

DRACANUS Larp
Gateway to Fantasy & Adventure
V1.5.4
Rule Book



Introduction

Welcome to Dracanus; a world of magic, danger, intrigue, high adventure, evil villains, monsters and YOU!

Dracanus is a world set in a medieval fantasy period, species such as Dwarves, Elves, Gnomes, Humans and many others are present throughout the continents. Magic and miracles are accessible to most of the species that inhabit the world alongside creatures that are horrifying, beautiful or both. Technologically it is still in the age of Sword and Shield. However, thanks to the inventiveness and industriousness of some of species such as Gnomes, things like indoor plumbing, and advanced medicine, exist.

The world is still largely unexplored and likely to remain so due to hostile creatures that roams the land, sea and sky. Many of the lands that are populated are still using a hierarchal system of government, monarchs, empires, and other forms of oligarchies, whereas a few of the species have set up other forms as it suits their needs or that of their people.

Theology is varied from Species to Species with the Gods granting only their most devout followers access to divine miracles and special powers.

The world is fraught with peril as some of the species are bent on destruction and war, while other beings such as Vampires and wraiths hunt the living.

This manual will guide you through the steps for creating a character as well as reveal general knowledge about the world and its people. Not all the information contained here is needed to play; however, we strongly recommend that you become familiar with our combat rules and any skills that you take.



So, what is Dracanus? It is a medieval fantasy [Live Action Role Playing game \(LARP\)](#), where you, the player, dress up and take on the role of a fantasy character. You ultimately decide whether you want to be a noble hero, a dastardly villain, a powerful magic user, a devious thief, a holy cleric, or a stalwart fighter. The options are limited only by your imagination!

The skills that we have listed in this manual include: general, arcane, divine, medical, combat, and alchemical. These are the basis for your character. Using skills will allow you to perform actions (such as use of weapons, casting spells, brewing potions, read and write, etc.). If there is a skill you possess that is not listed in the manual, please feel free to discuss such with our admin team and we will consider introducing it to our game.



Table of Contents

Introduction	3	Alchemy	33	Divine Miracle List	91
Table of Contents	4	Alchemy Recipe List	33	Divine Miracles Descriptions	91
Acknowledgements	6	Explanation of the Table		Tier 1	92
Policy and Rules	6	Alchemy Recipe Descriptions	34	Tier 2	95
Health Safety and Important		Tier 1 (Novice)	34	Tier 3	97
Guidelines	6	Tier 2 (Apprentice)	40	Tier 4	99
Drugs, Alcohol, and Intoxicants	7	Tier 3 (Initiate)	45	Tier 5	100
Harassment/Discrimination Policy	7	Tier 4 (Journeyman)	49	Pantheons of Dracanus	101
Physical Contact Policy	7	Tier 5 (Master)	50	Table Explanation	101
Pronouns	7	Optional Information	51	Human Gods	102
Personal Possessions	8	The 6 Most common		Biranas	102
Immersion	8	Alchemical processes	51	Cellest	103
Photography and Video	9	Lab Equipment	52	Declaran	103
Manual Changes	9	Blacksmith	53	Devanna	104
Glossary	9	Special Abilities	53	Landaras	105
Character Creation	10	Medic	54	Malcos	106
Starting Experience	10	Medical Skills	54	Maris	107
Gaining Experience	11	Diagnose	54	Ranalish	108
Playing Multiple Characters	11	Heal Wounds	55	Sharith	109
Species	12	Professional Enhancement	55	Sidaran	110
Arranna	12	Neutralize Poisons/Diseases	55	Territh	110
Carsaric	13	Resuscitate	55	Trevain "The Wander"...	111
Dakar'Mordayre (Dark Elf)	14	Sorcerer OC's	55	Valtharin "The Lady of	
Dwarf	15	Arcanist	56	Storms"	112
Gnome	16	Specialist Mage	57	Dwarven/Gnomish/Hadlin Gods	
Hadlin (Halfling)	17	Arcane Magic	57	Avalha	113
Half Orc	18	Disciplines of Magic	58	Coragan	114
Human	19	Arcane Spell List	59	Darragh	115
Mindani	20	Arcane Magic Descriptions	60	Edrizar	116
Minotaur	20	Tier 1	60	Fingallen "The Brew Master"	
Valis'Mordayre (High Elf)	22	Tier 2	66	Lanigan	117
Special Species	22	Tier 3	71	Mithagan	118
Occupations	23	Tier 4	75	Tahlgar	119
Warrior OC's	23	Tier 5	76	Vedrick	120
Weapons Groups	23	Sigil Mage	78	Elven/Dakar Pantheon	122
Berserkers	24	Sigil Magic	78	Astanna	122
Special Abilities	24	Sigil Magic List	78	Corthanna	123
Penalties	26	Sigil Magic Descriptions	79	Ividialia	124
Fighters	26	Tier 1	79	Lavaric	125
Special Abilities	26	Tier 2	81	Nicar	126
Paladins	27	Tier 3	83	Moirsaras	127
Virtues	27	Tier 4	86	Selestra	128
Daily Regimen	28	Tier 5	87	Tessarín	129
Special Abilities	28	Religious OC's	89	Tevayne and Alasanadra	130
Rangers	29	Cleric	89	Zoriak "The Twisted".....	131
Special Abilities	30	Specialty Priest	90	Ograni Gods	132
Tradesmen OC's	31	Divine Miracles	90	Baethillic	132
Alchemist	31	Spheres of Influence	90		
Special Abilities	31				

Acknowledgements

I'd like to thank and give credit to the following:

Aussie Jess aka "KittyRain," Who put the word out on various social media apps for us and for helping to get a lot of the Alchemical Recipes completed.

Briar Varjas for bringing me to my first LARP event and being a great friend. As well as being a great influence on the Policy and Procedures, reminding me that I needed to create an environment that everyone could feel safe and comfortable in.

Elric the Bald, who did the math to figure out just how much Blood was in a Fairy.

Kevin Anderson, for allowing me to bounce ideas for the manual off him and being a living practice dummy for all of the weapons I purchased for LARP (even the ones that weren't LARP safe), as well as his ability to come up with intelligent questions despite not having any real interest in LARP.

JohnShift, for letting me vent on occasion, creating the change logs and for the constant reminder of "MORE LORE. Keep your head down and your ass up!!

MarkTheDM aka "Spooky", who assisted in cleaning up the combat and other sections. Catching some of the other errors and missing items throughout the text. Aiding in cleaning up other mistakes made in the original compilations of the Manual. And for the infinite amount of patience he showed while trying to explain Math to a me which is likely akin to trying to explain such to one with the intellect of a Chicken."

MonPress, for all the ideas, inspirations, and submissions. And for the good chuckles when both of us went on a tangent speaking as though we were Gnomes or Mindani. A lot of the Manual would still have MANY blank spots if it wasn't for your input. As a side note, Monpress deserves most of the credit for most of the pantheons of the gods getting them to a point where they can actually be used to play the Specialty Priest OC's.

Roland Tecson-Burgeois who gave honest and excellent feedback and critique as well many edits on the earlier versions of the Manual

Seiaeka, who put in the time and effort to turn the manual into a Google doc, fixed a great deal of my grammar and punctuation mistakes and converted all the tables to make them easier to understand.

Suzannah, for being a sounding board. As well as making several awesome improvements on many of the Species, particularly the Lore for the Arranna and their aid in creating the lists of ingredients for the Alchemy Recipes.

The Skill Tree Community, many of whom have joined the team in creating this manual. In particular to King Grem who told me where I could post to get the aid I so needed in making this!

Trevor Cahill, whom helped with the Match work needed to make the DP tables, as well as other parts that required a skill with math that I just lack.

WildFox99, your suggestion of the Ranger Pace Cords to use as HP/DP counters was absolutely brilliant!

Policy and Rules

Health Safety and Important Guidelines

Here at Dracanus your health and safety is our primary concern. It is our desire to provide an environment for our players in which they can have fun and interact with each other in a positive way. However, we can only do so much to provide a safe and secure environment, as we are not Doctors, Psychologists or any sort of professional equipped to deal with anything more than providing basic care. It is every player's responsibility to ensure that they are in a physical and mental condition that allows them to positively interact with other players and situations in the game.

During play, if you feel a situation is, or is going to negatively affect you, avoid or withdraw from it. We will have a "safe space" set up to decompress. You can always speak to our Administration Staff to let us know if there

are themes or situations that might be a detriment to your state of well-being, in this manner we can adjust the scenario or recommend you avoid such for your personal safety.

Administration and Marshalls reserve the right to remove any player from the game at their discretion whom they deem to be putting themselves or others at risk.

Drugs, Alcohol, and Intoxicants

We do not allow those under the influence of drugs, alcohol or other mind-altering substances to engage in the game or remain on site. If it is not prescribed, then do not bring it to game!

****NOTE**** Despite the legalization of marijuana, we at Dracanus feel that its effects will alter a person's mind enough to make play unsafe. Though we will not discriminate or prohibit its use for its intended medical purposes, we will not allow you to participate in the events while under its effects.

Harassment/Discrimination Policy

Here at Dracanus, our players are made up of people from different religions, cultural backgrounds, ethnicities, and genders. We are all here to have a good time, to escape reality, to socialize and to have fun. **We will NOT tolerate harassment, racism, or discrimination.** If you act in a manner that makes others feel that they are being mistreated, you may be asked to leave.

Please see below the legal definition of harassment according to the Ontario Human Rights Commission:

"Harassment is defined in subsection 10(1) of the *Code* as "engaging in a course of vexatious comment or conduct that is known or ought reasonably to be known to be unwelcome."

(<http://www.ohrc.on.ca/en/tag/discrimination-type/harassment>)

If you feel you are being subjected to a form of harassment: **INFORM THE PERSON TO STOP THE ACTIONS THAT ARE MAKING YOU UNCOMFORTABLE. REPORT THE INCIDENT TO OUR ADMINISTRATION.**

Physical Contact Policy

During play at a live Event there will be instances where players will wish to physically interact with others, however, before touching anyone please ask if it is okay with the individual before you do so (IE "Is it okay if I touch you to....."). Most players will readily give their consent. There will be others who won't which is their prerogative. There are also players who are non-combatants (These players will be wearing a purple Sash to indicate such) and cannot be engaged in combat and will not do so as well.

In regards to Spells or actions that require one person to physically touch another this can be done with the use of a "Foam Fist" (a foam tube that is approximately 1ft in length) so as to not violate another person's "Touch Barrier," in regards to effects that end when the contact is broken Opponents will hold on to a length of rope or cloth, the "target" must pull it away from the assailant to break contact.

This Policy does NOT apply to being struck by any approved LARP weapon by any persons engaged in combat.

Pronouns

We have persons attending that may not identify as the gender of their birth. They may use other pronouns which they identify as. Our policy on this is to refer to them as such. However, it is up to the individual to inform others of the pronoun that they identify as. We do understand that many are not used to this and it will take time to learn to address people correctly. We ask that you do your best to properly identify people correctly. The Dracanus Administration/Executive team will investigate the matter and deal with the matter as necessary.

Throughout the manual, pronouns are used interchangeably; please assume that any pronoun used is merely due to the habit of the writer and NOT the writer's intent to exclude those whom use other pronouns to describe themselves from the subject material.

Personal Possessions

When coming to a live event, you will need to bring the necessary equipment and items for your character. This may include camping gear, weapons, armor and other miscellaneous items. We at Dracanus do not provide any of the equipment you may need. We take no responsibility for lost, stolen, or damaged items/gear.

During game, items maybe stolen, borrowed, purchased, gifted, created, destroyed, or have the status of its ownership changed in many ways. **This does not mean you must surrender the object to anyone as it is YOUR Property.** Instead all items that a person possesses in game will have an "Item tag" describing what it is, this tag will be handed over to the person that is taking possession of it in game or handed to the Marshal who will dispose of it. The player who owns the object will remove it from the play area at their earliest convenience and will not be able to use said object until they role play gaining a replacement for it. If the object is taken by another that person must get a suitable phys rep before actively using the object in game though they may treat the item tag as the object in regards to giving the object away for any reason.

****Actual Theft of any item is NOT permitted. Legal actions may be taken in such cases****

All tagged equipment must be either on your person or accessible to everyone in the game (i.e. kept in your tent or bunk in the Inn). Any and ALL in-game gear must be placed in IN GAME AREAS. If you keep an item in your vehicle (parking lot being an OUT OF GAME area), YOU MAY NOT ACCESS that item during the event!

DO NOT carry glass objects on your person as this is a safety concern. Glass items such as bottles, magnifying glasses, and parts of an Alchemy Lab should be kept in a location where they are not at risk of being broken and potentially injuring anyone. Whenever possible please use plastic.

Weapons and Armor must be inspected by our Administration Safety Officers before they are permitted to be used in game. The officer will also inform you of how often the item must be inspected as some items will experience more rugged use and are subjected to more wear and tear than others.

Immersion

When it comes to immersion for the game we have a few guidelines that we wish for players to adhere to.

- First and Foremost we ask that you turn off cellphones or at least set them to vibrate so as not to break the immersion for others. If you do have a call that you must make/take, please move to an area that is out of the way/sight/hearing of other players. We would much prefer that cell phones are not brought into Active game areas.
- In regards to costuming, we ask that you do your best to have something that is appropriate, though we don't expect anyone to spend an exorbitant amount of money or have a fully handmade outfit especially if it's their first time participating in LARP, but we do ask that you wear something that is not modern in appearance. A very simple item that is cheap and easy to make that can be used to hide regular clothing is a Tabbard which can be as simple as a rectangular cloth folded in half with a hole cut to fit ones head through with a belt cinching it closed at the waist. We ask that you always look for ways to hide modern style clothing to the best of your ability.

- Once game starts please refrain from speaking out of character (OOC) unless it's to ask questions or get clarification about rules or actions. We understand that you may want to catch up with people you haven't seen outside of events however in this case take it to someplace away from others so as not to impede anyone else's game play experience.
- Eventually we will be trying to get a location where we can have campsites and though we don't expect anyone to purchase an era appropriate tent, we do ask that you keep modern items at your campsite to a bare minimum or try to find ways to make a modern item look more period. Use of furs and blankets can do a lot to make a camp stool/chair and cots look better, camo-nets and tarps can disguise the appearance of a modern tent, and the use of other décor can do a lot to make a campsite look and feel like it belongs in a fantasy setting.

Photography and Video

Here at Draconus we have Admin staff that will be taking pictures and video, all persons that wish to participate will be required to sign off on a Photography and Video release form. For the sake of immersion Admin Photographers will not ask to take pictures or record video, players wishing to do so should ask permission prior to taking pictures of others. If you do not wish to be in a picture or video please speak with Admin and we will consider your request.

Manual Changes

Administration reserves the right to review and edit the Manual, and its content when so deemed necessary. All content will be considered the Intellectual property of Draconus including that which is given to Administration as proposed content. Administration will accept and review suggested changes on a regular basis but will not be expected to reimburse any person(s) that contribute said proposed changes.

Players may offer suggested changes to ANY part of the manual including but not limited to "New Spells, Skills, Abilities, Species, Occupations, Equipment and much more. We of the administration will attempt to give credit to the person(s) offering any suggestions by including the name and contribution date of any approved changes. Those that submit proposals may choose not to receive such and inform the administration that they wish to remain Anonymous.



Glossary

Here we explain a few of the common terms used in Draconus

Admin – Short for Administration, this covers all of our staff that; Develop plot, enforce rules, work on the manual, and a variety of other tasks related to run the LARP.

CBG- Short for Character Background

DMG – Short for Damage

DP – Short for Defense Points. These points are gained by wearing armor or using a potion or spell to provide protection, when you are attacked and receive damage, the DP is decreased before HP (Health Points) in most cases.

HP – Health Points the amount of damage you can take (unarmored) before your character is dead.

IC – abbreviation for "In Character"

Mag – abbreviation for Magnitude which reflects the power of a Tiered Spell, Sigil or Miracle

Meta-Gaming – this is when a player acts on information that they have access to but their character does not. IE. You retire an Alchemist Character and create a new one and use the old characters recipe book to give your new character access to many of the recipes your former character had gained.

OC - short for occupation

OOO – Out of Character, this is when a player needs to ask a question that pertains to the game in which their Character should already be aware of (I.e. rules clarification). Going OOC should be kept to a minimum and indicated by putting ones thumb to their chin with hand closed (mimicking a speech bubble).

OOG – Out of Game; certain areas, people and objects will be in the game area but not “In Game” this can be for a variety of reasons and will usually be marked by a bright Yellow Marker, Ribbon, or LED Band. Players are simply to ignore these as though they do not exist.

Phys Rep – A physical representation of any object in the game.

RP – Short for Role Play

XP – Short for Experience Points



Character Creation

The following pages will supply you with the information you need to create a character. We have organized the chapters and the list below in the order in which we recommend you should follow. For those who have never created a character feel free to ask any of our administration staff for assistance.

1. Pick a Species (and give your character a name).
2. Pick and pay for your Occupation.
3. Select your Non-Tiered and Tiered Skills.
4. Select your Combat Skills.
5. Convert your remaining Experience into GP and purchase your initial equipment. You may wish to intentionally save XP specifically for this step in order to ensure you have the equipment that you want for your character. **Note:** Be sure to only list items that you have access to physical representations of for your first live game event. Administration will only give item tags to that which is presented to them during attendance to your first game.
6. **(Optional)** Create a Backstory, tell us a little about your character, where they are from, why they left home, how they learned the occupation they have taken, any goals they might have as well as anything else of interest about them. Please try to keep this **under 2 pages** when writing as Admin have many responsibilities to attend to along with reviewing character sheets. Also be aware that we will reward players with XP for the effort they have put into their back stories as well as for a Character Picture/Portrait.
7. Submit the character sheets to Administration for review. Administration will examine it, possibly ask questions regarding choices, state any changes they recommend, or require, award any experience for back story and character portraits. Characters must be granted approval by Admin before being permitted to be used in game.

Starting Experience

All players start with 5000XP to build their character, this starting XP is to purchase your Occupation, your skills and to convert to currency to purchase your Initial Equipment. You will see that this amount is not much, so

watch your expenditures. We have calculated this amount to show that your character is just starting out as a NEW adventurer with basic equipment and just learning the ropes.

Gaining Experience

Experience is the life blood of your character, it is used to upgrade your skills and abilities over the course of game play. We will try to be rather generous with granting XP for as many reasons as possible, listed below are some of the main reasons we shall do so. Be forewarned however, there are reason why you may lose experience, there are creatures that drain such away, or if you commit a rules infraction we may penalize you by removing XP.

Some ways to gain XP:

- Attend a live event. Yes you get XP just for showing up; this will be given to you at the end of the event and is typically 100xp per day. There may be times where we modify this amount (doubling or tripling it) so be sure to keep an eye on event descriptions for such bonuses
- Participation
- Immersion factor of costume, gear and props
- Defeating adversaries
- Solving puzzles, riddles, mazes, etc.
- Overcoming obstacles
- Interaction with PC's and NPC's
- Crafting spells, recipes, sigils, miracles, songs
- Assisting with clean up at the end of events
- Writing up a character Backstory
- Assisting Admin, by playing NPC cast roles.
- Assisting Admin by performing Duties (acting as Marshal, Photographer, etc.)
- Providing Admin with plot scenarios
- Running/hosting an event
- Donations (we happily will accept any materials for costumes, weapons, creatures, and other LARP equipment as well as cash and other tangible items

Those listed above are not the only ways to gain XP; Admin may determine other reasons to give out experience for various contributing factors.

Playing Multiple Characters

Some players may wish to have more than one character to play during an event and we welcome players to do so, however we do have a few rules regarding this,

1. Characters owned by the same player MAY NOT interact, which means they are not permitted to trade or share gear between the two characters.
2. They may not share recipes, spells, sigils or other learnable items between the characters.
3. They may not share IN-GAME information between the two characters; each character must learn the information for themselves.

4. Each character should be distinct with separate personalities and equipment, It should be visibly apparent to anyone that the two characters are completely different. We recommend that a player that wishes to play multiple characters choose to have each a different Species and occupation.




Species

Below is a list of the Species available to play in Dracanus. Each Species has its own unique abilities and drawbacks as well as physical “identifiers” that mark them as part of the Species they belong to. The identifiers are **required** so that everyone can easily be recognized in game.

Note – Though we recommend the use of body safe paints to simulate species features or for applying Sigils we are open to people using alternative methods (Latex masks, stick on tattoos, etc.) Please check with Admin before employing such to see if it will be acceptable for play.



Arranna

Portrait	Base HP 20
	Species Identifiers Cat-like features, Cat Ears, tail
	Occupations Allowed Fighter, Ranger, Berserker, Alchemist, Blacksmith, Medic, Arcanist, Specialist Mage, Cleric, Specialty Priest, Thief, Bard
	Species Description Recognized by their feline appearance (ears, tail, whiskers, fur, and claws). The Arranna are typically very independent for the most part. Although occasionally they will band together forming a pride which can be fiercely protective of its members. They make excellent hunters, trackers, scouts, and assassins.

Skills Available for Free	Skill that are Half Cost	
Awareness Tier 1	Awareness	Hunting
Escapology Tier 1	Cartography	Psychometry
Languages Modern Dracanan	Escapology	Tracking (Advanced)
Read/Write Modern Dracanan	Exceptional Constitution	
Sixth Sense	Fishing	
Tracking (Advanced) Tier 1	Forbidden Lore (Arranna History)	
Tracking (Basic)	Forbidden Lore (Carsaric History)	


Special Advantages/Disadvantages	
Advantage/Disadvantage	Description
Paranormal Sense	Arranna are naturally sensitive to paranormal activity, they start with the “Sixth Sense” skill with several advancements. For Arranna the sense is always active not requiring them to

(Advantage)	concentrate for them to sense paranormal activity that is within 20ft of them, if they concentrate and focus on the sense they can determine the approximate direction and can identify what it is that they are sensing IE: malevolent entity, undead creatures, etc.
Pride Mentality (Advantage)	Arranna are natural pride animals. When operating in groups they are able to naturally communicate through sound scent and body language that act as general indicators to others of their kind about their own actions and intent. *Note though this is a form of communication between Arranna it is not a language and cannot be understood by any but their own kind, it is also not able to relay any sort of message or code. It does however allow Arranna to have the unique ability (particularly in combat situations) to work effectively as a team helping to gain an advantage over opponents. For every Arranna that are co-operating in a fight each gain a +1 to damage (IE. 2 Arranna are engaged in combat with an Ogre. The two gain +1dmg each, a third Arranna joins the fight and the bonus is increased to +3dmg each).
Born of Magic (Disadvantage)	Because Arranna are a magically created Species they have a more difficult time finding any connection to the Gods. All religious skills and abilities cost double the XP to learn.

Additional Notes	
-------------------------	--



Carsaric

Portrait	Base HP 20
	Species Identifiers Dog-like features, Dog Ears, Tail
	Occupations Allowed Fighter, Ranger, Berserker, Alchemist, Blacksmith, Medic, Arcanist, Specialist Mage, Cleric, Specialty Priest, Thief, Bard
	Species Description These beings are recognized by their canine features and pack-like nature. They make excellent scouts and formation fighters that have an uncanny ability to work in unison. The pack will always be led by two alphas. One male and one female which are typically the strongest and most intelligent of the pack. It is typically considered a mistake to pick a fight with a Carsaric as they follow the belief that if you tangle with one of the pack you tangle with the whole pack.

Skills Available for Free	Skill that are Half Cost	
Awareness Tier 1	Awareness	Hunting
Languages Modern Dracanan	Cartography	Psychometry
Read/Write Modern Dracanan	Exceptional Constitution	Tracking Advanced
Sixth Sense	Exceptional Strength	
Tracking (Advanced) Tier 1	Forbidden Lore (Arranna History)	
Tracking (Basic)	Forbidden Lore (Carsaric History)	


Special Advantages/Disadvantages	
Advantage/ Disadvantage	Description

Paranormal Sense	Carsaric are naturally sensitive to paranormal activity, they start with the “Sixth Sense” skill with several advancements. For Carsaric the sense is always active not requiring them to concentrate for them to sense paranormal activity that is within 20ft of them, if they concentrate and focus on the sense they can determine the approximate direction and can identify what it is that they are sensing IE: malevolent entity, undead
Pack Mentality	Carsaric are natural pack animals. When operating in groups they are able to naturally communicate through sound, scent and body language that act as general indicators to others of their kind their own actions and intent. *Note though this is a form of communication between Carsaric it is not a language and cannot be understood by any but their own kind, it is also not able to relay any sort of message or code. It does however allow Carsaric to have the unique ability (particularly in combat situations) to work effectively as a team helping to gain an advantage over opponents. Every Carsaric that is co-operating in combat gains +10 to their DP. They also gain +1 Damage for every member of the pack engaged in the fight (IE: 2 Carsaric each gain +1dmg. 3 Carsaric each gain +2dmg, and so on)
Born of Magic (Disadvantage)	Because Carsaric are a magically created species they have a more difficult time finding any connection to the Gods. All religious skills and abilities cost double the XP to learn.

Additional Notes	Carsaric are very pack oriented and will always seek to be a member of a pack following the leadership of the strongest and smartest of the group which are referred to as Alpha’s
	Carsaric mate for LIFE if one of the mated pair dies they will not seek out a new mate.



Dakar’Mordayre (Dark Elf)

Portrait	Base HP 15
	Species Identifiers Darker Skin tone (Grey), White Hair, Pointed Ears
	Occupations Allowed Fighter, Ranger, Alchemist, Blacksmith, Medic, Arcanist, Specialist Mage, Sigil Mage, Cleric, Specialty Priest, Thief, Bard.
	Species Description Once like their Elven Cousins, Dakar have been changed through conflict and environment. They still have the same features as an Elf but have gained a dark complexion and their hair has turned pure white. They are skilled with arcane magic and/or divine magic, alchemy, long swords, short swords and crossbows. Having been adapted to life in the sub terrain environment Dakar’Mordayre are sensitive to light and suffer combat penalty when operating in such. Like their counterparts the Valis’Mordayre, they have reduced health.

Skills Available for Free	Skill that are Half Cost	
Languages Modern Dracanan	Alchemy	Herbalism
Languages Modern Dakarian	Arcane Magic	Weapons Use: Hand Crossbow
Read/Write Modern Dracanan	Divine Miracles	Weapons Use : Long Sword
Read/Write Modern Dakarian	Etiquette	Weapons Use: Short Sword
	Heraldry	


Special Advantages/Disadvantages	
Advantage/Disadvantage	Description
Connection to the Gods	The Half cost for Divine miracles listed in the Half Cost Skills only applies to

(Advantage)	those Specialty Priests that worship a God of the Elven Pantheon.
Sub-terrain Eyesight (Disadvantage)	From dawn till dusk when Dakar is in any sunlit areas they will be affected by a -1 to all damage strikes.

Additional Notes	Dakar and Valis are currently attempting to heal the rift between their two peoples; however Dakar and Valis are very wary of each other and will be constantly vigilant in one another's presence.
-------------------------	---



Dwarf

Portrait	
Base HP	25
Species Identifiers	Both Male and Female Dwarves have Beards
Occupations Allowed	Fighter, Ranger, Berserker, Alchemist, Blacksmith, Medic, Sigil Mage, Cleric, Specialty Priest, Thief, Bards
Species Description	Easily recognized by their beards (even females) and noted for their skills in smithing and stonework. Dwarves are particularly resistant to Arcane magic and Alchemical potions, however, they may not use Arcane magic and Alchemy is difficult for them to learn. Dwarves are better at smithing and related crafting skills than any other Species.


Skills Available for Free	Skill that are Half Cost	
Languages Modern Dracanan	Armor smithing	Metallurgy
Languages Modern Dwarven	Blacksmithing	Mining
Read/Write Modern Dracanan	Brewing	Exceptional Strength
Read/Write Modern Dwarven	Exceptional Constitution	Weapon smithing
	Gem Cutting	Weapons Use: Axe
	Geology	Weapons Use: Hammer

Special Advantages/Disadvantages	
Advantage/ Disadvantage	Description
Magic Resistance	Dwarves are naturally resistant to all forms of Arcane and Sigil Magic. Any Spell specifically directed at a Dwarf will function as if it is 2 Magnitudes lower than that which is known by the caster of the Spell or Sigil. This Resistance in no way affects Divine Miracles. If the results of this reduction would make the Magnitude less than 1, the spell is only partially effective (half the damage/duration) in the case of enchantment charm spells the dwarf realizes that such has been cast upon them at the end of the spells duration.
Resistance to Poisons and Intoxicants	Dwarves are naturally resistant to Poisons and Toxins all such chemicals are considered to be 1 tier less than normal. In the case of such that causes damage if already at lowest tier consider the Dwarf to only receive half the amount of damage. In the case of Potions/Alchemies that have no equivalent potion in the tier below it use the closest available. NOTE this affects any Alchemical substance including Potions of Healing.

Additional Notes	Role Playing Tip: When it comes to Dwarves it's easiest to think of the Scottish Clansman (think Brave Heart). In general they take great pride in their beards, their ability to consume and brew strong drink, their craftsmanship, their clans and their fighting prowess.
	Dwarves take great pride in their beards, they tend to grow them very long; some will braid and/or style them with intricate pieces of jewelry. There is no greater shame or dishonor then shaving the beard from a Dwarfs face.



Gnome

Portrait	Base HP	20
	Species Identifiers	Large/oversized ears.
	Occupations Allowed	Fighter, Ranger, Berserker, Alchemist, Blacksmith, Medic, Sigil Mage, Cleric, Specialty Priest, Thief
	Species Description	Distantly related to Dwarves, Gnomes also have a beard but have more of an aptitude towards, invention, medicine and alchemy, (though trusting such items made by such is "AT YOUR OWN RISK" as often that which they create has unpredictable results; Contraptions that they build often don't do what they are supposed to, fall apart, run amok, or even explode, potions may turn the user different colors, or make the imbiber intoxicated, or produce other random side effects. Gnomes can repair other people's constructions, detect, and disable traps with ease. They gain a bonus skills related to stonework, gem cutting, geology and all medical skills. They are also highly resistant to Alchemical potions gaining a bonus against such that are used upon them.

Skills Available for Free		Skill that are Half Cost	
Languages Modern Dracanan	Anatomy (Basic)	Engineering	Metallurgy
Languages Modern Gnomish	Biology	Exceptional	Mining
Read/Write Modern Dracanan	Blacksmithing	Constitution	Physics
Read/Write Modern Gnomish	Botany	Gem Cutting	Toxicology
	Brewing	Geology	Trapping
	Chemistry	Jeweler	Zoology
	Clockworks	Lock Picking	

Special Advantages/Disadvantages	
Advantage/Disadvantage	Description
Poison/Intoxicant Resistance (Advantage)	Gnomes are naturally resistant to Poisons and Toxins all such chemicals are considered to be 1 Magnitude less than normal. In the case of such that causes damage if already at lowest Magnitude consider the Gnome to only receive Half the amount of damage.
Invention Amok (Disadvantage)	Anytime a Gnome attempts to invent something there is a high chance that something will go wrong and the device will act in a manner not expected (Talk to Admin when you attempt to invent ANYTHING NEW).

Alchemical Insanity (Disadvantage)	Because of their love of Science and for reasons unknown anytime a Gnome brews any sort of Alchemical formula there is a chance that it will not behave as expected and will have random Effects (speak with Admin when you decide to brew any alchemical recipe).
--	--

Additional Notes	Role Playing Tips: Gnomish society resembles that of a Steam Punk Version of Victorian London England. They are responsible for Indoor Plumbing, Gas lighting and many other technological wonders. HOWEVER they have not mastered internal combustion engines, Fire Arms more advanced than a crossbow or flight. ADMIN will not permit certain technologies to be created or exist in the world of Dracanus, Please speak to them before attempting to introduce tech into the game.
-------------------------	---



Hadlin (Halfling)



Base HP	20
Species Identifiers	Hair on hands and feet
Occupations Allowed	Fighter, Ranger, Alchemist, Blacksmith, Medic, Arcanist, Specialist Mage, Sigil Mage, Cleric, Specialty Priest, Thief, Bard
Species Description	Hadlin as they prefer to call themselves or Halfings as other species refer to them, are well known for their love of hearth, home, good company, and plentiful food. They make excellent and gracious hosts, and prefer a simple life tending towards an agrarian lifestyle. They are well known for their skills with agriculture and mercantile with only a very rare few chose to become adventurers. As a species they gain a bonus to health, rogue skills, as well as any thrown missile weapon.

Skills Available for Free	Skill that are Half Cost	
Languages Modern Dracanan	Agriculture	Lock Picking
Languages Modern Hadlin	Animal Husbandry	Pick Pockets
Read/Write Modern Dracanan	Appraising	Weapons Use (Sling Shot)
Read/Write Modern Hadlin	Brewing	Weapons Use (Throwing Dagger)
	Cooking	Weapons Use (Throwing Knife)
	Escapology	Weapons Use (Throwing Stones)
	Forgery	


Special Advantages/Disadvantages	
Advantage/Disadvantage	Description
Tossers (Advantage)	Hadlin are natural when it comes to hand held missile weapons, they automatically gain a +1 to damage with any weapon that is hurled or thrown.
Cooking Mastery (Advantage)	Hadlin are extremely proficient cooks having learned how to combine food ingredients in such a way as to have a variety of effects on those who partake in eating their meals. Hadlin have perfected a variety of meals that produce various effects these recipes are family secrets that have been handed down through the

	<p>ages. Hadlin are only able to cause one effect per meal.</p> <p>Hospitality- Hadlin are able to create meals that cause any consuming it to feel friendly towards any persons in the vicinity, any that consume the food are unable to make any hostile action towards others and will see the host in a favored manor and will attempt to grant any reasonable request by such. This effect last for 30minutes after the consumption of the meal.</p> <p>Notes: Those that consume the meal will defend themselves and their host if hostile actions do happen but will do so with the least amount of force possible and look to end such actions peacefully.</p> <p>Lethargy – Hadlin are able to create meals that cause all that consume such to become lethargic and drowsy. Those that consume the meal desire to rest relax and sleep.</p> <p>Restorative – Hadlins are able to create a meal that aids injured persons heal, those consuming such a meal double their healing rate while eating, and relaxing. This meal will not allow players to gain any HP exceeding their maximum amount.</p>
Health Bonus (Advantage)	Hadlin gain 2HP every time they purchase the Exceptional Constitution skill

Additional Notes	
-------------------------	--



Half Orc

Portrait	Base HP 30
	Species Identifiers Green tinted Skin, Tusks or Fangs coming from the lower Jaw
	Occupations Allowed Fighter, Ranger, Berserker, Alchemist, Blacksmith, Medic, Arcanist, Specialist Mage, Sigil Mage, Cleric, Specialty Priest, Thief
	Species Description The Half Orc is part human, part Orc. They are typically not accepted by either Species. They are recognized by their green colored skin and protruding tusks. Half Orcs tend to be more aggressive due to their Orcish parentage but with the cunning of their human blood's intellect. They typically steer towards being Warriors with the rare few becoming recluse Shamans. Orcs find that the Half Orc is not as brutal or savage enough to remain in their culture where only strength, cunning and fear are respected.

Skills Available for Free	Skill that are Half Cost
Languages Modern Dracanan	Berserk
Languages Modern Orc	Exceptional Strength
Read/Write Modern Dracanan	

Special Advantages/Disadvantages	
Advantage/Disadvantage	Description

Poison/Intoxicant Resistance (Advantage)	Half Orcs are naturally resistant to Poisons and Toxins all such chemicals are considered to be 2 Magnitudes less than normal. In the case of such that causes damage if already at lowest Magnitude consider the Half Orc to only receive Half the amount of damage.
--	---

Additional Notes	
-------------------------	--



Human

Portrait	Base HP	20
	Species Identifiers	None
	Occupations Allowed	All
	Species Description	The most common and widely spread of the Species; humans come in all shapes, forms, genders and beliefs. They have no racial bonuses or hindrances; however, they have access to all the available character occupations.


Skills Available for Free	Skill that are Half Cost
Languages Modern Dracanan	Not Applicable
Read/Write Modern Dracanan	

Special Advantages/Disadvantages	
Advantage/Disadvantage	Description
Starting XP (Advantage)	Humans start with an Additional 2000 XP to build their characters with.

Additional Notes	
-------------------------	--



Mindani

Portrait	Base Hp 15
	Species Identifier Hair swept up into a single ponytail centered at the top of their heads, intricate vine pattern extending from their eyes.
	Occupations Allowed Fighter, Ranger, Berserker, Blacksmith, Medic, Sigil Mage, Cleric, Specialty Priest, Thief, Bard
	Species Description These spritely beings have a curious nature that makes them fearless. However, they have absolutely no notion of privacy, personal property or good and evil. They LIVE for new experiences and whatever happens to catch their eye (regardless of the objects value). A Mindani will always have a set of pouches to store acquired items (be it a wizard's spell component or a merchant coin purse, a lady's ring, or the buckles off someone's shoe). If it catches their eye it is likely to end up in their pouch. Mind you they do not think of this as stealing and to call one a thief is a grave insult. They will always state that they are "handling, borrowing or recovering an object with the intent of returning the item to the proper owner, though they often never do.

Skills Available for Free		Skill that are Half Cost
Awareness Tier 1	Find/Remove Traps 2	Escapology
Languages Modern Dracanan	Escapology Tier 2	Lock Picking
Read/Write Modern Dracanan	Lock Picking Tier 2	Pick Pockets
Rope Use	Pick Pockets Tier 2	Weapons Use (Sling)*
		Weapons Use (Staff Sling)*


*Players may use Nerf Rival rounds as ammunition if you intend to use ANYTHING other than such it must be cleared and approved by Admin First.

Special Advantages/Disadvantages	
Advantage/Disadvantage	Description
Slingers (Advantage)	Mindani gain a+1 to all damage when using a Sling or Staff Sling.
Mindani Tales (Advantage)	Mindani are so adept at spinning a tale and believing such that they are completely immune to effects that force them to tell the truth or lies

Additional Notes	Special Note: Despite being naturally adept at thieving skills Mindani are not malicious in nature and would never use their skills at such to amass wealth, Marshalls and Admin Staff will monitor and curtail the activities of players attempting to capitalize on the Mindani's skills if they feel that it is not in the spirit of the Mindani Nature.
-------------------------	--



Minotaur

Portrait	Base HP	40
	Species Identifiers	Bovine-like features, a pair of horns on their heads
	Occupations Allowed	Fighter, Ranger, Berserker, Alchemist, Blacksmith, Medic, Arcanaist, Specialist Mage, Cleric, Specialty Priest, Thief, Bard NOTE Players that wish to play a Minotaur Arcanist, Specialist Mage or Specialty Priest of Isben should speak with Administration before creating such.
	Species Description	These steadfast beings are easily recognized for their bovine features. They are strong fighters and gain a bonus to all melee combat skills. They are also well known for their short tempers and their strong sense of honor. They also start with exceptional strength. However, they shun Arcane magic and most will not use such (though they have no issue with Divine Miracles).


Skills Available for Free	Skill that are Half Cost
Exceptional Strength Tier 1	Cartography
Languages Modern Dracanan	Exceptional Strength
Languages Modern Minos	Navigation
Read/Write Modern Dracanan	Seamanship
Read/Write Modern Minos	Weapon Use (Great Axe)

Special Advantages/Disadvantages	
Advantage/ Disadvantage	Description
The Life Debt	If a Minotaur's life is saved by another the Minotaur will claim a life debt in which they will serve the savior until such time as they feel they have repaid the debt. (Concept Created by Trevor Cahill)
Stand Fast	Because of their strength, size, and military training from birth, Minotaur's are able to remain on their feet and hold their position regardless of any effects that might cause knockback or knock down (spells or effects that cause knock back or knock down effects effective, Physical attacks that cause knock back are only effective if the user of such has equal or Greater Strength than the Minotaur)(Contributed by MonPress)
Combat Training	Because of their martial training from birth Minotaur's regardless of Occupation may use the "Weapons Groups" skills that are listed at the beginning of the Warrior occupations.

Additional Notes	There is no greater insult to a Minotaur then to refer to them as cows, no greater punishment than to have a Bull ring inserted into their nose.
	All Minotaur's have a strong disdain for magic believing that those that practice such are dishonorable, cowardly, weaklings.



Valis'Mordayre (High Elf)

Portrait	Base HP	15
	Species Identifiers	Pointed Ears.
	Occupations Allowed	Fighter, Ranger, Alchemist, Blacksmith, Medic, Arcanist, Specialist Mage, Sigl Mage, Cleric, Specialty Priest, Crusader, Thief, Bard
	Species Description	This long-lived Species is known for its pointed ears, natural ability with Arcane and Divine magic, and their skill with bows and swords (bonus for learning and using, long sword, short sword long bow and short bow as well as both arcane and divine magic's) However because of their delicate nature, Elves lack the same constitution as other Species, and start with reduced health.

Skills Available for Free	Skill that are Half Cost		
Languages Modern Dracanan	Arcane Magic	Divine Miracles	Weapon Use Long Bow
Languages Modern Elven	Artistic Ability	Etiquette	Weapon Use Long Sword
Read/Write Modern Dracanan	Bowyer	Fletcher	Weapon Use Short Bow
Read/Write Modern Elven	Carpentry	Musical Instrument	Weapon Use Short Sword
	Dancing	Singing	Wood Working

Special Advantages/Disadvantages	
Advantage/Disadvantage	Description
Weapons Affinity (Advantage)	The Valis have a natural affinity for the following listed weapons, Long Bow, Short Bow, Long Sword, and Short Sword. Whenever they are using such they gain a +1bonus to all damage.

Additional Notes	
-------------------------	--



Special Species

These are available to those players who retire a character that has 50,000XP or more. Special Species will be discussed with Admin upon taking up one to determine abilities, weaknesses and other information. The Species available for play are listed elsewhere and will be made available to those players who wish to retire their character and take on a new and unusual Species or occupation

Just to list a few:

- Enochian – The Mortal forms of Angels
- Dragon Kin – Half Dragon and Half.....
- Draegaer – Demons that have gained Mortality
- GenieKin – Beings that are related to the Djinni, Dao, Effreet, Jann, and Madrid Genies.



Occupations

This defines your character's role in Dracanus's world, (by taking an occupation you are granted certain skills at a lower cost and abilities that are unique to each class). Characters may eventually change their occupation. However, certain occupations will not allow for such changes or are not compatible with other occupations. Players who wish to change occupations must purchase the basic skills for the occupation they wish to take up before they are granted any of the special abilities or bonuses.

Multi-Classing and Conversion: Players may opt to take on an occupation or convert to another occupation. Either requires the player to purchase the new Occupations base skills at full cost before they can gain the abilities of the new occupation.

*Note Players must request from Admin permission to convert or Multiclass. Admin will inform the player if the conversion or Multi-class option is open to their Occupation.

- **Multi-classing** is taking on another occupation and benefiting from all its skills, abilities etc. In order to Multiclass a player must purchase all the Base skills and abilities at full cost (minus racial bonus)
- **Conversion** is transforming from one occupation to another as some do not allow for multi-classing.



Warrior OC's

This group of occupations consist of the fighting men and women of Dracanus they are those who make their living primarily though their skill with weapons, armor and combat. Their knowledge of the Martial arts far exceeds that of any of the other occupations.

Martial Training – Most Warriors are taught the basics in the use of all weapons and armor, subsequently they may use weapons that are similar to one another without penalty. (Martial Training is a skill set that only those of the Warrior Occupations may access).

This skill may not be used as the basis for weapons specialization, it merely teaches how to wield similar weapons, and it removes the -5DMG penalty for using weapons that are part of the group.

The weapons listed below are examples of those in the group but may include others Check with Admin if you possess a weapon and are not sure what group it belongs to.

Weapons Groups

Grouping	Weapons	Cost
Axes	Battle Axe	100
	Hand Axe	
	Hatchet	
	Tomahawk	
Blades (Short)	Dagger	100
	Dirk	
	Knife	
	Stiletto	

Grouping	Weapons		Cost
Lances	Heavy Horse Lance		100
	Jousting Lance		
	Light Horse Lance		
	Medium Horse Lance		
Pole Arms	Awl Pike	Lucerne Hammer	400
	Bardiche	Military fork	
	Guisarme	Partisan	
	Guisarme-Voulge	Ranseur	

	Tanto	
Blunt Weapons (Large)	Maul	200
	Sledge Hammer	
	Staff	
	War Hammer (2 Handed)	
Blunt Weapons (Small)	Club	100
	Hammer (1 Handed)	
	Mace	
	Sap	
Bows	Long Bow	200
	Short Bow	
Cross Bows	Hand Cross Bow	200
	Heavy Cross Bow	
	Light Cross Bow	

	Halberd	Spetum	
	Hook fauchard	Voulge	
Swords Large	Claymore		200
	2- Handed Sword		
	2-Handed Bastard Sword		
	Katana		
Swords Long	Long Sword		200
	One Handed-Bastard Sword		
	Rapier		
	Scimitar		
Swords Short	Cutlass		200
	Gladius		
	Short Sword		
	Wakizashi		



Berserkers

OC purchase Cost: 2300xp

These warriors live for battle and when engaged in such become instruments of devastation. They work themselves into a battle rage which completely consumes them (increasing the damage they do and can take). However, the downside is that while consumed by their fury they will continue to attack until there is nothing left to fight (in this state they are unable to distinguish friend from foe) and the other downside is that if they lose more health than they originally had, they can die after the battle rage finally subsides.

Occupational Starting Skills

Free	Half Cost
2 Weapons Skills	Weapons Skills
1 Armor Skill	Combat Skills
Battle Rage T1	Armor Skills
Berserk	
Intimidating Presence T1	
Pain Resistance T1	

Special Abilities

Battle Rage

Main Description
Much like the Berserk Combat Skill. Berserkers are able to work themselves into frenzy where they inflict more damage and ignore the damage inflicted by opponents, however they have learned to focus and control their rage so they may select specific targets. This is still a frenzied state and reduces their judgment while engulfed by it, and once a target is selected they will ignore any and all other threats until that specific target is destroyed. Due to their Training they also are able to remain in the Berserk state as long as they are engaged in combat. (Revised by Monpress)

Tier	Tier Description	Cost
1	The Berserker may choose one target to focus their rage on, but will ignore any and all other targets until this target is dead or destroyed. The State will not end until the Berserker either kills/destroys the target or is killed or rendered unconscious. The Berserker does x2 damage to opponents and gains 20HP for the duration of the Battle, however when they enter the Exhaustion state they lose 20HP	1000
2	The Berserker chooses an initial target to focus their rage upon but may select a second target once the first has been killed/destroyed. The Berserker gains 30HP during the Raged State losing 30 when exhausted.	2000
3	The Berserker may select three targets to focus their rage upon however they must focus on only one at a time, engaging each target in sequence.	3000
4	The Berserker may select four targets to focus their rage upon however they must focus on only one at a time, engaging each target in sequence. . The Berserker gains 40HP during the Raged State losing 40 when exhausted	4000
5	The Berserker may select Five targets to focus their rage upon however they must focus on only one at a time, engaging each target in sequence. The Berserker gains 50HP during the Raged State losing 50 when exhausted.	5000

***Note:** Berserker cannot remain mounted after they enter the Battle Rage state the moment they have worked their selves into the fury they will leap from whatever mount they might be on in order to engage their target. The HP Loss is deducted from the total remaining HP when the Berserker enters the exhausted state.

Intimidating Presence

Main Description		
The mere presence of a Berserker instills fear and hesitation in persons facing them in melee combat which causes the opponent to suffer the following when engaged in direct combat with the Berserker that has entered the "Fury State" The penalty is DOUBLED for the Target of the Berserkers Battle Rage.		
Tier	Tier Description	Cost
1	Any opponent facing a Berserker suffers a -1 penalty to Damage.	1000
2	Any opponent facing a Berserker suffers a -2 penalty to Damage.	2000
3	Any opponent facing a Berserker suffers a -3 penalty to Damage.	3000
4	Any opponent facing a Berserker suffers a -4 penalty to Damage.	4000
5	Any opponent facing a Berserker suffers a -5 penalty to Damage.	5000

Note: Damage cannot be reduced to less than 1 point even if the penalty would reduce to 0 or less damage 1DMG will always be incurred from a weapons strike.

Pain Resistance

Main Description		
When engulfed by the Battle Rage, Berserkers become more resistant to effects of Magic, Sigils, Miracles and Alchemy, though they do not become completely immune to such. These effects only occur when they are in the Battle Rage State.		
Tier	Tier Description	Cost
1	All non-melee attacks do only half damage. The Berserker is immune to spells that will change the emotional state.	1000
2	Berserker is only pushed back half the distance by any Knockback like effects. They are able to ignore the effects of Sleep causing effects (spells, potions etc.)	2000
3	The Berserker ignores the effects of Knock Down effects, they can maintain their feet no	3000

	matter what. They also become immune to Illusionary effects.	
4	The Berserker becomes immune to Hold and Paralysis effects.	4000
5	The Berserker cannot be affected by Mind Altering effects such as Mind Wipe, Forget, etc. Their Mind is completely immune to mental tampering.	5000

Penalties

Trigger

Despite their intense training to control their battle rage, Berserkers unfortunately have something that will always cause them to enter the berserk state; anything may be the trigger, a word, a sentence, a song, a visual cue. This Triggered State acts as the skill of the same name however the Berserker has absolutely no control when this happens. They will attack the source of the trigger (and anything else in sight) for the duration of the state. (Players may choose what the trigger is but shall discuss it with Admin to ensure its suitable)

Weapons Restriction

Berserkers may NOT use Bows, Crossbows or Slings. They may however use throwing weapons such as Daggers, axes and hammers but must be used towards the primary target while they are approaching them (at a run)



Fighters

OC purchase Cost: 2000xp

Skilled in arms and armor, these people learn the martial skills for combat. They can make use of any weapon and combat skills and learn the art of warfare. These men and women make up the bulk of an armies fighting units. They take the lead in combat situations and typically learn tactics for taking on the challenges of offense and defense.

Occupational Starting Skills

Free	Half Cost
4 Weapons Skills	Weapons Skills
2 Armor Skill (1 Armor, 1 Shield)	Combat Skills

Special Abilities

Skill at arms

Fighters have a natural skill with any weapon that comes into their hands, all weapons in their hands become deadly even if not to the same degree as a master of that specific weapon. Therefore Fighters are not penalized with the -5 to Damage for using a weapon that they are not skilled in the use of. Instead they only receive a -2 penalty to damage for using a weapon they are not specifically trained to use.

Arms and Armament

Fighters have no restrictions on the type of weapons or armor that they may learn to use.

Tactical Advantage

Fighters that take combat skills that are single use per opponent/combat are now able to be used Twice per combat per opponent.



Paladins

OC purchase Cost: 3500xp

Paladins are champions of law, justice and honor; they commit themselves to be defenders of the weak, upholding justice and acting as a force for good. They gain special abilities that aid them in their fight against evil. It is their duty to set a shining example to others and as such it is a difficult path that many are unable to maintain. Many a Knight has attempted to follow this path only to stumble and fall from grace.

**Paladins that fall from grace are changed to the Fighter occupation losing all the special abilities of a Paladin.

****WARNING**** Please consider very carefully before selecting this occupation, Marshalls and Admin will NOT warn players if they are imperiling their status as a paladin. If at any point a Marshall or Admin state that your character is unable to use the special abilities granted by the “Gods” the decision is final and you the player may NOT argue with the decision. Marshalls and Admin have FINAL ruling on this. However it is possible for players to “Atone” for their transgressions, and regain their status as a Paladin and the skills/abilities, but it is up to the Player to determine the mistake they made and learn how to make up for it.

Occupational Starting Skills

Free	Half Cost
1 Weapons Skill	Etiquette
2 Armor Skill (1 Armor, 1 Shield)	Heraldry
Theology	Equestrian
Laying of Hands T1	Weapons Skills
Divine Aura T1	Combat Skills
Divine Miracles T1	
Turn Undead T1	

Virtues

Paladins must maintain specific virtues or risk losing their abilities and their status as a Paladin. (Note upon the loss of abilities Players DO NOT regain the experience spent on the abilities this is part of the punishment for not upholding their responsibilities and virtues as a Paladin).

- **Valor** - A paladin will fight for a just cause even if it means his/her death. It is their responsibility to defend the weak, uphold the law, and protect the innocent.
- **Courage** - A paladin will remain steadfast and unwavering regardless of the fear they may experience
- **Honorable** - A paladin will always speak the truth and shall uphold his word. Should he make a promise he will complete the terms of the promise to the best of his ability.
- **Charitable** - A paladin will give aid to those in need and will offer to assist any and all who require aid.
- **Just** - A paladin will abide by, and uphold the laws of the land they are in, they may challenge the laws if they seem unjust but must continue to abide by and uphold such for as long as the lord of the land maintains said laws.
- **Merciful** - A paladin shall offer and accept surrender to any foe, they will not perform any action that is wantonly cruel, malicious or torturous.
- **Temperance** - A Paladin must never act out of anger or vengeance, they should maintain their composure regardless of those that may attempt to rile them through taunts and insults.
- **Humility** - They will treat all persons with appropriate decorum, addressing others as equals or by their appropriate titles, they will act as though all others are equal to or better than their station.

- **Pious** - A paladin must be devoted to their code and to the God they serve.
- **Moderate** - A paladin will not hoard possessions or accumulate wealth, they will not overindulge in food or drink. They may keep enough funds to maintain a modest standard of living and retain enough to cover expenses. All excess should be given to charitable causes.
- **Righteous** - A paladin will actively seek out and combat evil, they will do all in their power to right the wrongs, and bring the corrupt to justice.
- **Prestigious**- A Paladin must maintain an appropriate appearance and decorum, they should always speak eloquently, be properly groomed and their gear should be maintained to the highest quality.
- **Exemplar** - A paladin will lead by example, they will show others by their own actions, words and appropriate morale conduct. They should be a paragon of the ideals and virtues that they follow and encourage others to follow such as well.

Daily Regimen

- A paladin will devote some time to meditation or prayer each day (30 minutes min)
- A paladin will perform martial training each day (combat will suffice or 30 minutes of exercise/weapons training etc.)
- A paladin will maintain his weapons and armor (sharpen blades, polish armor etc.)If a Paladin retains a squire they are to devote a minimum of 1 hour each day to instructing and training them
- If a Paladin has a mount they must allot 15min to care for the animal.

Special Abilities

Divine Aura

Any evil creature that comes within 5ft of the paladin will be afflicted by adverse effects from the Aura; all will cause less damage at the lower tiers whereas higher tiers may repel damage or even destroy certain beings. (Note some evil beings that feel the aura will immediately seek out and attack paladins due to this aura).

Tier	Description	Cost
1	evil beings will cause -1 damage when within the Aura's radius	1000
2	evil beings will cause -2 damage when within the Aura's radius	1500
3	evil beings will begin receiving 1 point of damage while within the Aura's radius	2000
4	evil beings will receive 2 points of damage while in the Aura's radius	2500
5	evil being may be destroyed if they enter the Aura's radius	3000

*Note this applies to evil creatures that are low power. Administration will assign evil creatures a tier level to determine how they are affected by the Paladins Aura, Mortal beings (that which is alive are not subject to being destroyed; only Undead and otherworldly beings are affected by the destructive effects of the Aura)

Laying of Hands

A paladin can heal another by laying both hands upon the person.
For every 30 Seconds that the paladin concentrates on healing the target and maintains contact the individual receives the Hp listed for the Tier Level of the ability. If at any point the Paladin is disturbed, or distracted from this task, the healing ends and no more HP can be restored.

Laying of Hands	Description	Cost
Tier 1	Restores 2HP to Target	1000
Tier 2	Restores 4HP to Target	2000
Tier 3	Restores 6HP to Target	3000
Tier 4	Restores 8HP to Target	4000
Tier 5	Restores 10HP to Target	5000

Laying of Hands can only be used 1 per day per target. It will not restore DP and the Paladin is unable to use it

upon themselves.

Divine Miracles

Paladins like Clerics and Specialty Priests are able to call upon divine aid and perform Miracles, though they are less adept at doing so from the extensive martial training that they undergo. Whereas Arcanists, Specialist Mages and Bards must have access to a visual copy of the spell, those that are faithful and call on divine aid merely need to pray for such, all miracles within their ability to cast are immediately available to them, however they are required to pray and meditate to have such miracles available to them each day.

Miracles per Day				
Paladins Tier	Spell Tier			Cost
	1	2	3	
Spells per Day				
1	2	0	0	1500
2	4	2	0	2500
3	6	4	2	3500
4	8	6	4	4500
5	10	8	6	5500

Turning Undead

Though not as powerful as Clerics or Specialty Priests, Paladins have a limited degree of turning undead. Paladins will always attempt to put to rest any undead they encounter, which is the antithesis of life.

T= Turn – This means that the undead are repelled by the paladin and are unable to approach within 10ft the paladin may move towards the undead driving them back however if the undead entity is cornered and has no place to retreat to the turning effect is negated.

D=Destroy – Which means the undead are completely destroyed on the spot, the remains turn to dust leaving behind anything it may have been carrying.

	Paladins Tier				
	1	2	3	4	5
Cost	1000	1500	2000	2500	3000
Tier 1 Undead	2	4	8	D2T8	D4T8
Tier 2 Undead	0	2	4	8	D2T8
Tier 3 Undead	0	0	2	4	8
Tier 4 Undead	0	0	0	2	4
Tier 5 Undead	0	0	0	0	2



Rangers

OC purchase Cost: 2800xp

This combatant class usually takes on the roles of forward scouts (moving fast, striking quickly and then fade away before an enemy can retaliate). They are trained for tracking, hunting, and scouting out locations, disarming traps and locating possible ambushes. They are typically dressed in light armor and can learn a variety of weapons for quick fast style strikes.

Occupational Starting Skills

Free	Half Cost
1 Armor Skill (Chainmail or below)2 Weapons Skills	Combat Skills Fire Building

Tracking (Advanced) Tier 1 Zoology	Fishing Hunting Tracking Weapons Skills
---------------------------------------	--

Special Abilities

Animal Empathy

A ranger can intuit how an animal is feeling and determine its current motives by observing it for a few moments. The Ranger may also influence the animals' current mood and behaviour provided that the animal is not already attacking. In order to perform this ability the Ranger must approach slowly speaking soothing words (provided it is the rangers intention to calm the animal) if the Ranger is in a group with other persons, the others must remain 20ft away from the animal and the Ranger or the attempt fails. This ability only is effective against naturally occurring creatures of an animal intellect.

Nemesis

Part of a Rangers life ends up putting them at odds with some opposing force, particularly when they are tasked with protecting a specific region or territory. The Ranger learns this opponent better than any gaining a bonus to all attacks when fighting against such. Rangers may select a specific Species, Group, or Organization, in which they dedicate themselves to combating.

Tier	Requirements	Damage Bonus	Cost
1	Basic Anatomy	+2	Base
2		+4	2000
3	Advanced Anatomy (Nemesis)*	+6	3000
4		+8	4000
5		+10	5000

The player can choose who or what the nemesis is but must do so before increasing the Tier level of this ability.

* If the Ranger specifies a group or organization, they will only gain the damage adjustment towards the Species that makes up the majority of the membership, unless they take Advanced Anatomy for each species that makes up the group.

Access to Divine Miracles

Rangers are able to call upon the forces of nature (or Deity If the Ranger is so inclined) to perform Miracles, they do not start with these skills but learn how to tap into or feel the call to such overtime.

Rangers are restricted to miracles from the following Spheres:

- All
- Animal
- Combat
- Elemental
- Healing
- Plant
- Weather

Rangers Tier	Miracles per Day			Cost
	Spell Tier			
	1	2	3	
	Spells per Day			
1	2	0	0	1500
2	4	2	0	2500
3	6	4	2	3500
4	8	6	4	4500
5	10	8	6	5500

Armor Restriction

Rangers tend to travel light; therefore they are limited to wearing Chainmail or lighter Armors.



Tradesmen OC's

This group of Occupations is dedicated to those dedicated to the knowledge of a specific Craft.

Alchemist

OC purchase Cost: 3300xp

These are the brewers of potions and oils, the crafters of bizarre powders and unguents. Their skill with concocting such things is useful to all the classes, whether they are making poultices and healing potions to add to a medic's kit, or poisons to coat an assassin's blade.

Occupational Starting Skills

Free	Half Cost Skills		
Read/Write (Racial Language)	Alchemical Distillation	Chemistry	Metallurgy
Brewing	Alchemy	Geology	Read/Write (Modern Languages)
Alchemy T1	Anatomy (Advanced)	Herbalism	Toxicology
Alchemical Distillation T1	Anatomy (basic)	Ingredient	Zoology
Ingredient Gathering/Foraging T1	Biology	Gathering/Foraging	
	Botany	Medicine	

Essential Equipment

- Something to write your recipes in, book, folio, Scrolls, stone tablets, it's your choice on how you want to record your recipes but you will need a physical representation of your Recipe Book.
- Lab Equipment, at minimum you will need a Cauldron to brew in with something to stir it, a Mortar and Pestle to grind components up, and a knife for cutting and chopping ingredients. Increasing the items in your Lab gear will reduce the time it takes to brew, Increase the amount you can brew and even potentially increase the skill at which you brew at.
- Ingredients to the recipes to create the substances.
- Containers to pour completed substances into such as Vials and bottles for the liquids, and bags or packets for the powders.



Special Abilities

Ingredient Gathering/Foraging

This skill allows an Alchemist to harvest components in their natural surroundings, saving them the expense of having to purchase them from vendors that may charge exorbitant amounts or discuss what the Alchemist purchases on a regular basis, thus potentially revealing what potions the Alchemist is able to brew. Note this skill is intended for use between Live Events during live games Players will need to find the items in the local settings by either seeking out locations where the item can be found OR purchase them from Merchants or other players. This skill can be used once per week.

Ingredient Quality:

- **Basic** - These are everyday items that can typically be found in one's garden or pantry shelf, they are easy to come by or find and require little effort to acquire.

- **Common** – These items are still somewhat easy to find and typically are items one might possibly have on hand for other purposes, they won't cost a lot but aren't items one would normally purchase in bulk.
- **Uncommon** – These items aren't particularly difficult to find though may require a minimum of effort to do so, they can easily be purchased for a modest amount but are not things one would usually keep on hand.
- **Rare** - The ingredients are very difficult to locate and often are expensive to procure.
- **Exquisite** – These items will never be found in large quantities, they are extremely difficult to find and will be extremely expensive to purchase.

Tier	Description	Cost
1	The Alchemist is able to locate and harvest 5 Common Ingredients	1000
2	The Alchemist is able to locate and harvest: 10 Common Ingredients	1500
3	The Alchemist is able to locate and harvest: 10 Common Ingredients or 6 Uncommon Ingredients	2000
4	The Alchemist is able to locate and harvest: 15 Common Ingredients or 10 Uncommon Ingredients or 3 Rare Ingredients	2500
5	The Alchemist is able to locate and harvest: 20 Common Ingredients or 10 Uncommon Ingredients or 5 Rare Ingredients or 1 Exquisite Ingredient	3000

*Note the player must specify the ingredient type that they are looking for prior to receiving ingredient tags
Admin reserves the right to state that specific ingredients are not available during the gathering period, and not required to state as to why, they are also not required to compensate the player for the time/effort of using the skill.

Alchemical Distillation

This skill allows an alchemist to break down the components of an Alchemical Item into its base ingredients. This process destroys the potion being distilled. The Alchemist must have proper equipment in order to affect this process. The base skill is using a Cauldron (pot) and a Mortar and Pestle. More complex lap equipment may increase the Tier of this skill, and decrease the time it takes.

The process also renders the ingredients useless.

(Contributed by Briar Vargas)

Tier	Description	Cost
1	At this Tier the Alchemist is able to identify 1 ingredient of an alchemical substance that they can break down.	1000
2	The Alchemist can now identify 2 ingredients from a single alchemical substance.	1500
3	The Alchemist can now identify 3 of the ingredients and determine when 1 of those ingredients were added to the formula	2000
4	The Alchemist can now identify 4 of the ingredients and determine when 2 of those ingredients were added to the formula	2500
5	The Alchemist can now identify 5 of the ingredients and determine when 3 of those ingredients were added to the formula. The Alchemist can also now identify a single False Ingredient.	3000

Creating an Alchemical Substances

In order to create an Alchemical substance an Alchemist must have a Cauldron, something to stir with and a Mortar and Pestle as the minimum for equipment, the Recipe for the Alchemical substance and the necessary ingredients for the substance.

Each recipe will contain 5 ingredients. Alchemists MAY add 1-2 more ingredients unrelated to the mixture merely to fool any that may attempt to distil the substance.

Ingredients MUST be mixed in the correct order when creating an Alchemical substance

An average Cauldron will contain up to 1ltr and able to create 5 doses of any Alchemical substance

For each Recipe tier it will take 1 hour per Tier Plus 30 Minutes per Magnitude. We have included a quick table to show the timings using basic equipment (mortar, pedestal and Cauldron). The length of time to brew any Alchemical substance can be reduced by using more and better equipment.

While Brewing the Alchemist MUST remain in attendance and monitor the brew OR have an apprentice or any person trained in Alchemy present to monitor it otherwise the batch is ruined the ingredients are destroyed and the equipment must be cleaned before starting a new batch.

Tier	Mag	Brew Time	Tier	Brew Time	Tier	Brew Time
1	1	1HR	2	2HR	3	3HR
	2	1HR30Min		2HR30Min		3HR30Min
	3	2HR		3HR		4HR
	4	2HR30min		3Hr30Min		4HR30Min
	5	3HR		4HR		5HR

Tier	Mag	Brew Time	Tier	Brew Time
4	1	4Hr	5	5Hr
	2	4HR30Min		5HR30Min
	3	5HR		6HR
	4	5HR30Min		6HR30Min
	5	6HR		7HR

Alchemy

This is the process of creating; potions, oils, powders and more, to produce almost magical results. A trained Alchemist brews recipes that produce a variety of almost miraculous results from healing to causing damage.

Administration will give Alchemist their initial recipes based on the tier level that the Alchemist can brew. Players may request specific recipes however Admin reserves the right to give the recipes they so choose to the player.

Alchemy Recipe List

Tier 1	Tier 2	Tier 3 Recipe	Tier 4	Tier 5
Applicator Gel	Aniseed	Anti-Venom	Average Poison	Deadly Poison
Basic Acid	Blinding Powder	Cat Stink	Dust of Revelation	Extreme Acid
Dog Pepper	Edging Oil	Feign Death	Iron Skin	Potion of Resurrection
Glue	Oil of Fire	Incendiary Oil	Major Health	
Holy Water	Oil of Ice	Medium Health	Potion of Improved	
Light	Oil of Impact	Minor Poison	Invisibility	
Minor Health	Potion of Glibness	Paralysis		
Oil of Arcane	Potion of	Potent Acid		
Perception	Invisibility	Potion of Insanity		

Sleep	Rust Dust	Potion of Strength		
Smelling Salts	Stone Skin	Regeneration Juice		
Weapon Black	Truth Serum	Vaporizer		
	Universal Solvent			

Explanation of the Table Headings

Tier: This is the overall power of the Alchemical substance and is related to how long it takes for the alchemist to brew in a single period

Name: This is what the substance to be created/used is called

Substance Types: The way in which the substance is applied to affect the recipients.

- **Inhalant** – This substance has to be breathed in by the recipients to be effective
- **Contact** – This substance merely needs to come in contact with the recipients to take effect
- **Ingested** – This has to be eaten or drank in order to affect the recipient
- **Injected** – This substance must enter the bloodstream in order to affect the recipient.

Effects Duration: This states when the potion will take effect and or how long it will last for. If “Special” is listed the duration will be listed in among the Advanced Descriptions of each Magnitude of the potion.

Basic Description: This is a basic description of what the Alchemical substance does.

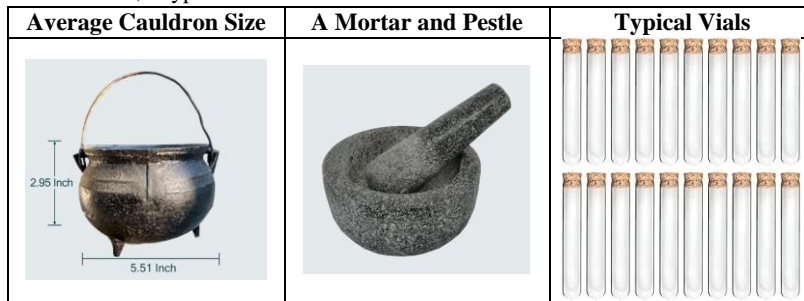
Mag (Magnitude): This denotes how powerful the potion can be if brewed by an Alchemist that has expended the necessary experience points to increase the potency of the substance.

Alchemist may brew the potions of any Magnitude that they have learned. Therefore an Alchemist that has learned all 5 Magnitudes of a potion may brew it at the maximum potency (Mag 5) or any below it.

Advanced Description: This section describes exactly what the substance will do in regards to how potent the substance is.

Cost: The amount of experience an Alchemist must expend to increase the potency of the particular substance.

Note: All recipes are based on the use of a 1 quart Cauldron. The Average cauldron is able to prepare enough for 5 doses of a specific substance; a typical vial will hold 1 dose.



Alchemy Recipe Descriptions

Tier 1 (Novice)

Applicator Gel

Substance Type	Contact	Effects Duration	Special
Basic Description	This substance makes all potions become contact potions; its primary use is to coat weapons with other potions that normally require another method of application other than contact. Note some potions may affect the item it is coating (i.e. acids will eat through substances poison upon the items surface is accidentally touched etc.)		

Mag	Advanced Description	Cost
1	When the substance is mixed together and applied to a weapon it is useful for a single strike before it is wiped off from the contact with the target. The Alchemist is only able to mix in Alchemical substances that are Mag 1 in strength.	Base
2	The Alchemist has made the Gel more resilient to being removed however after 2 strikes the mixture is wipe from the blade. The Alchemist is only able to mix in Alchemical substances that are Mag 2 or less in strength.	
3	The Alchemist has made the Gel more resilient to being removed however after 3 strikes the mixture is wipe from the blade. The Alchemist is only able to mix in Alchemical substances that are Mag 3 or less in strength. The Alchemist is able to ensure that the Gel will prevent substances of Tier 1 from affecting the coated item.	
4	The Alchemist has made the Gel more resilient to being removed however after 4 strikes the mixture is wipe from the blade. The Alchemist is only able to mix in Alchemical substances that are Mag 4 or less in strength. The Alchemist is able to ensure that the Gel will prevent substances of Tier 2 from affecting the coated item. The Alchemist may mix a second substance of Tier 1 into the applicator gel.	
5	The Alchemist has made the Gel more resilient to being removed however after 5 strikes the mixture is wipe from the blade. The Alchemist is only able to mix in Alchemical substances that are Mag 5 or less in strength. The Alchemist is able to ensure that the Gel will prevent substances of Tier 3 from affecting the coated item. The Alchemist may mix a second substance of Tier 2 or less into the applicator gel.	

Basic Acid

Substance Type	Contact	Effects Duration	See Below
Basic Description	<p>This Alchemical substance creates a caustic fluid that will burn and eat through a variety of materials. When this mixture is applied to any material that It can affect it will continuously corrode such until its duration expires or until it is rinsed off using liberal amounts of water or a negating solution. Spells and Miracles such as Neutralize Poison will also effectively end the burning effect of the substance where as Slow Poison will increase the amount of time it takes to cause damage by 10 Seconds.</p> <p>Note: Fire and Acid are extremely potent against creatures, magic and potions that are able to or grant regeneration. Any Target possessing Regeneration is unable to heal when struck by these substances as the wounds inflicted are effectively cauterized.</p>		
Mag	Advanced Description	Cost	
1	The acid that the Alchemist is able to create does 3 points of damage every 10 seconds of contact for 30 seconds unless it is negated. The acid will only affect Organic Materials (Flesh, untreated leather, wood, etc.) It will not damage any other material that it comes in contact with and becomes inert once the duration expires.	Base	
2	The acid that the Alchemist is able to create does 5 points of damage every 10 seconds of contact for 30 seconds unless it is negated. The acid will only affect Organic Materials (Flesh, Cloth, Leather, Wood, etc.) It will not damage any other material that it comes in contact with and becomes inert once the duration expires.	2500	
3	The acid that the Alchemist is able to create does 7 points of damage every 10 seconds of contact for 30 seconds unless it is negated. The acid will also affect inorganic Materials such as Cloth, Wool, Linen and Treated Leather (such as that used in armor).	3500	
4	The acid that the Alchemist is able to create does 9 points of damage every 10 seconds of contact for 30 seconds unless it is negated.	4500	
5	The acid that the Alchemist is able to create does 11 points of damage every 10 seconds of contact for 30 seconds unless it is negated. The acid will also affect standard metals such as	5500	

	iron and steel that have not been enchanted or given any properties that resist acids.	
--	--	--

Dog Pepper

Substance Type	Inhalant	Effects Duration	Special See below
Basic Description	This may be dropped on the floor, like aniseed, to put dogs off the scent when pursuing a thief. It is less effective than aniseed, however, the pursuing dog being may avoid being affected by it (The pepper will be completely avoided if the handlers tracking level is tier 3 or above unless the dog comes into direct contact with the pepper i.e. . . .tossed directly at the animal in such a case the animal becomes extremely hysterical for an hour and may attack anything in its sight).(Recipe provided by Suzannah)		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Glue

Substance Type	Contact	Effects Duration	Special
Basic Description	Depending on the quality and potency of the brew, objects can be possibly bound together permanently, lesser potency brews will wear off if applied to moving and or organic parts in roughly 30 minutes if the object or part continues to attempt motion, however this may incur damage or injury. Specific substances however can be used to negate the bond and allow parts glued together to be separated immediately without causing any damage.		
Mag	Advanced Description		Cost
1	This creates a sticky substance that will bind items together however it the items can easily be pulled apart again without risk of damage, the glue itself will wear off after a few days if the items are regularly handled. The substance can easily be dissolved using, water, Alcohol, or universal solvent.		Base
2	Creates a substance that will bind items together rather securely, attempting to break the bond will cause minor damage to both objects unless moistened by any liquid. The glue itself will last so long as it and the objects it binds is kept dry. Alcohol and Universal Solvent will dissolve it immediately.		
3			
4			
5	The items regardless of the material is permanently bound together, attempting to force the glued objects apart will either severally damage the item use of a substance such as universal solvent will dissolve the glue instantly.		

Holy Water

Substance Type	See Below	Effects Duration	See Below
Basic Description	This liquid is water (or other liquid) that has been prepared for use by holy men and women of the church to be used in rituals and spells; however it can also be used to cause 6 points of damage to undead creatures (skeletons, zombies, vampires, etc.) (Note: These are the common ways to create general Holy Water for each race; each of the Deities may have more specific/Varied recipes)		
Mag	Advanced Description		Cost
1			Base
2			

3		
4		
5		

Light

Substance Type	Special	Effects Duration	
Basic Description	This potion when used creates a minor light source (phys rep is a glow stick).		
Mag	Advanced Description		Cost
1	The substance will illuminate a 5ft diameter from the casting point. Its brightness is the equivalent of a candle. If the Substance is blessed during the brewing process it will repel any undead and will cause damage 6 DMG every 10 seconds to any undead caught with in its circumference.		Base
2	The substance will illuminate a 10ft diameter from the casting point. Its brightness is the equivalent of a torch If the Substance is blessed during the brewing process it will repel any undead and will cause damage 10 DMG every 10 seconds to any undead caught with in its circumference.		1000
3	The substance will illuminate a 15ft diameter from the casting point. Its brightness is the equivalent of a Lantern If the Substance is blessed during the brewing process it will repel any undead and will cause damage 15 DMG every 10 seconds to any undead caught with in its circumference.		1500
4	The substance will illuminate a 20ft diameter from the casting point. Its brightness is the equivalent of a Bon Fire If the Substance is blessed during the brewing process it will repel any undead and will cause damage 20 DMG every 10 seconds to any undead caught with in its circumference.		2000
5	The substance will illuminate a 25ft diameter from the casting point. Its brightness is the equivalent of the sun. If the Substance is blessed during the brewing process it will repel any undead and will cause damage 25 DMG every 10 seconds to any undead caught with in its circumference.		2500

Minor Health

Substance Type	Ingested	Effects Duration	Instantly
Basic Description	When consumed this potion will heal damage caused to the person drinking it. The potion is only effective for restoring Health Points and will in no way repair Defense Points. Any Health points that would exceed the characters natural maximum amount are lost when the potion is consumed.		
Mag	Advanced Description		Cost
1	The potion is able to restore 3HP to whoever consumes it.		Base
2	The Alchemist has learned to increase the effectiveness of the potion and can now restore a total of 6HP to whoever consumes the potion.		2000
3	The Alchemist has learned to increase the effectiveness of the potion and can now restore a total of 9HP to whoever consumes the potion.		2500
4	The Alchemist has learned to increase the effectiveness of the potion and can now restore a total of 12HP to whoever consumes the potion.		3000
5	The Alchemist has learned to increase the effectiveness of the potion and can now restore a total of 15HP to whoever consumes the potion.		3500

Oil of Arcane Perception

Substance Type	Contact	Effects Duration	
Basic	When applied to the eyes, the oil imbues the use with the ability to see magic. All magical items		

Description	and beings will take on a luminescent Aura in the eyes of the user, including magical items, Arcanists, Specialists and those who use divine Miracles.	
Mag	Advanced Description	Cost
1	The oil when rubbed over the eyelids of the user will allow them to perceive the magical emanations from any object within their visual range provided the object is not concealed or specifically crafted to not reveal such.	Base
2	The user of the oil can determine whether an Item that they handle is Arcane or Divine in nature. Arcane and Sigil Magic's will have a Golden Aura while items entailing Divine Miracles will take on a Silver aura.	2000
3	Wearing the oil will now allow the user to determine separate Disciplines of Magic or Spheres of Influence that were used to craft magical items each school and sphere will take on a different colored aura (as will the users of those spheres and schools) Specialists Mages will also have an aura that denotes their primary discipline that they practice.	3000
4	Cursed Items will now show themselves as having a having a "Black Taint" to their aura's provided that such has not been specifically crafted to conceal the cursed nature of an item.	4000
5	The oil allows the user to see things as they truly are, Illusions will seem transparent, being that have changed shape will have their true form appear as a luminescent aura (i.e. A Gold Dragon shape changed into a High Elf will still appear as an elf but with a Luminescent Gold Dragon Aura the size of the Dragons true form wrapped about it, Vampires will appear as rotting corpses, Lycanthropes will appear as their hybrid form).	5000

Sleep

Substance Type	See Below	Effects Duration	See Below
Basic Description	This potion puts a subject into a deep sleep; they can wake only after the duration expires, taking certain amount of damage, or being shaken, prodded and yelled at for a specified amount of time or having Smelling Salts applied to them. Upon waking the subject will be groggy as though they had experienced a fitful sleep. (The subject should react as if they have just be awoken) If allowed to wake on their own the subject will wake after a regular amount of time has passed rested and refreshed.		
Mag	Advanced Description	Cost	
1	The Alchemist is able to brew a potion that will affect a single person that consumes it. The potion can be mixed into food or drink only a person with exceptional perception will be able to determine any sort of difference in flavor, taste, or discoloration from the potion. Anyone that consumes a full dose of this potion will fall asleep within 5 minutes and remain in this state for one full hour unless the above mentioned methods are applied. Only a Trained Medic that can identify Tier 3 poisons or an Alchemist that can brew the same version of the recipe will be able to positively identify the use of the potion	Base	
2	The Alchemist has learned to make the potion more potent any person imbibing the potion will fall into a deep sleep within 30 seconds and remain asleep for 4 hours unless they are poked, prodded, shaken and yelled at for a full 5 minutes, or if they receive 5 Damage. Only a Trained Medic that can identify Tier 3 poisons or an Alchemist that can brew the same version of the recipe will be able to positively identify the use of the potion will be able to positively identify the use of the potion	2000	
3	The Alchemist can now create an even more potent version that will put an individual to sleep for 8 hours. The target that consumes the potion will fall asleep 30 seconds after it has been consumed and will not awaken unless poked prodded shaken and yelled at for a full five minutes, or if they receive 5 points of damage or methods such as negate poison or smelling salts are used. Only a Trained Medic that can identify Tier 3 poisons or an Alchemist that can brew the same version of the recipe will be able to positively identify the use of the potion will be able to positively identify the use of the potion. The Alchemist has also learned to create this	3000	

	potion in a Powdered form and can affect two targets that are standing relatively close to one another; however the potency of the powdered form is equal to the Magnitude 1 liquid Version.	
4	The Alchemist can now create an even more potent version that will put an individual to sleep for 12 hours. The target that consumes the potion will fall asleep 30 seconds after it has been consumed and will not awaken unless poked prodded shaken and yelled at for a full five minutes, or if they receive 5 points of damage or methods such as negate poison or smelling salts are used. Only a Trained Medic that can identify Tier 4 poisons or an Alchemist that can brew the same version of the recipe will be able to positively identify the use of the potion will be able to positively identify the use of the potion. The Alchemist has also learned to create this potion in a Powdered form and can affect two targets that are standing relatively close to one another; however the potency of the powdered form is equal to the Magnitude 2 liquid Version.	4000
5	The Alchemist can now create an even more potent version that will put an individual to sleep for 24 hours. The target that consumes the potion will fall asleep 30 seconds after it has been consumed and will not awaken unless poked prodded shaken and yelled at for a full five minutes, or if they receive 10 points of damage or methods such as negate poison or smelling salts are used. Only a Trained Medic that can identify Tier 4 poisons or an Alchemist that can brew the same version of the recipe will be able to positively identify the use of the potion will be able to positively identify the use of the potion. The Alchemist has also learned to create this potion in a Powdered form and can affect two targets that are standing relatively close to one another; however the potency of the powdered form is equal to the Magnitude 2 liquid Version.	5000

Smelling Salts

Substance Type	Inhalant	Effects Duration	
Basic Description	This substance when inhaled by a comatose, sleeping, held or paralyzed person or creature will be free from the effects of such, and restored to normal. (Please note that this will not restore those persons whom are permanently paralyzed only those that have been temporarily paralyzed by artificial means).		
Mag	Advanced Description		Cost
1	This substance is potent enough to wake anyone under the effects of any substance, spell, or miracle that simulates the equivalent of the tier 1 Mag 1 sleep.		Base
2	This substance is potent enough to wake anyone under the effects of any substance, spell, or miracle that simulates the equivalent of the tier 1 Mag 2 sleep and any substance spell or miracle that replicates a Tier 2 Mag 1 hold.		2000
3	This substance is potent enough to wake anyone under the effects of any substance, spell, or miracle that simulates the equivalent of the tier 1 Mag 3 sleep and any substance spell or miracle that replicates a Tier 2 Mag 2 hold.		2500
4	This substance is potent enough to wake anyone under the effects of any substance, spell, or miracle that simulates the equivalent of the tier 1 Mag 4 sleep and any substance spell or miracle that replicates a Tier 2 Mag 3 hold or a Tier 3 Mag 1 Paralysis.		3000
5	This substance is potent enough to wake anyone under the effects of any substance, spell, or miracle that simulates the equivalent of the tier 1 Mag 5 sleep and any substance spell or miracle that replicates a Tier 2 Mag 4 hold or a Tier 3 Mag 2 Paralysis.		3500

Weapon Black

Substance Type	Contact	Effects Duration	
Basic Description	One common problem for the thief attempting to hide in shadows is the glint of a steel weapon in moonlight, torchlight, and the like. The way to avoid this is to use weapon black, a thick, oil-based emulsion. Weapon Black can be coated on to any metal surface and renders it almost completely matte black and reflection free. Once the weapon has actually struck a blow, the Weapon Black will be wiped off. Because it is oil-based, it is also highly flammable. If ignited it		

	will burn brightly, turning the weapon into the equivalent of a Flame Blade (although it does not count as a magical weapon) for 4 minutes. However, if the thief is not protected from fire he suffers 2 points of damage per minute while holding the weapon.	
Mag	Advanced Description	Cost
1	The coating of weapons black will remain on the weapon for 1 successful strike against any targets. If ignited it will cause 2DMG in addition to the weapons normal amount. HP Regeneration of any kind will not restore damage caused by the flaming weapon.	Base
2	The coating of weapons black will remain on the weapon for 2 successful strikes against any targets. If ignited it will cause 3DMG in addition to the weapons normal amount. HP Regeneration of any kind will not restore damage caused by the flaming weapon.	1500
3	The coating of weapons black will remain on the weapon for 3 successful strikes against any targets. If ignited it will cause 3DMG in addition to the weapons normal amount. HP Regeneration of any kind will not restore damage caused by the flaming weapon. If all three strikes are against a single target, some of the Weapons Black will remain ignited on the target causing 3DMG every 10 Seconds until the fire is extinguished.	2000
4	The coating of weapons black will remain on the weapon for 4 successful strikes against any targets. If ignited it will cause 4DMG in addition to the weapons normal amount. HP Regeneration of any kind will not restore damage caused by the flaming weapon. If three strikes are successful against a single target, some of the Weapons Black will remain ignited on the target causing 4DMG every 10 Seconds until the fire is extinguished.	2500
5	The coating of weapons black will remain on the weapon for 5 successful strikes against any targets. If ignited it will cause 5DMG in addition to the weapons normal amount. HP Regeneration of any kind will not restore damage caused by the flaming weapon. If three strikes are successful against a single target, some of the Weapons Black will remain ignited on the target causing 5DMG every 10 Seconds until the fire is extinguished.	3000

Tier 2 (Apprentice)

Aniseed

Substance Type	Inhalant	Effects Duration
Basic Description	Aniseed is a simple plant derived natural flavouring. A small quantity of aniseed extract can be used by a thief to ruin any effort to have dogs track his scent, if bloodhounds (or similar) are used by pursuers. Dropping a vial of aniseed down at a suitable place (e.g., by the bank of a stream the thief crosses, by the base of a wall he traverses, even at a crossroads) will ensure that the dogs' sense of smell is utterly ruined for several hours if they reach the spot where the aniseed has been dropped. Neutralize poison or slow poison cast upon a tracking animal will prevent the tracking animal from losing its ability to scent out its target but must re-acquire the scent at least 10ft from where the Aniseed vial has been dropped.	
Mag	Advanced Description	Cost
1	A Dose of Aniseed will affect an area of 5ft in Radius and will Nose Blind a Tracking animal for 2 hours unless a counter agent is used.	Base
2	A Dose of Aniseed will affect an area of 10ft in Radius and will Nose Blind a Tracking animal for 4 hours unless a counter agent is used.	
3	A Dose of Aniseed will affect an area of 15ft in Radius and will Nose Blind a Tracking animal for 6 hours unless a counter agent is used.	
4	A Dose of Aniseed will affect an area of 20ft in Radius and will Nose Blind a Tracking animal for 8 hours unless a counter agent is used.	
5	A Dose of Aniseed will affect an area of 15ft in Radius and will Nose Blind a Tracking animal for 10 hours unless a counter agent is used.	

Blinding Powder

Substance Type	Contact	Effects Duration	
Basic Description	<p>There are two forms of this in Dracanus, one which is created by Alchemists with special ingredients and is always effective and then there the general term for any powder which is highly abrasive, irritating to the eyes, and disabling, both have the same effects, the second however is not as effective and can be blocked/avoided by several means.</p> <p>Basic blinding powder can be created from various sources such as powdered stone, pepper, dust soaked in onion juice, and strong ammonia salts, and many other ingredients. Regardless of what it is made from it is only effective if it is thrown directly into the eyes of the victim (which means the target is able to block using a shield, turning their head away in time, etc.). The Alchemical is specially crafted using secret ingredients that when thrown form a cloud of the dust about the person making blocking it impossible.</p>		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Edging Oil

Substance Type	Contact	Effects Duration	
Basic Description	<p>This special oil enhances the cutting edge of any bladed weapons that it is applied to. Once they obtain enough knowledge and experience an Alchemist can refine the recipe enough to allow for the blades to begin “severing appendages” from targets.</p>		
Mag	Advanced Description		Cost
1	The oil increases the damage of the blade by +2dmg for a single strike; furthermore the oil acts as if it is a +1 enchanted weapon in regards to what it can hit/injure.		Base
2	The oil now enhances the damage that the blade inflicts by +3dmg for a single strike; The oil also now acts as though the weapon is a +2 enchanted weapons in regards to what it can hit or Injure.		
3	The oil now enhances the damage that the blade inflicts by +4dmg for a single strike; The oil also now acts as though the weapon is a +3 enchanted weapons in regards to what it can hit or Injure. The weapon is now also able to “Sever” (as per the combat skill) Provided the cutting edge is equal to or longer than an Axe head or Short Sword. (Short Daggers, Knives, Arrow Heads etc. Will NOT cause the “Severer” Effect.		
4	The oil now enhances the damage that the blade inflicts by +5dmg for a single strike; The oil also now acts as though the weapon is a +4 enchanted weapons in regards to what it can hit or Injure. The weapon able to “Sever” (as per the combat skill) Provided the cutting edge is equal to or longer than an Axe head or Short Sword. (Short Daggers, Knives, Arrow Heads etc. Will NOT cause the “Severer” Effect.		
5	The oil now enhances the damage that the blade inflicts by +6dmg for a single strike; The oil also now acts as though the weapon is a +5 enchanted weapons in regards to what it can hit or Injure. The weapon able to “Sever” (as per the combat skill) Provided the cutting edge is equal to or longer than an Axe head or Short Sword. (Short Daggers, Knives, Arrow Heads etc. Will NOT cause the “Severer” Effect.		

Oil of Fire

Substance Type	Contact	Effects Duration	
Basic Description	<p>This substance can be used in one of two ways:</p> <ol style="list-style-type: none"> To coat an object, which when ignited bursts into flames and adds Fire Damage to every strike and any flammable materials have the chance of being ignited (at the 		

	<p>Marshalls discretion). Any Object coated in the oil will be prone to heat up unless it is resistant to the effects of flames. Users must drop a coated weapon after 5 minutes of such burning or suffer 1Dmg every 5 seconds they maintain a grip of a flaming metal object.</p> <p>2. The oil can be ignited and hurled as a grenade, the container exploding and covering the target in the flaming oil causing cumulative damage until extinguished (ignited targets must smother the flames in order to extinguish them)</p> <p>Note: Fire and Acid are extremely potent against creatures, magic and potions that are able to grant regeneration. Any Target possessing Regeneration is unable to heal when struck by these substances as the wounds inflicted are effectively cauterized.</p>	
Mag	Advanced Description	Cost
1	<ul style="list-style-type: none"> Items coated in this oil and ignited will burn for 10 Minutes and cause 3dmg every 5 seconds with the possibility of igniting flammable objects (at the Marshalls discretion). If used as a grenade the target struck will be doused in the oil be burned for 3dmg every 5 seconds for 10 Min or until the fire is extinguished (stop drop and roll, or smother with a blanket or cloak). 	Base
2	<ul style="list-style-type: none"> Items coated in this oil and ignited will burn for 10 Minutes and cause 5dmg every 5 seconds with the possibility of igniting flammable objects (at the Marshalls discretion). If used as a grenade the target struck will be doused in the oil be burned for 3dmg every 5 seconds for 10 Min or until the fire is extinguished (stop drop and roll, or smother with a blanket or cloak). 	
3	<ul style="list-style-type: none"> Items coated in this oil and ignited will burn for 10 Minutes and cause 7dmg every 5 seconds with the possibility of igniting flammable objects (at the Marshalls discretion). If used as a grenade the target struck will be doused in the oil be burned for 7dmg every 5 seconds for 10 Min or until the fire is extinguished (stop drop and roll, or smother with a blanket or cloak). 	
4	<ul style="list-style-type: none"> Items coated in this oil and ignited will burn for 10 Minutes and cause 9dmg every 5 seconds with the possibility of igniting flammable objects (at the Marshalls discretion). If used as a grenade the target struck will be doused in the oil be burned for 9dmg every 5 seconds for 10 Min or until the fire is extinguished (stop drop and roll, or smother with a blanket or cloak). 	
5	<ul style="list-style-type: none"> Items coated in this oil and ignited will burn for 10 Minutes and cause 12dmg every 5 seconds with the possibility of igniting flammable objects (at the Marshalls discretion). If used as a grenade the target struck will be doused in the oil be burned for 12dmg every 5 seconds for 10 Min or until the fire is extinguished (stop drop and roll, or smother with a blanket or cloak). 	

Oil of Ice

Substance Type	Contact	Effects Duration
Basic Description	This Oil when applied to an inanimate object coats it with a fluid that Freezes anything it touches causing 3 points of Frost damage. The oil can be hurled as a missile and will cause 10dmg (per unit of oil) on impact as well as 3 points of Splash Damage to any persons with in a 3ft radius of the impact location.	
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Oil of Impact

Substance Type	Contact	Effects Duration	
Basic Description	This substance is intended to be applied to weapons such as Hammers, Maces, staves, Clubs, etc. It increases the damage by 3 and grants the weapon "knock back" against any being that does not have exceptional strength. The potion is only effective for a single use (one successful hit). It will not work on Edged Weapons.		
Mag	Advanced Description		Cost
1	When applied to a blunt weapon it adds a +3dmg and the weapon is treated as if it is a +1 enchanted weapon for a single strike.		Base
2	When applied to a blunt weapon it adds a +5dmg and the weapon is treated as if it is a +2 enchanted weapon in regards to what it can injure for a single strike.		1500
3	When applied to a blunt weapon it adds a +7dmg and the weapon is treated as if it is a +3 enchanted weapon in regards to what it can injure for a single strike. The weapon also strikes with enough force that the target is effectively knocked back as per the Combat skill.		2000
4	When applied to a blunt weapon it adds a +9dmg and the weapon is treated as if it is a +4 enchanted weapon in regards to what it can injure for a single strike. The weapon also strikes with enough force that the target is effectively knocked back as per the Combat skill. The wielder is treated as having +1 to Exceptional Strength.		2500
5	When applied to a blunt weapon it adds a +9dmg and the weapon is treated as if it is a +4 enchanted weapon in regards to what it can injure for a single strike. The weapon also strikes with enough force that the target is effectively knocked back as per the Combat skill. The wielder is treated as having +2 to Exceptional Strength.		3000

Potion of Glibness

Substance Type	Ingested	Effects Duration	
Basic Description	This potion causes the person who consumes the contents to 'lie' however they will do so in a manner that it is not an obvious falsehood, every sentence will be phrased to be misleading and utterly false. (Note it cancels the effects of Truth Serum, the person will speak as they choose).		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Potion of Invisibility

Substance Type	Ingested	Effects Duration	
Basic Description	When imbibed the person whom consumes this potion is rendered invisible to varying degrees depending on the potency created by the Alchemist.		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Rust Dust

Substance Type	Contact	Effects Duration	
Basic Description	This powder when put on an object made of metal Will cause it to tarnish and rust, unless it is cleaned off of the metal surface it will begin to dissolve the object, It is particularly useful against armor creating gaps and holes in such. Armor, if used against a weapon treat every point of Damage that the weapon inflicts as 1DP (IE a Long Sword causes 8Dmg consider it to have 8DP) Rust dust is only effective against metal objects that are affected by rusting and corrosion. If used against a Magical item consider every point of enhancement as an additional 10DP.		
Mag	Advanced Description		Cost
1	The dust dissolves 5DP from metal		Base
2	The dust dissolves 7DP from metal		1500
3	The dust dissolves 9DP from metal		2000
4	The dust dissolves 11DP from metal		2500
5	The dust dissolves 13DP from metal		3000

Stone Skin

Substance Type	Contact	Effects Duration	
Basic Description	This potion comes in the form of an ointment to be applied to the flesh, when used it toughens the users skin to the hardness of stone, they gain an Armor rating equal to that of a Stone structure, bladed weapons do half damage (always round up) they also become immune to normal heat/fire (note magical fire still affects them)		
Mag	Advanced Description		Cost
1	The user gains 5 DP for the duration of the ointment.		Base
2	The user gains 10 DP for the duration of the ointment.		1500
3	The user gains 15 DP for the duration of the ointment.		2000
4	The user gains 20 DP for the duration of the ointment.		2500
5	The user gains 25 DP for the duration of the ointment.		3000

Truth Serum

Substance Type	Ingested	Effects Duration	
Basic Description	This potion when ingested forces the person to speak the complete truth, though they may refuse to answer or speak cryptically so long as what they say is honest and true to the best of their knowledge and ability. They cannot twist the truth or lie, while under the effect of the potion.		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Universal Solvent

Substance Type	Contact	Effects Duration	
Basic Description	This potion is used to dissolve substances such as glues, webs, or other items that are intended to bond two or more objects together.		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			

5		
---	--	--

Tier 3 (Initiate)

Anti-Venom

Substance Type	Ingested	Effects Duration	
Basic Description	This potion when consumed will immediately nullify any poison affecting the subject.		
Mag	Advanced Description		Cost
1	At this magnitude the Alchemist can brew a substance that will immediately nullify any Tier 1 Alchemical substance.		Base
2	At this magnitude the Alchemist can brew a substance that will immediately nullify any Tier 2 Alchemical substance, as well as the effects of Tier 1 Spells Sigils and Miracles that cause status effects.		
3	At this magnitude the Alchemist can brew a substance that will immediately nullify any Tier 3 Alchemical substance, as well as the effects of Tier 2 Spells Sigils and Miracles that cause status effects.		
4	At this magnitude the Alchemist can brew a substance that will immediately nullify any Tier 4 Alchemical substance, as well as the effects of Tier 3 Spells Sigils and Miracles that cause status effects.		
5	At this magnitude the Alchemist can brew a substance that will immediately nullify any Tier 5 Alchemical substance, as well as the effects of Tier 4 Spells Sigils and Miracles that cause status effects.		

Cat Stink

Substance Type	Inhalant	Effects Duration	
Basic Description	Even the best trained dog (watchdog or tracking dog) finds it impossible to avoid being distracted when there are cats about. This is exploited by the few alchemists who have the recipe to manufacture cat stink. These few are well-paid by thieves guilds for their work blending various liquids obtained from diverse parts; cats, Arranna and other secret ingredients to produce a thick foul smelling brown-yellow liquid Cat Stink. *** Note if Carsaric or Arana do smell this substance they will become hostile and violent Carsaric will look to attack the source of the scent while the Arranna will seek to actively protect such.		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Feign Death

Substance Type	Ingested	Effects Duration	
Basic Description	This potion renders the drinker to appear dead in all respects, the heart and breathing slow to a point that it is imperceptible to scrutiny. While under the effects the drinker is for all purposes helpless, they are still aware of their surroundings but are unable to respond until the potion expires. (Contributed by Kevin Anderson)		
Mag	Advanced Description		Cost
1			Base
2			
3			

4		
5		

Incendiary Oil

Substance Type	Contact	Effects Duration	
Basic Description	This substance makes a highly flammable and explosive gel. When hurled and the container broken the gel explodes causing 10 points of damage to any persons within a 5ft radius and igniting any flammable materials (paper, wood, cloth, hair) Anyone beyond the 5ft rad but within 10ft receive half damage. The concussive force of the substance will also hurl people away from its center.		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Medium Health

Substance Type	Ingested	Effects Duration	
Basic Description	When ingested it restores a greater amount of health back to an injured person. The potion is only effective for restoring Health Points and will in no way repair Defense Points. Any Health points that would exceed the characters natural maximum amount are lost when the potion is consumed.		
Mag	Advanced Description		Cost
1	The potion is able to restore 5HP to whoever consumes it.		Base
2	The Alchemist has learned to increase the effectiveness of the potion and can now restore a total of 8HP to whoever consumes the potion.		
3	The Alchemist has learned to increase the effectiveness of the potion and can now restore a total of 11HP to whoever consumes the potion.		
4	The Alchemist has learned to increase the effectiveness of the potion and can now restore a total of 14HP to whoever consumes the potion.		
5	The Alchemist has learned to increase the effectiveness of the potion and can now restore a total of 17HP to whoever consumes the potion.		

Minor Poison

Substance Type	Injected	Effects Duration	
Basic Description	This potion when ingested causes the victim to lose 5hp every 20 seconds until the duration expires. If a person is revived the poison will continue to cause damage until the poison is removed or until the duration expires.		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Paralysis

Substance Type	Injected	Effects Duration	
Basic	This potion when ingested causes the victim to be paralyzed; the person is still aware of their		

Description	surroundings but is unable to move.	
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Potent Acid

Substance Type	Contact	Effects Duration	
Basic Description	<p>This Alchemical substance creates a caustic substance that will burn and eat through a variety of materials. The substance when applied to an object that the corrosive effect lasts for the duration or until it is rinsed or washed off using liberal amounts of water or a negating solution. Spells such as Neutralize Poison, will also effectively end the continuous burning effect of this substance. Slow Poison will increase the time delay between the cumulative damage but also increases the overall duration.</p> <p>Note: Fire and Acid are extremely potent against creatures, magic and potions that are able to or grant regeneration. Any Target possessing Regeneration is unable to heal when struck by these substances as the wounds inflicted are effectively cauterized.</p>		
Mag	Advanced Description	Cost	
1	The acid that the Alchemist is able to create does 5 points of damage every 10 seconds of contact for 40 seconds unless it is negated. The acid will only affect Organic Materials (Flesh, untreated leather, wood, etc.) It will not damage any other material that it comes in contact with and becomes inert once the duration expires.	Base	
2	The acid that the Alchemist is able to create does 8 points of damage every 10 seconds of contact for 40 seconds unless it is negated. The acid will only affect Organic Materials (Flesh, Cloth, Leather, Wood, etc.) It will not damage any other material that it comes in contact with and becomes inert once the duration expires.	2500	
3	The acid that the Alchemist is able to create does 11 points of damage every 10 seconds of contact for 40 seconds unless it is negated. The acid will also affect inorganic Materials such as Cloth, Wool, Linen and Treated Leather (such as that used in armor).	3500	
4	The acid that the Alchemist is able to create does 15 points of damage every 10 seconds of contact for 40 seconds unless it is negated. . The acid will also affect standard metals such as iron and steel that have not been enchanted or given any properties that resist acids	4500	
5	The acid that the Alchemist is able to create does 17 points of damage every 10 seconds of contact for 40 seconds unless it is negated. The acid will eat through some special materials and lesser magical items (enchancements that are equal or less than +2 modifier or Tier 2 Spell, Sigil, Miracle or Skill)	5500	

Potion of Insanity

Substance Type	Ingested	Effects Duration	
Basic Description	When ingested the person will have audio and visual hallucinations that seem extremely real to them. They will act irrationally and erratically.		
Mag	Advanced Description	Cost	
1		Base	
2			
3			
4			
5			

Potion of Strength

Substance Type	Ingested	Effects Duration	
Basic Description	This potion will grant the imbiber with exceptional strength for its duration.		
Mag	Advanced Description		Cost
1	When consumed the user gains the equivalent of Tier 1 Exceptional Strength.		Base
2	When consumed the user gains the equivalent of Tier 2 Exceptional Strength.		1500
3	When consumed the user gains the equivalent of Tier 3 Exceptional Strength.		2000
4	When consumed the user gains the equivalent of Tier 4 Exceptional Strength.		2500
5	When consumed the user gains the equivalent of Tier 5 Exceptional Strength.		3000

Regeneration Juice

Substance Type	Ingested	Effects Duration	
Basic Description	This liquid when imbibed cause the user to begin regenerating any lost health for the duration up to their maximum total. Lost limbs, and body parts regrow at an astonishing rate, wounds and scars rapidly heal and fade away. HP will even restore the person from Death provided that the potion was consumed before the loss of life. (Note Damage caused by Fire or Acid will NOT regenerate).		
Mag	Advanced Description		Cost
1	The User gains 1HP every 10 seconds for the duration of the potion.		Base
2	The User gains 2HP every 10 seconds for the duration of the potion.		2500
3	The User gains 3HP every 10 seconds for the duration of the potion.		3500
4	The User gains 4HP every 10 seconds for the duration of the potion.		4500
5	The User gains 5HP every 10 seconds for the duration of the potion.		5500

Vaporizer

Substance Type	Special	Effects Duration	
Basic Description	This potion is added to other potions which turn them into a gaseous cloud, The potion mixed is becomes and effective an inhalant or by contact affecting anyone that breathes it in. The cloud will dissipate according to that which is listed below, however if the mixed potions effects would end sooner use its Duration		
Mag	Advanced Description		Cost
1	The vaporizer can be mixed with any potion of Tier 1, when released from its container it engulfs an area of 3ft and will persist for 2Min.		Base
2	The vaporizer can be mixed with any potion of Tier 2, when released from its container it engulfs an area of 6ft and will persist for 4Min.		2500
3	The vaporizer can be mixed with any potion of Tier 3, when released from its container it engulfs an area of 10ft and will persist for 6Min. Potions mixed with the Vaporizer are now become effective by Contact anything within the radius of the cloud regardless of whether it is breathed in or not receives the effects.		3000
4	The vaporizer can be mixed with any potion of Tier 4, when released from its container it engulfs an area of 12ft and will persist for 8Min.		3500
5	The vaporizer can be mixed with any potion of Tier 5, when released from its container it engulfs an area of 15ft and will persist for 10Min.		4000

Tier 4 (Journeyman)

Average Poison

Substance Type	Injected	Effects Duration	
Basic Description	This potion when ingested causes the victim to lose 10hp every 20 seconds until the duration expires. If a person is revived the poison will continue to cause damage until the person dies or the poison is removed.		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Dust of Revelation

Substance Type	Contact	Effects Duration	
Basic Description	To use this powder the user tosses it in the general target area where the dust will reveal anything hidden from normal view, invisible beings will become visible, hidden Doors and compartment will be apparent. The dust will remain effective in the area for a full day, however it will NOT reveal things concealed after it has been dispersed.		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Iron Skin

Substance Type	Contact	Effects Duration	
Basic Description	When applied the user gains a thick iron skin that is invulnerable to all normal weapons, they can only be harmed by magic, magically enchanted weapons or damage that would pierce metal. They however become extremely susceptible to electrical attacks which directly affect their HP by passing the DP and Rust Dust which causes double damage.		
Mag	Advanced Description		Cost
1	The user gains 10DP as well as all the effects in the basic description.		Base
2	The user gains 12DP as well as all the effects in the basic description.		2500
3	The user gains 15DP as well as all the effects in the basic description.		3000
4	The user gains 18DP as well as all the effects in the basic description.		3500
5	The user gains 24DP as well as all the effects in the basic description.		4000

Major Health

Substance Type	Ingested	Effects Duration	
Basic Description	When consumed it restores a greater amount of health back to an injured person. The potion is only effective for restoring Health Points and will in no way repair Defense Points. Any Health points that would exceed the characters natural maximum amount are lost when the potion is consumed.		
Mag	Advanced Description		Cost
1	The potion is able to restore 10HP to whoever consumes it.		Base
2	The Alchemist has learned to increase the effectiveness of the potion and can now restore a		

	total of 14HP to whoever consumes the potion.	
3	The Alchemist has learned to increase the effectiveness of the potion and can now restore a total of 18HP to whoever consumes the potion.	
4	The Alchemist has learned to increase the effectiveness of the potion and can now restore a total of 22HP to whoever consumes the potion.	
5	The Alchemist has learned to increase the effectiveness of the potion and can now restore a total of 25HP to whoever consumes the potion.	

Potion of Improved Invisibility

Substance Type	Ingested	Effects Duration	
Basic Description	When imbibed the user becomes completely invisible, they leave no tracks, have no scent and will not make any sound they do not intend to make, if the user makes a hostile action while under the effect they will become visible before fading back into the invisible state. The effects of this potion last for 30 minutes.		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Tier 5 (Master)

Deadly Poison

Substance Type	Injected	Effects Duration	
Basic Description	This potion when ingested causes the victim to die within one minute unless the potion is removed. If a person is revived while the potion is still in their system the poison will kill them immediately. For any Species Resistant to Poisons or Toxins ingests this and the Mag Drops below 1 use the highest Tier of Average Poison to determine the effect. (i.e. a Dwarf Swallows Mag 1 Deadly Poison, instead of killing him within the allotted time it causes The effects of Average Poison (T4) at Magnitude 4 strength.		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Extreme Acid

Substance Type	Contact	Effects Duration	
Basic Description	This Alchemical substance creates a caustic substance that will burn and eat through a variety of materials. The substance when applied to an object that the corrosive effect lasts for the duration or until it is rinsed or washed off using liberal amounts of water or a negating solution. Spells such as Neutralize Poison, will also effectively end the continuous burning effect of this substance. Slow Poison will increase the time delay between the cumulative damage but also increases the overall duration. Note: Fire and Acid are extremely potent against creatures, magic and potions that are able to or grant regeneration. Any Target possessing Regeneration is unable to heal when struck by these substances as the wounds inflicted are effectively cauterized.		
Mag	Advanced Description		Cost

1	The acid that the Alchemist is able to create does 10 points of damage every 10 seconds of contact for 60 seconds unless it is negated. The acid will only affect Organic Materials (Flesh, untreated leather, wood, etc.) It will not damage any other material that it comes in contact with and becomes inert once the duration expires.	Base
2	The acid that the Alchemist is able to create does 15 points of damage every 10 seconds of contact for 60 seconds unless it is negated. The acid will only affect Organic Materials (Flesh, Cloth, Leather, Wood, etc.) It will not damage any other material that it comes in contact with and becomes inert once the duration expires.	2500
3	The acid that the Alchemist is able to create does 20 points of damage every 10 seconds of contact for 60 seconds unless it is negated. The acid will also affect inorganic Materials such as Cloth, Wool, Linen and Treated Leather (such as that used in armor).	3500
4	The acid that the Alchemist is able to create does 25 points of damage every 10 seconds of contact for 60 seconds unless it is negated. . The acid will also affect standard metals such as iron and steel that have not been enchanted or given any properties that resist acids	4500
5	The acid that the Alchemist is able to create does 30 points of damage every 10 seconds of contact for 60 seconds unless it is negated. The acid will eat through some special materials and lesser magical items (enchancements that are equal or less than +2 modifier or Tier 2 Spell, Sigil, Miracle or Skill)	5500

Potion of Resurrection

Substance Type	Contact	Effects Duration	
Basic Description	This potion will restore the life to any being that has died and restore them to 1HP (all poisons or diseases remain in the body and can kill the recently resurrected if not attended to prior to administering the potion) The recently arisen will also be incapacitated and incapable of performing any strenuous actions for 4 hours (2 hours if under the attention of a Medic) while they recuperate from the transition back to life from death.		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Optional Information

The 6 Most common Alchemical processes

- 1. Calcination** This is the process of reducing substances (usually minerals and metals) to ash by first crushing or grinding them to powder, then subjecting them to high heat.
- 2. Sublimation** This is the process of heating a solid substance until it is vaporized, then quickly cooling the vapor to return it to a solid form.
- 3. Distillation** This is the process of boiling a liquid until it turns to vapor, then cooling the vapor until it condenses back into a liquid, thus purifying the liquid.
- 4. Absorption/Adsorption** This is a method for purifying gases or liquids by exposing them to charcoal particles or other filtering substances; the impurities are attracted to the particles, thus purifying the gas or liquid. If the impurities are actually taken inside the particles, then absorption has taken place. If the impurities remain on the surface of the particles, then adsorption has occurred.

5. Flame Test This is a method of identifying unknown substances by holding them in a hot flame. The color of the flame indicates the nature of the substance; for instance, a green flame indicates the presence of copper.

6. Chromatography This is a simple method for analyzing certain types of unknown substances. The substance is first dissolved in water or other liquid. A sample of the liquid then is poured into a glass tube lined with filter paper, and a solvent is added. Because the components of the substance move through the filter at different speeds, each will appear as a different colored band in the tube.

Lab Equipment

Alchemist's Globe - This 3-foot-diameter glass globe separates into two sections. When assembled, the sections form a tight seal that prevents air from entering. Items and substances can be locked inside the globe to isolate them from outside conditions. Small and large globes are available.

Alchemists Gloves - These thin leather gloves are specially treated to resist corrosive and toxic materials, protecting the Alchemists hands from inadvertent spills or splashes of the materials they are working with while still retaining a degree of dexterity for precise handling.

Analytical Balance - An extremely precise scale for weighing solid materials, the balance is sensitive enough to distinguish a blank piece of paper from a paper with writing on it. To keep it dust-free, the balance is covered with a glass case.

Athamor - A small furnace consisting of an oven and a deep pan of sifted ashes. Substances to be heated are placed in a sealed container and covered in ashes for slow, even heating.

Bottles - Glass bottles for mixing, and storing various potions ingredients and liquids. An Alchemist will have a variety of such of different sizes and shapes.

Burette - This is a thick tube with a valve on one end used to measure liquids precisely.

Cauldron - A cast Iron Pot for brewing potions over a heat source. They come in a variety of sizes from small hand held containers to Giant pots capable of holding a large person with in them. (The bigger the cauldron the more it holds and the more it costs).

Descensory Furnace - This is a medium-sized furnace primarily used for heating liquids. The liquid is poured down a funnel on the top which runs into a container in the belly of the furnace.

Dung Bed - This item consists of a box made of glass or other non-flammable material with a tight-fitting lid. The box is filled with hot dung or clean, dry sand. Treated substances are placed in the dung bed to keep them warm.

Filter Paper - This is a specially treated paper that filters solids from liquids. A funnel is lined with the paper, and then the liquid to be filtered is poured in the funnel. Solid material will not pass through the paper.

Gas Mask - Though there are many versions of this item the most typical is a leather mask shaped to resemble a birds head with a long beak. Glass Lenses are fitted into the eyeholes to protect the Alchemists eyes and a sachet with herbs is placed in the beak to purify the air that the Alchemist breathes preventing them from being poisoned or affected by the fumes of the substances they work with.

Granite Table Top - This is an ordinary desk with a top made of smooth polished granite or quartzite to resist staining and damage from acids and other potent substances.

Grinder - This small device is for grinding herbs, spices and other ingredients into powders to mix into potions, it is typically made of metal with a bowl at its top to insert the whole ingredient; the items sift into a lower compartment to be ground by teeth attached to a hand crank.

Hand Centrifuge - This is a machine consisting of several rings for holding test tubes with a hand pump on the top. Test tubes filled with liquids are placed in the rings, and then the alchemist rapidly works the pump, causing the tubes to spin in a circle. The spinning causes the heavier substances in the tubes to sink to the bottom, while the lighter substances remain near the top of the tube.

Heat Bath - This is a small furnace holding a deep pan of water containing metal rings to hold variously sized flasks and tubes. The substance to be dissolved is placed in a glass tube, which in turn is placed in an appropriately-sized ring in the pan. The furnace gradually heats the water and thus the substance.

Hour Glass - Used to describe a variety of similar devices though they vary in the amount of time. An hour glass is a glass tube cinched at the middle with fine sand contained within. When the hourglass is flipped the sand runs down into the bottom portion in a set amount of time. The price listed is for one that is timed for 60 minutes.

Measuring Cups/Spoons - This is a set of cups and spoons that are made to precise measurements so that the Alchemist can add the correct amounts of ingredients to his mixtures.

Mortar and Pestle - This Pair of items are typically made of polished stone, and is treated as a set. The alchemist places an item they wish to crush and grind into the bowl (the Mortar) and use the Pestle to grind the item to powder.

Vials - These tubes most commonly come with a stopper and are intended for containing liquids, in particular potions to be drank. They come in a variety of sizes and materials. The price listed is for glass vials that will hold approximately one dose of any given potion.



Blacksmith

OC purchase Cost: 2300xp

These are the folk who learn the forge, crafting and repairing all the metal goods that are needed by adventurers and armies alike. Their skill at the anvil makes them valuable, as the goods they produce are useful to everyone. Many of them possess exceptional strength due to swinging a heavy hammer which many also learn to use to defend themselves and their merchandise.

Occupational Starting Skills

Free	Half Cost
Blacksmithing	Engineering
Field Repair T1	Jeweller
Leather Work	Armour Smithing
Metallurgy	Bowyer
Armour Smithing T1	Fletcher
Weapons Enhancement T1	Lock Smithing
Weapon Smithing T1	Weapon Smithing

Special Abilities

Field Repair

This skill allows the Smith to perform basic repairs on Armor and equipment in the field, in the case of armor repair the smith will be able to restore some DP (Note this is typically just a jury rigged patched that will suffice until the smith is able to bring the part to the forge to properly mend such). The Smith Needs access to the armor for 5 minutes to properly attach the Patch, the armor does not need to be removed but the person must be able to remain still while the Smith works.

Tier	Field Repair	Cost
1	Repairs 5 DP	1000
2	Repairs 10 DP	1500
3	Repairs 15DP	2000
4	Repairs 20 DP	2500
5	Repairs 25 DP	3000

Tier	Weapons Enhancement	Cost
1	+1DMG	1000

Weapons Enhancement

The smith is able to temporarily enhance the damage of a weapon (by sharpening the blade, adding weight etc.) The improvement will last for the duration of a single battle. The Bonus added by the Smith is NON-magical in nature.

2	+2DMG	1500
3	+3DMG	2000
4	+4DMG	2500
5	+5DMG	3000



Medic

OC purchase Cost: 3500xp



These are the Doctors, surgeons and field medics that take care of the sick and injured. Their skill and knowledge of medicine and the workings of the body make their trade craft superior to even magical healing. No other occupation can compare to the healing abilities of a trained medic, however they can all benefit from their direction or Skills.

Occupational Starting Skills

Free		Half Cost
Anatomy (Basic)	Heal Wounds T1	Anatomy (Advanced)
Biology	Herbalism	Botany
Diagnose T1	Medicine	Chemistry
Healing	Professional Enhancement	Toxicology
		Zoology

Note 1 - a patient is classified as a subject that a medic can visually and physically examine uninterrupted for several minutes. (The patient must both be willing and submit to examination or restrained/comatose).

Note 2 – Medics must have the appropriate equipment to apply their skills (bandages, splints, disinfectants, etc. for healing, Anti-venoms, Anti-Virus for curing poisons/Diseases)

Medical Skills

Diagnose

This skill allows the Medic to receive information about a patient, the medic must be able to observe and focus on a patient (IE cannot diagnose an active combatant that is engaged in melee and unwilling to be diagnosed).

Tier	Description	Requirements	Cost
1	Determine if there is something medically wrong with a subject. The Medic is only able to make a general determination with no specifics i.e.; the subject has an illness, broken bone(s), flesh wound, etc.	Anatomy (Basic) Healing (Basic)	500
2	Able to determine the current HP of the patient and any if there is a “Bleed Effect” though not its cause.		1000
3	Triage Able to determine who is in the most immediate need of healing (those who without healing will have their life imperiled further. (there must be physical wounds on the patients)		1500
4	Can determine if a patient is being affected by Disease or poisons (however must get Neutralize Poison/Disease to identify and treat)	Toxicology Botany	2000

		Chemistry	
5	Can determine the cause and time of death of a subject.		2500

Heal Wounds

This skill allows the medic to restore HP to a subject. The medic wraps and disinfects wounds, sets and splints broken bones, apply stitches etc. to replace the HP that the patient has lost.

***NOTE:** this skill only heals HP Damage it will NOT repair armor or return lost DP also patients may NOT exceed their maximum HP any excess HP are lost.

Tier	Description	Requirements	Cost
1 Light Wounds	The Medic restores 5HP for every 30 seconds of uninterrupted healing.	Anatomy (Basic) Healing (Basic) Herbalism Medicine	1000
2 Medium Wounds	The Medic restores 10HP for every 30 seconds of uninterrupted healing.		1500
3 Major Wounds	The Medic restores 15HP for every 30 seconds of uninterrupted healing.		2000
4 Critical Wounds	The Medic restores 20HP for every 30 seconds of uninterrupted healing.		2500
5 Severe Wounds	The Medic restores 25HP for every 30 seconds of uninterrupted healing.		3000

Professional Enhancement

Description	Requirements	Cost
Medics are able to increase the healing effects of other occupations skills and items, if a Medic directs a Paladin, Cleric, or Priest when they perform a Healing Miracle, or the Paladins Laying of Hands, the HP restored is double what is normally granted by the Miracle. Potions of Healing brewed by Alchemists also have a cure rate double the HP when administered by a Medic.	Anatomy (Basic) Biology Healing Herbalism	500

Neutralize Poisons/Diseases

Tier	Description	Requirements	Cost
1	Able to identify and Treat Tier 1 poisons or diseases	Diagnose T4	1000
2	Able to identify and Treat Tier 2 poisons or diseases		2000
3	Able to identify and Treat Tier 3 poisons or diseases		3000
4	Able to identify and Treat Tier 4 poisons or diseases		4000
5	Able to identify and Treat Tier 5 poisons or diseases		5000

Resuscitate

Description	Requirements	Cost
Medic is able to bring a recently dead patient back to life. The Patients body must be mostly intact (Head, brain and major organs still whole and in place) and only a maximum of 8 hours between the death and Resuscitation attempt. (Admin will always have final say on the success or failure of this skill)	Anatomy (Basic) Diagnose T3 Heal Wounds T5	2500



Sorcerer OC's

Skills and Restrictions for all Sorcerer OC's

Cantrips – These simple magical incantations are the basis of all spell work, all spell casters learn this before learning any other magic. Cantrips are basic spells that are mainly useful for entertainment they are unable to cause any serious harm or any lasting effect (Wizards often use them to create small illusions to entertain children, puffs off air to clear away some dust, an brief itch to annoy/distract others etc.)

Create Scrolls – All Magic users are able to create magical scrolls provided they have the materials. The creation of the scroll also counts against a players daily allotment of spell casting, however once the scroll is drafted it can be used by anyone capable of reading the scroll. However the process is expensive as the inks and mediums must be specially prepared and of the finest quality.

Weapon and Armor Restrictions – No Spell caster including Sigil Mages are capable of wearing regular armors, however there are some extremely rare and special armors that a spell caster may wear and still be able to cast spells, it is unsure as to the reason why this is though there is much speculation and theory to the reason. Sorcerers are also limited to easy to learn and use weapons that require little training or strength to wield as their primary focus and devotion is to mastering the complexities of magic which leaves them little time for martial training. The Following List states what weapons Sorcerers may use.

Dagger
Dirk
Knife
Club
Quarter Staff
Hand Crossbow



Arcanist

OC purchase Cost: 2600xp

This Occupation is that of the mystic arts; casting spells and performing arcane rituals. These men and women dare to shape and form the weave of magic, working with powers beyond the comprehension of all others. They have access to extremely powerful forces, yet the Arcanists major downfall is that they CANNOT wear armor and are limited in the weapons that they are permitted to use.

Occupational Starting Skills

Free	Half Cost
Reading Writing (Modern Lang)	Reading/Writing (Modern Lang)
Spell Craft	Reading/Writing (Ancient Lang)
Spells Per Day T1	

Spell casting

Arcanists are able to draw on magical forces each allowing them to cast a limited amount of spells each day. In order to do have their daily allotment they must spend time memorizing their spells. They may choose to “forget” any spell they memorized from the previous day and replace it with another spell and they may choose to memorize spells multiple times in order to cast the same spell more than once in a given day.

Arcanists Spells per Day						
Arcanists Tier	Spell Tier					Cost
	1	2	3	4	5	
Spells per Day						
1	2	0	0	0	0	2000
2	4	2	0	0	0	2500
3	6	4	2	0	0	3000
4	8	6	4	2	0	3500
5	10	8	6	4	2	4000



Specialist Mage

OC purchase Cost: 3200xp

These wielders of the arcane arts specialize in one of the branches of magic in order to increase their understanding of that Discipline. The advantage is a greater awareness of their specialization at the loss of not being able to learn from the opposite Discipline.

***Note** Specialist Mages that wish to Multiclass may not become Arcanists or Specialize in another Discipline of magic. Specialist Mages may however convert to Arcanists, they however follow the Arcanists Spell per day table, and this conversion can only be done ONCE.

Occupational Starting Skills

Free	Half Cost
Reading Writing (Modern Lang)	Reading/Writing (Modern Lang)
Spell Craft	Reading/Writing (Ancient Lang)
Spells Per Day T1	

Special Abilities

Much like the Arcanist, Specialists mages must also memorize their spells regularly in order to shape and use the mystical energies at their command, because of their devotion to a specific discipline of magic they are able to cast more spells each day than the Arcanist however they are barred from learning any spells of the opposing school.

Specialists Mages Spells per Day						
Specialists Tier	Spell Tier					Cost
	1	2	3	4	5	
	Spells per Day					
1	4	0	0	0	0	2000
2	6	4	0	0	0	2500
3	8	6	4	0	0	3000
4	10	8	6	4	0	3500
5	12	10	8	6	4	4000



Arcane Magic

This magic is the province of the sorcerers in the world of Draconus, The Wizard memorizes their spells from a book or tome then uses words and gestures to manipulate the forces of magic into the desired results. Magic users devote years of study to unlocking the secrets and mysteries of sorcery. Some Spells can be Enhanced through research, study and experience The spells may last longer, do more damage, provide better protection, check the description to see if it can be enhanced and what the effects of enhancing it are.

Casting Spells – Players casting spells will require “Spell Cards” as well as spell bags or other phys reps as required by the spell, The player will fill out their spell cards and have an Admin sign off on them each day, When the player casts the spell they will call out casting phrase and either perform actions needed by the spell (hurl a spell bag, put a Phys rep in place touch the target).

Spell Cards must contain the name of the spell, the tier and the magnitude, as well as the effects (write out the advanced description of the spell at the Magnitude its being cast at with any specifics regarding choices that the

caster must make prior to casting). All of which must be written out accurately. Any mistakes and the spell fails for the character and the lost spell counts against their Spells per Day.

Spell Cards are to be torn in half when the spell expires.

Example of casting a Spell...”Arcane Bolt 5 Damage!” Throws Spell bag at target, tears card.

Gaining Spells

Arcanists and Specialist Mages will start with a set number of spells given to them by ADMIN, players may Request which spells they are given but such is up to the Discretion of the Admin and they retain final decision on such. ALL Spells the players initially learn are Magnitude 1 until further researched (The player expends XP to increase the magnitude of the spell) each spell that a Player acquires MUST be copied into their spell book fully. IF the player loses their spell book for whatever reason (the book is burned by an enemy, stolen by Mindani etc. The Magic User CAN NOT memorizes or cast spells UNTIL the book is recovered by whatever means available. (IE they speak with other spell casters that have the same spells and they are recopied up to the tier the copier originally could cast) (It is always wise to have a second book with all your spells in it in case of emergencies like this)

To Gain additional spells, Magic users can find them in a variety of ways...Loot enemy spell books, trade with other spell casters, and much, much more.

Crafting New Spells

We strongly approve of and encourage players to create new spells, and the possibilities are only limited by your imagination. We do however have a few guidelines for doing so. Spells you create should not duplicate any spell already in the game, decide if the spell is going to unbalance game play (admin will reject any new spell that gives GOD LIKE abilities or powers)



Disciplines of Magic

Every spell belongs to a different discipline of magic which is referred to as a “Discipline of Magic” Arcanists learn spells from any of the Disciplines as they see fit whereas Specialist Mages will learn a specific Discipline and because of this “specialization” they become barred from learning magic’s of an opposing Discipline.

The Titles Listed are what these Specialist Mages tend to refer to themselves as, and helps to Identify the discipline of magic that they promote and study, however titles can are often changed depending on the region or the whims of the caster, don’t assume that all Specialist Mages are going to state the form of magic they follow just by stating the listed title.

School of Magic	Illusion/Phantasm	Opposition	School of Magic	Necromancy
Title	Illusionist		Title	Necromancer
Description			Description	
Deals with magic’s that are crafted to deceive the senses or the mind of others. The spells cause effects such as visual or audible hallucinations, or targets seeing or remembering things that don’t truly exist or happen.			This is often one of the most restrictive types of magic; It deals with dead things, Undead or the restoration of life, the semblance of life, limbs or vitality to living creatures.	
School of Magic	Enchantment/Charm	Opposition	School of Magic	Invocation/Evocation
Title	Enchanter		Title	Invoker/Evoker

Description			Description	
Cause a change in the quality of an item or the attitudes of a person or creature. Enchantments can bestow magical properties on ordinary items, while charms can unduly influence the behaviour of beings.			Creates specific effects and materials. Invocation normally relies on the intervention of some higher agency (to whom the spell is addressed, while evocation enables the caster to directly shape the energy.	
School of Magic	Conjuration/Summoning	Opposition	School of Magic	Greater Divination
Title	Conjurer/Summoner		Title	Diviner
Description			Description	
This discipline deals with bringing something to the caster from elsewhere. Conjuration normally produces matter or items from some other place, Summoning enables the caster to compel creatures and extra-planar beings to appear in his presence and serve him in various ways.			These spells allow the caster to learn secrets long forgotten; predict the future as well as more basic information such as the ability to detect magic. Divination is divided into Lesser and Greater Divination. Lesser Divination (Tiers 1-2) are accessible by all Magic Users(Including Conjurers/Summoners), whereas Specialists in opposition school are unable to access Greater Divination Spells (Tiers 3-5)	
School of Magic	Abjuration	Opposition	School of Magic	Alteration
Title	Abjurer		Title	Transmuter
Description			Description	
Abjuration is a group of specialized protective spells, each is used to prevent or banish some magical or non-magical effect or creature. They are often used to provide safety in times of great danger or when attempting some other particularly dangerous spell.			Causes a change in the properties of some already existing thing, creature or condition. This is accomplished by magical energy channelled through the magic user.	



Arcane Spell List

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Arcane Armor	Charm	Break	Force Bubble	Permanency
Arcane Bolt	Fear	Contaminate	Mind Wipe	Teleport
Arcane Shield	Forget	Curse	Spell Turning	Wish
Bind	Hold Person	Dismantle		
Blindness	Hold Undead	Dispel Magic		
Comprehend Languages	Invisibility	Enchant Armor		
	UnBind	Enchant Item		
Detect Magic	Magic Lock	Enchant Weapons		
Disarm	Wall of Wood	Fireball		
Fire Bolt	Weakness	Lightning Bolt		

Ice Bolt	Web	Mist		
Identify	Vampiric Touch	Paralysis		
Illumination		Rage		
Knock Down		Wall of Stone		
Sleep				
Zap				

Arcane Magic Descriptions

Explanation of the Spell Table:

Tier: This is the overall power of the Arcane Spell and relates to how many spells that the spell caster (Arcanist, Specialist Mage, or Bard) can cast per day.

Name: The Name of the arcane spell described.

Discipline: Spells are grouped into 8 different categories referred to as Disciplines. Some spells have such a broad range of effects that they may fit into all or none of the above disciplines in this case the Discipline is All. The Discipline is particularly important to Specialist Mages whom are unable to learn spells of the opposing discipline that they choose.

Base Description: This is a basic description of what the arcane spell does.

Duration: How long the effects of the spell last or when the spell affects the target.

Casting Phrase: The Verbal phrase that a caster must say accurately in order to cast a spell without it “Fizzling”
Incorrectly stated phrases cause the spell to be miscast and the magic of the spell has no effect whatsoever (or a very random effect at the discretion of the Marshall)

Phys Rep Needed: Any Physical Materials needed to represent the Magical Force once the spell is cast.

Magnitude (Mag): This denotes the overall precision and power of the spell that the Arcanist/Specialist is able to cast. With increased Magnitude the spell may last longer, cause more damage or have additional effects.

Advanced Description: Describes exactly what the spell is capable for the listed magnitude.

Cost: The experience required to upgrade the spell to the next Magnitude. Base is the initial spell that the character is able to learn without costing any experience. They must purchase each Magnitude in Sequence.

Tier 1

Arcane Armor

School	Base Description	Duration
Abjuration	When cast this arcane spell creates magical armour about the caster that grants DP. This armour cannot be repaired by any means and once the DP is depleted or the spell expires the caster must recast it to receive the DP	4 hours or till depleted
Casting Phrase		
Phys Rep Needed Spell Card is to be pinned to the caster until the spell ends.		
Mag	Advanced Description	Cost
1	At this magnitude the caster creates the equivalent of Leather Armor which grants the spell caster a DP of 25 for the duration of the spell or until it's been depleted by damage. This magical armor cannot be repaired the DP cannot be replenished.	Base
2	At this magnitude the caster creates the equivalent of Studded Leather Armor which grants the spell caster a DP of 28 for the duration of the spell or until it's been depleted by damage. This magical armor cannot be repaired the DP cannot be replenished.	2000
3	At this magnitude the caster creates the equivalent of Chain Mail Armor which grants the spell caster a DP of 42 for the duration of the spell or until it's been depleted by damage. This magical armor cannot be repaired the DP cannot be replenished.	3000
4	At this magnitude the caster creates the equivalent of Plate Mail Armor which grants the spell caster a DP of 53 for the duration of the spell or until it's been depleted by damage. This magical	4000

	armor cannot be repaired the DP cannot be replenished. Spell Card is to be pinned to the caster until the spell ends.	
5	At this magnitude the caster creates the equivalent of Full Plate Armor which grants the spell caster a DP of 73 for the duration of the spell or until it's been depleted by damage. This magical armor cannot be repaired the DP cannot be replenished.	5000

Arcane Bolt

School	Base Description	Duration
Invocation/ Evocation	Produces a small bolt of magic that speeds out of the casters hand to hit the target. This spell directly hits HP ignoring any armor the target may be wearing.	Instant
Casting Phrase	Arcane Bolt, Mag "X", "X"DMG	
Phys Rep Needed	Spell Card and Mana Bags to hurl at the target.	
Mag	Advanced Description	Cost
1	The caster can Hurl 1 Arcane Bolt for 5 DMG	Base
2	The caster may choose to hurl; 1 Bolts for 10 DMG or 2 Bolts for 4 DMG	2000
3	The caster may choose to hurl; 1 Bolts for 15 DMG or 2 Bolts for 7DMG or 3 Bolts for 4DMG	3000
4	The caster may choose to hurl; 1Bolts for 20DMG or 2 Bolts for 9DMG or 3 Bolts for 5DMG or 4 Bolts for 3DMG	4000
5	The caster may choose to hurl; 1 Bolt for 25DMG or 2 Bolts for 10DMG each or 3 Bolts for 6DMG each or 4 Bolts for 4DMG each or 5 Bolts for 3DMG each	5000

Arcane Shield

School	Base Description	Duration
Abjuration	This spell creates an Arcane Shield that will deflect any incoming Missile attack up to the DP value of the Tier that has been Cast. (Note this spell is only effective against projectiles of a NON magical nature)	1HR or Depleted
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1	The Caster Creates a Shield which is capable of deflecting up to 9 points of Missile Damage, When the projectile hits the shield it falls to the ground its momentum spent.	Base
2	The Caster Creates a Shield which is capable of deflecting up to 16 points of Missile Damage, When the projectile hits the shield it falls to the ground its momentum spent.	2000
3	The Caster Creates a Shield which is capable of deflecting up to 26 points of Missile Damage, When the projectile hits the shield it falls to the ground its momentum spent.	3000
4	The Caster Creates a Shield which is capable of deflecting up to 35 points of Missile Damage, When the projectile hits the shield it falls to the ground its momentum spent.	4000
5	The Caster Creates a Shield which is capable of deflecting up to 47 points of Missile Damage, When the projectile hits the shield it falls to the ground its momentum spent.	5000

Bind

School	Base Description	Duration
Invocation/ Evocation	When cast this spell causes a rope or chains to wrap about the target effectively entrapping them in the coils.	
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1		
2		
3		
4		
5		

Blindness

School	Base Description	Duration
Illusion	The target of this spell is magically blinded and will not be able to see until the condition is remedied either by the duration expiring or if another spell caster removes it. The person whom casts this spell may end it whenever they desire.	Special
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1	Lasts 4 hours unless removed by Dispel Magic or Remove Curse	Base
2	Lasts 12 hours unless removed by Dispel Magic or Remove Curse	2000
3	Last a full day unless removed by a Dispel Magic or Remove Curse	3000
4	Last 3 days unless removed by a Dispel Magic or Remove Curse	4000
5	Is permanent unless removed by a Dispel Magic or Remove Curse	5000

Comprehend Languages

School	Base Description	Duration
Divination	This spell allows the caster the ability to comprehend written or spoken languages that they normally do not speak or read. In either case the caster will touch the target of the spell and instantly know what is said or written, the spell will not however decipher encrypted messages, reveal any hidden text, or verify the veracity of what is written or spoken.	See Bellow
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1	When cast this miracle allows the player to understand anything written or spoken for 30 seconds.	
2	When cast this miracle allows the player to understand anything written or spoken for 60 seconds.	
3	When cast this miracle allows the player to understand anything written or spoken for 120 seconds. The Caster may respond to verbal communications that require simple yes or no answers and be understood.	
4	When cast this miracle allows the player to understand anything written or spoken for 150 seconds. The Caster may respond to verbal communications with short sentences (less than 10 words).	
5	When cast this miracle allows the player to understand anything written or spoken for 180 seconds. The Caster may respond and be understood for the duration of the miracle.	

Detect Magic

School	Base Description	Duration
Divination	This spell allows casters to see the Magical emanations imbued into objects. The spell	10

	will NOT reveal any other information other than that the items viewed possess magic. Note Items are considered concealed if they are enchanted to resist magical detection/location, behind a thick cover (wood or metal)	Minutes
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1	When cast any magical item that the caster touches will visibly glow.	Base
2	At this Magnitude the caster may make the glow of any magical item they touch visible only to themselves.	
3	The caster can cause any magical item (not concealed) in a 5ft diameter to visibly glow.	
4	The caster can view or reveal the magical emanations of any magical items with in a 10ft Diameter, provided that the item is not concealed.	
5	The Caster can view or reveal any magical item with in their line of sight provided that the source/item is not concealed.	

Disarm

School	Base Description	Duration
Invocation/ Evocation	When cast this spell causes the target to drop whatever they have in their hands.	Instant
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1		
2		
3		
4		
5		

Fire Bolt

School	Base Description	Duration
Invocation/ Evocation	Produces a flaming projectile when hurled towards a target it causes fire damage. This spell is particularly useful against Regenerative creatures, the burn damage preventing them from healing.	Instant
Casting Phrase	Fire Bolt "X" damage	
Phys Rep Needed		
Mag	Advanced Description	Cost
1	Does 10Dmg to target	
2	Does 20DMG to target	
3	Does 30Dmg to Target	
4	Does 40DMG to Target	
5	Does 50DMG to Target	

Ice Bolt

School	Base Description	Duration
Invocation/ Evocation	Produces an Icicle that the caster throws at a target to cause freezing damage, and pushes the target back.	Instant
Casting Phrase	Ice Bolt "X" Damage "X" Knock Back	
Phys Rep Needed		
Mag	Advanced Description	Cost
1	This spell causes 10 DMG and forces the target to take 2 steps back wards	

2	At this point the caster now causes 15 DMG and forces the target to take 4 steps Backwards	
3	At this point the caster now causes 20 DMG and forces the target to take 6 steps Backwards	
4	At this point the caster now causes 25 DMG and forces the target to take 8 steps Backwards	
5	At this point the caster now causes 30 DMG and forces the target to take 10 steps Backwards	

Identify

School	Base Description	Duration
Divination	This spell is used to identify various information regarding a magical item. However if an item is specifically created to resist such spells (such as cursed items) the caster may receive false or no information what so ever. The caster must handle the object (risking activating any abilities of the item)	10Min
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1	When cast the spell will reveal one school or sphere of magic that the item possesses, the caster may cast this spell repeatedly to learn any further schools or spheres that has been imbued in the object. If used in conjunction with a Detect Magic Spell, the caster may learn how many Schools or Spheres the Item possesses, however they may only learn one school or sphere per casting at this magnitude.	
2	At this Level the caster may learn of 1 power that is equal to or less than a Tier 2 spell/ability that the item has, provided that the item is not designed to withstand being identified. OR The caster may choose instead to reveal 2 schools or spheres of magic that the item possess (provided it has more than one)	
3	At this Level the caster may learn of 1 power that is equal to or less than a Tier 3 spell/ability that the item has, provided that the item is not designed to withstand being identified. OR The caster may choose instead to reveal 3 schools or spheres of magic that the item possess (provided it has more than one) OR The caster may learn 1 activation trigger of the object provided that it causes the activation of a power that is less than Tier 2 in power.	
4	At this Level the caster may learn of 1 power that is equal to or less than a Tier 4 spell/ability that the item has, provided that the item is not designed to withstand being identified. OR The caster may choose instead to reveal 4 schools or spheres of magic that the item possess (provided it has more than one) OR The caster may learn 1 activation trigger of the object provided that it causes the activation of a power that is less than Tier 3 in power.	
5	At this Level the caster may learn of 1 power that is equal to or less than a Tier 5 spell/ability that the item has, provided that the item is not designed to withstand being identified. OR The caster may choose instead to reveal 5 schools or spheres of magic that the item possess (provided it has more than one) OR The caster may learn 1 activation trigger of the object provided that it causes the activation of a power that is less than Tier 4 in power. If used in conjunction with a Detect Magic Spell the caster may determine if the object is Cursed without having to handle the item unless the object has been specifically enchanted to resist such detection.	

Illumination

School	Base Description	Duration
Illusion	This spell creates a magical light that the caster may carry or anchor to a position. The Spell Ends after 24 hours, if the Caster cancels it, or if a Dispel Magic is cast upon it.	Special

Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1	When cast the spell will illuminate a 5ft diameter from the casting point. Its brightness is the equivalent of a candle.	Base
2	When cast the spell will illuminate a 10ft diameter from the casting point. Its brightness is the equivalent of a torch	500
3	When cast the spell will illuminate a 15ft diameter from the casting point. Its brightness is the equivalent of a Lantern	1000
4	When cast the spell will illuminate a 20ft diameter from the casting point. Its brightness is the equivalent of a Bon Fire	1500
5	When cast the spell will illuminate a 25ft diameter from the casting point. Its brightness is the equivalent of the sun.	2000

Knock Down

School	Base Description	Duration
Invocation/ Evocation	When cast the spell exerts a force that causes the target to be knocked from their feet and potentially pushed back.	Instant
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1	When cast the spell causes one target to be knocked down.	
2	When cast the spell can cause 2 targets (within sight of the caster) to be knocked down or 1 target to be knocked down and pushed back 5 ft	
3	When cast the spell can cause 3 targets (within sight of the caster) to be knocked down, 2 targets to be knocked down and pushed back 5ft or one target to be knocked down and pushed back 10ft	
4	When cast the spell can cause 4 targets (within sight of the caster) to be knocked down, 3 targets to be knocked down and pushed back 5ft, 2 targets to be knocked down and pushed back 10ft or 1 target knocked down and pushed back 15ft	
5	When cast the spell can cause 5 targets (within sight of the caster) to be knocked down, 4 targets to be knocked down and pushed back 5ft, 3 targets to be knocked down and pushed back 10ft, 2 targets knocked down and pushed back 15ft or 1 target to be knocked down, pushed back for 20ft and receive 6DMG.	

Sleep

School	Base Description	Duration
Enchantment /Charm	This Spell puts a subject into a deep sleep; they can wake only after the duration expires, taking 1 point of damage, or being shaken/prodded for a full minute. Upon waking the subject will be groggy as though they had experienced a fitful sleep. (The subject should react as if they have just be awoken)	
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1	At this stage the caster is able to put 1 Target to sleep	Base
2	The caster is now able to put 3 Targets to Sleep with a single casting the targets must be within 5ft of each other if there are additional persons within the target radius a Marshal will select who is affected by the spell.	1500
3	The caster is now able to put 5 Targets to Sleep with a single casting the targets must be within 5ft of each other if there are additional persons within the target radius a Marshal will select who is affected by the spell.	2000
4	The caster is now able to put 8 Targets to Sleep with a single casting the targets must be within 5ft	2500

	of each other if there are additional persons within the target radius a Marshal will select who is affected by the spell.	
5	The caster is now able to put 10 Targets to Sleep with a single casting the targets must be within 5ft of each other if there are additional persons within the target radius a Marshal will select who is affected by the spell.	3000

Zap

School	Base Description	Duration
Invocation/ Evocation	Produces a tiny electrical charge that when thrown towards a target causes electrical damage and causes a stun like effect.	Instant
Casting Phrase	Zap "X" Damage "X" seconds Stun	
Phys Rep Needed		
Mag	Advanced Description	Cost
1	This spell causes 10 DMG	Base
2	At this point the caster now causes 15 DMG and forces the target to stop moving for 5 Seconds	1500
3	At this point the caster now causes 20 DMG and forces the target stop moving for 10 Seconds	2000
4	At this point the caster now causes 25 DMG and forces the target stop moving for 15 Seconds	2500
5	At this point the caster now causes 30 DMG and forces the target stop moving for 20 Seconds	3000



Tier 2

Charm

School	Base Description	Duration
Enchantment /Charm	When cast this spell will make the target friendly towards the caster. The target will do their best to aid or assist the target to the best of their ability.	4 hours
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1	The target will treat the caster as a good friend, they'll share information they have provided it's not a secret, and will not make any hostile actions towards the caster.	Base
2	The target will treat the caster as a valued ally and will defend the caster if they are attacked, so long as it doesn't overly endanger themselves.	
3	The target will treat the caster as a trusted confidant, they'll share secret information; lend mundane items and small amounts of coin (if they have such).	
4	The target will protect the caster from harm regardless of the danger to themselves, they will NOT risk their own life but will take injury	
5	The target is completely smitten with the caster and will attempt to perform tasks, give gifts and make romantic gestures towards the caster. The Target will risk their own life to protect the caster if the need arises.	

Fear

School	Base Description	Duration
Illusion	When cast this spell cause's the target to see the caster as something they fear to some degree, The higher the magnitude of the spell the greater the fear it inspires. A caster that has learned higher Magnitudes of the spell may affect more persons if they cast the lower magnitudes of the spell. IE an Arcanist that has learned how to cast Fear at Magnitude 3 may affect 3 people if they cast the spell and use the Magnitude	10 min/ Mag

	1 effects.	
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1	The target of the spell will attempt to avoid the caster but if threatened will respond though at a -3 to damage (Note if the penalty can only reduce the damage to Minimum of 1)	Base
2	The target will avoid the caster of the spell at all costs, they may remain in the area but must maintain 10ft from the caster at all times. The target can defend themselves from the caster if directly attacked.	
3	The target will flee the area with the utmost haste however, they will do this in a safe but expedient manner.	
4	The target will flee the area as fast as they possibly can, dropping any items that might slow them down, the fear induced will cause them to lose all reason. They will not stop to aid other, and will push or shove others out of their way.	
5	The target is paralyzed with fear; they may fall to the ground and curl up into a little ball while non-stop scream in terror.	

Forget

School	Base Description	Duration
Enchantment /Charm	This causes the target to forget memorized spells. Spells will be selected at Random by the Marshal. This spell affects both Arcane Spells and Divine Miracles; it will not however affect Sigil Magic.	
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1	Caster causes the target forget 1 spell of tier 1 they have memorized	Base
2	Caster chooses to have the target forget 2 spells of Tier 1 or 1 spell of Tier 2 they have Memorized	2000
3	Target forgets 3 Spells of Tier 1 or 2 of Tier 2 or 1 of Tier 3	3000
4	Caster chooses to have the target forget 4 spells of Tier 1, or 3 of Tier 2, or 2 of Tier 3 or 1 of Tier 4	4000
5	Caster chooses to have the target forget 5 spells of Tier 1, or 4 of Tier 2, or 3 of Tier 3, or 2 of Tier 4 or 1 of Tier 5	5000

Hold Person

School	Base Description	Duration
Invocation/ Evocation	This spell renders any bipedal intelligent creature to be held immobile. The target is unable to move or speak but may use any abilities that do not require such. The target is still fully aware and can see and hear anything transpiring around them.	Special

	The spell is expires at the end of the duration, if the Caster ends it, or if the Target sustains 1DMG or more. If the caster wishes to affect multiple targets they must be with in a 10ft radius of the central Target.	
Casting Phrase		
Phys Rep Needed	HOLD "X" Minutes	
Mag	Advanced Description	Cost
1	Affects 1 target for 10 Minutes	Base
2	Affects 1 target for 15 minutes, 2 Targets for 10 Minutes or 3 Targets for 5 Minutes	2000
3	Affects 3 Targets for 10 Minutes 2 Targets for 15 Minutes or 1 Target for 20 Minutes	3000
4	Affects 4 Targets for 10 Minutes 3 Targets for 15 Minutes 2 Target for 20 Minutes or 1 Target for 30 Minutes	4000
5	Affects 5 Targets for 10 Minutes 4 Targets for 15 Minutes 3 Target for 20 Minutes, 2 Target for 30 Minutes, or 1 Target for 40 Minutes	5000

Hold Undead

School	Base Description	Duration
Necromancy	This Spell renders any Undead Creatures immobile, the targets are unable to move, speak or become insubstantial. This only affects Undead that are less than the Casters Spells Per day Tier. The spell persists for 10 minutes, the caster cancels it, it is dispelled, or if the creatures sustain 1 or more points of DMG	5Min+ 5min/Mag -5/Undead Tier
Casting Phrase Hold "X" Undead.		
Phys Rep Needed	Spell Card	
Mag	Advanced Description	Cost
1	At this Tier the caster is able to affect 3 Undead with the spell with in 10ft of the central target.	Base
2	At this Tier the caster is able to affect 5 Undead with the spell with in 10ft of the central target.	2000
3	At this Tier the caster is able to affect 8 Undead with the spell with in 10ft of the central target.	3000
4	At this Tier the caster is able to affect 10 Undead with the spell with in 10ft of the central target.	4000
5	At this Tier the caster is able to affect 12 Undead with the spell with in 10ft of the central target.	5000

Invisibility

School	Base Description	Duration
Illusion	This spell causes the caster to become completely invisible for the duration of the spell however if the caster makes any hostile action (i.e. attacks another person casts an offensive spell) the spell immediately ends. Note, only the caster is invisible they can still be heard or smelt (by those with a keen senses of smell) and leave foot prints behind. The spell ends when the duration expires, the caster wills it to end or it is negated by any source that disrupts magic.	15min/ Mag
Casting Phrase		
Phys Rep Needed	Spell Card	
Mag	Advanced Description	Cost
1	The caster becomes invisible as described above for the duration of the spell	Base
2	The caster is able to make 1 attack in which they will become visible for 5 seconds before returning to an invisible state for the Duration of the spell, OR The caster may place the spell on another person or object for half the duration with the same restrictions as a Mag 1 casting.	
3	The caster is able to make 2 attacks in which they will become visible for 5 seconds before returning to an invisible state for the Duration of the spell. (Note if the second attack happens while the Caster is currently visible the spell ends (The Caster must wait a minimum of 10 seconds between the attacks or the spell fails and it immediately expires) OR	

4		
5		

UnBind

School	Base Description	Duration
Enchantment / Charm		
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1		
2		
3		
4		
5		

Magic Lock

School	Base Description	Duration
Enchantment / Charm		
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1		
2		
3		
4		
5		

Wall of Wood

School	Base Description	Duration
Invocation/ Evocation	The caster creates a wall of wood, they may shape the wall in any way they wish (rounding, or bending it) however it must remain anchored in place by one edge. Fire causes double damage if used against the wall.	1 hour/ Magnitude
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1	The caster is able to create a wall that is 5ft Square and 1/2 inch thick, the wall has 15DP	
2	The caster is able to create a wall that is equal to 10ft Square, and an inch thick, and has 30DP (Note the caster may reduce the width to 1/2 inch to gain double the square footage however this will reduce the DP by half)	
3	The Caster is able to create a wall that is 20ft Square and 2 inches thick, and has 40DP. The caster may reduce the thickness to increase the Length/Width but does so at the reduction of 10DP for every 1/2 inch.	
4	The Caster is able to create a wall that is 30ft Square and 2 and 1/2 inches thick, and has 50DP. The caster may reduce the thickness to increase the Length/Width but does so at the reduction of 10DP for every 1/2 inch.	
5	The Caster is able to create a wall that is 40ft Square and 4 inches thick, and has 60DP. The caster may reduce the thickness to increase the Length/Width but does so at the reduction of 10DP for every 1/2 inch.	

Weakness

School	Base Description	Duration
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1		
2		
3		
4		
5		

Web

School	Base Description	Duration
Invocation/ Evocation	When cast this spell creates a magical web, anyone caught in such are bound in sticky webbing, this spell must be anchored to multiple points.	
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1	When cast the spell creates a web that covers an area equal to 6ft sq, anything that comes into contact with the web is stuck fast for the duration of the spell. (Note those with T1 or greater Strength can easily pull themselves free of the web however only those of T2 or greater can destroy the web)	Base
2	When cast the spell creates a web that covers an area equal to 12ft sq, anything that comes into contact with the web is stuck fast for the duration of the spell. (Note those with T1 or greater Strength can easily pull themselves free of the web however only those of T3 or greater can destroy the web)	
3	When cast the spell creates a web that covers an area equal to 24ft sq, anything that comes into contact with the web is stuck fast for the duration of the spell. (Note those with T2 or greater Strength can easily pull themselves free of the web however only those of T4 or greater can destroy the web)	
4	When cast the spell creates a web that covers an area equal to 32ft sq, anything that comes into contact with the web is stuck fast for the duration of the spell. (Note those with T3 or greater Strength can easily pull themselves free of the web however only those of T4 or greater can destroy the web)	
5	When cast the spell creates a web that covers an area equal to 48ft sq, anything that comes into contact with the web is stuck fast for the duration of the spell. (Note those with T4 or greater Strength can easily pull themselves free of the web however only those of T5 or greater can destroy the web)	

Vampiric Touch

School	Base Description	Duration
Necromancy	<p>Considered to be a rather foul and sinister spell the caster is able to drain the HP from a target and bestow them upon themselves. Once cast the Magic User must take hold of their intended target. The spell ends under the following conditions:</p> <ol style="list-style-type: none"> 5 minutes elapse without the Caster making contact with a viable target. The Caster breaks contact with the target. The Target dies The Caster's HP Max is reached. The spell is negated. <p>This spell is only effective against living beings, it cannot drain HP from undead.</p>	Special

Casting Phrase	"Drain "X" HP (must be stated every time HP is taken from the target)	
Phys Rep Needed	Spell Card	
Mag	Advanced Description	Cost
1	The spell caster is able to drain 3HP every 10Seconds from a viable Target.	Base
2	The spell caster is able to drain 6HP every 10Seconds from a viable Target.	2000
3	The spell caster is able to drain 9HP every 10Seconds from a viable Target.	3000
4	The spell caster is able to drain 12HP every 10Seconds from a viable Target.	4000
5	The spell caster is able to drain 15HP every 10Seconds from a viable Target.	5000



Tier 3

Break

School	Base Description	Duration
Alteration		
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1		
2		
3		
4		
5		

Contaminate

School	Base Description	Duration
Enchantment /Charm		
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1		
2		
3		
4		
5		

Curse

School	Base Description	Duration
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1		
2		
3		
4		

5		
---	--	--

Dismantle

School	Base Description	Duration
Invocation/ Evocation		
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1		
2		
3		
4		
5		

Dispel Magic

School	Base Description	Duration
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1		
2		
3		
4		
5		

Enchant Armor

School	Base Description	Duration
Enchantment /Charm	This spell enhances and strengthens Armor increasing its overall Defense points. It can also be used to imbue pieces of armor with other abilities or skills however all effects expire at the end of the Duration.	
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1		
2		
3		
4		
5		

Enchant Item

School	Base Description	Duration
Enchantment /Charm	This spell is the ground work for creating magical items, by casting such an Arcanist or Enchanter can imbue items with the magical abilities that can be activated by a designated trigger IE command word, touch, etc. However the magic imbued in the item expires after the duration ends UNLESS a Permanency spell is used.	
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1		

2		
3		
4		
5		

Enchant Weapons

School	Base Description	Duration
Enchantment/Charm	This spell has two effects; it increases the damage that the weapon it is cast upon causes as well as allowing the weapon to affect creatures and beings that can only be harmed by magical weapons. The spell expires at the end of the Duration unless a Permanency spell is used.	
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1		
2		
3		
4		
5		

Fireball

School	Base Description	Duration
Invocation/Evocation	This spell creates a pea sized ball of flame that expands to an enormous size as it races towards the target then explodes and a wash of flame and heat when it finally hits. NOTE if the caster is in range of the blast they are receive all the effects as anyone else.	Instant
Casting Phrase Fireball Magnitude "X", X Damage X Stun		
Phys Rep Needed Spell Card, Mana Bag		
Mag	Advanced Description	Cost
1	Causes 10Dmg in a 5ft radius of the target area.	Base
2	Causes 15Dmg in a 10ft radius and all persons within 5ft are knocked to the ground and stunned for 2 seconds	
3	Causes 20Dmg in a 15ft radius and all persons within 10ft are knocked to the ground and stunned for 5 seconds	
4	Causes 25Dmg in a 20ft radius and all persons within 15ft are knocked to the ground and stunned for 10 seconds	
5	Causes 30Dmg in a 25ft radius and all persons within 20ft are knocked to the ground and stunned for 20 seconds	

Lightning Bolt

School	Base Description	Duration
Invocation/Evocation	When cast a bolt of electricity shoots out of the casters hand striking the target and then chains out to any additional targets within range of the spell. (Marshall will determine who secondary targets are if more than one person is within the spells range of effect.	Instant
Casting Phrase Lightning Bolt Magnitude X, X Damage		
Phys Rep Needed		
Mag	Advanced Description	Cost
1	Causes 10 DMG to the primary target and 5 DMG to a secondary target that is within 5ft of the initial target.	Base
2	Causes 15 DMG to the primary target and 10 DMG to any 2 Targets with in 5ft of the initial	

	target.	
3	Causes 20 DMG to the primary target and 10 DMG to any 3 Targets with in 10ft of the initial target.	
4	Causes 25 DMG to the primary target and 15 DMG to any 4 Targets with in 10ft of the initial target.	
5	Causes 30 DMG to the primary target and 15 DMG to any 5 Targets with in 15ft of the initial target.	

Mist

School	Base Description	Duration
Alteration	This spell turns the caster and their possessions into a fog like substance, though corporeal they cannot be damaged by normal weapons, however the caster also can not cause damage. However the Mist can be scattered by strong winds or spells that cause such.	
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1		
2		
3		
4		
5		

Paralysis

School	Base Description	Duration
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1		
2		
3		
4		
5		

Rage

School	Base Description	Duration
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1		
2		
3		
4		
5		

Wall of Stone

School	Base Description	Duration
Invocation/ Evocation	The caster creates a stone wall; they may shape the wall in any way they wish (rounding, or bending it) however it must remain anchored in place by one edge. Stone walls can only be damaged by Bludgeoning weapons or water based attacks,	1 hour/ Mag

	the Spell Knock Back will do 20DMG/Magnitude if cast directly at the wall.	
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1	The caster is able to create a wall that is 5ft Square and ½ inch thick, the wall has 20DP	
2	The caster is able to create a wall that is equal to 10ft Square, and an inch thick, and has 40DP (Note the caster may reduce the width to ½ inch to gain double the square footage however this will reduce the DP by half)	
3	The Caster is able to create a wall that is 20ft Square and 2 inches thick, and has 50DP, The caster may reduce the thickness to increase the Length/Width but does so at the reduction of 10DP for every ½ inch.	
4	The Caster is able to create a wall that is 30ft Square and 2 and 1/2 inches thick, and has 60DP. The caster may reduce the thickness to increase the Length/Width but does so at the reduction of 10DP for every ½ inch.	
5	The Caster is able to create a wall that is 40ft Square and 4 inches thick, and has 70DP, The caster may reduce the thickness to increase the Length/Width but does so at the reduction of 10DP for every ½ inch.	



Tier 4

Force Bubble

School	Base Description	Duration
Invocation/ Evocation	This spell creates an impenetrable bubble around the caster. It cannot be moved or bypassed by any means short of dispelling the magic that sustains it.	
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1		
2		
3		
4		
5		

Mind Wipe

School	Base Description	Duration
Enchantment /Charm	When this spell is cast upon a target it completely wipes out the memories of that individual. The target will not be able to recall anything with in a selected time frame. Nothing short of a Wish can restore the memories	Special
Casting Phrase		
Phys Rep Needed Spell Card		
Mag	Advanced Description	Cost
1	The victim loses a full days' worth of memories, however any and all spells that were memorized are retained and can be cast (the player instinctively knows what spells they have committed to memory).	Base
2	The caster is able to cause the target to lose 24 hours' worth of specific related memories, the caster may also choose to have the target forget a single tier of any spells memorized or Divine	

	Miracles of prayed for during that time (spells and miracles may be reacquired by normal means).	
3	The caster is able to cause the target to lose 48 hours' worth of specific related memories, the caster may also choose to have the target forget 3 tiers of any spells memorized or Divine Miracles of prayed for during that time (spells and miracles may be reacquired by normal means).	
4	The caster is able to cause the target to lose 72 hours' worth of specific related memories, the caster may also choose to have the target forget 3 tiers of any spells memorized or Divine Miracles of prayed for during that time (spells and miracles may be reacquired by normal means).	
5	The Caster is able to completely wipe the mind of the target. The victim will recall nothing of themselves, name, place of birth their favourite color, nothing they will still be able to use any skill that they have learned but not recall as to how they acquired it. (Note in regards to targets that Memorize Spells, any and all spells currently committed to memory are lost, but can be regained by the normal means)	

Spell Turning

School	Base Description	Duration
Abjuration	This Spell when cast will cause any magic or miracle that is cast in the direction of user to rebound on the initial caster. It affects any Magic or Miracle cast regardless of the source (Arcanist, Cleric, Bard, Spell, Miracle, Scroll, Wand, etc.) Spells that require the Casters interaction (such as charm or relocate) will have no effect whatsoever. Spell Turning does not distinguish between Hostile or Beneficial Magic's any and all magic's/miracles will rebound on the initial caster. It will also Not affect any magic that is not specifically directed towards the Caster IE Fireball which affects a targeted area and not a specific person.	20min +10min/ Mag
 Casting Phrase		
 Phys Rep Needed Spell Card.		
Mag	Advanced Description	Cost
1	Any T1 spells or miracles directed towards the user rebound on the caster.	Base
2	Any T2 spells or miracles directed towards the user rebound on the caster.	2500
3	Any T3 spells or miracles directed towards the user rebound on the caster.	3500
4	Any T4 spells or miracles directed towards the user rebound on the caster.	4500
5	Any T5 spells or miracles directed towards the user rebound on the caster.	5500



Tier 5

Permanency

School	Base Description	Duration
Enchantment /Charm	Cause an Enchantment to remain permanently upon a nonliving item. (Cannot be used to give permanent enchantments to living beings).	Special
 Casting Phrase With Arcane power I Imbue this (declare item) with the power of (describe enchantment to be placed on item/object) for all time.		
 Phys Rep Needed Spell Card, Item to have enchantment permanently imbued upon.		
Mag	Advanced Description	Cost

1		Base
2		
3		
4		
5		

Teleport

School	Base Description	Duration
	By the Means of this spell the caster is able to move themselves and others instantly to another location that they have physically been to before. Note Attempting to teleport to places one is not familiar with and has only been described to the caster is extremely dangerous and can result in those teleported to end up occupying the same space as other objects (which instantly kills the person)	Instant
 Casting Phrase		
 Phys Rep Needed		
Mag	Advanced Description	Cost
1	The Caster or 1 person named can travel instantly to any location that the caster is familiar with.	Base
2	The Caster or 5 people named can travel instantly to any location that the caster is familiar with.	
3	The Caster or 8 people named can travel instantly to any location that the caster is familiar with.	
4	The Caster or 12 people named can travel instantly to any location that the caster is familiar with.	
5	The Caster or 20 people named can travel instantly to any location that the caster is familiar with.	

Wish

School	Base Description	Duration
All	This is an extremely powerful spell created during the era of high magic. When cast it has grants the caster whatever they desire, however it is limited to the parameters and phrasing used, Casters using this spell are warned that they must be precise in their wording lest they get exactly what they wish for. Note that regardless if the spell succeeds or fails the caster permanently loses 10HP from their overall amount.	Instant
 Casting Phrase "I wish....."		
 Phys Rep Needed Spell Card with Wish to be made written upon it.		
Mag	Advanced Description	Cost
1	The caster is able to phrase the wish using 6 words or less (this includes stating I wish at the beginning of the sentence)	Base
2	The caster is able to phrase the wish using 10 words or less (this includes stating I wish at the beginning of the sentence)	2500
3	The caster is able to phrase the wish using 12 words or less (this includes stating I wish at the beginning of the sentence)	3500
4	The caster is able to phrase the wish using 15 words or less (this includes stating I wish at the beginning of the sentence)	4500
5	The caster is able to phrase the wish using 20 words or less (this includes stating I wish at the beginning of the sentence)	5500



Sigil Mage

OC purchase Cost: 1400xp

These unique Spell casters employ Sigils and Sigils marked upon their person or other locations to activate magical abilities.

Occupational Starting Skills

Free	Half Cost Non Tiered	Half Cost Tiered
Reading Writing Modern Spell Craft Artistic Ability		

Special Abilities

Sigil Crafting

Sigil mages craft special pigments in order to practice their art. Each day they may concoct enough of the pigments to complete a set amount of sigils. These sigils may be placed upon their person or upon items (see Sigil description for placements of the Sigils).

Sigil per Day						
Sigil Mage Tier	Spell Tier					Cost
	1	2	3	4	5	
Spells per Day						
1	5	0	0	0	0	Base
2	10	5	0	0	0	2000
3	15	10	5	0	0	3000
4	20	15	10	5	0	4000
5	25	20	15	10	5	5000

Sigil Magic

These are arcane sigils that are put on to the flesh of the user or upon a surface. Each Sigil denotes a spell like power that the user can access. Once activated the Sigil vanishes from the body of the user and cannot be used again until it is reapplied.

Note Sigils cannot be extended or transferred to others unless specified in the description. The user may cancel the magic of the Sigil anytime they wish provided they are conscious.

Sigil Magic List

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Alarm	Flaming Touch	Fire Trap	Circle of Protection	Gate
Armor	Icy Grip	Freeze Trap		Relocate
Light	Shocking Grasp	Lightening Trap	Shadow Form	Resurrect
Healing	Mind Lock	Fire Ward		
Shield	Negate	Ice Ward		
	Unbridled Strength	Lightening Ward		
		Seal		
		Undead Ward		

Sigil Magic Descriptions

Explanation of the Sigil Table:

Tier: This is the overall power of the Sigil being created and relates to how many sigils that the Mage may create and activate each day.

Name: The name of the Sigil that is described.

Duration: How long the effects last once the sigil is activated.

Phys Rep Needed: Any physical materials that are needed to depict the sigil.

Base Description: A general description of what the Sigil does once active and how the sigil appears once created.

Magnitude (Mag): This denotes the overall precision and power of the Sigil being crafted by the mage.


Advanced Description: This outlines more exacting information on the effects of the sigil, what it does how many it affects, for how long, the range of the spell and much more.

Cost: The experience required to upgrade the sigil to the next magnitude. Base is what each mage is able to create when they learn a Sigil from any source; each magnitude must be purchased in sequence.




Tier 1

Alarm


Image	Base Description	
	This Sigil is placed on any surface and is activated when anyone comes within a 5ft Radius. When activated the caster is made aware that it has been “tripped” (Marshal will have the player notified if anyone comes within range of the Sigil). The Sigil is represented by a Bell with an eye emblazoned upon it and the casters name. (Note players that come across an alarm Sigil but not accompanied by a marshal are to inform one immediately)	
	Duration	
	Phys Rep Needed	
	Sigil Placement Location	
Mag	Advanced Description	Cost
1	As per base description	Base
2	The caster may add a command word that allows themselves or others to bypass the alarm without activating or dispelling the sigil.	
3	The Caster may link another Tier 1 sigil to the alarm that activates when the Alarm is activated, however it will only affect 1 person (whoever is closest).	
4	The Caster may Link Tier 1 Arcane magic or Divine Miracles to the alarm however it will only affect 1 person (whoever is closest).	
5	The Caster can extend the range of the Alarm to 10ft or have any links affect any persons within 5ft of an activated alarm.	

Armor


Image	Base Description
	This spell creates a magical armor about the caster, allowing them to withstand attacks. Once activated the Sigil Lasts for 30 Minutes. The DP cannot be repaired or enhanced by any means short of another Armor Sigil being created. ONLY 1 Armor sigil can be active on a person at any given time.

	Duration	
	Phys Rep Needed	
	Sigil Placement Location	
Mag	Advanced Description	Cost
1	The Caster gains 10DP	Base
2	The Caster gains 20DP	
3	The Caster gains 30DP	
4	The Caster gains 40DP	
5	The Caster gains 50DP	


Light

Image	Base Description	
	This Sigil creates light. The Sigil should resemble a candle, sun or any light source. This Sigil can be placed upon the person or upon a surface. The Light will remain active until extinguished by the Sigil Mage or any spells that dispel or negates magic.	
	Duration	
	Phys Rep Needed	
	Sigil Placement Location	
Mag	Advanced Description	Cost
1	The caster is able to create a light source equivalent to a candle, it will shed a moderate amount of light to illuminate a 2ft radius	Base
2	When cast the spell will illuminate a 5ft diameter from the casting point. Its brightness is the equivalent of a torch	
3	When cast the spell will illuminate a 10ft diameter from the casting point. Its brightness is the equivalent of a Lantern	
4	When cast the spell will illuminate a 15ft diameter from the casting point. Its brightness is the equivalent of a Bon Fire	
5	When cast the spell will illuminate a 20ft diameter from the casting point. Its brightness is the equivalent of the sun.	

Healing

Image	Base Description	
	This Sigil will allow the caster to recover HP. Recovered hit points cannot exceed the users maximum HP Total. The Sigil is represented by a heart within Laurel Leave.	
	Duration	
	Phys Rep Needed	
	Sigil Placement Location	
Mag	Advanced Description	Cost
1	When Activated the Sigil allows for the recovery of 3HP	Base
2	When Activated the Sigil allows for the recovery of 5HP	
3	When Activated the Sigil allows for the recovery of 10HP	
4	When Activated the Sigil allows for the recovery of 15HP	
5	When Activated the Sigil allows for the recovery of 20HP	

Shield

Image	Base Description	
	This Sigil creates a magical shield that can block any non-magical missiles directed towards the Sigil Mage. While the shield is active no missile weapons can harm the user.	
	Duration	
	Phys Rep Needed	
	Sigil Placement Location	
Mag	Advanced Description	Cost
1	The Sigil when activated can block 1 normal Missile	Base
2	The Sigil when activated can block 2 normal Missiles	
3	The Sigil when activated can block 3 normal Missiles	
4	The Sigil when activated can block 4 normal Missiles, or 1 Magical Missile	
5	The Sigil when activated can block 5 normal Missiles, or 2 Magical Missiles	



Tier 2

Flaming Touch


Image	Base Description	
	Duration	
	Phys Rep Needed	
	Sigil Placement Location	
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Icy Grip

Image	Base Description	
	Duration	
	Phys Rep Needed	
	Sigil Placement Location	


Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Shocking Grasp

Image	Base Description
	This Sigil is depicted as lightning bolts marked on the user's hands, when activated the Sigil Mage gains the ability to cause an electric charge that damages and stuns those they touch.
Duration	
Phys Rep Needed	
Sigil Placement Location	


Mag	Advanced Description	Cost
1	Sigil causes 5 Damage and stuns for 5 seconds	Base
2	Sigil causes 10 Damage, and stuns for 10 seconds	
3	Sigil causes 15 Damage, and stuns for 15 seconds	
4	Sigil causes 20 Damage, and stuns for 20 seconds	
5	Sigil causes 25 Damage, and stuns for 25 seconds	

Mind Lock

Image	Base Description
	This Sigil protects the user from any force attempting to mentally influence them, When the Sigil is activated the Sigil Mage cannot be hypnotized or magically commanded, nor can anyone peer into their minds or thoughts. The Sigil is represented by a chain wrapped around the user's head.
Duration	
Phys Rep Needed	
Sigil Placement Location	


Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Negate

Image	Base Description
	This Sigil allows the user to cancel any status effect used against them i.e. Stun, Knock Back, Knock Out, Sleep, etc. The Sigil is represented by an open hand, palm forward, fingers together. (Contributed by Kevin Anderson)
Duration	

	Phys Rep Needed	
	Sigil Placement Location	
Mag	Advanced Description	Cost
1	At this Magnitude the Sigil can only protect against Non-Magical or Alchemical status effects that the sigil bearer can perceive. In order to counter the status the Magnitude of the Sigil must be equal to that of the Tier of the Status attack directed towards them.	Base
2	At this Magnitude the Sigil can protect against Magical (Arcane or Sigil) or Miraculous (divine miracles) Effects that are directed towards the bearer of the Sigil, it will NOT area affect magic (such as Fireball). In order to counter the attack must be 1Tier or lower than that of the attack directed towards them.	
3		
4		
5		

Unbridled Strength

Image	Base Description	
	This Sigil when activated grants the mage exceptional strength for a set duration, the user gains all the benefits of having exceptional strength (increased Damage, bursting out of Bonds, smashing open containers/doors)	
	Duration	
	Phys Rep Needed	
	Sigil Placement Location	
Mag	Advanced Description	Cost
1	The Sigil bestows T1 Exceptional Strength upon the user	Base
2	The Sigil bestows T2 Exceptional Strength upon the user	
3	The Sigil bestows T3 Exceptional Strength upon the user	
4	The Sigil bestows T4 Exceptional Strength upon the user	
5	The Sigil bestows T5 Exceptional Strength upon the user	



Tier 3

Fire Trap

Image	Base Description	
	When Activated this Sigil explodes in a fiery conflagration that causes damage and ignites any combustible materials within range.	
	Duration	
	Phys Rep Needed	
	Sigil Placement Location	
Mag	Advanced Description	Cost
1		Base

2		
3		
4		
5		

Freeze Trap

Image	Base Description	
	This Sigil is placed on a surface, and when activated paralyzes any person that comes within a 10ft radius for 1hour per tier. Persons affected by this are unable to communicate or move until the duration expires or the crafter cancels the Sigil.	
	Duration	
	Phys Rep Needed	
	Sigil Placement Location	
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Lightening Trap

Image	Base Description	
	When activated the Sigil discharges Lightening which chains out hitting anything within it radius causing damage and stunning any persons.	
	Duration	
	Phys Rep Needed	
	Sigil Placement Location	
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Fire Ward

Image	Base Description	
	Duration	

	Phys Rep Needed	
	Sigil Placement Location	
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Ice Ward


Image	Base Description	
	Duration	
	Phys Rep Needed	
	Sigil Placement Location	
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Lightening Ward


Image	Base Description	
	Duration	
	Phys Rep Needed	
	Sigil Placement Location	
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Seal

Image	Base Description
--------------	-------------------------

	<p>When placed on the surface of any door or container lid, it magically seals such preventing it from being opened until the Seal is dispelled, or the duration expires. The Caster may designate up to 4 people that may bypass the seal, create a password that any person may use to bypass the seal or specify a specific condition in which the seal automatically ends, otherwise the spell remains activate for 8 hours until removed by the caster or negated by a magic of an equal or higher level than the caster. The Sigil resembles a chain connected though two links by a Lock. (Contributed by Kevin Anderson)</p>		
	<table border="1"> <tr> <td>Duration</td> <td></td> </tr> </table>	Duration	
	Duration		
	<table border="1"> <tr> <td>Phys Rep Needed</td> <td></td> </tr> </table>	Phys Rep Needed	
Phys Rep Needed			
<table border="1"> <tr> <td>Sigil Placement Location</td> <td></td> </tr> </table>	Sigil Placement Location		
Sigil Placement Location			
Mag	Advanced Description	Cost	
1		Base	
2			
3			
4			
5			

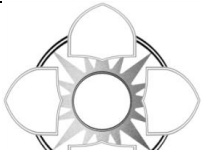
Undead Ward

Image	Base Description		
	<p>When activated this Sigil prevents undead from getting with in a specific radius of the Caster.</p>		
<table border="1"> <tr> <td>Duration</td> <td></td> </tr> </table>	Duration		
Duration			
<table border="1"> <tr> <td>Phys Rep Needed</td> <td></td> </tr> </table>	Phys Rep Needed		
Phys Rep Needed			
<table border="1"> <tr> <td>Sigil Placement Location</td> <td></td> </tr> </table>	Sigil Placement Location		
Sigil Placement Location			
Mag	Advanced Description	Cost	
1		Base	
2			
3			
4			
5			




Tier 4

Circle of Protection

Image	Base Description		
	<p>The Sigil mage creates an area about themselves that none can enter or exit until the duration Expires, the Sigil Mage Cancels the spell or a Mage or Cleric uses magic or Miracle to dispel the miracle.</p>		
<table border="1"> <tr> <td>Duration</td> <td></td> </tr> </table>	Duration		
Duration			

	Phys Rep Needed	A drawing of the Circle of Protection, a length of rope or other items that can mark off the protected area. Sigil Card with the description of the Sigil.
	Sigil Placement Location	
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Shadow Form

Image	Base Description	
	This Sigil allows the user to take on a shadowy insubstantial form which is immune to all physical damage and can slip through the smallest niches and cracks. However those in this form can be injured by fire and magical attacks and if a light spell is cast directly upon them it will cause 10 damage (directly to HP)/tier of the caster.	
	Duration	
	Phys Rep Needed	
	Sigil Placement Location	
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		



Tier 5

Gate

Image	Base Description
	Arguably the most powerful sigil Gate has two aspects, The Gate which calls forth and traps an extra planar entity, and a Soul Rend which causes excruciating pain to the trapped entity. In order to call forth an Entity the sigil crafter requires the true name of the entity which is incorporated into the sigil. The sigil its self must be perfectly crafted, the slightest error will allow the entity to ignore the summons or enter and merely step through the restraints of the Gate. If it is the Casters Intent to have an item empowered by the entity it must be inside the sigil prior to the activation. Once activate anything that crosses the lines disrupts the integrity of the sigil creating a breach that the entity within may use to escape, should this occur the entity will first attempt to destroy the creator of the Sigil.
	Duration
	Phys Rep Needed
	Sigil Placement Location


Mag	Advanced Description	Cost
1	Able to summon an entity that may perform a single task, answer a single question or empower an item with a single minor magical ability (equivalent of a T1, M1 Spell, Sigil, Miracle or Skill.	Base
2		
3		
4		
5		

Relocate

Image	Base Description
	This Sigil allows its creator to instantly travel been where they currently are to a location where they have placed an identical Sigil.
	Duration
	Phys Rep Needed
	Sigil Placement Location

Mag	Advanced Description	Cost
1	The creator can transport themselves to a single location	Base
2	The creator may transport themselves and a second person to another location or they may craft a secondary sigil location that can transport to	
3	The creator may transport themselves and 2 other people to a designated location or they may create up to 3 different Transport locations	
4	The creator may transport themselves and 3 other people to a single designated location or they may create 4 different transport locations.	
5	The Creator may transport themselves and 4 other people to a designated location or create 5 different locations in which they may transport to.	

Resurrect

Image	Base Description
	This Sigil is only useful to Sigil Mages that are killed, it automatically resurrects them from the dead after 2 hours have elapsed provided the body is still mostly intact (severed appendages will NOT be healed) The Sigil is represented by a Phoenix rising from the flames.
	Duration
	Phys Rep Needed
	Sigil Placement Location

Mag	Advanced Description	Cost
1	Upon resurrection the Sigil Mage regains exactly 1 HP.	Base
2		
3		
4		
5		



Religious OC's

Cleric

OC purchase Cost: 2800xp

These men and women commune with their gods in order to receive divine aid, yet, the gifts of the gods comes at a high price. Clerics must use their gifts in order to further the causes of their faith. Most of those in this occupation are Novates to their church. It is their duty to aid the faithful, spread the word of and convert others to the ways of their god. Clerics give worship to all of the gods.

Note – Clerics serve all the Gods of Dracanus or of a racial pantheon where Specialty priests serve a single specific God.

Occupational Starting Skills

Free	Half Cost Skills
Theology (1 God) Reading/Writing Modern	Theology (per God) Reading Writing Modern

Special Abilities

Divine Miracles

Clerics may call upon their faith to perform divine miracles. The cleric must commune with the gods and request such miracles and if the deities view the cleric as worthy they are given such.

Miracles per Day						
Cleric Tier	Spell Tier					Cost
	1	2	3	4	5	
	Spells per Day					
1	6	0	0	0	0	1500
2	8	6	0	0	0	2000
3	10	8	6	0	0	2500
4	12	10	8	6	0	3000
5	14	12	10	8	6	3500

Turning Undead

Clerics and Priests of certain deities have the ability to “Turn” Undead. When confronted by the unliving the Cleric or Priest presents their Holy Symbol and invokes the name of their Deity along with a command for the monsters to return to where they came from. Priests of more Malign Gods may attempt to Control the undead instead of turning them. (Note some of the more intelligent undead can ignore this command (though it may cause them damage or Irritation) and quite possible focus on the Holy person that had the audacity to try!

Turning Undead (Cleric/Priest)					
	Tier 1 Cleric or Priest	Tier 2 Cleric or Priest	Tier 3 Cleric or Priest	Tier 4 Cleric or Priest	Tier 5 Cleric or Priest
Cost	1000	1500	2000	2500	3000
Tier 1 Undead	4	8	2D 8T	4D 6T	6D 8T
Tier 2 Undead	0	4	8	2D 8T	4D 6T
Tier 3 Undead	0	0	4	8	2D 8T
Tier 4 Undead	0	0	0	4	8
Tier 5 Undead	0	0	0	0	4

Restrictions

All clerics are restricted to using Bludgeoning type weapons, Club, Hammer, Mace, Staff, etc.



Specialty Priest

OC purchase Cost: See Pantheons

These men and women worship a specific God and receive spells and abilities in accordance to that which the divine being stands for. Specialty priests start with the same amount of spells per day as a cleric however they are limited in the spheres of magic that they gain access to due to receiving special abilities from their patron God. The specific pantheons of Dracanus are included in the Lore section; each god will have its spheres of Influence as well as any granted abilities, requirements of their faithful and other information.

Occupational Starting Skills

Free	Half Cost Non Tiered	Half Cost Tiered
Theology (God Worshiped)	Theology (per God)	

Special Abilities

All special abilities granted by the Deity will be listed in the Pantheons section with the relevant deity.

Divine Miracles

Specialty Priests are able to call upon their deity to perform divine miracles; they however are limited to the spheres of their patron deity. They receive the first Tier of Miracles for free the cost is listed for those who convert or multiclass into this OC.

Miracles per Day						
Priests Tier	Spell Tier					Cost
	1	2	3	4	5	
Spells per Day						
1	4					2000
2	6	4				2500
3	8	6	4			3000
4	10	8	6	4		3500
5	12	10	8	6	4	4000



Divine Miracles

This covers the miracles performed by those faithful to a divine being. Though similar in effect to Arcane Magic the holy men and women of the clergy are asking the God they follow to grant them their favor and act as conduits for them. **NOTE:** Since divine miracles are granted by the Gods the deity in question may REFUSE to grant the miracle though it is not common a Deity may refuse (when the miracle is cast NOTHING HAPPENS the miracle in question is still cast but there is no effect).

Spheres of Influence

All divine magic is organized into spheres of Influence, whereas clerics may draw from all of the spheres, Priests are limited to those spheres in which their patron deity has sway.

Spheres of Influence	Description
All	This sphere contains miracles available to all Clergy; They tend to be basic miracles that allow the worshiper to perform their basic duties.
Animal	This sphere contains the miracles that effect insects and animals in some way. The sphere is accessed mostly by those who commune with nature or worship a God dedicated to animals or nature.
Charm	These Miracles affect the attitudes, emotions and mental state of the worshiper or those the miracle are cast upon.
Combat	These miracles call upon the worshiper's God to cause harm to others.
Creation/ Destruction	These Miracles allow a worshiper to create things from nothing, change one thing into another, or destroy objects.
Divinitation	These Miracles are used to reveal information of some sort to the worshiper
Elemental	These Miracles affect the four elements, fire, water, earth and air.
Guardian	Calls forth a being to guard over a specific item, area or person.
Healing	These miracles are used to cure/cause wounds, regrow lost limbs, remove poisons, and cure diseases.
Necromantic	These miracles can be used to restore or remove some semblance of life to a creature or give and take life from others.
Planar	This sphere grants access to miracles that allow travel through or communication with other planes of existence.
Plant	Miracles that deal with plants, from those that affect agriculture to communicating with plant like creatures.
Protection	Miracles that bestow some protective ward for the priests, their charges or items that such is placed upon.
Summoning	These miracles will call forth items, beings and other things from distant locations.
Weather	Miracles that deal with affecting the natural elements of an area or region, Clerics and priests can manipulate the weather in many different regards.

Divine Miracle List

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Break/Repair Limbs	Augury	Animate Dead	Drain/Restore Life	Atonement
	Deafen	Command	Neutralize Poison	Breath of Life
Comprehend Languages	Detect Spirit	Control Undead		
	Globe of Air	Cure Medium		
Cure Minor Wounds	Hold Undead	Wounds		
		Elemental Shield		
Detect Magic		Plant Door		
Holy Light		Regenerate Limb		
Magic Stone				
Repel Undead				

Divine Miracles Descriptions

Explanation of the Divine Miracle Table:

Tier: This is the overall power of the Divine Miracle and is significant to the amount of times that a Cleric or Priest can call for a Divine Miracle each day.

Name: The name of the Miracle that the Cleric or Priest is calling upon from their Deity

Duration: This is how long the effects last or when they will take effect.

Sphere: This denotes the category type of the Miracle; it is significant mostly to specialty priests that may have limited or no access to specific types of magic as it goes against the ethos of the Deity.

Phys Rep Needed: Any Physical materials that are needed to represent the effects of the Miracle.

Base Description: A generalized description of what the miracle will accomplish.

Prayer: The words that a Cleric or Priest needs to say to summon forth the power of the Miracle to be cast. The Prayer unlike Arcane spells does not have to be spoken verbatim. We encourage players to devise their own unique prayers that seek out the aid of their Deity as well as gives a basic understanding of what the miracle will do.

Magnitude (Mag): This denotes the power of the Miracle to be performed as the priest gains experience they also acquire more faith and trust in their Deity allowing them to become better receptacles of the Divine Power.

Advanced Description: This out lines more exacting information on the effects of the Miracle, what it does how many it affects, for how long, the range of the Miracle and much more.

Cost: The experience required to upgrade the miracle to the next magnitude. Base is what each Priest or Cleric is able to call upon when pray for the spell, each magnitude must be purchased in sequence.

Note: Unlike Alchemical Recipes, Arcane Spells and Magical Sigils, Clerics and Priests do not have to collect or learn to use Divine Miracles. They are intuitively aware of all the Miracles that are available to them from their Deity. Those able to use Divine Miracles should however note down any Miracle that they have increased in Magnitude.



Tier 1

Break/Repair Limbs

Duration	Sphere	Phys Rep Needed
Instant	Healing	Miracle Card
Base Description	This will cause the bones in a person's appendage to break or be completely repaired, upon the mere touch of the cleric/priest	
Prayer		
Mag	Advanced Description	Cost
1	Repairs/Breaks 1 broken bone in the recipient.	Base
2	Repairs/Breaks 3 broken bones in the recipient	
3	Repairs/Breaks 5 broken bones in the recipient	
4	Repairs/Breaks 7 broken bones in the recipient	
5	Repairs/Breaks 10 broken bones in the recipient	

Comprehend Languages

Duration	Sphere	Phys Rep Needed
See Advanced Description		
Base Description	The caster is able to understand the spoken word or text that they are touching. Though they understand what is said or written they may not grasp the meaning of the words. This Miracle will not decipher encrypted messages or reveal hidden messages, nor will the caster be able to speak the language that they hear or read.	
Prayer		
Mag	Advanced Description	Cost

1	When cast this miracle allows the player to understand anything written or spoken for 30 seconds.	Base
2	When cast this miracle allows the player to understand anything written or spoken for 60 seconds.	
3	When cast this miracle allows the player to understand anything written or spoken for 120 seconds. The Caster may respond to verbal communications that require simple yes or no answers and be understood.	
4	When cast this miracle allows the player to understand anything written or spoken for 150 seconds. The Caster may respond to verbal communications with short sentences (less than 10 words).	
5	When cast this miracle allows the player to understand anything written or spoken for 180 seconds. The Caster may respond and be understood for the duration of the miracle.	

Cure Minor Wounds

Duration	Sphere	Phys Rep Needed
Instant	Healing	Miracle Card
Base Description	This miracle restores a small amount HP to any person that the caster decides to bestow it upon. HP restored cannot exceed the player's maximum amount. This miracle will NOT restore any lost DP.	
Prayer		
Mag	Advanced Description	Cost
1	Restores 3 HP	Base
2	Restores 6 HP	
3	Restores 10 HP	
4	Restores 15 HP	
5	Restores 20 HP	

Detect Magic

Duration	Sphere	Phys Rep Needed
Base Description		
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Holy Light

Duration	Sphere	Phys Rep Needed
Base Description	This miracle has two purposes, to provide illumination and to repel undead creatures. However once cast it must be centered on a location and cannot be moved. Should the caster move outside of the lit area, performs a hostile act, or more people enter the radius than the aura can accommodate the miracle ends. Note regardless of the magnitude of the miracle there are some undead creatures that are so powerful that they are able to ignore the effect.	

Prayer		
Mag	Advanced Description	Cost
1	When this miracle is cast it creates a stationary aura of light that extends outwards in a 3ft diameter. The spell also acts to repel any minor undead creatures (Tier 1 undead). (Undead are unable to enter the lit radius or strike at anything within the lighted area. The aura of light is only able to accommodate the caster.	Base
2	When this miracle is cast it creates a stationary aura of light that extends outwards in a 5ft diameter. The spell also acts to repel any minor undead creatures (Tier 2 undead or less). Undead are unable to enter the lit radius or strike at anything within the lighted area. The aura of light can accommodate 3 people including the caster.	
3	When this miracle is cast it creates a stationary aura of light that extends outwards in a 7ft diameter. The spell also acts to repel any minor undead creatures (Tier 3 undead or less). Undead are unable to enter the lit radius or strike at anything within the lighted area. The aura of light can accommodate 10 people including the caster.	
4	When this miracle is cast it creates a stationary aura of light that extends outwards in a 7ft diameter. The spell also acts to repel any minor undead creatures (Tier 4 undead or less). Undead are unable to enter the lit radius or strike at anything within the lighted area. The aura of light can accommodate 10 people including the caster.	
5	When this miracle is cast it creates a stationary aura of light that extends outwards in a 10ft diameter. The spell also acts to repel any minor undead creatures (Tier 5 undead or less). Undead are unable to enter the lit radius or strike at anything within the lighted area. The aura of light can accommodate 10 people including the caster.	

Magic Stone

Duration	Sphere	Phys Rep Needed
		Spell card, Mana Bag for each stone enchanted
Base Description	Produces a magical stone when thrown at a target causes Damage to anyone it strikes as though it is an enchanted weapon. If used against undead creatures it causes double the damage	
Prayer	I call upon the power of (insert deities name) to imbue this/these (number of) stone/s with divine power	
Mag	Advanced Description	Cost
1	The enchanted stone causes 4 points of damage to the target it strikes and acts as a +1 enchanted item. Note: do not add the +1 to the damage being caused this number merely indicates that it acts as a weapon in regards to what it can strike.	Base
2	The enchanted stone causes 6 points of damage to the target it strikes and acts as a +2 enchanted item. The caster may opt to enchant two stones that will cause 3 points of damage and act as a +1 enchanted item.	
3	A single enchanted stone causes 8 points of damage and acts as +3 enchanted item or the caster may opt to enchant 2 stones which causes 4DMG and act as a +2 enchanted item or 3 stones for 3 DMG and act as +1 enchanted item.	
4	A single enchanted stone causes 10DMG acts as a +4 enchanted item or 2 stones that cause 8DMG acts as a +3 enchanted item or 3 stones that cause 6DMG and act as a +2 enchanted item or 4 stones that cause 3DMG and act as a +1 enchanted item.	
5	A single enchanted stone causes 12DMG and acts as a +5 enchanted item or 2 stones that cause 10DMG and acts as +4 enchanted item, 3 stones that cause 8DMG and acts as a +3 magical item, 4 stones that cause 6DMG and act as a +2 enchanted item or 5 stones that cause 3 Damage and act as a +1 enchanted item.	

Repel Undead

Duration	Sphere	Phys Rep Needed
Base Description	Undead Equal to or less in Tier then the person under the effect of this miracle will not be able to approach within 5ft. However if the Cleric/Priest/Paladin attempt engage or approach the undead the spell ends and the Undead will no longer be repelled.	
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		



Tier 2

Augury

Duration	Sphere	Phys Rep Needed
Base Description	This miracle allows the Cleric or Priest to request divine aid in the form of information, it is of particular use to Clerics, Priests and Paladins whom have fallen into disfavor with their deity and must learn what actions to perform as penance. Note that when making use of this Miracle it is quite possible for the response to be "I don't know" or with no response what so ever depending on the magnitude of the spell being cast. If the answer exceeds the amount of words available to the magnitude the miracle ends immediately with no information gained. Any answers received will always be the truth however they may be cryptic as divine beings rarely like being contacted by mortals. The caster must also state the sort of question(s) during the casting of the spell. IE a Cleric able to cast a M3 Augury must state that they are asking 3 yes or no questions or 2 questions of a 10 or less answer etc.	
Prayer		
Mag	Advanced Description	Cost
1	The Caster may ask a single question that can be answered with a yes or no as the response.	Base
2	The Caster may ask 2 questions that can be answered with a yes or no response or 1 question that can be answered with a sentence of 10 or less words.	
3	The Caster may ask 3 questions that can be answered with a yes or no response, 2 questions that can be answered in with sentences of less than 10 words or 1 question with an answer of 20 words or less.	
4	The Caster may ask 4 questions that can be answered with a yes or no response, 3 questions that can be answered in sentences of 10 words or less, 2 questions that can be answered in 20 words or less or 1 question that can be answered in 40 words or less.	
5	The Caster may ask 5 questions that can be answered with a yes or no, 4 questions that require an answer that is 10 words or less, 3 questions with an answer of 20 words or less, 2 questions of 40 words or less, or 1 question that requires an extremely detailed explanation.	

Deafen

Duration	Sphere	Phys Rep Needed
Base Description		
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Detect Spirit

Duration	Sphere	Phys Rep Needed
Base Description		
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Globe of Air

Duration	Sphere	Phys Rep Needed
Base Description		
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Hold Undead

Duration	Sphere	Phys Rep Needed
Base Description		
Prayer		
Mag	Advanced Description	Cost
1		Base
2		

3		
4		
5		



Tier 3

Animate Dead

Duration	Sphere	Phys Rep Needed
Base Description	This will cause any corpse or skeleton to regain mobility and be at the control of the caster. Corpses become zombies and skeletons as the name imply become animated bones.	
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Command

Duration	Sphere	Phys Rep Needed
Base Description		
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Control Undead

Duration	Sphere	Phys Rep Needed
Base Description	The caster is able to take control of specific undead within their line of sight.	
Prayer	By the divine power of (state Deities name) I command thee to.....	
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Cure Medium Wounds

Duration	Sphere	Phys Rep Needed
Base Description	This Miracle will allow the Clergy person to heal a greater amount of wounds sustained by the person, note that the healer may only restore the maximum amount that the target had before sustaining injuries.	
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Elemental Shield

Duration	Sphere	Phys Rep Needed
Base Description	When Cast, a shield comes into existence that protects the user from one Element	
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Plant Door

Duration	Sphere	Phys Rep Needed
Base Description	When called upon the caster is able to enter any Plant equal or greater in size to themselves and travel to another plant of equal or greater size	
Prayer		
Mag	Advanced Description	Cost
1	The caster may enter a plant of equal or greater size and travel to another within a 50 yard radius.	Base
2	The caster may travel to another plant within 100 yards or bring a Second individual with them to another plant within 50 yards.	1000
3	The caster may travel to another plant within 150 yards or bring a Second individual with them to another plant within 100 yards, or 3 persons to another plant within 50 yards.	1500
4	The caster may travel to another plant within 200 yards or bring a Second individual with them to another plant within 150 yards, or 3 persons to another plant within 100 yards, or 4 People to another within 50 yards.	2000
5	The caster may travel to another plant within 250 yards or bring a Second individual with them to another plant within 200 yards, or 3 persons to another plant within 150 yards, or 4 People to another within 100 yards, or 5 people to a Plant within 50 yards.	2500

Regenerate Limb

Duration	Sphere	Phys Rep Needed
Base Description	This miracle will cause a lost limb to completely regenerate itself provided that the ends of the wound have not been cauterized. Note if the severed appendage is held in place the spell will knit them back together, also it is not possible to grow a second identical individual out of a severed limb.	
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		



Tier 4

Cure Serious Wounds

Duration	Sphere	Phys Rep Needed
Base Description	By means of this miracle the one of the faithful may Heal an injured person restoring health points. Note that the miracle will only restore up to the Maximum amount of HP the person has any points that would exceed such are lost.	
Prayer		
Mag	Advanced Description	Cost
1	Restores 10HP	Base
2	Restores 14HP	
3	Restores 18HP	
4	Restores 22HP	
5	Restores 25HP	

Drain/Restore Life

Duration	Sphere	Phys Rep Needed
Base Description	This spell will restore lost XP or in the case of its reverse remove XP from a target. (Note using this spell to remove XP is considered to be an act of evil). Players can only regain XP that has been lost from spells or Life Draining creatures it will NOT restore XP removed by marshals or Admin for punitive purposes.	
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Neutralize Poison

Duration	Sphere	Phys Rep Needed
Base Description	When cast this miracle will remove any poisons or toxins in a single person	
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		



Tier 5

Atonement

Duration	Sphere	Phys Rep Needed
Base Description	When cast this miracle removes the stain of any act performed by the recipient that may have caused them to fall into disfavor of the deity. Clerics, Priests and Paladins that have lost abilities or spells have such returned to them and they are made aware of the transgression they made which caused them to fall into disfavor. NOTE this miracle must be cast by a Cleric or Priest of the same faith as the recipient. The Cleric or Priest may also demand a hefty donation or the performance of a task for requesting such divine forgiveness; furthermore there are some transgressions that cannot be atoned for.	
Prayer	I call upon the Power of (deities name) to absolve this person of any transgressions they have made and cleanse their soul of that which has corrupted them.	
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Breath of Life

Duration	Sphere	Phys Rep Needed
Base Description	When performed this miracle will restore life into a recently deceased person (must be cast within 4 hours of death and the majority of the body must be intact) The miracle will not restore any limbs or cleanse the body of any toxins or poisons, it is quite possible for a cleric or priest to resurrect a being only to see the individual die once again from whatever may have killed them.	
Prayer		
Mag	Advanced Description	Cost
1		Base
2		

3		
4		
5		



Pantheons of Dracanus

This Chapter is dedicated to the deities worshiped by the various prominent Species of Dracanus; the tables below are set up for use by those wishing to become Specialty Priests dedicated to one of the Gods. It also contains useful information for those who have an interest in the variety of theology in the world of Dracanus.

All of the following gods have a commonality they all came into existence fully formed and cognizant from the swirling ethers of the cosmos that has always existed. It is unknown what the ethers truly are or if it has any form of intelligence of its own.

Regarding Players, You are not required to worship or follow any of the gods listed, nor must you adhere to your particular Species' Gods you may choose to worship any god of any Pantheon or to abstain from following any god what so ever, however if you do chose to take a god that is not part of your Species' Pantheon be sure to have a reason as to why they follow such.

Table Explanation

This explains the setup for each of the Deities listed below.


Holy Symbol	Notes about Symbol	OC Purchase Cost			
An Image of the holy symbol worn by the Clergy of the Pantheon.	Any information not shown in the image that is relevant to the holy symbol	Turn/Command or Destroy Undead			
		Description			
		This is information about the god, who the primary followers might be any other information we feel is important for a Specialty Priest to know			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Specific Aspect of the Gods Faith	Specialty Priests may access only Miracles of Tiers 1-5 from these spheres	Specialty Priests may access only Miracles of Tiers 1-3 from these spheres	The Weapons that a Specialty Priest is permitted to use
These are some of the tasks and duties expected to be performed by the Priests.					
Free Starting Skills		Special Divine Gifts/Powers			
Free Tiered, Non-Tiered and Combat Skills that the specialty Priest of the God begins with		Special Powers that Specialty Priests are granted as long as they are in Favor of the god they worship			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Any Special restrictions that the priest must abide by		Any items equipment or clothing that is provided to the priest by the faiths organization			
Vestments					
A description of any articles of clothing that the priest is required to wear to showcase their faith to their god.					




Human Gods

Humans have their own Gods separate from all the other Species.


Biranas

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead		No	
		Description			
		The Followers of Biranas are spread far and wide, traveling from town to town and city to city always in search of new songs, stories and poetry add to their repertoire and share with any they happen to meet. Bards and Minstrels are common devotees of this god of music but it's said that Biranas smiles upon any that spins a good tale or sings at the campfire.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Art	All	Animal	
Learn and share stories, music, poetry etc. from any and all possible sources and share such with others.	Bards	Charm	Guardian		
	Lore	Combat	Plant		
Encourage and teach those with the potential for any arts.	Music	Creation/	Weather		
	Song	Destruction			
Compete in the Barantas (See Lore Section)	Stories	Divination			
		Healing			
		Protection			
Free Starting Skills	Special Divine Gifts/Powers				
Artisan	Priests of Biranas are able to use any of the "Mob Effect" skills available to Bards.				
Forbidden Lore					
Musical Instrument					
Read/Write (modern Lang)					
Singing					
Spirit Craft					
Theology (Biranas)					
Special Restrictions		Equipment and Gear Supplied by the Faith			
When to Priests of Biranas meet they must immediately engage in a "Barantas" (see description in Lore). To begin the first to state Barantas is permitted to choose the form of the competition (story, song, Musical Instrument).		1 Hymnal (book of Song)			
		Holy symbol			
		1 musical instrument or 1 item for artistic expression			
Vestments					
The Specialty Priests of Biranas have no particular form of vestments or outfit. There is no way of identifying them from other travelers even when their holy symbol is visible.					

Cellest


Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		The Faithful of Cellest can be found wherever people can be found, They prefer to be in large communities, where there is an active social scene. They tend to establish a church or temple where they can perform marriages and hold large parties. The Goddess of Cellest is known to smile upon any acts of pleasure.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Beauty	All	Combat	
Perform Marriage rituals		Love	Charm	Creation/	
Act as a Match Maker		Lust	Divination	Destruction	
Indulge in passions		Passion	Healing	Elemental	
			Guardian	Summoning	
			Protection		
Free Starting Skills		Special Divine Gifts/Powers			
Spirit Craft		Charm as per the Arcane Spell T2, M5 by touch 3 times per day.			
Theology (Cellest)		Note this spell will not affect those that are hostile towards the user.			
Special Restrictions		Equipment and Gear Supplied by the Faith			
The Priests of Cellest are required to maintain their appearance they must always appear fresh and well groomed		crimson toga-like robes			
		wide silver belt			
		shear crimson wrap			
		Scriptures			
Vestments		2 vials of holy water			
Priests of Cellest wear crimson toga-like robes, with a wide silver belt, edged in gold with the holy symbol set into the Belt buckle. They also wear a shear crimson wrap draped over their shoulders and the holy symbol on a silver chain around their neck.		1 Holy Symbol/Necklace			

Declaran

Holy Symbol	Notes about Symbol	OC Purchase Cost	
		Turn/Command or Destroy Undead	Turn/Destroy
		Description	


		Declaran is the goddess of all things related to battle and war. She does not concern herself with the motivations behind those engaged in such only that such is proceeding forth. That is not to suggest that she is blood thirsty or that she yearns for battle, merely that she and her followers be prepared for war at all times as “peace is merely a prelude to war.”			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Battle	All	Divination	Any
Learn Combat tactics and strategies		Combat	Combat	Charm	
Train the able bodied in combat and tactics		Soldiers	Creation/ Destruction	Summoning	
Act as an adviser during times of war		Strategy			
		War	Healing		
		Warriors	Guardian		
			Necromantic		
			Protection		
Free Starting Skills		Special Divine Gifts/Powers			
Spirit Craft					
Theology (Declaran)					
Special Restrictions		Equipment and Gear Supplied by the Faith			
		1 Suit of Armor			
		1 Shield			
		1 Weapon of Choice			
		1 War horn			
Vestments		1 Belt			
The Priests and Priestess of Declaran wear armor suited to their rank; the lowest Acolytes wear leather, whereas the Cardinals and Bishops wear Field Plate. The state of the armor also depends on the sect of the Goddess one is part of as some of the more fanatical cause wars while others attempt to prevent such.		1 Pair of Breeches			
		1 Pair of Boots			
		1 Holy Symbol			
		1 Book of Holy Scriptures			
		1 Tunic			

Devanna

Holy Symbol	Notes about Symbol	OC Purchase Cost	
		Turn/Command or Destroy Undead	Turn/Destroy
		Description	


		Devanna is the patron god of Healers and Medics; their primary responsibility is to aid in all forms of maintaining life. Followers of Devanna are required to be pacifists they are sworn never take life and therefore are not permitted to wield weapons of any sort, nor are they permitted to engage in combat.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Birth	All	Charm	None
Respond to all who call upon the priest for healing.		Healing	Creation/ Destruction	Divinitation	
Teach healing to those who wish to learn.		Life		Summoning	
		Medicine	Healing	Weather	
			Guardian		
			Necromantic		
Free Starting Skills		Special Divine Gifts/Powers			
Anatomy (Advanced) T1	Sewing	Any Divine Miracle from the Sphere of Healing can be increased for HALF the XP cost.			
Anatomy (Basic)	Spirit Craft				
Biology	Theology (Devanna)				
Healing (basic)					
Herbalism					
Medicine					
Special Restrictions		Equipment and Gear Supplied by the Faith			
Specialty Priests of Devanna are not permitted to use weapons or engage in any form of combat		Healers bag embroidered with the symbol of Devanna	1 pair of Tan Braies		
			1 Apron with Pockets		
			2 Vials of Holy Water		
		1 pair of gloves			
Vestments		1 Cream Coif			
The faithful of Devanna wear vestments that consist of a cream coif, green tunic and brown braies, with a pocketed apron, and a bag embroidered with Devanna's holy symbol embroidered upon it.		1 Green Tunic			
		1 Pair of Footwear			

Landaras

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Landaras is the patron goddess of the ocean ships and sailors. The Goddess favors those that take to the sea provided they offer up suitable Tributes or Sacrifices. Much like the Ocean she can be very fickle and change moods rapidly being calm and gentle before raging and turbulent within a hearts beat.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Oceans	All	Animal	Cutlass
Keep accurate charts maps and records detailing		Sailors	Combat	Charm	Gaff Hook


voyages, new lands, and environmental conditions	Sailing	Elemental	Creation/ Destruction	Boarding Axe
	Sea	Healing	Divinitation	Boarding Pike
	Ships	Guardian	Summoning	Dagger/Dirk
	Water	Necromantic		Knife
Free Starting Skills	Special Divine Gifts/Powers			
Navigation (Water Based)	Purify - removes all toxins and poisons from water sources making it consumable			
Seamanship	3times/day			
Spirit Craft				
Theology (Landaras)				
Special Restrictions		Equipment and Gear Supplied by the Faith		
		1 linen collarless shirt		
		1 pair of baggy trousers		
		1 short jacket		
		1 pair of soft soled boots		
Vestments		1 map case		
Priests of Landaras wear linen collarless shirts, baggy trousers with leather pockets and short jacket much like any other sailor but only in dark blues and grays.				

Malcos

Holy Symbol	Notes about Symbol	OC Purchase Cost			
	<p>Written in the outer ring are the words "Those found Guilty shall receive Punishment"</p>	Turn/Command or Destroy Undead		Turn/Destroy	
		Description			
		<p>The twin brother of Territh. Malcos delights in punishing those that have fallen from grace, he has a particular love of Paladins that have broken from their path of righteousness. He tends to work with his brother Territh but to punish and torment those that are found guilty.</p> <p>Malcos has a particular distaste for undead whom he consider to be evading the final punishment his followers are tasked with destroying any they encounter.</p>			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests	Anarchy	All	Elemental	Double edged	
Render sentencing on those found guilty and administer.	Crime	Charm	Guardian	Long Sword	
	Cowardice	Combat	Healing	Executioner	


Seek out those who escape the law or justice.	Lies	Creation/	Planar	Axe
Attend Legal Proceedings	Vengeance	Destruction	Protection	Misery Chords
Destroy any undead they encounter.		Divination	Summoning	
		Necromantic	Weather	
Free Starting Skills	Special Divine Gifts/Powers			
Appraising T1	Detect Evil in a 10ft Radius – This ability can be used as often as the Priest desire however they must concentrate and not perform any other actions while doing so.			
Awareness T1				
Criminology	Forced Confession – 3 Times per Day The cleric can force a target to confess to any crime they may have committed regardless of the severity of the crime or if it has been atoned for.			
Local Law				
Spirit Craft				
Theology (Malcos)	Detect Lies – 3 times per day (this ability acts like the Alchemical Serum of Truth M5)			
Weapons Use (Stiletto)				
Special Restrictions		Equipment and Gear Supplied by the Faith		
If a Priest of Malcos encounters an Undead creature they MUST destroy it.		Holy Symbol		
		Black Robes		
		Executioners Hood		
		Scriptures		
Vestments		1 Weapon of choice		
The vestments of the faithful of Malcos wear black robes with bone white trim, Black Gloves and an Executioners Hood. Any Armor they chose to wear should also be black or blackened and worn beneath their robes.		2 Vials of Holy Water		
		1 pair of Footwear		
		2 Misery Chords		
		(stiletto's)		

Maris

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead		Turn/Destroy	
		Description			
		Maris is the goddess of nature and the wilderness, her domain is the outdoors and shrines to her can be found in forests, mountains, deserts and anyplace that civilization has not overtaken. Rangers tend to give homage to her and can be found among her principled followers.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Animals	All	Combat	Bow
Maintain the natural balance in the wilderness	Nature	Animal	Creation/	Dagger/Dirk	
Tend to sick or injured plants or animals	Weather	Elemental	Destruction	Knife	
Prevent poachers and hunters from capturing/killing rare or endangered animals	Wilderness	Healing	Guardian	Short Sword	
		Necromantic	Protection	Quarterstaff	
		Plant	Summoning		
Free Starting Skills		Special Divine Gifts/Powers			


Botany	Theology (Maris)	Speak with a specific type of animal
Healing	Tracking T1	Plant Door 3 times a day The priest can enter any plant that is the same size as or larger than themselves and instantly travel to another plant equal to or greater than themselves in size within 100 yards.
Herbalism	Trapping T1	
Medicine	Zoology	
Species Lore		
Spirit Craft		
Special Restrictions		Equipment and Gear Supplied by the Faith
Priests of Maris will only use the Trapping Skill to Disarm Traps in order to protect wildlife.		Holy Symbol
		Brown cowl
		Greenish grey tunic
Vestments		Dark brown trousers
		Scriptures
The vestments of the faithful of Maris wear a brown cowl, a greenish grey tunic and dark brown trousers. Any armor they chose to wear should be well oiled leather.		2 Vials of Holy Water
		1 Weapon of choice
		1 pair of Footwear

Ranalish

Holy Symbol	Notes about Symbol	OC Purchase Cost			
	Some Divisions of the faith depict the scale in the holy symbol with Weights and the balance higher on one side then the other or the scale being broken.	Turn/Command or Destroy Undead		Command	
		Description			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Barter	All	Divinitation	
Act as a Deal Broker and oversee any deals or exchanges for products and services.		Commerce	Charm	Elemental	
		Economy	Creation/ Destruction	Guardian	
Currency Exchange.		Markets	Healing	Summoning	
Appraise items of value (including services)		Merchants	Necromantic		
		Trade	Planar		
			Protection		
Free Starting Skills		Special Divine Gifts/Powers			
Appraising T1					
Income T1,T2					
Read/Write (Modern Language)					
Spirit Craft					
Theology (Ranalish)					
Special Restrictions		Equipment and Gear Supplied by the Faith			
The Faithful of Ranalish must always collect a fee for any		Holy Symbol			


service or task they perform for others.	1 collared tunic	
	1 waistcoat	
	1 pair of trousers	
Vestments	1 pair of Footwear	
The Faithful of Ranalish wear expensively tailored collared stark white tunics, black waistcoats, Crimson tailcoats and black trousers along with a Tricorn Cap with the mark of the faith embroidered upon it.	1 TriCorn hat	
	1 accounting book	
	1 Quill Pen or stylus	
	1 bottle of Ink	

Sharith


Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests	Alchemy	All	Combat	Dagger	
Collect and safeguard Spells, Sigils and Alchemical formulae.	Knowledge	Charm	Elemental	Dirk	
	Magic	Creation/	Guardian	Knife	
	Wisdom	Destruction	Summoning	Club	
		Divination		Quarter Staff	
		Healing		Hand	
		Necromantic		Crossbow	
		Planar			
	Protection				
Free Starting Skills	Special Divine Gifts/Powers				
Forbidden Lore	Once per Day Specialty Priests of Sharith may create an Alchemical potion equal to half their casting tier. The potion will last for 12 hours before it complete Evaporates. The Mixture contains no actual ingredients and can therefore NOT be distilled by Alchemists to learn recipes.				
Read Write (Modern Languages)					
Spell Craft					
Spirit Craft	Able to Learn Sigils at double the cost (Use Bards spell progression table)				
Theology (Sharith)	May Learn Arcane spells at double the cost (Use Bards spell progression table)				
Special Restrictions		Equipment and Gear Supplied by the Faith			
May not wear armor		Holy Symbol			
		Hooded grey robe			
		Scriptures			
		2 Vials of Holy Water			
Vestments		1 pair of Footwear			
Priests of Landaras wear dark grey hooded robes, embroidered with alchemical and arcane sigils. They tend to wear their holy symbol on a cord or chain around their neck.		1 Weapon of choice			

--	--	--

Sidaran


Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead	Turn/Command		
		Description			
		The followers of Sidaran are tasked with the upkeep and maintenance of the resting places of the dead, be it crypts, mausoleums, tombs, graveyards or any other place where the dead are kept. They also see to the internment of dead and ensure that any undead at the location are not a threat to visitors or the current residents.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Catacombs	All	Healing	
Oversee funeral arrangements for the deceased		Crypts	Combat	Divination	
Maintain any location that is meant to house the dead, such as graveyards, crypts, tombs etc.		Dead	Creation/ Destruction	Elemental	
Ensure that undead in the area do not pose a threat to innocent living beings or the sanctity of the resting places		Funerals		Planar	
		Graveyards	Guardian	Summoning	
		Tombs	Necromantic	Weather	
		Undead	Protection		
Free Starting Skills		Special Divine Gifts/Powers			
Carpentry		Sense Undead 3 times per day			
Forbidden Lore		Speak with Undead 3 times per day			
Spirit Craft					
Theology (Sidaran)					
Theology (Human)					
Special Restrictions		Equipment and Gear Supplied by the Faith			
		1 black tunic			
		1 black trouser			
		1 black cowl			
		Scriptures			
Vestments		2 Vials of Holy Water			
Black Robes and cowl or with a white Skull Mask when overseeing funeral arrangements. The Priest may also wear a specially detailed suit of Black Leather Armor that has the details of a Skeletal Torso formed into it.		1 pair of Footwear			
		Holy Symbol			

Territh

Holy Symbol	Notes about Symbol	OC Purchase Cost	
		Turn/Command or Destroy Undead	Turn/Destroy
	Priests will have the holy emblem embroidered	Description	


	upon their tabard as well as wear a medallion. They may also have it emblazoned upon a shield if they carry such.	The twin brother of Malcos. Though the two gods seem to be very opposite to one another they tend to work well particularly when Advocating or presiding over a legal proceeding, such as trials and tribunals. Paladins, Guardsmen and other enforcers of Law and justice favour Territh.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Guards	All	Guardian	Hammer
Attend, and advocate as judges, Defense and/or prosecution as requested		Honor	Combat	Healing	
		Judges	Creation/	Summoning	
Assist the local constabulary or guardsmen in maintaining law and order		Justice	Destruction		
		Law	Charm		
Uphold the law, maintain order		Peace Keepers	Divinitation		
		Truth	Protection		
		Valor	Necromantic		
Free Starting Skills		Special Divine Gifts/Powers			
Criminology					
Etiquette					
Heraldry					
Local Law					
Spirit Craft					
Theology (Territh)					
Special Restrictions		Equipment and Gear Supplied by the Faith			
		Holy Symbol (Medallion)		1 WarHammer	
		1 White Tabbard with holy symbol Embroidered over the heart.			
Vestments		1 Blue Tunic			
The Priest of Territh wear a White Tabbard with the holy symbol emblazoned over the heart along with a Blue tunic, Black Breaches and Silver bracers, Curriase, Pauldrons and Greives.		1 pair of Breeches/Pants			
		1 pair foot wear			
		1 Book of Local Laws			
		2 Vials of Holy Water.			

Trevain “The Wander”

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Trevain “The Wander” feels the call of the road strongly and enjoys nothing more than the thrill of discovering new places and exotic locales. Her burning curiosity keeps her from lingering to long in any one place and she is always ready to set out to see what is over the next rise.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted

Duties Expected of Specialty Priests		Adventure	All	Animal	Staff
To Travel and explore		Exploration	Combat	Elemental	
Create extensive maps of the places they explore		Journey's	Creation/	Plant	
		Travel	Destruction	Summoning	
		Wanderlust	Healing	Weather	
			Necromantic		
			Planar		
			Protection		
Free Starting Skills		Special Divine Gifts/Powers			
Awareness Tier 1					
Cartography					
Spirit Craft					
Theology (Trevain)					
Special Restrictions		Equipment and Gear Supplied by the Faith			
		Holy symbol			
		Green tunic			
		Breaches			
		Boots			
Vestments		1 Map Case			
Priests of Trevain wear dark green knee length tunics and brown breaches with ankle high boots. They edge their tunics with teal to denote rank.		1 Quill Pen or Stylus			
		1 Bottle of Ink			
		1 Walking Staff			

Valtharin “The Lady of Storms”

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead		No	
		Description			
		Valtharin is a very fickle and vain goddess prone to emotional mood swings with very little warning. Even those that don't worship her directly tend to offer up gifts and sacrifices to curry her favour in the hopes of calm and gentle weather.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Hurricanes	All	Guardian	Trident
Regularly offer up tithes to the Goddess		Lightening	Combat	Planar	Sledge
		Storms	Creation/	Protection	Maul
		Thunder	Destruction	Summoning	
		Tidal Waves	Elemental		
		Tornadoes	Healing		

		Necromantic		
		Weather		
Free Starting Skills		Special Divine Gifts/Powers		
Spirit Craft		Lightening Blast 3 times per day. The Priest calls upon Valtharin to strike targets with blasts of lightening 5 bolts will snake down from the heavens striking any targets indicated by the Priest Each Bolt does 10Dmg and stuns for 30 Seconds.		
Theology (Valtharin)				
		Quake (causes knockdown)		
		Gale Force (Knock Back)		
Special Restrictions		Equipment and Gear Supplied by the Faith		
		Holy symbol		
		1 set of Robes		
		1 set of Breeches		
		1 pair of boots or shoes		
Vestments				
Priests of Valtharin wear very dark grey (almost Black) robes and breeches. They edge their tunics with electric blue lightning bolts, waves and swirls for decoration and to denote rank.				



Dwarven/Gnomish/Hadlin Gods

Dwarves, Gnomes and Hadlin consider each other distant cousins; they follow the same gods as one another though Dwarves consider themselves the favored child whereas Gnomes typically don't consider the matter whatsoever preferring a more scientific belief that does not involve the divine.

Theology: Darragh and Avalha stepped from the Ethers first as husband and wife. Followed by Darragh's Brothers; Tahlgar, Mithagan, and Mallick.

Darragh began immediately to form the Mountainous plane of existence that he and his Wife and Brethren would inhabit, first was a home Which Avalha would rule over, a Small Lab was added for Mithagan to tinker and experiment with his love for crafting new and unusual things and hopefully stem this young brothers penchant for pulling pranks on his elder brothers. Next was the Armory and Library for Tahlgar, whom would write out the codes of Law and Justice, while practicing at armed and unarmed combat. Extensive Tunnels were created some leading to the surface of the mountain and others leading to various Mines and other random Locations. Finally Darragh set up his forge, at the very center and root of the Mountain where he began to craft more of the universe and all that is in it. From the Sparks of Darragh's Creation were the souls of the first Dwarves which Darragh set down into the world.

When Mithagan saw Darragh's creation he teased Mallick that he could never measure up to Darragh's accomplishments, The eldest brother married the Beautiful Avalha whom Mallick yearned for and now he created the Dwarves which would be Darragh's and Avalha's children. Mallick jealous and envious of his Elder brother snuck into Darragh's smithy and gathered up the still warm slag from the creation and hurled it down to the mortal world where it became the Species of Orc's whom like Mallick despised the creations of Darragh.


Mithagan rather amused by the further fall out between the eldest two brothers looked over each with more mischief in hand.....he warped several of the Orcs into a different creature sly and devious with a knack for poisons, acids and Alchemical potions. Thus the monstrous Species of Goblins was born. From the Dwarves, Mithagan choose those that did not wish to work as hard at tasks and created the Gnomes inspiring in them the need to invent and create.



Avalha


Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Avalha is the wife of Darragh, while he busies himself in the forge under the mountain she attends to the home hearth, family and clans of the Dwarves Each Dwarven Household has a Priest or Priestess of Avalaha whom rules the house until a successor is chosen and trained to replace them.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Clan	All	Combat	
Maintain the home and household		Family	Charm	Creation/	
Settle clan/family disputes		Hearth	Divination	Destruction	
		Home	Guardian	Elemental	
			Healing	Summoning	
			Necromantic		
			Protection		
Free Starting Skills		Special Divine Gifts/Powers			
Cooking					
Theology (Avalha)					
Special Restrictions		Equipment and Gear Supplied by the Faith			
		Tunic or Blouse			
		Leggings or skirt			
		Soft sole shoes			
		Book of Holy Scriptures			
Vestments		1 Holy symbol			
The Priests and Priestess of Avalaha tend to wear the clothing of a Homemaker since they rarely leave the clan house unless it is to speak with the Clan Thane. The Holy Symbol tend to be a Family Heirloom passed down to each successor when the apprentice is ready to take up the role.					

Coragan

Holy Symbol	Notes about Symbol	OC Purchase Cost	
	The Dwarves and	Turn/Command or Destroy Undead	No


	Gnomes replace the tree with a Plant that is a cross between a tree in shape but with Fungus like textures and qualities.	Description			
		Coragan unlike the most of the other members of the pantheon prefers to be out from under the mountain tilling fields, planting crops and tending to animals. He is most revered by the Hadlin.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Agriculture	All	Combat	Flail
Assist with the growing and harvesting of crops		Farming	Animal	Divinitation	Scythe
Aid with animals and livestock to ensure they are healthy		Fields	Creation/ Destruction	Elemental	Sickle
		Harvest		Guardian	
		Livestock	Healing	Protection	
		Orchards	Necromantic	Summoning	
			Plant		
			Weather		
Free Starting Skills		Special Divine Gifts/Powers			
Agriculture					
Animal Husbandry					
Theology (Coragan)					
Special Restrictions		Equipment and Gear Supplied by the Faith			
		Unbleached tunic			
		brown leggings			
		hat with a narrow brim			
		1 Holy symbol			
Vestments					
Coragan's priests wear unbleached tunics, brown leggings, and a straw hat with a narrow brim. The holy symbol tends to be carved from a fruit tree from their place of origin.					

Darragh

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Darragh is the Elder of Brother of Mallick (God of Ores). He spends his time crafting in a wondrous forge located at the Root of a Mountain.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests	Crafting	All	Divinitation	Hammer	


	Creation	Combat	Elemental	
	Mountains	Creation/	Guardian	
	Smithing	Destruction	Protection	
		Healing		
		Necromantic		
		Planar		
Free Starting Skills		Special Divine Gifts/Powers		
Theology (Darragh)				
Special Restrictions		Equipment and Gear Supplied by the Faith		
		1 Tunic		
		1 Belt		
		1 Pair of Breeches		
		1 Pair of Boots		
Vestments		Leather apron		
Priest of Darragh wear red long sleeved tunics, blue long breeches with yellow embroidery and a pair of leather boots that covered the ankle.		1 Holy Symbol		
		1 Book of Holy Scriptures		

Edrizar

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Edrizar is most favored by Gnomes who revel in scientific exploration and inventing new technology, however the god is less concerned with being worshipped than having his “people” strive for the ability to prepare for the future using the independence that comes with modern advancements.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
		Duties Expected of Specialty Priests	Engineering	All	Charm
	Innovation	Combat	Elemental		
	Invention	Creation/	Guardian		
	Progress	Destruction	Protection		
	Science	Elemental	Summoning		
	Technology	Healing			
		Necromantic			
Free Starting Skills		Special Divine Gifts/Powers			


Clockworks		
Engineering		
Metallurgy		
Theology (Edrizar)		
Special Restrictions		Equipment and Gear Supplied by the Faith
		1 set of overalls
		1 tool harness
		1 pair of boots
		1 Holy symbol
Vestments		
Followers of Edrizar tend to wear Overalls and a special harness that contains many pockets, pouches and holders for various tools, materials and other items useful for crafting new gadgets or making scientific Discoveries		

Fingallen “The Brew Master”

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead	No		
		Description			
		Fingallen is less Dour and taciturn than many of the other gods of the pantheon and gets along greatly with Mithigan (so long as Mithigan doesn't tamper with any of the brews as a part of his pranks).			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
		Duties Expected of Specialty Priests		Ale	All
Brew various Alcohols and Liquors		Beer	Combat	Guardian	Mallet
Compile recipes on the various brews and methods of brewing		Brewing	Creation/ Destruction	Protection	Club
		Liquors			
Sample, indulge in and provide Alcoholic beverages.		Mead	Healing		
		Whiskey	Necromantic		
		Wine	Summoning		
Free Starting Skills		Special Divine Gifts/Powers			


Brewing		Able to change 1 alcoholic drink into any Imbided Alchemical Potion. This change lasts for 24 hours and must be completely consumed to take effect. Once per day. (Note the Alcohol still retains its normal intoxicating affect as well.
Chemistry		
Cooking		
Theology (Fingallen)		
Special Restrictions		Equipment and Gear Supplied by the Faith
Can never refuse an the offer of an alcoholic beverage	1 tan tunic	Holy Symbol
Host Parties and Celebrations regularly	1 navy trouser	1 wooden Flagon with the holy symbol engraved upon it.
	1 set of leather gloves	
	1 waxed canvas apron	
Vestments		Scriptures
Light tan cotton shirt and long navy trousers with leather gloves and a waterproof canvas apron.	A flask of "Holy Brew"	
	1 Weapon	
	1 pair of Footwear that has to cover the ankles	

Lanigan

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead		No	
		Description			
		Lanigan is the patron of historians, scholars, and bards amongst the dwarves, gnomes and hadlin; she is a collector of information, knowledge and gossip. Loves telling stories whether it's one handed down from the ages or a tall tale made up on the spot. Lanigan also encourages her followers to converse with anyone and everyone sharing gossip or even just well wishes.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		History	All	Charm	Dagger
Learn and share stories, music, poetry etc. from any and all possible sources and share such with others.	Information	Creation/	Guardian	Dirk	
	Knowledge	Destruction	Protection	Knife	
Collect, teach and Safeguard the history of the Dwarves, Gnomes and Hadlin races	Literature	Divination			
	Lore	Healing			
	Story Telling	Necromantic			


		Planar		
		Summoning		
Free Starting Skills		Special Divine Gifts/Powers		
Academician		Identify objects of note (as per bard)		
Forbidden Lore		The Priests of Lanigan can learn and retain knowledge easier and faster than most others all Skills listed in the “Non Tiered Educational Skills” section are learned at Half the XP cost.		
History				
Theology (Lanigan)				
Special Restrictions		Equipment and Gear Supplied by the Faith		
Learn and share stories, music, poetry etc. from any and all possible sources and share such with others.		purple hooded cloak with grey lining and trim	1 quill pen or stylus	
			1 vial of black ink	
Collect, teach and Safeguard the history of the Dwarves, Gnomes and Hadlin races		1 dark red tunic	1 record book	
Vestments		grey trousers or skirt		
Priests of Lanigan wear a purple hooded cloak with grey lining and trim denoting rank, over a dark red tunic and grey trousers or skirt.		1 pair of footwear		
		Scriptures		
		1 Vial of Holy Water		

Mithagan

Holy Symbol	A Priest of Mithagan	OC Purchase Cost				
		Turn/Command or Destroy Undead		No		
		Description				
		Mithagan is the patron of any of pranks, practical jokes and any other general mischief and mayhem. There is a Month long celebration in which Dwarves, Gnomes and Hadlin participate in festivities where all manners of jests are performed among the population, even the Dwarves drop their usual dour and taciturn demeanours and act like children and indulge in the holiday.				
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted	
		Duties Expected of Specialty Priests	Jokes	All	Animal	
	Mischief	Charm	Combat			
	Pranks	Creation/ Destruction	Plant Protection			
		Elemental	Weather			
		Healing				


		Necromantic		
		Summoning		
Free Starting Skills		Special Divine Gifts/Powers		
Awareness				
Escapology				
Theology (Mithagan)				
Trapping				
Special Restrictions		Equipment and Gear Supplied by the Faith		
Vestments				

Tahlgar

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead		Turn as Paladin	
		Description			
		<p>Tahlgar is the Warrior God and Keeper of Justice, It is his duty to ensure that Dwarves and Gnomes Fight with courage and honor as well as respect Law and Order. Tahlgar is more often worshipped by Dwarves; however Gnomes and Hadlin also respect the God particularly in matters of Law and justice. The Armor that Gnomes and Hadlin use tend to be ceremonial (half cost, half DP value)</p>			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Combat	All	Divinitation	Battle Axe
Preside over Trials as Judges, or act as Advocates of Defenses or Prosecution for the accused.	Honor	Combat	Elemental		
	Law	Creation/	Summoning		
Assist in maintaining Law and order.	Order	Destruction			
Fight the enemies of Dwarves, Hadlin, and Gnomes	Warriors	Guardian			
		Healing			

		Necromantic		
		Protection		
Free Starting Skills		Special Divine Gifts/Powers		
Criminology				
Local Law				
Theology(Tahlgar)				
Special Restrictions		Equipment and Gear Supplied by the Faith		
Must always obey and enforce any laws in the region they are located in.		Battle Axe	1 Suit of Armor	
		Shield with holy symbol		
		1 White tunic		
		1 Black trousers		
Vestments		1 pair of boots		
The Specialty Priests of Tahlgar wear a long sleeved white tunic with black trousers under a suit of metal armour and covered by a tabard.		Scriptures		
		1 Vial of Holy Water		
		1 Tabbard		

Vedrick

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Vedrick loves anything that challenges the mind, and anything that is intended to be a secret. Often favored by Gnomes whom love the challenge of a puzzle, Hadlin who enjoy riddles and Dwarven Locksmiths			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Codes	All	Combat	
		Cryptograms	Creation/	Elemental	
		Mystery	Destruction	Guardian	
		Puzzles	Divination	Protection	
		Riddles	Healing		
		Secrets	Necromantic		
			Planar		
			Summoning		

Free Starting Skills		Special Divine Gifts/Powers	
		Open any non-magical lock once per day	
Special Restrictions		Equipment and Gear Supplied by the Faith	
		Set of Basic Lock Picks	
Vestments			



Elven/Dakar Pantheon

Elves and Dakar are directly related and believe in the same gods however the Dakar tends to favor the darker gods of the Elven Pantheon.

Theology: In the Beginning in the swirling masses of the universe, the ether began to mass forming into a small seed, which slowly began to sprout, the plant grew, and its roots twining into the cosmos, its stalk thickening as the shoot became that of a towering tree. When the tree matured, it blossomed, scattering its vibrantly glowing seeds into the heavens to become the stars.

At the base of the tree once again the ethers swirled and massed taking on the forms of Tessarin and Selestara the first of the Elven Gods.

Tessarin and Selestara Began to slowly shape and cultivate the tree that seemed to be the centre of their existence, creating a vast forest from cuttings taken from pruning, using their innate knowledge to reform the plantings into a variety of new and beautiful flora.

Wishing to share their creation with others, Tessarin set out into the ethers and sought out others to bring back to inhabit the forest which they named Elas' Thansire, and after a long search returned with others like themselves.

With the Aid of these others Tessarin and Selestara continued to cultivate Elas' Thansire into a utopia, filling it with exotic animals, flora, rivers, lakes, streams and more. The group cherished this "Home" and the company of each other but their instinctual need to share their creation led them to yearn for more. The group came to the agreement to make the Species of Elves, though they decided that their children would have to spend a portion of their lives among the mortal realms to experience life before they could be ready to join their parents in Elas' Thansire.


Elven Gods

Astanna

Holy Symbol	Notes about Symbol	OC Purchase Cost	
		Turn/Command or Destroy Undead	


		Description			
		Magic is an integral part of all elves and Astana is the Goddess that oversees to the magic that all Elves use whether it's the Dakar or the Valis. The Goddess Astana is completely neutral in her stance and the only concern is that magic is used. Many Elven Arcanists, Specialist Mages and Sigil Mages offer some form of thanks to Astana.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Arcane	All	Combat	Dagger
		Enchantments	Charm	Creation/ Destruction	Dirk
		Knowledge	Divinitation		Knife
		Magic	Healing	Elemental	Club
		Sigils	Necromantic	Guardian	Quarter Staff
		Sorcery	Planar		Hand
			Protection		Crossbow
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					

Corthanna

Holy Symbol	Notes about Symbol	OC Purchase Cost	
		Turn/Command or Destroy Undead	Turn/Destroy
		Description	
		Corthanna is the Elven Goddess of Law, Order and Justice, her devout tend to act as judges over trials, advocates for the defense or prosecution of the accused and will often be found assisting local Guards and Militia to maintain law and order in elven societies.	


		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Law	All	Charm	
Maintain Law and order in Elven communities		Justice	Combat	Creation/	
Oversee the dispensation of Justice to those found guilty of a crime in Elven communities		Order	Divinitation	Destruction	
Acts as Advocates in an Elven Tribunal (Judge, Defense, Prosecution) or act as council to any Citizen of an Elven community that requests such.			Guardian	Planar	
			Healing	Summoning	
			Necromantic		
			Protection		
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					
The Priests and Priestesses wear Robes that are half Black and Half White symbolizing their dedication to the balance and order of Law, their holy symbol is cast from mythril and worn as a pendant on a silver chain.					

Ividialia

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead		Description	
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
					
		Duties Expected of Specialty Priests			
		Beauty	All	Animal	
		Love	Charm	Combat	
		Romance	Divinitation	Creation/	
		Passion	Healing	Destruction	
			Guardian	Elemental	
	Necromantic	Plant			
	Protection	Summoning			


Free Starting Skills		Special Divine Gifts/Powers	
Special Restrictions		Equipment and Gear Supplied by the Faith	
Vestments			

Lavaric

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Bodies of Water	All	Animal	
		Lakes	Combat	Charm	
		Oceans	Elemental	Creation/ Destruction	
		Ponds	Healing	Divinitation	
		Rivers	Guardian	Summoning	
		Streams	Necromantic		


		Protection		
		Weather		
Free Starting Skills		Special Divine Gifts/Powers		
Special Restrictions		Equipment and Gear Supplied by the Faith		
Vestments				

Nicar

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead		No	
		Description			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
		Duties Expected of Specialty Priests	Building	All	Animal
	Carving	Creation/ Destruction	Combat		
	Crafting		Elemental		
	Design	Healing	Guardian		
		Necromantic	Protection		
		Plant			
		Summoning			


Free Starting Skills		Special Divine Gifts/Powers	
Theology (Nicar)			
Bowyer			
Carpentry			
Special Restrictions		Equipment and Gear Supplied by the Faith	
Vestments			

Moirsaras

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Moirsaras is all about the construction and sailing of ships, boats and other vessels that navigate the waters. She encourages her faithful to use these to explore and to showcase the Artistry of Elven woodcraft. Sailors, Carpenters, and some Merchants often give praise to this Goddess.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Ship Building	All	Divinitation	
Design and build Ships, Boats and other Water Craft for the Elven People	Sailors		Combat	Guardian	
	Sailing		Creation/	Protection	
	Shipwrights		Destruction	Summoning	
	Navigation		Elemental		
			Healing		
			Necromantic		
			Weather		


Free Starting Skills		Special Divine Gifts/Powers	
Special Restrictions		Equipment and Gear Supplied by the Faith	
Vestments			

Selestra

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead	Turn/Destroy		
		Description			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
		Flowers	All	Charm	
		Nature	Animals	Combat	
		Trees	Creation/	Protection	
		Plants	Destruction	Summoning	
			Elemental		
			Guardian		
			Healing		
			Necromantic		
			Plant		
		Duties Expected of Specialty Priests			


Free Starting Skills		Special Divine Gifts/Powers	Weather
		Plant Door 3 times a day The priest can enter any plant that is the same size as or larger then themselves and instantly travel to another plant equal to or greater then themselves in size within 100 yards.	
Special Restrictions		Equipment and Gear Supplied by the Faith	
The Followers of Selestra disdain Metal and metal implements they will not possess any items made of such			
Vestments			

Tessarin

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead		Turn/Destroy	
		Description			
		Tessarin is the father of Elves and the Elven way of life as followed by the Valis'Mordayre (High Elves). Though the Dakar have abandoned Tessarin he awaits the day when they might re-join their brethren and renounce their desires for power and conquest.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Adventure	All	Charm	
Protect and Defend Elves, Elven society's and communities.	Archery	Animals	Elemental		
	Exploration	Combat	Divinitation		
Protect and safe guard Nature and the environment.	Forests	Creation/	Planar		
Hunt and exterminate the enemies of Elven Kind.	Hunting	Destruction	Summoning		
	Rangers	Guardian	Weather		
	Warriors	Healing			
		Plant			
		Protection			

Free Starting Skills		Special Divine Gifts/Powers	
Special Restrictions		Equipment and Gear Supplied by the Faith	
Followers of Tessarin MUST protect any elf in need.			
Vestments			
The Vestments of Tessarin Consisting of Green hooded Robes lined in silver are usually only worn during High Ceremonies and rituals, the Priests are permitted to wear what they choose when adventuring though they tend to favour greens and silvers amongst that which they wear.			

Tevayne and Alasanadra

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		The God and Goddess Tevayne and Alasandra are twins that encompass the elven arts sharing equal responsibilities over the aspects.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Art	All	Creation/	
		Dance	Charm	Destruction	
		Music	Combat	Elemental	
		Poetry	Healing	Guardian	
		Song	Necromantic		
			Protection		
			Summoning		
Free Starting Skills		Special Divine Gifts/Powers			

	Illusion	Creation/	Protection	to look like the jesters head.
	Insanity	Destruction	Plant	
	Pranks	Healing	Weather	
	Trickery	Necromantic		
		Summoning		
Free Starting Skills		Special Divine Gifts/Powers		
		Berserk 3 times per day (as the skill)		
		Glibness (as the potion) No one can ever guess if a Follower of Zoriak is speaking the truth or lying, they are unaffected by potions or spells that reveal the truth.		
		Uncontrollable Laughter 3 times per day. This ability causes the target of the priest to begin laughing uncontrollable for 5 minutes. The target is unable to perform any other action until they are able to regain their composure.		
Special Restrictions		Equipment and Gear Supplied by the Faith		
Vestments				
The garb of the followers of Zoriak is a Black Jesters outfit.				




Ograni Gods

Theology: Mallick the leader of the Ograni Pantheon is twisted in both form and thought, though heavily muscled he is hunchbacked with overlarge hands, jutting forehead and a mouthful of jagged teeth and protruding tusks. His demeanor is that of a violent, angry thug and bully. The other gods of the Pantheon grovel and bootlick when in his presence fearing both his violent temper and massive strength while secretly despising him and wishing to rule in his stead.

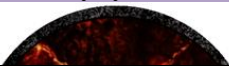
***NOTE;** Players should speak to Admin BEFORE choosing to play a Priest/Priests of any of the Ograni as the Gods of this pantheon is typically only worshiped by the Ograni races (Orcs, Trolls, Goblins, Kobolds, Ogres, etc.) and are considered to be EVIL.

Baethillic

Holy Symbol	Notes about Symbol	OC Purchase Cost	
		Turn/Command or Destroy Undead	
		Description	

		Baethillic is primarily worshipped by Goblins who practice Alchemy at its basest form, mixing up concoctions that are intended to disable or poison opponents. Most of their elixirs are vile and extremely rudimentary compared to that of a true Alchemist but they are effective none the less and will leave a victim helpless or dead. Many who are captured by goblins only hope that the latter is the case as goblins enjoy torturing and playing with helpless prey, subjecting them to horrible experiments.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Alchemy			Dagger
		Alteration			Dirk
		Poison			Knife
		Transmutation			Dart
		Venom			Short bow
					Hand
					Crossbow
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					

Mallick

Holy Symbol	Notes about Symbol	OC Purchase Cost	
	The medallion always feels hot to the touch	Turn/Command or Destroy Undead	Turn/Command
		Description	

	and will burn those not of Mallicks Faith. The Face in the center can fade or become more prominent depending on the attention that Mallick is giving towards the particular Shaman.	Mallick is the Younger Brother of Darragh (Head of the Dwarven/Gnomish Pantheon) He followed his brothers and sister-in-Law from the Ethers, he is prone to maliciousness, bullying and outright cruelty, his only concern is for himself and his own needs and desires. He despises his brothers, covets his Sister in Law and all that they have, although he is more interested in destroying what they have then actually obtaining anything for himself.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Brutality	All	Guardian	
Advise the Chieftains of Orc Tribes		Combat	Combat	Healing	
Make Sacrifices to Mallick and perform other rituals to appease the deity on a regular basis		Destruction	Creation/ Destruction	Protection	
Ensure that the Orc Tribe slaughters any Dwarves they encounter.		Power			
		Strength	Elemental		
		War			
Free Starting Skills		Special Divine Gifts/Powers			
Theology (Mallick)					
Special Restrictions		Equipment and Gear Supplied by the Faith			
Must make a Sacrifice every blood moon.					
Vestments					
Followers of Mallick tend to wear loose fitting robes and cloaks; for the most part they wear whatever they can scavenge though they prefer dark colors of Blacks and Red. The vestments tend to be dirty, worn, blood stained and ill kept.					

Palsick

Holy Symbol	Notes about Symbol	OC Purchase Cost
		Turn/Command or Destroy Undead
		Description

		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Ambushes			
		Assassins			
		Darkness			
		Secrets			
		Spies			
		Traps			
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					

Raeferis

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Conspiracy			
		Control			
		Seduction			
		Slavery			

Free Starting Skills		Special Divine Gifts/Powers	
Special Restrictions		Equipment and Gear Supplied by the Faith	
Vestments			



Minotaur Gods

Minotaur’s steadfastly believe that their gods are the Supreme beings of the divine. They came first and all the other Species gods came after and were created to serve the Minotaur’s as slaves.


Theology; Vargash and Minira emerged simultaneously from the ethereal mist of the cosmos instantly knowing they belong together. Seeing the world below them they selected a place for the propagation of their mortal children the Minotaur, an Island that would act as the center of their eventual empire a stronghold where upon they could begin their conquest of the world and subjugate the “lesser Species” where their kind could also ensure the purity of their Species by weeding out the weak, helpless and therefore useless members of their kind. After Selecting the home of their mortal offspring Vargash and Minira produced a son to aid the Minotaur’s in leaving their island empire, cross the oceans and sea’s to invade and conquer the world.

Avestia

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
Description					
		The Daughter of Vargash and Minira, Hestia promotes the home life of the Minotaur Race.			
Virtues	Major Spheres	Minor Spheres	Weapons Permitted		

Duties Expected of Specialty Priests		Clan	All	Combat	
Preside over the inspection of children to deem whether they are worth of the Minotaur race	Family		Charm	Creation/	
	Home		Divinitation	Destruction	
Perform and arrange unions (marriages) between Minotaur's.			Guardian	Elemental	
			Healing	Summoning	
Maintain records of births and deaths			Necromantic		
Oversee funerals of Minotaur's that die honorably			Protection		
Act as a Midwife if a Medic is not available.					
Free Starting Skills		Special Divine Gifts/Powers			
Special Restrictions		Equipment and Gear Supplied by the Faith			
Vestments					

Hayden

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests	Crafting	All	Divinitation		
	Forging	Combat	Guardian		
	Smith's	Creation/	Protection		
		Destruction			
		Elemental			


		Healing		
		Necromantic		
		Planar		
Free Starting Skills		Special Divine Gifts/Powers		
Special Restrictions		Equipment and Gear Supplied by the Faith		
Vestments				



Banner art provided by Alexandros of Aegaris


Ibsen (The Lost)

NOTE: Players need to speak to Administration before choosing to become one of the Faithful of Ibsen.

Holy Symbol	Notes about Symbol	OC Purchase Cost					
	ᐱ ᐯᐱ Which translates to; “Knowledge is the Guiding Light to Understanding and Power”	Turn/Command or Destroy Undead		No			
		Description					
		Only Heretics of the Minotaur Race worship Ibsen as all practice of Arcane Magic has by the decree of Vargash been banned from use by any of their people. Any Minotaur caught worshipping Ibsen or practicing Magic are subject to the Harshest of punishments, Castration, Ringed, Horns Shorn and banished.					
Duties Expected of Speciality Priests		Virtues	Major Spheres	Minor Spheres	Weapons Permitted		
Teach and train potential Minotaur’s arcane magic		Knowledge	Charm	Creation/	Knife		
Collect, teach and Safeguard the history of the		Magic	Divinitation	Destruction	Staff		


Minotaur Race	Spell Craft	Elemental	Guardian	
Collect, teach and safeguard Magical spells, Sigils, and sources of magic		Healing	Summoning	
		Necromantic		
		Planar		
		Protection		
Free Starting Skills		Special Divine Gifts/Powers		
		Detect Magic- The Priest can detect magic as if casting the detect magic spell (3 uses/per day)		
		Arcane Magic - Specialty priests may access arcane spells that are equal to half their tier level.		
Special Restrictions		Equipment and Gear Supplied by the Faith		
Vestments				
The priests of Isben wear night blue robes with silver trim with the constellations embroidered into the trim. However due to the Banning of Arcane magic and the worship of Ibsen these vestments are only worn during secret ceremonies.				

Miconas

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead		See Bellow	
		Description			
		The son of Vargash and Minira. Many of the race that put to sea in order to conduct the expansion of the Minotaur race either worship or at least offer praise to him as the island born race call upon him for calm waters as they conduct their raids and conquests on the main land and other islands nations.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Navigation	All	Animal	Belaying Pin
Oversee the building and blessing of new ships.	Ocean	Combat	Charm		
Oversee the training of new sailors.	Sailing	Elemental	Creation/		
Make and keep Nautical Charts	Sailors	Healing	Destruction		


Keep a log of every voyage that a ship takes	Ships	Guardian	Divinitation	
Tend to the spiritual needs of sailors		Necromantic	Summoning	
Free Starting Skills		Special Divine Gifts/Powers		
Navigation (Sea-Base)		Gale Force- The Priest is able to call upon the winds to pushback and knock down those with in their line of sight (2 uses/per day) Call Lightening- The Priest is able to call down lightning for 20 DMG to the target and surrounding area of 10 feet, (ie anyone wearing metal armor within range of the target is affected receiving 10DMG). Target must be identified by the player * (1 use/per week)		
Seamanship				
Special Restrictions		Equipment and Gear Supplied by the Faith		
Turn or Destroy water based undead only. (any undead that died or come from the sea or water)				
Vestments				
The Vestments of the Priests of Miconas is a Cream Tunic with blue wave embroidery along the sleeves denoting their rank, along with sea foam green breeches.				

Minira

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Minira is the consort of Vargash, and the mother of the Minotaur race, she is often depicted at his side advising on battle strategies or offering advice on how to proceed in matters. Her Faithful tend the Labyrinthine beneath the Isles ensuring that they are maintained and challenging for all that will be tested.			
		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Duties Expected of Specialty Priests		Honor	All		
		Logic			
		Wisdom			
		Strategy			



Free Starting Skills		Special Divine Gifts/Powers		
Special Restrictions		Equipment and Gear Supplied by the Faith		
Vestments				

Rolincauf

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		Rolincauf is the Patron of Athletes, Sports and Games and sees to it that all of the race of Minotaurs are physically fit and compete in a wide variety of physical activities.			
Duties Expected of Specialty Priests		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
Remain physically fit and active		Athletes	All		
Compete or Host various Physical competitions		Chance			
Encourage others to live a healthy lifestyle		Competition			
Teach and train others Physical fitness and exercise		Games			
		Sports			

Free Starting Skills		Special Divine Gifts/Powers	
Special Restrictions		Equipment and Gear Supplied by the Faith	
Vestments			

Vargash

Holy Symbol	Notes about Symbol	OC Purchase Cost			
		Turn/Command or Destroy Undead			
		Description			
		<p>Considered to be the father of the Minotaur race and leader of its Pantheon. Vargash is the most honored and worshiped by the species. The Main temple which he is worshiped is a huge coliseum where Minotaur's regularly combat one another to prove themselves strongest amongst their race. Children born to Minotaur's are brought to the temple to be inspected to ensure they are worthy of their kind.</p>			
Duties Expected of Specialty Priests		Virtues	Major Spheres	Minor Spheres	Weapons Permitted
		Battle	All		See Below
Oversee the great game		Conquest			
Train potential warriors		Glory			
Lead Warriors into Battle		Strength			

Free Starting Skills		Special Divine Gifts/Powers	
Exceptional Strength T2		The Axe of Vargash This Great Axe has been custom made for each Specialty Priest. It is a holy weapon with the effects of “Bless” upon it. Once per day the Minotaur may also use it to Amputate a limb from an opponent. Only those with Enhanced Strength T2 are able to Lift/Wield the axe.	
Special Restrictions		Equipment and Gear Supplied by the Faith	
Vestments			
Typically the Priests of Vargash will be indistinguishable from other Minotaur warriors however their ceremonial robes are Red Black and Silver. They typically wear a steel breast plate beneath the robes regardless of the event.			



Mindani Beliefs

The Mindani are too random to consider the divine, though some will become clerics and choose whom they worship almost at whim (There are no Mindani Specialty Priests).

Carsaric and Arranna

Having originally been created by powerful Arcanists, the Carsaric and Arana have no Gods of their own, though they may take up the religious beliefs of other Species if it suits them.



Rogue OC's

Bard

OC purchase Cost: 2800xp

Masters of music and forms of entertainment, Bards inspire their allies with tales and tunes of heroism, while filling their enemies with dread. As jacks of all trades, they learn a little bit of everything – such as how to handle weapons, arcane magic, stealth, and much more, never knowing when some skill may come in handy (especially when fleeing those that do not value their stories and songs)

Bards learn all Artistic related Skills at Half Cost (Music, Singing, Composition, Poetry, Musical Instrument, etc. (Check with Admin for any relevant Artistic skill not listed)

Note: Bards may NOT multiclass they may convert to another OC but in doing so they lose all their Bardic abilities.

Bardic Abilities *All performing abilities last as long as the bard continues to perform and only affects those that are able to hear the performance. Performance requires a VERBAL or Musical component. Any interruption to the performance ends the effects immediately with the exception of Enrage. Performances can only affect sentient beings that are capable of hearing the performance (Admin/Marshalls can make judgments on whether something is influenced or not)

Occupational Starting Skills

Free		Half Cost	
Arcane Magic Tier 1	Mob Effects	Artisan	Musical Instrument
Artisan	Musical Instrument	Dancing	Read/Write Ancient Languages
Band of Balladeers	Singing	Etiquette	Read/Write Modern Languages
Counter	Soothe the Savage Beast	Forbidden Lore	
Dancing		Heraldry	
Identify Objects of Note	Spell Craft		

Mob Effects - Bards learn how to influence a crowd in a variety of ways through song story (etc.)

- Discordance** - While the Bard performs they can cause any listening to this to become confused, Any persons affected by Discordance will be unable to cast spells, perform complex actions (such as using any learned skills, cast spells, Combat attacks, etc.) typically they will; wander aimlessly, or stand staring off into the distance.
- Enrage** - Any persons that hear the Bard will become hostile and seek to attack the bard they will rush forward ignoring all else in order to do whatever harm they can (gain a +3 damage bonus), the effect lasts until the affected person(s) have either inflicted harm upon the bard, killed them or lose sight of them.
- Generosity** - While performing the Bard can inspire listeners to give generously, those who hear the performance will give the bard a few items (coins, food, etc.) as payment for the entertainment.(Note the audience must not be hostile towards the bard, this ability cannot be used during combat or affect anyone that has intentions of attacking the bard.
- Inspire Allies** - a bard may inspire their allies during combat, all allies' gain +1 to damage/tier as long as the bard is performing (reciting poetry, singing a heroic song, relating a valorous story etc.) The performance must remain uninterrupted, and be audible to all of those to be affected.
- Lullaby** -The Bard puts the audience to sleep for the duration of the performance as well as 5 minutes/tier after the Bard concludes the action, However members of the audience can be wakened by the slightest disturbance i.e.; shaken, jostled, splashed with water, loud noise, receive any damage, etc.
- Terror** (Contributed by Kevin Anderson) - This performance will inspire listeners to be struck with a profound sense of fear and terror; the audience will endeavor to flee the general vicinity of the bard performing. Those fleeing will continue to move away from the Bard until they can no longer hear the performance.
- Spell Bound** (Contributed by Monpress) - While the Bard recites a poem, ballad, song, story, poem etc. they can cause any listening to this to become enthralled, Any persons affected by Spell bound will be unable to cast spells, perform complex actions (such as using any learned skills, cast spells, Combat attacks, etc.) typically they will; stand focused on the orator, lost in the telling and will remain so for 5 min after. Note any hostile act towards a spell bound person breaks their focus and they will react normally immediately.
- Soothe the Savage Beast** - A bard may perform with the intention of Soothing and calming the listener. Whilst the bard performs this ability, persons or creatures that hear this will not attack the Bard, however if any other persons or beings approach the affected it will interrupt the bards ability and the calming effect will be canceled.
- Counter** - A Bard may counter any sound based attack or influence by performing. (Counter will be considered successful if the Bards Performance Tier is Equal to or higher than the opposing performers)

Band of Balladeers - A group of bards may perform together all performance are considered to be +1 tier per Bard performing

Identify objects of note - Because bards tend to learn epic stories and legendary tales if they are presented with an item or object of note they may attempt to identify what the item is, or remember a story pertaining to it. (Administration will determine what the Bard learns if anything)

Arcane Magic

Bards dabble in the arcane and are able to learn arcane spells, once a Bard purchases tiers in magic they may cast the corresponding amount listed on the table below. Note Bards start with the first tier of Magic free the cost is included for those who wish to convert into the OC

Spells per Day				
Bards Tier	Spell Tier			Cost
	1	2	3	
	Spells per Day			
1	1	0	0	1500
2	2	1	0	2500
3	3	2	1	3500
4	4	3	2	4500
5	5	4	3	5500



Thief

OC purchase Cost: 3050xp

A thief covers a variety of tasks that require the skill set of masters of stealth, (from being the thug roaming the streets, to bullying an unlucky victim for whatever coin they have on their person, to the professional dungeon crawler who specializes in finding and removing traps, etc.). They are skilled in stealth, finding removing or placing traps, picking locks, and putting a blade in the back rather than dealing with the aggravating and time-consuming toe to toe fight.

Occupational Starting Skills

Free Skills	Half Cost	
Backstab Tier 1	Escapology	Lock Picking
Escapology Tier1	Appraising	Lock smithing
Income Tier 1	Awareness	Pick Pockets
Lock Picking Tier 1	Forgery	Trapping
Pick Pockets Tier 1	Income*	
Rope Use		
Trapping Tier 1		

*Thieves may take this skill without pairing it to another, instead that which they earn in between events is from “Thefts that they perform during this time.

Special Abilities

Thieves Cant

This is a universal form of communication among thieves filled with slang and hidden meaning that only those of the craft truly understand. Thieves Cant comes in two forms a Verbal Language (note thieves must speak a common language in order to use the Verbal Form) which are Slang words and phrases said in seemingly normal dialogues that are “Code” for other things...i.e.; “The Blue Bird Sings in the Rain.” means that “A guards man is on to you” The Second form of Thieves Cant is a Pictographic marker that Thieves use to mark out locations, these are often done in

ways that are hidden and easily removed in case the location being marked needs to be moved (in the cases of fences and stashes) or is no longer relevant (guards were watching a location but no longer are, a potential target is no longer worth the effort). Thieves Cant is also specific to a region a thief from Nexus would not know the Thieves Cant for the Kingdom of Rahiram.

Lock Picking

This skill is the knowledge of being able to use lock picks or other tools to open ordinary, non-magical locks without the use of a key. In order to pick a lock person must have the necessary tools available or an improvised tool for picking the lock.

Skill Level	Lock Quality	Time to Pick	XP Cost
Tier 1	Poor	1 Min	1200
Tier 2	Average	3 Min	2000
Tier 3	Normal	5 Min	3200
Tier 4	Expert	10 Min	4000
Tier 5	Master	15 Min	5200

*Note Improvised picks will increase the amount of time it will take to pick a lock by 5 minutes and reduces the Skill Level of the person attempting to pick by 1 tier.

Those persons whom have Lock Smithing also Gain a bonus to their attempt to pick a Lock (see Lock Smithing for further information).

Pick Pockets

This skill allows a person to remove or place objects on another person without the target being aware of such, however those targets that have Pickpockets and/or awareness can catch those attempting such.

Tier	Description	Cost
1		1000
2		2000
3		3000
4		4000
5		5000

Backstab

Thieves are the masters of the surprise attack and have learned just where to strike to do the most damage quickly and effectively. Though they typically are not fighters they use this method when they feel they have no choice but to deal with a threat, or to eliminate a target. The Backstab does not actually need to be in a targets back, it merely has to be performed in a manner that is unexpected leaving the target completely unaware of an impending attack.

Tier	Multiplier	Cost
1	x2	2000
2	x3	3000
3	x4	4000
4	x5	5000
5	x6	6000



Skills

Non-Combat Skills

These are the basic skills that players may choose for their character. Some of the skills require the natural ability of the player which will be denoted in the description. If you lack the ability to use any denoted skill for example Musical Instrument please don't take the skill (or find a creative work around). Furthermore some skills require the use of tools, equipment and materials which players must have access to in order to apply the skill to.

*Note if you do not see a skill in the list that you would like to have please inform Admin and we will discuss allowing it in game and adding it to our list.

NOTE: Skills that player wish to use but have no natural talent at may use “Various Work Arounds” This is to be discussed with Admin for the Acceptability of such, in some cases we me recommend NOT taking the skill.

Non Tiered Skills

Non-Combat, Non-Tiered Skills

Agricultural	Educational	Medical
Agriculture	Academician	Healing (basic)
Animal Husbandry	Archaeology (specify Species)	Herbalism
Arts	Cartography	Medicine
Artisan	Criminology	Physical
Dancing	Forbidden Lore	Exceptional Constitution
Musical Instrument	Heraldry	Paranormal
Singing	History	Psychometry
Crafting	Languages (Ancient)	Sixth Sense
Barrel Making	Languages (Modern)	Sciences
Blacksmithing	Read/Write (Ancient Language)	Anatomy (Basic)
Brewing	Read/Write (Modern Language)	Astrology
Candle making	Local Law	Astronomy
Carpentry	Species Lore	Biology
Clockworks	Spell Craft	Botany
Cobbling	Spirit Craft	Chemistry
Cooking	Theology	Geology
Engineering	General	Metallurgy
Jeweller	Etiquette	Physics
Knitting/Crochet	Equestrian	Toxicology
Leather Working	Mining	Zoology
Needlecraft	Navigation (Land Based)	Survival
Pottery	Navigation (Water Based)	Fishing
Sewing	Rope Use	Fire Building
Seamstress/Tailor	Seamanship	Hunting
Weaving		
Woodworking		

These are basic skills that players may take, though a player may upgrade them there are no bonuses to doing so. Many of such are prerequisite to Tiered Skills.

Agricultural

Name	Description	Cost
Agriculture	a person with this skill is knowledgeable in planting crops	100
Animal Husbandry	raising breeding and taking care of animals	100

Arts

Name	Description	Cost
Artisan	When selected the player must choose a specific form of artistic expression such as	100

	painting, drawing, sculpting, needlecraft, poetry, writing, or other media of choice or they may combine it with one of the other skills listed such as cooking or weaving, this will indicate that the person is not only competent within the field but is capable of creating genuine works of art.	
Dancing	This skill allows a person to move in rhythm with music or perform the steps of a variety of dance routines.	100
Musical Instrument	One with this skill is able to play a specific instrument. (Players that do not naturally have this skill may use work around such as hiding a wireless speaker in an instrument. Note music used must be approved by Admin before being used in game)	100
Singing	The ability to sing songs.(Player must actually be able to sing in order to take this skill)	100

Crafting

Name	Description	Cost
Barrel Making	Those with this skill and the proper materials are able to construct a wooden barrel.	100
Blacksmithing	The knowledge and skill to craft basic metal tools and items	200
Brewing	The knowledge and skill in making Beer, Ale, Mead or Wines (Select 1 per skill purchased)	200
Candle making	The skill of making candles	100
Carpentry	Able to craft wooden items such as crates, cabinets shelves etc.	200
Clockworks	A Character with this proficiency is skilled with small mechanisms similar to those used in clocks and music boxes. With the right tools, the character can use this talent to construct time pieces, or devices that require gears, cogs, springs and levers.	200
Cobbling	The skill of crafting boots, shoes and other footwear provided the character has the proper tools and materials.	100
Cooking	This skill allows one to prepare and serve meals	100
Engineering	This skill gives the player the ability to understand, design, and build complex machines using the technology available, such devices can be powered by Steam or Coal, windmills or spring and cogs. Initial purchase allows the player to maintain and repair complex mechanisms where as a second purchase allows to design and construct such. This skill requires Clockworks to design anything that has pulleys, Levers or cogs.	200
Jeweller	Those with this skill can cut and polish unrefined gems, jewels and precious stones, it also enables the character to perform fine precision tool work	200
Knitting/Crochet	The skill of crafting items and garments from yarn using a pair of oversized needles (Contributed by MonPress)	100
Leather Working	This allows those with this skill to create basic leather goods such as Bags, clothing, gloves, belts, and more. It is also required in order to create leather armors or other complicated leather goods.	100
Needlecraft	This is the fancier degree of sewing such as that which is used in Embroidery(Contributed by Briar Varjas)	200
Pottery	The ability to craft Clay pots and containers	100
Sewing	skilled in putting thread and needle to use to patch or create sewn items	100
Seamstress/Tailor	This skill allows those with the knowledge of it and the proper tools and materials to produce and alter clothing and garments. (Contributed by Seiaeka)	200
Weaving	The knowledge to produce cloth and fabrics out of raw materials. (Contributed by	200

	Seiaeka)	
Woodworking	This skill allows a character to carve basic wooden objects such as toys, figurines and other simple items.	100

Educational

Name	Description	Cost																																																
Academician	<p>Those possessing this skill are trained educators in a specific skill and are familiar with the scholastic environment; they may teach others the skill that this one is paired with. Players receiving training from an Academician only need to spend HALF the cost of XP to acquire the new skill. If the Academician is teaching a skill that has requirements they MUST be able to teach the required skills as well. *Note some skills are Occupation Specific and can NOT be taught to those that are not of that occupation.</p> <p style="text-align: center;">Academician Skill costs</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Type of Skill</th> <th>Cost to Acquire</th> <th>Type of Skill</th> <th>Cost to Acquire</th> </tr> </thead> <tbody> <tr> <td>General Non Tiered Skill</td> <td>100 + Skill</td> <td>Occupation Specific Skills (Non-Tiered)</td> <td>1000 + skill</td> </tr> <tr> <th colspan="2">Tiered</th> <th colspan="2">Tiered</th> </tr> <tr> <td>Tier 1</td> <td>100 + skill</td> <td>Tier 1</td> <td>100 + skill</td> </tr> <tr> <td>Tier 2</td> <td>200 + skill</td> <td>Tier 2</td> <td>200 + skill</td> </tr> <tr> <td>Tier 3</td> <td>300 + skill</td> <td>Tier 3</td> <td>300 + skill</td> </tr> <tr> <td>Tier 4</td> <td>400 + skill</td> <td>Tier 4</td> <td>400 + skill</td> </tr> <tr> <td>Tier 5</td> <td>500 + skill</td> <td>Tier 5</td> <td>500 + skill</td> </tr> </tbody> </table> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Type of Skill</th> <th>Cost to Acquire</th> </tr> </thead> <tbody> <tr> <td>Combat Skills (Non Tiered)</td> <td>500 + skill</td> </tr> <tr> <th colspan="2">Tiered</th> </tr> <tr> <td>Tier 1</td> <td>100 + skill</td> </tr> <tr> <td>Tier 2</td> <td>200 + skill</td> </tr> <tr> <td>Tier 3</td> <td>300 + skill</td> </tr> <tr> <td>Tier 4</td> <td>400 + skill</td> </tr> <tr> <td>Tier 5</td> <td>500 + skill</td> </tr> </tbody> </table>	Type of Skill	Cost to Acquire	Type of Skill	Cost to Acquire	General Non Tiered Skill	100 + Skill	Occupation Specific Skills (Non-Tiered)	1000 + skill	Tiered		Tiered		Tier 1	100 + skill	Tier 1	100 + skill	Tier 2	200 + skill	Tier 2	200 + skill	Tier 3	300 + skill	Tier 3	300 + skill	Tier 4	400 + skill	Tier 4	400 + skill	Tier 5	500 + skill	Tier 5	500 + skill	Type of Skill	Cost to Acquire	Combat Skills (Non Tiered)	500 + skill	Tiered		Tier 1	100 + skill	Tier 2	200 + skill	Tier 3	300 + skill	Tier 4	400 + skill	Tier 5	500 + skill	Special See Chart Below
Type of Skill	Cost to Acquire	Type of Skill	Cost to Acquire																																															
General Non Tiered Skill	100 + Skill	Occupation Specific Skills (Non-Tiered)	1000 + skill																																															
Tiered		Tiered																																																
Tier 1	100 + skill	Tier 1	100 + skill																																															
Tier 2	200 + skill	Tier 2	200 + skill																																															
Tier 3	300 + skill	Tier 3	300 + skill																																															
Tier 4	400 + skill	Tier 4	400 + skill																																															
Tier 5	500 + skill	Tier 5	500 + skill																																															
Type of Skill	Cost to Acquire																																																	
Combat Skills (Non Tiered)	500 + skill																																																	
Tiered																																																		
Tier 1	100 + skill																																																	
Tier 2	200 + skill																																																	
Tier 3	300 + skill																																																	
Tier 4	400 + skill																																																	
Tier 5	500 + skill																																																	
Archaeology (specify Species)	This skill allows a player to properly collect artifacts and identify its origin's provided they are knowledgeable of the history of the Species that the artifact belongs to. If the player also has the skills Ancient History and Ancient Languages they may identify even more information regarding the item IE who it once belonged to, its use, if it was an item of significance (Admin will give any relevant information they deem the player will know).	200																																																
Cartography	This is the ability to read and create maps.	200																																																
Criminology	This is the study of crime and its history by the various Species. Characters with this skill can use investigative techniques to uncover various clues as to what transpired at a crime scene.	200																																																
Forbidden Lore	Similar to the History skill, forbidden lore indicates knowledge of events long past, while the former is intended to show that a character is familiar with written	200																																																

	documented facts, those who have the knowledge of Forbidden Lore are assumed to have studied the more sinister and macabre secrets that the world has chosen to forget. While a character may know a great deal about the Mage Wars and the effect it had on Dracanus, someone versed in forbidden lore may know about a specific Spell caster and their activity and effects on a specific location. Initial purchase of this skill grants a general knowledge of things of a foul and sinister nature. Additional slots will allow the player to become an expert in specific areas of forbidden Lore (Admin will provide details as is required when this skill is used).	
Heraldry	knowledge of various crests, Sigils, Banners, and Flags	200
History	This skill imparts knowledge of specific Historical events to a particular region, Species and time period.	100
Languages (Ancient)	This skill imparts the understanding and ability to speak one Ancient Language	200
Languages (Modern)	This skill imparts the understanding and ability to speak one Modern Language *Note everyone is able to speak the common Language which is Dracanan	100
Read/Write (Ancient Language)	the skill and knowledge to read, write and comprehend one Ancient Language	200
Read/Write (Modern Language)	the skill and knowledge to read, write and comprehend one Modern Language	100
Local Law	This skill is the knowledge of the laws of given region when taken the player must specify the area that they the skill is to pertain to.	100
Species Lore	This skill is the knowledge pertaining to a single species that exists within Dracanus, by taking this the person gains general knowledge of a specific species, its habits, its history, how it affects the environment etc.	200
Spell Craft	This grants those with this skill the ability to recognize arcane symbols and practices it is the first thing that all users of the mystical arts must learn in order to read the spells or create the Sigils required by their profession.	200
Spirit Craft	This skill is the knowledge of the rituals, prayers gestures and practices that followers of the divine require to call on their deity to perform the miracles granted to them. *Note though anyone can take this skill it does NOT grant the ability to cast or recognize specific Miracles, Players wishing to do so must take on one of the occupations that do so (or purchase all of the skills in order to multiclass)	200
Theology	-This skill when taken allows a character to know all about a single religion (Beliefs, Holidays, Rituals, Hierarchy, etc.). The player knows much of its history, as well as events of great importance that occurred. (Other Information may also be known at the Discretion of Admin)	200

General

Name	Description	Cost
Etiquette	Knowledge of proper manners before nobility of a specific Species	100
Equestrian	Persons with this skill are able to competently prepare, mount and ride a specific land based animal IE: Horses, Donkeys, Camels, etc.	100
Mining	The ability to locate a potential location for excavation and run a mining facility.*Note Admin will inform anyone employing this skill if there are suitable locations for a mining operation in the area and what resource/s are available.	200

Navigation (Land Based)	This allows a person to determine the location and direction while on Land, with tools such as a compass and appropriate charts and or maps of the area they are able to make be more precise.	100
Navigation (Water Based)	This is the ability to pilot a ship and determine direction at sea, the Navigator must have access to nautical tools such as a sextant and or a compass as well as proper maps and charts of the area they are in.	100
Rope Use	the knowledge and skill in using ropes and tying knots	100
Seamanship	Those with this skill are qualified to work aboard sea going vessels, and perform various tasks as a crew member, however they are not able to navigate or work with ropes without the subsequent skills to do so.	100

Medical

Name	Description	Cost
Healing (basic)	This skill is the knowledge of how to use basic first aid, and natural remedies and the like for the purpose of tending to sick and injured persons. It is a prerequisite for the Medic Occupation.	200
Herbalism	Knowledge of the healing properties of various plants, fungus and herbs.	200
Medicine	This skill is the knowledge of using various pharmaceuticals, antitoxins and other modern healing agents during medical treatment of a patient, The medic is also aware of the most modern treatments and procedures to use to treat a variety of injuries, and ailments.	200

Physical

Name	Description	Cost
Exceptional Constitution	This Skill grants 1 Health Point permanently to a character's base amount. This skill can be taken multiple times <ul style="list-style-type: none"> Dwarves, Gnomes and Hadlin gain +2 HP each time this skill is taken This Skill Costs double for Elves and Dakar 	500

Paranormal

Name	Description	Cost
Psychometry	A person with this skill has a limited psychic gift that enables them to detect the faint impressions attached to items involved in traumatic events. For instance, if a psychometrist picked up knife that was suspected as a murder weapon they get the impression of a great pain and terror and feel the sensation of the knife as it slits the throat and blood pours forth from the wound, however it is also possible that the player may sense nothing if the weapon is not connected to the event or other circumstances arise. Admin will determine the results of interaction with such items as well as inform the player of any negative effects of divining such. In order for the player to divine the impression, they must hold and concentrate upon the object without distraction.	200
Sixth Sense	A character with this skill is sensitive to the presence of the supernatural in its many manifestations. A character must spend time to clear their mind and open themselves to the surrounding area making them receptive to the ambient energies; they can than sense the presence of spell use and undead or supernatural creatures. The sensation is by no means exact and only gives a general awareness, it will not reveal the specific nature or location of the energies only that such is close by. While in this state the characters cannot react for a full minute after receiving the information.	500

Sciences

Name	Description	Cost
Anatomy (Basic)	This allows those with this skill to have general knowledge of the structure of the Humanoid Body, the location of body parts, musculature and organs. It grants a +1 bonus to Medical Healing (not Arcane, Alchemical or Divine) and a +1 to Damage. (Contributed by Briar Varjas)	200
Astrology	This is the study of the movements and relative positions of celestial bodies interpreted as having an influence on human affairs and the natural world.	100
Astronomy	This is the branch of science that deals with celestial objects, space, and the physical universe as a whole.	100
Biology	While botany involves the study of plants and zoology involves the study of animals, biology involves the study of all living things, including the intelligent Species. A character with the biology skill will have a general knowledge of plants and creatures interactions between them. Such characters will have a working knowledge of the humanoid body, and maybe able to diagnose simple common diseases. A character with this skill and any healing skill is able to restore +1HP in addition to the normal amount. This skill is required by Alchemists who combine various substances both organic and inorganic to their brews.	200
Botany	Those versed in this skill have an extensive knowledge of plant anatomy, varieties, byproducts, propagation, hybridization, and diseases. A character with this skill can attempt to identify any plant Species that they encounter and increases the chances of attempts to identify any plant based poisons using Toxicology. This skill is of major Importance to Alchemists whom use various plant products in their potions.	200
Chemistry	A character with this proficiency is able to identify chemical compounds this includes the ability to run tests that will identify the compositions of a substance, A player might use this skill to determine whether a Dark red spatter on a wall is Blood or Paint. This skill is also of Major importance to Alchemists whom use various substances to brew their potions.	200
Geology	A player who has skill in geology has a good working knowledge of the processes by which the features of Dracanus's surfaces are formed and has a good recognition of various rocks and minerals. Such a character may also estimate the relative safety of travel in a subterranean environment or determine the likely source of a rock or soil sample (provided that the sample is significantly uncommon). This skill includes a working knowledge of mineralogy and topography. A character that has Mining in addition to this skill is more likely to find specific mineral deposits that they are looking for.	200
Metallurgy	The ability to identify different metals and alloys	200
Physics	A character with this skill is familiar with the forces of energy and the physical laws and structures of the universe. Physics in Dracanus are different than the modern world as Electricity has not been harnessed as a power source, and other advances in sciences have not yet come about	200
Toxicology	This skill gives an understanding of the harmful effects of chemicals, substances, or situations on people, animals and the environment. This skill is most useful to Alchemists who mix different elements to produce varying results.	200
Zoology	This skill gives the knowledge of the world's known animals and their habits and the uses of various parts of such animals. This skill does not permit a character to train wild animals but it can be used to identify and locate animals as well as the best means to hunt and capture said creatures. (Note speak with Admin when attempting	200

	to use this skill for rare or exotic animals)	
--	---	--

Survival

Name	Description	Cost
Fishing	The knowledge and skill in fishing with a pole or net.	100
Fire Building	With this skill the person is proficient in building a fire.	100
Hunting	Basic knowledge on how to find wild animals and capture them for sport or food	200

Tiered Skills

Non-Combat Tiered Skills

Crafting	Mercantile	Rogue
Armor smithing	Appraising	Forgery
Bowyer	Income	Escapology
Fletcher	Observational	Trapping
Lock smithing	Awareness	Science
Weapon smithing	Tracking	Anatomy (Advanced)
Educational	Physical	
Animal Training	Exceptional Strength	

These are advanced skills, players may take them and increase the tier to gain bonuses to the use of the skill, and many have prerequisites that must be obtained prior to learning them.

Crafting

Skill	Requirements	Description	Cost
Armor smithing	Blacksmithing Metallurgy Leather Working	The knowledge and skill to create and repair Armor. Note forging armor is time consuming; Admin will inform the smith of the amount of time it takes to craft such. It takes approximately 1 Week to forge a Steel Breastplate and 1-2 days for each additional piece. *Dwarven Smiths add +1DP/Tier to any Metal Armor that they craft	
Tier 1		Novice -1 DP to Armor crafted	1000
Tier 2		Apprentice 0 DP to Armor crafted	2000
Tier 3		Initiate +1 DP to Armor crafted	3000
Tier 4		Journeyman +2 DP to Armor crafted	4000
Tier 5		Master +3 DP to Armor crafted	5000
Bowyer	Woodworking	The ability to craft bows. Note it requires a minimum of 3 days to craft the simplest of bows; Admin will inform crafters of time requirements as needed. *Elves that craft bows add +1 DMG per tier	
Tier 1		Novice -1 DMG to bows crafted	1000
Tier 2		Apprentice 0 DMG to bows crafted	2000
Tier 3		Initiate +1 DMG to bows crafted,	3000
Tier 4	Tier 2 Exceptional Strength is required to make	Journeyman +2 to bows crafted, and add strength bonus for Tier 1-2 Exceptional Strength	4000

	bows adjusted for such.		
Tier 5	Tier 5 Exceptional Strength is required to make bows adjusted for such.	Master +3 to bows crafted, and strength bonus for Tier 3-5 Exceptional Strength	5000
Fletcher	Woodworking Blacksmithing	The ability to craft Arrows. 10 Arrows can be crafted each day (Bonus or Penalty is added to the Damage of the Bow being used) *Elves that craft arrows add +1 DMG per tier to damage done by bow.	
Tier 1		Novice -1 DMG to arrows crafted	1000
Tier 2		Apprentice 0 DMG to arrows crafted	2000
Tier 3		Initiate +1 DMG to arrows crafted	3000
Tier 4		Journeyman +2 to arrows crafted	4000
Tier 5		Master +3 to bows crafted	5000
Lock smithing	Blacksmithing Clockworks Metallurgy	This skill allows a person to craft locks. At higher tiers it grants a bonus to picking a lock. Having this skill also reduces the time it takes to pick a lock by half.	
Tier 1		Able to craft Tier 1 Locks	1000
Tier 2		Able to craft Tier 2 Locks.	2000
Tier 3		Able to craft Tier 3 Locks. Lowers attempts to Pick by 1 Tier	3000
Tier 4	Trapping (Tier 4)	Able to craft Tier 4 Locks. Lowers attempts to Pick by 2 Tier. Able to add Needle Traps to Locks	4000
Tier 5		Able to craft Tier 5 Locks. Lowers attempts to Pick by 3 Tier	5000
Weapon smithing	Blacksmithing Metallurgy	The knowledge and skill to create metal weapons. *Note forging weapons takes time; Admin will inform Smiths how long it will take to forge each metal weapon (knives and daggers take approximately 3 days, where as a plain Long sword takes approximately 1 week. *Dwarven Smiths add +1DMG/Tier to any weapon that they craft	
Tier 1		Novice -1 DMG to weapon crafted	1000
Tier 2		Apprentice 0 DMG to weapon crafted	2000
Tier 3		Initiate +1 DMG to weapon crafted	3000
Tier 4		Journeyman +2 DMG to weapon crafted	4000
Tier 5		Master +3 DMG to weapon crafted	5000

Educational

Skill	Requirements	Description	Cost
Animal Training	Animal Handling	Knowledge on how to train a specific animal to perform a variety of tasks. It takes approximately 1 week of training to impart a specific command.	
Tier 1		Can teach an animal to obey simple verbal commands i.e. Sit, Stay, Lay Down, Roll over, Heel.	100
Tier 2		Can teach an animal to obey advanced verbal commands i.e. Fetch,	200

Tier 3		Can teach an animal to obey Manual commands	300
Tier 4		Can teach an animal specific tasks, i.e. Guard, Attack	400
Tier 5		Can teach certain animals to Hunt and Track (speak to admin on what animals can be taught)	500

Mercantile

Skill	Requirements	Description	Cost
Appraising		This is the ability to determine the value of an object.	
Tier 1		This skill allows a person to determine the value of an object within 25% of its actual Value. Players also gain the ability to recognize Tier 1 Forgeries (provided the forger does not also possess Appraising)	100
Tier 2		This skill allows a person to determine the value of an object within 20% of its actual Value. Players also gain the ability to recognize Tier 2 forgeries (provided the forger does not also possess Appraising)	200
Tier 3		This skill allows a person to determine the value of an object within 15% of its actual Value. Players also gain the ability to recognize Tier 3 forgeries (provided the forger does not also possess Appraising)	300
Tier 4		This skill allows a person to determine the value of an object within 10% of its actual Value. Players also gain the ability to recognize Tier 4 forgeries(provided the forger does not also possess Appraising)	400
Tier 5		This skill allows a person to determine the value of an object within 5% of its actual Value. Players also gain the ability to recognize Tier 5 forgeries (provided the forger does not also possess Appraising)	500
Income	Must be paired with another learned skill Unless taken by Thieves.	Allows a player to gain revenue. This skill can be taken a Maximum of 3 times Players may acquire the income skill multiple times paired with different skills for example Income Candle Making, Income Brewing, etc.	
Tier 1		Earn 1 CP/day in between events and RP	100
Tier 2		Earn 2 CP/day in between events and RP	200
Tier 3		Earn 3 CP/day in between events and RP	300
Tier 4		Earn 4 CP/day in between events and RP	400
Tier 5		Earn 5 CP/day in between events and RP	500

Observational

Skill	Requirements	Description	Cost
Awareness	Backstab Pick Pockets	This skill gives the ability to detect covert actions such as pickpockets or Backstabs.	
Tier 1		Lowers others Backstab or Pick Pockets attempt by 1 Tier	1000
Tier 2		Lowers others Backstab or Pick Pockets attempt by 2 Tier	2000
Tier 3		Lowers others Backstab or Pick Pockets attempt by 3 Tier Increases Personal Backstab or Pick Pockets attempt by 1 Tier	3000
Tier 4		Lowers others Backstab or Pick Pockets attempt by 4 Tier	4000

		Increases Personal Backstab or Pick Pockets attempt by 2 Tier	
Tier 5		Lowers others Backstab or Pick Pockets attempt by 5 Tier Increases Personal Backstab or Pick Pockets attempt by 3 Tier	5000
Tracking (Courtesy of MarktheDM)		This skill allows the user to follow the trails and other physical evidence left behind by other beings.	
Tier 1		Identify specific tracks of target to be followed	1000
Tier 2		Identify other signs of passage on the ground and Environment	1500
Tier 3		Identify False tracks/Trails left by prey	2000
Tier 4		Able to track through water or through dense brush/branches/Tree's	2500
Tier 5		Able to anticipate final the destination of prey	3000

Physical

Skill	Requirements	Description	Cost
Exceptional Strength		This skill grants the user greater than normal strength allowing the one with it the ability to lift items heavier than what most normal persons could carry; it also allows them to do increased damage with Melee Weapons.	
Tier 1		Grants +1 to all damage with Melee Weapons, and bows that have been crafted to allow for Strength	1000
Tier 2		Grants +2 to all damage with Melee Weapons, and bows that have been crafted to allow for Strength, Can also remain standing regardless of Knockback/Knockdown Effects	2000
Tier 3		Grants +3 to all damage with Melee Weapons, and bows that have been crafted to allow for Strength	3000
Tier 4		Grants +4 to all damage with Melee Weapons, and bows that have been crafted to allow for Strength. Can ignore Knockback/Knockdown Effects	4000
Tier 5		grants +5 to all damage with Melee Weapons, and bows that have been crafted to allow for Strength	5000

Rogue

Skill	Requirements	Description	Cost
Forgery	Non Tiered skill appropriate to item to be forged	The talent for reproducing facsimiles of other items.	
Tier 1			100
Tier 2			200
Tier 3			300
Tier 4			400
Tier 5			500
Escapology			
Tier 1	Rope Use	Can Escape from simple rope/cord bindings	100
Tier 2	Lock Picking	Can Escape from Manacles and Shackles	200
Tier 3			300

Tier 4			400
Tier 5			500
Trapping	Rope Use Awareness T1	This skill gives the knowledge of how to place, Arm and Disarm Traps.	
Tier 1		Set small rope snares, and trip wire Alarms	100
Tier 2		Able to set Large Snares, Net Traps Trip Wire Traps	200
Tier 3	Blacksmithing	Able to set up Cage Traps, Trip Wire Crossbow Traps	300
Tier 4	Lock smithing	Able to make needle traps to insert in Locks	400
Tier 5	Clockworks	Able to craft time released traps and incendiary devices	500

Science

Skill	Requirements	Description	Cost
Anatomy (Advanced)		When taken this skill gives specific knowledge of the structure of a specific Species and a greater understanding of that Species body parts, musculature, and organs. (Contributed by Briar Varjas)	
Tier 1	Anatomy (Basic)	+1 Hp when healing or +1 Damage to the specified Species	1000
Tier 2		+2 Hp when healing or +2 Damage to the specified Species	2000
Tier 3		+3 Hp when healing or +3 Damage to the specified Species +1	3000
Tier 4		+4 Hp when healing or +4 Damage to the specified Species	4000
Tier 5		+5 Hp when healing or +5 Damage to the specified Species +1	5000



Combat

Introduction to Combat

This section is devoted to an important and integral part of Dracanus. Part of the LARP experience is combat with Fantastical creatures, deadly warriors, horrifying undead and a host of other things that want to cause your Character (you) harm. These skills will allow you to respond in kind to such threats.

Before we delve into the skills however let's focus on a few important matters beforehand.

Combat Safety

First and foremost; Combat and fight sequences are merely simulations and you must go through our COMBAT SAFETY before you can engage in combat. Combat Safety will be done on an individual basis between you the player and one of the Dracanus Officers.

Combat Safety will start with:

1. The weapons you use will be inspected by the officer to ensure that they are safe to use, have no sharp or extremely hard parts that may cause harm either to yourself or others.
Weapons MUST be checked regularly as overtime and use they are subject to wear and tear. Should we determine that a weapon is unsafe it can no longer be used in combat situations and you will have to replace it.

2. The second phase of combat will gauge your ability to fight safely and not cause any harm during the game to your opponents, after all this is a game and we don't want anyone to be unintentionally hurt. Regardless of your skills in a real world fight NO ONE will be exempted from Combat Safety UNLESS they will be playing a completely NON-COMBAT role.

Even before you get to sparring with one of our officers here are a few other important rules

Strike Zones – Aim for the body, arms and Legs, despite using foam boffer weapons, they can still hurt, Head and groin shots ARE NOT allowed.

Baseball Batting – This term relates to using more force than necessary to hit a target. Always try to use the lightest hit possible even when you're pretending to do a "Mighty Blow" slow it down use as little force as possible to make contact with your target.

Machine Gunning – this is the process of striking a target so quickly that there is little chance to even respond to the attack. When attacking you will be calling out the damage your weapon is inflicting, each strike must correspond with the call. (As an example you are attacking with a long sword which inflicts 8 metal damage with no further adjustments). You swing your sword at your target and call out "8 metal" before you swinging again.

Dracanus Combat System

Health and Defense

So the first thing you will need to know about is Health points (HP) and Defense Points (DP).

Health Points (HP) are the total amount of damage you can withstand before you die. These points are determined by your Characters Species and can be increased through a variety of means such as skills, and magic. Health points can be recovered in a variety of ways including Resting, Potions of Healing, Divine Miracles, Laying of Hands ability of Paladins.

Defense Points (DP) are the total amount of Armor you are wearing; the number determines the amount of Damage you can withstand before your HP is affected.

The totals for Health and Defense are kept separate as different things may not affect either for example, Bows ignore Armor hitting a Characters HP directly, and Some Acids affect Armor without harming flesh. Healing Spells and potions return HP, whereas Armor must be repaired in order to restore DP.

Damage (DMG) – Damage is the amount of points that an attack causes. Every weapon does a base amount of Damage which is subtracted from DP and or HP.

When attacking with most weapons Damage will be done first to DP. The goal is to reduce it to 0 so that you can start depleting an opponent of their HP.

Death

When your character reaches 0HP they are not dead they are incapacitated and slowly bleeding out, players will begin a slow (silent) Count when they reach 20 their character expires.

So you have died, whether in combat or by accident, don't worry your game doesn't end here, in the world of Dracanus it is quite possible to be brought back from the other side by many means but until one of those means are effected, you become a disembodied spirit unable to interact with the living, existing between the realm of the living

and what lays beyond. During this time you can still move about the world of the living, and observe all that's going on, some such as clerics, have spells that allow them to see and communicate with the dead.

When dead you can move through solid objects, and still see and hear what is going on in the living world, you can also interact with others that are dead, be forewarned there are entities inhabiting this mid-plane and some may have hostile intentions towards others.

Basic Combat

Okay you have your HP and your DP totals, you have a weapon that does damage you are now ready to get into your first combat. So you find a Target.....

Example of a Basic Melee Fight, Below is a fight between you a Basic Human Fighter wearing A Chain Mail Shirt and with a Long sword and Shield. You start with 20HP (Humans have a base start of 20 Health points) and have 15 DP (chain shirt covers front and back 12 DP + Large shield 3DP) The Long Sword does 8DMG. The Orc Starts with 25HP and is wearing a leather Armored Shirt and attacking with two Hand Axes
That's a lot of numbers lets show it a little simpler...

You	Orc
20HP	25HP
12DP	6 DP
8DMG	4DMG/4DMG

So you and the Orc are face to face, each of you is going to attack the other, using your LARP Safe weapons, you try to land blows against each other, every time you successfully strike your opponent Arms, Legs, and Body they Subtract 8 points first from their DP and then from their HP. Once either is reduced to 0 or below in hit points you fall to the ground "Incapacitated" and start a slow count down from 20 (keep the count silent)

Basic Combat Skills

Armor Use

(Specify Armor/Shield)	This skill must be taken by any person who wishes to be competent with a type of armor or shield. Anyone wearing armor or using a shield without this skill does so at a penalty of -5 DP (DP can only be reduced to a minimum of) The Armor Use skill Represents the knowledge of a full suit of a specified type of Armor I.E. Leather, Scale, Plate, Etc. or a Single Shield type.	100
------------------------	---	-----

Weapons Use

(Specify Weapon)	This skill must be taken by any person who wishes to be competent with a weapon. Anyone wielding a weapon without this skill does so at a penalty of -5 DMG (Damage can only be reduced to a minimum of 1) The Weapons Skill represents the knowledge to use a single weapon without penalty.	100
------------------	--	-----

Defense Points

In combat the best armor is the best defense against being injured. Defense points are attributed for the various parts of Armor that your character is using. Below is listed the various locations and type of armor that covers the designated part of your body. Defense Points are cumulative and when you are attacked damage is taken from this score before affecting your Health Points unless damage specifically targets DP or HP.

Defense Points by Location

Armor Types - This list shows Armor and how much defense it provides in descending order. Those armors that are similar (or identical) in the DP protection they provide will be placed together. (DP list created by Trevor Cahill)

- The DP listed below for items that come in pairs is listed for the set. If a player opts to only use one half of the set the DP is lowered by half (rounded down with 1 being the lowest DP provided)
- DP is gained for ALL armor that is worn, so one can Layer things appropriately IE wearing a gambeson beneath Chain and Plate Grants the DP for each item.

Upper Body

Type	Helm*	Gorget	Pauldrons	Curiasse (front plate)
Full Plate	8	6	6	9
Field Plate	7	5	5	8
Plate Mail	7	4	4	7
Chain Mail Scale Mail Banded Mail	6	3	3	6
Bronze Plate Mail	6	N/A	N/A	6
Studded Leather	4	2	2	4
Leather	3	2	2	3
Hide	2	1	1	2
Padded	1	1	1	1

Type	Curiasse (back plate)	Vambrace (upper)	Vambrace (lower)	Gauntlets
Full Plate	9	6	6	4
Field Plate	8	5	5	4
Plate Mail	7	4	4	4
Chain Mail Scale Mail Banded Mail	6	3	3	3
Bronze Plate Mail	6	N/A	4	N/A
Studded Leather	4	2	2	2
Leather	3	2	2	2
Hide	2	1	1	1
Padded	1	1	1	1

Lower Body

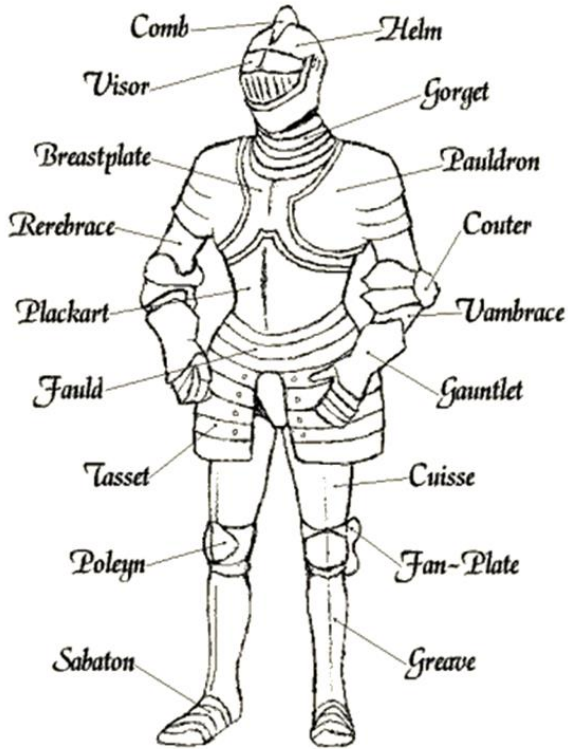
Type	Tassets	Cuisse	Grievs	Sabatons	Total DP
Full Plate	6	6	6	5	73
Field Plate	5	5	5	5	63
Plate Mail	4	4	4	4	53

Chain Mail Scale Mail Banded Mail	3	3	3	3	42
Ring Mail Splint Mail Brigadine	3	3	3	3	39
Bronze Plate Mail	4	N/A	4	N/A	30
Studded Leather	2	2	2	2	28
Leather	2	2	2	2	25
Hide	1	1	1	1	14
Padded	1	1	1	1	11

*Visors Add +1 DP when Lowered

Suit of Armor Close-Up

The Medieval Battle Harness



The Suit of Armor or Battle Harness that is depicted to the left is just one form of armor. Depending on where the armor was crafted, the culture or even the individual smith, there may be pieces in addition to what is shown or some pieces may not be incorporated into the suit at all, However for purposes of Dracanus the example show many of the pieces you might typically encounter.

Full Plate Armor was the choice of many Battle ready Knights; it offered the most protection and coverage of the body; however it was Expensive, cumbersome, and took a considerable amount of time to put on. The help of a squire was often required to assist the knight to strap all the pieces into place.

Under the plates a Knight would also wear some form of padding such as a gambeson to cushion the shock of blows, and to prevent rubbing and chaffing of the armor on their Flesh. It was also common to wear a Layer of Chain mail in addition to protect any gaps or opening left in the armor and act as a secondary precaution.

Head and Shoulder Pieces

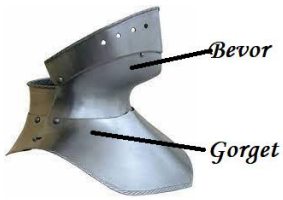
Helm – There are many different shapes and styles of helmets that were designed through the ages, even today in the modern age, helmets are used by military and law enforcement and many others to prevent injuries.

Each variation of helm has its own unique advantages and disadvantages however for the purpose of our rules we have classified them into two categories, Open Faced and Closed Faced Helmets.

- Open Faced Helmets – This is any Helm that does not cover the face though there may be a nose guard or eye protection it still leaves a large portion of the face uncovered. The main advantage of these helmets is that they allow for a wider range of visibility.
- Closed Faced Helmets – These helmets completely encase the head and face of the wearer. The front plate of the helmet may be on a hinge (a Visor) that allows it to open or close as needed by the warrior. Though this allows for more protection of the person's head and face it typically reduces the visibility allowing a limited range of sight to the wearer.

Comb – An extension from the front to back of a helmet which is intended to strengthen a helmet's structure, this piece was often very elaborate and could also be used to denote rank and/or have a special holder placed near the back to hold a feather or tail of some sort.

Visor – A plate often hinged, that was attached to the helmet to protect the face of the wearer, the Visor would have slits for eyes and occasionally small slits or holes called "Breaths" to allow for ventilation and additional visibility.



Bevor – Is a piece that was often worn either in conjunction with or in lieu of the Gorget, its function was to protect the throat, neck and lower face.

Gorget – This piece typically shaped to resemble a collar and was intended to protect the neck and upper shoulders often it would have Anchor points to attach other armor pieces such as pauldrons to it.

Pauldron – these pieces would be attached to an anchor point on the breast plate or gorget as well as the upper arm to protect the shoulders. In Some cases the Pauldrons would cover both shoulder but may also cover a Single Shoulder (typically the side that wields a weapon and unprotected by a shield)

Torso Armor

Breast Plate – This large piece often covered both the upper torso however there are examples where it fully covered the entire torso removing the need for a Plackart

Back Plate – The largest piece of armor aptly called the Back Plate (found no other name for this piece), is to protect the wearers Back and Spine from rear attacks, typically it was a single piece that would attach to the Breastplate at the shoulders and under the arms as well as to the Plackart.

Plackart – This piece covered from waist to chest and occasionally interlocked or covered the Breastplate and Fauld. In some instances the Plackart was designed as part of the Breast plate instead of as a separate piece.

Fauld – This piece of Armor typically attached to the lower part of the Plackart or Breast Plate and the Back Plate, it was intended to protect the Waist and Abdomen of the wearer.

Tassets – Armored Plates or Skirt intended to protect the gap between the upper thighs and the abdomen.

Arm and Leg Armor

Rerebraces or Upper Cannon – These pieces were typically overlapped by the Pauldrons and protected the upper arms.

Couter –pieces that protected the Elbow, typically attached or overlapping both the Rerebraces and the Vambraces.

Vambrace or Bracers– Often used to refer to complete Arm coverage and divided into upper and lower cannons but more accurately used to define the pieces that protect the forearm.

Gauntlets – The armored Gloves or mittens protected the hands and fingers often the top of the gauntlets were crafted of Metal while the interior and palm side would be made from Leather or cloth.

Cuisse – Armored Thigh Piece that would typically be worn beneath Tassets.

Poleyn – This piece protected the knee and often was designed to interlock with the Cuisse and Greaves though in some instances Cuisse, Poleyn and Greave were made as a single hinged piece.

Greaves – Amor that covered the lower leg often designed to overlap the Sabatons and interlock with Poleyn

Sabaton - Armored foot coverings, in some instances these pieces completely encompassed the foot. Some Sabatons had sharp knifelike projections from the foot or built in spurs on the rear.

Recovering Health and Defense Points

One thing to keep in Mind is that Defense points can only be recovered by having armor repaired whereas Health Points can be recovered through various forms of healing or by resting and not engaging in strenuous activity.

HP/DP Counter Cords – Find it difficult to keep track of your HP and DP during events? A simple solution is to use a counter cord which consist of 20 beads on a long cord with space to move them, we recommend using separate colors to distinguish between ones and tens and Hit Points and Defense points, we will give out some cords (as supplies are available) that are Red and White beads on a black cord for HP and Black and Blue Beads on a white cord for DP. To use these cords you simply slide a bead from the groups when you take damage of the appropriate kind.

Example you sustain some 5 damage but your armor is hit you would move 5 of the Black beads on the DP cord You take an additional 6 points from the next hit, you move 4 of the black beads and 1 of the blue beads that represent the Tens (5+6=11 so you need 1 point moved of the Black and 1 of the blue)



Advanced Combat

This section will be devoted to advance features of combat, adding buffs and skills to enhance combat for those wanting to do a little more than just Hack and Slash.

Combat Skills

Combat Skills Basics

Armor Use
Weapons Use

Combat Skills Advanced

Buffs	Melee		Missile
Armor Focus	Armor By-Pass	Final Blow	Point Blank
Weapon Focus	Assassinate	Knockback	Rapid shot
	Berserk	Knock Out	Staple

Block	Sever
Channel Strike	Shatter
Counter	Stability
Cripple	Stun
Disarm	

Bufs

These are skills that are added to other skills to enhance damage or add an effect

Armor Focus - This skill allows a person to effectively wear a specific suit of armor or use a shield.

Skill	Requirements	Description	Cost
Tier 1	Armor Use (Specify Armor or Shield)	+1DP Bonus to armor worn	100
Tier 2		+2DP Bonus to armor worn	200
Tier 3		+3DP Bonus to armor worn	300
Tier 4		+4DP Bonus to armor worn	400
Tier 5		+5DP Bonus to armor worn	500

Weapons Focus - This skill has trained the warrior to use a weapon to its greatest extent, granting them a bonus to damage. This skill can be applied to both melee and missile weapons.

Skill	Requirements	Description	Cost
Tier 1	Weapons Use (Indicate Weapon)	+1 to Damage	1000
Tier 2		+2 to Damage	1500
Tier 3		+3 to Damage	2000
Tier 4		+4 to Damage	2500
Tier 5		+5 to Damage	3000

Melee

Skills related to hand held weapons and unarmed combat. Each Melee Skill can be used once per combat (per purchase) unless specified in the description. They can be stacked with Bufs but cannot be combined with other attacks

Skill	Requirements	Description	Cost
Armor By-Pass	Weapon Focus (melee weapon) Tier 2	This allows a strike to avoid armor and deal damage directly to Health Points (Arrows fired from a Long Bow or Short Bow automatically gain this skill).	2000
Assassinate	Weapon Focus Tier 5 Anatomy (of specific Species) Tier 5	This skill allows the user to execute another person instantly reducing them to 0HP However it can only be used against those persons that are Prone and unable to defend in any manner (roll, dodge, block, etc.),	
Berserk		The person using this skill must perform some action showing themselves to be working themselves into a Berserk rage (action can be a song, stomping there feet, bashing there weapon repeatedly against a shield or armor etc.) for a minimum of 1 minute. Upon completion of the action the character gains double Health and deals double damage with melee weapons. During this state (which lasts for 10 Minutes	2500

		<p>they must attack any visible target (whether friend or foe). When the time expires the warrior loses the Additional HP and collapses exhausted for 20 minutes where they are unable to perform any strenuous activity. (I.e. running, lifting additional objects, etc.) Furthermore any damage they received is deducted from them (it is possible for a warrior to die after coming out of the berserker state)</p> <p>While in the Berserker State the warrior gains double the Hit Points and does Double Damage however when they enter the exhaustion state they lose the exact amount of hit points they gained regardless of the damage they have taken. For Example Ragar the Savage normally has 20HP when he enters the Berserker state his HP becomes doubled giving him 40 HP, during the fight he takes 10HP Damage when the Berserk State ends he also loses the 20 HP which means he loses 30HP in total, leaving him with only 10HP 40-10-20=10</p>	
Block	Weapon Focus (melee weapon) or Armor Focus (shield) at Tier 2	This skill allows the target to block one melee attack negating the damage and status effects that would have been received.	2000
Channel Strike	Weapon Focus (melee weapon) Tier 2	The user has learned a mysterious technique that allows them to funnel their life force into the strike, The user may convert as many health points (HP) as they have available into damage HOWEVER it only applies to the next attack IF they fail to hit the target they still lose the health points. Requires Weapon Finesse (melee weapon) and Weapon Focus (melee weapon) at Tier 2.	3000
Counter	Weapon Focus (melee weapon) Tier 2.	This skill teaches the warrior to use an opponent's attack against them; the combatant effectively blocks an incoming attack cancelling any status effects (vs. melee weapons only) and cause the attacker to receive half the damage they would have caused.	3500
Cripple	Weapon Focus (melee weapon) Tier 2	The target suffers a wound that incapacitates the affected limb (Arms or Legs) Until they receive healing any damage they do is reduced by half.	3000
Disarm	Weapon Focus (melee weapon) Tier 3	Cause's an opponent to have the weapon removed from their hand and tossed several feet away.	3000
Final Blow		This Skill allows the user to instantly kill a target that has been: rendered prone and incapable of any way to dodge, restrained, incapacitated or reduced to 0hp. This skill is NOT able to be used against PC's it may only be used against NPC monsters and characters.	1500
Knockback	Weapon Focus (melee weapon)	This skill channels all the users' strength into a blow that causes a victim to be hurled back 10ft and knocked	2500

	Tier 2	to the ground. Those possessing exceptional strength can ignore this skill unless the possessor has an equal or higher tier of exceptional strength.	
Knock Out	Weapon Focus (melee weapon) Tier 3	This skill renders the target unconscious for a minimum of 8 hours. The individual can recover from this state if: <ul style="list-style-type: none"> Someone applies a stimulant to bring them round The target suffers any form of damage (minimum 1 HP loss) They are shaken, jostled, and slapped for 2 minutes. 	3000
Sever	Weapon Focus (melee weapon) Tier 3.	This skill allows a person using an edged weapon to amputate an appendage (arms or legs) on a successful strike. The person is unable to make use of the Amputated limb until it is reattached and healed.	3000
Shatter	Weapon Focus (melee weapon) Tier 3	Destroys one weapon or one piece of armor on a successful strike (Player must call out shatter during the attack, whatever their weapon strikes is “Shattered” and all DP granted by the piece is lost until it is replaced. Shattered items are reduced to scrap.)	3000
Stability		This allows those proficient in the skill to retain their feet instead of being knocked down from any effects	1000
Stun	Weapon Focus (melee weapon) Tier 2.	This technique allows the attacker to incapacitate the target for 3 seconds. While Stunned the target is unable to move or react to any action towards them until they are able to recover from the status. (contributed by Kevin Anderson)	2500

Missile

Skills added to missile weapons i.e. Bows Cross bows, throwing daggers etc. Unless otherwise stated in the description Missile skills can be used until the user runs out of ammunition. These can have Buffs stacked on but cannot be combined with other attack forms.

Skill	Description	Cost
Point Blank	This skill allows an Archer to do double damage when in close proximity to their target (within 5ft). This skill is only useful once per combat as there is no way to reload/rearm for a second shot.	2500
Rapid shot	Allows for each successful hit to count as though an extra missile has been fired up to a maximum of 5 (the user must possess an equal amount of missile weapons which are expended in the shot)	2500
Staple	This form of attack pins the target in place, it can be done with any piercing type weapon. The disadvantage is that the person must relinquish the weapon for the duration of the stapling shot.	2000

Jousting

In Dracanus there are occasionally tournaments with jousting as one of the main events following are the rules that players will follow when they engage in such.

Each player will have a Mount and a Lance.

Each lance will be inspected by a Safety Officer to ensure it complies with our rules regarding safety.

Lances may be created by players and will consist of a Core (pvc pipe 1 inch diameter, length is up to the players discretion but cannot exceed 8ft in length, from grip to tip) the tip of the core must have 2 inches of foam padding extending from it.

Mounts are to be crafted in the form of “Hobby Horses” (animal head on a pole) for safety the pole will be covered in padding (pool noodle will suffice but must cover the entirety of the pole)

Each player will roll a d20 adding relevant skill bonuses to their roll, between each bout and roleplay the results. Jousting is a Match consisting of 3 Bouts between 2 opponents.

Relevant Skills

Weapons Use “Lance”

Riding Land base (animal they are riding)

Jousting - This skill teaches the basics needed to perform in a joust

Tier	Requirements	Description	Cost
1	Weapon Use Lance Riding Land Base	+1 bonus applied to the die roll regarding the outcome of a bout (regardless of penalties or bonuses a natural 1 indicates falling off ones horse and a natural 20 indicates knocking an opponent from their horse)	100
2		+2 bonus applied to the die roll regarding the outcome of a bout (regardless of penalties or bonuses a natural 1 indicates falling off ones horse and a natural 20 indicates knocking an opponent from their horse)	200
3		+3 bonus applied to the die roll regarding the outcome of a bout (regardless of penalties or bonuses a natural 1 indicates falling off ones horse and a natural 20 indicates knocking an opponent from their horse)	300
4		+4 bonus applied to the die roll regarding the outcome of a bout (regardless of penalties or bonuses a natural 1 indicates falling off ones horse and a natural 20 indicates knocking an opponent from their horse)	400
5		+5 bonus applied to the die roll regarding the outcome of a bout (regardless of penalties or bonuses a natural 1 indicates falling off ones horse and a natural 20 indicates knocking an opponent from their horse)	500

A player that rolls a Natural 20 knocks their opponent from their horse (regardless of bonuses)

A player that rolls a Natural 1 is knocked from their horse (regardless of bonuses)

2-6 = Miss one's opponent

7-14 = Hits one's opponent

15-19 = Breaks a Lance upon opponent

Striking an opponent is worth 1 point

Breaking a Lance upon an opponent is worth 2 points
 Unhorsing an opponent is worth 3 points (and grants the winner the mount)

Players refusing to Rp the match Forfeit and lose the ability to get XP for the match

Magic, Sigils, Miracles and Alchemy

Draconus is a world where the mystical arts exist, magic in the form of mighty spells, miracles of faith and enchanted items can take effect with astounding results. It comes in many different forms, the spells that Arcanists and Specialist Mages cast, the miracles of faith performed by Clerics and Specialty Priests, enchanted weapons, armor, scrolls, staves wands and rods and much, much more.

Arcanists and Specialty Mages – Tap into the mystical forces of magic using arcane formulas written in spell books to create mystical effects

Sigil Mages – using specially prepared inks that they imbue with mystical power to create their arcane sigils.

Clerics, Priests, and Paladins – Beseech divine entities to perform miracles and act as the conduits for the power granted to them from their Gods.

Crafting New Spells, Sigils, Miracles and Alchemical Recipes

Spell casters and Alchemists can craft new spells, potions and Sigils, to do so players can submit the recipe or spell to Administration for approval.

Things to keep in Mind to ensure your idea gets approved

-Does the spell, Sigil or potion already exist?

-Is it equal to or more powerful then Spells, Sigils, Potions of the same Tier?

-Will the spell, Sigil, or potion unbalance game play?

Blank Alchemical Table

Substance Type	Effects Duration	
Basic Description		
Recipe 1	Recipe 2	
Brewing Directions for Recipe 1	Brewing Directions for Recipe 2	
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Blank Spell Table

School	Base Description	Duration
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost

Blank Sigil Table

Image	Base Description	
	Duration	
	Phys Rep Needed	
	Sigil Placement Location	
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Blank Miracle Table

Duration	Sphere	Phys Rep Needed
Base Description		
Prayer		
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Dispelling Magic

Arcane Magic, Sigil Magic and Divine Miracles all have their own ways to cancel out Magical or Miraculous Effects (Note that Arcane and Sigil Magic are related and considered a “Force of Nature” whereas Divine Miracles are the “Will of Gods or God like Entitles” channeled through their followers. However all of such can be interrupted and or countered by various spells or miracles. Sorcerers or Clergy that wish to dispel magic must use the appropriate spell or miracle (Dispel Magic Arcane, Negate Magic Sigil Mage, and Negation Clergy) the Caster must be Equal to or Higher

in casting level than the source of the magic or miracle they are casting against. A spell caster or Miracle worker can cancel their own spells or miracles at will unless the spell or miracle has a permanent effect.



The Equipment Guide

The lists below are a general outline of items and costs that can be purchased (Use these prices to determine the costs of your characters initial equipment and gear). However, it is not a COMPLETE List. If you do not see an item listed, please contact admin and we will determine a value. Equipment listed under a specific Species or Occupation are available to anyone, the Occupation or Species tends to be who would find the most use out of such items or are the culture responsible for creating such.

Set forth is a list of possible basic equipment, and miscellaneous items along with the basic prices for such. Please note that the prices and availability of items are merely a basic guideline Merchants may increase or decrease prices as they see fit.

Please note all equipment are subject to approval by Admin to determine whether they will be allowed for use during the events. Dracanus Admin reserves the right to disallow or set conditions upon any item they feel may constitute a health or safety risk,

*****ALL ITEMS LISTED ARE BASIC QUALITY. PHYSICAL REPRESENTATIONS ("Phys Reps") AND MUST BE PROVIDED BY THE PLAYER*****

Currency – The standard coinage of the world of Dracanus.

Note – when attempting to figure out the values it's easiest to think of Copper as pennies, Silver as dime, Gold as a dollar, and Platinum as five dollars

Starting Money – So you created your character and now you want to equip it with gear and other items well to do this you'll need to convert some of the experience you haven't used on skills into currency.

Simply divide any of that left over XP by 10 and you'll know how much you have to spend on items to outfit your character. (NOTE – you can purchase anything you like from the lists below and if you have things not listed let us know and we will figure out a base cost, you should also be aware that you MUST provide the Phys Rep yourself.)

Type	Abbreviation	Value
Copper Pieces	Cp	100:1
Silver Pieces	Sp	10:1
Gold Pieces	Gp	1:1
Platinum Pieces	Pp	1:5

Value equals the Coin type listed to Gold

XP to Coin Conversion	
XP	Coin
10XP	1GP



Basic Equipment Starter Packs

For those of you who want a quick way to get starting gear without having to pick out individual items from the equipment lists, we have created OC Equipment Packs. These Packs are more Expensive then purchasing individual items but consider that the price of speed and convenience. When you purchase this pack you may also add 4 random basic items to the pack at no extra charge.

Of course if you want to actually save on items. Don't buy the packs go through the Equipment guide and purchase the items individually.

Warrior Pack
Cost 1500xp
2 Weapons
1 Suit of Armor up to Chainmail
Tunic
Breeches or Skirt
Boots or shoes
Backpack
Belt Pouch
2 Sheaths/Scabbards
1 Lantern
1 Belt

Alchemists Pack
Cost 1500xp
Mortar and Pestle
Cauldron (1ltr)
Set of Measuring Spoons
Recipe Book (50 pages)
5 Single Dose bottles/Vials
2 small belt pouches
1 Back pack
1 Pair of Robes
1 Belt
1 pair of Shoes or Sandals
Ingredients to make 20 potions
1 Bottle of ink
1 quill pen

Black Smiths Pack
Cost 1500xp
1 Hammer
1 Small Anvil
Tongs
Crucible
Leather Smock
Tunic
Breeches
Belt
Leather Gauntlets
Boots or shoes
Chisel
File

Medics Pack
Cost 1500
Tunic
Breeches or Skirt
Sandals or Shoes
Belt
Belt Pouch, Large
Belt Pouch, Small
Knife Sheath
Knife
Backpack
Soap, 1 lbs.
Sewing needle, x4
Bandages, Small (10)
Bandages, Med (10)
Bandages, Large (5)
Listening Cone
Pure Alcohol (1)
Sling (1)
Sponges (5)
Tourniquet (3)
Tweezers (2)

Sorcerer's Pack
Cost 1000xp
Spell Book
Bottle of Ink

Cleric/Priests Pack
Cost 1000xp
Vestments
Holy Symbol

Thieves Pack
Cost 1500xp
Lock Picks (basic)
Tunic

Bards Pack
Cost 1500xp
1 Weapon
Tunic

Quill Pen
Belt Pouch
Robes
Belt
Shoes or Sandals

2 Vials of Holy water
Shoes or Sandals
Scriptures

Breeches
Hooded Cowl
Boots or shoes
2 small belt pouches
Back Pack
Dagger or Knife
2 Small Sacs

Breeches or Skirt
Boots or shoes
Musical Instrument or other performance Item
Journal/Spell book (50pgs)
Writing Ink
Quill pen



General Items

Clothing

Item	Cost
Belt	3sp
Boots	
-Riding	3gp
-soft	1gp
Breeches	2gp
Cap, hat	1sp
Cloak	
-Good cloth	8sp
-Fine fur	50gp
Gloves	1gp
Gown, Common	12sp

Item	Cost
Hose	2gp
Knife Sheath	3cp
Mittens	3sp
Pin	6gp
Plain Broach	10gp
Robe	
-common	9sp
-embroidered	20gp
Sandals	5cp

Item	Cost
Sash	2sp
Shoes	1gp
Silk Jacket	80gp
Surcoat	6sp
Sword Scabbard, Weapons Hanger, or Baldric	4gp
Tabard	6sp
Toga, coarse	8cp
Tunic	8sp
Vest	6sp

House Hold Provisioning

Item	Cost
Barrel of pickled fish	3gp
Butter (per lb.)	2sp
Coarse sugar (per lb.)	1gp
Dry rations (per week)	10gp
Eggs (per 100)	8sp
(per two dozen)	2sp
Figs (per lb.)	3sp
Firewood (per day)	1cp
Herbs (per lb.)	5cp
Nuts (per lb.)	1gp

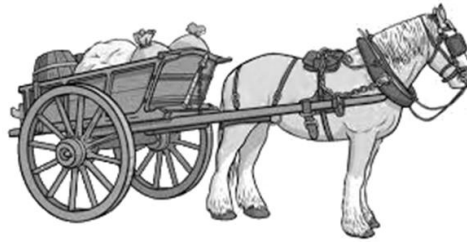
Item	Cost
Raisins (per lb.)	2sp
Rice (per lb.)	2sp
Salt (per lb.)	1sp
Salted herring (per 100)	1gp
Spice (per lb.)	
Exotic (e.g., saffron, clove)	15gp
Rare (e.g., pepper, ginger)	2gp
Uncommon (cinnamon)	1gp
Tun of cider (250 gal.)	8gp
Tun of good wine (250 gal.)	20gp



Tack and Harness

Item	Cost
Bit and bridle	15sp
Cart harness	2gp
Halter	5cp
Horseshoes & shoeing	1gp
Saddle	
-Pack	5gp
-Riding	10gp

Item	Cost
Saddle bags	
-Large	4gp
-Small	3gp
Saddle blanket	3sp
Yoke	
-Horse	5gp
-Ox	3gp



Miscellaneous Equipment

Item	Cost
Backpack	2gp
Barrel, small	2gp
Basket	
-Large	3sp
-Small	5cp
Bell	1gp
Belt pouch	
-Large	1gp
-Small	7sp
Block and tackle	5gp
Bolt case	1gp
Bucket	5sp
Chain (per ft.)	
-Heavy	4gp
-Light	3gp
Chest	
-Large	2gp
-Small	1gp
Cloth (per 10 sq. yds.)	
-Common	7gp
-Fine	50gp
-Rich	100gp
Candle (per 10)	1cp
Canvas (per sq. yard)	4sp
Chalk (per 10)	1cp
Crampons	4gp
Fishhook (per 10)	1sp

Item	Cost
Fishing net (10 ft. sq.)	4gp
Flint and steel	5sp
Glass bottle	10gp
Grappling hook	8sp
Holy item (symbol, water, etc.)	25gp
Hourglass	25gp
Iron pot	5sp
Ladder, 10 ft.	5cp
Lantern	
-Beacon	150gp
-Bullseye	12gp
-Hooded	7gp
Lock	
-Good	100gp
-Poor	20gp
Magnifying glass	100gp
Map or scroll case	8sp
Merchant's scale	2gp
Mirror, small metal	10gp
Musical instrument	Varies
Oil (per flask)	
Greek fire	10gp
Lamp	6cp
Paper (per sheet)	2gp
Papyrus (per sheet)	8sp
Sewing needle	5sp
Signal whistle	8sp

Item	Cost
Parchment (per sheet)	1gp
Perfume (per vial)	Varies
Piton	3cp
Quill Pen	1cp
Quiver	8sp
Rope (per 50 ft.)	
-Hemp	1gp
-Silk	10gp
Sack	
-Large	2sp
-Small	5cp
Sealing/candle wax (per lb.)	1gp
Signet ring or personal seal	5gp
Soap (per lb.)	5cp
Spyglass	1000gp
Stylus (Plain)	5sp
Stylus (Ornate)	5gp
Tent	
-Large	25gp
-Small	5gp
Torch (per 10)	1cp
Water clock	1000gp
Whetstone	1cp
Wineskin	8sp
Winter blanket	5sp
Writing ink (per vial)	8gp

Animals

Note if you want your character to possess an animal please use a “Plush Toy” to represent it; do not bring actual animals to the LARP. Only persons whom rely on Service Animals will be permitted to have such at our Location.

Animal	Cost
Boar	10gp
Bull	20gp
Calf	5gp
Camel	50gp
Capon	3cp
Cat	1sp
Chicken	2cp
Cow	10gp
Dog	
-Guard	25gp
-War	20gp
-Hunting	17gp
Donkey, mule, or ass	8gp

Animal	Cost
Elephant	
Labor	200gp
War	500gp
Falcon (trained)	1000gp
Goat	1gp
Goose	5cp
Guinea hen	2cp
Horse	
Draft	200gp
Heavy war	400gp
Light war	150gp
Medium war	225gp
Riding	75gp

Animal	Cost
Hunting cat (jaguar, etc.)	5000gp
Ox	15gp
Partridge	5cp
Peacock	5sp
Pig	3gp
Pigeon	1cp
Pigeon, homing	100gp
Pony	30gp
Ram	4gp
Sheep	2gp
Songbird	10sp
Swan	5sp

Weapons

***All weapons must be inspected by a Safety Officer to ensure that they are in good condition and will not cause injury to yourself or to other players. This safety check will be done on a periodic basis due to wear and tear. ***

***Bows and Crossbows must be under 30lbs draw weight. Nerf guns adapted to look like a crossbow are permitted, however, may only fire 1 shot every 30 seconds (to account for cocking and reloading). When firing such, you must maintain a 10ft gap between yourself and the target or use a described action or a packet arrow/bolt in place of firing. (In regard to a described action; the target may make the determination on whether they are hit or are able to dodge the attack.) A marshal may also make this determination (in this case the marshal’s call supersedes all other). ***

Weapon	Damage	Cost
Battle Axe	8	5gp
Composite Long Bow	8	100gp
Composite Short Bow	7	75gp
Arrow	Determined by bow used	3sp/6
Long Bow	8	75gp
Short Bow	6	30gp
Club	6	0
Hand Crossbow	4	300gp
Hand Quarrel	-	1gp
Heavy Crossbow	6	50gp
Heavy Quarrel	-	2sp
Light Crossbow	5	35gp
Light Quarrel	-	1sp
Dagger/Dirk	4	2gp
Footman’s Mace	6	8gp

Weapon	Damage	Cost
Bec de Corbin	6	8gp
Bill-Guisarme	8	7gp
Fauchard	6	5gp
Fauchard-Fork	8	8gp
Glaive*	8	6gp
Glaive-Guisarme*	8	10gp
Guisarme	8	5gp
Guisarme-Voulge	8	8gp
Halberd	10	10gp
Hook fauchard	4	10gp
Lucerne Hammer***	7	7gp
Military fork *	8	5gp
Partisan***	6	10gp
Ranseur***	8	6gp
Spetum***	7	5gp
Voulge	8	5gp
Quarterstaff	6	0

Footman's Pick	6	8gp
Hand or Throwing Axe	4	1gp
Harpoon	8	20gp
Horseman's Mace	6	5gp
Horseman's Pick	4	7gp
Javelin	6	5sp
Knife	2	5sp
Heavy Horse Lance**	8	15gp
Light Horse Lance**	6	6gp
Jousting Lance**	2	20gp
Medium Horse Lance**	7	10Gp
Morningstar	7	10gp
Awl Pike***	6	5gp
Bardiche	8	7gp

Sling	4	5cp
Sling Stone	Per Sling Damage	0
Spear	6	8sp
Staff Sling	4 as sling/6 as staff	2sp
Bastard Sword One Handed	8	25gp
Bastard Sword Two Handed	10	25gp
Long Sword	8	15gp
Scimitar	7	15gp
Short Sword	6	10gp
Two-Handed Sword	10	50gp
Trident	6	15gp
Warhammer	5	2gp

* This weapon does double damage against larger than average opponents

** This weapon does double damage if used from the back of a charging mount

*** This weapon inflicts double damage if firmly set against charging opponents

Comment [RTB1]: Who counts as larger than average? Maybe determine by Armour type instead?

Comment [T2]: Any being larger than man-sized (minotaur's, giants, etc.)

Armor

(Contributed by MarkTheDM aka "Spooky")

	Full Suit	Helm	Gorget	Pauldrons*	Front Cuirasse	Back Cuirasse
Full Plate	4000gp+	400gp+	200gp+	200gp+	700gp+	700gp+
Field Plate	2000gp	200gp	100gp	100gp	350gp	350gp
Plate Mail	600gp	60gp	30gp	30gp	100gp	100gp
Chain Mail	75gp	75sp	35sp	4gp	13gp	13gp
Bronze Plate Mail	400gp	40gp	N/A	N/A	100gp	100gp
Scale Mail	120gp	12gp	6gp	6gp	21gp	21gp
Banded Mail	200gp	20gp	10gp	10gp	35gp	35gp
Ring Mail	100gp	10gp	5gp	5gp	175sp	175sp
Splint Mail	80gp	8gp	4gp	4gp	16gp	16gp
Brigandine	120gp	12gp	6gp	6gp	21gp	21gp
Studded Leather	20gp	2gp	1gp	1gp	3gp	3gp
Leather	10gp	1gp	5sp	5sp	18sp	17sp
Hide	15gp	15sp	7sp	8sp	25sp	25sp
Padded	4gp	4sp	2sp	2sp	7sp	7sp

	Upper Vambraces*	Lower Vambraces*	Gauntlets*	Tassets*	Cuisse*	Greaves*	Sabatons*
Full Plate	320gp+	320gp+	160gp+	200gp+	320gp+	320gp+	160gp+
Field Plate	160gp	160gp	80gp	100gp	160gp	160gp	80gp
Plate Mail	48gp	48gp	24gp	40gp	48gp	48gp	24gp
Chain Mail	6gp	6gp	3gp	4gp	6gp	6gp	3gp
Bronze Plate Mail	N/A	60gp	N/A	40GP	N/A	60	N/A
Scale Mail	96sp	96sp	48sp	6gp	96sp	96sp	48sp
Banded Mail	16gp	16gp	8gp	10gp	16gp	16gp	8gp
Ring Mail	8gp	8gp	4gp	5gp	8gp	8gp	4gp
Splint Mail	64sp	64sp	32sp	4gp	64sp	64sp	32sp

Brigandine	96sp	96sp	48sp	6gp	96sp	96sp	48sp
Studded Leather	16sp	16sp	8sp	2gp	6sp	16sp	8sp
Leather	8sp	8sp	4sp	5sp	8sp	8sp	4sp
Hide	12sp	12sp	6sp	1gp	12sp	12sp	6sp
Padded	32cp	32cp	16cp	2sp	32cp	32cp	16cp

(Note) The plus indicates the very base price for the armor, Full Plate is extremely expensive and rare and tends to be tailored to the individual, and therefore its price must be negotiated and will never be below this amount.

Those marked with *are sold in Pairs

Prices are listed for armor crafted by an Apprentice armorer

Shields	Cost
Body Shield*	10gp
Buckler*	1gp
Medium Shield*	7gp
Small Shield*	3gp

* Shields can block any normal attack provided that it is struck and not the body/appendages of the target.

Barding

The Barding listed and prices are based for a horse, barding is available for other mounts however pricing should be discussed with Admin if needed for the initial play.

Item	Cost
Chain	500gp
Full plate	2000gp
Full scale	1000gp
Half Brigadine	500gp
Half padded	100gp
Half scale	500gp
Leather or padded	150gp

Alchemists Gear

***Note prices denoted with a "+" indicates that the cost may increase in regards to varying sizes and styles of the item, the price shown is for the most basic and smallest size of the object.

Item	Price	Item	Price
Alchemists Globe	150-250gp	Filter Paper	1gp/10 sheets
Alchemists Gloves	20gp	Gas Mask	10gp
Analytical Balance	400gp	Granite Table Top	150gp
Athamor	80gp	Grinder	5gp
Bottles	2gp +	Hand Centrifuge	100gp
Burette	1gp	Heat Bath	75gp
Cauldron	5gp +	Hour Glass	10gp
Descensory Furnace	100gp	Measuring cups/spoons	5gp
Distillery	20gp +	Mortar and Pedestal	15gp
Dung Bed	25gp	Vials	1gp +

Dwarven Gear

Item	Cost	Damage
Bug Light	20gp	
*Mining Helmet	30gp	
*Smelter Small	1000gp	
*Smelter Medium	2000gp	
*Smelter Large	5000gp	
2 Handed Battle Axe	10gp	10
Elbow Spike	1gp	4
Glove Nail	2gp	5
Head Spike	10gp	6
Knee Spike	3gp	4
Warhammer	10gp	10



*Though these items are listed as Dwarven gear, any of the Species may use versions of them (In particular smelters where any being that works with metals will have such) however these items are most particularly known by and favored by Dwarves.

Gnomish Gear

Item	Cost	Damage
Repeating Crossbow (Hand)		
Repeating Crossbow (Light)		
Repeating Crossbow (Heavy)		
Mechanical Time Piece		

Medical Gear

Item	Cost	Item	Cost
Bandages		Slings	
Small (per 10)	1cp	Splints	
Medium (per 5)	1cp	Sponges	
Large	1cp	Stretcher	
Bone Saw	5gp	Surgical Bag	
Clamps		Surgical Knives	
Crutches		Surgical table	
Drill	3gp	Surgical Tent	
Drip Bags		Surgical Mask	
Leeches		Syringe	
Listening Cone		Tourniquet	
Plaster		Tweezers	1sp
Pure Alcohol			



Priestly Equipment and Items

Item	Cost
Blessed Candles	
Ceremonial Robes	
Holy Symbol	
Holy Water	
Incense	
Sacramental Wine	
Scriptures	
Vestments	

Thieves Equipment

Here is a list of equipment useful for those who follow the thieves' path, please note that many of these items are highly illegal for the average person to have in their possession. Those who openly carry such may be subject to arrest by local Law enforcement. Vendors that sell such items will typically caution the buyer that they will not be held accountable for the use of such items and as far as they are concerned "We never met, I never sold any such item to you."

Item	Cost
(Lock) Chisel (set of 3)	2gp
Arm Sling	3cp
Arrow Major Grapple	10gp
Arrow Minor Grapple	10gp
Arrow Stone Biter	1gp
Arrow Stone Biter (Adamantine)	7gp
Arrow Wood Biter	8sp
Biased Dice Ivory (4)	20gp
Biased Dice Bone (4)	5gp
Blade Boots	15gp
Caltrops (10)	3gp
Charcoal Bundle	2cp
Clawed Gloves	20gp
Clawed Overshoes	20gp
Climbing Dagger	5gp
Climbing Spikes (10)	5sp
Crow Bar	6sp
DarkSuit	30gp

Item	Cost
Death Knife	12gp
False Scabbard	12gp
Folding Bow	45gp
Footpad's Boots	8gp
Funnel, (small)	3cp
Glass-Cutter (handled)	120gp
Grappling Iron Arrow	3gp
Hacksaw	3gp
Hacksaw Blades	6sp
Hand Lamp (with silvered Mirror)	10gp
Hand-Warming Lamp	2sp
Hollow Boots	15gp
Housebreakers Harness	25gp
Key making Set	60gp
Leather Straps (pair)	3sp
Limewood (as bark strips 10)	3cp
Listening Cone (Brass)	2gp
Marbles (30)	2cp

Item	Cost
Marked Cards (Deck)	5gp
Metal File	5sp
Mini-Blade	5cp
Pin Ring (Iron)	2gp
Pin Ring (Silver)	10gp
Plant Dye	2gp
Razor Ring (Iron)	2gp
Razor Ring (Silver)	10gp
Sharkskin (per sq ft)	12gp
Silenced Armor (non-magical)	750gp
Skeleton Key	Varies
Sword Stick	25gp
Tar Paper	1sp
Thieves Picks	30gp
Water Shoes	5Gp
Wax (Block)	3cp
Wire Cutters	1gp
Woodland Suit	35gp
Wrist Sheath	3sp

Item Descriptions

Armor

The list below includes descriptions of the most well-known armors, in order of the most to least protective of such (also the most expensive to the least) As a side note, we are not historians and though we did some research on those listed this is NOT a complete list NOR will we state that it is accurate however it is the listings and description as we see such in the Realm of Dracanus, We are more than willing to add to this list and make corrections if information is given to us.

Full Plate - was the top of the Line, protection, the metal was thick and well padded, typically worn over top of layers of Padding and chainmail the Knight that wore this was pretty much fully protected with the exception of the eye slit in the helmets visor. Down side is the stuff was expensive as all hell, it was HEAVY as all hell, required help to put on, and restricted mobility greatly, this armor was for those Mounted, and even then, the warrior would only wear it for a few hours before needing to remove it. This typically was only used during Tourneys, and the knights in question would have them further embellished and stylized to show off their personal wealth, prestige and honour (peacocking), (edited)

Field Plate - is the Next best, designed of interlocking Metal plates custom fit to the warrior, it was intended for use by knights/warriors to fight typically mounted but allowed better mobility so it the knight had to fight on foot they could with out to much hindrance. This armor would be worn with padding beneath to cushion the impact of blows on the metal and chainmail to protect the exposed joints.

PlateMail – This is the most common form of heavy armor made with a combination of Chain or Brigadine with full metal parts such as the curriasse, gorget, pauldrons, elbow guards, gauntlets, tassets and greives, the weight would be distributed evenly over the body and held together by leather straps.

Chain mail - True chainmail were interlocked riveted rings that covered the body, Head, Chest, Arms, Legs could all be enveloped, it was flexible, and very versatile, typically worn over padding and often under heavier armor's. There are many variations on Chainmail that increases or decreases the size of the links as well as using butted instead of riveted links.

Brigandine – This armor is crafted from small metal plates sewn or riveted to a backing of leather or cloth and covered by an outer layer of cloth it is rather stiff and does not provide adequate protection particularly in the joints where plates are widely spaced or left out to allow for mobility of the wearer.

Bronze Plate Mail - This is a throwback to the Roman Empire before Steel became the primary metal, it was typically worn by the officers due to its expense and consisted of a Bronze Curriase Sculpted to look like a muscular Chest, it would be worn with a leather Skirt/Kirtle, Greives and Vambraces as well as a Helm. Soldiers under the command of a particular officer would have Leather armor that matched though not as decorated as that of the officers.

ScaleMail - This is really cool looking armor, and made using the same principals as Chainmail, this armor was made up of interlocking scales made out of Leather or metal (the material would definitely affect the defensive capability), The size of the scales could Varied in size and shape depending on the artistic design of the crafter, but in most cases it they would be uniform simply because it was easier for the smith to stamp out the pieces rather than craft each separately. Supposedly there was a version of this made from Coins (however can't find the actual reference anywhere, think it was one of the Henry's that had it made just to show off wealth)

Banded Mail – This armor consisted of metal rings with leather woven between them to link them all together, it resembled chainmail to a lesser degree as the individual rings were not linked together except by the leather cord historians have no conclusive proof as to whether this armor truly existed.

RingMail - This armor consisted of metal rings sewn onto a leather backing it was slightly stronger than leather armor, but not as effective as actual chainmail.

Splint Mail - this armor consisted of Metal strips sewn onto a Leather or padded backing, More often than not it was used more for appendages then it was for the main body as the lengths of metal would hinder mobility. There are forms also where the strips are made out of other materials such as Bone, or Wood, instead of the metal strips.

Studded Leather - This was the typical Leather armor that had been boiled in Oil and had many metal studs closely riveted into it in order to reinforce and strengthen its defensive capabilities.

Leather Armor - this is treated and tanned leather that has been boiled in oil, shaped to conform to the warriors body and reinforced with softer leathers for comfort.

Hide Armor - typically made out of the thick leather hide of creatures like Elephants, and Rino's (in those parts of the world) or by layering the pelts and hides of other animals together. This Armor tended to be a lot more makeshift worn by primitive or barbaric people or Fur and Game hunters. More often than not these were untreated and tended to rot and or become infested with lice and flea's.

Padded Armor - Typically thick pieces of cloth that have been quilted together (with wool or cotton between the layers) Intended to be worn under the other armors to prevent scratches and chaffing as well as to cushion the blows that struck the heavier armors. This form of Armor had little if any true defensive capabilities; though it could be enhanced by adding leather Pieces or metal studs/strips. It's quite possible that other armors were created because a warrior/soldier decided to just add pieces to the padding rather than purchase the better defensive armors.

Dwarven Gear

Smelters - A smelter is a hot furnace used to separate metal from ore-bearing rock. The furnace is super-heated by forcing air from a bellows often operated by two or more persons, through burning coal. Ore is fed into the smelter in iron buckets moving along a chain which tows the buckets along a rail and dumps the contents into the furnace. The ore is heated to the metals melting temperature (which is below the rocks). Water or acid are occasionally added to enhance the process. The molten metal runs out from the base of the smelter into molds or troughs known as "pigs," hence the term pig iron. The pigs are sold to blacksmiths, weapons smiths and armorers to produce metal goods, weapons and armor. Smelters can also be used to make alloys such as steel and bronze by combing two metals during the smelting process.

The amount of ore that can be processed is more dependent on the size of the smelter rather than by the work rate of the persons work rate. A small smelter can only process as much as it can hold regardless of how many or how fast those employing it are.

Given the Size of even a small smelter they are not very portable, however even smaller versions of smelters may be allowed though they will produce a lot less materials.

****Note the following weapons will only be permitted if they pass safety requirements set by Admin as well as a demonstration of the person using them that they can be effectively used without causing injury or damages to other persons or items, because of they are close combat items they are subject to a much more rigorous check then many of the other weapons listed.

Head Spike - This unusual weapon favored by Dwarven Berserkers (also known as Dwarven Battle Ragers) consists of an Iron Helmet with a large (1-2 foot) spike on the top. A fighter will employ this weapon while charging, Running bent forward, he attempts to spear his opponent to impale them on the spike.

Knee and Elbow Spikes - These are spiked guards (approximately 1 foot long) used in close combat to elbow and knee opponents, because of their lengths they tend are easily recognized as weapons. The main advantage of these is

in close quarters where the combatant can get up tight with the opponent and because the spikes are a part of the armor they are impossible to disarm (without magical intervention).

Glove Nail - This gauntlet is constructed of Iron or steel with a large spike (1-2 foot long) protruding from its face and is usually worn on both hands. A pair is usually used for punching/piercing opponents but with the blade being double edge can be used for slashing as well. The disadvantage is that the user loses any ability to grasp or manipulate anything with their hands while wearing the Glove Nails.

Thieves' Gear

Arm Sling - This is simply a cloth sling; the thief wears it to appear as if he has a broken or injured arm, and speedily withdraws his hand from the sling for the pocket-picking attempt. This actually reduces the chances of picking pockets by 5 %, but the payoff that the chances for being discovered means discovery). This reflects the fact that people simply do not expect to see a man with a broken arm picking pockets and the expectation determines the perception. The use of this unusual strategy is only useful-but it's really useful here-when the priority is not to be discovered, rather than to be sure of success. A thief working in a city where he is not a guild member, or one where legal penalties for picking pockets are very harsh, might favor the use of this ruse. A thief obviously cannot use this ruse for an extended period of time in the same place (save possibly by posing as a beggar). There is a limit to how long an arm can plausibly need for healing after all.

Mini-Blade -This is the generic term for a very small (and usually very sharp) blade which can be held (with care) between the fingers or in the "edge of the hand". A very sharp coin edge filed down can be used in this way and has the advantage of being readily available. A more sophisticated (and rarer) version is the razor ring, a hollow signet ring with a flip-top and a very sharp blade within. The mini-blade is used to cut a soft container-most obviously a purse or pouch so that the thief can get at what's inside it. It is the most effective technique for getting at coins, gems, etc., inside a purse withdrawn and tied strings. With a mini-blade the thief only has to make a quick concealed move to slit a hole in the container and have the items fall into their hands.

Lock picks - This basic kit is essential for any thief needing to pick a lock. They are usually short lengths of rigid wire and flat, narrow plates of iron or steel, especially designed and made for dealing with locks, there will be a dozen or so to a set. They will be supplied either on a ring (like keys) or in a cloth or leather wallet which unrolls. These items will never be freely available on the open market.

Improvised Lock picks

Lock picks are made for the job, but it is possible for a resourceful thief to improvise a lock pick from a length of wire, a hairpin or hat pin, or some similar ready-to-hand item. Obviously, this will never be anywhere as good as the specially-crafted item, but it's better than nothing. Those using an Improvised Pick are subject to success or failure at the Marshal/Admin's discretion who may dictate the results as they deem fit.

Chisels - A thief may attempt to force a lock open with a lock chisel and a small hammer. This is not really a highly skilled activity. Obviously, forcing a lock is a noisy activity and any hope of subtlety and surprise evaporates with the first blow. Most true thieves will only use this method as a last resort when faced with a lock that is beyond their ability to pick or when speed is more desirable than stealth.

Cutters, Files and Hacksaws - These instruments may have to be resorted to if a thief cannot pick a lock, but thinks he has the time to try these desperately slow methods for bypassing the lock. With a file or hacksaw blade the thief can try to saw through the lock apparatus; a pair of small wire cutters may also be useful for disabling some part of the internal mechanism. Usually, only reasonably small locks can be cut through in this way. It may also be possible for the thief to cut around a lock with a hacksaw blade. Again, use of such instruments is often fairly noisy (although nowhere near as noisy as using a lock chisel). The main drawback to cutting through or around locks is that it takes a

very, very long time. However, in most cases the attempt will be certain to succeed, unless there are special circumstances. e.g., the thief has only one small rust file and the lock is a huge combination lock device!

Magnifying Glass Lens - Typically a Thief will use such an item to inspect the lock, in order to take note of its inner workings.

Oil and Funnel - Some locks may grow rusty with age and disuse, and be harder to pick than new locks of the same quality of make would be. Seasoned thieves know only too well that the locks of doors in dungeons are all too often of this sort. (Marshall/Admin may determine increased difficulty for such as they deem appropriate) oil applied to their insides, usually with the use of a long-necked funnel (and maybe with a short length of rubber tubing on the end of that) The use of the Oil on Rusty hinges, clasps and other moving metal parts can ensure that they open silently (though some caution is still required on the thieves' part.

Footpads - These useful equipment items have even had a type of rubber named after them. Footpads can be improvised from rags or cloth tied to the feet, or built into footwear-the latter obviously negates any risk of cloth falling off! Footpads are not considered standard equipment worn by the thief because of the disadvantage they have (being the foot pads have no grip on most surfaces and the thief risks slips and falls) Their advantage is that they increase the silence and stealth of the wearer allowing them to move without telltale footsteps sounds

Silenced Armor - This is special armor that has been specially crafted with additional layers of cloth and padding to muffle it allowing the thief to be able to move silently but still will armored. The price listed is the cost of adding the muffling to any sort of Armor (up to Chain mail). The padding has the advantage of allowing a thief to be armored and still move with some stealth as the padding covers most moving parts that rub or jangle. The disadvantage is that the armor is typically heavier and takes longer to put on.

Strapping - A thief may use lengths of strapping-usually of stiff, hardened leather-to improve his chances of moving silently if these would otherwise be reduced by such factors as squeaky floorboards (but not otherwise). These straps will usually be 30 to 36 inches or so in length, and they help distribute the thief's weight over a wider area. Their use negates sounds from squeaky floorboards, but the thief has to pick up the strips and move them before him as he walks along. This reduces his movement rate to only one-half of that which normally applies for attempting to move silently-i.e., one-sixth of normal walking move rate

Camouflage Clothing - There may be exceptional variants on this-for example, if a thief knows that he needs to hide in shadows amongst the crimson curtains of a lady's boudoir he might use a crimson set of clothing. Apart from such singular special cases, there are two general types of camouflage clothing the thief will find useful in various situations.

Darksuit: This comprises black or very deep blue clothes, usually fairly voluminous robes or what might be termed a "utility suit' such clothing will usually be lightweight so it can be carried about easily, and worn under normal clothing if needs be. It will always include significant facial covering.

Woodland Suit: This has a similar basic design to a darksuit but is made of light clothing dyed in irregular patterns of greens and browns.

Charcoal - Even wearing a darksuit, the glint of moonlight on a pallid white face can give a thief away. Blacking up the face (and neck) with charcoal to help them hide in shadows chance for concealment in shadows, dim light, etc. Burnt cork and soot are alternatives. The thief should not forget to blacken the backs of his hands either!

Plant Dyes - Analogous to the use of charcoal in dim lighting, a thief can use plant dyes (crushed leaves, berries, certain oily barks, etc.) to disguise his exposed face and hands. Such plant materials are usually rather sticky and smelly, however!

Listening Cones - The simplest versions of this item are cones of bronze or brass or some similar material, with the wide end placed against the surface through which the thief wishes to hear and the narrow end placed against his ear. Such listening cones Admin may allow a thief to improvise such an item from the humble wine glass. As noted, with such a hollow cone it is wise to use mesh over the broad end to exclude ear seekers! If such an item is used for a combination lock (listening for tumblers falling to assist the open locks roll), the thief may well need a special miniaturized cone to assist him. The proto-stethoscope may be born here. . .

Clawed Gloves and Shoes - Clawed gloves Also known as Tiger claws are a pair of metal claws gripped in the hand to aid in climbing. Clawed overshoes, similar in design to clawed gloves, also existed (although they are a lot less common). The overshoes are slipped over the thief's normal footwear. The thief uses these clawed items for extra grip on small nooks and crannies of whatever surface he is climbing.

Clawed gloves can be used as a melee Weapon skill is required for their use. A successful hit inflicts 1 additional point of damage to what normally delivered by a fist blow. Clawed overshoes may similarly be used as a weapon, adding damage to a kick attack.

Climbing Daggers - Daggers have been used to aid climbing by thieves for generations, so it is to be expected that a more specialized form has been developed for this task. Climbing daggers have relatively short blades (some 6 to 8 inches long) which are stiff, strong, flat, and very sharp. This allows the dagger to be inserted into wood or between bricks with greater ease than an ordinary dagger. They can be used in all surfaces other than very smooth ones; the handle is also flat and quite broad, and usually bound with leather strips or thick string to give the hands a good grip, or even to allow feet easy purchase when the dagger is used as a step. Also, in place of a normal pommel is a broad, smooth iron ring. This allows a rope to pass through, or it can be attached to one of the straps of a housebreaker's harness (see Miscellaneous equipment, below).

Grapples - Grappling Irons are relatively heavy iron tools with three or four separate hooks branching from the end. The tool is attached to a length of rope for climbing. The hook is designed to be thrown and catch on protrusions and thus support the rope and climber(s). The thief may throw the grappling iron vertically as high as their strength will allow them to. Throwing a grapple does take time and can be rather noisy especially if several attempts are made before the hook catches hold.

Special Function Arrows - Throwing grapples is by no means the most efficient way of attaching a rope to a wall, battlement or similar structure. Greater range is ensured by the use of arrows, and many special arrowheads have been developed to help the thief's chances with such operations. Two distinct methods are used with special function arrows. The first is known as the one-rope method. The rope is simply affixed to the arrow, and thief merely climbs directly up the rope. This method is simple, but the rope attached must be strong enough to bear the thief's weight, and this considerably reduces the effective range of the bow and less likely for the shot to find a strong purchase. The second method is the two-rope method. Here, a light string is threaded through a loop attached to the arrow, and both ends of the string are kept by the thief. The string is light enough not to affect the flight of the arrow. When the arrow has struck the target, a stout rope is attached to one end of the string and the string pulled through to play out the rope, thread it through the loop, and extend it fully in place of the string. This method is obviously more time consuming than the one-rope method; it takes one round to play out 20 feet of rope in this manner. Twice the length of rope is needed, of course, since the rope goes from the thief to the target and back. However, this method is more likely to obtain a firm fixing of the arrow into the target. Either of these two methods can be used with any of the special function arrows below, with the single exception stated.

- **Wood Biter:** This has a broad, flat head with backward-facing barbs. It is specifically designed to give a good grip when shot into wooden surfaces.
- **Stone Biter:** The stone biter has a narrow, heavy head of metal, with small ridges rather than barbs. Careful craftsmanship is needed to produce these arrows, with high-quality metal being used and the arrow sharpened to the greatest possible extent. It is designed to give a grip when shot into stone, but will only work on relatively soft stone such as sandstone or brick.
- **Stone Biter (Adamantine):** This is as the above arrow; save that adamantine is used in its manufacture. This makes the arrow capable of biting into all but the hardest stone surfaces, but also makes it extremely expensive.
- **Minor Grapple:** This has a small, three-pointed grappling hook as its head, perhaps some 3 inches in total width. This is usually shot through a window, over a palisade, etc., in much the same way as a conventional grappling iron is thrown.
- **Major Grapple:** Is a far more complex piece of apparatus than the minor grapple, and because of its method of use it can only be employed with the one-rope method (see above). The head of this arrow at first appears to be a fairly long arrowhead of normal width. Its true function is shown only when fired. The rope must be securely fixed at one end by the thief, and as the major grapple arrow closes in on its target and reaches as far as the rope will allow, the sudden tension pulls at the head of the arrow, which opens out into a large three-pointed grappling hook. This is some 6 to 8 inches in width, fully the equal of most ordinary grappling irons. The major grapple has better aerodynamics than the minor grapple and a better chance of gripping, but a considerably reduced range.

Spikes and Line - To be effective, climbing spikes need to be used to tether with a line. Hammering in a spike a small hammer; spikes cannot usually be hammered into very smooth surfaces or they will not take, etc.), with the exception of an ice wall (where spikes offer the only hope of climbing safely). Hammering spikes into surfaces can usually be heard a long way away-even up to a mile in silent, windless, outdoor conditions.

Usually spikes are used as an insurance policy against falls. If a character hammers in a spike, ropes himself to it, climbs 20 feet above this with the rope tied to his waist, and falls he will only fall 40 feet (20 feet down to the spike and a further 20 feet taking up the slack of the rope. A spike used to arrest a fall in this way has a chance of coming loose, though!

Miscellaneous Equipment

Many more equipment items are detailed here, which may be used by thieves going about their business. Virtually none of these are restricted to usage only by thieves, however, as before, thieves are the most likely characters to use them and to know where to find those that aren't legally available.

The miscellaneous items have been grouped into various categories depending on their main application. The listing is just for convenience; however some items have several potential uses, so the list is worth perusing carefully.

Crowbar - This is a simple all-purpose tool which can be used for forcing windows opening, levering open chests with locks which refuse to be picked and for similar purposes. It can also be used as a makeshift club (provided you're using a battle safe rep not a real crowbar)

Glass Cutter - This very simple instrument is usually a small diamond set into a suitable handle or even one set into a ring. The diamond must be cut to a fine point, and if used in a ring a hinged top should be used to protect the gem. Such a tool will cut through glass fairly quickly an entry through a window is always superior in principle to attempting to force a door, since windows cannot be as physically tough as doors and are less likely to be locked, a glass cutter is highly useful. The efficiency of the item is considerably increased if used together with Tar Paper (see below).

Housebreaker's Harness - This is a vital piece of equipment for the serious cat-burglar or housebreaker. Known in Thieves' Cant (a language derived by thieves using slang words) as a "spider", it is made of linked leather straps, one around each thigh, one running around the waist, and one over each shoulder. The straps link together to form a tight harness, which can be worn over clothing or light armors (leather, chainmail shirt etc.). Attached to the harness are up to eight or more straps of varying lengths up to 2 feet. At the ends of these straps are small metal rings upon which many different devices can be affixed: tools can be hung, climbing daggers fixed, and suchlike. The principle uses of the harness are as follows. (i) The thief is climbing a wall using a rope; the rope can be run through one or more of the rings of the harness removing any chance of falling from letting go of the rope. (ii) Once the thief has reached the point where he hopes to affect a break in, two of the straps can be fixed to either side of him (usually with climbing daggers or perhaps with wedges in a window frame, etc.). This provides the thief with a firm base and allows him the free use of his hands to open a lock, cut glass, check for traps, and many other actions. Imaginative thieves will be able to think up many other uses for this handy and versatile piece of equipment.

Key Making Set - This expensive item allows a thief to make duplicates of keys he holds in his possession or from impressions of keys made using a wax pad (available as a separate item: *see* below). The key making set is a number of molds, files, small blades, metal-working instruments and the like. It also uses a small oil-burning apparatus for softening and molding metal, *so* its use is usually restricted to a safe, secure lair where the thief will not be disturbed. Duplicating a key takes several hours, depending on the size and intricacy of the original. A skeleton key (see below) cannot be duplicated with a key making set. The key making set permits the manufacture of poor-to fair-quality soft metal replicas of keys, which are rough in appearance and do not resemble the work of a professional. However, the duplicate key will open the same locks as the original if the thief is careful and remembers that the forged key is not as strong as the original. If the Key making set is used by a professional Locksmith, they can create a duplicate key that is just as good as the original.

Limewood Strips - These are strips of wood, usually around 4 to 6 inches long and an inch or so high, and very thin. They are also very tough, however, being made of very resilient wood (like limewood, although other, similar woods can be used) and often coated on one or both sides with a very thin coat of toughening varnish. Limewood strips are slipped between a door and its door frame so that the thief can raise a latch on the other side of the door and open it normally (possibly after picking a lock). A normal latch can be opened, but a bar is too strong for a limewood strip to lift.

Sharkskin - Sharkskin is made from thick cloth, into which *are sewn* hundreds of tiny curved and barbed hooks, rather like miniature fishing hooks. These hooks are very sharply curved, and *are* sewn with the hooks lying in the same direction. Thus, when stroked in one direction the cloth feels perfectly smooth but in the other it grips tightly and even tears skin or cloth. Sharkskin is *so* called, fairly obviously, because it resembles the skin of a shark, which is coated in hooked scales. Sharkskin can be used as a form of hanging board: a square of the material can be affixed to a surface with hooks pointing downward can be used to keep tools and such in place. Items can simply be pressed down on the surface of the sharkskin, and they will effectively stick to it. This is most useful for a thief climbing a wall and has utility in other circumstances. Sharkskin-coated gloves can be used to assist in climbing walls, in which case they can be treated as clawed gloves (see above) in all respects.

Skeleton Key - These keys are only permitted at the approval of Admin. The Skeleton Key acts as a "Master Key" for all locks of a similar type, size area, etc. If Admin gives permission for a player to have such a key they will inform the person to the nature of this key.

Tar Paper - This is simply any kind of heavy paper or (more usually) cloth which has been soaked in tar, honey, treacle, or anything suitably sticky. The thief usually uses it by slapping it on a window before breaking the glass in a window-pane. The sticky surface keeps all the fragments together as the glass breaks. Noise is considerably reduced, both from cushioning the impact of a hammer on glass and by preventing broken glass from scattering all over the

floor beyond the window. If there is someone within fairly close listening distance Marshal or Admin may decide as to whether or not they hear the breakage. Tar paper can also be used with glass cutter (see above), being affixed to the center of the area of glass to be cut out, *so* that it can be simply pulled when the cutter has done its work.

Wax Pad - This is a small dock of wax usually kept in a rigid container to keep it in one piece-the equivalent of a large snuff-box will do nicely. The thief uses the wax to record the impression of a key he wants to have duplicated later. Obviously, the thief can only do this if he has access to a key, at least for a short time, and if he doesn't wish to take a chance on borrowing the key for a while. From the wax impression, the thief *can* have a locksmith make a duplicate of the original key, or attempt to make one himself using a key making *set*, if he has one. With very soft wax, which may need heat-softening on the spot, the thief may even be able to make a wax impression of such items as heavy *seals*, which may be capable of being duplicated later-but an expert will be needed for this kind of duplication/forgery

Evasion Gear

Thieves often have reason to evade detection or pursuit. Some of their skills (hiding in shadows, moving silently) *are* tailored toward this end. Equipment detailed here includes further aids to evasion, items to assist in avoiding detection, and even an item or two to enable the thief to whistle innocently if he is found and apprehended at the scene of the crime.

Caltrops - These actually come in different shapes and sizes but the basic form is that of a metal ball with four to six spikes or prongs set in to it. When a caltrop is thrown to the ground it lands with one spike standing more or less upright. A thief may throw small caltrops to the ground to slow down pursuers. (Caltrops cannot be used as missile weapons however. The effect of caltrops depends on how many are thrown down by the thief. The base number is 10 thrown down in an area of 25 square feet. Anyone entering the area must slow to a careful walk or risk being impaled on one of the caltrops suffering 1 point of damage and effectively injured in a manner that reduces them to a limp. (**Note persons wearing Iron shod boots or similar protective footwear are immune unless the caltrops are designed to pierce such)

Hand Lamp - This is usually a small metal pot about the size of a night-light candle. It has a hinged flip-up lid with a mirror on the inside; a silver mirror is often used, *so* the item is not cheap. The mirror directs the light, and the lid also works as a snuffer when closed. The lamp provides enough light for the thief to work by (e.g., when trying to pick a lock in a dark place), while not shedding enough to give the thief away (hopefully). Certainly, the dim, focused light is unlikely to be visible at all further than some 20 feet from the thief, and even within this range it is very, very dim.

Hollow Boots - These come in various forms, but a common design is one with swiveling heels. The heel of the boot is grasped and twisted firmly toward the inside surface. The heel swivels and reveals a small, hollow compartment within the boot. These compartments are very small, and will typically only hold one gem of moderate size or up to four small ones. The design of the boot is such that there is not an externally visible built-up heel, but nonetheless a thief wearing may not move as quickly and risk damaging anything concealed in the compartment. (Other forms may be created this is merely a prime example of such).

Marbles - The use of these is an old chestnut, but perennially popular with thieves, not least because of their effectiveness. A small bag of marbles (a general term for small spheres of glass, metal, etc.) unleashed over a stone floor to roll around forces any pursuers to slow to half normal movement or risk trips and falls. Small stones and pebbles can only be substituted for marbles if they have been polished, filed, etc., *so* that they are almost perfectly round-a time consuming business. ****Safety note DO NOT ACTUALLY SCATTER MARBLES USE PACKETS INSTEAD AND INFORM THE MARSHALL OVERSEEING THE ACTION!

Death Knife - This sinister instrument can appear to be a bladeless knife, but it is more often disguised as something more innocent such as a case for a comb or spectacles or quill pen, a tool of some sort, etc. The disguise will not fool any close inspection, however. The blade of the knife is within a barrel inside the handle and is spring-loaded. The knife is triggered by pressing a catch on the handle; the blade shoots forward with considerable force. The weapon does the same damage as a normal dagger, although one point of damage is added for a first strike when the blade is triggered. The obvious advantage of the death knife is its capacity for surprise. Since it doesn't look like a weapon until the blade is sprung, a victim can be taken totally off guard by its use. If the target does not realize a blow is coming and he thief manages to get the weapon close to the body of the victim so that a lunge can be made with it, any strike is treated as a back stab, with standard hit and damage bonuses, given the surprise element. A backstab is not always literally a stab in the back!

An envenomed death knife in the hands of a skilled assassin is an extremely dangerous weapon, however if the blade has not been recently coated with the poison the Marshal may state that due to the blade being concealed for some time that the it has evaporated/faded off and become either less potent or completely ineffective.

Folding Bow - Bows are very useful for thieves, but are very hard to conceal because of their size and shape. The folding bow solves this problem, breaking it down into smaller pieces or allowing it to fold neatly in half, when unstrung, making it much more suitable for carrying and concealing when not in use.

Pin Ring - This simple weapon is a ring with a flip-up lid, below which is a needle capable of delivering a dose of poison (or knock-out drug etc.) to the target. The most primitive version of this will have the pin simply sitting in a small reservoir of liquid drug or toxin. Since administration of the poison/drug is rather haphazard here, there is a chance that the pin is not coated and the victim only receives a scratch rather than the effects of the toxin. Regardless the pin must strike exposed flesh, it will not administer the poison through any significant thickness of cloth. A strike to the neck is the time-honored way of making sure the toxin gets into the bloodstream quickly.

Sword Stick - This is simply a long, slender, rapier-like blade concealed within what appears to be a simple walking stick or cane. Swashbucklers are particularly fond of this weapon (damage done is equivalent to a short sword). It's primarily useful for sneaking a blade into locations where carrying a sword is prohibited.

Wrist Sheath - This small leather sheath is made to hold a knife or dagger, and is strapped to the forearm (beneath the sleeve of a garment) so the weapon can be flipped to the hand by an arm movement and the blade is readied for action. A dexterous thief can work a blade into his hand by arm movements disguised in context of changing posture while sitting in a chair, or similar, seemingly innocuous moves. Again the obvious advantage is that of concealment. Variants on this theme are drop sheaths which are usually sewn into leather jackets or similar articles of clothing. Here, release of the dagger from the sheath can be triggered by mechanical means (pressing a jacket sleeve stud, etc.) or by muscular stimuli triggering pressure pads (tensing the biceps firmly against the fist of the other arm, etc.).

Blade Pole - This is a substitute for a polearm, but is not used as a combat weapon. Rather, a small blade is wedged into one end of a pole, and this is used for cutting objects at a distance. The most notable use for the blade pole is in cutting trip wires (e.g., at a distance if the thief is unsure whether traps may be triggered).

Climbing Pole - This has to be a stout, strong pole, **10** feet long or so, to be of any real use. It has notches cut into it at regular intervals (approximately every **2** feet) to enable the thief to climb using it. It must be set at a suitable angle against the wall, or else it cannot be employed. Thieves will not often have use for such an item, but it has its uses for dealing with very slippery or smooth surfaces, walls made with broken glass shards in the mortar, and similar unusual cases.

Hooked Pole - A strong hook is set into the end of the pole, which has several uses. The first is to yank discovered trip wires, if this is what the thief wishes to do, although a blade pole is usually superior for dealing with such problems. The more common use, though, is to use the hook to catch on objects so they can be retrieved. Depending on the size of the hook, anything from a key ring or small jewelry casket (hooked through the catch) to a rich man's joint of beef can be purloined by the thief. In medieval England, fishing through windows with hooked poles was so common that a subclass of thief who made a living in this way was commonly known and called "the hooker."

Mirror Pole - This uses mirrors at both ends of the pole, set at a suitable angle so that the thief can peer, periscope-like, around corners using the instrument.

Blade Boots - This exotic title is a catchall for specially modified boots which have concealed blades within them. The blades have to be small, of course; they are usually little bigger than modern-day razor blades. They are usually concealed in secret compartments in the heels of boots (see Hollow Boots above), but slender blades can even be hidden in the soles of boots. Such blades are of little use as weapons, but can be used to slit pouches and purses, to cut ropes, and for similar tasks.

False Scabbard - Thieves can employ stout scabbards which are slightly longer than the swords which fit into them, leaving a length of scabbard at the end which is a separate, hollow compartment. Usually, this can be accessed via a sliding panel at the end of the scabbard. This hollow compartment can be used to conceal a great many kinds of things, either to smuggle them in (poisons, dog pepper, blinding powder, etc.) or smuggle them out (gems and such). Some are so well-designed that the compartment can be entered from above or below, so that the thief can use the false scabbard as a snorkel (or, more correctly, as an underwater breathing tube) if he has to stay concealed in the water for any reason.

Hand Warming Lamp - This small lamp is oil-burning, with a reservoir of oil and a small wick sunk into an earthenware shell. It is used by the thief to warm his hands, by cupping them around it, if cold would otherwise impair his talents (try picking a lock with frozen fingers in a cold clime!). Virtually no light is produced, the aim simply being to warm the hands. The simplest version of this is a corked earthenware sphere which can be filled with hot oil before the thief sets off on his work, to be drawn from a pocket and held in the hands when needed.

Marked Cards and Biased Dice - These are standard trappings for any self-respecting swindler. Using these items are solely in the hands of the player and their "marks" (those they are playing against).

Loaded Dice: These are dice specially weighted so as to land on a specific number every time they are rolled. A good swindler will typically have two sets of dice on hand (the weighted die and an unweighted copy) which they switch between so as not to be caught (the thief presents the normal die for inspection by the mark then secretly switches them for the weighted die during the gambling rolls)

Marked Cards: These cards have a discreet mark on the back of the card usually hidden within ornate patterns. The Thief using the cards and familiar with the marks is able to see what cards are in their opponent's hand and what lies on the top of the deck

Water Shoes - These belong most correctly in an *Oriental setting and were used by ninja*, but they could exist in any fantasy setting. Water shoes are simply large, wickerwork basketlike devices which are worn over the feet (and come to mid-calf height). The thief balances in an upright position and propels himself across the water with a paddle or oar. Should the wearer over-balance and topple, the baskets will fill with water and effectively weigh them down rendering them more of a hindrance than help.

Dracanus Lore

The World of Dracanus

Important Events

The Creation of the Carsaric and Arranna

In a time long past in an age of Higher Magic two rival Arcanists at the height of their power engaged in a war against one another, at first the two fought one another in a magical duel, unleashing powerful elemental blasts, summoning horrendous other worldly beings, and warping the fabrics of space time and reality. Despite this battle lasting for countless hours the two rivals could not triumph over one another, yet instead of calling the battle a draw and leaving the field with mutual respect, each withdrew to their Spell Towers consumed with bitterness and hatred towards their rival. Thus began what to historians was called the “War of two Wizards.” The Two Arcanists began building armies and unleashing them at one another, though each army continued to be stalemated or completely destroyed by the opponents, this lasted until neither of the Arcanist could find anyone willing to become soldiers in their armies. However this did not curtail the Arcanists and each began applying their magical abilities towards creating the perfect warrior servants. The First of the Carsaric and the Arana emerged, from the Arch-Mages Towers. It’s unsure exactly what went into the process of creating these beings, whether other intelligent beings were merged with lower animals or if they were crafted from arcane material much like a golem. What is known is that the Carsaric have all the attributes of Canines whereas the Arana have the attributes of felines. It is also known that what started out as a small group of each eventually grew in size, until both of the new Species were of sufficient numbers to field armies.

For years the war continued the Carsaric and Arana battling one another with neither side gaining any more of an advantage over the other the stalemate continuing unheeded.

However what the two Arcanists didn’t count on was a contingent of Arana and Carsaric coming to an agreement between one another to end the bloodshed to their fledgling Species before they were destroyed by what they both decided was a senseless war. The Arana and Carsaric turned on their Masters allowing a group of their rival’s warrior’s access to the spell towers. The Arcanists each finally slain the battle ended, allowing the Carsaric and Arana to finally live in peace rather than as tools in the engine of war.

The Elven Divide

In ages past the Elven people were one, as a Species they lived in a community of harmony and peace, their society cohesive and strong, then an event lost to memory caused the Species to split into two factions. The event escalated and the two factions became even further disparate, eventually war broke loose and the losing faction was driven below the surface of the world to escape utter annihilation.

The Surface Elves attempted to rebuild their society based on the traditions and beliefs that had been the norm for many centuries where as those driven underground their numbers significantly decimated cast off the traditions of the past and began establishing an underground city stronghold which they named Val’Tekallas. They renamed their Species as the Dakar an ancient Elvish word which means “Born into Darkness”

Over time much of the animosity between the two now separated Species had dwindled but the effects are easily noticed by mere sight of the two Species, the Dakar physiology having adapted to life underground have bleached their hair white and added a grey cast to their skin pigmentation. They also find surface life uncomfortable, their eyes accustomed to the pitch black darkness of the subterranean world has made them sensitive to light.

Though a great amount of time has passed (even for long lived Elves) the animosity between the surface Elves and the Dakar still exists. The two peoples treat each other with restrained hostility, which could easily resort to violence with the slightest trigger.

The Great Game

When the First of the Minotaur were created and placed upon the Madragar Isles of Dracanus the people called out to their Gods in order to create a form of government to lead them in the goals set forth by their Divine creator.

The Gods applauded their creations wisdom in seeking their divine consul and replied “You will create Labyrinths beneath the isles, where the young will be trained and tested to become the champions of the world, only the strongest and wisest may become Citizens of the Mighty Empire, and only the most competent may become leaders of these Champions.”

The Minotaur peoples built a vast underground Labyrinth, interconnecting each of the cities and isles of Madragar, The Clerics of the Minotaur Gods would oversee changes to the Labyrinth, ensuring that no one Minotaur could ever gain foreknowledge of its layout or its challenges. Each Island and City would be responsible for its own sections of the ever changing Mazes beneath their streets. All Minotaur wishing to be considered full citizens of the Empire would enter their home’s section of Labyrinth and defeat its challenges as well as be victorious in combat against others vying for the honor.

Even becoming Emperor one must negotiate the paths of the array of twisting trapped corridors and fight the current emperor for the throne.

The Origins of Mindani

(Contributed by Seiaeka)

The Scattered-brained, Magpie-like Species of Dracanus. Very little is known of their history, as the Mindani aren't known for their accurate record keeping, or any record keeping in general. Most of their history is passed down through campfire stories and songs that change on a nightly basis from generation to generation, and most other Species consider these to be wildly exaggerated. However, some scholars of the historical society have found that the most consistent story among the Mindani, is that they were borne of the mystical fae, giving the Mindani a possible similar ancestor to the elves. Of course, most elves vehemently reject this often citing that it is something Mindani have attempted to spread to and is about as true as any of their other wild and improbable stories. However scholars and historians have found scattered written accounts that speculate on this possible connection.

One Scholar (who has been laughed out of academy by his peers) attempted to submit a paper outlining a theory that Mindani and Brownies hold a common Ancestor which explains the markings that extend from their eyes to their cheeks and their penchant for taking items that do not belong to them.

The Gathering of Biranas

Every year Bards, Entertainers, Priests of Biranas, Musicians, Poets and other artists, gather together in a large revel in which they drink, exchange stories, songs and lore, reacquaint themselves with others, and to compete in many games and contests primarily the **Barantas** which is a competition between Priests of Biranas and/or Bards wherein they will attempt to outperform one another through song, story, poem, or Ballad. These competitions often have the current speaker attempt to insult the rival while expand upon their own prowess and skill.



Places

Dol'Terra

(**Nevada location for Dracanus**) A desert trading community that is situated on a large Oasis located between the Kingdom of Lyonnaise (human kingdom to the north), the Emirate of al-Bahrayn, (human area to the south and east), and the Hall of the Stonefeet (Dwarven stronghold to the west).

When the Dakar originally made it, they were trying to compete with the dwarves, but rather quickly lost that Species. Seeing that there wasn't much else around (at that time), they sealed up the tunnels and forgot about it.

The monsters that prowl the desolate wastes of the desert have become more cunning and strategic due to living in this sparsely populated area, the Goblinoids that infest the area near the western mountain ranges are common problems

for the Dwarves of Stonefeet as well as those traversing the Trade Routes between the cities, because of the harsher conditions and lower populated area's they have adapted to the region and tend to be better organized, more able to come up with cunning strategies and blend more with the desert environs. (Concept of Dol'Terra submitted by MarkTheDM aka Spooky)

Dramos Isle

This Tropical Island is home to a matriarchal society. A single City dominates the center of the isle while town and villages are scattered about the perimeter. Visitors to the isle are warned to avoid entering the dense jungle that has been heavily trapped and scouted. The Roads connecting the villages and City are all heavily patrolled by expert warriors armed and armored with their sacred metal. Males that reach maturity are removed from the island to a village located on the main land where mothers remain with them till adulthood where upon the woman is permitted to return to the Island where the male is exiled.

The Kaldarian Mountains (Dwarven Lands)

Built into the vast mountains of the Kaldarian Mountain ranges are the fortresses, strongholds and cities of the Dwarves. The Dwarves built their homes with two purposes...for protection from the dragons that also live in the region and to be closer to the minerals and ores which they mine from the depths.

Madragar Isles (Minotaur Islands)

This chain of Islands is the home to the Minotaur, a Species of Warriors and Scholars whom pride themselves on their strength, knowledge and honor. They consider themselves to be superior to all other Species, it is their belief that the Gods created them to conquer and rule the world with all the lesser Species subjugated under their rule as slaves. Beneath the cities and ocean is an interconnected Labyrinth where the Minotaur train their young to become warriors.

Val'Tekallas (Dakar City)

Far below the surface of the world are the cities of the Dakar. Val'Tekallas is the largest, and first of the Dark Elven cities. Each House is a fortress in its own right, housing a family, retainers, slaves and warriors. In Val'Tekallas all Dakar are of a Nobel house, there are no slums, no paupers or beggars. Each house continuously vies for position and status in the city; brother and sister compete to become leaders of their families. Each Family competes with other families to advance their overall ranking in the city (with the leaders of the families all vying for a position on the Not so Secret Ruling Council of the City) and all of this is done with only one rule.....Do what you want but don't get caught.

Nexus

(**Ontario Location for Dracanus**) A small border village on the fringes of society situated at the hub of several lines of power (Ley Lines) and trade routes. Over the centuries, Nexus has changed hands having been ruled over by almost all of the Species. Vast and sprawling ruins surround the now tiny hamlet speaking of the massive civilizations that held the land over the course of time. To this date no one has retained possession of the area. Former Cities have all fallen to ruin either by war, natural disaster or other more mysterious and unknown reasons.



People

Kiki

A Mindani woman who owns a shop in Nexus named “Kiki’s Antiques, Collectables, and other Sundries.” When not seeking products to fill her shelves (or out for a picnic because “It’s such a beautiful day”), Kiki can be found behind the counter of her shop munching on cookies, sipping tea from her favorite cup and handling one of her acquisitions that she “found” during her many wanderings.

The shop itself is cluttered and crammed packed with various items though Kiki says it’s organized in a way that she can find whatever is there and can give detailed descriptions (that change from one telling to the next) of every item contained within.

The Huntsman of Dol’Terra

(Contributed by **MarkTheDM** aka “Spooky”)



A human ranger whom travels around the area near Dol’Terra, stopping occasionally within the town to resupply and settles any disputes brought to his attention by the townsfolk whilst there. The Locals simply call him “Huntsman” not knowing his true name. He treats all who talk to him equally but sternly, as if the person talking to him is important, but there are other very important things on his mind. Many of the townsfolk credit him with being the reason that the desert Orcs of the area haven’t over run the town and that the raids they do perform are infrequent and typically easy enough to fend off, however there are those that disagree with this viewpoint.



Guilds and Organizations

Dracanus Medical Guild



All practicing medics in the world of Dracanus receive their formal training from this guild, whether it is at one of their city Colleges or by a wandering tutor, once an initiate learns the basics of this occupation, they are granted the guilds sigil.

The Adjudicators

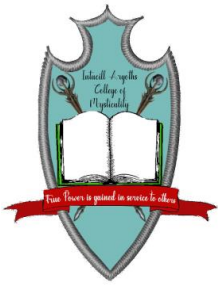


This group is feared across all of civilized Dracanus as they are empowered everywhere to adjudicate the law. They travel far and wide passing through city and village alike with only one purpose, to administer justice and no one is exempt from their judgements King or peasant, noble or slave, if the Adjudicators suspect a person of a crime they are put on trial.

The Arcanists Lodge - Intacill Argoths College of Mysticality.

(Created by Trevor Cahill)

This Arcane Institute was created nearly 270 years ago and has been sending out Magic users of all types to aid in various manners where their expertise is needed. Though many appear either on battlefields to support the front line fighters, or to shore up the defenses of Fortifications or encampments in order to turn



the tides of battle in favor of those whom have hired them or to ensure a quick and decisive victory. They are also seen in villages and hamlets aiding the farmers produce better crops or summoning up animals to replenish a depleted stock. Many assume that the easiest way to kill a Magic User is to get in close and hit them before they can cast, assuming that they are only good for Ranged attacks, and to merely wait out the limits of their ability to cast spells for the day, However the first thing the lodge teaches its initiates is to keep Opponents at bay so as not to allow them to get within striking range, they are also taught to use their magic sparingly to use mundane methods over Arcane so as always to have something in reserve and to learn some ordinary weapon to use if and when all else fails.

Inatacill Argoth the Lodge's Master and Founder though Human has continued to preside over and actively work amongst the initiates and instructors of the Lodge since its inception. Many speculate on how he has lived so long and rumours of pacts with Demons, Vampirism, access to a Magical Font, even dabbling in the forbidden Knowledge of Karish Val Mordga (Spirit Magic). Only Intacill knows the method he used but the truth is he no longer ages and refuses to share his secret stating that no man should live with the curse of outliving his children.

The main Branch of the Arcanists Lodge is found in the Kingdom of Rahiram and is greatly loved by the populace and rulers alike, knowing that the member s will always act on behalf of both peasant and noble alike. Many of the initiates are sent to aid the citizenry and work among the guards to protect the kingdom and ensure its continued defense and prosperity. Though many other places have requested the aid of the Lodge and offered rich rewards should the organization move, Intacill has kept to the same location deciding which contracts he is willing to dedicate his people to. Rahiram has always been a proud supporter of the Lodge and granted them the Land and buildings for the Lodge to use as they see fit and to act as they deem necessary.

The Shadowen Thieves' and Assassins Guild



This organization is widespread across the realm of Dracanus operating out of the shadows of every Major city with minor arms spread out. Most of the members operate covertly never revealing their membership to the guild to others.



Monsters

These are some of but not all of the monsters that appear in the world of Dracanus, these are the most well-known of the monsters and for the most part any person has a story or two they can tell about such even if they have never encountered one themselves.

Blood Ogres

Blood Ogres possess the same size and strength as regular Ogres, however they also have the ability to regenerate much like trolls, making them even more dangerous than their common counterparts. They are easily recognized by their Blood red flesh. Thankfully for the realms Blood Ogres are extremely rare and typically encountered by themselves however it is not unheard of for them to have taken charge of a group of Orcs, Goblins or their less advanced Ogre Kin.

Dragons

The most fearsome and powerful creatures in the world of Draconus, Dragons come in many types and temperaments. Some such as the Golds and Silvers are benevolent and kind though they still see the humanoid Species as infantile and lacking the wisdom of their Ancient and noble Species, Others Such as Red and Black Dragons are more likely to kill and/or eat any living creature they spot. One thing all Dragons have in common is their love for wealth, and will accumulate vast treasure hordes.

Goblins

More intelligent than, but related to Orcs are the goblins, these monstrous creatures are adept at a crude form of Alchemy and brewing which they put to use creating poisons and foul potions with terrible effects.

They tend to lurk in the shadows, preying on the weak and helpless; those that they take captive are held for ransom or used as slave labor and test subjects for their dark experiments.

Ghouls

These undead creatures are the bane of both the living and dead; they are cannibalistic in nature eating any form of meat that they come across with a preference for feasting on the living however they eat the dead as well as their own if fresher supplies are not available. They are often found roaming in cemeteries and other locations where the remains of the dead are found. One of their most notable and deadly features is the ability to paralyze those that they attack.

Ogres

These giant brutes are the bane of civilized Species, having a brutal disposition and a taste for eating anything they can get their hands on (Elves are considered a delicacy) Ogres are dimwitted but highly aggressive and extremely strong, matching and occasionally exceeding that of Minotaur's. They are typically found in Bands of 6-12.

Orcs

One of the biggest plagues on Draconus is the Species of Orcs. This savage Species is a constant problem for the entire realm. They are Brutal warriors that take delight in wanton destruction, butchery, torture and unspeakable cruelty. However they tend to be disorganized and lacking any true military tactics, using the fear they cause and their numbers to win out in fights.

Orcs live in clans consisting of 20-40 members, mostly males and lead by the strongest who dictates the rules of the clan. Large clans will occasionally have a Shaman that advises the Clan Leader and conducts spiritual rituals. Females and children will make up the rest of the clan, however the females are little better than slaves and usually belong only to a few of the strongest male members of the Clan. Orc children learn quickly to be self-sufficient, surviving by bullying their siblings and fighting one another for whatever scraps the warriors cast to the side.

The technological level of Orcs is rather rudimentary, they craft stone weaponry and tools, though they are able to use fire, they will eat raw flesh (the bloodier the better) and are capable of creating simple huts and lodges but will reside in caves or ruins. Orcs have no interest in producing any items for trade or barter, though they will craft simple weapons and tools as required; they prefer to loot, pillage, steal, scavenge and raid for better items.

When Orcs conduct raids they will target caravans, travelers or villages that they believe they can overcome with the least resistance from the victims. They will take any items they can easily carry off, focusing first on taking better quality weapons and armor followed by slaves (women and children), food, drink and livestock (which tends to be butchered and feasted upon in a victory celebration)

There is a lifelong animosity between Orcs and Dwarves, and the two Species will typically attack the other on sight with no quarter or mercy given. Dwarves taken captive by Orcs will always be tortured to death for the sheer

Comment [T3]: Slaves taken during these raids are used cruelly, and typically don't live very long. Women are used as concubines by the strongest of the Orc Males, children as servants and laborers, and men are tortured or forced to fight for Orc entertainment. Some of these slaves will also be claimed by the Shaman that sacrifices them in bloody rituals to their God.

pleasure of seeing their enemies suffer. Dwarves see no point in taking Orcs prisoner and eradicate them quickly and swiftly.

Those in Dracanus can be thankful that Orcs are to warlike and arrogant, to ever become truly organized, their clans fight and raid each other, all of the civilized Species (with the exception of the Dakar) will attack and eliminate or attempt to drive orcs away from an area. (Dakar will actually take orcs as slaves, using them as menial laborers, or cannon fodder in Military campaigns).

Skeletons

The Most common form of undead is Skeletons. These animated piles of bones are raised up by many means such as magic, curse's or by the malignant desire of one that refuses to rest in death but not strong enough to become a more intelligent or powerful undead being. Skeletons lack any intelligence and can only function by the command of their creator (if raised by the power of a magic user). Those without the command of a creator will perform the last actions they were involved in before their death breaking off to attack any Living being they encounter.

Trolls

These evil creatures are a dangerous threat to any who encounter them as they are extremely difficult to defeat due to their ability to regenerate. Those who face these creatures find most weapons to be ineffective, Bludgeoning them has little effect and slashing or piercing them tend to heal rapidly, Severing parts from them tends to make matters worse as the limb rapidly grows into a new creature. Fire and Acid seems to be the only effective means of putting them down for good.

Zombies

Similar to Skeletons though still possessing most of their original skin and flesh and depending on how long it has been since their death may be mistaken for living being, however their slow jerky movements and the smell of rot and decay will quickly give them away. Zombies will attack any living beings unless they are being controlled.



Magical Items

Magical items will come in many forms and degrees of power, the simplest items will bestow a single power to the user or have a simple function that can be triggered by a command word. Other Magical items will have multiple powers and uses some that are created by ancient magic's of a bi-gone era where the level of magic far surpassed that of present day's magic users.

Artifacts

These powerful magical items were created for a specific purpose they tend to have several different powers that the users must learn how to activate. Artifacts also tend to be extremely dangerous as they will always attempt to complete the purpose they were designed for and may end up changing the person wielding it to suit its goals, or stop functioning at critical moments in order to force the current owner to give it to someone more suitable. Once an artifact completes its over all purpose it ceases to function, all magic fading from it completely, only to be awoken if its purpose is rekindled. (ie a Sword specially designed for defeating a specific Dragon (not just a specific color of Dragon but a specific individual Dragon) will lose all its power and magic once that particular dragon is dead...However if that dragon were Resurrected the magic of the artifact would flood back into the weapon turning it back into an Artifact that hungers to complete its task and attempts to make whomever possess it seek out and destroy the beast.

Eldritch

This defines a silver blue material that is strong, light and naturally accepts any enchantments easily. Eldritch material is of an unknown origin possibly magical or extra-planar in origin as no deposit has EVER been reported to be found on Dracanus, nor has any instructions on how to create the material been found. Eldritch items come in a variety of forms,

from Weapons and armor to Cloaks, bags, rings and many other things. Eldritch is near indestructible, and as an edged weapon able to sheer through most other substances as though they don't exist, as Armor, it has little to no weight, yet is more protective than the strongest suit of Master Crafted Dwarven Full Plate. The material's distinctive feature is the Silver Blue quality it has and that it can be as solid as a metal or as flexible as silk.

The Portals of Dracanus

The Magical gateways come in various styles and shapes and are scattered across all of Dracanus (and other locations). They were created in the distant past when High Magic's were at their peak and the creation of such Arcane Magical artifacts was more common. Though the portals vary in shape size, and materials they all are adorned with similar runes of power that no scholar has managed to identify.

Many of the portals no longer function, others have had the magic warped and those that attempt to enter it meet grim fates or end up in locations far from hospitable.



Special Metals

Mythril

Rumored to be made by Dwarven and Elven Smiths and Craftsmen working in co-operation this metal is lightweight, supple and extremely durable, it also has the added advantage of allowing Arcane Magic Users to wear it (provided its forged into Elven Chain Mail) and still cast their spells.

Adamantium

This is one of the hardest known metals that can be found in through Mining on Dracanus.

Corinthium

This Reddish Gold metal is only ever found in the hands of the women of Dramos Isle and considered Sacred to the Matriarchal society. It is forbidden for any male to ever touch the metal and live and should any woman of Dramos Isle learn that such has happened they will hunt the male to the ends of the world to take his life. The secret of forging items from this metal or even how to obtain it is a secret known only to a very few.

