distrustful of any who are not dwarves. Dwarves have a fluid understanding of gender and its roles. Likewise, homosexuality isn't especially frowned upon. Clan chieftains are still expected to produce an heir somehow; however, this can be done through adoption, fostering, or even just naming a worthy heir. Hospitality is a significant focus of any Dwarven Hold, and it is considered poor manners to refuse a guest.

NAME STRUCTURE

Political Title, Given Name, Surname, Clan Name, Important Deeds, Important Alliances, Parents' Given Names, Parents' Important Deeds, Grandparents' Given Names, Grandparents' Important Deeds, Honored Ancestors' Given Name, Honor Ancestors' Important Deeds. ” Example: Aetheling Palina Gemguard, Slayer of the Nidhogg Worm, Allied to Ashling, Child of Sven the Starspider rider and Val the Baker, Grandchild of Thurnson the Thousandword smith and Dalia the Gemshaper, Honored Descendant of Garl Gemguard, first of his name and founder of the Line ”

LANGUAGES

Dwarven

ETHNOLOGY

Stylistically, their fashion, as well as many of their cultural norms, are similar to medieval Scottish, Icelandic, and Ancient Norse. Clans live in communal clan houses, and some take care of the farms and the households, while others typically go fishing on the Black Sea. Bright colors are beloved by the Dwarves, and thus, dyes are one of their most significant imports, as well as explaining their love of gemstones and precious metals.

Dwarven diet is heavily focused on fish, mushrooms, mosses, and the few odd plants that will naturally grow underground in low light conditions, such as cave wheat or quarry bushes. Dwarves brew a large amount of beer and ale. In addition, thanks to their immunity to many poisons, some things that other races would typically find somewhat toxic often find their way onto the Dwarven table.

Dwarven Numerals are done in a “Roman” style - that is to write the number 1945 as an example would be MCMXLV. Dwarves do not have a symbol for zero and do not have the concept of zero or nothing. Many dwarves follow the practices of Numerology as a superstition.

GAME MECHANICS

Skill Points 5

Background Points 2

Availability Uncommon

Skill Restrictions None

Advantage Immune to most poisons

Disadvantage Immune to most medicines

Costuming Males must have beards and long hair.
Females should have long hair.

ELVES (DAY)

Day elves are only physically distinguishable from night elves by the colors of their antlers. All day elf children are born with stark white antlers. At the age of one, their antlers change in color. The elves believe the color signifies the path the child is meant to walk: ivory for the War Sept, red for the Mage Sept, and gold for the Diplomat Sept.

GEOGRAPHY

Commonly Found Day Elves are found most commonly in Pedear but are known to live throughout the islands.

Hostile Territory Day Elves do not venture into Soterios without need.

BIOLOGY

Lifespan 100 to 200 years

Bleed Time 5 Minutes

Basic Needs A Day Elf needs food, air, sleep, and water to survive. They cannot survive for long in temperatures over 113 degrees or below 40 degrees.

CULTURE

PERSONALITY

Day Elves tend to worship Mala as the kind mother of creation or the Ladies for their balancing aspects. They live in harmony with all the races of the islands except the Night Elves. However, they are often patronizing of those of other races, seeing themselves as superior. They tend to think of the community as a whole before they think of themselves. Day Elves are not often emotionally expressive, seeming very austere in both attitude and style. They are not, however, emotionless. They are conflict-averse and would much rather use passive-aggressive language than engage directly. Gender and sexuality are both considered to be personal choices and have little to no bearing on their day-to-day life. Day elves tend to use they/them or gender-neutral titles for most things unless there is no better choice.

NAME STRUCTURE

Sept, Given Name, Title. There is also a "personal" name that is rarely shared, and then only with the dearest of friends or loved ones.

Example: Diplomat Sutek, Ambassador to Ashling

LANGUAGES

High Elven

ETHNOLOGY

Day Elves are coldly logical at the best of times and passive-aggressive and snooty at the worst. They see themselves as being superior to all other sentient life forms on the islands, but unlike the Night Elves, they do not feel the need to stand out. Also, unlike Night Elves, Day Elves almost always work for the benefit of their community, believing the needs of the many outweigh the needs of the few.

Day Elven homes are often woven from living trees or incorporate plants and trees in their construction. Where stone is preferred or needed, it is often in the form of large but relatively natural slabs. Day Elves abuse the use of magic for their construction needs, sometimes to ostentatious levels. Day Elf diets do depend on where they are from, but pescatarian diets with the occasional dairy and egg consumption are reasonably typical in Pedear, while in Odesben, the fish is often replaced by poultry, goats, and mutton. Spices tend to be limited in use in Pedear, but much more common in Odesben.

GAME MECHANICS

Skill Points 5

Background Points 2

Availability Uncommon

Skill Restrictions Mage characters must be Mage Sept, but someone from the Mage Sept doesn't have to be a Magi.

Advantage

War- They can use the Forest Hide ability once per day

Mage- They can cast Plant Block for free once per day

Diplomat- They can use the Speak Language ability once per day

Disadvantage Lesser bleed time

Costuming Antlers (ivory for the War, red for the Mage, and gold for the Diplomat) and pointed ears.

ELVES (NIGHT)

Night elves are only physically distinguishable from day elves by the colors of their antlers. All night elf children are born with pitch-black antlers. At the age of one, their antlers change in color. The elves believe the color signifies the path the children are meant to walk. Brown for the Legionnaires, blue for the Invokers, and silver for the Nobles.

GEOGRAPHY

Commonly Found Night Elves are found most commonly in Soterios but are known to live throughout the islands.

Hostile Territory Dwarven lands are dangerous for Night Elves to venture to alone.

BIOLOGY

Lifespan 100 to 200 years

Bleed Time 5 Minutes

Basic Needs A Night Elf needs food, air, sleep, and water to survive. They cannot survive for long in temperatures over 113 degrees or below 40 degrees.

CULTURE

PERSONALITY

Night Elves tend to worship Mala as the stern matriarch of the wilderness. They see themselves as being superior to all other sentient life forms on the islands. Night Elves are aggressive and arrogant, believing that they are the best part of Elvenkind and chosen by the Gods. Because of their arrogance and Soterio's practice of slavery, most other races have come to view Night Elves as evil. Matriarchal in structure, males are seen as second-class citizens, only better off than the slaves they keep. They must work twice as hard to obtain any kind of status, and even then, there are limits to the power they are allowed. Night Elves, in general, have no problems with homosexuality or bisexuality. The Night Elves of Soterios do, however, have a great deal of issues with non-binary, gender-fluid, and transgender people. A transgendered or non-binary Night Elf is seen as either a male trying to be better than they are or a female degrading themselves, while gender fluid is considered a "sick" sexual fetish.

NAME STRUCTURE

Rank, Given Name, Surname, House, Sept, Place of Birth or Holdings

Example: High Daughter Sophia Byros, Byros, Invoker, Deephaven

LANGUAGES

High Elven

ETHNOLOGY

Night Elves are a proud people. Much of their designs and style are meant to invoke a sense of their richness and wealth. For those with power and wealth, gold and bright colors (especially dark or bright purples and reds) are a heavy part of their decorative style. Having fully embraced the "Night" moniker, black and dark grey also have become relatively synonymous with the Night Elf aesthetic. So strong is this need that it tends to lapse into ostentatiousness in their attempts to "one-up" each other. Meals are another opportunity for ostentation, with the wealthy always trying to find fancier or rarer meals to impress others with.

GAME MECHANICS

Skill Points 5

Background Points 2

Availability Uncommon

Skill Restrictions Mage characters must be Invoker Sept, but someone from the Invoker Sept does not have to be a Magi.

Advantage

Legionnaire- They can use the Shadow Hide ability once per day

Invoker- They can cast Plant Strike for free once per day

Noble- They can use the Speak Language ability once per day

Disadvantage Lesser bleed time

Costuming Antlers (brown for the Legionnaires, blue for the Invokers, and silver for the Nobles) and pointed ears

ELVES (WOOD)

Elves are a humanoid race of average height and stature. Because of being away from the islands when the elven Schism occurred they never grew the antler of their day and night elf cousins. As a tradition among their people, they will wear a leaf that represents the sacred tree of their family Sept.

GEOGRAPHY

Commonly Found Elves are found in every corner of the Islands of the Forgotten King. They are now considered the majority in Delbin and Odesbin.

Hostile Territory There are no territories that are outright hostile to elves because of their race.

BIOLOGY

Lifespan 100 to 200 years

Bleed Time 5 Minutes

Basic Needs A Wood Elf needs food, air, sleep, and water to survive. They cannot survive for long in temperatures over 113 degrees or below 40 degrees.

CULTURE

PERSONALITY

The most common personality traits of Wood Elves are their ability to adapt to the culture around them and their curiosity. Because of the extended period their ancestors spent away from land, their connection to the old forest septs are primarily a show of their connection to their ancestral line.

NAME STRUCTURE

Given Name, Middle Name, Surname

Example: Thomas Augustus Laine

LANGUAGES

Trade Basic and High Elven are both used by the Wood Elves.

ETHNOLOGY

The critical factor of the Wood Elves is their diversity. No two groups of Wood Elves are quite alike. The old forest septs are the most important thing that pulls this group together on a cultural level. While other elves can not trace their lineage past whatever had divided Day from Night, the wood elves hold firm to their family lines.

Known Forest Septs: Grey Elder, White Birch, Pink Cherry, Red Apple, Yellow Hazel, Purple Hawthorn, Brown Rowan, Black Walnut (sometimes called Black Thorn), Orange Beech, Green Willow, and Blue Ash

GAME MECHANICS

Skill Points 6

Background Points 2

Availability Common

Skill Restrictions None

Advantage Largest skill pool at character creation

Disadvantage Lesser bleed time

Costuming All elves wear a leaf visibly on them to represent their connection to their forest sept. Most popularly, this is a piece of jewelry or armband. Pointy ears are highly encouraged.

FAIRIES

Fairies are creatures of pure magic. Most of the time, they come into being as fully formed adults with personalities, interests, and even clothing. They are a humanoid race of average height and stature. There is no way for a fairy to hide its nature completely. Though in many ways they look much like the elves, they have a few oddities that separate them from the typical race. Many fairies have non-functioning wings or dress in such a way that their color of magic is primary.

GEOGRAPHY

Commonly Found Fairies have no place of origin and can be born in any place, land, sea, or sky.

Hostile Territory The islands are not a forgiving place for the fairies, and many magi hunt them for components.

BIOLOGY

Lifespan 1 Year

Bleed Time 10 minutes

Basic Needs A fairy doesn't need food, air, sleep, or water to survive but often mimics these needs to fit in with other beings or because it's enjoyable. They cannot survive in any environment without magic. They cannot survive for long in temperatures over 113 degrees or below 40 degrees.

Note: Just because your fairy doesn't need these things, doesn't mean you don't! Always make sure to take care of yourself while playing

CULTURE

PERSONALITY

The most common traits of all Fairies are curiosity and living in the moment. There is a freedom to live every day as if it could be your last - and for the Fairies, that is all too true.

NAME STRUCTURE:

Given Name only. Sometimes given name and their color. Fairies rarely have a last name, and usually, it's because of a great deed that they accomplished.

Example: Heiler the Red

LANGUAGES

Trade Basic and either Seelie or Unseelie, as to their court.

ETHNOLOGY

The Fairies have no culture as we perceive them, adopting the culture of the people nearest to them when they first appear.

GAME MECHANICS

Skill Points 3

Background Points 1

Availability Rare

Skill Restrictions A Fae cannot be Mages or Unlinked

Advantage

Black- Speak to Death 5 times a day. (Caster can communicate with the dead for five minutes.)

Blue- Water Tarnish 5 times per day. (Tarnishes metal, scuffs leather, chips wood.)

Brown- Ground Deflect 5 times per day. (Blocks one wound.)

Green- Plant Slow 5 times per day. (Target must move at half speed.)

Orange- Detect Magic 5 times per day. (Grants ability to see magic.)

Pink- Emotion Calm 5 times per day. (Soothes the temper of a target.)

Purple- Celestial Strike 5 times per day. (Inflicts one wound.)

Red- Fire Polish 5 times per day. (Polishes and clean objects.)

White- Heal Limb 5 times per day. (Heals one limb wound)

Yellow- Air Compass 5 times per day. (Know which direction is south.)

Disadvantage Lives one year

Costuming Fairies must wear wings of their color, or their clothing must be at least 70% their magical color.

FLORIANs

Not truly animals, the Florians are, in fact, sapient anthropomorphic plants. There are many kinds of Florians in the world. They have a humanoid form with markings and aspects unlike any other being on the islands. The most common Florians are the Silva, Furvi, and Aviums. Silva have brightly colored petals growing visibly from their skin. Furvi have circular earth-tone patterns along their body. Avium have black or green spiked patterns around their face and along their limbs.

GEOGRAPHY

Commonly Found

Avium- The Avium are almost exclusively found in the deep deserts of Odesben. They live in tribal groups and travel the deserts looking for food and water. Made for the harsh climate of the desert, they thrive where others perish. To the “civilized” people of

Odesbin, they are seen as purely a slave race. They rarely learn magic or other skill-based education.

Silva- The Silvas are primarily found in Pedear and the Wildlands. They live in small family groups and can usually be found near some source of fresh water. Because of their frail natures, they usually stay away from towns and cities where they would be targets for attack.

Furvus- The Furvus can be found on most of the islands and in the Dwarven Kingdom, but they tend to be a mostly subterranean race. They are a soft-spoken, solitary race and usually rather good at hiding.

Hostile Territory Many of the civilized kingdoms look down on Florians seeing them as savage and not giving them any real respect or protection.

BIOLOGY

Lifespan 80 to 100 years

Bleed Time 10 Minutes (Avium 5 Minutes)

Basic Needs All Florians need food, air, sleep, and water to survive. Silva and Furvus require more water than most beings, while Avium can go much longer between drinks (If you feel the need to roleplay this, please make sure to get plenty of water out-of-game). Silva and Avium require time spent every day in the light of the sun, while Furvus burn in the sun. None of them can survive for long in temperatures over 113 degrees or below 40 degrees.

Of note, at least Furvus do not need mates to procreate, being able to “bud” a mushroom-like offspring that will grow into a new Furvus given enough time.

CULTURE

PERSONALITY

Avium are often aloof with strangers but always hospitable. Silva are open and almost seem flighty, but often, this facade doesn't actually give anything away. And Furvus are quiet and contemplative, given their often solitary nature.

NAME STRUCTURE

Avium are considered nameless until granted a name for their achievements. Silva have naming structures more like wood elves. Furvus tend to have a given name and a location they are from.

Example: Left over Two Right (done as a gesture of extended left pointer finger over right extended pointer and middle fingers)

LANGUAGES

The Florians do not have their own language as a people, but most speak Trade Basic.

ETHNOLOGY

Avium- Living mainly in the deserts of Odesbin, the Avium are a nomadic, clan-based people who wander the deserts seeking food and water. They keep to a hierarchy of loyalties oft summed up as "I against my brother, My brother and I against my cousin, My cousins and I against the world."

Furvus- Quiet, contemplative, and often solitary. The Furvus tend to wear gray colors and robes that conceal them completely (especially above ground where the sun can hurt them).

Silva- Silva are generally gregarious people but very quick to emotion. A Silva is as likely to start a party or pub crawl and just as likely to be the first one to throw punches. Surprisingly, they are also fairly secretive, keeping their truths close to the heart.

GAME MECHANICS

Skill Points 4

Availability Rare

Skill Restrictions None

Advantage All Florians have Minor Regeneration

Avium- Have two points of natural armor

Furvus- Able to eat any biological matter

Silva- Have Alchemical Blood

Disadvantage All Florians have Sensitivity to Fire or Cold

Avium- Lesser bleed time and are cold-sensitive.

Furvus- Skin burns in direct sunlight and are fire-sensitive.

Silva- Cannot wear armor heavier than padding and are fire-sensitive.

Costuming

Avium- Black and green spike designs on exposed skin.

Furvus- Makeup circles of alternating earth tones on exposed skin. Suggested clothing that covers all of the skin or heavy hooded robes for during the day.

Silva- Two different brightly colored petal designs on exposed skin.

ORCS

Orcs are distinguished by the tribal tattoos on their face. Many have protruding brows. The Orcs are a strong race that finds honor highly important. Orc tools are somewhat primitive, but they are as solid and sturdy as the Orcs themselves.

GEOGRAPHY

Commonly Found Most Orcs can be found in the Wildlands, with a few scatterings in almost every territory.

Hostile Territory Soterios and Odesben are both often hostile as the few Orcs in those areas were enslaved and brought to those countries.

BIOLOGY

Lifespan 80 to 100 Years

Bleed Time 10 minutes

Basic Needs An orc needs food, air, sleep, and water to survive. They cannot survive for long in temperatures over 113 degrees or below 40 degrees.

CULTURE

PERSONALITY

The Orcs are a strong race that finds honor highly important, so much so that to besmirch an orc's honor is to invite death. There are roughly twenty major tribes of Orcs, with many smaller clans as well. Orc Tribes tend to stay rooted in one area. They tend to worship the elemental gods or Leneara, Goddess of the Hunt.

NAME STRUCTURE

Given Name, A listing of Important Deeds, and their Tribe Name

Example: Rukazajin 'Kin-Killa'
Thorngorge

LANGUAGES

Orcish

ETHNOLOGY

Orc culture does vary between tribes and the values of the tribe. However, the core values of the Orcs tend to stay firm. They value their personal honor, and they value personal strength. An Orc will not often accept an offer of assistance unless they are desperate or a child. Children are raised by the whole community rather than just by the family that birthed them. With the exception of certain tribes, there are no strong gender roles - instead, a person's worth is based on their strength and honor.

GAME MECHANICS

Skill Points 5

Availability Uncommon

Skill Restrictions Cannot start as a member of a guild or order. The one exception to this is the mage guild, the Order of the Sacred Dance.

Advantage They can take one body wound and may keep fighting, but their death count starts and is cut in half if they do so.

Disadvantage Cannot start the game as a member of a guild or order.

Costuming Tribal markings on their face. Brow prosthetic encouraged.

GODS

The gods of the Islands of the Forgotten King are diverse and evolving. They are shaped by those who worship them. Only their faithful servants, priests, and paladins may communicate with them directly. They have limited power in the mortal realm and must trust their followers to ensure their will is done. Some gods are directly adversarial to one another, while there are others that work in hidden ways to undermine the rest. While much of the pantheon are interconnected, there are a few outliers that came into godhood in spontaneous ways.



ADALY

Adaly is the goddess of war and wisdom. She is a believer in tactics and organized battle plans. She is a neutral goddess and likely has followers on any side of a battlefield. Adaly encourages preparation and understanding of one's advisory. Without thought and knowledge, war has no deeper meaning.

Symbol Shield or Quill

Color Cream

Portfolio War and Wisdom

Holy Time July

ASHLING

Ashling is the youngest of all the gods. Some do not believe in her birth or that she is anything more than a powerful spirit of some kind. Her faithful know she was born of Mala and was helped into the world by the heroes who live on her island. She was named for the island that is her domain and is rumored to sleep and wake with the rhythms of nature. Her influence outside of the island where she resides spreads slowly but steadily.

Symbol Acorn

Color Green and Shiny

Domain Trees, Beauty, and Poison

Holy Time Spring



CHAOS

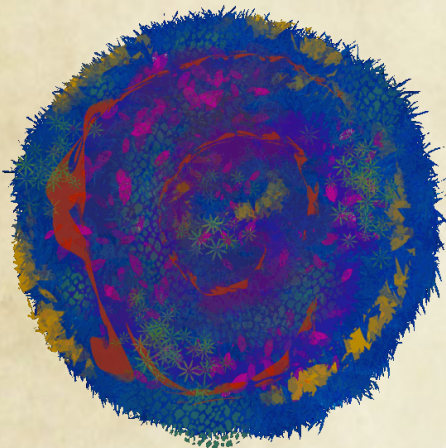
The chaos god has no name or too many names to count. It is also possible they only have one name, but no one knows it, or know one knows they know it. Chaos is unpredictable, a force of nature with no discernible motivation. No one knows where the divine being came from or can agree if it was here before Mala or appeared soon after her birth. Chaos is just that, chaotic. It never appears in the same shape twice. It has no known temples, and its priesthood has no formal organization.

Symbol Unknown

Color Yes and No

Domain Chaos and Truth

Holy Time Now and Then



CIVAN

Civan is the god of vengeance in all its forms, from righteous anger to underhanded treachery. He is not a god of any sort of balanced justice. Vengeance is punishment for the satisfaction of the injured and has nothing to do with what might be “fair.” Civan is a single-minded god, and those who follow him are not forgiving.

Symbol Blooded Weapon

Color Black and Red

Domain: Vengeance and Destruction

Holy Time November



DRAXUZ

Draxuz is the god of order. They are strict and uncompromising. They support whoever is the most disciplined and orderly over any other value. Those who value organization in their public and private lives tend to worship them. Librarians and keepers of archives usually pay this god homage.

Symbol Ruler and Compass

Color Brown

Domain Order and Law

Holy Time March

Godly Relationships

Thurn- The defining moment that made Thurn ascend to godhood was when one of his creations ascended on its own. It is unclear what Draxuz was before they were the god of Order, but it is well known Thurn's hands crafted them.

FREYA

Freya is the woman they spoke of when they said, “Hell has no fury like a woman scorned.” She is the goddess of fire, and her passions run hot. She is as seductive as she is deadly and is known for taking mortal loves and destroying them just as quickly. She is not one to tolerate the smallest of insults and has been at the center of many conflicts between the gods.

Symbol Flame

Color Red

Domain Fire and Emotion

Holy Time Summer





LENERA

Leneara is the goddess of predators. She is a hunter, wild and free as the beasts. As the rest of the gods have their place in the heavens, she is said to spend most of her time on the land. Her temples are always found in the most untamed wilderness and are more like hunting lodges than any place for formal education or worship. Leneara demands that her priests and followers hone their skills as predators and work to live in balance with the land.

Symbol Wolf

Color Dark Red

Domain Predators and Wilderness

Holy Time August



THE LADIES

The Ladies are the twin goddesses of balance, good, evil, life, and death. They are nearly always worshiped together, respecting each other and living in harmonious equilibrium. Some zealous factions of the Day and the Night Elves worship either the Lady of Dark or Light separately, but this is considered heresy by the primary church. Proper balance has no one side.

Symbol Yin-Yang

Color Black and White

Domain Balance, Life, and Death

Holy Time May (Light), and February (Dark)



LILIA

Lilia is the goddess of love and the stars. Some cultures see her as the innocent maiden that Marcus stole away from his brother in the night. Others see her as the temptress that seduced both brothers and used them to achieve her of divinity. Whatever the truth, she spends her time hidden in The Storm, only showing the tiny lights of her power in the night sky.

Symbol Stars

Colors White and Silver

Domain Love, Stars, Secrecy

Holy Time January

Godly Relationships

Solice & Marcus- Even within the ranks of the church of Lilia herself, it is unclear which god is her husband and which wishes to own what does not belong to him. Some within the church even believe she married both gods and did not favor one over the other.



MALA

Mala is the mother of all other things; she is the goddess of the earth and creation. For most of the islands, she is seen as caring and benevolent. But in Soterios, she is the strict matriarch who cares about the strength to survive above compassion. All, even those who do not worship her, respect her. Mala has never taken a side in any disputes when the other gods have fought among themselves.

Symbol Tree

Colors Green

Domain Earth, Motherhood, and Fertility

Holy Time Spring



MARCUS

Marcus is the god of the moon and the creator of The Storm. He is a god of light and secrets as the moon shines down upon the land but never reveals every detail of one's surroundings. Marcus values power and ambition, and many see him as evil for his willingness to do anything needed to win his desires. But no land dares outlaw his worship; as the ruthless god who controls The Storm, he is willing to make it go still over whole areas as punishment for the disrespect. Due to their opposing natures, and a long-standing disagreement, Marcus and his twin brother Solice have not gotten along for as long as anyone can remember.

Symbol Moon

Colors Purple and Silver

Domain Moon, Light, and Magic

Holy Time December

Godly Relationships

Solice- Solice and Marcus have an adversarial relationship that all started when a mortal woman caught both gods' eye and then chose to be with Marcus over his brother. Solice never accepted her choice, and their relationship has only become more bitter as time passes. To those who follow Solice, Marcus is the very height of what is considered evil, and to those who follow Marcus, Solice is nothing but a bullheaded, unworthy bully.

Lilia- Lilia is Marcus' wife. The exact nature of their relationship is unclear, but Marcus created the storm to give her a place to hide from his brother. Most who follow Marcus will also give her respect. A few see her as Solice's wife and think she is being kept as a prisoner; the faithful with this belief will often work to dominate and suppress Lilia's worship.

NATARA

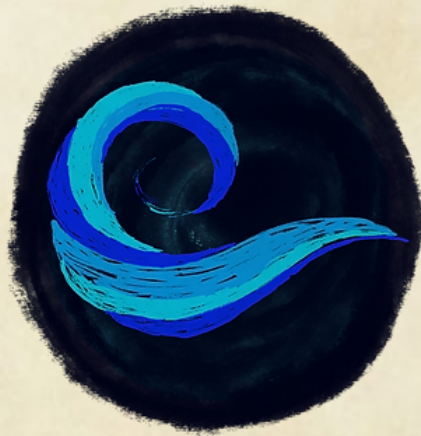
Natara is the goddess of trickery and lies. Because she respects cunning above all else, it is mostly those who work in shadows who give her homage. Though she is always depicted as female, she wears whatever face suits her purposes that day. Most cultures have outlawed her worship, but a grand temple is rumored to be dedicated to her on a hidden island inhabited by outlaws. But as the island's existence is also a rumor, it is hard to say how much weight the story holds. The story of her ascension is that she stole something from one of the gods and still keeps the item to this day.

Symbol Coin

Colors Dark Gray

Domain Trickery, and Lies

Holy Time April



NEN

Nen is the god of water and decay. To some, he brings life, but to others, he is the harbinger of death. Water and decay are the beginning and end of all life. Nen is a vital part of everyday life. Odesben is the only kingdom that has outlawed his worship, and they have paid dearly for their disrespect.

Symbol Wave

Colors Blue

Domain Water, and Decay

Holy Time Winter

PERNUS

First child of Mala he is the god of air and weather. Because of the sporadic nature of his domain, he is also a very erratic god. Sometimes he gifts the land with a cool breeze; other times, he punishes it with devastating tornados. Pernus usually appears as a child of any race with bright yellow eyes. He is unruly when he doesn't get his way and sweet and kind when he does.

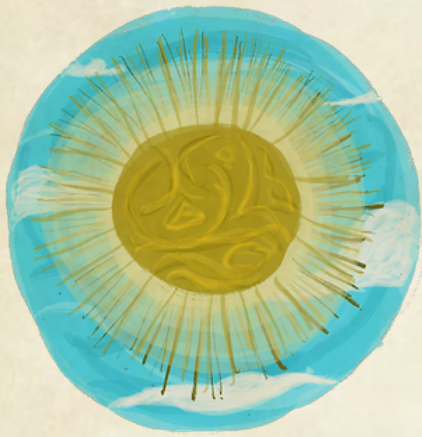
Symbol Wind Chime

Colors None

Domain Air, and Weather

Holy Time Fall





SOLICE

Solice is the god of the sun and a bringer of justice. He is a god of light and shines bright enough to banish secrets and lies. He believes in the unwavering pursuit to destroy all evil and darkness from the world. Solice's focus on justice has led to many of his followers having a narrow view of the world. Until very recently, the church of Solice administered judgment without mercy or understanding. The newest shift in their power structure has allowed mercy to temper their hand. Due to their opposing natures, and a long-standing disagreement, Solice and his twin brother Marcus have not gotten along for as long as anyone can remember.

Symbol Sun

Colors Yellow and Gold

Domain Sun, Light, and Justice

Holy Time June

Godly Relationships

Marcus- Solice and Marcus have an adversarial relationship that all started when a mortal woman caught both gods' eye and then chose to be with Solice over his brother. Marcus never accepted her choice and stole her away to keep her hidden in the night sky. The brother's relationship has only become more bitter as time passes. To those who follow Solice, Marcus is the very height of what is considered evil, and to those who follow Marcus, Solice is nothing but a bullheaded, unworthy bully.

Lilia- Lilia is Solice's wife. Just after they were married and she ascended to become a goddess of light in her own right, Marcus stole her away and keeps her hidden from her true love to this day. Most who follow Solice give her her due respect. A few see her as Marcus' wife and that she is a scarlet woman who tricked their god only to gain power for herself, the faithful with this belief will often shun Lilia's worship.



THURN

Thurn is the god of mortal's cunning; he is the one the inventor worships for inspiration. It is well known he was once a mortal dwarf and ascended to godhood by crafting a god. Artisans will often have shines to this god in their workshops, and anyone looking for inspiration in their crafts will seek his favor.

Symbol Hammer or Anvil

Colors Gold

Domain Inspiration and Invention

Holy Time October

Godly Relationships

Draxus- The defining moment that made Thurn ascend to godhood was when one of his creations ascended on its own. It is unclear what Draxuz was before they were the god of Order, but it is well known Thurn's hands crafted them.

MECHANICS

Isles of the Forgotten Kings



COMBAT RULES



THIS SECTION DETAILS THE INFORMATION ON THE NEXUS ELEMENTS COMBAT SYSTEM. WE HAVE BOFFER COMBAT SYSTEM. The rules in this section are geared toward keeping combat safe and moving smoothly. This section details those rules and confronts common issues that arise in a boffer LARP.

BOFFER COMBAT

Boffer combat is a simulated melee and ranged combat which uses padded and latex weapons instead of metal or wood. During boffer combat, players should only hit one another as hard as it would take for the other person to feel the blow.

The weapons used for boffer combat are strictly regulated. A GM must check any weapon a player intends to use for the game previous to game start. In addition, any GM has the right to recheck players weapons any time during the course of a game. There are weapon construction and safety guidelines in the values section of this site.

There are some maneuvers not permitted in Nexus Elements games for either safety or game balance reasons. Like everything else in our game, simulated combat is for fun and we do not want anyone to get actually hurt or mistreated. Any GM reserves the right to restrict a player's weapon use for safety reasons.

Machine gunning (hitting a target rapidly in the same general area) is not permitted at Nexus Elements. After each hit, a player must pull their weapon back before the next strike. Only the first hit of any attack like this will count for actual wounds or damage against armor. To avoid this practice it is a good idea to hit a different part of the target's body with consecutive strikes.

Weapon entanglement (holding someone else's weapon with your hand, weapon, or clothing during combat) is also not permitted in our games.

Any situation where a hit would lead to tripping a player is not permitted.

HIT LOCATION

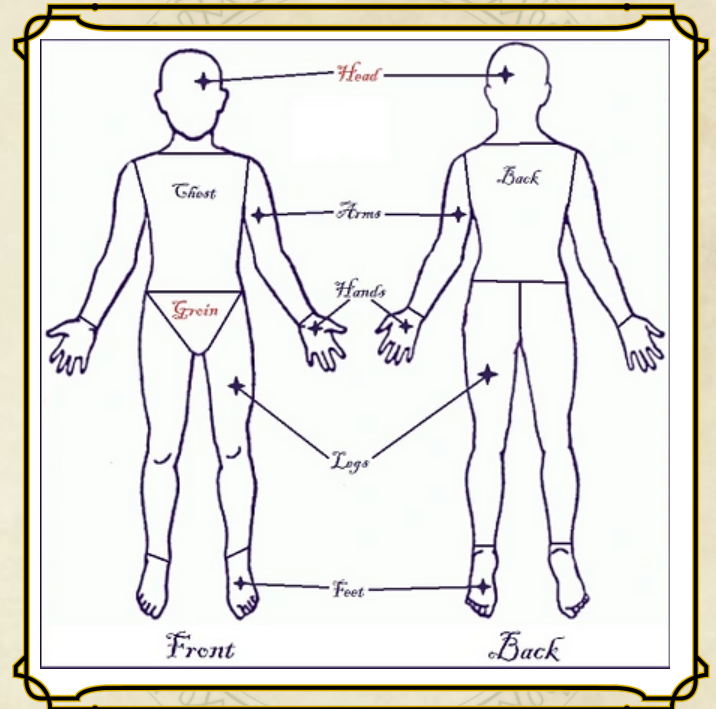
Nexus Elements is a hit location LARP. This means that a character takes wounds depending on where on the body they have been hit. Head and groin shots are not permitted at Nexus Elements under any circumstances.

The legal hit locations are hands, arms, chest, back, legs, and feet. Legs and feet should not be targeted if it would create a tripping hazard. The head and groin should never be targeted.

When a character takes a wound in a certain location, that part of the body becomes useless. If someone is hit in the leg it can no longer be used to carry any of the person's weight. If someone is hit in the hand they can no longer use it to hold anything. When taking wounds in an appendage any hit location further from the

character's heart is also considered useless. So if a person is hit in the arm, their hand cannot grip anything.

Without armor, most characters can take one hit to any of these locations. Once a character is hit they take a wound (See Bleeding Out and Death) in that location. There are a few exceptions to this in racial and classes advantages that add a natural layer of protection. These exceptions are started under the class or race that gives the armor.



ARMOR

Any character can wear armor if they wish. Some guilds and organizations restrict what a character can wear, but there is no game mechanic stopping a character from going against their guild. Armor only protects the area that it is actually covering. When armor is hit, it takes the wound instead of the character. Any damaged armor must be repaired after the battle is done or it will maintain the damage done to it in the previous combat.

There are five different kinds of armor in Nexus Elements. A player can only wear up to one of each kind of armor on any body part at any one time. This means armors can be layered, but this layering is limited.

KINDS OF ARMOR

Padding- Padding is the lightest form of armor and is made of two or more pieces of cloth with a stuffing of some kind between them. For any part of the body that is covered by padding, that part receives 1 point of protection as long as the armor is not damaged.

Soft Leather- Soft Leather is also very light and gives the wearer only 1 point of protection. The benefit of soft leather is that it is a bit cooler to wear than padding. Soft leather is any leather or fur armor that can be easily bent. Simulated leathers are allowed.

Hard Leather- Hard Leather is leather that cannot be easily bent. It is worth 2 points of armor for any place on the body it is protecting, but is a bit harder to wear than light leather or padding.

Chain Mail- Chain Mail is metal loops interwoven with each other to create hard but flexible protection. Any part of the body that is covered by this armor gets 3 points of protection.

Plate- Plate armor is a hard, solid metal (or plastic) plate or group of plates hooked together. Without armor being enchanted in some way, plate is the heaviest armor one can wear. It gives 4 points of protection to anything it is covering.

QUICK REFERENCE ARMOR VALUES

armor	value
Padding	1
Soft Leather	1
Hard Leather	2
Chain Mail	3
Plate Mail	4

WEAPONS

Any character can wield any weapon they are judged to be able to safely wield. Some guilds and organizations restrict what a character can use, but there is no game mechanic stopping a character from going against their guild. Some fighters do not get all of their special abilities if they are not using the correct kind of weapon.

We classify weapons into groups. These groups are based on the effect of the weapons or the way one uses them. Some weapons open bleeding wounds while others break bones. In terms of healing, these two types of wounds are treated the same, though roleplaying one over the other is strongly encouraged

KINDS OF WEAPONS

Axes- Axes are used in a chopping motion. They are usually a curved blade attached to a wooden shaft at a right angle. When an axe hits it's target it opens a bleeding gash.

Bow & Arrows- A projectile weapon that can be used over long distances. When an arrow hits it's target it opens a bleeding gash.

Daggers- Daggers can be thrown or used by hand. They are usually a short blade attached at the end of some kind of handle. When a dagger hits it's target it opens a bleeding gash.

Maces/Hammers- Maces and Hammers are both weighted and shaped pieces of blunt metal on the end of a wooden shaft. When they hit their target they break bones.

Staves/Polearms- These are long weapons used in both attack and defense. When a staff hits it's target it breaks bones. When a polearm hits it's target it will open a bleeding gash.

Swords- Swords are usually a medium sized blade attached to some kind of handle. They are used in sweeping motions. When they hit their target they open a bleeding gash.

BLEEDING OUT & DEATH

Bleeding Out starts when a character has been wounded. Each race bleeds out at a different rate depending on how tough or frail that race is.

A character dies when their chest or black wound bleeds out. Wounds to the arms and legs also bleed out, but instead of death, the arm or leg affected becomes permanently useless. There are ways to heal these wounds, but it is much harder.

Anyone can put pressure on the wound to stop the bleeding with a few exceptions. A character cannot use a wounded appendage to apply pressure to stop a wound from bleeding. A character also cannot put pressure on their own back or chest wound even if their arms are fine.

When a character is wounded in the back or chest they are conscious and able to call for help for the first half of their bleed out time. After that, they pass out from loss of blood.

COMMON ATTACKS VS COMMON DEFENSES

	Shield	Armor	Parry	Spell Parry	Dodge	Deflect
Weapon Attack	Blocks Attack	Armor Takes 1 Wound	Blocks Attack	Target Takes Wound	Blocks Attack	Blocks Attack
2 Damage Weapon Attack	Blocks Attack	Armor takes 2 wounds	Blocks Attack	Target Takes Wound	Bloacks Attack	Blocks 1 Wound
Force	Blocks Attack & Breaks Shield	Breaks All Armor, Target Takes Wound	Blocks Attack & Breaks shield/weapon	Target Takes Wound	Blocks Attack	Breaks Magic & Target Takes Wound
Spell Damage	Blocks Attack	Armor Takes Wound(s)	Target Takes Wound	Blocks Attack	Blocks Attack	Blocks Attack
Spell Effect	Target Takes Effect	Target Takes Effect	Target Takes Effect	Blocks Effect	Blocks Effect	Target Takes Effect

HEADBANDS

Brightly colored headbands are used to indicate different status effects on people and objects. During our short running games, it is hard for NPCs to switch costumes and makeup at a rate which keeps the game moving and fun. Because of this we also use headbands to indicate certain NPC types during our shorter games.

HEADBAND COLORS

Orange- Means the person or object is Out of Game. If you see anything with an Orange band around it, just ignore it completely.

Dark Blue- Means something is invisible. The person or object cannot be seen but it can still be heard. When combined with purple, it cannot be seen and can only be heard if it is clearly indicated by the wearer.

Purple- Means an object is intangible. The object can be seen and heard but cannot be touched. When combined with dark blue, it cannot be seen and can only be heard if it is clearly indicated by the wearer.

Red- Means the NPC is an Outsider such as a demon, angel, or elemental.

Brown- Means the NPC is some kind of Natural Creatures such as a bear, wolf, or deer.

Green- Means the NPC is some kind of Goblinoid such as a goblin or troll.

Light Blue- Means the NPC is an Undead Creature such as a zombie, skeleton or grimling. This

headband can be combined with others to reflect what they were before they died.

CLOTHESPINS

Clothespins are used in the Isles of the Forgotten King to represent some of sneakiness that a character possesses. If you find a clothespin on you or your items, please talk to a staff member, and they will inform you what has happened, if anything. If you see anyone putting a clothespin on someone else, it is akin to you seeing them do the sneaky thing; it is up to you if you inform the target or not.

CLOTHESPIN COLORS

Brown/Tan- Generally, these clothespins represent some kind of thievery and will affect the target only if they go unnoticed by the player for a certain amount of time, depending on the skill.

Black- Generally, these clothespins represent some kind of injury and will affect the target only if they go unnoticed by the player for a certain amount of time, depending on the skill.

Other Colors- Clothespins that are not the “normal” colors can me used to represent game mechanics at certain events. Usually, if alternate colored clothespins are going to be used at the event it will be mentioned and explained during the pre-game meeting.

CLASSES



HIS SECTION BREAKS DOWN ALL OUR CLASSES AND THEIR PATHS. IT GIVES DETAILED INFORMATION ON WHAT EACH CLASS can do. This section provides all the basic data a player needs when playing their character from each class.

The classes are listed by their name, followed by the cost in skill points in parenthesis.

ARTISAN (1)

Artisans are unlike any other class offered in the Isles of the Forgotten King. They represent a wide array of different skills, from the crafting of potions to weaving elaborate tapestries. The main difference between an artisan and a simple craftsman is the continued push towards more complex and amazing pieces and a mind wanting to understand how it all works. There are two ways for an artisan to level; they can either gain more skill in a path they already possess, or they can acquire a path they did not have before.

TERRITORY

Artistry can be found in every corner of the Isles of the Forgotten King.

AVAILABLE PATHS

Jewelry- Jewelers make adornments such as rings and necklaces.

Medicines- Medics make medicines in a variety of strengths.

Metal Armor- Armorers make metal protective items such as shields and chainmail.

Potions- Potioneers make concoctions that have unique qualities.

Smelting- Metallurgists specialize in identifying and making metal alloys.

Textile- These artisans make clothing and other cloth objects.

Tools- Toolmakers make the tools that other artisans need to make their crafts.

Weapons- Weaponsmiths make weapons out of a variety of materials.

Woodworking- These artisans specialize in working with wood.

RANKS

As artisans level, they improve in their paths at different rates; this is represented by the rank system. The more accomplished the rank, the more complex items the artisan can make in that path. Achieving a new rank also allows the artisans to craft and repair more quickly and make higher-quality items.

Apprentice- It takes an apprentice four hours to craft a single average-quality piece. An artisan of this rank can learn basic recipes and craft poor and average-quality items. It takes the artisan 15 minutes to repair an item.

Novice- It takes a novice three hours to craft a single average-quality piece. An artisan of this rank can learn basic and simple recipes and craft poor and average-quality items. It takes the artisan 10 minutes to repair an item.

Journeyman- It takes a journeyman two hours to craft a single average-quality piece. An artisan of this rank can learn basic, simple, and moderate recipes and craft poor and average-quality items. It takes the artisan 7 minutes to repair an item.

Expert- It takes an expert one hour to craft a single average-quality piece. An artisan of this rank can learn basic, simple, moderate, and high recipes and craft poor, average, and expert-quality items. It takes the artisan 5 minutes to repair an item.

Master- It takes a master 30 minutes to craft a single average-quality piece. An artisan of this rank can learn basic, simple, moderate, high, and master recipes and craft poor, average, expert, and master-quality items. It takes the artisan 3 minutes to repair an item.

Grandmaster- It takes a grandmaster 20 minutes to craft a single average-quality piece. An artisan of this rank can learn basic, simple, moderate, high, master, and grandmaster recipes and craft poor, average, expert, master, and artifact-quality items. It takes the artisan 2 minutes to repair an item.

ITEM QUALITY

Items come in varying qualities. An item's quality is a sign of how well it was made. Items of higher quality are usually more effective or last longer than their lower-quality counterparts.

Poor- Items of this quality take half the time to make compared to their average counterparts. They can't be enchanted, and their shelf life is one-fourth that of an average-quality item. Poor-quality items can not be repaired.

Average- Items of this quality cannot be enchanted. Their shelf life and effectiveness are considered the baseline for all other qualities.

Expert- Under the right conditions, items of this quality can be enchanted with single-use effects. Their shelf-life and effectiveness are double that of an average-quality item. Only those of Expert rank or higher can repair an item of this quality.

Master- Under the right conditions, items of this quality can hold a single enchantment. Their shelf-life and effectiveness are double that of an average-quality item. Only those of Master rank or higher can repair an item of this quality.

Artifact- Under the right conditions, items of this quality can be enchanted with a variety of effects. Their shelf-life and effectiveness are triple that of an average-quality item. Only those of Grandmaster rank can repair an item of this quality.

ASSASSIN (2)

Masters of both stealth and martial ability, assassins are feared throughout all nations. One needs no particular skill to kill another person for money, but those who are truly successful in this career all pick up some of the same kinds of abilities. Being a member of a guild also helps individuals to gain contacts for jobs as well as protection from the law.

UNGUILDED

An unguilded assassin is someone who has no loyalty to anyone but themselves. It's a dangerous but free position to be in. Until they gain their contacts and reputation, they usually have harder times finding jobs. Once they win a reputation, guilds try to recruit them or take them out.

LEVELS:

1. Shadow Walk 3 times a day
2. Shadow Walk 3, Parry 3 times a day, and Conceal 2 items at a time
3. Shadow Walk 6, Parry 3 times a day, and Conceal 2 items at a time
4. Shadow Walk 6, Parry 6 times a day, and Conceal 4 items at a time
5. Shadow Walk 6, Greater Shadow Walk 4, Parry 6 times a day, and Conceal 4 items at a time
6. Shadow Walk 6, Greater Shadow Walk 4, Parry 6, Dodge 4 times a day, and Conceal 6 items at a time
7. Shadow Walk 10, Greater Shadow Walk 6, Parry 6, Dodge 4 times a day, and Conceal 6 items at a time
8. Shadow Walk 10, Greater Shadow Walk 6, Parry 10, Dodge 6 times a day, and Conceal 6 items at a time
9. Shadow Walk 15, Greater Shadow Walk 10, Parry 10, Dodge 6 times a day, and Conceal 6 items at a time
10. Shadow Walk 15, Greater Shadow Walk 10, Parry 15, Dodge 10, Slay 6 times a day, Conceal 6 items at a time

SILENT BLADE

The Silent Blades have a long and sordid history. Their roots are known to go back to the time of the Forgotten King. They are an elite group and therefore are unforgiving of any members who put the group at risk. It is well known that any Silent Blade who gets caught in their mission should find a way out themselves or take their own lives. Many suspected Blades have ended up mysteriously dead in their prison cells.

TERRITORY

The Silent Blades are mostly active within the borders of Delbin.

LEVELS:

1. Shadow Walk 1 time a day, Silent Victim 2 times a day
2. Shadow Walk 1 time a day, Silent Victim 2 times a day, Parry 3 times a day, Conceal 2 items at a time
3. Shadow Walk 3 time a day, Silent Victim 4 times a day, Parry 3 times a day, Conceal 2 items at a time
4. Shadow Walk 3 time a day, Silent Victim 4 times a day, Parry 6 times a day, Conceal 4 items at a time
5. Shadow Walk 3 time a day, Silent Victim 8 times a day, Parry 6 times a day, Conceal 4 items at a time, Greater Shadow Walk 2 times a day
6. Shadow Walk 3 time a day, Silent Victim 8 times a day, Parry 6 times a day, Conceal 4 items at a time, Greater Shadow Walk 2 times a day, Dodge 4 times a day
7. Shadow Walk 5 time a day, Silent Victim 8 times a day, Parry 6 times a day, Conceal 4 items at a time, Greater Shadow Walk 3 times a day, Dodge 4 times a day, Delayed Death Wound
8. Shadow Walk 5 time a day, Silent Victim 8 times a day, Parry 10 times a day, Conceal 4 items at a time, Greater Shadow Walk 3 times a day, Dodge 6 times a day, Delayed Death Wound
9. Shadow Walk 7 time a day, Silent Victim 10 times a day, Parry 10 times a day, Conceal 4 items at a time, Greater Shadow Walk 5 times a day, Dodge 6 times a day, Delayed Death Wound
10. Shadow Walk 7 time a day, Silent Victim 10 times a day, Parry 15 times a day, Conceal 4 items at a time, Greater Shadow Walk 5 times a day, Dodge 10 times a day, Delayed Death Wound, Dispatch

FIGHTER (2)

Fighter is a group of diverse paths with all the same goal in the end; to defeat a foe through martial combat. These paths can vary significantly in how they achieve this goal, but in the end, they all get to the same place. Many follow more than one path and combine the skills to take down their foes to greater effect. Each chosen path can help one to conquer or defend.

BERSERKER

Berserkers are those who can, for some reason or another, tap the most primal instincts of their race to gain strength and stamina in battle. Some are born with this ability while others gain it later in life. There are cultures that see a Berserker's rage as a blessing from the gods, while others think it is a curse. No matter the source, anyone with these instincts soon learn to use their power, or die as the power consumes them.

TERRITORY

Berserkers are most commonly found in the Wildlands, but are not limited to this area. It is only the general acceptance they find there that draws them to the savage lands and tribal cultures.

LEVELS:

1. Minor Rage 2 times a day
2. Minor Rage 2, and Parry 3 times a day
3. Minor Rage 4, and Parry 3 times a day
4. Minor Rage 4, Parry 6 times a day, and Feat of Strength
5. Minor Rage 4, and Parry 6, Feat of Strength, and Moderate Rage 4 times a day
6. Minor Rage 4, and Parry 6, Feat of Strength, Moderate Rage 4, and Dodge 4 times a day
7. Minor Rage 4, and Parry 6, Feat of Strength, Moderate Rage 4, Dodge 4 times a day, and Great Rage 4 times a day
8. Minor Rage 4, and Parry 10, Feat of Strength, Moderate Rage 4, Dodge 6 times a day, and Great Rage 4 times a day
9. Minor Rage 4, and Parry 10, Feat of Strength, Moderate Rage 4, Dodge 6 times a day, and Great Rage 6 times a day
10. Minor Rage 4, and Parry 15, Feat of Strength, Moderate Rage 4, Dodge 10 times a day, Great Rage 6, and Greater Rage 6 times a day

DEFENDER

The discipline of Defender is one only trained in by those with something to protect. These fighters learn to put aside their safety for that of those who cannot defend themselves. Town and city guards tend to be Defenders. This path teaches one how to use armor and shield to the greatest advantage.

TERRITORY

Defender is most commonly found in both Delbin and Pedear, though the path has spread to every part of the islands.

LEVELS:

1. Extend Armor
2. Extend Armor, and Parry 3 times a day
3. Moderate Extend Armor, and Parry 3 times a day
4. Moderate Extend Armor, and Parry 6 times a day, and Armor Awareness
5. Moderate Extend Armor, Parry 6 times a day, Armor Awareness, and Hardened Armor
6. Moderate Extend Armor, Parry 6 times a day, Armor Awareness, Hardened Armor, and Dodge 4 times a day
7. Great Extend Armor, Parry 6 times a day, Armor Awareness, Hardened Armor, Dodge 4 times a day, and Unbreakable Shield
8. Great Extend Armor, Parry 10 times a day, Armor Awareness, Hardened Armor, Dodge 6 times a day, and Unbreakable Shield
9. Great Extend Armor, Parry 12 times a day, Armor Awareness, Hardened Armor, Dodge 8 times a day, and Unbreakable Shield
10. Greater Extend Armor, Parry 15 times a day, Armor Awareness, Hardened Armor, Dodge 10 times a day, and Unbreakable Shield

MYSTIC WARRIOR

The Mystic Warrior discipline is one of the newest paths in the islands. Those who study this path focus most of their energy on fighting those who wield the forces of magic. They learn to listen and move with such precision that they can counter magic without wielding it themselves. Though this discipline is not banned in any country, many are wary of those who use it.

TERRITORY

As the Mystic Warriors have the origins in Odesben, they are most commonly found in the desert country, but it is a useful enough path that it has spread throughout the islands.

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LEVELS:

1. Spell Parry 4 times a day
2. Spell Parry 4, and Parry 3 times a day
3. Spell Parry 8, and Parry 3 times a day
4. Spell Parry 8, Parry 6 times a day, Taste of Magic
5. Spell Parry 8, Parry 6, Taste of Magic, and Pierce 8 times a day
6. Spell Parry 8, Parry 6, Taste of Magic, Pierce 8, and Dodge 4 times a day
7. Spell Parry 8, Parry 6, Taste of Magic, Pierce 8, Dodge 4, and True Strike 4 times a day
8. Spell Parry 8, Parry 10, Taste of Magic, Pierce 8, Dodge 6, and True Strike 4 times a day
9. Spell Parry 8, Parry 10, Taste of Magic, Pierce 8, Dodge 6, and True Strike 6 times a day
10. Spell Parry 8, Parry 15, Taste of Magic, Pierce 8, Dodge 10, True Strike 6, and Aura of Anti-Magic 6 times a day

PALADIN

This is not one path of fighter, but many. A Paladin wields the power of their god in a similar way to a priest. Where priests are voice's of their god, a paladin is the fists. These holy warriors have been chosen to fight all those who would move against their god.

TERRITORY

Paladins, in general, are found throughout the islands, but there are locations where some gods are worshiped more frequently than others. For example, in the Wildlands they most often worship the four elemental gods as well as Leneara, while it is unheard of for anyone there to worship Draxus.

LEVELS:

1. Banish 3 times a day
2. Banish 3, and Parry 3 times a day
3. Banish 3, and Parry 3, and Harmful Banish 3 times a day
4. Banish 3, and Parry 6, Harmful Banish 3 times a day, and Godly Attuned
5. Banish 3, and Parry 6, Harmful Banish 4, Godly Attuned, and Godly Gift 4 times a day
6. Banish 3, and Parry 6, Harmful Banish 4, Godly Attuned, and Godly Gift 4, and Dodge 4 times a day
7. Banish 3, and Parry 6, Harmful Banish 4, Godly Attuned, and Godly Gift 4, Dodge 4 times a day and Smite
8. Banish 3, and Parry 10, Harmful Banish 4, Godly Attuned, and Godly Gift 4, Dodge 6 times a day and Smite
9. Banish 3, and Parry 10, Harmful Banish 8, Godly Attuned, and Godly Gift 8, Dodge 6 times a day and Smite
10. Banish 3, and Parry 15, Harmful Banish 8, Godly Attuned, and Godly Gift 8, Dodge 10 times a day, Smite, and Holy Presence.

RANGER

Rangers are those with skill in the wilderness. They learn to survive off the land and fight like wild beasts. They are trackers and scouts. These fighters are sought after by anyone wishing to go into the wild places of the isles.

TERRITORY

Rangers are mostly found in the deep forests of the islands. There are few places in Odesbin or Delbin for them to train, so they tend to learn their trade in Pedear, Soterious, and the Wildlands.

LEVELS:

1. Simple Tracking, and Forest Hide 2 times a day
2. Simple Tracking, Forest Hide 2, and Parry 3 times a day
3. Simple Tracking, Forest Hide 2, Parry 3 times a day, and First Favored Prey
4. Simple Tracking, Forest Hide 2, Parry 6 times a day, First Favored Prey, and Wilderness Survival
5. Expert Tracking, Forest Hide 2, Parry 6 times a day, First Favored Prey, and Wilderness Survival
6. Expert Tracking, Forest Hide 2, Parry 6 times a day, First Favored Prey, Wilderness Survival, and Dodge 4 times a day
7. Expert Tracking, Forest Hide 2, Parry 6 times a day, First and Second Favored Prey, Wilderness Survival, and Dodge 4 times a day
8. Expert Tracking, Forest Hide 2, Parry 10 times a day, First and Second Favored Prey, Wilderness Survival, and Dodge 6 times a day
9. Master Tracking, Forest Hide 2, Parry 10 times a day, First and Second Favored Prey, Wilderness Survival, Dodge 6, and Forest Walk 3 times a day
10. Master Tracking, Forest Hide 2, Parry 15 times a day, First and Second Favored Prey, Wilderness Survival, Dodge 10, Forest Walk 3 times a day, and Prey Mastery

SAILOR

The sailor fighting style is one of shipboard combat and tavern brawls. These fighters have a knack for getting out of tricky situations. Every sailor knows how to man a ship, though not all have a ship to man. Sailors who find themselves without work will often adventure on land, and apply their skills to new situations.

TERRITORY

Sailors are found in port cities throughout the islands and on nearly every ship on the sea.

LEVELS:

1. Disarm 4 times a day
2. Disarm 4, and Parry 3 times a day
3. Disarm 4, Parry 3, and Insult 4 times a day
4. Disarm 4, Parry 6, Insult 4 times a day, and Escape Artist
5. Disarm 4, Parry 6, Insult 4 times a day, Escape Artist and Great Escape 2 times a day
6. Disarm 4, Parry 6, Insult 4 times a day, Escape Artist and Great Escape 2 times a day, and Dodge 4 times a day
7. Disarm 4, Parry 6, Insult 4 times a day, Escape Artist and Great Escape 4 times a day, and Dodge 4 times a day
8. Disarm 4, Parry 10, Insult 4 times a day, Escape Artist and Great Escape 4 times a day, and Dodge 6 times a day
9. Disarm 4, Parry 10, Insult 4 times a day, Escape Artist and Great Escape 6 times a day, and Dodge 6 times a day
10. Disarm 4, Parry 15, Insult 4 times a day, Escape Artist and Great Escape 6 times a day, Dodge 10 times a day, and Oh, Shit

SPECIALIST

A specialist has trained in a single kind of weapon for many years. That kind of weapon becomes more deadly in their hands than anyone around them. The most commonly found specialist is the Sword Master, but any type of specialist can be just as dangerous with their chosen weapon.

TERRITORY

There is no place on the islands where a Specialist of some sort cannot be found.

LEVELS:

1. Bash 4 times a day
2. Bash 4, and Parry 5 times a day
3. Bash 8, and Parry 5 times a day
4. Bash 8, Parry 9 times a day, and Trick Strike
5. Bash 8, Parry 9, Trick Strike, and Force 2 times a day
6. Bash 8, Parry 9, Trick Strike, Force 2, and Dodge 4 times a day
7. Bash 8, Parry 9, Trick Strike, Force 2, Dodge 4 times a day, and Unbreakable Weapon
8. Bash 8, Parry 15, Trick Strike, Force 2, Dodge 6 times a day, and Unbreakable Weapon
9. Bash 8, Parry 15, Trick Strike, Force 6, Dodge 6 times a day, and Unbreakable Weapon
10. Bash 8, Parry 23, Trick Strike, Force 6, Dodge 10 times a day, Unbreakable Weapon, and Slay 6 times a day

MAGE (4)

A Mage (plural is Magi) is someone who can manipulate the invisible storm that rages around us all. There are many orders or groups who have picked a certain way to look at the storm and manipulate it according to their own beliefs.

DRY MAGE

A Dry Mage is someone who has the potential to learn to wield the magical forces of the storm. Most end up becoming full magi, others just use the benefits of being magical without bothering to learn any spells. Because of their magical connection, they are surrounded by the storm energy that will manifest itself in uncontrolled and unpredictable ways if they never learn how to properly wield it. As a Dry Mage you start the game as a level 0 mage. This means you can use wind towards things like rituals and on magical objects without a magi's help. To become a full mage you must learn a spell and level from 0 to 1. If you start the game as a Dry Mage you do not get the starting spells at level 1.

WIND

The measure of a person's connection to the storm is referred to as wind, and this wind is what magi use to cast spells. Wind replenishes itself at a rate of one an hour up to the person's wind capacity, and completely with a full night's sleep. Almost all living things in the

world have at least some small amount of wind. The only living things that do not are called Unlinked, as they are not linked to the Storm. Dead things and things that were never alive also have no connection to the storm. Those without a special connection to the storm (non-magi) have three wind, and those without the training to wield magic will pass out if their wind is completely drained.

CASTING SPELLS

Spells can be cast in different ways, but regardless of method, a mage must channel wind into the spell, trigger the spell, and say all the appropriate call words for the spell. Note that not all spells have call words. When triggering a spell, the caster must either have learned the spell, or sacrifice the components to the spell. The spell can be triggered by reciting a verbal, touching appropriate symbols tattooed on them, or by moving their hands in a shape while thinking of a color.

STARTING SPELLS

Coming Soon

LEARNING SPELLS

A mage can learn spells in one of three ways. In any case, it takes twice the amount of wind to learn the spell than it would to cast the spell. If the mage is learning on their own, then they must spend all the wind themselves. If they have someone who knows the spell actively teaching them, the cost of learning is split between the two magi. To learn a spell triggered by verbals, a mage must gather the components required and dilute them into Mage Oil. Once that is done, they rub the oil into their palms and meditate on the spell for five minutes. To learn a spell triggered by tattoos, the mage must get the symbols of the spell tattooed on their body with magical tattoo ink mixed with the components of the spell. To learn a spell triggered by shapes, the mage must burn the components with Dark Ash Wood, then rub the ashes on their palms while meditating for five minutes on the color and shape of the spell.

MEDITATION

Magi can meditate to gain back used wind and reconnect themselves to the storm. Without any sort of catalyst it takes five minutes of meditation to gain back one point of wind. Meditation may take many forms. Traditionally it is sitting still and focusing on one's mind, but there are other ways as well. Without meditation a mage gains back wind at the same rate as everyone else, one point per hour.

MEMORIZATION

A mage can memorize a spell they have learned in order to cast it once without using the normal trigger method. To memorize a spell a mage must spend five minutes completely focused on that spell and nothing else. When casting a memorized spell the mage just uses the call words and the required wind to cast the spell. A mage may memorize up to a quarter of their wind in spells at one time. They can decide to forget any spell they have memorized to replace it with another by memorizing a new spell. When a mage sleeps for any amount of time all memorized spells are forgotten.

CREATING SPELLS

Some magi feel they have enough understanding of the magical storm to create and learn new spells with no guide to follow. This is a dangerous, difficult, and draining process. To learn a spell this way costs four times the amount it would take to cast the spell. If too much wind is put into a spell then it can have dangerous and even deadly side effects. If a mage tries to learn an untested spell too often it becomes more dangerous. It takes a mage about a week to fully recover from failing in an attempt to learn a new spell this way. For each time they try a new attempt in this week the chance of the spell backfiring doubles. It also extends the recovery time by half.

LEVELS:

1. 7 Wind, 3 starting spells
2. 15 Wind
3. 24 Wind
4. 34 Wind
5. 45 Wind
6. 57 Wind
7. 70 Wind
8. 84 Wind
9. 99 Wind
10. 115 Wind

GUILDS

Many magi find guilds helpful because they are a source of knowledge and training. However, guilded magi tend to walk a more rigid path due to their obligations to their guilds. More information on the specific guilds can be found in the Mage Guilds section.

Unguilded- A Mage is someone who can manipulate the invisible storm that rages around the world.

Unguilded magi are not affiliated with a guild. There are many ways to be trained as a mage without a guild. They could be self-taught or have a mentor.

They could even be the ex-member of a guild that left or was kicked out for any number of reasons.

Bringers of Logic- Bringers of Logic believe that Orange or Logic magic is the purest color in the spectrum.

Therefore they study it exclusively. They are also the only order in which it is mandatory that their members carry a spell book.

Brotherhood of the Mighty Fist- The Brotherhood of the Mighty Fist is a mercenary order of magi. They have a reputation for selling their skills to the highest bidder, though the order usually leaves the final say on taking any given job to the individual mage. This order specializes in Purple and Brown magic.

Children of the Divine Truth- The Children of the Divine Truth are most well known for being insane. The formation of the Order is traced back to an elf named Lurz Silverhand. It is said that Lurz disappeared for many years without a word. When he came back he was not only far more gifted with magic, but he claimed a fairy had taught him the true way of natural magic. As he spread his knowledge the order soon formed from his teachings.

Daughters of the Grave- It is said that this order originated in Odesben where women do not have much power over their own lives. The head of the order is said to be the same women who founded it over three hundred years ago. This order is completely female and is known to practice necromantic magic. They specialize in Black and Red magic.

Guild of the Sacred Dance- This is a nomadic mage order that most other magi shun as a savage throwback to a barbaric time. The common person mostly treats them as criminals and con-men. They are originally from the Wildlands. The Guild of the Sacred Dance is mostly a group of bloodlines. Outsiders have been known to gain acceptance into the guild, but these instances are rare. They speak no words of power while casting their spell, but instead tattoo these words onto their skin. They specialize in Pink and Purple magic.

Order of the Shining Light- The Order of the Shining Light is said to be one of the oldest orders still active on the islands. There are rumors this order predates the Forgotten King and that they alone know his name. They are collectors of information and givers of none. They are especially good at performing arcane rituals. It is often said they are the true recorders of history and that they were started by the last of the humans for that very reason. They specialize in Orange and Pink magic.

Order of the Unyielding Line- The Order of the Unyielding Line is the royal mage guild of Delbin. They are called peacekeepers but most truly see them as order keepers. They are seen with respect by the common person within Delbin, but many adventures resent their authority. They specialize in Green and Orange magics.

Seekers of Lost Knowledge- Unlike most other guilds the Seekers of Lost Knowledge do not believe that information is something to be hoarded. They believe that knowledge is something that belongs to everyone, and not just a select few.

The Guardians- The Guardians can only be called a guild in the loosest sense of the word. They do not gather together, but they have a common goal. They wish to protect those places that are still wild. They do not like civilization and it is said they keep the company of plants and animals of all kinds. They specialize in Brown and Green magic.

PRIEST (3)

Priests are those who practice the worship of a given God and are often the messengers of that God in the world. Gifted with the power to perform Miracles, they also attend to the temples and practitioners of their Faith. What miracles they have access to is in part determined by the God they worship.

MIRACLE POINTS

Each day the priest has access to a limited number of miracles. The resource they spend grant access to their miracles each morning is called Miracle Points or MP for short. With each level, the priest gains more miracle points so they can buy more and greater miracles as they gain power. Miracle points are refreshed each day at dawn.

DEVOTION POINTS

Devotion points, or DP for short, is a measure of a priest's connection to their god. Devotion refreshed each night at midnight. A priest uses their pool of devotion to cast the miracles that have chosen to have access to that day.

CASTING MIRACLES

Each god is different in the way they prefer to have their miracles cast. They can even have different relationships with their priests. Some demand their power to be heralded by loud and boisterous prayers, while others only desire soft words of gratitude. The length of prayer must at least be five times the devotion cost to cast a miracle in seconds. (eg. to cast "Heal Limb" the priest must spend 1 devotion point and pray for 5 seconds.) Once the prayer is used the priest should speak any call-words that may be needed in a loud enough voice for the target to hear what was cast.

PRE-CASTING

A priest can pre-cast a miracle they have chosen for the day in order to use it once, without using the standard prayer length. To pre-cast a miracle a priest must spend five minutes entirely focused on prayer to their god and nothing else for each miracle they wish to pre-cast. When using the pre-cast miracle the priest only uses the call words as needed. The devotion cost is tied up for as

long as the priest has the miracle pre-cast. A priest may pre-cast up to a quarter of their devotion in miracles at one time. They can decide to release any miracle they have pre-cast to replace it with another by praying over the new miracle without losing the devotion.

PRAYER

Priests can pray to gain back used devotion and reconnect themselves to their god. Without any catalyst, it takes five minutes of prayer to earn back one point of devotion. Prayer may take many forms. Traditionally it is sitting still and focusing on one's deity, but there are other ways as well. Without prayer, a priest does not gain back devotion until they are refreshed at midnight. Prayer is an exclusive activity, and thus one cannot talk, read, etc. while praying.

GOD'S BOON

At level 4 the priest gains the boon of their god. The boon is a minor flavor effect that the god grants, and tends to be very situational. The boons for each god are listed just below the god's description in this section.

LEVELS:

1. 7 Devotion, and 3 Miracle Points
2. 15 Devotion, Prayer, and an additional 1 Miracle Points
3. 24 Devotion, and an additional 2 Miracle Points
4. 34 Devotion, God's Boon, and an additional 3 Miracle Points
5. 45 Devotion, and an additional 4 Miracle Points
6. 57 Devotion, Versatility, and an additional 5 Miracle Points
7. 70 Devotion, and an additional 6 Miracle Points
8. 84 Devotion, God's Great Boon, and an additional 7 Miracle Points
9. 99 Devotion, and an additional 8 Miracle Points
10. 115 Devotion, God's Favor, and an additional 9 Miracle Points

GODS

More information on the specific gods and their worship can be found in the Gods section.

ADALY

Adaly is the goddess of war and wisdom. Her followers tend to be leaders and generals. She is considered a neutral goddess because she tends to have followers on both sides of most battles. She is usually depicted as an old hag holding the crown of the Forgotten King.

FOURTH LEVEL BOON-

Evaluate: Priests of Adaly can immediately size up who has fighting skills within any group.

ASHLING

Ashling is the goddess of trees, beauty, and poison. She is the newest of the deities and many still do not recognize her as a goddess at all. By those who do follow her, she is considered the daughter of Mala and was born from the island of Ashling in Delbin.

FOURTH LEVEL BOON-

Dendrology: Priests of Ashling can identify the various types of trees and plants, and if they are poisonous or not

CHAOS

The chaos god has no name; or instead, it has too many names to count. Chaos is just that, chaotic. It never seems to appear in the same shape twice, or use the same name. It has no temples because its priesthood has no organization for obvious reasons.

FOURTH LEVEL BOON-

Whispered Truths: randomly, priests of Chaos are “blessed” with voices whispering truths about the world in their ears.

CIVAN

The god of vengeance in all its forms, from righteous anger, too underhanded treachery. He tends to be very single-minded when he has a goal. He is usually depicted as a handsome man in dark armor, brooding over his next plot.

FOURTH LEVEL BOON-

Slow Stalk: A Priest of Civan knows very generally what direction the focus of his revenge is. It is not as good as the Track skill or Locate spell, but will point them in the rough direction. Obscuring powers override this ability.

DRAXUZ

Draxus is the god of order. He is strict and uncompromising. He is a neutral god, supporting whoever is the most disciplined. It is said that he was once a golem made by Thurn, and when he is depicted it is always in that form.

FOURTH LEVEL BOON-

Language of Order: Draxus priests are automatically considered to be friendly with any being allied with Order.

FREYA

Goddess of fire and destruction, she is known for her quick temper. It is said she is also one of the most seductive of women when she wishes to be. This goddess is seen as a beautiful woman, with dark hair and red eyes.

FOURTH LEVEL BOON-

Fire Resistance: Priests of Freya are resistant to mundane fires and extremes of heat

THE LADIES

The Ladies are the twin goddesses of the balance of good and evil, life and death. They are almost always worshiped together, respecting each other and living in harmony. Some zealous factions of both the day elves and the night elves worship them separately. They are usually depicted as twins: one dressed in all black, one in all white.

FOURTH LEVEL BOON-

Eye of Life and Death: They can perceive the pure energy of life and death.

LENEARA

Leneara is the goddess of predators. She is a hunter, as wild and free as the beasts. While the rest of the gods have their place in the heavens, she is said to spend most of her time on the land. She is usually depicted as an Orcish woman with cat’s eyes.

FOURTH LEVEL BOON-

Hunters Life: A Priest of Leneara can tell what the local mundane wildlife is with a glance, as well as the general health and suitability for hunting.

LILIA

Goddess of love and the stars. Some cultures see her as the innocent maiden that Marcus stole away from his brother in the night. Others see her as the harlot that seduced both brothers for her own ends. She is always depicted as a beautiful young woman.

FOURTH LEVEL BOON-

Red String: A Lilia Priest can tell just by looking, who is romantically or physically interested in whom, and/or who is intimately involved with whom.

MALA

Mala is the Goddess of the Earth and Fertility. Mother of the gods, for most of the islands she is considered caring and benevolent. In Soterios she is the strict matriarch who cares about strength above compassion. She is the Goddess of the earth and of life. She is almost always seen as an old woman looking over the world.

FOURTH LEVEL BOON-

Green Thumb: A Priest of Mala can tell exactly what a plant needs to grow healthy and strong.

MARCUS

Marcus is the god of the moon, light, and magic. Much to his dismay, he is the twin brother of Solice. He is the creator of The Storm. Seen as evil by all cultures of the isles, they must respect him nonetheless. Any country that outlaws his priesthood finds The Storm quite unreliable around their lands. He is always seen as a mage shrouded in darkness.

FOURTH LEVEL BOON-

Moonglow- A Marcus Priest can create a ball or rod of light at will. While not as bright as the Moon or even the Miracle to produce light, it can still be a comfort in dark places. (Player can use a light no brighter than a glow stick at will.)

NATARA

Natara is the goddess of trickery and lies. Respecting cunning above all else, she is mostly worshiped by thieves and assassins. Though she is always depicted as female, she wears whatever face suits her purposes that day. Most cultures have outlawed her worship.

FOURTH LEVEL BOON-

Appraise: With a glance, a Priest of Natara can tell the general value of an item.

NEN

Nen is the god of water and decay. To some he brings life, but to others, he is the harbinger of death. He appears as either a wise bare-footed old man, whose footprints fill with water or as a sinister lich that brings death with a wave of his hand.

FOURTH LEVEL BOON-

Aqualung: A Priest of Nen can breathe mundane water as if it was fresh air.

PERNUS

First child of Mala, he is the god of air and weather. He is usually seen as a child with bright yellow eyes. Unruly when he doesn't get his way and sweet and kind when he does.

FOURTH LEVEL BOON-

Compass: Priests of Pernus always know which way is South

SOLICE

Solice is the god of the sun, light, and justice. Much to his dismay, he is the twin brother of Marcus. He believes in the unwavering pursuit to banish evil and darkness from the world. He is seen as a shining paladin in golden armor.

FOURTH LEVEL BOON-

Lightbearer: A Solice Priest can create a ball or rod of light at will. While not as bright as the Sun or even the Miracle to create light, it can still be a comfort in dark places. (Player can use a light no brighter than a glow stick at will.)

THURN

Thurn is the god of mortal's cunning; he is the one the inventors worship for inspiration. His domains are smithing, alchemy, and building. He is usually depicted as a dwarf working in his forge.

FOURTH LEVEL BOON-

Tinker's Eye: A priest of Thurn can evaluate items and equipment for damage and quality at a glance. They generally know how damages something is and how long it would take them to repair.

THIEF (2)

A thief is someone who makes their living by deception. They are skilled in stealth and have a light touch. Though the three paths of this class have different backgrounds, all are very good at going unnoticed.

CON-ARTIST

Con-artists are the masters of deception and charm. They use their silver tongues to convince others to do things they usually wouldn't or to give in to deals that are generally too good to be true. It's said that an expert con-artist can talk a thirsty elf out of their last bottle of water.

LEVELS:

1. Suggest 3 times a day
2. Suggest 3, and Shadow Walk 3 times a day
3. Suggest 7, Shadow Walk 3 times a day, and Pickpocket
4. Suggest 7, Shadow Walk 6 times a day, Pickpocket, and Know a Mark
5. Suggest 7, Shadow Walk 6, Charm 7 times a day, Pickpocket, Know a Mark, and Open Simple Locks
6. Suggest 7, Shadow Walk 6, Charm 7, Greater Shadow Walk 4 times a day, Pickpocket, Know a Mark, and Open Simple Locks
7. Suggest 7, Shadow Walk 6, Charm 7, Greater Shadow Walk 4, Command 3 times a day, Pickpocket, Know a Mark, Open Simple Locks, and Cut the Cord
8. Suggest 7, Shadow Walk 10, Charm 7, Greater Shadow Walk 6, Command 3 times a day, Pickpocket, Know a Mark, Open Simple Locks, and Cut the Cord
9. Suggest 7, Shadow Walk 10, Charm 7, Greater Shadow Walk 6, Command 5 times a day, Pickpocket, Know a Mark, Open Simple Locks, Cut the Cord, and Open Expert Locks
10. Suggest 7, Shadow Walk 15, Charm 7, Greater Shadow Walk 10, Command 5, Mass Charm 6 times a day, Pickpocket, Know a Mark, Open Simple Locks, Cut the Cord, and Open Expert Locks

CUTPURSE

Cutpurses are not just those who steal what is not theirs; any thug can do that. They are true thieves that have a set of skills that allow them to steal without being caught. Most towns and cities have a thief's guild, but as of yet, none have gained power beyond the borders of their village or city.

LEVELS:

1. Pickpocket
2. Pickpocket, and Shadow Walk 3 time a day
3. Pickpocket, Shadow Walk 3 time a day, Open Simple Locks, and Conceal 2 items at a time
4. Pickpocket, Shadow Walk 6 time a day, Open Simple Locks, Sleight of Hand and Conceal 2 items at a time
5. Pickpocket, Cut the Cord, Shadow Walk 6 time a day, Open Simple Locks, Sleight of Hand and Conceal 4 items at a time
6. Pickpocket, Cut the Cord, Shadow Walk 6, Greater Shadow Walk 4 times a day, Open Simple Locks, Sleight of Hand, and Conceal 4 items at a time
7. Pickpocket, Cut the Cord, Shadow Walk 6, Greater Shadow Walk 4 times a day, Open Simple Locks, Open Expert Locks, Sleight of Hand and Conceal 6 items at a time
8. Pickpocket, Cut the Cord, Shadow Walk 10, Greater Shadow Walk 6 times a day, Open Simple Locks, Open Expert Locks, Sleight of Hand and Conceal 6 items at a time
9. Pickpocket, Cut the Cord, Shadow Walk 10, Greater Shadow Walk 6 times a day, Open Simple Locks, Open Expert Locks, Open Magic Locks, Sleight of Hand, and Conceal 8 items at a time
10. Pickpocket, Snatch, Cut the Cord, Shadow Walk 15, Greater Shadow Walk 10, Open Simple Locks, Open Expert Locks, Open Magic Locks, Sleight of Hand, and Conceal 8 items at a time

SPY

The men and women of this profession are those who can go completely unnoticed in a crowd. They are the ones who can slip between the cracks of any security undetected and find the information their employers desire. Many of them work for one kingdom or another, but some are freelance and will work for the highest bidder.

LEVELS:

1. Simple Observation, and Conceal 2 items at a time
2. Simple Observation, Conceal 2 items at a time, and Shadow Walk 3 times a day
3. Simple Observation, Conceal 4 items at a time, Suggest 3, and Shadow Walk 3 times a day
4. Simple Observation, Pain Management, Conceal 4 items at a time, Suggest 3, and Shadow Walk 6 times a day
5. Expert Observation, Pain Management, Conceal 6 items at a time, Suggest 7, and Shadow Walk 6 times a day
6. Expert Observation, Pain Management, Conceal 6 items at a time, Suggest 7, Shadow Walk 6, and Greater Shadow Walk 4 times a day
7. Expert Observation, Pain Management, Conceal 8 items at a time, Suggest 7, Shadow Walk 6, Greater Shadow Walk 4, and Charm 7 times a day
8. Expert Observation, Pain Management, Conceal 8 items at a time, Suggest 7, Shadow Walk 10, Greater Shadow Walk 6, and Charm 7 times a day
9. Master Observation, Pain Management, Conceal 8 items at a time, Suggest 7, Shadow Walk 10, Greater Shadow Walk 6, Charm 7, and Command 3 times a day
10. Master Observation, Pain Management, Mindful Vigilance, Conceal 8 items at a time, Suggest 7, Shadow Walk 15, Greater Shadow Walk 10, Charm 7, and Command 3 times a day

UNLINKED (3)

Unlinked are those who have no connection with the storm of magic that rages around the world. They are feared for being unnatural and sometimes thought to be an heretical mutation. It does not seem to matter which unlinked discipline that the character's power best aligns with, even the most harmless of unlinked can be treated as a threat. The unlinked have three disciplines and once their power is shaped by one they are forever settled on that path. The Blades are those who have honed their power for combat, they are often the warriors among the unlinked. The Menders are those who had nurtured the potent power of healing but often must pay with their own health. The Witnesses are those who have been gifted with a inner sight, and can often be the most feared of all the unlinked as they bring uncomfortable and dire truths into the light.

SPARK

Spark is a measure of an unlinked's energy reserve. The unlinked uses their pool of spark to cast their powers. Spark replenishes itself at a rate of one an hour up to the character's spark capacity, and will completely restore after a full night's sleep. No other living or dead things have Spark, it is completely unique to the unlinked, and what makes them so powerful.

USING POWERS

Most of the unlinked powers are instantaneous, and unlike spells or miracles, they do not require words or prayers to activate. If the power needs answers or intervention by staff or GM, it is best to let us know before using the power.

POWER UPGRADE

There are two ways to upgrade most powers: the player can either extend their duration or range. Once a Power Upgrade is used, it can not be changed. The player may upgrade the same power multiple times or spread their upgrades among multiple powers.

Power Upgrade

Range	Duration
Self	5 minutes
Touch	Concentration
Bean Bag	A Day
Line of Sight	A Year
Line of Sound	Permanent

MEDITATION

Unlinked can meditate to gain back used spark. Without any sort of catalyst it takes ten minutes of meditation to gain back one point of spark. Meditation may take many forms. Traditionally it is sitting still and focusing on one's mind, but there are other ways as well. Without meditation an unlinked gains back spark at a rate of one point per hour.

LEVELS:

1. 7 Spark, Access to tier 1 Powers.
2. 15 Spark, Access to tier 1 Powers. One tier 1 Power Upgrade.
3. 24 Spark, Access to tier 1 and 2 Powers. Two tier 1 Power Upgrades.
4. 34 Spark, Access to tier 1 and 2 Powers. Two tier 1 Power Upgrades, and one tier 2 Power Upgrade.
5. 45 Spark, Access to all tier 1, 2, and 3 Powers. Three tier 1 Power Upgrades, and one tier 2 Power Upgrade.
6. 57 Spark, Access to all tier 1, 2, and 3 Powers. Three tier 1 Power Upgrades, and two tier 2 Power Upgrades.
7. 70 Spark, Access to all tier 1, 2, 3 and 4 Powers. Three tier 1 Power Upgrades, three tier 2 Power Upgrades, and one tier 3 Power Upgrade.
8. 84 Spark, Access to all tier 1, 2, 3 and 4 Powers. Three tier 1 Power Upgrades, three tier 2 Power Upgrades, two tier 3 Power Upgrades, and one tier 4 Power Upgrade.
9. 99 Spark, Access to all tier Powers. Three tier 1 Power Upgrades, three tier 2 Power Upgrades, three tier 3 Power Upgrades, and two tier 4 Power Upgrades.
10. 115 Spark, Access to all tier Powers. Three tier 1 Power Upgrades, three tier 2 Power Upgrades, three tier 3 Power Upgrades, three tier 4 Power Upgrades, and one tier 5 Power Upgrade.

THE BLADE

The Blade are those with the ability to use their power in battle. To the untrained eye, they can almost seem like magi. They have the ability to protect as well as wound and are sometimes considered the most versatile of all the unlinked.

THE MENDER

Those with the natural ability to heal and take pain from others are known as Menders. Due to the way their abilities work it is rare to see a Mender harm another living creature. Any pain felt by a living being within 20 feet of the Mender is also felt by the Mender themselves.

THE WITNESS

Those with the ability to see down to the truths of the world are known as Witnesses. Due to the way these truths can affect a person's mind they are known for being somewhat unstable. These unlinked are wracked with visions of past, present, and future.

ABILITIES

Abilities are the skills of classes that don't use supernatural powers. This section contains full descriptions of these skills.

Armor Awareness- If a smith gives the Defender 30 seconds to explain what is wrong with their armor it can be fixed in half the time.

Aura of Anti-Magic- The Aura of Anti-Magic is the ability to face down even the most magical of foes. When this aura is active, it has a five-foot radius out from the character. The aura dissipates up to ten spells that pass into it. This ability lasts for five minutes or until the ten spells have been dispersed. When the aura is active, and the character is hit by magic, they should call out No Effect.

Banish- Banish is the ability to use one's will and power to push back the enemy of one's god. A player can find their god's specific enemy in the God Section. While a character is focusing entirely on this ability, none of the god's enemy can get within ten feet of that character. If the character is within a room, then the power extends to that room's walls. To use this power the player must call Banish then state what kind of creature is being banished.

Banish, Harmful- Harmful Banishment is the ability to use one's will and power to push back the enemy of one's god. A player can find their god's specific enemy in the God Section. Those creatures who are caught within the affected area take a chest wound as they are being pushed away. While a character is focusing entirely on this ability none of the god's enemy can get within ten feet of that character. If the character is within a room then the power extends to that room's walls. To use this power the player must call Harmful Banish then state what kind of creature is being banished.

Bash- Bash is the ability to deal two points of damage in a single strike. Bash is best utilized against armored opponents. Callword: 3 [Weapon Material]

Boon- At level 4, a priest gains the boon of their god. The boon is a minor flavor effect that the god grants and tends to be very situational. The boons for each god are listed just below the god's description in the priest section.

Boon, Greater- At level 8, a priest gains a greater boon from their god. The boon is a useful effect that god grants but still tends to be situational. The greater boons for each god are listed below the god's fourth-level boons in the priest section.

Charm- Charm is the ability to seem trustworthy no matter how much a person knows not to trust you. With the use of charm, the target should trust the caster as if they have known and trusted them for a

long while, even if they just met. To use charm caster must touch their target. Callword: Charm

Charm, Mass- Charm is the ability to seem trustworthy no matter how much a person knows not to trust you. With the use of charm, the target will trust the caster as if they have known and trusted them for a long while, even if they just met. Mass charm works on a grand scale and effects anyone with who can hear and understand what the caster is saying. Callword: Line of Sound Charm

Command- Command is the ability to talk another into doing what the thief wants. The thief can give a single, simple order to the target that must be carried out. The thief can't get the target to directly harm themselves or anyone they care about. To use command caster must touch their target. Callword: Command

Conceal- This is the ability that enables a character to hide an object so that it is tough to find. Someone searching for a concealed item must search the area where the object is for at least ten uninterrupted minutes to find it. Conceal can be used on any non-living object that is twelve inches in diameter or less. To indicate a character has concealed an object they must tie an orange band around it.

Cut the Cord- Cut the Cord is the ability to steal small bags without being noticed. To use this skill the character clips a clothespin onto the target bag or pouch. If no one notices or points the clothespin out for a count of 120, the thief has successfully stolen it. A thief may ask a GM to collect the item to protect their identity if they wish.

Delayed Death Wound- Delayed Death Wound is the ability to cause a wound so precise the victim does not notice it until it is too late. This ability causes the character to bleed out for five minutes without noticing. The assassin must take a clothespin and attach it to the victim's shirt without anyone seeing it for five minutes. If anyone notices the clothespin before the time is up, it is treated as a normal torso wound.

Disarm- Disarm is the ability to knock weapons and other objects out of a target's hand. To use this ability, hit the arm or object you wish to disarm and call Disarm.

Dispatch- Dispatch is the ability to cause a wound so precisely that the victim dies almost instantly. The assassin must take a clothespin and attach it to the victim's shirt without anyone noticing for a count of 5. If anyone notices the clothespin, it is treated as a normal torso wound. If no one notices the action, it is an instant death wound.

Dodge- Dodge is the ability to get out of the way of any attack. To use Dodge, the character must call out Dodge when an attack lands on their person.
Callword: Dodge

Escape Artist- It is hard to keep a Sailor secured. If they can go 5 minutes without being closely observed they can get out of any non-magical bindings.

Extend Armor, Minor- Minor Extend Armor is the ability to use one's armor to protect one other person. The protected must have at least one hand on the character for the armor to apply. For the minor version of this ability, the character gains a plus two bonus to their armor as long as they are actively protecting another person.

Extend Armor, Moderate- Moderate Extend Armor is the ability to use one's armor to protect two people. The protectees must have at least one hand on the character for the armor to apply. For the moderate version of this ability, the character gains a plus four bonus to their armor as long as they are actively protecting another.

Extend Armor, Great- Great Extend Armor is the ability to use one's armor to protect five people. The protectees must be within a ten-foot radius of the character for the armor to apply. For the great version of this ability, the character gains a plus eight bonus to their armor as long as they are actively protecting another.

Extend Armor, Greater- Greater Extend Armor is the ability to use one's armor to protect five people. The protectees must be within a ten-foot radius of the character for the armor to apply. For the greater version of this ability, the character ignores all damage while they are actively protecting another. After the fight is over the character must take any damage to their armor or person. The plus eight bonus from great extended armor should be taken into the calculation when deciding how damaged the character is.

Favored Prey- Favored Prey is the ability to use one's knowledge about a creature to make each strike count more severely against it. When facing one's Favored Prey, they deal two points of damage against their Target. When fighting a Favored Prey, a character should use the callword: 3 [weapon material]. Suggested Favored Prey: Animals, Goblins, Trolls, Lesser Undead.

Feat of Strength- The Berserker can now break most non-magical objects with their bare hands. This doesn't apply to metal crafted objects, and cannot be used during combat.

Force- Force is the ability to deal a devastating blow against a target. This strike will break all hard armors as well as deal a wound against the target in a single attack. If the target isn't wearing any armor, their

bleed time for that wound is cut in half. This ability will also break weapons. Callword: Force

Forest Hide- Forest Hide is the ability to use plant life to hide. One can only use this ability if they are standing or sitting still within a wooded environment. To use this ability one should wear a blue headband.

Forest Walk- Forest Walk is the ability to use plant life to hide one's passage through an area. A character using this ability has to be within a wooded environment. The person may only move at a slow pace taking at least one second between each step. To indicate the player is using this ability they should wear a blue headband.

Godly Attuned- Beneficial miracles cast by a priest of their god onto this Paladin, cost one less devotion (Minimum 1).

Godly Gift- Each god grants different gifts to their paladins at 5th level. This is a reflection of the diverse way the gods interact with the world.

Adaly- Can imbue the target with an additional point of armor.

Ashling- Cures one poison

Chaos- Target must tell the truth for one question.

Civan- Can swing Fire Inflect for one strike.

Draxuz- Can use a bean bag to throw a calm effect.

Freya- Can swing Fire Inflect for one strike.

The Ladies- Can heal a limb.

Leneara- Can swing Stun for one strike.

Lilia- Can use a bean bag to throw a calm effect.

Mala- Can heal a limb.

Marcus- Immune to one mind-altering effect. (Such as fear, calm, and charm)

Natara- Can become invisible for 5 minutes

Nen- Can swing fester damage for one strike.

Pernus- Immune to one movement impairment effect (Such as trip, entangle, and slow)

Solice- Immune to one mind-altering effect. (Such as fear, calm, and charm)

Thurn- Can imbue the target with an additional point of armor.

God's Favor- At level 10, a priest gains the Favor of their God. These special miracles have world-changing if not Shattering effects. However, they all come at a cost. Using a God's Favor ends in the character's death or makes them unplayable, with no chance of resurrection.

Great Escape- Great Escape is the ability to get oneself physically out of any situation. To use this ability call a Game Stop, move ten feet in any direction then start the game again.

Harden Armor- Harden Armor is the ability to wear armor efficiently. Each point of physical armor the character is wearing counts for two points with this ability. Harden Armor is a passive ability that is active as long as the character is awake and in control of themselves.

Holy Presence- The Harmful Banishment ability is always active on the character and they no longer have to concentrate to keep it in effect. The god's enemy is wounded if they try to push against the area of effect or if that area pushes against them. A character with this ability may focus to deactivate it, but they must continually concentrate on this action.

Insult- Insult is the ability to enrage a target so that they immediately attack you. This ability only works on sentient beings, even if there is not a shared language. To use this ability the character points to their victim and calls Insult. (Extra credit if the character insults the target first.)

Know a Mark- The thief can tell if someone is under a mind-altering effect after a single simple exchange.

Meditation- Magi can meditate to gain back used wind and reconnect themselves to the storm. Without any sort of catalyst it takes five minutes of meditation to gain back one point of wind. Meditation may take many forms. Traditionally it is sitting still and focusing on one's mind, but there are other ways as well. Without meditation a mage gains back wind at the same rate as everyone else, one point per hour.

Observation, Simple- Observation is the ability to notice small details in an area and how they have changed. A character can make deductions about what has happened in that area. To use this ability contact a GM.

Observation, Expert- Observation is the ability to notice small details in an area and how they have changed. A character can make deductions about what has happened in that area. This ability works even against someone with the skill to cover their tracks. To use this ability contact a GM

Observation, Master- Observation is the ability to notice small details in an area and how they have changed. A character can make deductions about what has happened in that area. This ability works even against someone with the high skill to cover their tracks. To use this ability contact a GM.

Oh, Shit- Oh Shit is the ability to retreat from any conflict safely. Once this ability is triggered, the character takes no damage while running away from combat. If the character turns to fight at any time during their retreat the ability ends.

Open Locks, Simple- Open Locks is the ability to unlock a lock without a key. This ability grants the thief the skill to open simple locks. Simple locks are

marked with a large S on the front. To pick a simple lock with this skill one only needs to finish the maze provided with the lock as usual. The thief may not touch any lines within the maze. Once checked by a staff member the lock is open.

Open Locks, Expert- Open Locks is the ability to unlock a lock without a key. This ability grants the thief the skill to open Expert locks, as well as the chance to open simple locks more easily. Expert locks are marked with a large E on the front. To pick an expert lock with this skill one only needs to finish the maze provided with the lock as normal. The thief may now cross over blue lines within in lock maze; they still should not touch any other lines within the maze. Once checked by a staff member the lock is open.

Open Locks, Magic- Open Locks is the ability to unlock a lock without a key. This ability grants the thief the skill to open Magic locks, as well as the chance to open simple and expert locks more easily. Magic locks are marked with a large M on the front. To pick a magic lock with this skill one only needs to finish the maze provided with the lock as normal. The thief may now cross over blue and red lines within a lock maze; they still should not touch any other lines within the maze. Once checked by a staff member the lock is open.

Pain Management- The thief does not have to react when they have taken an injury. They still have no use of what has been injured and put no weight on it, but they are not distracted by pain.

Parry- Parry is the ability to use a weapon or shield to block a weapon attack. It cannot be used against spells. To use Parry the character must be holding a weapon or shield and must call out Parry when an attack lands on their person.

Pierce- Pierce is the ability to strike at magical barriers with more significant effect. Pierce hits for three damage but only against magical protection and not physical armor. Callword: Pierce 3

Pickpocket- Pickpocket is the ability to steal things without being noticed. Only things that are light and easily removed from a target can be taken this way. To use this skill, the character clips a clothespin onto the target item or "pocket." If no one notices or points the clothespin out for a count of 60, the thief has successfully stolen it. In the case of pouches, this means the thief gets the top item from the bag. A thief may ask a GM to collect the item to protect their identity if they wish.

Prayer- Priests can pray to gain back used devotion and reconnect themselves to their god. Without any catalyst, it takes five minutes of prayer to earn back one point of devotion. Prayer may take many forms. Traditionally it is sitting still and focusing on one's deity, but there are other ways as well. Without prayer, a priest does not gain back devotion until they are refreshed at midnight. Prayer is an exclusive activity, and thus one cannot talk, read, etc. while praying.

Prey Mastery- Favored Prey is the ability to use one's knowledge about a creature to make each strike devastating against it. When facing one's Favored Prey, they deal Force damage against their Target. When fighting a Favored Prey, a character should call Force for every strike.

Poison Immunity- Poison Immunity grants immunity to one specific poison each time the ability is gained.

Rage, Minor- Minor Rage is an ability to tap the most primal part of one's own soul and use it while in combat. This version of Rage lasts for two minutes. While enraged the character can take five hits without feeling them. Once the two minutes have elapsed they must count all wounds taken during battle. The character has little control over their actions within that time. They must continue to fight until the two minutes is up or they are disabled. If they run out of enemies to fight they must turn on friends and allies. The character can still be affected by mood and mind altering spells.

Rage, Moderate- Moderate Rage is an ability to tap the most primal part of one's own soul and use it while in combat. This version of Rage lasts for five minutes. While enraged the character can take ten hits without feeling them. Once the five minutes have elapsed they must count all wounds taken during battle. The character has little control over their actions within that time. They must continue to fight until the five minutes is up or they are disabled. If they run out of enemies to fight they must turn on friends and allies. The character can still be affected by mood and mind altering spells.

Rage, Great- Great Rage is an ability to tap the most primal part of one's own soul and use it while in combat. This version of Rage lasts for five minutes. While enraged the character can take ten hits without feeling them. Once the five minutes have elapsed they must count all wounds taken during battle. The character has more control over their actions within that time. They will still feel hyped up, but if they run out of enemies during their rage, they may take their aggression out in other means. The character can now Resist 3 non-damage spells.

Rage, Greater- Greater Rage is an ability to tap the most primal part of one's own soul and use it while in combat. This version of Rage lasts for as long as the

player can keep fighting. While enraged the character can take ten hits without feeling them. They also do more damage with each swing. While in Greater Rage a character should call out 2 [weapon material] with each strike against an opponent. Once they are worn out they must count all wounds taken during battle. The character has more control over their actions within that time. They will still feel hyped up, but if they run out of enemies during their rage, they may take their aggression out in other means. The character is now immune to mood and mind altering spells.

Shadow Walk- Shadow Walk is the ability to use shadows to hide one's passage through an area. A character using this ability has to have at least some part of them touching a shadow that is not their own. The person may only move at a slow pace taking at least one second between each step. To indicate the player is using this ability they should wear a blue headband.

Shadow Walk, Greater- Greater Shadow Walk is the ability to use shadows to hide one's passage through an area silently. A character using this ability has to have at least some part of them touching a shadow that is not their own. The person may only move at a slow pace, taking at least one second between each step. A character cannot be seen or heard while using this ability. To indicate the player is using this ability, they should wear a blue and purple headband.

Silent Victim- Silent Victim is the ability to take away someone's speech with a single strike of the blade. When intending to use this ability, strike the target and call out Silence. If the target is hit with your blade, they are silenced for five minutes.

Slay- Slay is the ability to kill someone with a single strike. Armor and other protections defend against this attack. When hit by Slay, a victim dies without bleeding out first. Callword: Slay

Sleight of Hand- The thief can move an object no more substantial than a playing card from one hand to another without being noticed. When using this ability, just let observers know they do not see what you are doing.

Smite- Smite is the ability to use one's will to make a devastating strike against their god's enemy. When facing a god's enemy, they deal Force damage against their target. To use this ability, the character should call Force with each strike.

Spell Parry- Spell Parry is the ability to use a weapon or shield to block a spell attack. It cannot be used against weapons. To use Spell Parry, the character must be holding a weapon or shield and must call out Spell Parry when an attack lands on their person.

Suggest- Suggest is the ability to get another to believe what you tell them. A character can make a target believe a single statement. How the target reacts to this knowledge depends on their character. This ability only works within reason. A character can't make a target believe things that are anathema to their core beliefs. To use Suggest a caster must touch their target. Callword: Suggest

Taste of Magic- By handling an object for ten minutes, the Mystic Warrior can tell if it is magical or not.

Toxic Embrace- As the assassin gets better at their craft, the poison grows in their system. This ability allows the character to harvest one dose of this poison each day. They can start each game with three doses, or more if they spend BGA actions collecting their blood. At this level, their blood makes any wound more activated as well as more damaging when striking with a weapon. Callword: 3 Rot Inflict

Tracking, Simple- Tracking is the ability to use sight, scent, and sound to follow a target through the wilderness. Those with Simple Tracking can track all natural animals and those not skilled in the wild.

Tracking, Expert- Tracking is the ability to use sight, scent, and sound to follow a target through the wilderness. Expert trackers can track all natural animals and those not skilled in the wild as well as magical creatures and those of moderate skill in the wild.

Tracking, Master- Tracking is the ability to use sight, scent, and sound to follow a target through the wilderness. Those with Master Tracking can track nearly anything in the wild.

Training- Assassins and Fighters can train to gain back used abilities and reconnect to their skills. Without any catalyst, it takes five minutes of Training to earn back one ability. Training may take many forms. Traditionally it is going through a weapon kata but there are other ways as well. Without training, a fighter does not gain back their abilities until they are refreshed at midnight. Training is an exclusive activity, and thus one cannot talk, read, etc. while Training.

Trick Strike- After lining up a swing for at least 30 seconds, the Specialist can shatter any non-magical item with a single strike. This doesn't apply to metal crafted objects, and cannot be used during combat.

True Strike- True Strike is the ability to ignore all magical protections. The character is skilled enough with facing magic that they can find the exact weak spot in any protection. When a character is using True Strike, they should call out True Strike when they hit their target.

Unbreakable Shield- Unbreakable Shield is the ability to use a shield so well that nothing can break it while

the character is using it. This applies to any shield in the character's hands.

Unbreakable Weapon- Unbreakable Weapon is the ability to use a particular type of weapon so well that nothing can break it while the character is wielding it. This only applies to a single weapon type.

Venom's Caress- When initiated into Malice the assassin is taken through a ritual and when they wake their blood is poison to all but them. This ability allows the character to harvest one dose of this poison each day. They can start each game with three doses, or more if they spend BGA actions collecting their blood. At this level, their blood makes any wound more activated when striking with a weapon. Callword: 1 Rot Inflict

Versatility- At level 6, a priest gains the ability to change out the miracles they choose each morning if needed later in the day. The amount of miracles they can change out is equal to half their total miracle points for the day rounded down.

Wilderness Survival- The fighter can tell if a plant or meat is naturally poisonous. (They can not tell if a poison has been added to it)

ARCANA

The following spells are all those available at character creation. The verbals and components to learn and cast these spells will be provided to a player once they have made their selection. Many other spells exist on the islands of the Forgotten King. A mage will have many chances to expand their knowledge once the character is in play.

HOW TO READ A SPELL LISTING

The spell listings are organized by element and broken down into important, easy to read facts about the spell. The following are a list of terms so that one can better understand the Spell listing.

- **Element:** All spells have an element attached to them. This can determine exactly how the spell functions and what it does.
- **Cost:** All spells cost a certain amount of wind to cast depending on the power of its effect and the difficulty to bring that effect into being.
- **Description:** This is a description of what the spell looks and feels like. Usually, this is based on the element that was used to cast it.
- **Effect:** This is a description of what the spell actually does to its intended target. This effect only takes place if the target is hit by the spell.
- **Callword:** This is the words one uses to help other players know how the spell effects them. Not all spells have or need call words.
- **Range:** This is a description of how close or far away a mage can be to cast the spell. There are three main ranges that most spells fall under. Personal means the spell only affects the caster. Touch means the spell can affect any target the caster personally touches. Bead Bag means the caster can throw the spell by using a bead bag as a physical representation of that spell.
- **Duration:** This is a description of how long a spell effect lasts on the target. There are three main durations that most spells call under. Instant means the spell's effect triggers instantly and completely in a single moment. When there is a specified time this means the spell lasts on its target for that amount of time or until dispelled. Dawn means that the spell lasts on its target until the next dawn or it has been triggered.

AIR

AIR COMPASS

Cost: 1 wind

Range: Personal

Duration: 5 Minutes

Description: The whistling winds tell the caster which way is north.

Effect: Know which direction is North

AIR SPEAK

Cost: 2 wind

Range: Personal

Duration: 5 Minutes

Description: Any spirits or Air creatures within the range of the caster become visible to their eyes.

Effect: The caster may speak with spirits or creatures of Air Magic

AIR STRIKE

Cost: 2 wind

Range: Bean Bag

Duration: Instant

Description: A cutting blast of wind deals damage to the target

Effect: Deals one wound to the target

Callword: 1 Air

CELESTIAL

CELESTIAL STRIKE

Cost: 1 wind

Range: Bean Bag

Duration: instant

Description: a nova of starlight deals damage to the target

Effect: deals one wound to the target

Call Word: 1 Celestial

CELESTIAL COMPASS

Cost: 2 wind

Range: Personal

Duration: 5 Minutes

Description: The movement and position of the stars tell the caster which way is North, even in daylight

Effect: Know which direction is North

DETECT CELESTIAL

Cost: 2 wind

Range: Personal

Duration: 5 Minutes

Description: The sparkling of starlight tells you of all things near you touched by Celestial power.

Effect: Detects items/creature/what-have-you within caster's sight that hold Celestial power

DEATH

SPEAK WITH THE DEAD

Cost: 1 wind

Range: Personal

Duration: 5 Minutes

Description: Any spirits or Death creatures within the range of the caster become visible to their eyes

Effect: The caster may speak with spirits of the dead or creatures of Death Magic

DEATH POLISH

Cost: 2 wind

Range: Touch

Duration: Instant

Description: All the imperfections die away, bringing the object to a shine.

Effect: Polish and cleans item

DEATH COMPASS

Cost: 2 wind

Range: Personal

Duration: 5 Minutes

Description: The sepulchral whispers of the dead tell the caster which way is North.

Effect: Know which direction is North

EMOTION

EMOTION CALM

Cost: 1 wind

Range: Bean Bag

Duration: Instant

Description: A zen like calm comes over the target

Effect: Settles high tempers and those in some kind of rage

Call Word: Calm

EMOTION DEFLECT

Cost: 2 wind

Range: Touch

Duration: Dawn

Description: An air of denial forms to shield the target

Effect: Protects against 1 wound. This ability takes 5 seconds to cast so must be done before any hit is taken

Call Word: Deflect

EMOTION POLISH

Cost: 2 wind

Range: Touch

Duration: Instant

Description: Pride coats the object, bringing about a shine

Effect: Polish and cleans item

FIRE

FIRE POLISH

Cost: 1 wind

Range: Touch

Duration: Instant

Description: A lick of fire dances over the object, bringing a warm shine

Effect: Polish and cleans item

FIRE CALM

Cost: 2 wind

Range: Bean Bag

Duration: Instant

Description: a dance of firelight mesmerizes the target

Effect: Settles high tempers and those in some kind of rage

Call Word: Calm

FIRE SPEAK

Cost: 2 wind

Range: Personal

Duration: 5 Minutes

Description: Any spirits or Fire creatures within the range of the caster become visible to their eyes

Effect: The caster may speak with spirits or creatures of Fire magic.

GROUND

GROUND DEFLECT

Cost: 1 wind

Range: Touch

Duration: Dawn

Description: Rock forms, shielding the target

Effect: Protection against 1 wound. This ability takes 5 seconds to cast so must be done before any hit is taken

Call Word: Deflect

GROUND SLOW

Cost: 2 wind

Range: Bean Bag

Duration: Instant

Description: The ground becomes unsteady under the target's feet

Effect: Target moves 1/2 speed until they are hit by a weapon or another spell

Call Word: Slow

GROUND CALM

Cost: 2 wind

Range: Touch

Duration: Instant

Description: The stability of stone calms the target

Effect: Settles high tempers and those in some kind of rage

Call Word: Calm

LIFE

LIFE HEAL LIMB

Cost: 1 wind

Range: Touch

Duration: Instant

Description: The force of pure life surrounds the wound helping the skin and muscle to reform as if there had never been a wound.

Effect: Heals one limb wound

LIFE TARNISH

Cost: 2 wind

Range: Bean Bag

Duration: Instant

Description: The target object ages as its life its sped along, corroding it slightly.

Effect: Tarnishes metal, scuffs leather, chips wood

LIFE SLOW

Cost: 2 wind

Range: Bean Bag

Duration: Instant

Description: Muscles twitch and spasm within the target's legs.

Effect: Target moves ½ speed until they are hit by a weapon or another spell

Callword: Slow

LOGIC

DETECT MAGIC

Cost: 1 wind

Range: Personal

Duration: 5 Minutes

Description: Logic dictates to you where all things near you touched by magic are.

Effect: Detects items/creatures/what-have-you within caster' sight that hold Magical power

LOGIC STRIKE

Cost: 2 wind

Range: Bean Bag

Duration: Instant

Description: A cutting wit deals damage to the target.

Effect: Deals one wound to target.

Callword: 1 Logic

LOGIC TARNISH

Cost: 2 wind

Range: Bean Bag

Duration: Instant

Description: As the caster looks at the target object it corrodes slightly before their stare.

Effect: Tarnishes metal, scuffs leather, chips wood

PLANT

PLANT SLOW

Cost 1 wind

Range Bean Bag

Duration Instant

Description Grass and leaves entangle the legs of the target.

Effect Target moves ½ speed until they are hit by a weapon or another spell

Callword Slow

PLANT HEAL LIMB

Cost 2 wind

Range Touch

Duration Instant

Description Pure green moss surrounds the wound helping the skin and muscle to reform as if there had never been a wound.

Effect Heals one limb wound.

PLANT DEFLECT

Cost 2 wind

Range Touch

Duration Dawn

Description Quickly growing grasses shield the target.

Effect Protects against 1 wound. This ability takes 5 seconds to cast so must be done before any hit is taken.

Callword Deflect

WATER

WATER TARNISH

Cost 1 wind

Range Bean Bag

Duration Instant

Description Scummy water washes over the target object.

Effect Tarnishes metal, scuffs leather, chips wood

DETECT WATER

Cost 2 wind

Range Personal

Duration 5 minutes

Description The sound of waves tells you where all things near you touched by the power of Water should be.

Effect: Detects items/creatures/what-have-you within caster' sight that hold Water power.

WATER HEAL LIMB

Cost 2 wind

Range Touch

Duration Instant

Description Pure clean water washes over the wound surrounding it and helping the skin and muscle to reform as if there had never been a wound.

Effect Heals one limb wound

MIRACLES

The following miracles are all those available at character creation. A player is encouraged to make up their own prayers to go with each miracle that they choose. There are two main kinds of miracles a player will have to choose from. General miracles are those that all priests have access. There are also a list of miracles specific to each god, and only those who follow that god may choose from their list.

HOW TO READ A MIRACLE LISTING:

The miracle listings are organized by god and broken down into important, easy-to-read facts about the miracle. The following is a list of terms so that one can better understand the miracle listing.

Purchase Cost: All miracles cost a certain amount of miracle points to purchase depending on the power of its effect and the difficulty to bring that effect into being.

Casting Cost: All miracles cost a certain amount of Devotion to cast depending on the power of its effect and the difficulty to bring that effect into being.

Effect: This is a description of what the miracle actually does to its intended target. This effect only takes place if the target is hit by the miracle.

Range: This is a description of how close or far away a priest can be to cast the miracle. There are three main ranges that most miracles fall under. Personal means the miracle only affects the priest. Touch means the miracle can affect any target the priest personally touches. Bead Bag means the priest can throw the miracle by using a bead bag as a physical representation of that miracle.

Duration: This is a description of how long a miracle effect lasts on the target. Most miracles fall under three main durations. Instant means the miracle's effect triggers instantly and completely in a single moment. When there is a specified time, this means the miracle lasts on its target for that amount of time or until dispelled. Dawn means that the miracle lasts on its target until the next dawn or it has been triggered.

GENERAL MIRACLES

HEAL LIMB

Purchase Cost: 1 MP

Casting Cost: 1 Devotion

Effect: Heals one limb wound or detoxifies one poison

Range: touch

Duration: Instant

ANSWER

Purchase Cost: 2 MP

Casting Cost: 2 Devotion

Effect: Priest's god answers one yes or no question

Range: Personal

Duration: Instant

BLESS

Purchase Cost: 3 MP

Casting Cost: 3 Devotion

Effect: Empowers one object or person for a short time.

This miracle is highly influenced by the intent while casting and the views of the god.

Range: Touch

Duration: Dawn

TURN GOD'S ENEMY

Purchase Cost: 4 MP

Casting Cost: 4 Devotion

Effect: Pushes the god's enemies back

Range: 10 ft radius or room priest is standing in

Duration: Concentration

Call Word: Banish < creature >

WHOLE BODY HEALING

Purchase Cost: 5 MP

Casting Cost: 5 Devotion

Effect: Heals all wounds on target and detoxes all poisons

Range: Touch

Duration: Instant

QUERY

Purchase Cost: 6 MP

Casting Cost: 6 Devotion

Effect: Priest's God answers one question in the form of a sentence

Range: Self

Duration: Instant

GOD'S FURY

Purchase Cost: 7 MP

Casting Cost: 7 Devotion

Effect: Pushes God's Enemies back and deals 3 wounds to any affected.

Range: 10 ft radius or room priest is in

Duration: Concentration

Call Word: Harmful Banish < creature >

GENERAL MIRACLES (CONTINUED)

INSPIRATION

Purchase Cost: 8 MP

Casting Cost: 8 Devotion

Effect: Priest's God gives one piece of relevant information or guides to priest to where they need to be

Range: Self

Duration: Instant

GREATER BLESS

Purchase Cost: 9 MP

Casting Cost: 9 Devotion

Effect: Empowers one object or person with lasting results. This miracle is highly influenced by the intent while casting and the views of the god.

Range: Touch

Duration: Undetermined

ADALY MIRACLES

CLARITY OF THE WAR GOD

Purchase Cost: 1 MP

Casting Cost: 1 Devotion

Effect: The priest, resists a charm, command, incite, or suggest effect

Range: Personal

Duration: 5 Minutes

Call Word: Resist all

OPTIMIZE FORMATION

Purchase Cost: 2 MP

Casting Cost: 4 Devotion

Effect: Affected allies deal an additional damage with a melee attack or protect themselves from one damage

Range: 5 ft radius from thrown beanbag

Duration: Dawn

Call Word: 2 Holy or Deflect

DECISIVE STRIKE

Purchase Cost: 3 MP

Casting Cost: 3 Devotion

Effect: The target's next attack deals 3 additional damage

Range: beanbag

Duration: Dawn

Call Word: 4 Holy

BREAK LINES

Purchase Cost: 4 MP

Casting Cost: 4 Devotion

Effect: Affected allies can push opponents 5 steps with a melee attack once.

Range: 5 ft radius from thrown beanbag

Duration: Dawn

Call Word: Push 5

RESURRECTION

Purchase Cost: 10 MP

Casting Cost: 10 Devotion

Effect: Resurrects one target within 30 minutes of their death. The body must be mostly intact for this miracle to work.

Range: Touch

Duration: Instant

CUNNING WARRIORS

Purchase Cost: 5 MP

Casting Cost: 5 Devotion

Effect: Affected allies can disarm or trip an opponent with a melee attack once.

Range: 5 ft radius from thrown beanbag

Duration: Dawn

Call Word: Disarm or Trip

SHIELD SISTERS

Purchase Cost: 6 MP

Casting Cost: 7 Devotion

Effect: Two touched creatures gain 5 layers of magical protection each so long as they remain in contact with each other.

Range: Touch

Duration: Dawn; see text

KNOW THY FOE

Purchase Cost: 7 MP

Casting Cost: 8 Devotion

Effect: Adlay answers 3 questions about a given individual creature. Answers in one sentence.

Range: Self

Duration: Instant

BATTLECRY

Purchase Cost: 8 MP

Casting Cost: 8 Devotion

Effect: Affected enemies flee in fear from the priest

Range: Line of Sound

Duration: 5 Minutes

Call Word: Line of sound holy incite fear

ADALY MIRACLES (CONTINUED)

INSPIRING COMMANDER

Purchase Cost: 9 MP

Casting Cost: 9 Devotion

Effect: Affected allies recover 2 daily uses of any assassin, fighter, or thief abilities as if they had drilled to recover them

Range: 5 ft. radius from thrown beanbag

Duration: Instant

TURN THE TIDES

Purchase Cost: 10 MP

Casting Cost: 35 Devotion

Effect: Grant five layers of magical armor to allies. Heal all wounds of allies. Free allies from entrapping effects. Repair allies worn armor and held weapons.

Deal 1 damage to all enemies

Range: Line of Sound

Duration: Dawn/Instant

Call Word: Line of Sound 1 Holy

ASHLING MIRACLES

SPEAK TO THE FOREST

Purchase Cost: 1 MP

Casting Cost: 1 Devotion

Effect: The priest is understood by and can understand trees. When conversing with trees, they gain a very limited intelligence so as to answer the priest's questions but lack the ability to draw any conclusions.

Range: Personal

Duration: 5 Minutes

POISON TOUCH

Purchase Cost: 2 MP

Casting Cost: 2 Devotion

Effect: The priest's hand is coated with a dose of magical poison that afflicts the first creature the priest touches.

The poison has no immediate effect; after 5 minutes, the victim loses the ability to hear and speak. After a further 5 minutes, the target falls to the ground with completely stiff muscles. After an additional 5 minutes, they turn into a live tree.

Magic Acorn serves as an antidote to the poison.

Range: Touch

Duration: 5 Minutes

TREE SHAPE

Purchase Cost: 3 MP

Casting Cost: 3 Devotion

Effect: The priest turns into a medium sized tree with 5 HP. While a tree the priest cannot move, feel, taste, or smell, but can still see and hear. The priest is immune to most damage but can still take damage from fire, and lumbering tools. Any effect that destroys objects kills you.

If killed as a tree you revert to your normal form with wounds on all your hit locations.

Wear a Blue and Purple headband and inform players you are a tree.

Range: Personal

Duration: Dawn

STUNNING BEAUTY

Purchase Cost: 4 MP

Casting Cost: 4 Devotion

Effect: The target is overcome with fascination of the priest, doing nothing but staring at the priest. While fascinated the target is more open to suggestion from the priest. This miracle is ended if the target is blinded, unconscious, asleep, or otherwise unable to look at the priest.

Range: Line of Sight

Duration: Concentration

Call Word: Line of Sight Holy Fascinate

POLLEN CLOUD

Purchase Cost: 5 MP

Casting Cost: 5 Devotion

Effect: You create an invisible mist that causes sneezing and coughing fits, rendering nearby creatures unable to fight. You are unaffected.

Range: 5 ft radius

Duration: 5 Minutes

Call Word: Holy Incidte Allergy Burst

CHAOS MIRACLES

GIBBERSPEAK

Purchase Cost: 1 MP

Casting Cost: 1 Devotion

Effect: Everything the target tries to say instead comes out as gibberish

Range: Touch

Duration: 5 Minutes

COMPEL TRUTH

Purchase Cost: 2 MP

Casting Cost: 2 Devotion

Effect: Target compelled answers truthfully for three questions you ask

Range: Line of Sight

Duration: 5 Minutes

WHEEL OF CHAOS

Purchase Cost: 3 MP

Casting Cost: 4 Devotion

Effect: Effect: At the start of the day roll a six sided die.

When performed this miracle has the effect of the number one higher or lower chosen by the priest (1 is considered 1 higher than 6 in addition to 1 lower than 2, making the list wrap), the number changes to whichever effect you chose for the purposes of the next use.

1. Command the target: "Spin", "Dance", "Sing", "Lay Down", or "jump")
2. You hear the target's surface thoughts
3. Push or pull 5 steps
4. Break an object into 5 pieces
5. Deal 3 damage of any type
6. One item you have ends up in the target's possession (as if planted by a thief)

Range: Beanbag

Duration: Instant or 5 Minutes

MADMAN'S SHUFFLE

Purchase Cost: 4 MP

Casting Cost: 3 Devotion

Effect: The priest swaps the locations of any number of creatures in sight

Range: Sight

Duration: Instantaneous

Call Word: GAME STOP

CHAOTIC CLARITY

Purchase Cost: 5 MP

Casting Cost: 5 Devotion

Effect: For the duration of the miracle the priest can see everything invisible, see through all illusions, and see all forms of any shapeshifter. However the priest cannot communicate through any means, even writing or gestures. This miracle cannot be ended early by any means.

Range: Personal

Duration: Dawn

SHIFTING MIND

Purchase Cost: 6 MP

Casting Cost: 6 Devotion

Effect: The priest is immune to the logic and emotion element; the priest still reacts to these effects just not in the normal way. Once during this miracle the priest can overpower a target with confusion rendering them incapable of even basic actions.

Range: Personal

Duration: Dawn

Call Word: Line of Sight Holy Incite Confusion

TRUTH OVER REALITY

Purchase Cost: 7 MP

Casting Cost: 9 Devotion

Effect: The priest makes a statement and it becomes reality if doing so falls within the power of this miracle.

This miracle can mimic the power of any spell or miracle 8th tier or lower, but will often fulfill the statement to a minimal degree.

Range: Personal

Duration: Instant

ABSOLUTE TRUTH

Purchase Cost: 8 MP

Casting Cost: 8 Devotion

Effect: The affected creature is compelled to answer questions truthfully and completely; including the extent of the creature's certainty. This miracle overpowers all effects that would allow the target to lie.

Range: Touch

Duration: 10 Minutes

CHAOS MIRACLES (CONTINUED)

FIDDLY WIDDLEBITS

Purchase Cost: 9 MP

Casting Cost: 9 Devotion

Effect: The Priest can jump “out of existence” and back in. The priest must physically jump and don an orange headband. While out of existence the priest can move within the range of the spell but can only affect themselves. The priest can return to reality by jumping and doffing the orange headband.

Range: Line of Sight

Duration: 1 Minute

ABSOLUTE CHAOS

Purchase Cost: 10 MP

Casting Cost: 10 Devotion

Effect: Random things happen around the priest, the priest innately understands the nature of the change.

Range: Variable

Duration: Variable

Call Word: GAME STOP

CIVAN MIRACLES

WRATHFUL STRIKE

Purchase Cost: 1 MP

Casting Cost: 1 Devotion

Effect: he priest gains the ability to use a melee weapon to devastating effect. Once during the duration, the priest deals 2 additional damage with a melee attack but takes 1 damage (location of your choice).

Range: Personal

Duration: Dawn

Call Word: 3 Holy

BLIND RAGE

Purchase Cost: 2 MP

Casting Cost: 2 Devotion

Effect: The priest gains the ability to ignore 5 wounds from any source for the duration of the miracle, however can no longer perceive any creatures except a single target of the priest’s hatred.

Range: Self

Duration: 2 Minutes

UNDYING VENGEANCE

Purchase Cost: 3 MP

Casting Cost: 3 Devotion

Effect: The Priest heals all wounds on themselves

Range: Self

Duration: instant

REVENGE

Purchase Cost: 4 MP

Casting Cost: 4 Devotion

Effect: The priest deals damage to a target equal to damage that creature did to the priest. This damage is the same type as the original attack and is also elemental if the original attack was.

This miracle can only be used once per triggering attack.

Range: Line of Sight

Duration: Dawn

Call Word: See Text

VENGEFUL FORCE

Purchase Cost: 5 MP

Casting Cost: 5 Devotion

Effect: Your next weapon attack against a creature that wounded you up to 5 minutes prior; breaks armor and weapons.

Range: Self

Duration: Dawn

Call Word: Holy Force

RAGING HATRED

Purchase Cost: 6 MP

Casting Cost: 6 Devotion

Effect: The priest deals an additional damage with all weapon attacks and each hit is hard to heal against a chosen foe of the priest’s hatred.

Range: Self

Duration: 2 Minutes

Call Word: 2 Holy Emotion Inflict

CONTAGIOUS HATRED

Purchase Cost: 7 MP

Casting Cost: 7 Devotion

Effect: he target is instilled with a growing hatred for a single subject of the priest’s hatred. The full extent of this hatred is limited to the priest’s own hatred towards the subject.

Range: Touch

Duration: Dawn

NO ESCAPE

Purchase Cost: 8 MP

Casting Cost: 8 Devotion

Effect: The priest can Teleport in front of the affected creature 5 times.

Range: Beanbag

Duration: 5 Minutes

Call Word: GAME STOP

CIVAN MIRACLES (CONTINUED)

MAGICAL REVENGE

Purchase Cost: 9 MP

Casting Cost: 9 Devotion

Effect: Reflects a spell targeted at the priest back at the caster.

Range: Self

Duration: Dawn

Call Word: Backlash

DRAZUZ MIRACLES

UNDERSTAND PURPOSE

Purchase Cost: 1 MP

Casting Cost: 1 Devotion

Effect: The priest learns the general function of an object.

Range: Touch

Duration: Instant

UNDERSTAND FUNCTION

Purchase Cost: 2 MP

Casting Cost: 2 Devotion

Effect: The priest learns the classes that the target possesses (but not level of).

Range: Touch

Duration: Instant

BASIC MIND LINK

Purchase Cost: 3 MP

Casting Cost: 2 Devotion

Effect: Add the target creature to your mindlink. Any creature in your mindlink can telepathically communicate with any other creature in your mindlink. You are always in your own mindlink.

Range: Touch

Duration: Dawn

PREDICTIVE AUGURY

Purchase Cost: 4 MP

Casting Cost: 4 Devotion

Effect: The priest states a course of action and learns the percent chance of a positive outcome.

Range: Self

Duration: Instant

ADVANCED MIND LINK

Purchase Cost: 5 MP

Casting Cost: 5 Devotion

Effect: Add the target object to your mindlink. Objects in your mindlink can be communicated with telepathically by anything in your mindlink and respond to any questioning to the best of their ability. You are always in your own mindlink.

Range: Touch

Duration: Dawn

BUTCHER

Purchase Cost: 10 MP

Casting Cost: 10 Devotion

Effect: Hit any part of target to kill them instantly, including the soul. Against physical and magical protection this counts as 9 wounds, if it over targets protections the target dies.

Range: Beanbag

Duration: Instant

SPEED OF THOUGHT

Purchase Cost: 6 MP

Casting Cost: 3 Devotion

Effect: The priest can instantly observe, think, and telepathically communicate as if 5 minutes had past.

Range: Self

Duration: Instant; See Text

Call Word: GAME STOP

EXILE INDIVIDUAL

Purchase Cost: 7 MP

Casting Cost: 7 Devotion

Effect: The target loses all ability to communicate through any means including non-verbal and written.

Range: Line of Sight

Duration: Dawn

Call Word: Line of sight impair communication

UNDERSTAND AND COMPREHEND

Purchase Cost: 8 MP

Casting Cost: 8 Devotion

Effect: The priest understands the form, function, purpose, and power source of the affected creature or object, including magical properties.

Range: Touch

Duration: Instant

VESTIGIAL MINDLINK

Purchase Cost: 9 MP

Casting Cost: 9 Devotion

Effect: Affected creature is added to your mindlink vestigially, and is unaware of it. Any vestigial mindlinks convey their thoughts to the rest of the mindlink.

When Dawn occurs the priest can spend 12 devotion to extend the duration of all mindlink abilities until next dawn.

Range: Line of Sight

Duration: Dawn

DRAZUZ MIRACLES (CONTINUED)

UNITY AND COOPERATION

Purchase Cost: 10 MP

Casting Cost: 10 Devotion

Effect: Every member of the priest's mindlink, including vestigial members, becomes charmed by every other non-vestigial member.

Range: Unlimited

Duration: Dawn

FREYA MIRACLES

FIERY TOUCH

Purchase Cost: 1 MP

Casting Cost: 2 Devotion

Effect: Deal 2 Fire damage that cannot easily be healed with a touch.

Range: Touch

Duration: Instant

Call Word: 2 Holy Fire Inflict

JUMPING FIRE

Purchase Cost: 2 MP

Casting Cost: 2 Devotion

Effect: The priest generates a flame in hand that produces light (signified by a flashlight). During this miracle the priest can throw four separate 1 fire damage.

Range: Beanbag; See Text

Duration: 5 Minutes

Call Word: 1 Holy Fire

FIERY GLARE

Purchase Cost: 3 MP

Casting Cost: 5 Devotion

Effect: Deal 1 fire damage by staring at a creature.

Range: Line of Sight

Duration: Instant

Call Word: Line of Sight 1 Holy Fire

FIERY BURST

Purchase Cost: 4 MP

Casting Cost: 4 Devotion

Effect: Deal 1 fire damage in a 5 ft. radius

Range: 5 ft burst

Duration: Instant

Call Word: 1 Holy Fire Burst

FLAME CROWN

Purchase Cost: 5 MP

Casting Cost: 8 Devotion

Effect: The priest is immune to the fire element and deals an additional damage with any fire attack

Range: Self

Duration: Dawn

INCINERATE

Purchase Cost: 6 MP

Casting Cost: 6 Devotion

Effect: Completely destroy an object and minor enchantments.

Range: Touch

Duration: Instant

ENCHANTING FLAME

Purchase Cost: 7 MP

Casting Cost: 7 Devotion

Effect: While concentrating any allies within 5 feet of the priest may recover wind, devotion, spark, and other abilities 3 times as fast.

Range: 5 ft. burst

Duration: Concentration

CLEANSING FIRE

Purchase Cost: 8 MP

Casting Cost: 7 Devotion

Effect: This ends all magical effects on the target. The priest can exclude beneficial effects she is aware of.

Range: Touch

Duration: Instant

FIRE FORM

Purchase Cost: 9 MP

Casting Cost: 9 Devotion

Effect: Effect: The priest turns into a semi-solid fire being and gains 5 layers of magical protection.

While in this form the priest cannot be invisible, gives off light (represented by a flashlight), and deals 1 fire damage to anything they touch other than themselves. Any fire damage the priest would take instead restore a layer of magical protection granted by this miracle per damage that would be dealt.

Range: Self

Duration: 5 Minutes

FREYA MIRACLES (COLUMN)

SUMMON FIRE ELEMENTAL

Purchase Cost: 10 MP

Casting Cost: 10 Devotion

Effect: Effect: Creates a Golem of Fire to help the Priest

Golem can take 5 normal hits, swings 5 fire, is immune to the fire element and takes double damage from water element.

Range: Touch

Duration: Dawn

THE LADIES MIRACLES

BALANCE OF GRIEF AND ECSTASY

Purchase Cost: 1 MP

Casting Cost: 1 Devotion

Effect: You end feelings of grief or ecstasy, this can end incite effects

Range: Touch

Duration: Instant

BALANCE OF LIFE AND DEATH

Purchase Cost: 2 MP

Casting Cost: 2 Devotion

Effect: Priest can heal any 1 wound and 1 poison or deal 2 damage.

Range: Beanbag

Duration: Instant

Call Word: 2 Holy

BALANCE OF THE STORM

Purchase Cost: 3 MP

Casting Cost: 3 Devotion

Effect: Grant or remove 3 wind from target

Range: Touch

Duration: Instant

Call Word: Holy 3

POWER OVER GRIEF AND ECSTASY

Purchase Cost: 4 MP

Casting Cost: 4 Devotion

Effect: You fill the target with intense feelings of grief or ecstasy, these emotions are so intense the target cannot accomplish anything else.

Range: Beanbag

Duration: 5 Minutes

Call Word: Holy Incite Grief; Holy Incite Ecstasy

POWER OVER THE GRAVE

Purchase Cost: 5 MP

Casting Cost: 7 Devotion

Effect: Destroy an undead creature or grant immunity to death element, inflict effects, and slay effects.

Range: Beanbag

Duration: Instant or 5 Minutes

Call Word: Slay Undead

CIRCLE OF LIFE AND DEATH

Purchase Cost: 6 MP

Casting Cost: 6 Devotion

Effect: Heal allies or deal 1 damage to enemies within a 5 ft. radius

Range: 5 ft. Radius

Duration: Instant

Call Word: Healing Burst Allies; 1 Holy Burst Enemies

POWER OVER LIFE AND DEATH

Purchase Cost: 7 MP

Casting Cost: 6 Devotion

Effect: Fully heal a target of all wounds (even elemental ones) and poisons or deal 5 Death Inflict wounds.

Range: Beanbag

Duration: Instant

Call Word: 5 Death Inflict

MASTERY OF THE STORM

Purchase Cost: 8 MP

Casting Cost: 8 Devotion

Effect: Effect: Restore all wind of the target or drain all wind of the target.

A given target cannot be affected by this miracle more than once per day

Range: Beanbag

Duration: Instant

Call Word: Drain All

BALANCE OF THE LIVING AND DEAD

Purchase Cost: 9 MP

Casting Cost: 8 Devotion

Effect: Slay one living target or temporarily reanimate a dead creature under your control

Range: Beanbag

Duration: Instant or 5 Minutes

Call Word: Slay or Animate

THE LADIES MIRACLES (CONTINUED)

MASTERY OF DEATH AND LIFE

Purchase Cost: 10 MP

Casting Cost: 10 Devotion

Effect: Resurrect 1 target within 3 days of their death even without a body or slay a target and completely destroy their body.

Range: Beanbag

Duration: Instant

LENEARA MIRACLES

HEARTSEEKER

Purchase Cost: 1 MP

Casting Cost: 1 Devotion

Effect: One weapon deals an additional damage with one attack.

Range: Touch

Duration: Dawn

Call Word: 2 Holy

HUNTER'S SCENT

Purchase Cost: 2 MP

Casting Cost: 2 Devotion

Effect: The priest's sense of smell is heightened enabling tracking by scent at half walking speed. The priest can identify the exact species of animal by scent, as well as their age and gender.

Range: Self

Duration: 1 Hour

STALKERS CAMOUFLAGE

Purchase Cost: 3 MP

Casting Cost: 2 Devotion

Effect: The priest blends in seamlessly with the environment becoming functionally invisible in a wooded environment.

If you move faster one step per second, the miracle ends.

Range: Self

Duration: 5 Minutes

CALL OF THE HUNT

Purchase Cost: 4 MP

Casting Cost: 4 Devotion

Effect: The target is overcome with primal fear and runs away as fast as they can until the priest is out of sight.

Range: Beanbag

Duration: 5 Minutes

Call Word: Holy Incite Fear

PREDATORS SENSE

Purchase Cost: 5 MP

Casting Cost: 5 Devotion

Effect: The priest can see creatures using shadow walk, forest walk, or forest hide. Three times during this miracle the priest can entangle with a touch

Range: Self; see text

Duration: 5 Minutes

Call Word: Holy Entangle

MARK PREY

Purchase Cost: 6 MP

Casting Cost: 6 Devotion

Effect: Designate a creature as prey. The priest can track that creature at full speed and deal an additional damage with each weapon attack against them.

Range: Line of Sight

Duration: 5 Minutes

Call Word: 2 Holy

HUNTING PARTY

Purchase Cost: 7 MP

Casting Cost: 7 Devotion

Effect: The priest and up to 10 touched creatures blend in seamlessly with the environment becoming functionally invisible in wooded environments.

Creatures affected can see one another.

If anyone moves faster than one step per second the miracle ends for them.

Wear a blue headband while functionally invisible.

Range: Touch

Duration: 5 Minutes

LENEARA MIRACLES (CONTINUED)

HONOR OF THE PREDATOR

Purchase Cost: 8 MP

Casting Cost: 8 Devotion

Effect: The priest spends an hour anointing and skinning a dead animal to turn it into a trophy. As long as the trophy is on the person of the priest, the priest can transform into the slain animal once for 5 minutes.

As an animal you have no armor or hit locations, but have a pool of hitpoints based on the creature, you cannot use any class abilities while in the form of an animal, but you can use any abilities the animal possessed. If you lose all your hit points while transformed you return to your normal form, with no additional wounds, but unconscious.

wear a brown headband while in animal form.

Range: Touch

Duration: Permanent and 5 Minutes; see text

LILIA MIRACLES

FATE OF THE STARS

Purchase Cost: 1 MP

Casting Cost: 1 Devotion

Effect: For 10 seconds the priest ignores the effects of any number of continual magical effects affecting her.

Range: Self

Duration: Dawn

PEACEFUL SLUMBER

Purchase Cost: 2 MP

Casting Cost: 2 Devotion

Effect: The target of this miracle falls asleep and cannot be easily awoken. Shaking or damage wakes the target, but no amount of noise will.

Range: Touch

Duration: 5 Minutes

Call Word: Holy Sleep

CONFESSION TO THE STARRY LADY

Purchase Cost: 3 MP

Casting Cost: 3 Devotion

Effect: The target confesses their deepest desire to the priest.

Range: Touch

Duration: No more than 1 Hour

CELESTIAL DANCE

Purchase Cost: 4 MP

Casting Cost: 4 Devotion

Effect: The priest becomes intangible for as long as they continue to dance

Range: Self

Duration: See Text

MASTER OF THE PREDATORS

Purchase Cost: 9 MP

Casting Cost: 9 Devotion

Effect: The priest can command predatory animals by voice.

Range: Self

Duration: 5 Minutes

Call Word: Holy Command

LETHAL STRIKE

Purchase Cost: 10 MP

Casting Cost: 7 Devotion

Effect: The priest's next weapon strike instantly kills the victim.

If this miracle is used to kill an already wounded animal, the devotion cost is refunded.

Range: Self

Duration: Dawn

Call Word: Holy Slay

SECRET WHISPERS

Purchase Cost: 5 MP

Casting Cost: 5 Devotion

Effect: The priest can hear the surface thoughts of any creature the priest looks at.

If a creature is aware of this effect, they can telepathically communicate to the priest.

Range: Self

Duration: 10 Minutes

Call Word:

PRECIOUS GEMS

Purchase Cost: 6 MP

Casting Cost: 6 Devotion

Effect: The priest removes a memory no longer than 1 hour from the target and places it in a held item. The priest must have a clear and accurate description of the memory or this miracle fails.

Burning the item containing the memory destroys the memory, but any other method of destroying the item returns it to its owner. If the item is consumable (lotions, perfume, food, drinks, etc) then consuming a portion of the item bestows the stored memory to the consumer.

Alternatively this miracle can transfer a memory from a held item to the target.

Range: Touch

Duration: Instant

LILIA MIRACLES (CONTINUED)

STARRY WHISPERS

Purchase Cost: 7 MP

Casting Cost: 7 Devotion

Effect: The priest removes a memory no longer than 1 hour from the target and places it in a held item. The priest must have a clear and accurate description of the memory or this miracle fails.

Burning the item containing the memory destroys the memory, but any other method of destroying the item returns it to its owner. If the item is consumable (lotions, perfume, food, drinks, etc) then consuming a portion of the item bestows the stored memory to the consumer.

Alternatively this miracle can transfer a memory from a held item to the target.

Range: See text

Duration: Instant; See text

SHIELD FROM RANGOR

Purchase Cost: 8 MP

Casting Cost: 8 Devotion

Effect: The target of the miracle must not be wielding

any weapons. The target is immune to all damage and waylays. If the target deals damage to anything this miracle ends.

Range: Touch

Duration: Dawn

TRUST IN THE MOTHER

Purchase Cost: 9 MP

Casting Cost: 10 Devotion

Effect: The target trusts the priest as their closest confidant, like a best friend, trusted mentor, or lover.

Range: Beanbag

Duration: 5 Minutes

Call Word: Holy Greater Charm

ETERNAL SLUMBER

Purchase Cost: 10 MP

Casting Cost: 10 Devotion

Effect: The target falls asleep and cannot be awakened by normal means. The priest can touch the target to communicate with them in their dreams.

Range: Beanbag

Duration: Permanent

Call Word: Holy Sleep

MALA MIRACLES

FERTILE BLESSING

Purchase Cost: 1 MP

Casting Cost: 1 Devotion

Effect: Double the amount gathered from any animal or plant source of material.

Range: Touch

Duration: Concentration

ROOTS ENTANGLE

Purchase Cost: 2 MP

Casting Cost: 2 Devotion

Effect: Grass, leaves, and mud entangle the legs of the target, preventing them from moving from the spot

Range: beanbag

Duration: 5 Minutes

Call Word: Holy Entangle

NATURE'S REGENERATION

Purchase Cost: 3 MP

Casting Cost: 3 Devotion

Effect: Bandaged wounds heal naturally after 10 minutes. Bandaged inflict wounds heal naturally after 30 minutes

Range: touch

Duration: 1 Hour

EARTHEN STRENGTH

Purchase Cost: 4 MP

Casting Cost: 4 Devotion

Effect: The priest gains 7 layers of magical protection. This miracle ends if the priest moves their feet

Range: Self

Duration: Dawn

Call Word: Deflect

MIGHTY TREMOR

Purchase Cost: 5 MP

Casting Cost: 5 Devotion

Effect: Trip everyone in a very large radius.

Range: Line of Sound

Duration: Instant

Call Word: Line of Sound Holy Earth Trip

STONE FIST

Purchase Cost: 6 MP

Casting Cost: 6 Devotion

Effect: The priest becomes immune to earth element effects.

One or two of the priest's hands become encased in stone (represented by a special weapon no larger than a dagger) that deals 3 damage a hit, but can not be used for fine manipulation.

Range: Self

Duration: Dawn

Call Word: 3 Holy Ground

MALA MIRACLES (CONTINUED)

BOUNTIFUL GROWTH

Purchase Cost: 7 MP

Casting Cost: 7 Devotion

Effect: Plants within a massive radius grow as if a week had passed.

Range: 1 Mile Radius

Duration: Instant

EARTH FORM

Purchase Cost: 8 MP

Casting Cost: 8 Devotion

Effect: The priest deals double damage with each attack and takes 1 less damage from all attacks (normal attacks do not harm the priest).

The priest moves at half speed for the duration of this miracle.

Range: Self

Duration: 5 Minutes

MARCUS MIRACLES

NIGHT'S RESILIENCE

Purchase Cost: 1 MP

Casting Cost: 2 Devotion

Effect: The priest may resist one minor magical effect

Range: Self

Duration: Dawn

Call Word: Resist Simple

BEACON OF THE NIGHT

Purchase Cost: 2 MP

Casting Cost: 2 Devotion

Effect: Generate magical light (represented by a flashlight). Magical effects in this light glow.

Range: Self

Duration: 20 Minutes

MIGHT OVER MAGIC

Purchase Cost: 3 MP

Casting Cost: 4 Devotion

Effect: End a moderate spell

Range: Touch

Duration: Instant

Call Word: Holy Dispel Moderate

MIGHT OF THE MAGE

Purchase Cost: 4 MP

Casting Cost: 4 Devotion

Effect: The target may immediately memorize an additional spell. This additional spell does not count towards the maximum wind the mage can have memorized.

Range: Touch

Duration: Instant

INSTANT FISSURE

Purchase Cost: 9 MP

Casting Cost: 9 Devotion

Effect: The earth separates underneath the feet of the target trapping them in place.

Range: Line of Sight

Duration: 5 Minutes

Call Word: Line of Sight Holy Pin

SUMMON EARTH GUARDIAN

Purchase Cost: 10 MP

Casting Cost: 10 Devotion

Effect: Creates a Golem of Stone to help the Priest

Golem can take 30 normal hits, swings 2 earth, and takes double damage from celestial element.

Range: Touch

Duration: Dawn

MIGHT OVER THE MAGI

Purchase Cost: 5 MP

Casting Cost: 4 Devotion

Effect: Drain 3 wind from the target; the priest gains as much wind as was drained. Alternatively drain 3 wind from the priest and the target gains as much as was drained.

This allows a character to go above their maximum wind, excess wind drains away 1 point every 15 minutes.

Range: Touch

Duration: Instant

ABSOLUTE AUTHORITY

Purchase Cost: 6 MP

Casting Cost: 4 Devotion

Effect: The target carries out one order from the priest.

This miracle can only be used on intelligent beings that have sworn fealty, subservience, servitude, or submission to the priest.

Range: Line of Sight

Duration: Dawn

Call Word: Command

ANYSPELL

Purchase Cost: 7 MP

Casting Cost: 7 Devotion

Effect: The priest may cast any mage spell of 4th tier or lower that the priest speaks the words for; without paying the wind cost.

Range: See text

Duration: See text

Call Word: See Text

MARCUS MIRACLES (CONTINUED)

WORDS OF TEMPTATION

Purchase Cost: 8 MP

Casting Cost: 9 Devotion

Effect: Everyone around the priest suddenly trusts them as if they were long time friends.

Range: 5ft. burst

Duration: 5 Minutes

Call Word: Holy Charm Burst

SEVERE MAGIC

Purchase Cost: 9 MP

Casting Cost: 8 Devotion

Effect: Dispel any power spell. If this miracle is used

three times on a magic item it permanently disenchants it

Range: Beanbag

Duration: Instant

Call Word: Holy Dispel

DOMINANCE OVER MAN

Purchase Cost: 10 MP

Casting Cost: 20 Devotion

Effect: The target of the miracle obeys the priest's commands.

Range: Touch

Duration: Dawn

Call Word: Holy Command

NATARA MIRACLES

HIDE ITEM

Purchase Cost: 1 MP

Casting Cost: 1 Devotion

Effect: A touched item becomes invisible and intangible. The priest can see the item.

Range: Touch

Duration: Dawn

SLIP OF THE TONGUE

Purchase Cost: 2 MP

Casting Cost: 1 Devotion

Effect: The priest is able to trick any kind of truth-seeking spell, miracle, power, or concoction for three questions.

Range: Self

Duration: Dawn

NATARA'S CHARM

Purchase Cost: 3 MP

Casting Cost: 3 Devotion

Effect: Priest makes themselves seem trustworthy to a target.

Range: Touch

Duration: 5 Minutes

Call Word: Holy Charm

HIDE

Purchase Cost: 4 MP

Casting Cost: 4 Devotion

Effect: One item or person becomes invisible and intangible. The priest can sense direction and distance of the subject of this miracle.

Range: Touch

Duration: 5 Minutes

DISGUISE

Purchase Cost: 5 MP

Casting Cost: 5 Devotion

Effect: Change the appearance of yourself or a touched inanimate object to look, smell, feel, sound, and taste different.

This does not change the actual size of the target so some tests can foil the disguise.

Range: Self or touch; see text

Duration: Dawn

BLACK BLOT

Purchase Cost: 6 MP

Casting Cost: 6 Devotion

Effect: The priest becomes undetectable to objects and detect effects.

The priest automatically resists any Identify or Inform spells.

You do not set off magical alarms.

This miracle extends to any objects in the priest's possession.

Once during the duration of this miracle the priest can implant a 60 second memory into a subject.

Range: Self

Duration: Dawn

"SAFE" HAVEN

Purchase Cost: 7 MP

Casting Cost: 3 Devotion

Effect: The priest is teleported to a random location somewhere on the same plane.

The location is not intrinsically dangerous and tends towards more nearby locations.

Range: Self

Duration: Instant

DECEIVER OF GODS AND MEN

Purchase Cost: 8 MP

Casting Cost: 8 Devotion

Effect: Questions about the priest to deities and magic are prevented from being answered. Sage powers never include the priest.

Range: Self

Duration: Dawn

NATARA MIRACLES (CONTINUED)

MOMENT OF NON-OBSERVANCE

Purchase Cost: 9 MP

Casting Cost: 9 Devotion

Effect: Everyone but the priest briefly lose sight and hearing.

Range: Line of Voice

Duration: 30 Seconds

Call Word: Line of Sound Blind and Deafen 30 Seconds

NEN MIRACLES

DECAYING TOUCH

Purchase Cost: 1 MP

Casting Cost: 2 Devotion

Effect: Tarnish and dull a touched item

Range: Touch

Duration: Instant

WATER'S ROT

Purchase Cost: 2 MP

Casting Cost: 2 Devotion

Effect: The target's weapons cause wounds to fester and rot with each attack.

Range: Touch

Duration: 5 Minutes

Call Word: Holy Water Inflict

WATERY FOOTING

Purchase Cost: 3 MP

Casting Cost: 3 Devotion

Effect: The target's legs are pulled out from under them.

Range: Beanbag

Duration: Instant

Call Word: Holy Water Trip

CLEANSING WATERS

Purchase Cost: 4 MP

Casting Cost: 4 Devotion

Effect: Remove all poisons, diseases, and elemental wounds from the target.

Range: Touch

Duration: Instant

RIPTIDE

Purchase Cost: 5 MP

Casting Cost: 5 Devotion

Effect: The target is pulled up to ten steps towards the priest.

Range: Line of Sight

Duration: Instant

Call Word: Line of Sight Pull 5 or 10

THIEF OF LEGEND

Purchase Cost: 10 MP

Casting Cost: 10 Devotion

Effect: You place a special clothes pin on any item, if nobody removes it within 10 seconds you can claim that item discreetly.

Range: See text

Duration: See text

WATER FORM

Purchase Cost: 6 MP

Casting Cost: 6 Devotion

Effect: The target becomes a morphic puddle of water. As water the target cannot deal or receive damage, but can fit into any area water could reach and can move freely in water. This miracle also removes all wounds on the target.

Wear a purple headband while water and a blue headband if blended in with surroundings.

Range: Personal

Duration: 5 Minutes

CONTROL WATER

Purchase Cost: 7 MP

Casting Cost: 7 Devotion

Effect: You can magically move up to 250,000 tons of water. The water cannot be lifted into the air, except by raising it upon itself or other object. This control is not fast enough to effectively bludgeon a creature.

Range: Line of Sight

Duration: Concentration up to 1 Hour

WATERY LEGS

Purchase Cost: 8 MP

Casting Cost: 8 Devotion

Effect: The priest is immune to the water element. The priest can trip with a touch, but that touch must (safely) be made with his legs or feet.

Range: Touch

Duration: Dawn

Call Word: Holy Water Trip

CULLING

Purchase Cost: 9 MP

Casting Cost: 9 Devotion

Effect: Hit any part of target to kill them instantly.

Against physical and magical protection this counts as 9 wounds, if it overs targets protections the target dies.

Range: Beanbag

Duration: Instant

Call Word: Holy Water Slay

NEN MIRACLES (CONTINUED)

SUMMON WATER GUARDIAN

Purchase Cost: 10 MP

Casting Cost: 10 Devotion

Effect: Creates a Golem of Water to help the Priest

Golem can take 40 normal hits, swings 1 water, is immune to the water element and takes double damage from water element.

Range: Touch

Duration: Dawn

PERNUS MIRACLES

ASCENDING GUST

Purchase Cost: 1 MP

Casting Cost: 1 Devotion

Effect: The priest immediately ascends 100 ft. into the air. The priest then descends safely in 10 seconds to 5 minutes.

While in the air you must move with the wind if you can feel it, otherwise you can inch yourself in the direction of your choice.

Range: Self

Duration: See Text

SOOTHING WINDS

Purchase Cost: 2 MP

Casting Cost: 2 Devotion

Effect: Calms tempers and emotions with a gentle breeze. Either in an area or a single target.

Range: Beanbag or 5 ft Burst

Duration: 5 Minutes

Call Word: Holy Air Calm or Holy Air Calm Burst

PUSHING GUST

Purchase Cost: 3 MP

Casting Cost: 1 Devotion

Effect: A strong wind shoves the target away 5 steps

Range: Beanbag

Duration: Instant

Call Word: Holy Air Push 5

AIR FORM

Purchase Cost: 4 MP

Casting Cost: 4 Devotion

Effect: The priest becomes insubstantial and floats just above the ground. The priest cannot be affected by weapons or damage and cannot manipulate any object. The priest cannot affect other creatures in this form except with Air element effects. The priest also falls half speed.

Wear a purple headband to indicate this effect

Range: Self

Duration: 5 Minutes

HEART OF AIR

Purchase Cost: 5 MP

Casting Cost: 5 Devotion

Effect: The priest is immune to the air element. The priest is immune to all movement impairing effects. The priest can always descend slowly if desired. The priest can touch a creature to free it from all movement impairing effects.

Range: Self

Duration: Dawn

WANDER'S TONGUE

Purchase Cost: 6 MP

Casting Cost: 5 Devotion

Effect: When the priest speaks his voice is understood by all creatures and objects. In addition the priest understands all creatures and objects addressing the priest (or a group the priest is a part of).

Range: Self

Duration: 5 Minutes

TRAVELER'S WIND

Purchase Cost: 7 MP

Casting Cost: 7 Devotion

Effect: The target gains the ability to fly. When traveling significant distances this flight covers 10 miles per hour.

Range: Self

Duration: Dawn

STORMING WIND

Purchase Cost: 8 MP

Casting Cost: 8 Devotion

Effect: All other creatures are pushed away; this also pushes loose objects.

While concentrating the priest is immune to non magical projectiles.

Range: 10 ft Burst

Duration: Concentration

Call Word: Banish All

PERNUS MIRACLES (CONTINUED)

PERNUS' AURA

Purchase Cost: 9 MP

Casting Cost: 9 Devotion

Effect: No one within 10 ft. can harm anyone, they are calm and receptive to negotiation.

Range: 10 ft. Burst

Duration: 5 Minutes

SOLICE MIRACLES

SUN'S FIST

Purchase Cost: 1 MP

Casting Cost: 2 Devotion

Effect: The priest deals 2 damage

Range: Beanbag

Duration: Instant

Call Word: 2 Holy

REVEALING LIGHT

Purchase Cost: 2 MP

Casting Cost: 3 Devotion

Effect: You generate magical light (represented by a flashlight). You can end this miracle early to tell if someone or something is evil (as defined by Solice) by focusing the light on them.

Range: Light of Sight

Duration: 20 Minutes; See Text

SUN SPOTS

Purchase Cost: 3 MP

Casting Cost: 3 Devotion

Effect: Blinds a single target for the duration of the miracle.

Range: Beanbag

Duration: 5 Minutes

Call Word: Holy Blind

ARMOR OF RIGHTEOUSNESS

Purchase Cost: 4 MP

Casting Cost: 4 Devotion

Effect: Priest blesses the target with five layers of holy protection; this can be used to stop 5 wounds or 1 force.

Range: Touch

Duration: Dawn

Call Word: Deflect

RIGHTEOUS FURY

Purchase Cost: 5 MP

Casting Cost: 5 Devotion

Effect: Grants one weapon one strike with a large amount of fire damage.

Range: Touch

Duration: Dawn

Call Word: 5 Holy Fire Inflict

SUMMON AIR GUARDIAN

Purchase Cost: 10 MP

Casting Cost: 10 Devotion

Effect: Creates a Golem of Air to help the Priest

Golem can take 15 normal hits, swings 1 air, can fly at will, is immune to the air element and takes double damage from plant element.

Range: Touch

Duration: Dawn

CIRCLE OF TRUTH

Purchase Cost: 6 MP

Casting Cost: 12 Devotion

Effect: Everyone within the room, or a 5 ft. radius cannot knowingly lie.

Range: 5 ft Radius from the Caster

Duration: 5 Minutes

BOND OF THE WATCHFUL JUDGE

Purchase Cost: 7 MP

Casting Cost: 7 Devotion

Effect: If the target of this miracle ever willingly performs the prohibited action they take 1 holy fire inflict every hour until dead.

If the target of this miracle is magically compelled to perform the prohibited action, they automatically resist.

This miracle can only affect willing targets and must be accompanied by stating prohibited actions.

This miracle counts as a major effect for the purposes of dispelling and resisting.

Range: Touch

Duration: Permanent

SUN'S SMITE

Purchase Cost: 8 MP

Casting Cost: 8 Devotion

Effect: You gain the ability to strike once with such devastating power that it shatters armor and bones. This destroys all armor in the hit location and deals a wound. If this attack hits a weapon or shield, it destroys it and functions as if it hit the limb holding it.

Range: Self

Duration: Dawn

Call Word: Holy Siege

SOLICE MIRACLES (CONTINUED)

PROTECTION OF RIGHTEOUSNESS

Purchase Cost: 9 MP

Casting Cost: 9 Devotion

Effect: Grant 3 layers of magical protection to allies within 5 ft. of the priest.

Range: 5 ft radius around the priest

Duration: Dawn

Call Word: Deflect

ASPECT OF THE SUN

Purchase Cost: 10 MP

Casting Cost: 20 Devotion

Effect: The priest becomes immune to blind for the duration of the miracle.

The priest also gains 3 layers of magical protection that recover at the rate of 1 per hour.

As a touch, the priest can grant immunity to blindness for 5 minutes

Once during this miracle, during the day, the priest can blind everyone within range of voice for 5 minutes.

Range: Self; see text

Duration: Dawn

Call Word: Line of Sound Holy Blind

THURN MIRACLES

INSIGHT OF THE MAKER

Purchase Cost: 1 MP

Casting Cost: 1 Devotion

Effect: The priest touches an item in progress reducing the required time to create by half

Range: Touch

Duration: See text

MAINTAIN THE WORKS

Purchase Cost: 2 MP

Casting Cost: 2 Devotion

Effect: Polishes and Sharpens an object

Range: Touch

Duration: Instant

SPARK OF INVENTION

Purchase Cost: 3 MP

Casting Cost: 3 Devotion

Effect: The touched creature can attempt to make a new item by combining at least 6 different ingredients, the result will always produce something usable.

Range: Touch

Duration: See Text

MASTER'S RESTORATION

Purchase Cost: 4 MP

Casting Cost: 4 Devotion

Effect: Repair an item in 5 pieces or less

Range: Touch

Duration: Instant

RESOURCEFUL ARTISAN

Purchase Cost: 5 MP

Casting Cost: 5 Devotion

Effect: The affected creature can use any set of tools for any creation, the quality of tools remains unchanged.

Range: Touch

Duration: Dawn

REINFORCE

Purchase Cost: 6 MP

Casting Cost: 6 Devotion

Effect: Target item has it's armor value increased by 5.

Range: Touch

Duration: Dawn

IMBUEMENT OF MAGIC

Purchase Cost: 7 MP

Casting Cost: 3 Devotion

Effect: The priest can enchant items as if they were a mage. For the purposes of enchanting items the priest can spend Devotion as if it were Wind.

Range: Self

Duration: Dawn

BOX OF SCRAPS

Purchase Cost: 8 MP

Casting Cost: 8 Devotion

Effect: The Priest creates a single use tool of expert quality

Range: Self

Duration: Dawn

PERFECT RESTORATION

Purchase Cost: 9 MP

Casting Cost: 9 Devotion

Effect: Repair an item with just a single piece of it. Restore any destroyed enchantments to the item (consumed enchantments cannot be restored)

Range: Touch

Duration: Instant

THURN MIRACLES (CONTINUED)

TRANSMUTATION

Purchase Cost: 10 MP

Casting Cost: 10 Devotion

Effect: The priest transforms a metal into another metal of a rarity up to one higher. This cannot effect a metal that has already been affected by this.

Range: Touch

Duration: Instant

POWERS

The powers of the unlinked can be mistaken for magic much of the time. Outwardly there is little difference between many of their skills and the spells of the magi. Beyond the superficial, these powers come from a completely different and mysterious source. The following sections are a description of these powers.

HOW TO READ A POWER LISTING:

The powers listings are organized by type of unlinked that can wield them. The following is a list of terms so that one can better understand the miracle listing.

Tier: The ranking of the Power compared to others, an indication of when the Unlinked has access to the power.

Cost: All powers cost a certain amount of Spark to cast depending on the power of its effect and the difficulty to bring that effect into being.

Effect: This is a description of what the power actually does to its intended target. This effect only takes place if the target is hit by the power.

Range: This is a description of how close or far away an unlinked can be to cast the power. There are three main ranges that most powers fall under. Personal means the power only affects the unlinked. Touch means the power can affect any target the unlinked personally touches. Bead Bag means the unlinked can throw the power by using a bead bag as a physical representation of that miracle.

Duration: This is a description of how long a power effect lasts. There are three main durations that most powers fall under. Instant means the power's effect triggers instantly and completely in a single moment. When there is a specified time this means the power lasts on its target for that amount of time. Until Sunrise means that the power lasts on its target until the next dawn or has been triggered, whichever comes first.

BLADE POWERS

HALT

Tier: 1

Cost: 1 Spark

Effect: The Target must stop in place for 3 seconds

Range: Beanbag

Duration: Instant

Call Word: Halt

STRIKE

Tier: 1

Cost: 1 Spark

Effect: Deals 1 wound to Target

Range: Beanbag

Duration: Instant

Call Word: 1 Mind

DEFLECT

Tier: 1

Cost: 1 Spark

Effect: Deflects one wound. It must be cast prior to damage

Range: Beanbag

Duration: Until Sunrise

Call Word: Deflect

TELEKINESIS

Tier: 2

Cost: 3 Spark

Effect: Push or pull a target by 5 steps

Range: Beanbag

Duration: Instant

Call Word: Push/Pull 5 steps

BASH

Tier: 2

Cost: 3 Spark

Effect: Bash is the ability to deal three wounds in a single strike. Bash is best utilized against armored opponents.

Range: Beanbag

Duration: Instant

Call Word: 3 Mind

SHIELD

Tier: 2

Cost: 3 Spark

Effect: Blocks 5 wounds or one force.

Range: Beanbag

Duration: Until Sunrise

Call Word: Deflect

TRIP

Tier: 3

Cost: 5 Spark

Effect: The target must fall completely to the ground before they may get back up

Range: Beanbag

Duration: Instant

Call Word: Trip

BLADE POWERS (CONTINUED)

SUFFER

Tier: 3

Cost: 5 Spark

Effect: Deals 5 activated wounds in a single strike.

Suffer is best utilized against armored opponents.

Range: Beanbag

Duration: Instant

Call Word: 5 Mind Inflict

EXTEND ARMOR

Tier: 3

Cost: 5 Spark

Effect: The unlinked's armor applies to one other person. The person they are protecting must be in line of sight of the unlinked, or the effect is broken.

While the unlinked has someone they are protecting they gain a plus two bonus to their armor.

Range: Beanbag

Duration: Concentration

PIN

Tier: 4

Cost: 7 Spark

Effect: Target must fall to their knees and cannot move until freed

Range: Beanbag

Duration: 5 minutes

Call Word: Pin

DRAIN

Tier: 4

Cost: 7 Spark

Effect: Drains all Wind from the target.

Range: Beanbag

Duration: Instant

Call Word: Drain All

MENDER POWERS

TAKE WOUND

Tier: 1

Cost: 0 Spark

Effect: The Mender is able to take a wound from another onto themselves

Range: Touch

Duration: Instant

HEAL LIMB

Tier: 1

Cost: 1 Spark

Effect: Heals one limb wound

Range: Touch

Duration: Instant

SANCTUARY

Tier: 4

Cost: 7 Spark

Effect: No one within Range can do harm to another

Range: 5 feet

Duration: 5 Minutes

Call Word: Sanctuary (and hold a fist in the air)

FREEZE

Tier: 5

Cost: 9 Spark

Effect: The target cannot move for the duration of the power or until released by other means.

Range: 5 feet

Duration: 5 minutes

Call Word: Freeze

BUTCHER

Tier: 5

Cost: 9 Spark

Effect: Deals 9 activated wounds in a single strike.

Butcher is best utilized against armored opponents.

Range: 5 feet

Duration: Instant

Call Word: 9 Mind Inflict

BUBBLE

Tier: 5

Cost: 9 Spark

Effect: Creates protective dome, which only those who the unlinked wishes to pass can

Range: 5 feet

Duration: Concentration

Call Word: Bubble (and hold both fists in the air)

CALM

Tier: 1

Cost: 1 Spark

Effect: Settles high tempers and those in some kinds of Rage

Range: Touch

Duration: 5 minutes

Call Word: Calm

MOVE WOUND

Tier: 2

Cost: 3 Spark

Effect: The Mender is able to move a wound. This includes moving on the same target or moving it to another target. Mender must be touching both the wound and where they wish to place it.

Range: Touch

Duration: Instant

MENDER POWERS (CONTINUED)

INCITE WEAKNESS

Tier: 2

Cost: 3 Spark

Effect: Inspires weakness in the target

Range: Touch

Duration: 5 Minutes

Call Word: Incite Weakness

CLEANSE

Tier: 2

Cost: 3 Spark

Effect: Heals an aggravated wound

Range: Touch

Duration: Instant

HEAL TORSO

Tier: 3

Cost: 5 Spark

Effect: Heals single target of all torso Wounds

Range: Touch

Duration: Instant

RESTORE LIMB

Tier: 3

Cost: 5 Spark

Effect: Restores one limb to usefulness after its bleed time has run out or has been dismembered

Range: Touch

Duration: Instant

SUGGEST

Tier: 3

Cost: 5 Spark

Effect: Target believes one statement or suggestion from the Mender (within reason)

Range: Touch

Duration: Instant

Call Word: Suggest

CURE SICKNESS

Tier: 4

Cost: 7 Spark

Effect: Heals target of any sickness

Range: Touch

Duration: Instant

CHARM

Tier: 4

Cost: 7 Spark

Effect: Target thinks the Mender can be trusted like an old friend

Range: Touch

Duration: Instant

Call Word: Charm

HEAL WHOLE BODY

Tier: 4

Cost: 7 Spark

Effect: Heals single target of all wounds, no matter the location

Range: Touch

Duration: Instant

RESURRECTION

Tier: 5

Cost: 9 Spark

Effect: Bring one person back to life within 30 minutes of death. You must have all of the remains, even if they are just ash.

Range: Touch

Duration: Instant

COMMAND

Tier: 5

Cost: 9 Spark

Effect: Target carries out one order from the Mender

Range: Touch

Duration: Instant

Call Word: Command

HEALING CIRCLE

Tier: 5

Cost: 9 Spark

Effect: Heals all wounds within the radius of the power

Range: 5 ft radius

Duration: Instant

WITNESS POWERS

RANDOM IMAGES

Tier: None

Cost: X Spark

Effect: When a great deal of psychic power is flowing from an object or event, the witness can be overrun with images without trying to call them forth. The GM will let the unlinked know when this happens.

Range: Self

SINGING ITEM

Tier: 1

Cost: 1 Spark

Effect: The witness can tell one random thing about an item

Range: Touch

Duration: Instant (with GM present)

SINGING PERSON

Tier: 1

Cost: 1 Spark

Effect: The witness can tell one random thing about a person

Range: Touch

Duration: Instant (with GM present)

CONTROLLED VISION

Tier: 1

Cost: 9 Spark

Effect: The witness can actively have a vision about a target.

Range: Touch

Duration: Instant (with GM present)

PINPOINT

Tier: 2

Cost: 3 Spark

Effect: Can locate a target object, person, or energy within range.

Range: 5 feet

Duration: 5 minutes

ALARM

Tier: 2

Cost: 3 Spark

Effect: Places an alarm on the target, which is triggered when someone else touches or moves it.

Range: Touch

Duration: Until Sunrise

SPEAK

Tier: 2

Cost: 3 Spark

Effect: Can speak to a target normally capable of communication (including some animals)

Range: Touch

Duration: 5 minutes

GREATER SINGING ITEM

Tier: 3

Cost: 5 Spark

Effect: The witness can psychically ask three questions about the target item

Range: Touch

Duration: Instant (with GM present)

LOCATE

Tier: 3

Cost: 5 Spark

Effect: The witness knows the direction of a given object. The witness must be familiar with or have held the object before.

Range: Self

Duration: 5 minutes

QUESTION

Tier: 3

Cost: 5 Spark

Effect: Answers most any yes or no question

Range: Self

Duration: Instant (with GM present)

MESSAGE

Tier: 3

Cost: 5 Spark

Effect: The witness can send a psychic message (no longer than 20 words) to a known target (use an orange Post-it note that GM or Staff can pass to the target)

Range: See text

Duration: Instant

GREATER SINGING PERSON

Tier: 4

Cost: 7 Spark

Effect: The witness can psychically ask three questions about the target Person

Range: Touch

Duration: 5 minutes

ROUTE

Tier: 4

Cost: 7 Spark

Effect: The witness knows the optimal route to the desired location, including how to bypass non-creature-based traps

Range: Self

Duration: 5 minutes

KNOWLEDGE

Tier: 4

Cost: 7 Spark

Effect: Answers most any question. The answer is in one sentence.

Range: Self

Duration: Instant

WITNESS POWERS (CONTINUED)

EXPOSE

Tier: 4

Cost: 7 Spark

Effect: This power detects hidden, concealed, or invisible items or creatures.

Range: 5 feet

Duration: 5 Minutes

GUIDE

Tier: 5

Cost: 9 Spark

Effect: A psychic guide appears to the witness and leads them toward the desired location; it will alert them to any obstacles before they are encountered.

Range: Self

Duration: 5 Minutes

HISTORY

Tier: 5

Cost: 9 Spark

Effect: Experience Important pieces of the Target's History

Range: Touch

Duration: Instant (with GM present)

TELEPATHY

Tier: 5

Cost: 9 Spark

Effect: The witness and the target can communicate freely without actually speaking and at the distance of the power's range.

Range: 5 feet

Duration: 5 minutes