

FURY OF THE DEEPS

Fury of the Deeps is a Fantasy/Cosmic Horror LARP that emphasizes the use of teamwork, creative problem solving, and vicious lightest touch combat. Your choices as a Player Character have long lasting impacts on the world around you that not only shape the experiences of your Character, but also the story of the Fury of the Deeps.

Immerse yourself in the world of Vehldathin where your Characters will find themselves part of an expedition exploring a newly discovered island east of the mainland. Despite many troubles on the mainland, several great noble kingdoms, pious churches, and wealthy benefactors have set up these sudden expeditions to the new world in hopes to lay first claim on what is discovered. Use your skills to uncover the mysteries and treasures that rest within this land, all while building your frontier town from the ground up.

Trials, Tribulations, and Puzzles rarely have just one solution, the paths your Characters choose will determine the outcome of the story. Yet despite the power your character may gain, the backbone of your survival will be your mind and your teamwork. What will your character choose to do with the knowledge uncovered?

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Table of Contents

LARP & the Basics of an Event, Pages 3-6
The Basics of Combat, Pages 7-8
Fighting & Casting Spells, Pages 9-11
Health, Rests, Death, & Madness, Pages 12-13
Skill Calls & Key Words, Pages 14-21
Donation Points, Page 22
Playable Races, Page 23-26
Gods of Vehldathin, Page 27
Character Creation, Page 28
General Skills, Page 29-30
The Arcanist, Page 31-33
Schools of Magic, Page 34-38
The Ascendant, Page 39-41
God Spells, Page 42-46
The Battlemaster, Page 47-49
The Jack of All Trades, Page 50
The Vagabond, Page 51-53
Professions, Page 54
Apothecary, Page 54
Artificer, Page 55
Bartender, Page 56
Blacksmith, Page 57
Cook, Page 58
Hunter, Page 59
Merchant, Page 60
Mystic, Page 61
Scholar, Page 62
Tinkerer, Page 63
Quests, Page 64
Equipment Rules & Usage, Page 65-66
In Game Items & Treasures, Page 67-69
Crafting System, Page 70
Immersion & Plot Cards, Page 71
Rituals, Page 72
Map of Vehldathin, Page 73

LARP & the Basics of an Event

Live Action Role-Playing in a nutshell, is improvisational theater where each player is able to create their own character, overcoming obstacles through a combination of acting, boffer combat, and puzzle solving. The world is persistent between games, and the choices characters make affect multiple games. Each character you encounter has their own goals and ambitions, and they will remember how you have treated them.

There are some essentials that everyone should bring with them to every event, in addition to costuming, makeup, and other character-specific items. Please be aware that some of the areas you will live and explore will be very rustic. Sleeping gear (You will be inside, but you will probably want blankets, etc.), At least one spare set of socks, food and snacks for the weekend. You can bring whatever foods you want but try to keep the containers period appropriate if possible. It is fine to eat a candy bar but try to keep the wrapper out of sight. Personal hygiene items, Weapon and Costume repair materials (duct tape, thread, etc.), Bug spray - Most LARP camps have both occasional mosquitos, as well as ticks in the deep woods, so bringing insect repellent is recommended. Sunscreen (Even in the Fall/Spring games), Paper and a writing implement (quill props can be easily made with pens and faux-feathers), Light Source (any light source is acceptable however avoid delicate or glass pieces).

There are two ways to participate in a Fury of the Deeps event, as a Player Character (PC) or as a Non Player Character (NPC). As a player character, you build and design a single character that you play for the entire event, you determine their personality and their history, choose their actions, and play out how they face various challenges. It is a great way to build a character you can invest in and guide their personal story. NPCs play many different characters over the course of an event, making up the tapestry of people the PCs interact with. This can be a great way to get to know the world of the game and get a sense of how to play. Some of the characters you play will continue to be developed almost like a PC, just within the constraints of their role. Being an NPC is free, and you still earn Character Points (CP) if you want to play a PC later on. Staff and the Game Master (Staff) are the most experienced NPCs who write and organize the games and events. Staff is also responsible for the safety of an event, any questions during the event, and are active rule marshals.

Once you arrive at the campsite, either as a Player or an NPC, you should check in for the event, pay if you have not already, and go through the standard check in procedures. Check in procedures include receiving an updated character sheet, getting all weapons and armor checked, receiving any in-game (IG) items and receiving any information that is meant for your character. Of course, before the game starts, all players and NPCs must attend the opening meeting for the game, where staff will be introduced, safety concerns discussed, weather for the weekend, and of course any new and pertinent information will be given out. After the Opening meeting, an air horn will blow three times to signal the start of the game, from that point on all players are expected to remain IG (acting as your character, adhering to game rules, playing the game). If there is a need to go out of game (OOG) for a moment, please put your fist on top of your head, and go somewhere away from other players. If there is a need to go OOG for an extended period of time, please head up to Logistics and let Staff know, we may be able to help, provide a safe space to recover, or simply make sure you do not miss out on the plot we were going to send out for you.

At the end of a game, an air horn will blow 3 times again, signaling the end of the game and the beginning of our event wrap up. Once the game is over all players and NPCs should attend the closing meeting. During the closing meeting we will of course celebrate the end of a successful game, we will discuss any concerns we will have, the next event date, and of course allow time for any player announcements. Once the closing meeting has adjourned, we will begin our check out process. Check out will consist of players handing in whatever crafting or information gathering that they would like, return the in game props and tags related to their character, and sign up for cleaning duties or otherwise. Holding on to everyone's IG props and tags allows us to keep an accurate inventory for the next game, we will better understand what we are short on, what players have, and what we should give them as loot. Also many props and IG items are difficult to replace, and at times very expensive so it's important that players do not take them home and accidentally lose them.

Cleaning duties after the game has ended include the mandatory cleaning of your cabins and assorted living spaces, make sure not to leave any trash or equipment behind in your cabin, sweep the floors and turn out the lights. The optional parts of cleaning duties include signing up to clean bathrooms, taverns, mod spaces, breakdown of the camp, and other assorted cleaning, while this might not be the most fun, it is always a necessary task, and we as Staff always appreciate the help! Plus, we will provide every player that helps with cleaning duties 5CP.

It is important to remember that while we are playing a game that we are all part of the same community, everyone you interact with in the game is another human being. We are all trying to have fun and have a good time at the game together so we must keep in mind that everyone has their own problems and limitations. Disagreements are healthy and inevitable at Fury of the Deeps, but it is important to understand that the character choices and differing opinions, especially their consequences, may cause some friction between out of game friendships. We strongly encourage aftercare after an event, letting others know that you enjoyed them at the event, and that even though they disagreed or even fought each other, that once the game is over everyone is part of the same community. Characters having strong opinions are part of what makes games compelling, but it is important to know the difference between a good foil, and a bully. If there are any issues that you feel unsafe with, uncomfortable with, or generally make you enjoy this game less, please let a member of Staff know, and we will be happy to discuss it and work towards a resolution. If you feel uncomfortable with approaching Staff in person, you can always send us an email or utilize the anonymous form that can be found on our website.

Fury of the Deeps is focused on teamwork, as such we are an inclusive community with zero tolerance for racism, homophobia, transphobia, sexism, religious discrimination, or discrimination of any kind! We are an 18+ game, though we will not allow sexual themes or misconduct. This includes sexual harassment, sexual contact, or sexual content even between romantic partners or consenting adults. We want our players to feel absolutely welcome and invited in our community and game and should you feel concerned about any of these issues please feel free to reach any of our Staff, so that we may address all of these issues with the priority they deserve. We want you to feel safe to come to our game. Again if you feel uncomfortable with approaching Staff in person, you can always send us an email or utilize the anonymous form that can be found on our website.

In Game (IG) and Out of Game (OOG), these terms are meant to describe which perspective you should take things in, IG perspectives are that of your character, and are meant to remain entirely within the game's realm. OOG perspectives are that of you as a player and are meant to convey safety and community. It is important to remember these distinctions and once the game starts everyone does their best to keep everything IG. Any OOG discussion should be kept to a minimum or handled directly with Staff. Immersion is an important part of an enjoyable event and it's something we strive for.

Fury of the Deeps focuses on Player vs Enemy (PVE) rather than Player vs Player (PVP) however we acknowledge that it may come up. Having a difference in opinion and arguing can be a healthy form of PVP, while dueling someone due to insults or drastic differences of opinions can be more stressful. This stress can cause us to feel the emotions our Characters feel IG, OOG as a player. This is often described as "Bleed" and is a normal side effect of LARP. We encourage everyone to remember that staying immersed, and knowing that whatever happens IG is meant to be taken on an IG basis. We encourage communication with Staff if there are any issues.

Fury of the Deeps will have difficult situations, dangerous challenges, and duplicitous choices to be made. Our goal is to make Characters feel like they are pushed to experience new themes and experiences within the story. However if you as a Player feel unsafe or like your wellbeing is in jeopardy, or in a situation that triggers you, please step OOG and discuss with the nearest Staff member to find a resolution. Fury of the Deeps is written as a realistic world, where situations will have realistic consequences, and certain dark themes exist. Players are encouraged to explore every plotline that interests them and invest in the world around them, but due to the nature of the world, Fury of the Deeps is an 18+ game.

Cheating is a problem that we would like to avoid at the game. Every Player, NPC, and Staff member is responsible for keeping track of their skills, health points, and abilities, and are expected to have strict adherence to the game rules. If you have ideas for how skills can be used creatively, please talk to a Staff member between events rather than winging it, we can provide clarification or adjust the wording on the skill for you. Some monsters or situations may have unusual abilities or traits that allow them to do things differently than a player. If you have an issue, and believe that a PC or NPC has been cheating, please reach out to a Staff member as soon as you can. We will do our best to address it as soon as we can. Everyone participating in the game is responsible for knowing the effects of their abilities and skills. If you do not know what it does, if you cannot explain it, do not use it. If there is significant confusion on a game rule, please see a Staff member for clarification once the instance has passed.

“Meta-gaming” is probably one of the trickiest aspects of LARP, when does someone know the clear difference between OOG talking, and IG joke talking. Of course, we are all expected to be reasonable, responsible, and respectful to each other. Sometimes miscommunications can happen especially with IG secrets and information. We have solved this issue by determining that unless very specifically stated with IG rules (I.E. being dead, being asleep, etc.), if you as a player know it, your character can know it. If you choose to not know things your character should not know, that is fine as well, but we as Staff cannot punish someone for ruining your evil scheme because you told them about it on a coffee date.

Everyone involved with Fury of the Deeps is expected to follow every OOG law and camp policy, theft and illegal activity is strictly forbidden at any event Fury of the Deeps would host. Please understand that while your character might only answer to the blessed light of Hastur, all of us as players must answer to the police. All out of game / real world laws must be followed at all times, especially during an event. If it is illegal to do in a campground, it is illegal to do while the event is running. Anyone caught will be removed from the game and banned from being part of the community or playing the game along with potentially being prosecuted. While theft can happen in game due to sticky fingered monsters, or forgotten pouches, out of game theft is strictly forbidden. Personal props, costuming, food, these things cannot be looted from players without their explicit permission. Items that are in an OOG area such as underneath a bed or inside of a car or are clearly out of game cannot be touched by anyone other than their owner. If you feel someone is using OOG areas to cheat, please let a Staff member know. Lastly, the campsite we use is our responsibility to maintain, not just out of obligation, but we should have a moral duty to keep our game clean and maintain a good reputation. That means not damaging the site, not tampering with any electronics, smoke detectors, doors, not using staple on buildings. This also means not using drugs and alcohol at any time during an event, it will not be allowed on site, and if you leave and return inebriated or under the effect of an illegal substance, you may be asked to leave and potentially banned from returning. Smoking cigarettes and vapes will be allowed in designated sections that will be considered out of game, if cigarette butts are found to be littering the campsite, smoking will be banned from the game. It is our responsibility to maintain a clean environment and ensure that our habits. Do not ruin the game for others.

The campsite during the events will have most of the lights turned off to maintain a dark atmosphere, and at times the camp can be very dark and difficult to navigate. Carrying a lightsource with you is an effective way to keep immersion but also keep yourself safe. Glowsticks, flash lights, electric lanterns are all effective examples of a good lightsource, we strongly recommend that your lightsource be green, yellow, or red as to not damage other people's nightvision. In an emergency camp lights will be turned on, as to ensure everyone's safety. Campfires will only be allowed at designated fire pits and must be accompanied by a bucket of water, roughly 5 gallons, and an individual to watch the fire for emergencies. No combat will be allowed within 30 feet of an open flame, this includes if players have brought cooking stations with them. Say "Caution" when someone gets too close to a fire so combat can be readjusted. Phones are an inevitability in this day and age, but for the safety of your very expensive piece of technology, please leave it in a safe out of game area. Talking on the phone or texting is going to damage the immersion of everyone playing the game, but we understand that some people need to be available to their phones over the weekend. Again, if you need to be on the phone, do so away from other players so you do not disturb them, and leave your phone in a place that it will not get damaged, especially not in your character's costume pocket. Knives and other non-boffer weapons are strictly prohibited from being on site during FOTD events. While we understand the argument for having a pocket knife on you for emergencies, we must enforce, for the safety of every player at the game, leave them in your car, leave them at home. Only approved boffers and armor may be used for the events.

Fury of the Deeps does have several "Call out Areas" that are meant to get PCs or NPCs out of dangerous areas. These are always going to 30ft within an active fire, 30ft within an active cooking stove, or 30ft within a tent. This is meant for the safety of everyone at the game, and the safety of others personal belongings.

Fury of the Deeps has a yearly waiver that must be signed before anyone can participate in the events. This waiver is to agree to follow all safety regulations, report dangerous or potentially dangerous situations to Staff, refrain from any illegal activities, and to agree to never possess or consume any alcohol or illegal substance while at an event. We strive to be as safe as possible but as with any physical activity, there is always a risk of injury. It is up to all of us to help prevent these accidents.

In the unlikely event of a cancellation, we will notify everyone as soon as possible across all social media and websites Fury of the Deeps has, and any pre registrations for the event will either be refunded or applied to the next event you attend. If there is a prolonged wait for the next event, say maybe a year, or in the unlikely case that Fury of the Deeps takes a prolonged hiatus for an undetermined amount of time, any player can get a refund for the events that they paid for but were canceled, within a reasonable amount of time.

The Basics of Combat

Unless you have explicit consent from another player to physically touch them, “touch” spells, diagnosing, first aid, dragging a body, looting a corpse, must always be done with a packet. If you go against this policy, you will not be able to be part of the game or the community without exception.

Fury of the Deeps utilizes a Lightest Touch basis for its combat. This means that each PC or NPC must use the lightest touch possible with their boffer weapons, their spell packets, or other such weapons. Hands, feet, groin, and head are all illegal striking areas, and should never be intentionally targeted. Shield Bashing, Baseball Swinging, Charging, Machine Gunning, & Turtling are all unsafe and unfair to use during games. **Shield Bashing** - Striking someone with your shield, or pushing them aside with your shield as well. **Turtling** - Hiding behind your shield in such a way that you are completely obscured, this usually means crouching or balling up behind the shield and unless you are deliberately trying to do this, you won't do it by accident. **Charging** - Getting dangerously close to someone, especially during combat. You should always maintain at least an arms length of distance away from you and your opponent. This is also helpful to keep in mind for any social distancing. **Machine Gunning** - Swinging or flailing your weapons faster than allowed by the game's rules. The standard is one strike per weapon per second. **Baseball Swinging** - Swinging your weapon with an excessive amount of build up or force, usually greater than 180 degrees. **Check Your Swings** - this is a call to let your opponent know that they are swinging their weapon with too much force, resulting in strikes that can hurt or bruise. Be courteous when saying or receiving this call, and adjust your fighting style appropriately. If anyone breaks these rules frequently, or makes you feel unsafe in combat, ensure you disengage with them in combat, and discuss the issue with a Staff member.

Fury of the Deeps has several OOG calls that are meant to ensure safety, and clarity in combat situations. These include Hold, Caution, Clarify, Call Out, & I'm Going Through. **Hold** - This will immediately pause the game, all players and NPCs will take a knee and make sure a Staff member is aware of the situation, they will then wait for the situation to be resolved before resuming the game. This call is primarily used in case of an OOG emergency which requires immediate attention such as a broken bone, a severe bleeding injury, an unconscious player, or other such instances. You should not call Hold for another person unless they are unable to do it for themselves, and once called either the person who the Hold was for will announce the 3, 2, 1, game on, or a Staff member will. Hold should be considered an extremely important call, and not be taken lightly. **Caution** - This will alert the surrounding PCs & NPCs that something around them requires their attention, such as a tripping hazard, or that their weapon has broken and become unsafe to use. This is intended to be a brief interruption and addressed quickly as to not interrupt the flow of the game. Sometimes this can cause a small pause in the pacing of the game to address the situation at hand, like picking up someone's glasses, moving a dangerous rock, or tying your shoelaces. Once the problem causing the Caution is resolved the person who called it would call 3, 2, 1, game on. **Clarify** - If an IG ability or effect confuses you, or you are unsure what it means, calling Clarify informs others to explain what the effect does. They should take a moment, explain what the effects are, and answer any brief questions you have. If this takes longer than a few brief moments, or if they cannot explain it to you in a way that makes sense, then the effect is void and you should consult a Staff member once the encounter is over. Once a Clarify has been resolved, the person who called it would call 3, 2, 1, game on. **Call Out** - This is only to be used in appropriate Call Out areas, like active fires, active cooking stoves, and tents. Combat should not happen within 30 feet of a Call Out area. Unless the target of the callout is maintaining an active flame then they are compelled to go to the nearest area to engage in safe combat, then once everyone is ready the person who called it, would call 3, 2, 1, game on. The brief moments of time between the initial Call Out, and the game on call are considered OOG, and should not be used to call for help. **I'm Going Through** - This is a call to help minimize Charging, and unsafe practices in choke points, like doorways. When this is called it is to denote that the caller is going to move past individuals, this does not make them immune to effects or damage as they are moving past people, however special caution should be made considering the close proximity to others.

Non-Combatant is a term that is used to describe an individual that cannot engage in lightest touch boffer combat, and is often denoted by them wearing a bright orange armband on each upper arm. This is also often abbreviated to Noncom, and those who choose to be Noncom should actively avoid getting into combat, and can call caution to get out of suddenly combative situations. However, this does not mean they are safe from danger, as anyone with a weapon can point at a noncom and perform a 3 count of "I drop you". This must be done within a close proximity to the noncom but cannot touch them. Noncoms can cast beneficial spells, such as enchantments, buffs, or healing spells, and can participate in many roleplay and ritual opportunities. Noncoms cannot use any combative or debuff spells or abilities. Players must notify us before the game that they intend to be a noncom, and the orange arm bands must be worn during the entire event. In dark environments, orange glow sticks can be attached to make the armbands visible. These rules are intended to provide the utmost fairness and safety for those who choose to be Noncom.

Physically restraining a Character at Fury of the Deeps can be simulated by loosely tying rope around their hands, or using easily removed prop chains or manacles. Actually restraining another person is a very unsafe thing to do and is not allowed at the game, it is explicitly against the rules. When simulating the roleplay, always make sure the target can free themselves rapidly in case of emergency. Physically restraining objects is also explicitly prohibited, while locks can simulate a door being unable to be opened, locking a door that is IG, or blocking it with chairs or tables is very unsafe, and at times a fire hazard. Never do this. Other prohibited activities are swimming, and climbing buildings, trees, or walls. Always consider the safety of yourself and others before you try and perform anything out of the ordinary.

Fighting & Casting Spells

As stated before, Fury of the Deeps uses a lightest touch combat style, and as such weapon skills and spells must hit “Legal” areas of the body to be counted. This is anywhere excluding feet, hands, groin, and head. Some skills have specific areas they must strike to count, to help with clarification in the heat of combat your opponent should respond with a quick “Got It”, or “Nope” to let you know if it was effective or not. All weapon strikes deal one point of damage, unless they are used to deliver a skill, then your opponent would just suffer the effect of that skill.

Combat is represented by using physical representations (Phys Reps) of your weapons, which are usually foam boffers, or latex boffers. Magical spells, poisons, and arrows are represented by small bird seed filled packets commonly referred to as Spell Packets. Flintlock weapons should use nerf rival rounds or action balls and spring loaded firearms. Thrown weapons will be latex or foam boffers without cores. Phys reps must always be checked for safety concerns before you start playing an event and should continuously be inspected during the event by their owner.

Characters are fully proficient in any and all weapons, with the exception of Flintlock weapons. They can choose what weapons they use, and how they switch among them at their discretion. Weapon strikes must hit a target’s body to count, as do Spell Packets. Clothing, costuming, prosthetics such as horns or tails, are not to be counted as effective striking areas.

One handed weapons must be held with at least one hand to be considered a legal hit, two handed weapons must be held with both hands to be considered a legal hit, however you can wield them with one hand to block. Natural weapons that are most commonly found on NPC roles can have exceptions to these rules, these include tails, tentacles, teeth, claws, or hooves. If you were to fight a monster with such natural weapons, it would be clarified with the call “Claw”.

Stealth skills have conditions in order to be effective. You must be standing at least 50% behind the target, which means their shoulder should be perpendicular to your sternum. The strike must hit the back of the target’s torso, and the skill will only work if the person delivering it has both feet planted on the ground. These skills cannot be used while running, walking, or any other movement. Lastly in order to use stealth skills, you must use a one handed weapon, any other weapon would render the skill unusable. These skills often cannot be resisted or negated by the usual sources, such as Reduce, Dodge, Parry, or Reflect. In some rare cases stealth attacks can be resisted.

Shields must either be held in hand like a punch shield, or strapped to an arm, shields worn on the back or anywhere else will not function as a regular shield. Whichever hand or arm is wielding a shield cannot effectively use anything else despite the ability to hold anything else. Shields do not have a durability to them, they can block an unlimited number of strikes without breaking, some skill can bypass shields or break them. Spells normally bypass shields, however ranged weapons cannot. Carry Through as a damage type does bypass shields. You should never strike someone, or push someone with your shield.

For archery weapons, flintlock weapons, and thrown weapons do have similar but different rules. Archery weapons can include boffer simulation bows, or slingshot bows, with the intention of firing spell packets. Slingshot bows should not have a draw weight greater than 20lbs. Boffer arrows are prohibited at game. When using a simulated bow and hand throwing spell packets, or when using a slingshot bow, there must be at least 3 seconds between each "arrow". Flintlock weapons should be spring powered or simulated weapons, they should use nerf rival rounds or action balls as ammunition. You cannot apply poison to flintlock weapons. There must be at least 60 seconds between each firing for your flintlocks. Thrown weapons must be boffer safe, coreless, and pass weapon inspection, there is no limit to how fast they can be thrown, but you must have weapon tags for them and you can only throw one at a time. Thrown weapons must have proper phys reps and cannot be simulated with spell packets unless a skill states otherwise. When using a prop for a ranged weapon and hand casting only one spell packet can be used for each "volley" or "throw" unless a skill states otherwise. Only the first thing hit with a projectile will be considered affected. Ranged weapon phys reps cannot be used to block melee attacks and they cannot be used to make melee attacks or use melee skills. Ranged weapons cannot be negated by Parry, however weapons and shields can block them. While non magical attacks are some of the only ranged attacks that have no magical element to them, they can still be clarified as "Thrown Weapon" or "Archery" or "Flintlock". Poison applied to thrown weapons or archery weapons only affect the next "throw" or "volley". Only skills that clearly state they can be used with archery or thrown weapons can be used in tandem with them. All packet damage, or damage from thrown weapons is applied to the torso.

Spell packets are used to represent many different forms of ranged projectile, including magical spells. Magical projectiles usually have an element called with them, or an ability called with them. They will also usually have an incantation to them. Spells take effect if they hit any legal area on a target's body, or if they hit the weapon or shield they carry. All magical damage is applied to the torso.

In order to effectively cast spells, you must say the incant loud enough and clear enough that those hit with your spells can hear you. Incants must consist of a 3 or more syllable phrase for all Tier 1, 2, and 3 magic, a 5 or more syllable phrase for Tier 4 magic, and a 7 or more syllable phrase for Tier 5 magic. All incants must be related to the spell you're casting in some way, (I.E. "By the flames! 5 Fire, 5 Fire, 5 Fire!") you must also have one arm entirely free in order to cast your spells. Nothing may be tucked under your casting arm or held in your casting hand, you are also allowed to take at least one step per second while casting, as long as one foot remains planted on the ground. Any time a spell is described as a touch spell, you must use a spell packet to deliver it unless granted permission by the target, lastly you must cast your spell within 3 seconds of saying your incant, otherwise it will be considered a miscast.

To elaborate further on touch casting, using a touch cast spell means you must touch the target on their body, or in some cases their weapon, shield, or armor, with a spell packet unless you have been given specific permission from the target. The caster must remain in contact with the target for the entire duration of the casting. The target can easily move away from the casting to disrupt it, but otherwise cannot refuse the spell if they do not disrupt it. Touch casting a spell means that it can bypass some magical resistances like "Magic Shield" or "Arcane Resistance". Some creatures will have different resistances to touch casting, or can deliver spells via touch cast that are normally delivered in other ways.

Miscasting a spell happens if you do not follow all of the casting rules, if a spell is miscast then someone, either the intended target, the caster, or even a bystander should make the call "Miscast" for the sake of clarity. A spell that is called as miscast is not considered expended, and would be considered unused. A spell is disrupted if either the caster or any of their carried items are struck by any IG attack, regardless of whether or not the attack was intended to hit the caster, and regardless of it it had any effect on the caster. If this happens the caster, the target, or even a bystander should make the call "Disrupted" for the sake of clarity, if a spell is disrupted it is not considered expended, and would be considered unused.

When using a skill or a spell it may miss your target, or be blocked entirely. In this circumstance the skill or spell is expended, and would be considered used. If your skill or spell is used on a target and hits, but is resisted in some way, it would be expended, and would be considered used. If your skill or spell is used on a target, hits the target, and is not acknowledged in any way, assume it was not heard and is not expended, and considered unused. A skill or spell is not considered used if you do not complete your incant after starting it.

Using skills innately is something that can be learned IG, either through intense training, immense practice, or natural ability. Any of these innate skills would be called with “Innate” instead of an incant, but will still follow all of the regular rules for the skill or the spell. When something is innate it cannot be interrupted by being hit or by being silenced.

Channeling is meant to describe an ability that you have to focus on performing, this is represented as counting it off as you perform it. This is often noted as “Channel X” in skill descriptions, noting how long it needs to be channeled. An easy example is the Execution Channel, “Execute 1, Execute 2, Execute 3” while others such as Siphon from the School of Chaos can go longer than the typical three count. Many channeled skills can be interrupted by causing the channeler to move or striking the channeler with a weapon or spell, this will cause them to end their channel, and if it was not completed, start from the beginning. Some creatures may not be interrupted in this way.

Bufs are beneficial effects that are normally granted to targets, buffs will not stack if they come from the same source, they will only stack from different sources. This means you can only receive the benefit of the spell or ability once, you can however have similar buffs from different sources (I.E. Resistance of the Faithful can only give you one Mental Resistance at a time, but you can have a second from your racial boon as a Xian Ren.).

Spell books, grimoires, and prayer books, these are an excellent way to keep track of your recipes, spells, incants, and other such knowledge. This is good because it is the casters responsibility to know their spells and abilities to the extent that they are able to clarify them when asked. If they are unable to do so, then the effect is negated.

There are several calls that are important to keep in mind during combat, that will help you understand the resistances of an opponent. These include No Damage, No Effect, Threshold, and Resist. **No Damage** - This means that your attack had no effect on your target whether by magical or natural means. This is not always a permanent protection, however sometimes you will need to bring a certain damaged type to defeat certain opponents. If you use poison on a target and it responds “No Damage” the poison is not used. **No Effect** - This means whatever skill or spell you tried to use does not have an effect on your target, normally these effects do not include damage, and sometimes these are not permanent protections. For example if you tried to use “Disable” on a giant slug it would respond “No Effect” as it does not have limbs to disable. **Threshold** - is an ability that prevents damage unless it overcomes their protection threshold. If a creature has “Threshold Two” it would respond to every one damage strike with “Threshold”, but two damage strikes or greater would cause it to take damage and respond “Got It”. **Resist** - This means the strike did connect and effect the target, but through some way they resisted the effect. This could be caused by potions, spells, or natural resistances. If a poison is used on a target and it responds “Resist” the poison is used.

Called skills often consist of three parts. A skill modifier, a number, and a damage type. A modifier will change how the skill affects a target, like with “Pierce” bypassing Armor Points, or like with “Arcane” making the skill unable to be resisted. A number will denote how many points of damage are being delivered to the target. Any number above 1 should be called along with the damage type. A damage type will most often describe whether an attack is mundane or magical, like with “Fire” denoting the damage type is a magical fire, or like “Damage” denoting the damage is mundane physical damage. Some examples of properly called skills would be “Pierce 2 Stealth” which would describe a strike that follows stealth rules, bypasses armor, and deals 2 points of stealth damage, or “Arcane 10 Earth” which would describe a strike or spell that cannot be resisted, and deals 10 points of magical earth damage. Called skills can also just be a called descriptor like with “Pin”, “Disable”, or “Maim”. These descriptors often have a non damaging effect and therefore do not directly do damage, but instead do the effect. If the effect would be resisted in any way, the strike would instead do 1 point of mundane damage. Improper calls for these skill descriptors would include “Fire Maim”, “Pierce Disable”, or “Carry Through Execution”. Some called skills may have exceptions to these rules and will be clearly stated in their descriptions. With large battles and encounters there may be a large number of called skills being said, never be afraid to ask “Clarify” to your opponents if you aren’t sure what was called against you. If your opponent is unable to clarify the called skills then it should be counted as unused before continuing on with the encounter.

Health, Rests, Death, & Madness

Health Points, usually shortened to HP, is the numerical amount of damage a character can take before they enter the Bleed Out phase. The final HP can only be taken away by a strike to the torso. This can be described as the area a tank top covers. You cannot use your limbs to block strikes to your torso. All weapon strikes must land clean on your opponents, that means no grazing past weapons, no forcing your weapon through, and no flailing of your weapons. Since we are a lightest touch game, once your weapon makes contact with another shield or weapon, it is considered blocked. Some skills can simulate pushing past someone's block, or deftly parrying away someone's blows.

One of the most common buffs PCs will encounter is Temporary Armor (TAP) and Temporary Health (THP), these increase your respective points past their normal limit, however only until the next rest period. The maximum amount of TAP or THP a character can gain is ten(10) points each, unless explicitly stated otherwise. TAP and THP cannot be healed back and cannot be repaired.

Armor Points, usually shortened to AP, is the numerical amount of damage armor can take before it stops protecting you. AP can also absorb and nullify blade poison attacks, but not projectile poison attacks. AP is affected before HP when you start taking damage. TAP & THP will be affected respectively before your started AP or HP pools, Natural AP will be affected after TAP & standard AP.

When the time comes that your Character deems fit to end a life, or face the end of their own life, it starts with the Bleed Out phase. When your Health Points drop to 0, you enter Bleed Out, this lasts **Three Minutes** and during this phase you cannot move, cannot cast innate skills or spells, but you can speak weakly and you are aware of your surroundings. After the three minutes of bleed out have passed you enter the state of being Dead, you are unable to move, unable to cast innate skills or spells, and you are unaware of your surroundings and cannot witness any actions. You remain Dead for **One Minute** to allow time to be revived, looted, or worse. At the end of your death count you "Fade" and continue OOG to Logistics, to our Designated Death area, upon your arrival resume IG action, and follow the plot cards.

Executions are forcing a bleed out timer to end immediately, normally this is an ability that anyone can do, it is a channeled ability, which means it would be called with "Execute 1, Execute 2, Execute 3". This channel can be interrupted if your target moves at all or if your target was hit with a weapon or spell, even if it was an ally with the intention of assisting you. The Execute channel should be slow and methodical, and take at least 5 seconds to complete. If your Execute channel is successful the target will be killed. Execution is a non channeled version of Execute and can cause someone to instantly enter their Death count.

The Mental Effect Hierarchy is an important aspect to Fury of the Deeps, as the mental manipulations that your character will suffer are frequent and unrelenting. There are many things listed as a Mental Effect throughout the rulebook, these effects include Charm, Taunt, Fear, Confusion, and Sleep. These affect the minds of the targets and can be resisted by either sheer willpower, magic, potions, or powerful stupidity. Many times your character will comprehend that something influenced their mind to make them act differently, but there may be instances where that is not true. On top of the normal resistances that characters have access to, there is a hierarchy to the mental effects that you are threatened with. If you are hit with a mental effect that is lower on the hierarchy than the mental effect you are currently suffering from, then you are immune to it. The hierarchy is as follows, **Charm < Taunt < Fear < Confusion < Sleep**. This means if you are under a Fear effect, you are immune to all Taunt and Charm effects, but still vulnerable to Confusion and Sleep.

Madness is an effect that will permanently affect and alter your character, this modifier can be applied to your character in a various number of ways. This will allow you to read certain plot cards that require a certain amount of madness to view (I.E. Requirement to View: 3 Madness), this will also leave you vulnerable to effects with the Madness Modifier. If an effect has the Madness Modifier, it will affect you as many times as you have Madness. As an example, if your Character has 3 Madness and is hit with “Fear, Madness” you would be affected by 3 separate Fear effects. These would each be able to be resisted, and if they were not, their time durations do not stack. If you were then hit with “Ten Damage, Madness” you would take 3 separate instances of ten damage. The Madness Modifier can be applied to any skill and any effect in game, and will add a new level of danger to Fury of the Deeps as the game progresses.

Having at least one Madness on your character will allow them to view and interact with special objects and creatures denoted by **Purple** glow sticks. These can sometimes be placed in a trail you can follow, a creature that you can see and interact with, or an object that you can see and interact with. If your character does not have any points of Madness and you come across a **Purple** glow stick, it should be roleplayed so that you are entirely unaware of its existence.

Every Character at Fury of the Deeps is affected by a Rest every four(4) hours. This happens on a set schedule of every four hours starting at midnight, and moving forward ad infinitum. A rest will restore a Character’s HP and “Pool” to full, all of their buffs and debuffs will be removed, and all of their per rest abilities are restored. This happens regardless of what else is occurring at the game, or where anyone is. In certain situations there will be exceptions to this rule.

Skill Calls & Key Words

This section contains a list of calls that will be made during the game, both in and out of combat. Knowing what everything does will help keep immersion, and help the pace of combat. Even with your roleplay at Fury of the Deeps these calls will prove useful to memorize. Some of the calls in this list will further clarify skill descriptors as well.

These calls will be considered OOG statements, and are stated simply for clarity. When referring to any of these calls IG do your best to describe them in an IG sense, for example when you see someone say “10 Fire” you can say they struck with a brutal fiery force that could drop common folk to their knees instantly.

If you notice any game calls are missing, let us know so we can include them in our next rulebook update.

OTP - One Time Purchase. OPE - Once Per Event. OPD - Once Per Day. OPR - Once Per Rest. PP - Per Purchase. O can be replaced with X where X is the number of times used in the time frame.

ALL GAME EFFECTS HAVE A DURATION OF 15 SECONDS UNLESS OTHERWISE STATED.

BLEED OUT LASTS THREE (3) MINUTES.

DEATH COUNT LASTS ONE (1) MINUTE.

MENTAL EFFECT HIERARCHY IS CHARM<TAUNT<FEAR<CONFUSION<SLEEP.

EVERYONE IS AFFECTED BY A REST EVERY 4 HOURS, THIS WILL RESTORE HP AND “POOL” BUT REMOVE ANY TAP, THP, BUFFS, AND DEBUFFS.

Absorb	This ability allows you to resist a spell that hits you, and convert it into “Pool”. This can work even if you are immune to the spell.
Activate Item	This denotes an item was activated, regardless if it is Enhanced, Enchanted, or a true Magic Item. This should be stated before using whatever ability the item grants you. The call “Item Activated” can also be used.
Agony	This effect simulates inflicting immense pain, causing your target to drop to one knee and role play being in intense pain. You cannot attack while under an Agony effect. If this effect were to have a specific duration it would be stated as “Agony X Seconds”.
Armor	This denotes that your armor protected you from the effects of a Blade Poison effect. This would not protect you from Poison Gas effects.
Arcane	This denotes that the ability or spell is being used with such force that it cannot be resisted, absorbed, reduced, or reflected. It would normally be added to the start of a combat call. You can Dodge or Phase calls with this modifier. Arcane will not go through Immunities.
Baseball Bat Swing	This is a safety call to alert someone that they are swinging a weapon from more than a 180-degree arc. If this is called, make sure to consciously readjust your fighting style.
Bleed	This effect simulates inflicting grievous wounds that leave your target vulnerable. Targets under the effect of Bleed will take double damage from the next attack. If this effect were to have a specific duration it would be stated as “Bleed X Seconds”.

Buff	This denotes a beneficial effect that amplifies your abilities, or your defenses. Common buffs are TAP, THP, Guards given through spells, or damaging abilities. Buffs are usually applied with the key word “Grant”.
Bypass	This effect simulates an attack circumventing the defenses of the victim. Bypass is called after the defender calls out their resistance. This call can go through nearly every defensive skill.
By Burst	This carrier denotes that the skill or spell will be delivered by a cluster of five spell packets. Each of the spell packets will carry the effect of the skill or spell.
By My Voice	This carrier denotes that the skill or spell will be delivered by saying the skill or spell out loud, and all who hear it would be affected. You can choose the volume that you say the skill or spell.
By Packet	This carrier denotes that the skill or spell will be delivered by a spell packet. The spell packet will only carry the effect of the skill or spell on the first thing it hits.
By Reaction	This carrier denotes that the skill or spell can be used as a reaction, and does not have to be cast on yourself first.
By Stealth	This carrier denoted that the skill or spell will be delivered by a melee weapon following the rules and restrictions of a stealth attack.
By Strike	This carrier denotes that the skill or spell will be delivered by a melee weapon.
By Touch	This carrier denotes that the skill or spell will be delivered by touching your target. Touch can be physical or simulated with a spell packet.
Channel X	This carrier denotes that the skill or spell has a duration to count before it is used, normally in preparation for an extraordinary action of some sort. This can sometimes denote that a continuous ability is getting used as well, as the count continues. Common instances of Channel X would be Execute 3, Prime 3, Siphon, and Mutagen.
Charging	This is a safety call to alert someone that they are running at a foe unsafely or getting too close to an opponent in combat. When this call is made, all participants should ensure they are at least five feet away from each other, before resuming combat.
Charm	This Mental Effect causes the victim to treat the attacker as their best friend. If this were to come from an ambient source, the victim would treat everything as their best friend. The victim should assume “best friend” as a reasonable person would treat their best friend, avoiding harm to themselves and their best friend. If this effect were to have a specific duration it would be stated as “Charm X Seconds”. The victim will be vaguely unaware of what caused them to do this.
Check For Pulse	This statement is an OOG clarification that almost any creature can perform. It clarifies that the subject is not currently dead by verifying their heart is still beating. You are not required to touch the correct spot OOG. The response to this question is always either “yes” or “no”.
Check Your Swings	This is a safety call to alert someone that they’re swinging their boffers with too much force, or swinging them in an unsafe manner. If this is called, make sure to consciously readjust your fighting style.

Clarify	This statement is asking for OOG clarification on an element on the IG world. Commonly used to clarify spell and skill effects, can sometimes be used to get further descriptions of environments or NPCs. This is meant to be a brief explanation and is not meant to interrupt the flow of the game.
Claw	This statement is an OOG clarification that the weapons being used are considered some sort of natural weapon. Commonly used to clarify why skills that affect weapons do not work.
Cloak	This ability allows you to cast an aura of reflective magic upon you, which will have some sort of reactionary effect to attackers. Your feet may not move while under this effect, if they do this effect is immediately dispelled.
Conduit	This ability allows you to connect yourself to the winds of magic expertly, allowing them to cast certain spells without their Mana cost. Your feet may not move while under this effect, if they do this effect is immediately dispelled.
Confusion	This Mental Effect causes the victim to attack all targets as though they were hostile threats. The victim will do their best to eliminate all hostile threats. The victim will be vaguely unaware of what caused them to do this. If this effect were to have a specific duration it would be stated as “Confusion X Seconds”.
Debuff	This denotes a negative effect that hampers your abilities. Common examples are Mental Effects, Numb, and Pacify. When affected by ranged Debuffs that would affect only one limb, the defender chooses which limb. Debuffs are normally removed with the key word “Relieve”.
Diagnose	This statement is an OOG clarification presented as a question, “Diagnose X?” while touching the target on the torso. X is a physical ailment they may be suffering from, I.E. paralyzed, bleeding out, dead, ect.
Disable	This effect simulates striking your target’s limb with such force or skill that it renders the limb useless. The affected limb must stay limp and must not be used, arms may not defend or attack, legs cannot stand. If this is delivered by strike, the limb that was struck will be affected, if delivered in another way, the victim may choose what limb is affected. This effect lasts for 1 minute.
Disengage	This effect simulates a powerful force, a piercing sound, or a blinding light, that causes everyone to stay at least 15 feet away from the source of the effect. If a character or creature called this, no attacks of any sort can be made against the caller while everyone is moving away.
Dispel	This effect simulates forcefully dissipating all magical effects from a target. Everything the target is holding, wearing, or that is in their pouches would be affected as well. A magical Guard cannot resist this, but a magic Resist can.
Disrupted	This statement is an OOG clarification informing that the caster or channeler was struck or effected by something that would interrupt their spell or channel.
Dodge	This effect simulates you expertly moving out of the way to avoid an ability that would otherwise affect you. You would treat the ability as never making contact with you. The most common exceptions to this are Stealth attacks, and Dragon Strike.
Dragon Strike	This effect simulates you striking with such force, with such skill, that it recalls ancient legends of dragon slayers. The weapon strike deals 25 damage and cannot be dodged, parried, or reflected.

Drain	This effect simulates an attack that removes a portion of the victim's life force. This causes a permanent loss of HP that cannot be healed and is not restored by rest. Remedies to this effect can be found IG.
Evade	This descriptor is used to denote a Stealth skill or Stealth damage was Resisted.
Execute	This is a channeled effect that simulates killing a target, forcing a helpless target into their death count. It is a minimum 3 count for this to be considered effective, and should take at least 5 seconds to complete. Examples of helpless targets would be a bleeding out target, a sleeping target, or a paralyzed target.
Fear	This Mental Effect causes the victim to flee in fear, in the safest way possible, from the source of the effect. The victim should remain at least 10 feet away from the source for the duration of the effect. If the effect comes from an ambient source then everything would be considered the source. If this effect were to have a specific duration it would be stated as "Fear X Seconds". The victim will be vaguely unaware of what caused them to do this.
Flashback	This effect simulates something affecting you after you attack a target. Defender still takes damage or effects that hit them. Normally when Flashback is called it deals 1 damage to the attacker, otherwise it would be stated as "Flashback X".
Flat	This statement is an OOG clarification explaining that the weapon is dealing no damage, by striking with the flat of the blade, or with an underwhelming force. It cannot be combined with skills.
First Aid	This is a channeled effect that simulates physically treating the wounds of your target with bandages, stitches, or medicines. It takes 1 minute to complete First Aid, and must be started by stating "First Aid" while touching your target on the torso, then roleplaying treating their wounds for the duration of the channel. At the end of the channel you state "First Aid, Heal 1"
Got It	This statement is an OOG clarification that informs those around you that whatever you were just affected by did indeed work. Examples are when an attack lands and you acknowledge it, when a spell hits and you acknowledge it, or when an ambient effect happens and it affects you.
Grant	This descriptor lets your target know that you are giving them a buffing effect.
Guard	This descriptor lets your target know that the resistance works on the next instance of the effect it guards against. Touch casting bypasses Guards.
Hold	This is a safety call and is the most important call of the game. During a Hold, the game stops. Upon hearing "Hold", everyone present should immediately stop all activity and kneel, crouch, or sit quietly until the situation is resolved.
Innate	This ability allows you to cast spells without the need for severe concentration or words. Innate spells cannot be disrupted by being attacked or stopped by being silenced. Innate spells must still follow all spell casting rules. Innate should be called before the spell incant.
Insight	This ability allows you to ask a question that your target must provide an honest answer to. The call is made before asking the question. Most commonly used with "Are you lying?"

Intangible	This statement is an OOG clarification informing others that the person or object being touched is insubstantial and ghostlike, all attacks would harmlessly pass through, and all attempts to grasp fail.
Interrupted	This statement is an OOG clarification informing others that the casting or channeling has been interrupted, either due to being struck or affected by something, moving too much, or some other reason.
Lay On	This statement is an OOG clarification to announce that game is resuming play after a temporary game stoppage, usually due to a Caution, Hold, Clarify, or some type of OOG explanation. Commonly led by a 3 count.
Leech	This ability allows you to gain some restorative benefit after performing a successful Execute channel. This is called at the end of the Execute channel, and indicates that the caller has received a benefit, commonly restoring HP or Stamina.
Machine Gunning	This is a safety call to inform someone that they are swinging their weapons too quickly, and in some cases unsafely. If this is called, make sure to consciously readjust your fighting style.
Madness	This statement is an OOG clarification that certain attacks or effects are subject to your character's Madness Multiplier, causing you to take the attack or effect for as many times as your character has Madness. Damages would stack, durations would not.
Maim	This effect simulated striking a limb in such a way that it would render it permanently useless, broken bones, muscles melted, or the entire limb severed. This effect is the same as Disable, with the exception that it is permanent, and it is not removed by a Rest.
Miscast	This statement is an OOG clarification indicating that someone has performed a skill or spell improperly. Commonly used to clarify errors with spell casting or Stealth attacks.
No Damage	This statement is an OOG clarification indicating that an attack did not damage the target in any appreciable way.
No Effect	This statement is an OOG clarification indicating that an attack did not affect the target in any appreciable way.
Nope	This statement is an OOG clarification indicating that an attack missed, was blocked, or did not hit the correct body part to prove effective. A quick "no" or "nope" followed sometimes by a brief explanation like "nope, hand" would be appropriate.
Numb	This effect simulates striking a weapon or arm in such a way that it exhausts your target. This can strike your weapon, or your shield and be effective. You must hold the weapon/shield limp at your side for the duration of the effect. If this effect were to have a specific duration it would be stated as "Numb X Seconds".
Ogre Strength	This ability allows you to have a burst of power and strength akin to that of the mighty Ogre. This allows for minor advantages, such as breaking free from physical bindings and webs, carrying an unconscious companion at a full sprint, etc.

Pacify	This ability renders its target unable to attack, but cannot remove the desire to be hostile. Those under the effect can still defend and use abilities and spells, but they are unable to harm or debuff others. This is not a Mental Effect.
Paralysis	This effect simulates your target being frozen, covered in webs, turned to stone, or even poisoned in such a way that keeps them catatonic. The victim will not be able to move or speak in any capacity. Innate abilities that do not require movement can still be used.
Parry	This ability allows you to simulate blocking a melee weapon attack with expert skill. A weapon or shield must be in hand to use this skill.
Permanent	This denotes that the ability or spell has a duration that does not end, and would need to be removed IG. A Rest will not relieve Permanent effects. Permanent effects do not carry through events.
Phase	This ability allows you to simulate becoming intangible for a moment, negating anything that would affect you for that moment.
Pierce	This effect simulates striking with such guile or accuracy that it bypasses the target's armor, the resulting attack would directly damage the target's HP. This effect can be added as a modifier to a damaging call, I.E "Pierce 10 Damage" or "Pierce Poison Bleed".
Pin	This effect simulated stabbing something through your target's feet so that they may not move, such as an arrow, a glue trap, or a knife. A victim under the effect of Pin cannot move the affected foot in any way. If this is delivered by strike, the limb that was struck will be affected, if delivered in another way, the victim may choose what limb is affected.
Pool	This term refers to either Mana, Stamina, Gumption, or Divinity.
Prop	This statement is an OOG clarification informing everyone that the object in question is a personal prop, or a prop that cannot be moved or interacted with as normal.
Reduce X	This ability allows you to change an amount of damage, to 1 damage. X indicates how much damage can be reduced in this way, I.E Reduce 10 can turn a 2 damage, 5 damage, or 10 damage, into 1 damage, but would have no effect on 15 damage. The defender would call "Reduce" to denote the skill has been used.
Reflect	This ability allows you to simulate turning an ability or spell back against whatever attacked you with it. You cannot reflect an ability or spell that was already reflected, however it can be absorbed, resisted, or dodged.
Refuse	This statement is an OOG clarification that a conscious target that is able to move has disrupted any skill or spell delivered by touch. If the target is not conscious or unable to move, they cannot refuse a skill or spell delivered by touch.
Relieve	This descriptor lets your target know you are removing a debuff effect from them.
Resist	This descriptor has a dual use, when used to describe a skill it indicates that the defense can be activated at the behest of whoever has the resistance on them. The second is when this is called in combat, it indicates that an attack or ability did not affect the victim at all, despite it striking them.

Restore	This descriptor lets your target know that you are giving them more of a resource they already have, and not something extra. Commonly used when restoring HP or Pool.
Self Heal X	This ability allows the user to heal themselves a certain amount of HP instantly. This ability is called as “Self Heal X” where X is the amount healed.
Shatter	This effect simulates striking a weapon or shield in such a way that it is broken instantly, rendering it useless and in need of repair. The affected weapon or shield must be repaired before using it again.
Shield Bashing	This is a safety call to alert someone that they are hitting or pushing people with their shield. If this is called, make sure to consciously readjust your fighting style.
Silence	This ability renders the target unable to speak in any way, making them unable to cast any spells, or communicate with their allies. OOG calls will be unaffected, such as safety calls or skill calls that do not require verbal components. Innate uses of skills or spells will also be unaffected by this effect. This is not a Mental Effect.
Sleep	This Mental Effect sends the victim into an unshakable state of slumber. The victim will be considered unconscious and will be unable to move, speak, and will be unaware of their surroundings. If this effect were to have a specific duration it would be stated as “Sleep X Seconds”. The victim will be vaguely unaware of what caused them to do this.
Stasis	This ability freezes your target in time, rendering them unable to move, speak, or use innate abilities. The target is immune to all damage and effects while under the Stasis effect. Dispel would remove a Stasis effect.
Stun	This effect stimulates knocking someone off balance, or tossing sand in their eyes to leave them vulnerable. Victims of Stun cannot attack, defend, use skills, or cast spells. The victim can use Innate abilities, and can move freely.
Taunt	This Mental Effect sends the victim into a vicious rage against whatever afflicted them. The victim will do their best to fight the source of the Taunt, and cannot attack anyone else. The victim can defend against anyone while affected by Taunt. If this effect were to have a specific duration it would be stated as “Taunt X Seconds”. The victim will be vaguely unaware of what caused them to do this.
Turtling	This is a safety call to alert someone that they are unfairly or unsafely hiding behind their shield. If this is called, make sure to consciously readjust your fighting style.
Waylay	This Stealth Attack simulates knocking a victim unconscious and must strike the upper rear half of the torso ideally between the shoulder blades. This attack must follow all Stealth rules. The duration of this effect is 1 minute.
Weakness	The ability allows you to sap the strength from your target, causing them to roleplay extreme fatigue. The victim cannot run, cannot attack with weapons, and cannot carry others. This effect and Ogre Strength negate one another, resulting in a target that will behave normally until one effect expires, and then the remaining effect will resume.
X Bless	This denotes the damage type for this attack as “Bless”. Bless is magical.

X Carry Through	This denotes the damage type for this attack as “Carry Through”. Carry Through damage goes directly to the target’s torso regardless of where it hits and does go through weapons and shields. Carry Through is not magical.
X Celestial	This denotes the damage type for this attack as “Celestial”. Celestial is magical.
X Crush	This denotes the damage type for this attack as “Crush”. Crush damage only affects AP and TAP. Crush is not magical.
X Damage	This denotes the damage type for this attack as “Damage”. Mundane damage is the most basic type of physical damage, and is not magical.
X Earth	This denotes the damage type for this attack as “Earth”. Earth is magical.
X Fire	This denotes the damage type for this attack as “Fire”. Fire is magical.
X Lightning	This denotes the damage type for this attack as “Lightning”. Lightning is magical.
X Magic	This denotes the damage type for this attack as “Magic”. Magic is, obviously, magical.
X Metal	This denotes the damage type for this attack as “Metal”. Metal is magical.
X Poison	This denotes the damage type for this attack as “Poison”. Poison damage goes directly to the target’s torso regardless of where it hits but cannot go through weapons or shields. Armor can often protect against melee Poison damage. Poison can also be used to deliver effects, that instead of doing damage they can apply a debuff. Poisons delivered by packet will be considered gaseous and armor will not protect against them.
X Psychic	This denotes the damage type for this attack as “Psychic”. Suffering too much Psychic damage can sometimes result in Madness. Psychic damage can not be resisted in any way. This is not a Mental Effect.
X Shadow	This denotes the damage type for this attack as “Shadow”. Shadow is magical.
X Silver	This denotes the damage type for this attack as “Silver”. Silver is often very effective against monsters. Silver is not magical.
X Stealth	This denotes the damage type for this attack as “Stealth”. Stealth damage cannot be dodged, parried, reduced, or reflected. Stealth damage can be resisted by Evade. Stealth damage must follow Stealth attack rules. Stealth is not magical.
X Water	This denotes the damage type for this attack as “Water”. Water is magical.

Donation Points

Donation Points, often abbreviated to DP, have a limit of 200DP a year. This means that while you can purchase as much DP as you want, you are only able to spend 200DP a year to get rewards. This may change in some circumstances, but that will come with announcements across all Fury of the Deeps social media and websites. DP has a value of 1DP per 1\$, so 20\$ would get you 20DP, however specific props or materials will yield greater results in DP depending on the need for them. Additionally, DP can be transferred between Players freely. DP is collected by Players, not Characters, therefore if you have 2 Characters you can still only spend 200DP a year as a player. The following list is what you can currently spend your DP on.

2 DP	Character Points	1 CP, Limit of 50 per year
20 DP	Ritual Scraps	Found somewhere on the Island, contains one part of a Ritual, either the Symbol, the Material, the Verbal, or the Somatic.
20 DP	Crafter's Tutelage	North Tower has become safer, leading to more crafters being able to share their knowledge. Trade for 1 crafting recipe for a crafting of your choice.
25 DP	Maps of the Deeps	A Map of the Deeps, collect at least 5 between a group and you can form an expedition!
25 CP	Trades with North Tower	North Tower scouts have had successful outings, finding more than they have before. You can trade for 10 random components.
25 DP	Osylthorpe Traders	Sea Elves from Osylthorpe have been visiting with some of their wares, though basic they can be useful. You can trade for 6 mundane Items of your choice.
40 DP	L.E.C. Merchant Trades	The L.E.C. merchants have begun to visit town, with more specialized merchandise. You can trade for 5 random Enhanced or Imbued items.
50 DP	Tier Points	1 TP, Limit of 1 per year
100 DP	Message from God	Receive Guidance from your deity, often relating to current affairs on the island. You may be contacted more than once.
100 DP	Lost Knowledge	The Island contains many old and grimy books, left to rot in nature. Who knows what information you could gleam out of these esoteric texts. Receive a chunk of information.

PLAYABLE RACES

The Races & Cultures listed here are not the only ones to exist in Vehldathin, many other Cultures and Races can be found within the Vehl. Those listed below would be found on the expeditions that have gone to the Island thus far, and more information can be found about them in our Big book of Lore. Player Characters (PCs) are not forced to live within the stereotypes and generalizations of their Race or Culture, but should understand the stories recorded about them, and how others in the world will perceive them. If you have trouble deciding what culture to pick from, consider what your character has predominantly experienced in their life, and choose that as your starting point. I.E. if your character was born in Quinelle, but moved and lived amongst the Nomads, it may be more apt to choose nomad as your starting Culture. Other than roleplay, the only other thing to consider when choosing your Race and Culture are the costuming requirements. Make sure you're comfortable and able to maintain them at all times as your character in an effort to maintain continuity and immersion. Feel free to reach out to us with any questions or concerns.

Race	Boon & Curse	
Human	Boon: 5 additional starting CP	
Culture	Boon & Curse	Costume Requirements
Nomad	Boon: 1 Evade to a Stealth attack per Event	Familial symbol on both sides of the face. Is at least 3"x3" inches.
Prinlander	Boon: Identify does not cost CP to purchase.	None
Xianren	1 Guard against a Mental Effect per Rest	Large gems embedded into skin, commonly on the forehead, the chest, and the backs of hands.
Raider	3 uses of 2 Damage by Strike per Rest	A 5"x5" animal totem, this can be a painted symbol, necklace, or tattoo. Braided hair, other than facial hair.
Mejieri	1 use of Grant target a Guard against a magical ability or spell per Rest	Blue magical symbol tattoos covering 25% of exposed skin.
Quinellite	3 uses of Restore 2 HP by touch as a spell per Rest	A 5"x5" heraldry symbol, can be on shield, clothing, armor, or belt flag.

Race	Boon & Curse	
Dwarf	Roleplay repairing one Weapon or Armor Item for one minute & return it to full functionality. Three times Per Rest.	
Culture	Boon & Curse	Costume Requirement
Hill Dwarf	1 additional HP	Blonde or brown beard, at least 5 inches in length.
Mountain Dwarf	1 Guard against Fire damage per Rest Cannot cast Divine spells	Red or black beard, at least 5 inches in length. Dark circles around eyes.
Ice Dwarf	1 Guard against a Mental Effect per Rest Cannot show emotions	Pure white skin. Blue beard at least 5 inches in length.
Gnome	2 additional Iron Trade Bars at check in. Larger value Trade may be used.	Must wear goggles around neck or on the head. Vertical green stripes on cheeks. No beard, or beard below 3 inches.

Race	Boon & Curse	
Orc	1 additional HP. Cannot cast Arcane spells.	
Culture	Boon & Curse	Costume Requirement
Savage Orc	1 use of 10 Crush by Strike per Rest.	Grey Skin. Tusks, at least 2 inches long. 5"x5" tribal symbol on clothing, armor, or face.
Civilized Orc	1 use of Taunt by Strike per Rest.	Grey Skin. No Tusks.
Wyrd One	Can cast Arcane spells. 1 use of Grant target a Guard against a magical ability or spell per Rest	Grey Skin. Eccentric Clothing. Vibrant colors on 25% of exposed skin.
Goblin	2 Natural AP, cannot be repaired, but restores itself after every Rest.	Grey Skin. Pieces of metal attached to skin.

Race		Boon & Curse
Elves		3 uses of 2 Magic by Packet per Rest.
Culture	Boon & Curse	Costume Requirement
Wood Elves	Relieve yourself of a Pin effect once per Rest.	Elf Ears with green, brown, or orange tips. Facial tattoos or eyeshadow that match the color of your ears.
Sea Elves	1 use of Numb 5 seconds by Packet.	Elf Ears with blue, white, or teal tips. Fangs, tusks, or sharpened teeth.
Stone Elves	1 Guard against Water damage per Rest.	Elf Ears with black freckles. Horizontal black bar over covering eyes from temple to temple.
Sun Elves	1 Guard against a Mental Effect per Rest	Elf Ears with red, yellow, or gold tips. Red or gold highlights on face.
Moon Elves	1 use of 2 Poison by Packet per Rest.	Elf Ears with black, purple, or silver tips. Pale Green Skin.

Race		Boon & Curse
Lizard Folk		1 Resist against a Mental Effect per Rest
Culture	Boon & Curse	Costume Requirement
Dragonborn	1 use of Reduce 5 per Rest. Cannot cast Divine spells.	Scaly skin of any color. Big horns over 4”.
Kobold	3 uses of 2 Magic by Packet as a spell per Rest. Cannot cast Divine spells.	Scaly skin of any color. Tail. Small horns under 3”.
The Bask	1 additional use of Information Gathering.	Orange skin. Thick black vertical bars over eyes. White circles around eyes.
Adrongo	1 use of Disable by Strike per Rest	Green scaly skin.
Nightcrawler	3 uses of 2 Stealth by strike per Rest.	Scaly skin. Fangs. Dark eyes and lips.

Race
The Unformed
<p>The Unformed are a unique race of humanoid mammals. These unique creatures started appearing around Vehldathin about 50 years ago. Sometimes they are born to normal parents, sometimes they appear without memory of where they originated. The humanoid mammal you choose to play determines the racial boon & curse, and the costume requirements. Please reach out to us as you make your character so we can discuss the details with you.</p>

GODS OF THE WORLD

	<p><u>Roya</u>, God of Magic, Dreams, & The Subconscious Mind</p>		<p><u>Ozymahd</u>, God of Sun, Moon, Cycle, & Time</p>
	<p><u>Aiko</u>, God of Hearth, Home, Love, & Society</p>		<p><u>Callen</u>, God of Conflict, Agriculture, & Tools</p>
	<p><u>Alara</u>, God of Fate, Luck, & Commerce</p>		<p><u>Myar</u>, God of Knowledge, Peace, Songs, & Nature</p>
	<p><u>Vykost</u>, God of Seas, Tempest, Exploration & the Unknown</p>		<p><u>Qiron</u>, God of Medicine, Poison, & Healers</p>
	<p><u>Hastur</u>, God of Light & Good</p>		<p><u>Ahriman, the Many Faced God</u>, God of Darkness & Evil</p>

Character Creation

Starting equipment for each Character is the same, this is a one time item pack that you receive at your character's first check in. It will consist of 5 Iron Trade Bars, 2 Mend Wounds Potion, 1 Humble Blade Poison, 1 Potion of Energy, 2 One Handed Weapon Tags, 1 Two handed Weapon Tag, 1 Bow Item Tag, 2 Shield Tags, 2 Light Armor Tags, 2 Medium Armor Tags, and 2 Heavy Armor Tags.

All new Characters start with 60 Character Points (CP) to spend on skills, abilities, and spells. Attending events will grant 15 CP and 1 Tier Point (TP) to the Player. Helping to do cleanup outside of your sleeping area will grant 5 more CP, and completing the Post Event Survey (PES) will grant an additional 5 CP. CP and TP will be earned by a player and will be available for use on up to two characters at a time. While only one character can be played at any one event, with the exception of a character's death, a player can have two characters made and available to be played. A player with two characters made will have to choose how their CP is spent between them, as once it is spent on a character it cannot be transferred again until that character dies or is retired, and a portion of the CP is returned to the player. The only exception to this would be the 60 starting CP that every new character starts with, which will be negated from any CP exchanges or returns. No player will have a CP or TP penalty for rewriting or retiring a character, however rewriting will reset any Quests that the character unlocked. If a character dies there will be a 30% CP penalty to the CP returned to the player.

All characters start with 5 HP, 1 Class of their choice, and 1 Profession of their choice. Characters will have the ability to purchase a second Profession, and 1 Prestige Class as they progress throughout the story of Fury of the Deeps. Certain tiers of classes and professions can only be accessed after a Quest has been completed IG, and Prestige Classes require a Quest to unlock as well. Quests usually involve roleplay challenges, crafting, combat, or puzzle challenges, and can take some time to earn and acquire. Please check The Great Tome of Prestigious Ability for more information on Prestige quests.

Tier 1 General Skills

OTP - One Time Purchase. OPE - Once Per Event. OPD - Once Per Day. OPR - Once Per Rest. PP - Per Purchase. O can be replaced with X where X is the number of times used in the time frame.

Diagnose	This skill allows you to check the physical status of a creature. Examples include if the target is Bleeding, Dead, Sleeping, Paralyzed, Poisoned, etc. This skill can be used an unlimited number of times. OTP. <i>“Diagnose?”</i>	5 CP
First Aid	This skill allows you to channel for 1 minute to heal your target from Bleed Out. Start by touching your target’s torso and channel for 1 minute, if you or the target moves or are struck by a weapon or spell during the channel it will be considered interrupted. If successful you would state <i>“First Aid, I restore you 1 Health”</i> . This skill can be used an unlimited number of times. OTP.	5 CP
Self Remedy	This skill allows you to Restore 1 HP to yourself at the end of your Bleed Out timer. OPE, OTP.	5 CP
One Handed Weapon Expertise	This skill allows you to add the modifier Pierce to a melee strike. Must wield only a one handed weapon to use. OPR, OTP.	5 CP
Two Handed Weapon Expertise	5 Crush by Strike, must wield only a two handed weapon to use. OPR, OTP.	5 CP
Sword and Shield Expertise	Reduce 5, must wield only a one handed weapon and a shield to use. OPR, OTP.	5 CP
Dual Wield Expertise	1 Guard against Numb, must wield only two one handed weapons to use. OPR, OTP.	5 CP
Archery Expertise	Pin by Packet, must wield only a bow to use. OPR, OTP.	5 CP
Trade Economy	Earn 1 additional Iron Trade Bar between events, received at check in. If applicable a greater value trade bar may be provided. OTP.	5 CP
Tradier Economy	Earn 2 additional Iron Trade Bar between events, received at check in. If applicable a greater value trade bar may be provided. OTP.	5 CP
Tradiest Economy	Earn 3 additional Iron Trade Bar between events, received at check in. If applicable a greater value trade bar may be provided. OTP.	10 CP
Identify	This skill allows you to identify component phys reps & Magic Items within your class and profession tier at Logistics. There may be times this skill is not able to be used, based on Staff Availability. OTP.	5 CP
Information Gathering	This skill allows you to gather information between events based upon your class and profession. While adding material of some kind to your information gathering will certainly help in the amount of information you receive back, it is not required. OTP.	5 CP
Thorough Fieldwork	This skill allows you to use Information Gathering an additional time during the long Winter and Summer breaks between events. This skill can be purchased twice. PP.	5 CP

Tier 3 General Skills

Island Living	This skill demonstrates that you have survived away from Canatha and Yarim for quite some time, adapting well to your new home. Gain 1 HP. OTP.	20 CP
Like a Good Neighbor	This skill will allow you to work with another Character to give them their Tier 3 quest. You will have to guide them, tutor them, and teach them how to properly hone their skills in their class. This will have a roleplay requirement that spans over the course of two events. You must have the same class/profession in order to give your target their quest. Training must be reported in the PES following the event by both players involved. OTP.	20 CP
Weapon Mastery	<p>Select one of the following weapon masteries. OPR, OTP.</p> <p>One Handed Mastery. Gain 1 use of Reflect against a melee strike, must wield only 1 one handed weapon to use.</p> <p>Two Handed Mastery. Gain 1 use of 5 Carry Through by Strike, must wield only a two handed weapon to use.</p> <p>Dual Wielding Mastery. Gain 1 use of 5 Damage by Strike, must wield only 2 one handed weapons to use.</p> <p>Sword and Shield Mastery. Gain 1 Guard against a magical skill or spell, must wield only a one handed weapon and a shield to use.</p> <p>Archery Mastery. Gain 2 uses of 10 Damage by Packet, must wield only a bow to use.</p>	20 CP

Tier 5 General Skills

Learned a Thing or Two	This skill will allow you to work with another Character to give them their Tier 5 quest. You will have to guide them, tutor them, and teach them how to properly hone their skills in their class. This will have a roleplay requirement that spans over the course of two events. You must have the same class/profession in order to give your target their quest. Training must be reported in the PES following the event by both players involved. OTP.	30 CP
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The Arcanist

Arcanists dedicate themselves to studying the Winds of Magic, perfecting their Schools for a variety of uses. From War to Architecture, Arcanists are known by several names, Wizards, Mages, Sorcerers, or Warlocks. They all evoke the same Winds of Magic. The most powerful amongst them are known as Archarcantists.

Start with 20 Mana. Gain 10 Mana & 1 HP with each Tier Upgrade. Must choose a School of Magic.

Tier 1 Arcanist Skills

Conduit of the Winds	This skill allows you to plant your feet, and cast 1 Magic as a spell with no Mana cost. If your feet move, or are moved the conduit is broken. Activate this ability with the call " <i>Conduit</i> ". OPR, OTP.	10 CP
Magic Bolt	2 Magic by Packet, can switch to be your school's element. This is a spell. 2 Mana. OTP. <i>"Incant, 2 [Magic, School's Element]."</i>	10 CP
Enchant Weapon	Grant target melee weapon 5 uses of 2 Magic by Touch, can switch to be your school's element. This is a spell. 5 Mana. OTP. <i>"Incant, I Grant this melee weapon 5 uses of 2 [Magic, School's Element]."</i>	10 CP
Magic Shield	Grant target Guard against a magical skill or spell by Touch. This is a spell. 2 Mana. OTP. <i>"Incant, I Grant you a Magic Guard."</i>	10 CP
Specialized Spell	See Schools.	10 CP
Specialized Spell	See Schools.	10 CP

Tier 2 Arcanist Skills

Must have three skills from previous Tier & 3 TP to Purchase.

Magic Burst	5 Magic by Packet, can switch to be your school's element. This is a spell. 4 Mana. OTP. <i>"Incant, 5 [Magic, School's Element]."</i>	15 CP
Mage Armor	Grant target 2 TAP by Touch. This is a spell. 3 Mana. OTP. <i>"Incant, I Grant you 2 Temporary Armor."</i>	15 CP
Reactive Cloak	This skill allows you to grant yourself an aura that allows you to call Flashback. Your feet may not move while under this effect, if they do this effect is immediately dispelled. Activate this ability with the call " <i>Cloak</i> ". OPR, PP.	15 CP
Enchant Arrow	Grant target bow one use of 5 Magic, can switch to be your school's element. This is a spell. 3 Mana. OTP. <i>"Incant, I Grant this bow 1 use of 5 [Magic, School's Element]."</i>	15 CP
Specialized Spell	See Schools.	15 CP
Specialized Spell	See Schools.	15 CP

Tier 3 Arcanist Skills

Must have three skills from previous Tier & 4 TP & Quest to Purchase

Magic Blast	10 Magic by Packet, can switch to your school's element. This is a spell. 7 Mana. OTP. <i>"Incant, 10 [Magic, School's Element]."</i>	20 CP
Daze	Sleep 1 Minute by Packet. This is a spell. OPR, PP. <i>"Incant, Sleep 1 Minute."</i>	20 CP
Mage Key	Unlock target Lock, regardless of level, by Touch. This is a spell. OPE, OTP. <i>"Incant, I magically open this Lock."</i>	20 CP
Arcane Defenses	Grant target Resist to a magical skill or spell by touch. This is a spell. 8 Mana, OTP. <i>"Incant, I Grant you a Magic Resist."</i>	20 CP
Specialized Spell	See Schools.	20 CP
Specialized Spell	See Schools.	20 CP

Tier 4 Arcanist Skills

Must have three skills from previous Tier & 6 TP to purchase

Magic Lance	15 Magic by Packet, can switch to your school's element. This is a spell. 10 Mana. OTP. <i>"Incant, 15 [Magic, School's Element]."</i>	25 CP
Dispel	Dispel by Packet, this will remove all magical effects from your target. This is a spell. OPR, PP. <i>"Incant, Dispel."</i>	25 CP
Reflect	This skill allows you to resist a spell that hits you, and send it directly back to the caster. 1 use of Reflect by reaction. OPR, PP.	25 CP
Innate	Gain 1 use of Innate as a modifier for your spells. OPR, PP.	25 CP
Specialized Spell	See Schools.	25 CP
Specialized Spell	See Schools.	25 CP

Tier 5 Arcanist Skills

Must have three skills from previous Tier & 7TP & Quest to purchase

Magical Nova	20 Magic by Packet, can switch to your school's element. This is a spell. OPR, PP. <i>"Incant, 20 [Magic, School's Element]."</i>	30 CP
Absorb	This skill allows you to resist a spell that hits you and convert its damage to Mana. Non damaging spells convert to 2 Mana. 1 use of Absorb by reaction. OPR, PP.	30 CP
Arcane Pierce	Gain 1 use of Arcane as a modifier for your spells. OPD, PP.	30 CP
Winds of Mastery	This skill allows you to specialize into a second school of magic, allowing you to purchase their specialized spells. OTP.	30 CP
Specialized Spell	See Schools.	30 CP
Specialized Spell	See Schools.	30 CP

Schools of Magic

Everything listed in this section should be considered a spell unless stated otherwise, and should follow all spell casting rules.

The School of Air. Elemental Damage Lightning.	
Deflect	T1, This spell allows you to create a vortex around you, warding off any projectiles that may fly your way. Grant yourself resists to all non-Magical projectiles by touch. 2 Mana. OTP. <i>“Incant. I Grant myself unlimited resists to damaging projectiles.”</i>
Chill Wind	T1, This spell allows you to conjure the chilling north wind to sap the heat away from your target, leaving them weakened. Weakness by Packet. 6 Mana. OTP. <i>“Incant, Weakness.”</i>
Saving Shock	T2, This spell allows you to leave an electric charge by your target’s heart, that jolts them back to life should they fall in battle. Grant target 1 additional use of Self Remedy by Touch. OPR, PP. <i>“Incant, I Grant you an additional Self Remedy.”</i>
Shocking Pain	T2, This spell allows you to cause a shocking amount of pain within your target. Agony by Packet. 5 Mana. OTP. <i>“Incant, Agony.”</i>
Chain Lightning	T3, This spell allows you to conjure storm clouds above, making you the conduit for great bolts of lightning to launch upon your enemies. 10 Lightning, 2 Lightning, 2 Lightning, by Packet, in rapid succession. 5 Mana. OTP. <i>“Incant, 10 Lightning, 2 Lightning, 2 Lightning.”</i>
Haste	T3, This spell allows you to lessen the air resistance around you, and keep the breeze at your back, allowing you to make rapid movements around spells or sword strikes. Grant yourself 1 use of Dodge by Touch. 10 Mana. OTP. <i>“Incant, I Grant myself a Dodge.”</i>
Choking Air	T4, This spell allows you to suck the air directly out of your target’s lungs, leaving them gasping for breath. Silence by Packet. 10 Mana. OTP <i>“Incant, Silence.”</i>
Zzzap	T4, This spell allows you to summon forth an unstable but powerful electric storm, causing your target’s muscles to seize. Stun, 10 Lightning, 10 Lightning, by Packet in rapid succession. OPR, PP. <i>“Incant, Stun, 10 Lightning, 10 Lightning.”</i>
Swift Blades	T5, This spell allows you to call forth a mighty gale that can guide the weapon of even the most unseasoned fighter to victory. Grant target Base 5 Damage by touch, 30 seconds. OPR, PP. <i>“Incant, I Grant you base 5 damage for 30 seconds.”</i>
Banish Air Elemental	T5, This spell allows you to harness your mastery of the School of Air to untangle vulnerable or weak elementals and return them to the winds of magic. Banish Air Elemental by Packet. OPR, PP. <i>“Incant. Banish Air Elemental.”</i>

The School of Chaos, This school does not get an Elemental Damage.

Mutate	T1, This spell allows you to forcefully change your body to withstand great blows at a moment's notice. Reduce 5 by Reaction, 2 Mana. OTP
Chaotic Mind	T1, This spell allows you to force your mind into a manic state, protecting any attempt to manipulate it. Grant yourself Resist to a Mental Effect, 2 Mana. OTP <i>"Incant, I Grant myself a Mental Resist."</i>
Mutagen	T2, This spell allows you to tap into the life force of a target, removing it from them and adding to your own. The Target of this spell must inform you when you have taken all you can from them. If all HP is taken from a target they will drop to Bleed Out. If any HP is taken from a Bleeding Out target they would die once the Channel is complete. Mutagen as Channel, 1 HP per Mutagen count. OPR, PP.
Siphon	T2, This spell allows you to tap into the unconscious spirit of a target, removing it from them and adding to your own. The Target of this spell must inform you when you have taken all you can from them. If all Mana is taken from a target they will drop to Bleed Out. If any Mana is taken from a Bleeding Out target they would die once the Channel is complete. Siphon as Channel, 1 Mana per Siphon count. OPR, PP.
Anti-Magic Shell	T3, This spell allows you to manifest the chaotic energies of the Vehl itself to shield you from the Winds of Magic. Grant yourself immunity to magic for 15 seconds by touch. You cannot receive the benefits of any magical effects while you have this buff active. 10 Mana. OTP. <i>"Incant, I grant myself immunity to magic 15 seconds."</i>
Chaotic Mimicry	T3, This spell allows you to imitate the patterns of your opponent, connecting to their energies and using it against them. 1 use of the last skill or spell used against you. You may resist the skill or spell and still copy it. Copied skill or spell must be delivered in the same manner as it was used against you. You can not be the source of the spell mimicked. 10 Mana. OTP.
Primordial Creation	T4, This spell allows you to tap into creation itself, the flowing energies of the Vehl, to restore what is lifeless back into exuberant life. Spend 15 seconds over your target focusing your arcane might, this will fail if you or your target move or take damage. If successful, Revivify by touch. Must give target your revivify plot card. OPE, OTP. <i>"Revivify"</i>
Chaotic Surge	T4, This spell allows you to manifest your mana and release it into a turbulent force at your foes. X Magic by Packet, X Mana. OTP. <i>"Incant, X Magic."</i>
Madness in Knowledge	T5, This spell allows you to force the knowledge of the unknown into your target, forcing them to briefly understand the history that the Vehl has witnessed and driving them mad. Confusion Permanent by Packet. OPR, PP. <i>"Incant, Confusion Permanent."</i>
Disrupt Elemental	T5, This spell allows you to magically bind an elemental, leaving them vulnerable. OPR, PP. <i>"Incant. Paralyze 1 minute to Elemental."</i>

The School of Earth. Elemental Damage Earth.

Fortified Arm	T1, This spell conjures the energies of stone in your body to strengthen your resolve. Grant Target Guard to a Numb effect by Touch. 3 Mana. OTP. <i>"Incant, I Grant you a Numb Guard."</i>
Quicksand	T1, This spell allows you to rapidly move the earth beneath your opponent, turning it into nothing more than a loose slurry. Pin by Packet. 3 Mana. OTP. <i>"Incant, Pin."</i>
Power of Stone	T2, This spell manifests a sheath of stone on your weapon, using it to destroy whatever armor your foes may have. Grant target 1 use of 10 Crush. Target may choose which weapon delivers this attack. 3 Mana. OTP. <i>"Incant, I Grant you a 10 Crush."</i>
Armor of Stone	T2, This spell manifests the finer rocks and pebbles around you to guard the vital points of your body. Grant target 1 use of Reduce 5 by Touch. 5 Mana. OTP. <i>"Incant, I Grant you a Reduce 5"</i>
Mud Bubble	T3, This spell allows you to swirl damp earth into an impenetrable shell around you. Grant yourself immunity to Damage by touch. OPR, PP. <i>"Incant. I Grant myself immunity to Damage 15 seconds."</i>
Rockslide	T3, This spell allows you to command a flow of increasingly powerful boulders to pummel your foe. 2 Earth, 2 Earth, 10 Earth by packet in rapid succession. 5 Mana. OTP. <i>"Incant, 2 Earth, 2 Earth, 10 Earth."</i>
Shattering Pebble	T4, This spell allows you to enchant a miniscule pebble with the strength of a mighty boulder, flinging it with such accuracy that your target's equipment falls to pieces from the impact. Shatter by Packet. 10 Mana. OTP. <i>"Incant, Shatter."</i>
Dust Cloud	T4, This spell allows you to take the dust from the air and send it thrusting into your opponents eyes. Stun 5 seconds by Packet. 10 Mana. OTP. <i>"Incant, Stun 5 Seconds."</i>
Armor of Crags	T5, This spell allows you to command the deep roots of the mountains, bursting forth to hover around your form. Grant target 20 TAP by touch. OPD, PP. <i>"Incant, I Grant you 20 Temporary Armor."</i>
Banish Earth Elemental	T5, This spell allows you to harness your mastery of the School of Earth to untangle vulnerable or weak elementals and return them to the winds of magic. Banish Earth Elemental by Packet. OPR, PP. <i>"Incant. Banish Earth Elemental."</i>

The School of Fire. Elemental Damage Fire.

Searing Feedback	T1, This spell sends fiery pain from your foes weapons shooting back into their arm. Numb 5 seconds by Packet. 2 Mana. OTP <i>“Incant, Numb 5 Seconds.”</i>
Burning Flesh	T1, This spell is particularly gruesome, said to be crafted by the ancient Mountain Dwarves, boiling the flesh of the target causing it to lose cohesion. Bleed by Packet. 3 Mana. OTP. <i>“Incant, Bleed.”</i>
Wildfire	T2, This spell is the Fire Arcanist’s best friend, allowing the caster to shoot forth bursts of flaming bolts from their hands rapidly, covering a wide area. 5 Fire, 5 Fire, 5 Fire by Packet in rapid succession. 6 Mana. OTP. <i>“Incant, 5 Fire, 5 Fire, 5 Fire.”</i>
Screaming Skull	T2, This spell summons forth a horrific image of a burning skull, cackling and shrieking as it flies towards its target. Fear by Packet, 5 Mana. OTP. <i>“Incant, Fear.”</i>
Fiery Agony	T3, This spell sprays hot embers from your hands, burning persistently into your foes causing immeasurable pain. 2 rapid uses of Agony by Packet. 10 Mana. OTP. <i>“Incant, Agony, Agony.”</i>
Cauterize	T3, This spell allows you to burn the bleeding wounds of your dying target, leaving terrible scars but saving their life. Restore 1 HP to target in Bleed Out by Touch. 5 Mana. OTP. <i>“Incant, I Restore 1 Health.”</i>
Blinding Aura	T4, This spell allows you to emit an immense flame from your mouth causing all those around you to be staggered briefly. Stun by Voice 15 Mana. OTP <i>“Incant, By My Voice Stun.”</i>
Phoenix Fire	T4, This spell internalizes a great aspect of fire, its ability to rebirth itself from just a meager ember. This ability works as a 2nd Self Remedy, when used all HP would be restored. OPR, PP.
Flaming Skull	T5, This spell summons forth the older, crueler brother of the screaming skull. Larger, stronger, and screaming with malice, burning a scorching path to its unfortunate victim. 25 Fire by packet. OPR, PP. <i>“Incant, 25 Fire.”</i>
Banish Fire Elemental	T5, This spell allows you to harness your mastery of the School of Fire to untangle vulnerable or weak elementals and return them to the winds of magic. Banish Fire Elemental by Packet. OPR, PP. <i>“Incant. Banish Fire Elemental.”</i>

The School of Water. Elemental damage Water. Healing by packet can be blocked by Guards, and can heal other targets accidentally. Water your garden carefully!

Restoring Waters	T1, This spell allows you to charge purified water with restorative properties, cleansing wounds and mending them. Restore 2 HP by Packet. 2 Mana. OTP. <i>“Incant, I Restore 2 Health.”</i>
Ice Grip	T1, This spell allows you to freeze your hands to your weapon in unflinching ice. Grant target Guard to a Numb effect by touch. 2 Mana. OTP. <i>“Incant, I Grant you a Numb Guard.”</i>
Splash Water	T2, This spell allows you to conjure a cool rush of water to bring your target’s mania to an end. Relieve target of a Mental Effect by Touch. 3 Mana. OTP. <i>“Incant, I Relieve you of [Charm, Taunt, Fear, Confusion, Sleep]”</i>
Restoring Cast	T2, This spell allows you to concentrate a layer of restoring water over your target’s limb, causing it to heal rapidly. Relieve Disable or Maim by Touch. OPR, PP. <i>“Incant, I Relieve you of [Disable, Maim]”</i>
Strengthening Waters	T3, This spell allows you to manipulate the waters inside of your target to purge impurities and balance their humors, returning their vigor. Relieve Weakness by Touch. OPR, PP. <i>“Incant, I Relieve you of Weakness.”</i>
Rejuvenating Waters	T3, This spell allows you to manipulate the life blood of your target to forcefully advance the healing process, no matter how unpleasant. Restore 5 HP by Packet. 5 Mana. OTP. <i>“Incant, I Restore 5 Health.”</i>
Brittle	T4, This spell allows you to rapidly freeze the water in your target’s skin causing it to rip apart in a gruesome display. Bleed Permanent by Packet. 10 Mana. OTP. <i>“Incant, Bleed Permanent.”</i>
Freeze Solid	T4, This spell allows you to form a dense mist around your target and freeze it instantly, stopping them cold. Paralyze 1 minute by packet. OPR, PP. <i>“Incant, Paralyze 1 minute.”</i>
Liquid form	T5, This spell allows you to become as lucid as flowing water, giving the focus to become as liquid as a stream, allowing vicious blows to flow right through you. Resist 1 damaging skill or spell by reaction. OPR, PP.
Banish Water Elemental	T5, This spell allows you to harness your mastery of the School of Water to untangle vulnerable or weak elementals and return them to the winds of magic. Banish Water Elemental by Packet. OPR, PP. <i>“Incant. Banish Water Elemental.”</i>

The Ascendant

Ascendants are known by many other common names, Shaman, Priest, Zealot, & Venerators to name a few. Some have been referred to as Hierophants, Exemplars, or Templarii on rare occasions. Across the commonalities of faith it is paramount for an Ascendant to stay true to their God. In time, the greatest amongst Ascendants will be chosen by their God to take their place, and the mantle of godhood. An unparalleled honor that has changed Vehldathin several times.

Start with 20 Divinity. Gain 10 Divinity & 1 HP with each Tier Upgrade. Must choose a primary God to worship. Holy Symbols must be worn in order to cast divine spells. Holy Symbols must be at least 3"x3" and visibly worn on the chest, either as a pin, necklace, or large piece of fabric, your Holy Symbol can be customizable to your PC. Feel free to reach out to staff for approval. Worshiping your God correctly, or incorrectly, can lead to IG benefits or consequences.

Tier 1 Ascendant Skills

Mend Wounds	Restore Target 2 HP by touch. This is a spell. 1 Divinity. OTP. <i>"Incant, I Restore 2 Health."</i>	10 CP
Divine Fortitude	Relieve Target of an Agony or a Bleed effect by touch. Caster must choose which to relieve. This is a spell. 2 Divinity. OTP. <i>"Incant, I Relieve you of [Agony, Bleed]."</i>	10 CP
Armor of Faith	Grant Target 2 TAP by touch. This is a spell. 3 Divinity. OTP. <i>"Incant, I Grant you 2 Temporary Armor."</i>	10 CP
Holy Bolt	2 Bless by Packet. This is a spell. 2 Divinity. OTP. <i>"Incant, 2 Bless."</i>	10 CP
Resistance of the Faithful	Grant Target Resist to a Mental Effect by touch. OPR, PP. <i>"Incant, I Grant you a Mental Resist."</i>	10 CP
God Specific Spell	See God Spells.	10 CP

Tier 2 Ascendant Skills

Must have three skills from previous Tier & 3 TP to Purchase

Healing Touch	Restore target 5 HP by touch. This is a spell. 3 Divinity. OTP. <i>"Incant, I Restore 5 Health."</i>	15 CP
Purify Mind	Relieve target of a Mental Effect by touch. This is a spell. 3 Divinity. OTP. <i>"Incant, I Relieve you of [Charm, Taunt, Fear, Confusion, Sleep]."</i>	15 CP
Purify Body	Relieve target of a Poison Effect by touch. This is a spell. 3 Divinity. OTP. <i>"Incant, I Relieve you of Poison."</i>	15 CP
Freedom	Relieve target of a Pin or Paralysis effect by touch. Caster must choose which to relieve. This is a spell. 3 Divinity. OTP. <i>"Incant, I Relieve you of [Pin, Paralysis]."</i>	15 CP
Lead Prayer	Lead a group of 3 targets, not including yourself, in prayer to your god. Must stand in a circle holding hands, or simulating as such, and audibly say a prayer that is at least 15 seconds long. The prayer will fail if interrupted by damage or movement. It will be considered expended if the prayer fails. If successful, grant each participant 5 THP. OPR, OTP. <i>"I Grant each of you 5 Temporary Health."</i>	15 CP
God specific Spell	See God Spells.	15 CP

Tier 3 Ascendant Skills

Must have three skills from previous Tier & 4 TP & Quest to purchase

Divine Restoration	Restore target 10 HP by touch. This is a spell. 5 Divinity. OTP. <i>"Incant, I Restore 10 Health."</i>	20 CP
Holy Fire	5 Bless by packet. This is a spell. 5 Divinity. OTP. <i>"Incant, 5 Bless."</i>	20 CP
Cure Disease	Spend 15 seconds over your target praying to your God, this will fail if you or your target move or take damage. If successful Relieve target of a Disease. Must give target your Cure Disease plot card. OPE, OTP. <i>"Cure Disease."</i>	20 CP
Bless Weapon	Grant target 5 uses of 2 Bless. Target may choose which weapon delivers this attack. This is a spell. 10 Divinity. OTP <i>"Incant, I Grant you 5 uses of 2 Bless."</i>	20 CP
Stalwart Defender	Grant target 1 use of Reduce 10 by touch. This is a spell. OPD, OTP. <i>"Incant, I Grant you a Reduce 10."</i>	20 CP
God Specific Spell	See God Specific Spells.	20 CP

Tier 4 Ascendant Skills

Must have three skills from previous Tier & 6 TP to purchase

Grace	This ability allows you to have unlimited Resists to all Bleed and Agony effects. OTP.	25 CP
Mend Limbs	Relieve target of a Disable or Maim effect by touch. This is a spell. 10 Divinity. OTP. <i>"Incant, I Relieve you of [Disable, Maim]"</i>	25 CP
Divine Punishment	Weakness by Packet. This is a spell. 10 Divinity. OTP. <i>"Incant, Weakness."</i>	25 CP
If Bleed, Then Don't	This ability works as a 2nd Self Remedy, Restore 1 HP to yourself at the end of your Bleed Out timer.	25 CP
Revivify	Spend 15 seconds over your target audibly praying to your God, this will fail if you or your target move or take damage. If successful, Revivify by touch. Must give target your Revivify plot card. OPE, OTP. <i>"Revivify"</i>	25 CP
God Specific Spell	See God Spells.	25 CP

Tier 5 Ascendant Skills

Must have three skills from previous Tier & 7 TP & Quest to purchase

Innate Healing	This ability allows you to Innately cast Mend Wounds on yourself. This would not affect how you heal others. Must follow innate casting rules. OTP.	30 CP
Retribution	Gain 1 use of Reflect against a skill or spell. OPR. PP.	30 CP
Smite	10 Bless by Packet. This is a spell. 10 Divinity. OTP. <i>"Incant, 10 Bless."</i>	30 CP
Consecrate	May spend 30 seconds uninterrupted praying to your god to consecrate a suitable area. Place a 5' rope circle on location when finished. This circle cannot be moved, or dispelled by any means. The circle will remain active for 4 days. See God spells for Consecration effect. OPE, OTP.	30 CP
True Resurrection	Spend 30 seconds over your target audibly praying to your God, this will fail if you or your target move or take damage. If successful, True Resurrection by touch. Must give target your True Resurrect plot card. OPE, OTP. <i>"True Resurrection"</i>	30 CP
God Specific Spell	See God Spells.	30 CP

God Specific Spells

Everything listed in this section should be considered a spell unless stated otherwise, and should follow all spell casting rules.

Ahriman, The Many Faced God	
Doom & Despair	T1, Fear by Packet. 2 Divinity. OTP. <i>“Incant, Fear.”</i>
Hopelessness	T2, Paralyze by Packet. 4 Divinity. OTP. <i>“Incant, Paralyze.”</i>
Many Faces	T3, Charm by Packet. OPR, PP. <i>“Incant, Charm.”</i>
No Escape	T4, Grant Self 1 use of Maim by Strike. PP. <i>“Incant, I Grant myself a Maim by Strike.”</i>
End Their Story	T5, Grant Self 1 use of Execution by Stealth. PP. <i>“Incant, I Grant myself an Execution by Stealth.”</i>
Consecration of Sin	After a successful consecration, the circle is empowered with the ability to restore your Divinity to max after a successful execution attempt on a target within the circle. Target must be completely in the circle for the entire duration of the execution effect. If successful you would announce <i>“Leech”</i> .

Aiko	
More Than a Feeling	T1, Relieve Target of a Numb effect by Touch. 3 Divinity. OTP. <i>“Incant, I Relieve you of Numb.”</i>
Restore Limb	T2, Relieve Target of a Disable or Maim effect by Touch. 5 Divinity. OTP. <i>“Incant, I Relieve you of [Disable, Maim].”</i>
Calm	T3, Resist a Mental Effect by Reaction. 2 Divinity. OTP.
Make Friends	T4, Charm 1 Minute by Packet. OPR, PP. <i>“Incant, Charm 1 Minute.”</i>
Houses Into Homes	T5, This Spell casts a protective ward on your cabin that prevents anyone that doesn't live there from entering. All those who would be protected by this ward would have to be present during the casting. A Ward plot card will be affixed to the entrance of your cabin. The ward will last for four days. OPE, OTP. <i>“Incant, I place a protective ward upon this home.”</i>
Consecration of the Hearth	After a successful consecration the circle is empowered with the ability to channel the comforting warmth of the hearth, allowing you to cast the spell “Mend Wounds” without using Divinity while you are within the circle.

Alara	
Eye for Quality	T1, This skill allows you to appraise component & item tags at Logistics. There may be times this skill is unable to be used, based on Staff availability. OTP.
Hidden Pockets	T2, Grant Target pocket or pouch Immunity to being searched. Target pocket or pouch cannot be larger than 20"x15". 3 Divinity. OTP. <i>"Incant, I Grant this Pouch immunity to unwanted searches."</i>
Quicksilver	T3, Grant Target 5 uses of 2 Silver. Target may choose which weapon delivers this attack. 10 Divinity. OTP. <i>"Incant, I Grant you 5 uses of 2 Silver."</i>
Trader's Guile	T4, This skill allows you to reveal mistruths after asking a question to your target. 1 use of <i>"Insight, Are You Lying?"</i> . OPR, PP.
Catch Me if You Can	T5, Grant self 1 use of Dodge. OPR, PP. <i>"Incant, I Grant myself a Dodge."</i>
Consecration of Fortune	After a successful consecration the circle is empowered with the ability to bend the whims of fate, allowing you to Grant Target 1 use of Self Remedy with no Divinity cost while you are within the circle.

Callen	
Salt of the Earth	T1, Gain 1 Maximum HP. OTP.
Hammer of the People	T2, Grant Target 1 use of 5 Damage. Target may choose which weapon delivers this attack. 5 Divinity. OTP. <i>"Incant, I Grant you a 5 Damage."</i>
Protector of the Meek	T3, Gain 1 use of Parry. OPR, PP.
Harvest Prayer	T4, Lead a group of 3 targets, not including yourself, in prayer to Callen. Must stand in a circle holding hands, or simulating as such, and audibly say a prayer that is at least 15 seconds long. The prayer will fail if interrupted by damage or movement. It will be considered expended if the prayer fails. If successful, grant each participant 10 THP. OPR, OTP. <i>"I Grant each of you 10 Temporary Health."</i>
Inspire Greatness	T5, Grant Targets a Resist to a Mental Effect by Voice. OPE, PP. <i>"Incant, By My Voice Grant Mental Resist."</i>
Consecration of the Wall	After a successful consecration the circle is empowered with the ability to channel the first walls Callen built, allowing yourself to resist all Non-Magical Damage while inside of the circle.

Hastur	
Virtue of Honor	T1, Grant Self 10 TAP. Your feet may not move while under this effect, if they do this effect is immediately dispelled. 3 Divinity. OTP. <i>"Incant, I Grant myself 10 Temporary Armor"</i>
Virtue of Empathy	T2, This skill allows you to transfer HP from yourself to Target by Touch. This is not a spell, but is called as <i>"I Restore you X Health"</i> . The HP restored to target is taken directly from your HP. OTP.
Virtue of Fortitude	T3, Grant Self 1 use of Reduce 10. 5 Divinity. OTP. <i>"Incant, I Grant Myself a Reduce 10."</i>
Virtue of Justice	T4, Grant Self 1 use of Reflect against any skill or spell to affect you. OPR, PP. <i>"Incant, I Grant myself a Reflect."</i>
Wrath of Hastur	T5, 20 Bless by Packet, OPR, PP. <i>"Incant, 20 Bless."</i>
Consecration of Superiority	After a successful consecration the circle is empowered with the ability to channel the divine authority of the tower, allowing you to use 10 Bless by Strike with no Divinity cost while inside of the circle.

Myar	
Relax	T1, Pacify by Packet, 3 Divinity. OTP. <i>"Incant, Pacify."</i>
Rubber and Glue	T2, Grant Self Flashback 1 Minute. OPR, PP. <i>"I Grant myself Flashback 1 Minute."</i>
Hug it Out	T3, Sing a prayer to Myar over your target for 5 Seconds, Restore 15 HP by Touch. This is interrupted if you or your target move or are struck by a weapon or spell. OPR, PP. <i>"I Restore 15 Health."</i>
Choir of Myar	T4, Restore 2 HP by Voice. OPR, PP. <i>"Incant, By My Voice Restore 2 Health."</i>
Peace Talks	T5, Pacify by Voice. OPD, PP. <i>"Incant, By My Voice Pacify."</i>
Consecration of Song	After a successful consecration the circle is empowered with the ability to cast all of your spells by Voice, instead of their standard carrier. The By Voice carrier affects all those who hear it.

Ozymahd, Day is from 6am-6pm, Night is from 6pm-6am.

Ray of the Cycle	T1, 2 Fire by Packet during Day, 2 Silver by Packet during Night. 2 Divinity. OTP. <i>"Incant, 2 [Fire, Silver]."</i>
Resistance of the Cycle	T2, Resist a Pin or Paralyze effect by Reaction during the Day, Resist a Mental Effect by Reaction during Night. 4 Divinity. OTP.
Stasis Footing	T3, Pin by Packet. 5 Divinity. OTP. <i>"Incant, Pin."</i>
Time Warp	T4, Grant self 5 Carry Through by Strike during Day, Dodge during Night. OPR, PP. <i>"Incant, I Grant myself [a 5 Carry Through, a Dodge]."</i>
Stop Time	T5, Stasis by Packet. OPD, PP. <i>"Incant, Stasis."</i>
Consecration of Time	After a successful consecration the circle is empowered with the sands of time, allowing you to call Flashback Stasis while inside of the circle.

Qiron

Poisonous Purity	T1, Grant Target Guard against a Poisonous effect. 1 Divinity. OTP. <i>"Incant, I Grant you a Poison Guard."</i>
Numbing Blade	T2, Weakness Poison by Strike. 5 Divinity. OTP. <i>"Incant, Poison Weakness."</i>
Adjust Dosage	T3, This skill allows you to resist a Poison that hits you and convert its damage to Divinity. Non damaging Poisons convert to 2 Divinity. 1 use of Absorb by Reaction. OPR, PP.
Qiron's Gift	T4, Grant Target 1 use of 15 Poison. Target may choose which weapon delivers this attack. 10 Divinity. OTP. <i>"Incant, I Grant you a 15 Poison."</i>
Plague Doctor	T5, Grant Self Immunity to all Poisons & Debuffs for 5 Minutes. OPE, PP. <i>"Incant, I Grant myself Immunity to all Poisons and Debuffs 5 Minutes."</i>
Consecration of Duality	After a successful consecration the circle is empowered with the careful adjustment of a doctor, allowing you to call Reflect on any Debuff effect while inside of the circle.

Roya	
Magical Knowledge	T1, This skill allows you to convert the damage type from all of your spells from Bless, to Magic. OTP.
Strength in Subconscious	T2, Grant Target Guard against a Magical skill or spell to affect them. 4 Divinity. OTP. <i>"Incant, I Grant you a Magic Guard."</i>
Magical Denial	T3, Silence by Packet. 5 Divinity. OTP. <i>"Incant, Silence."</i>
No Tears, Only Dreams	T4, Sleep 1 Minute by Packet. OPR, PP. <i>"Incant, Sleep 1 Minute."</i>
I've Seen This in My Dreams	T5, Resist a skill or spell that would affect you by Reaction. OPR, PP.
Consecration of Magic	After a successful consecration the circle is empowered with the winds of magic, allowing you to resist all Magical damage while inside of the circle.

Vykost	
Vicious Wind	T1, Numb 5 Seconds by Packet. 4 Divinity. OTP. <i>"Incant, Numb 5 Seconds."</i>
Challenge of the Tide	T2, Taunt by Packet. 3 Divinity. OTP. <i>"Incant, Taunt."</i>
Spear of Vykost	T3, 5 Lightning by Packet. 5 Divinity. OTP. <i>"Incant, 5 Lightning."</i>
Sea Foam Cloak	T4, Gain 1 use of Reflect by Reaction against Spells. OPR, PP.
Blessed Raid	T5, Bless Target weapon in the name of Vykost, granting it 5 uses of 5 Lightning. 15 Divinity. OTP. <i>"Incant, I Grant this weapon 5 uses of 5 Lightning."</i>
Consecration of the Tides	After a successful consecration the circle is empowered with the powers of the relentless tide, Granting you 2 uses of 5 Damage every time you enter the circle. This effect does not stack.

The Battle Master

Battlemasters are paramount in many armies, often referred to as Warriors, Fighters, Gladiators, Soldiers, and Marauders. Some Battlemasters of great skill and renown are sometimes called Knights, Champions, Samurai, or Centurions. True Battlemasters are more than just martially skilled, they're able to survey a battle and strategize at a moments notice, often being the linchpin to victory.

Start with 10 Stamina. Gain 5 Stamina & 2HP with each Tier Upgrade.

Tier 1 Battle Master Skills

Critical	2 Damage by Strike. 1 Stamina. OTP. <i>"2 Damage."</i>	10 CP
Taunt	Taunt by Strike. 2 Stamina. OTP. <i>"Taunt."</i>	10 CP
Strong Arm	Gain a Guard against a Numb effect. 2PD, PP.	10 CP
Staggering Blow	Numb 5 Seconds by Strike. 4 Stamina. OTP. <i>"Numb 5 Seconds."</i>	10 CP
Lacerate	Bleed by Strike. 3 Stamina. OTP. <i>"Bleed"</i>	10 CP
Death Leech	This skill allows you to gain 1 HP after every successful execution you perform. Any HP over your maximum is converted to THP for this skill. Must state <i>"Leech"</i> after a successful execution.	10 CP

Tier 2 Battle Master Skills

Must have three skills from previous Tier & 3 TP to Purchase

Greater Critical	5 Damage by Strike. 3 Stamina. OTP. <i>"5 Damage."</i>	15 CP
Silver Strike	2 Silver by Strike. 2 Stamina. OTP. <i>"2 Silver."</i>	15 CP
Brutal Strike	Disable by Strike. 4 Stamina. OTP. <i>"Disable 1 Minute."</i>	15 CP
Nails for Breakfast	Gain 2 maximum HP. OTP.	15 CP
Thick Skin	Reduce 5 by Reaction. 5 Stamina. OTP.	15 CP
Cool Head	Gain a Guard against a Mental Effect by Reaction. OPR, PP.	15 CP

Tier 3 Battler Master Skills

Must have three skills from previous Tier & 4 TP & Quest to Purchase

Experienced Critical	10 Damage by Strike. 5 Stamina. OTP. <i>"10 Damage."</i>	20 CP
Shattering Strike	Shatter by Strike. 6 Stamina. OTP. <i>"Shatter."</i>	20 CP
Crushing Blow	10 Crush by Strike. 3 Stamina. OTP. <i>"10 Crush."</i>	20 CP
Overwhelming Force	2 Carry Through by Strike. OPR, PP. <i>"2 Carry Through."</i>	20 CP
Hard to Kill	Gain 3 maximum HP. OTP.	20 CP
Parry	Gain 1 use of Parry by Reaction. OPR, PP.	20 CP

Tier 4 Battle Master Skills

Must have three skills from previous Tier & 6 TP to Purchase

Brace Yourself	Reduce 15 by Reaction. OPR, PP.	25 CP
Ogre Strike	15 Damage by Strike. OPR, PP. <i>"15 Damage."</i>	25 CP
Crippling Blow	Maim by Strike. 10 Stamina. OTP. <i>"Maim."</i>	25 CP
Slay the Mutant	5 Silver by Strike. 10 Stamina. OTP. <i>"5 Silver."</i>	25 CP
Party Starter	5 Rapid uses of Taunt 1 Minute by Packet. OPR, PP. <i>"Taunt 1 Minute, Taunt 1 Minute, Taunt 1 Minute, Taunt 1 Minute, Taunt 1 Minute."</i>	25 CP
Final Stand	This skill triggers the first time you would be brought to Bleed Out, instead you would be brought to 1 HP. OTP.	25 CP

Tier 5 Battle Master Skills

Must have three skills from previous Tier & 7TP & Quest to Purchase

Paralyzer	Paralyze by Strike. OPR, PP. <i>"Paralyze."</i>	30 CP
Fearful Presence	Gain 1 use of Disengage by Voice. OPD, OTP. <i>"Disengage."</i>	30 CP
Dragon Strike	Gain 1 use of Dragon Strike by Strike. OPR, PP. <i>"Dragon Strike."</i>	30 CP
True Leech	Requires Death Leech to Purchase. Leech now grants 1 TAP along with its previous benefits. OTP.	30 CP
Warrior's Blessing	Grant Target 1 use of 5 Damage by Strike. Target may choose which weapon delivers this attack. 5 Stamina. OTP. <i>"I Grant you a 5 Damage."</i>	30 CP
Riposte	Gain 1 use of Reflect by Reaction against a melee attack. OPR, PP.	30 CP

Jack of All Trades

As a JOAT you will have access to all 10 professions and start at Tier 1. To advance in JOAT Tiers you will have to increase the Tiers of your separate Professions. Additionally, you will not have the normal benefits of increasing your separate Profession Tiers. HP and Gumption will increase with your JOAT tier increases. You will gain 2 Perks for each Tier past 1 in the JOAT Class.

Start with 10 Gumption. Gain 1 HP & 2 Gumption with each Tier Upgrade. Gain 2 Special JOAT Perks with each Tier Upgrade.

Tier 2	You must have two professions to Tier 2.
Tier 3	You must have four professions to Tier 2.
Tier 4	You must have four professions to Tier 2 and one profession to Tier 3.
Tier 5	You must have four professions to Tier 2 and two professions to Tier 3.

Apothecary	Throw the Pot	This skill will allow you to craft certain potions and oils as throwable globes, much like Poison globes.
Artificer	In Tune	This skill allows you to harvest some of the latent magical energy of your workspace and use it to some effect. Grant Target a Guard against the next magical skill or spell. 4 Gumption. <i>“I Grant you a Magic Guard.”</i>
Bartender	Taphouse Blitz	This skill allows you to Grant 2 THP by Voice. 5 Gumption. <i>“By My Voice Grant 2 Temporary Health.”</i>
Blacksmith	Hammer Time	This skill allows you to repair 2 items with one use of the Repair skill. You must still take the time to repair the items.
Cook	Catering Service	This skill allows you to turn one crafted food into 5 identical foods. OPE.
Hunter	Hunter’s Guile	This skill allows you to Resist a Debuff that would affect you by Reaction. 5 Gumption.
Merchant	Off the Back of the Wagon	This skill allows you to access a special shop at Logistics, where they offer a greater selection of items, and can make requests. There may be times this skill is not able to be used, based on Staff Availability.
Mystic	The Voice of the Spirits	This skill allows you to commune with a spirit on the island and ask it 3 questions. These questions will be answered yes, no, or unknown. The answers will have more accuracy if the questions are related to a vision you have received. There may be times this skill is not able to be used, based on Staff Availability. OPE.
Scholar	Well Read	This skill allows you to cast the same scroll twice, with both castings following the restrictions in the scrolls. Both casting must be used in rapid succession. OPD.
Tinkerer	Like Clockwork	This skill allows you to craft as though you have a lab, even without one. If you have a lab as well as this skill, then everything you craft will be treated as though it had the trait “Lucky”

The Vagabond

Opinions on Vagabonds are divisive to say the least. Scoundrels, Spies, Rogues, & Sabteurs as they are often called, their skills are often underhanded and duplicitous. Yet wars can be won with the efforts of a few skilled Vagabonds. The most skills amongst them are sometimes referred to as Assassins, Red Hands, Blackguards, or Rapscallions.

Start with 10 Stamina. Gain 5 Stamina and 2 HP for each Tier Upgrade.

Tier 1 Vagabond Skills

Backstab	2 Stealth by Strike. 1 Stamina. OTP. <i>"2 Stealth"</i>	10 CP
Arm Traps	This skill allows you to set traps out freely, this skill can be used an unlimited number of times. OTP.	10 CP
Dirty Deeds	This skill allows you to gain 1 Stamina after every successful execution you perform. Cannot gain Stamina over your maximum. Must state <i>"Leech"</i> after a successful execution. OTP.	10 CP
Wrist Weaken	Numb 5 Seconds by Strike. 3 Stamina. OTP. <i>"Numb 5 Seconds."</i>	10 CP
Lick the Blade	Gain a Guard against a Poison effect by Reaction. OPD, PP.	10 CP
Armor Don't Matter	This skill allows you to add the modifier Pierce to a Weapon attack. 2PR, PP.	10 CP

Tier 2 Vagabond Skills

Must have three skills from previous Tier & 3TP to Purchase

Waylay	1 use of Waylay by Strike. This is a stealth attack. OPR, PP. <i>"Waylay 1 Minute."</i>	15 CP
Greater Backstab	5 Stealth by Strike. 3 Stamina. OTP. <i>"5 Stealth."</i>	15 CP
Hamstring	Disable by Strike. 3 Stamina. OTP. <i>"Disable 1 Minute."</i>	15 CP
Trap Avoid	This skill allows you to avoid all damage and effects from a trap that would affect you with the call <i>"Dodge"</i> . OPR, OTP.	15 CP
Slippery	Resist a Pin effect by Reaction. 4 Stamina. OTP.	15 CP
Agony	Agony by Strike. 2PR, PP. <i>"Agony."</i>	15 CP

Tier 3 Vagabond Skills

Must have three skills from previous Tier & 4 TP & Quest to Purchase

Even Greater Backstab	10 Stealth by Strike. 5 Stamina. OTP. <i>"10 Stealth"</i>	20 CP
Ya Learn a Thing or Two	This skill allows you to open a lock equal to your Class Tier. OPD, OTP. <i>"I skillfully open this lock."</i>	20 CP
What We Do in Shadows	Gain 1 Resist to a Mental effect by Reaction. OPD, PP.	20 CP
Dodge	Dodge by Reaction. 10 Stamina. OTP.	20 CP
Throwing Knives	10 Damage by Packet. OPD, PP. <i>"10 Damage."</i>	20 CP
Student Meet Master	Gain 1 Evade to a Stealth attack by Reaction. OPR, PP.	20 CP

Tier 4 Vagabond Skills

Must have three skills from previous Tier & 6 TP to Purchase

Greatest Backstab	15 Stealth by Strike. OPR, PP. <i>"15 Stealth."</i>	25 CP
Reputation	Fear by Packet. 5 Stamina. OTP. <i>"Fear."</i>	25 CP
Tools of the Trade	This skill allows you to read an environmental plot card that isn't assigned to a Class or Profession you have. OPD, OTP.	25 CP
Throat Punch	Silence by Stealth. 5 Stamina. OTP. <i>"Silence."</i>	25 CP
Hope This Works	Restore 2 HP by Touch. This is not a Spell. 5 Stamina. OTP. <i>"I Restore 2 Health."</i>	25 CP
Pocket Sand	Stun by Packet. OPD, PP. <i>"Stun."</i>	25 CP

Tier 5 Vagabond Skills

Must have three skills from previous Tier & 7 TP & Quest to Purchase

Assassination	Execution by Stealth. OPD, PP. <i>"Execution."</i>	30 CP
Silver Tongue	Pacify by Packet. OPD, PP. <i>"Pacify."</i>	30 CP
Done Dirt Cheap	Requires Dirty Deeds to Purchase. Leech now grants one additional Stamina along with its previous benefits. OTP.	30 CP
Spike Trap	Pin by Strike. 5 Stamina. OTP. <i>"Pin."</i>	30 CP
Connections	This Skill allows you to receive one Tier 3 Poison at check in. OTP.	30 CP
Not Worth It	Disengage by Voice. OPD, OTP. <i>"Disengage."</i>	30 CP

Professions

Professions use the Pool Resource of your Class. Every Tier in a profession grants 5 additional Pool. Your first Profession is free, your second Profession is 2 TP.

Apothecary Tier 1		
Potion Brewing	This skill allows you to Craft Tier 1 Potions. OTP.	10 CP
Poison Brewing	This skill allows you to Craft Tier 1 Poisons. OTP.	10 CP
Taste Testing	This skill allows you to consume a Plant or Animal Component to learn its Tier 1 Trait. OTP.	10 CP
Flower Pot	This skill allows you to grow one Plant Component between events. Receive at check in. OTP.	10 CP

Apothecary Tier 2. 3 TP to Purchase.		
Advanced Potion Brewing	Requires Potion Brewing to Purchase. This skill allows you to Craft Tier 2 Potions. OTP.	15 CP
Advanced Poison Brewing	Requires Poison Brewing to Purchase. This skill allows you to Craft Tier 2 Poisons. OTP.	15 CP
Distilling	This skill allows you to combine several similar potions into one that has a combined effect. OTP.	15 CP
Flower Garden	Requires Flower Pot to Purchase. Grow Three Plant Components between events. Receive at check in. OTP.	15 CP

Apothecary Tier 3. 4 TP & Quest to Purchase.		
Expert Potion Brewing	Requires Advanced Potion Brewing to Purchase. This skill allows you to Craft Tier 3 Potions. OTP.	20 CP
Expert Poison Brewing	Requires Advanced Poison Brewing to Purchase. This skill allows you to Craft Tier 3 Poisons. OTP.	20 CP
Globaldier	This skill allows you to convert a single effect blade poison into a ranged poison. Ranged poisons can only be delivered by Packet. OTP.	20 CP
Green Thumb	Requires Flower Garden to Purchase. Grow Five Plant Components between events. Receive at check in. OTP.	20 CP

Artificer Tier 1. This profession does not create true magical items, but instead imbues items with more permanent enchantments.		
Greater Identify	Requires Identify to Purchase. This skill allows you to ignore Class & Profession restrictions when using the skill Identify. Tier restrictions still apply. There may be times this skill is not able to be used, based on staff availability. OTP.	10 CP
Magicate Weapon	Grant Target 5 uses of 2 Magic by Strike by Touch. Target may choose which weapon delivers this attack. OPR, PP. <i>"I Grant you 5 uses of 2 Magic."</i>	10 CP
Rudimentary Imbuement	This skill allows you to Craft Tier 1 Imbued Items. OTP.	10 CP
Smelt Magic	This skill allows you to break down an Imbued Item into some of the Components used to create it. OTP.	10 CP

Artificer Tier 2. 3 TP to Purchase.		
Basic Imbuement	Requires Rudimentary Imbuement to Purchase. This skill allows you to Craft Tier 2 Imbued Items. OTP.	15 CP
Dispel	Dispel by Packet. OPD, PP. <i>"Dispel."</i>	15 CP
Dissipation	Gain 1 Guard against a magical skill or spell by Reaction. OPD, PP.	15 CP
Keen Eye	This skill allows you to Appraise IG Items at Logistics, you must provide the item at the time of Appraisal. There may be times this skill is not able to be used, based on staff availability. OTP.	15 CP

Artificer Tier 3. 4 TP & Quest to Purchase.		
Essential Studies	This skill allows you to destroy a Mineral or Arcane component to learn its Tier 1 Trait. OTP.	20 CP
Complex Imbuement	Requires Basic Imbuement to Purchase. This skill allows you to Craft Tier 3 Imbued Items. OTP.	20 CP
Greater Smelt Magic	Requires Smelt Magic to Purchase. This skill allows you to break down an Imbued Item into most of the Components used to create it. OTP.	20 CP
Creator's Control	Charm by Packet with the call <i>"Charm to Construct"</i> . This ability will only affect Constructs. OPR, PP.	20 CP

Bartender Tier 1		
Rumors	Receive one Rumor at check in, may or may not be accurate. OTP.	10 CP
Drinking Buddy	This skill allows you to roleplay consuming one Food Item with one Target, allowing both of you to gain the effects of the Food Item. OTP.	10 CP
Bar Tips	Receive 2 Iron Trade Bars at check in, may receive a greater value Trade Bar if applicable. OTP.	10 CP
Eyes in the Back of My Head	Gain 1 Evade to a Stealth attack by Reaction. OPE, PP.	10 CP

Bartender Tier 2. 3 TP to Purchase.		
Whispers	Requires Rumors to Purchase. Receive three Rumors at check in, may or may not be accurate. OTP.	15 CP
Bar Regulars	Requires Drinking Buddy to Purchase. This skill allows you to roleplay consuming one Food Item with two Targets, allowing each of you to gain the effects of the Food Item. OTP.	15 CP
Brawl Experience	This skill allows you to roleplay healing Target's limb for 30 seconds, if successful you may Relieve Target of a Disable or Maim effect by Touch. This skill can be interrupted if you, or your Target moves, or takes damage. OPR, PP. <i>"I Relieve you of a [Disable, Maim.]"</i>	15 CP
Iron Liver	Resist 1 Poison effect by Reaction. 3 'Pool'. OTP.	15 CP

Bartender Tier 3. 4 TP & Quest to Purchase.		
Murmurs	Requires Whispers to Purchase. Receive five Rumors at check in, may or may not be accurate. OTP.	20 CP
Festival Feast	Requires Bar Regulars to Purchase. This skill allows you to roleplay consuming one Food Item with five Targets, allowing each of you to gain the effects of the Food Item. OTP.	20 CP
Cheers	Gain 1 use of Disengage by Voice. OPD, PP. <i>"Disengage."</i>	20 CP
Cayenne Surprise	Stun by Packet. 6 'Pool'. OTP. <i>"Stun."</i>	20 CP

Blacksmith Tier 1		
Basic Weaponsmithing	This skill allows you to Craft Tier 1 Enhanced Weapons. OTP.	10 CP
Basic Armorsmithing	This skill allows you to Craft Tier 1 Enhanced Armor. OTP.	10 CP
Smelt	This skill allows you to break down an Enhanced Item into some of the Components used to create it. OTP.	10 CP
Repair	This skill allows you to roleplay repairing one Weapon or Armor Item for one minute & return it to full functionality. 3PR, PP.	10 CP

Blacksmith Tier 2. 3 TP to Purchase.		
Improved Weaponsmithing	Requires Basic Weaponsmithing to Purchase. This skill allows you to Craft Tier 2 Enhanced Weapons. OTP.	15 CP
Improved Armorsmithing	Requires Basic Armorsmithing to Purchase. This skill allows you to Craft Tier 2 Enhanced Armor. OTP.	15 CP
Find Fault	Shatter by Strike. OPE, PP. "Shatter."	15 CP
Shoddy Workmanship	5 Crush by Strike. OPR, PP. "5 Crush."	15 CP

Blacksmith Tier 3. 4 TP & Quest to Purchase.		
Masterwork Weaponsmithing	Requires Improved Weaponsmithing to Purchase. This skill allows you to Craft Tier 3 Enhanced Weapons. OTP.	20 CP
Masterwork Armorsmithing	Requires Improved Armorsmithing to Purchase. This skill allows you to Craft Tier 3 Enhanced Armor. OTP.	20 CP
No Idle Hands	This skill reduces the Roleplay time required for Repair to thirty seconds. OTP.	20 CP
Practice Made Perfect	Requires Smelt to Purchase. This skill allows you to break down an Enhanced Item into most of the Components used to create it. OTP.	20 CP

Cook Tier 1. Certain components that seem the most edible will have basic food properties that will create rudimentary foods. You may also craft with Food Item Tags to create more complex food.

Apprentice Cooking	This skill allows you to Craft Tier 1 Food. OTP.	10 CP
Kiss the Cook	Restore Target 1 use of Self Remedy by Touch. OPR, PP. <i>"I Restore you a Self Remedy."</i>	10 CP
Taste Testing	This skill allows you to consume a Plant or Animal Component to learn its Tier 1 Trait. OTP.	10 CP
Knife Skills	2 Damage by Packet. 5 'Pool'. OTP. <i>"2 Damage."</i>	10 CP

Cook Tier 2. 3 TP to Purchase.

Journeyman Cooking	Requires Apprentice Cooking to Purchase. This skill allows you to Craft Tier 2 Food. OTP.	15 CP
Secret Ingredient	This skill allows you to use Arcane Components in Cooking. OTP.	15 CP
Stone Soup	This skill allows you to use Mineral components in Cooking. OTP	15 CP
Iron Liver	Resist 1 Poison effect by Reaction. 3 'Pool'. OTP.	15 CP

Cook Tier 3. 4 TP & Quest to Purchase.

Master Cooking	Requires Journeyman Cooking to Purchase. This skill allows you to Craft Tier 3 Food. OTP.	20 CP
Perfected Knife Skills	Requires Knife Skills to Purchase. 5 Damage by Packet. 7 'Pool'. OTP. <i>"5 Damage."</i>	20 CP
Cuisinomancy	This skill allows you to utilize certain Imbue traits in your cooking. OTP.	20 CP
Good Eatin'	This skill allows you to utilize certain Enhance traits in your cooking. OTP.	20 CP

Hunter Tier 1		
Arm Traps	This skill allows you to set traps out freely, this skill can be used an unlimited number of times. OTP.	10 CP
Wound	Bleed by Strike. 2PR, PP. <i>"Bleed."</i>	10 CP
Forage	This skill allows you to gather one Plant Component between events. Receive at check in. OTP.	10 CP
Hunt	This skill allows you to gather one Animal Component between events. Receive at check in. OTP.	10 CP

Hunter Tier 2. 3 TP to Purchase.		
Concentrated Strike	This skill allows you to add the modifier Pierce to a weapon attack. 4 'Pool'. OTP.	15 CP
Slip Away	Resist a Disable or Maim effect by Reaction. OPD. PP.	15 CP
Skilled Foraging	Requires Forage to Purchase. This skill allows you to gather three Plant Components between events. Receive at check in. OTP.	15 CP
Skilled Hunting	Requires Hunt to Purchase. This skill allows you to gather three Animal Components between events. Receive at check in. OTP.	15 CP

Hunter Tier 3. 4 TP & Quest to Purchase.		
Duck	Gain 1 use of Dodge by Reaction. OPD, PP.	20 CP
Bear Trap	Pin by Strike. OPR, PP. <i>"Pin."</i>	20 CP
Master Foraging	Requires Skilled Foraging to Purchase. This skill allows you to gather five Plant Components between events. Receive at check in. OTP.	20 CP
Master Hunting	Requires Skilled Hunting to Purchase. This skill allows you to gather five Animal Components between events, Receive at check in. OTP.	20 CP

Merchant Tier 1		
Trade Contacts	Receive 2 Iron Trade Bars at check in, may receive a greater value Trade Bar if applicable. OTP.	10 CP
Eye for Quality	This skill allows you to appraise component & item tags at Logistics. There may be times this skill is unable to be used, based on Staff availability. OTP.	10 CP
Found This	This skill allows you to gather one Random Component between events. Receive at check in. OTP.	10 CP
I Know a Guy	This skill allows you to access a basic shop at Logistics, where they offer a rudimentary selection of items. There may be times this skill is not able to be used, based on Staff Availability.	10 CP

Merchant Tier 2. 3 TP to Purchase.		
Tradier Contacts	Requires Trade Contacts to Purchase. Receive 3 additional Iron Trade Bars at check in, may receive a greater value Trade Bar if applicable. OTP.	15 CP
Found This Too	Requires Found This to Purchase. This skill allows you to gather three Random Components between events. Receive at check in. OTP.	15 CP
Pouch Protect	This skill allows you to Grant Target pocket or pouch Immunity to being searched. Target pocket or pouch cannot be larger than 20"x15". OPD, PP.	15 CP
You Talkin' to Me	Resist a Mental Effect by Reaction. OPD, PP.	15 CP

Merchant Tier 3. 4 TP & Quest to Purchase.		
Tradiest Contacts	Requires Tradier Contacts to Purchase. Receive an additional 5 Iron Trade Bars at check in, may receive a greater value Trade Bar if applicable. OTP.	20 CP
Keep Finding This	Requires Found This Too to Purchase. This skill allows you to gather five Random Components between events. Receive at check in. OTP.	20 CP
Don't Lie to Me	This skill allows you to reveal mistruths after asking a question to your target. 1 use of " <i>Insight, Are You Lying?</i> ". OPE, PP.	20 CP
Farewell	Disengage by Voice. OPD, OTP. " <i>Disengage.</i> "	20 CP

Mystic Tier 1. Gems are special types of Mineral Component that can be broken down into Chip, Chunk, and Whole sizes. Each size is a third, two thirds, and the entire value respectively.		
Gem Scrounging	This skill allows you to gather 1 Gem Component. Receive at check in. OTP.	10CP
Visions of Town	Receive a Vision of what may or may not come to pass in the town at check in. OTP.	10CP
Gem Cracking	This skill allows you to break down Gem Components to a smaller size. OTP.	10CP
Eyes Wide Open	Resist a Sleep effect by Reaction. OPD, PP.	10CP

Mystic Tier 2. 3 TP to Purchase.		
Gem Searching	Requires Gem Scrounging to Purchase. This skill allows you to gather 3 Gem Components. Receive at check in. OTP.	15CP
Visions of The Forest	Requires Visions of Town to Purchase. Receive a Vision of what may or may not come to pass in the forests surrounding the town at check in. OTP.	15CP
Sacrifice	This skill allows you to transfer HP from yourself to Target by Touch. This is not a spell, but is called as <i>"I Restore you X HP"</i> . The HP restored to target is taken directly from your HP. OTP.	15CP
Martyr	This skill allows you to transfer a Debuff from your Target to yourself by Touch. This is not a spell, but is called as <i>"I take on your [Debuff]"</i> . The Debuff would immediately affect you and could be resisted as normal. You must specify which Debuff you are taking on. OTP.	15CP

Mystic Tier 3. 4 TP & Quest to Purchase.		
Gem Finding	Requires Gem Searching to Purchase. This skill allows you to gather five Gem Components. Receive at check in. OTP.	20CP
Visions of The Island	Requires Visions of Forest to Purchase. Receive a Vision of what may or may not come to pass on the island at check in. OTP.	20CP
Gem Refining	This skill allows you to combine 3 Gem Components of the same size, into their larger size. OTP.	20CP
A Touch of Insanity	Reflect a Mental Effect by Reaction. OPD, PP.	20CP

Scholar Tier 1		
Read Divine Scrolls	This skill allows you to use Divine Casting Scrolls. OTP.	10CP
Read Arcane Scrolls	This skill allows you to use Arcane Casting Scrolls. OTP.	10CP
Fine Editing	Resist a Magical spell or skill by Reaction. OPD, PP.	10CP
Greater Identify	Requires Identify to Purchase. This skill allows you to ignore Class & Profession restrictions when using the skill Identify. Tier restrictions still apply. There may be times this skill is not able to be used, based on staff availability. OTP.	10CP

Scholar Tier 2 3TP		
Create Divine Scrolls	This skill allows you to Craft Divine Casting Scrolls. OTP.	15CP
Create Arcane Scrolls	This skill allows you to Craft Arcane Casting Scrolls. OTP.	15CP
Investigative Research	This skill allows you to double the resources put towards one use of the skill Information Gathering. OTP.	15CP
Know Your Sources	This skill grants you one additional usage of the skill Information Gathering. OTP.	15CP

Scholar Tier 3 4TP, Quest		
Grimoire	This skill allows you to use a Casting Scroll without destroying it by paying 10 'Pool'. OTP.	20CP
Quiet Library	Silence by Packet. OPD, PP. <i>"Silence."</i>	20CP
Magical Scripts	This skill allows you to read Arcanist Plot Cards within your Tier range. OTP.	20CP
Divine Scripts	This skill allows you to read Ascendant Plot Cards within your Tier range. OTP.	20CP

Tinkerer Tier 1.

Tinkerer is one of the most complex crafting systems in Fury of the Deeps, Jewelry can be used to greatly increase the Iron Trade Bar Value of an item along with allowing stronger magic to be Imbued upon them. Trinkets can be used to craft lab parts, and any other abstract item that would not be covered by the other crafting systems, the possibilities are almost endless and hopefully almost all useful!

Craft Trinket	This skill allows you to Craft Tier 1 Trinkets. OTP.	10CP
Craft Jewelry	This skill allows you to Craft Tier 1 Jewelry. OTP.	10CP
Locksmithing	This skill allows you to Craft and Pick Level 0-3 Locks OTP	10CP
Hot Slag	Agony by Packet. OPR, PP. "Agony."	10CP

Tinkerer Tier 2. 3 TP to Purchase.

Craft Fine Trinkets	This skill allows you to Craft Tier 2 Trinkets. OTP.	15CP
Craft Fine Jewelry	This skill allows you to Craft Tier 2 Jewelry. OTP.	15CP
Fine Locksmithing	This skill allows you to Craft and Pick Level 4-6 Locks. OTP.	15CP
Keen Eye	This skill allows you to Appraise IG Items at Logistics, you must provide the item at the time of Appraisal. There may be times this skill is not able to be used, based on staff availability. OTP.	15CP

Tinkerer Tier 3. 4 TP & Quest to Purchase.

Craft Exquisite Trinkets	This skill allows you to Craft Tier 3 Trinkets. OTP.	20CP
Craft Exquisite Jewelry	This skill allows you to Craft Tier 3 Jewelry. OTP.	20CP
Exquisite Locksmithing	This skill allows you to Craft and Pick Level 7-9 Locks. OTP.	20CP
Junk Toss	10 Damage by Packet. OPD. PP. "10 Damage."	20CP

Quests

Quests are commonly gained from NPCs found across the Island, in which they give you a task to accomplish to prove that you are confident in your abilities within your class, profession, or prestige. Accomplishing these quests will unlock higher tiers in your class and professions, or unlock access to a special prestige class for your character. While not necessary, these quests can unlock greater power for your characters. Every NPC you meet will have a Class, and at least one profession that they can give quests for, if the correct effort is put into the task. This process will normally involve heavy roleplay and cannot just be hammered through. Obtaining and completing quests for your class and profession will be significantly easier than completing quests for a prestige. Information Gathering can be wildly effective in getting yourself further on your goal to complete a quest, along with maintaining a friendly relationship with NPCs and working together with your fellow townsfolk and allies. This system is in place to allow for a variety of different ways to increase your power and have more fun at Fury of the Deeps, along with preventing a 'Pay to Win' environment. As long as you are determined to accomplish the task given to you, and use your problem solving skills in a way that shows your character utilizes their class or profession, achieving your quest will be well within your reach. It should also be noted that while we do allow an unlimited number of rewrites with a character, these rewrites will remove your progress on quests, meaning that once you reach Tier 3, it is a significant commitment. With this in mind, don't be afraid to approach NPCs and even other players, and see what you can learn from them!

Equipment Rules & Usage

Players' creativity with weapons is usually hard to predict. We want to encourage their creativity while maintaining our safety guidelines. Players can make their weapons whichever color they choose, whichever style they choose, and whatever shape they choose, as long as it remains within our safety guidelines and the weapon type specifications.

When designing your Physical Representation, abbreviated to 'phys rep', keep in mind that they must clearly resemble a weapon or an item that can be used as a weapon. A shovel, an axe, a halberd, a large stick, these are all good examples, but a broom, bread, fish, a dead body, these are examples of what you should not do.

Phys reps should always be accompanied by a basic item tag representing them when bringing them to game. Bringing a large two handed axe would not make much sense unless you had a 2 handed weapon tag. There are primarily four types of weapon tags, One Handed Weapon, Two Handed Weapon, Bow, and Shield. There are primarily three types of armor tags, Light Armor, Medium Armor, and Heavy Armor. Other basic tags may be found, but they are not as common.

At Check In a Staff member will inspect each of the weapons, shields, and armors you bring in to use as phys reps. Make sure to bring materials with you to an event to make sure that if, for whatever reason, your phys reps do not pass safety inspection, or break during the event, you can fix and repair them. We will mark every phys rep brought to an event is marked with an approval sticker in an inconspicuous area of your phys rep, to show that they are approved for the event's use.

We do accept a wide variety of phys reps, especially for weapons. Foam boffers are generally the safest and easiest to repair. Latex weapons are also normally allowed, but with some exceptions as they can be too hard for a lightest touch game. Thrusting, like a stabbing motion, is prohibited with all latex weapons as they are not safely designed to do so.

Shield phys reps can be made in any shape you like, out of any material you like, as long as the edges are properly padded and no sharp protrusions come out of the face or sides of the shield. Cardboard, poster board, or even some foam sheets are commonly used for shields. The padding on the edges of the shield should remain as flat and smooth as possible, and must be at least 5/8s of an inch thick. Commonly foam pipe insulation is used for this. The face of the shield should also remain as flat and smooth as possible, for safety purposes. Shield can not be larger than 900 square inches, or a 30"x30" square, or a circle with a diameter of 30". Odd shaped shields will normally be simplified into their closest square/circle equivalent for square inch calculations.

One handed weapons minimum length must be 10 inches, its maximum length can be 48 inches. Two handed weapons minimum length must be 49 inches, its maximum length can be 72 inches. Thrown weapons minimum length must be 6 inches, with a maximum width of 6 inches and a maximum length of 36 inches. Thrown weapons must not have a core in them to ensure that they will not insure anyone when thrown. A packet bow or slingshot is restricted to a draw weight of less than 10 pounds. A Flintlock weapon represented by a nerf style blaster is restricted to a velocity of 70fps.

All melee weapons must have a core, commonly 1/2 inch or 3/4 inch pvc pipe, a fiberglass rod, or a graphite tube, and must be capped or otherwise plugged at both ends. Weapon grips cannot be in the middle of a weapon, they must be located at one end of a weapon and cannot be longer than 15 inches. Melee weapons cannot be wider than 12 inches, and must have at least 5/8s inch of foam padding around the core for all striking surfaces. Cross guards can only extend a maximum of 5 inches from the handle of the weapon. Phys reps cannot have any hard or jagged points on their striking surface. The foam padding must reach at least 2 inches past the core and be filled with foam, to make a thrusting tip there must be at least 3 inches of open cell foam at the tip of the weapon. The pommel end of a weapon must be foamed and capped in a similar manner as the tip. Latex weapons cannot be used to thrust with as they are normally unsafe to do so. Remember, every weapon must pass safety inspection before you can use it at an event!

Body coverage for armor is divided into four main areas. Torso, Head, Arms, Legs. The entire area is not required to be covered in order to gain AP from it, but must be represented with at least 50 percent coverage. For example a pair of greaves would be sufficient for your legs, a pair of bracers enough for your arms, a skull cap for your head. Armor is represented by three categories, Light Armor which is usually leather armor and provides 1 AP, Medium Armor which is usually chainmail and provides 2 AP, and Heavy Armor which is usually plate armor and provides 3 AP. Crafting armor IG may allow it to have additional effects. Armor does not need to be exact material to count for its category, for example quality foam armor made to look like thick bone armor could represent Heavy Armor accurately, but it must sufficiently look the part. For example leggings with chainmail print would not be acceptable for this purpose, you may still wear items like this for the aesthetic benefit. Armor worn in layers will only count as its highest value, and would not stack in value. Armor worn must be as period appropriate as possible, if you have doubts please feel free to reach out and ask before purchasing or bringing to an event. Armor cannot have any sharp or jagged edges, or sharp spikes or protrusions for safety reasons, not only for the wellbeing of our players and NPCs, but also for their equipment.

Your equipment IG may break or become so damaged that they do not provide benefits any longer. When this happens, like when armor takes too much damage or when shields are shattered, they will be rendered useless and not provide any of their benefits until they are repaired. You can still use your phys reps to represent other items you have, without issue. All weapons and armor are repaired freely between events, unless stated otherwise.

Spell Packets are used for a plethora of things at Fury of the Deeps, from representing touch casting, magical spells, to ranged projectiles as well. Luckily these can be easily made with readily found materials. Spell packets should be small ping pong sized pouches filled with small grain bird seed that does not contain any sunflower seeds or walnuts. You will need 7" x 7" fabric squares of any color, however bright easily visible colors will work best, especially during camp cleanups. Place about a tablespoon of birdseed in the center of the fabric and gather the edges of the cloth around the birdseed, then tie it shut with some twine. Twine is preferred over rubber bands, as the former is much more environmentally friendly, and safer to use. It is advised to collect spell packets after every encounter, as you will always have a use for them and it will make camp cleanup easier. Everyone should have at least one spell packet on them at all times to deliver 'By Touch' skills and spells.

Switching between your weapons or armor can be as simple as physically doing so, or simulated. If you are physically changing between phys reps, then you must remove them from you completely before putting them back on completely. This could mean taking off your helmet, putting it down, and then putting it back on, or putting your sword down, and picking it back up. If you are simulating changing between items then you must take the time roleplaying taking them off and putting them on. It takes 10 uninterrupted seconds to switch out weapons and shields, 1 uninterrupted minute for each section of armor, or 5 uninterrupted minutes for a Loadout. This will be important to remember in the heat of battle as you refit your armor or swap out weapons and shields that may have been 'Shattered'.

Loadouts are the word to describe your active Enhanced or Imbued items. You must designate up to four in use Enhanced or Imbued items at any given moment. You may switch these four designated items at any time, but must take the required 5 minutes of roleplay to simulate organizing them, preparing them, equipping them, and putting the old ones away. While this won't affect many mundane items or True Magic items, with the abundance of Enhanced and Imbued items that will be found or crafted it will be important to be prepared at any given moment. This means it could be dangerous to try and change your Loadout during an active battle, but less so while relaxing in town.

Flintlock weapons are normally unlocked through Prestige classes and require special upkeep every event. Every event you must provide the appropriate items and components to maintain your flintlock weapons. This often includes 1 'Gun Part' item, a 'Lead' component, and either a 'Coal', 'Dung', 'Flint', 'Glowing Ore', or 'Sulfur' component. Some special flintlock weapons may have additional requirements to their upkeep. Further detail on flintlock weapons must be discovered in game.

In Game Items and Treasures

Discovering lost knowledge and buried treasures are some of the largest driving forces for most adventurers and explorers on the Island. Precious metals and powerful crafting materials, along with true magical items are very valuable for the comfort and protection they bring. In the Old World of Vehldathin coins and gems are very common, and often used as currency, but on the Island Trade Bars are the standard for tradable commodities. Iron Trade Bars are the base value for nearly everything found on the Island, many other valuable items and components have their value represented in ITBs, or Iron Trade Bars. Every component and item found will have a base ITB value that can be discovered IG, but not every merchant will be willing to pay that cost to obtain them, or be willing to sell for that price either. Some other very common ITB values on the Island are Copper Trade Bars, worth 5 ITB, Brass Trade Bars worth 10 ITB, Silver Trade Bars worth 15 ITB, and Gold Trade Bars worth 50 ITB. Almost any item can be used for various purposes, like trading, information gathering, or crafting. While it is wise to have the ITB value of your components and items recorded on you, some friendly NPCs may be willing to check for you if a deal is guaranteed.

True Magical Items have laminated purple tags and will usually have an OOG information sheet that describes what they do, and some lore behind them. These will be logged and tracked at Logistics. The OOG information sheet will have the item's physical description, its abilities, and any other necessary information on it. While many of these items will have a physical description on it, the phys rep you use for that item does not need to always match, as long as the phys rep matches the item type. True Magic Items must be on your person and represented with a phys rep in order to be used, they must also be attuned to your character. When using your magic item a call of 'Item Activated!' or 'Activate Item!' must be called. These items can be stolen or lost if you are not careful, however the OOG information sheet cannot be stolen, as it is not an IG item.

True Magic Items have three categories, Minor, Major, and Artifact. Minor Magical Items are the most common and will have fairly basic abilities and uses, usually requiring Tier 1 or Tier 2 to use, and a character can have three of these attuned to them to use at any time. Major Magical Items are more often showstoppers, family heirlooms, or centerpieces, they will have more impressive abilities and usually require Tier 3 or Tier 4 to use, a character can have two of these attuned to them to use at any time. Artifact Magic Items are very rare and very powerful, often directly tied to plots or world events, they require Tier 5 to use and a character can only have one attuned to them to use at any time.

Attuning True Magic Items to yourself allows you to harness their ability and represents learning how they work and how to use their power without flaw. Every character can attune 1 Magic Item to them per day as long as they have the appropriate Magic Item tag and meet the attunement requirements of that Magic Item which can include Race, Culture, Class, and Profession. Having a Magic Item attuned to you does not mean it cannot be stolen, just that you are able to use it fully. In the instance another person were to attune to the same Magic Item, it would immediately be unattuned to you. You may choose to unattune to any of your Magic Items at any point. In the instance that a Magic Item were to be affected by a 'Dispel' or a 'Shatter' it would become inert for 1 day before returning to functionality.

Components are the most basic form of material found at Fury of the Deeps. They will be colored **Green** for **Plant**, **Red** for **Animal**, **Blue** for **Mineral**, and **Orange** for **Arcane**. Some of the components you find may be phys reps, and will represent the category of component they would grant you, bugs and furs most commonly **Animal**, flowers and leaves commonly **Plant**. Component phys reps will be marked with an 'F' to show they are IG items and can be utilized appropriately.

Several IG items are considered single use consumables, such as Potions, Poisons, Scrolls, and Foods. When used these items would be read, then ripped in half to denote them as used. The containers they come in should be kept and returned to Logistics when convenient so that we may reuse them. It takes 5 seconds to apply Poisons and Oils, 30 seconds to consume Food, and as long as the incant takes for Scrolls. Potion effects are instantaneous.

Some props found IG will have small round bright **green** stickers on them, this denotes that they are not to be moved from their location, and anyone interacting with them should be extremely cautious when observing or handling them. These types of items are usually plot items, or expensive prop items that are difficult to replace. They should not be moved further than 5 feet from their original location, and if brought in by an NPC, that NPC would be considered its original location.

Personal items are anything that a person has brought to the event that OOG belongs to them, such as their costuming, their food, their sleeping supplies, or their personal hygiene supplies. These should be treated with the utmost respect, and not be moved or touched without explicit permission from their owner.

Unrestricted items are things like IG potions, scrolls, weapon tags, potion vials, and component phys reps. These may be traded freely, interacted with freely, and stolen freely by other players and NPCs alike. Spell packets are also considered unrestricted items and we cannot enforce that they be returned to the person who originally created or brought them. You may also not snatch, or take something off of someone's person unless given specific permission, as touching someone without their consent is not allowed at Fury of the Deeps.

There may be times you would like to take things that do not belong to you, and that usually involves looting their body while they are incapacitated somehow. Searching others requires you to crouch next to their body and state "I Search You!". This will prompt one of two responses, either your target will simply hand over everything you would have found on them immediately, or they will reply "Start Your Search Count!". A search count takes 30 seconds to complete and you must not be interrupted by moving, or taking damage. If interrupted this count must be restarted from the beginning, but if successful your target must hand over every IG item you would get from searching them completely. If a target has already been searched they would inform you immediately.

Phys reps should always have an IG item tag to represent them while they are being used, if you are wielding a sword and shield, you must have a one handed weapon and a shield tag on your person. Your phys reps cannot be stolen from you but your item tags can be taken by appropriate means. All item and component tags should remain somewhere IG and should never be placed in an OOG area, such as under your bed, inside of your tent, or in your car, during an event. In the heat of combat you may need to take out and use items to assist in battle, this can be simulated by roleplaying for 5 seconds to take the item out. For example if your sword is shattered, you may simulate taking 5 seconds to retrieve your spare, and resume using your normal phys rep. Armor can be changed normally or can be simulated by roleplaying for at least 30 seconds per section that you are taking the armor off, and putting a new set on. It may be faster to actually change your armor, or take out a new weapon in these situations and you are free to do so.

Poisons and Potions are very important items that you will find and craft with your time on the Island. They will normally be stored in plastic vials with cork stoppers, **Poisons** will be on **pink** paper, and **Potions** will be on **yellow** paper. The tags color should be easily visible through their vials and can be identified by anyone without the need of a skill.

Potions are imbibed by the user in order to gain their effects, and even forced down a helpless target's throat, this is often very beneficial for aiding injured allies when in a stressful situation. Using or giving someone a potion takes a minimum of 5 seconds. If a potion would be applied to an object, it would overlap whatever previous effect a potion would have given that object, for example a weapon with a Magical Blade Oil on it would lose that effect if a Silver Blade Oil was applied to it.

Poisons are normally applied to weapons or thrown like projectiles, the specific effects of the poison are explained on their item tag and must be clarified by the use of the poison. Poison damage goes directly to the torso of the target, and affects the target immediately. Blade poisons take a minimum of 5 seconds to apply to a weapon but should be roleplayed as coating the entire striking surface of the weapon. A weapon with poison on it should be clarified of its effect to anyone who wields it, and if the weapon is used to attack without calling the poison, it is considered expended. Only one poison can be active on a weapon at one time, if another poison is applied to the same weapon, the previous will be inert. Armor can resist poison damage and is normally the first line of defense against poisons, as long as the armor still has AP, it can resist poisonous attacks. Poison Gas does bypass armor and the damage goes directly to torso.

Poisons and potions do not have an expiration date, and can remain potent on a weapon for up to 4 days, after which it would be rendered inert. While poisons and potions are within their vials and unused they will remain viable indefinitely.

Scrolls are consumable items that will normally allow users to cast spells without being an Ascendant or an Arcanist, and without paying a 'pool' cost. They are normally on white paper, and will state their instructions on their tag, such as what the spell does and what the incant is. Scrolls must be ripped in half after use to show that they have been used, and take a minimum of 5 seconds to use.

Foods are consumable items that take longer to use but can carry immense benefits, they are normally on white paper and have a full description of what its effects will be. Food takes 30 seconds uninterrupted to consume and must be roleplayed appropriately. If this roleplay is interrupted the food is considered wasted. You may use OOG food to help stimulate your consumption of IG food. Foods do not expire, and will be edible indefinitely.

Locks are represented by a small and simple padlock, with a small keyring denoting its level and number. The number on the lock is just to identify itself with the matching key, and would be the last 3 digits to the lock. The level of the lock is the first number in the 4 digit code, which would be 0-9. Only a matching key can open a lock, otherwise it must be opened another way. The appropriate 'Locksmith' skill is required to attempt to pick any IG lock, with level 0 locks taking 1 minute to unlock. Each level of lock increases the time to pick them by 1 minute, maxing out at 10 minutes for a level 9 lock. Some spells can open certain locks instantly. To create a level 0 lock it would require a Locksmith to combine 3 'Lock Parts', with each increase in level requiring 2 more 'Lock Parts'. All lock phys reps must be provided by Staff.

Traps come in 3 varieties, snap bangs that are placed on the floor and pop loudly when you step on them, these do 5 damage directly to the target's torso. Pull string traps that pop loudly when pulled apart, these can be placed as loose trip wires on doors, chests, chairs and even more. These should be avoided being used as trip wires as they can cause a tripping hazard. Whoever sets off the pull string trap takes the damage immediately, these traps do 10 points of damage directly to the target's torso. Confetti party poppers which shower and area in confetti when they are set off, these do 15 points of damage directly to their target's torso, and follow the same rules as pull string traps, except that they would do damage to everyone that is touched by the confetti. Anyone may attempt to disarm a trap they find, perhaps by untying them, moving them, or simply avoiding them. Please do not attempt to cut or damage any trap in order to disarm it. If multiple traps are set off in rapid succession by one target, they would only take one of the highest damaging effects. In order to set traps, you must have the skill 'Arm Traps'.

Labs are special tools used to improve your crafting, and a lab can be made or found for each type of crafting in the game, even those hidden by prestige classes. Labs are made by combining 15 'Lab Parts' for a specific profession, and are maintained by upkeep them with an additional 5 'Lab Parts' per year. If you do not provide the maintenance for your lab it will fall into disrepair and will need to be crafted all over again. Labs can only be used by the person they are assigned to, and are normally made by Tinkerers. The exception to these rules are the labs unlocked by the fundraiser Fury of the Deeps had in its first year, these labs will have plot cards out in the open that can be utilized by anyone. They will still require the 5 'Lab Parts' per year maintenance, however they will not fall into permanent disrepair if this is not met, once the maintenance is provided, they will be able to be used again.

The Crafting System

The crafting system at Fury of the Deeps is meant to be simple, yet complex and rewarding when attempting to craft anything. It may feel familiar to some other systems you've experienced in the past, but remember to not make too many assumptions regarding anything at Fury of the Deeps! To start, there are four types of components found within Vehldathin, **Plant**, **Animal**, **Mineral**, and **Arcane**. There are 125 individual named components within those four categories, for a total of 500 individual components! Each component will have four tiers of traits, your crafting skills determine how many tiers you are able to utilize in your crafting. For example, a Tier 1 crafting skill will allow you to access tier 1 component traits, a tier 2 crafting skill will allow you to access tier 1 and tier 2 component traits. Having a lab will increase the tiers you are able to access in your crafting by 1, and utilizing a recipe in your crafting can guarantee a success. You can use up to four components in any one instance of crafting, which can lead to a dazzling number of combinations. In order to have a successful craft you must have at least 2 different components that have 1 matching trait across tiers you can access, otherwise the result would be Trash. With certain types of crafting, white tag items may be used, commonly with Blacksmith and Artificer to make enhanced items and imbued items. At times crafting can be frustrating or confusing, but we encourage experimentation and research, along with teamwork to improve your chances at success. Crafting must be done with crafting cards which can be commonly found in the 'Tavern', and should be filled out, placed in a ziplock bag along with any components being used, and dropped off at Logistics. You will either get an immediate result, or be told to check in at a later time to collect your result. Occasionally your results may be delivered via carrier pigeon. All crafting results will ideally be completed at the event, but are guaranteed at check in of the following event. There will be hundreds of combinations to experiment with to see what you can create, recording what works and what does not will be part of your adventure on the Island!

Immersion and Plot Cards

Fury of the Deeps strives to maintain an immersive and constant level of immersion at every event, this atmosphere we believe heightens the experience and improves the overall enjoyment of the game, along with keeping a good barrier between IG and OOG actions and behaviors. PCs should readily immerse themselves into the world of Vehldathin and their lives on the Island, NPCs should be ready to play their part to help maintain that immersion. Everyone should avoid OOG topics of discussion such as current events, video games, or blatant references to other real world media, as well as avoiding anachronistic clothing and costuming. We do not expect every player to have top tier costuming, but we do expect everything to remain in theme, and look at least appropriately fantasy medieval. If you want to play a costumed race, such as a Moon Elf, but are uncomfortable wearing full face makeup, or prosthetic ears, you may want to consider other options or creative solutions. We also can not allow anyone to play a subrace that blatantly looks to be another race, like a human that paints their skin gray. Anachronistic clothing such as t-shirts, jeans, white sneakers, and sunglasses can detract from the collective immersion we seek to share that makes the game more enjoyable. We highly encourage reaching out to the community if you need help with costuming ideas, or sourcing affordable costuming pieces. We also discourage the use of your cell phone during an event, for either taking pictures or keeping track of time. There may be photographers there during an event, but they will be in a white headband to denote they are permanently out of game. Pocket watches are a great way to keep time during an event while maintaining immersion.

If there is a need to go OOG, you must either wear a white headband, or place a closed fist or weapon on the top of your head, so that you are obviously not IG at that moment. This is acceptable for short periods of time, such as rapid trips to the bathroom, packing and unpacking your personal belongings, or going to the smoking section of the campsite. For OOG emergencies please retrieve a staff member and we will assist you, if you need an extended period of time OOG, please head to an out of game area like the bathrooms or parking lot, or if for a severe situation, again, see a staff member. Some IG reasons you may find yourself OOG would be when you are walking to the designated death area, or when you have activated certain abilities. You can never go OOG to avoid an IG situation, unless granted permission by a staff member. If you feel necessary to do so and there is no identifiable staff member around, please report immediately to Logistics.

There are certain items listed in previous sections that can be stolen freely, however personal property should never be touched without your explicit permission. If an NPC accidentally takes one of your OOG props, then it will be kept at Logistics at all times, and returned to you as soon as we can, or you can ask for it back from Logistics. We hope to avoid this situation at all times. If you steal IG items, they must stay IG just like any other IG item, additionally if you attempt to disguise yourself with a mask or alternative costume, any player can clarify that they recognize your uncovered face. Other 'Insight' abilities may allow for easier clarifying IG.

Across your adventures you may come across large white laminated cards, these are 'Plot Cards' and have a wide array of situational explanations and effects. Sometimes they may describe Curses or Diseases. If you come across a plot card in your explorations you must attempt to read it if it is available to do so, some Plot Cards have class, race, profession, or even madness requirements in order to interact with them. Some plot cards will be kept on you until their effect is resolved, and some may have you report to logistics immediately. NPCs may sometimes hand you a plot card that will go into effect once read. You cannot ignore plot cards for any reason, but you may ask a staff member for clarification, or get your clarification from Logistics.

On your expedition you are guaranteed to go on glorious adventures, and discover untold secrets. You will see interesting occurrences, things you took for granted, and sometimes things beyond normal comprehension. Your roleplay shapes the interactions you have within the Island and the game itself, and you should do your best to keep your knowledge based on IG knowledge. Assumptions about Vehldathin or the cosmic happening can lead you astray easily. As you progress and discover that things are not what you expected, do not be afraid to work together with your fellow players to decipher the mysteries you are faced with. Your reality may seem to distort in certain situations, and it is up to you to wrestle with that madness and overcome the Fury of the Deeps.

Rituals

Rituals are a powerful way to expand your power, or come up with creative solutions to certain problems you will encounter on the Island. They consist of four parts, the symbol, the material, the somatic, and the verbal. Rituals can be customized and curated to a near infinite number of possibilities as long as they have each of those four parts. Players are encouraged to try and create their own rituals based on the four parts needed to perform a proper ritual. This may include original ideas and premade pieces discovered around the Island. A player can submit a ritual idea to Staff for approval between events using the Ritual Submission Form found on the website, only then will they be able to perform the ritual at the event. Approval to perform does not guarantee success, and a staff member will accompany you to watch the ritual be performed, and grant the results afterwards. No ritual has a 100% success rate, but the degree of failure to rituals can range from nothing happening, to a painful death.

The Symbol, this is the baseline part of a ritual, a large drawn out shape or sigil drawn on the ground around the casting area. This may be as simple as a circle or as a complex pattern. Different symbols will represent different powers or energies and will contribute to what the ritual does. For example a Circle could represent a protective energy, while a Triangle could represent offensive energy.

The Material, this contains much of the power of a ritual, and is often a bowl or container filled with various components and items meant to be placed at the center of the symbol. Many components have traits that are specifically meant to be used in rituals, and for certain ritual types. The more your components match with the other parts of the ritual the more potent the result will be.

The Somatic, this is how you channel the Winds of Magic through your ritual and describes the movements you must take to perform this ritual. This can include something simple, such as standing still during the ritual, or having you perform an intricate pattern of movements. Ignoring this critical step in your rituals is like not mixing your ingredients when baking a cake.

The Verbal, this is how you command the Winds of Magic to finalize your ritual, like a wax stamp on a letter. This consists of a phrase or repeated phrases that must be spoken during the ritual, this can involve one, or many participants of a ritual. These phrases most often mark the beginning and end of a ritual.

With these four parts combined you can practice simple rituals, or gather your friends to attempt to perform complex rituals together. Anyone can perform rituals, as they do not have class or profession requirements. Certain rituals will have better results with certain classes performing them, such as a ritual to obtain stronger melee abilities will likely have greater success when performed by Battle Masters. Be cautious in your experimentation and record your results, and research diligently to have the best results!

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