



Realms of Adventure
LIVE THE MAGIC.



Realms of Adventure: Fantasy

LIVE ACTION ROLE-PLAYING GAME



Realms of Adventure: Fantasy

LIVE ACTION ROLE-PLAYING GAME

Copyright© 2003 - 2013 Realms of Adventure, Inc.
All rights reserved.

No portion of these rules may be reproduced, stored in a retrieval system, or transmitted in any form by any means, mechanically, electronically, digitally, or otherwise, without express written permission of Realms of Adventure, Inc.

All rules, illustrations, and images are property of Realms of Adventure, Inc. or used under the allowed rights of public domain.

Original core rules and setting by Michael Riccardi.

Notice:

All rules in this guide are subject to change.

Please visit <http://www.RealmsOfAdventure.com> for errata and updates.

Updated: August 14th, 2013

Acknowledgements

This book is dedicated to my mother for never understanding role-playing games but always supporting my imagination and buying me my very first Dungeons and Dragons red boxed set; to J.R.R. Tolkien, Gary Gygax, and Dave Arneson who made me realize that the worlds we create within our own minds can be among the most potent and fantastic, and that heroism lives within us all no matter how insignificant we may sometimes feel; and to my friends Tom, Frank, Adam, and Tim who encouraged me to write this stuff down and make it a reality.

Thank you to Victor Dunn and his team for your tireless editing; and to Jenn Menite, without your countless hours and efforts this book would not have been possible.

Thank you to cast and players who always encouraged me to keep going, even when I wanted to give up. A special thanks to Scott Schwartz for never letting me do so and making RoA as much a part of his life as I have.

Lastly, thank you to everyone, past and present, who were part of the RoA family and helped to not only make the game what it is, but helped make me who I am today. In this journey I have met some of the most wonderful people I will likely ever know.

- Mike Riccardi

TABLE OF CONTENTS

Introduction to Realms of Adventure	2	Combat	165
Things EVERY Player Must Know	4	The Rules of Engagement	165
Character Creation	9	Searching Others	171
Brief Overview.....	9	Death & Dying.....	172
Writing Your Background	12	The Most Important Words in Combat	174
Character Races	16	Weapons & Armor.....	183
Agorian.....	18	Advancing Your Character.....	186
Dwarf.....	19	When Your Old Character Dies	190
Elf (5 Types and Half-Elf)	21	The World of Realms of Adventure	191
Fae (3 Types)	30	Geography & History of the World	191
Gnome	34	Laws of the Land.....	199
Half-Orc	36	Trade & Commerce	202
Hobbit	38	Time & How to Keep Track of It	203
Human (9 Civilizations)	40	Map of Adraveth	205
Kelonian	52	Guides.....	206
Character Classes & Multiclassing	54	Making Your Own Weapons.....	206
Bard	55	Making Boffer Arrows.....	217
Cleric.....	58	Making Spell Packets.....	218
Fighter.....	61	New Players.....	219
Mage.....	64	Information For New Players	219
Merchant-Artisan.....	67	Who Can Play?	220
Monk	70	Prices & Fees	220
Rogue.....	73	Directions	221
Scholar.....	76	Your First Game.....	222
Shaman	79	Before You Arrive	222
Skill Descriptions	82	What Should You Bring?.....	223
Deities	105	Once You Arrive	225
The Rules of Magic.....	128	New Player Character Submission Form	227
Arcane Magic & Spells.....	131	Waiver / Legal Consent Form	228
Bardic Magic & Spells	144	Donations & Service Points.....	229
Divine Magic & Spells.....	147		
Runic Magic & Spells.....	150		
Shamanic Magic & Spells	153		
Scrollcraft	156		
Alchemy	158		
Poison Craft.....	160		
The Rules of Stealth Skills.....	161		
Locks & Traps.....	162		
Locks & Lockpicking.....	162		
Traps	163		

WELCOME TO REALMS OF ADVENTURE!



Realms of Adventure is a LARP established in 2003, with years in the making, based in Sparta, NJ.

We strive to provide a unique, high-quality fully-immersive experience during our gaming weekends. With a basis firmly rooted in high fantasy, the game provides an intricate rules system and fully interactive plotline that players can really get involved in and become meaningful characters.

The game features full boffer style combat, elaborate NPCs, and endless possibilities. The game presents players with a multitude of possibilities for their character. Player races to pick from include fantasy staples such as elves, dwarves and pixies as well as races unique to the game such as the reptilian Agorians or cat-like Kelonians. If a fantasy race doesn't interest you, there are more than a half dozen different human cultures available such as Barbarian, Gypsy, and Amazon.

The system also presents 9 unique character classes including Mage, Rogue, and Monk and over 100 skills, some of which must be discovered in game. The game also features a robust magic system including several hundred spells, and multiple schools of magic including several "hidden" schools available to the player who searches for them.

If you are interested in learning more, please have a look at our site. Under the "Contact Us" tab you will find a link to add your mailing address so we can send you up to date information, a link to staff contacts for more specific information and eventually a list of our players who have volunteered to answer questions about how they like the LARP and provide new players with useful information. We would be more than happy to discuss any questions you may have.

WHAT IS LARP?

LARP is an acronym that stands for Live action Role-playing and is a hobby where the participants enjoy a fully immersive experience. You may have played games involving dice and paper or video games where you control the actions and destiny of a single character. LARP allows you to take that experience to a new level by actively controlling a character.

YOU become the character.

There is no mouse or controller to move, no dice to roll and what you see is very often what you get. If you are attacked by an Orc it will be a cast member dressed as one, complete with latex mask or appropriate makeup. Combats are resolved using safe foam “boffer” swords, axes, clubs, spears etc., and a diverse and robust magic system whereby magic “spells” are delivered via small thrown packets.

You do not describe your actions or tell a gamemaster what you are saying; you actually perform the action or say what you want to whom you want. There are no take backs...if you say something assume your character said it. And others will take appropriate action.

If you pick a fight with someone you should hope you are the better swordsman or wizard. Throughout the course of the weekend you will interact with others through a type of “improvisational theater”. There are no scripts to follow and YOU help to write the story through your actions during the weekend.

Typically Realms of Adventure will rent a campsite that has a rustic look and feel to it. For the duration of the gaming event it will be transformed into a medieval fantasy village where great effort is spent making the game seem authentic. Monsters look like monsters and you never know whom you might meet. Your character can be similar to yourself or completely different. Phil the accountant can become Garok the Barbarian or John the student can become Arcantos the mage.

Each weekend will be filled with various characters for you to interact with and plotlines for you to participate in. Still some of the greatest interactions you will have and plots you become involved in are those you create for yourself. Will you be a stalwart warrior, a devout goodly cleric, an eccentric wizard or an unscrupulous thief?



The choice is yours alone in Realms of Adventure!

THINGS EVERY PLAYER MUST KNOW!

This section deals with rules that do not necessarily pertain directly to the game but must be addressed. We ask that every player read and understand these rules as they are necessary for the proper functioning of the game and to ensure that everyone has a safe, fun and memorable time with us. Violation of any of these rules will result in disciplinary action being taken. We reserve the right to bar entry of any individual who cannot conform to our rules, or purposefully detracts from the atmosphere we are trying to create. These are in no particular order and are mostly common sense. In any case you are responsible for knowing these rules so please take a few minutes now and read them for everyone's benefit.

•• RULES TO LIVE BY ••

Safety First. No one is here to get hurt. If you are going to perform any action, and there is any doubt in your mind as to whether or not it is safe, DON'T. It sounds simple and it is. We understand that accidents happen but these should not be due to negligence. Things like climbing trees and roofs should be avoided. Likewise always remember that the person/monster/whatever you are fighting against is not really your enemy. You are not trying to really kill or injure this person. A light tap does just as much damage as a hard swing, so go for speed not power.

Yellow Arm Bands. Most people want to come to Realms of Adventure to experience the excitement and fun that a weekend of LARP brings. Sometimes people have extenuating circumstances that make participation in combat inconvenient or impossible (A broken limb, pregnancy, sprained ankle etc.). These individuals have the option of becoming a noncombatant by wearing a yellow arm band. If you see someone wearing a yellow arm band **YOU MAY NOT UNDER ANY CIRCUMSTANCES STRIKE THEM WITH A WEAPON, A SPELL PACKET, OR IN ANY OTHER MANNER! DOING SO COULD RESULT IN EXPULSION FROM THE GAME!**

This is done to provide the safest possible environment for all our players. For all intents and purposes these individuals function as any other character would, and may be killed. In order to kill a noncombatant you must simply get next to them, point your weapon at their torso and say "I kill you". The individual must then drop to the ground (so long as doing so is safe in their condition) and begin their death count. They can still be administered a killing blow and are bound to all the rules of death etc. In fairness, non-combatants may not strike any other individual with a weapon, spell packet or any other way. You may only wear a yellow armband and be a non-combatant with approval from RoA, and should supply your own. RoA will not supply them. If you feel you need to be a noncombatant, please contact staff.

IT IS JUST A GAME. This one is sometimes easy to forget in the heat of the moment and occasionally adrenaline, lack of sleep or what have you can get the better of you. If you feel this happening, step back, take a deep breath, and remember it is only a game. We are here to have fun. If it is no longer fun, something is being done wrong.

Alcohol. Alcoholic beverages are strictly forbidden at Realms of Adventure events. This applies to **ALL PLAYERS EVEN THOSE OF LEGAL AGE.** Because of the fact that there will be players under legal drinking age and the fact that alcohol impairs judgment and heightens the risk of accidents alcohol will never even be allowed on site. Likewise many of the camps and locations Realms of Adventure uses forbid alcohol. The policy is zero tolerance and will result in you being asked to leave the event at the very least and in the case of it breaking rules of the camp Realms of Adventure is a guest at, you will also be turned over to someone in authority to be dealt with.

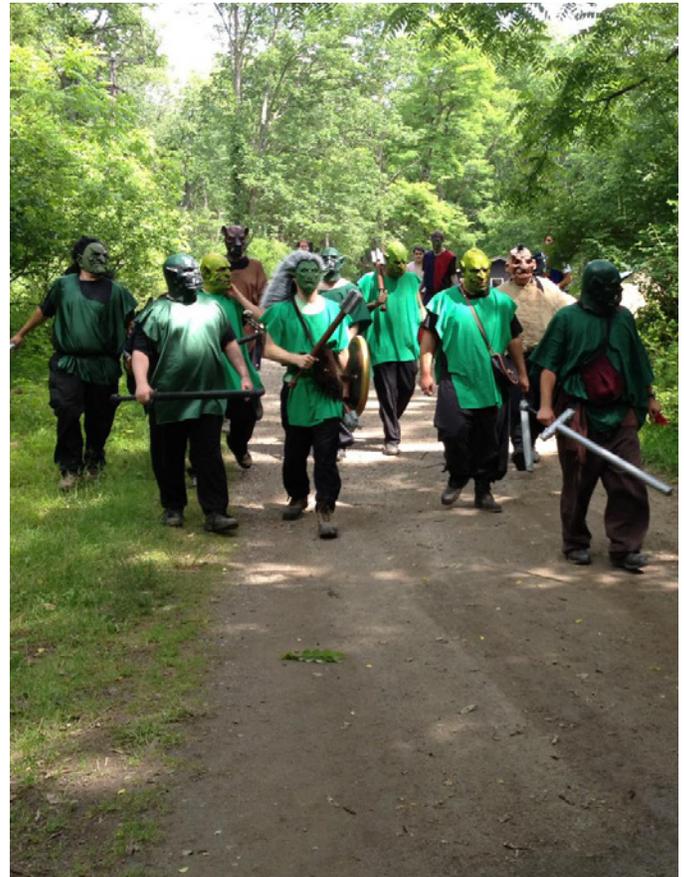
Drugs. Absolutely NO illegal drugs are permitted at any Realms of Adventure functions including regular game weekends and any Realms of Adventure sponsored events. This includes the intentional or illegal misuse of prescription or nonprescription drugs. **THOSE FOUND IN VIOLATION OF THIS POLICY WILL BE PERMANENTLY BANNED FROM GAME AND PUNISHED TO THE FULLEST EXTENT OF LAW.**

Drugs impair judgment, damage health and present a precarious legal situation that will not be tolerated. No warnings will be given.

Health Concerns. If you have any medical conditions or allergies or you are taking any medication, please let the staff know so we can be aware of it.

“Live Steel.” No real weapons of any type will ever be allowed at Realms of Adventure events. This includes but is not limited to guns, knives, swords, axes, arrows, nunchaku, throwing stars, etc. There will be no reason for you to have any of these items in the camp, and in most cases they are forbidden in the camps we frequent. If you are unsure about something, do yourself a favor and leave it home.

Cleanliness. This applies to your person, the area you are staying in and the campsite in general. The first part should be obvious. Please try your best to maintain good hygiene. Everyone will thank you for it! On the second and third points we usually use a boy scout camp, and even in the instances where we do not we will still adhere to boy scout rules “Leave your campsite cleaner than you found it”. Make sure your tent/cabin is clean and you leave your area in good order and take away all your garbage. Everyone must pitch in at the end of the event and help clean up. When everyone helps this is a fast and painless process. At the end of the event you should sign up for a cleanup duty and have the person you are reporting to sign off when this has been complete. If you forget to have this done or leave without helping you will not get points for the weekend. Additionally if you do not clean the area you were staying in you may be fined! Please let’s all pitch in and get it done!



Physical Contact. The only physical contact allowed at RoA is through the use of boffer weapons and/or spell packets and a tap on the shoulder in the case of skills requiring it.

Stay in Character and Role-play! In order for the atmosphere of the game to be truly fun and allow everyone to get into the game, everyone must stay in character. You must act as the character you are playing at all times game is on. Always look, speak and act the part. Do not talk about out of game things like cars, mutual funds, hockey games, computers, watches etc. When you do this it instantly brings us out of game and ruins the moment. You may not go out of game without authorization from staff. This is reserved for medical conditions or other similar situations. Do not sit in the tavern and have an out of game conversation as that ruins the role-playing for everyone around you. Since there is no “out of game” in this manner, do not expect that if you are attacked, surprised or what have you that you can just say “Out of Game!”. That will not work.

***Note - Game runs until 3AM Friday night and it is game off from 3:01AM until 8:59 Saturday. Saturday game runs from 9:00 - 3:00 AM, and game off is again from 3:01AM - 8:59AM. On Sunday game runs from 9:00AM until approximately Noon or 1:00 pm (Sometimes later). During game off you cannot be attacked, robbed etc. This is so everyone (including cast and staff) has adequate time to rest and recuperate. We have found this makes for a better game for everyone. If you are on a cast led module past 3:00AM, the game on time for you may be extended. Best judgment is used here.**

At 3AM there is no combat etc, HOWEVER you are free to stay up and roleplay the night away if you desire! At game off, major areas such as the tavern, become a place where people congregate out of game to share the joys of the evening. If you want to continue roleplaying after the official game off time, you are absolutely permitted to do so, though you may want to seek a less public area.

Taking items in-game. The only items you may steal at RoA are in-game items. In other words you may take game coins, gems, jewelry and props that are properly tagged or stamped. Coins, potions, scrolls and gems will be identified for you at the new player briefing; all other items must have tags. The way tags work at RoA is like a stop light; a red tag means "STOP, you may not remove this item," a yellow tag means "CAUTION, you may remove this item but must hand it back in at the end of game," (if the item is a valuable item it will be held by cast and given to you at the beginning of the next event you attend. This is to prevent valuable props from leaving the game and getting lost), a RoA stamp means "GO, you may take the item and hold it in your possession." If an item has no tag on it, consider it a red tag and leave it alone. In your many adventures with us you will come across valuable items that you can take and use or sell. Many items however are merely props used to enhance the overall atmosphere of the game.

Theft. Similar to the above item but this is the really bad one. You may not steal anything that is considered an out of game item. This includes food, drinks, clothing items, real world money or valuables, and prop items. While searching you may come across an amulet. If there is no tag on it, consider it a prop item and leave it alone. It probably belongs to someone who is using it to enhance their character costume or cabin and is not meant to have in game value. **This rule also applies to boffer weapons!** This is important because we know some games allow you to take these. We at RoA debated this for some time and the ruling is that since boffer weapons are personal property they cannot be stolen. Some people put a lot of time and effort into making their weapons or spend a lot of money buying them, so to avoid any issues it is better if they aren't taken. Also someone may have put a weapon away in their cabin because it has a flaw that makes it unsafe. If you take that weapon you may not know this and cause an inadvertent injury. No one wants that. Finally, we try to promote something of a family atmosphere at RoA, and this family has no room for real world thieves. Just like you learned when you were a kid, if it doesn't belong to you don't take it!

Searching Out of Game Areas. Similar to the above item and equally as bad. You may not search areas that are designated as out of game. This includes the areas under someone's bunk. This is where people store their out of game gear and don't want you going through it. Likewise if you hide in game items under your bed with the intent to safeguard them for your use later in the game it is cheating. All items you wish to bring into game at a particular event must be carried or hidden in game. If you left some healing potions out in the car or under your bed and by Saturday you realize you wish you had them, they cannot magically appear. Cheating of this form will not be tolerated.

Destruction. If you intentionally or negligently break anything at the camp we use you will have to pay for it and depending on severity may be asked to leave the event or banned permanently. Remember that we are guests at the campsites we visit, and they can revoke our privileges at any time. If you accidentally break something please LET STAFF KNOW. It is much better than us getting an angry phone call from the camp ranger.

Sexual Harassment. RoA is a coed game. Sexual harassment is a crime and criminal charges can be brought against you if you perpetrate it.

General Harassment. Any sort of harassment based on out of game reasons such as race, age, sexual orientation, handicap, appearance, weight, income, athletic ability or any other reason will not be tolerated. This does not include a dwarf making a derogatory comment about an elf. This is regarding real world situations and attributes. If you feel someone is harassing you for an out of game reason please notify staff IMMEDIATELY.

Disrespect and Disobedience. This includes but is not limited to lewd conduct, excessive swearing, fighting and arguing out of game, arguing with or purposely disregarding staff, and causing any situation that is deemed unsafe or disruptive. This will result in disciplinary action ranging from a warning to complete expulsion from the game based on the particulars of the offense. If you feel someone is being unfair to you, notify a staff member and they should be able to resolve the situation.



Using Skills You Don't Have. This game is based on the honor system. When this starts to break down the game loses its fun for everyone involved. If you use skills your character does not possess, or use skills you have more times than you are allowed to, you are cheating. You may get away with this once, or twice, or even more, but rest assured you will get caught. If people know you as a cheat they will not enjoy playing with you. If staff receives complaints about you, you will be observed. If it is discovered you are cheating you will face disciplinary action ranging from a warning to complete expulsion from the game based on the particulars of the offense. You must carry your character sheet at all times and the particulars must match the skills you are using. If you say "parry" 9 times and only bought the skill twice, you will be called on it.

Counterfeiting. Again, this game is based on the honor system. We try to obtain a variety of coins, and props representing "treasure" and other items for you to enjoy during your adventures with us. If you reproduce, create or purchase any in game money, gems, alchemy components, scrolls or any other items you are cheating. This applies to a person obtaining items, OOG, without having the IG means to do so. For example if you have some skill that allows you to "create" an IG item, the particulars of the skill should be followed. **If it is discovered you are cheating you will face disciplinary action ranging from a warning to complete expulsion from the game based on the particulars of the offense. Most likely if you are caught red handed you will be banned on a permanent basis. You have been warned. Sorry to be so blunt, but this undermines the game and our honor system to such a level it cannot be tolerated.**

Disguises. You may not use fake beards, wigs, teeth, ears, masks or any other disguise to conceal your in game identity unless you have permission of staff to do so. The reason for this is that since we need these items to portray the multitude of people you will meet in a given weekend when someone else sees you in a beard or something of that nature they will naturally assume you are a different character. If you wanted to put a cloak over your head and conceal your face, or cover your elf ears with a headband to appear human that is legal. If however you removed your ear tips and you are an elf who wanted to appear human, or were a human who wears a fake beard to appear to be a dwarf that is not legal. These are considered cheating. Lastly you may not change your costume without approval from staff. If you are wearing a different costume people will assume you are doing NPC duty or otherwise portraying a different character. You may add to or enhance your costume over time, but it must be made inherently obvious that you are still portraying the same character.



IG vs. OOG. At Realms of Adventure, as with any role-playing game, there is often a fine line between in game and out of game scenarios and knowledge. What is very important for all players AND cast to do is separate the two. For example if you are on cast duty as a goblin and one of the goblins you are with decides to rob your cabin, you may not stop him. Additionally when your cast duty shift is over and you are back out as your character you should act as though you do not know what has happened. If you overhear two players at the pizza place after game talking about how they robbed the mages guild you cannot run to the authorities next game based on this information. This is in poor taste and is considered metagaming, sometimes referred to as “cheese” (short for cheesy). When people use information they gained out of game for in game purposes it damages the integrity of the game and makes a lot of people upset. For this reason **METAGAMING IS CONSIDERED CHEATING!** If you are caught metagaming and do not correct your actions you will face disciplinary action based on this. This does however strengthen the point about staying in character at all times during the game. If you and a friend are talking about how you killed a merchant out in the woods, you never know who might be listening! If someone hears you during game it is considered that your character said it! There are no take backs, and no “I meant that OOG!”

CHARACTER CREATION - A BRIEF OVERVIEW

Creating a character for a LARP is very much like making up a character for a story. If you have played tabletop RPGs you may already have some experience with this. Every well-developed character should have attributes and detriments. Characters have certain knowledge and skills, motivations and behaviors that are uniquely theirs. While we read a book or watch a movie or TV characters often show us, if only for a moment, a glimpse into what “makes them tick”. Most often the best and most memorable characters have complex personalities with multiple dimensions. When designing a LARP character keep these things in mind.

Make your character so that you will have fun playing him and hopefully others will enjoy interacting with you as well. The more definition you put into your character the easier it will be for you to role-play and the more real your character will seem. If you are Ugg the barbarian fighter with nothing but combat skills, you speak to no one, and do nothing but fight it will probably not be fun in the long run. Do not feel locked into titles or descriptions. If you are a mage it does not mean all you have to do is cast spells and focus on magic, maybe you enjoy getting right up front and fighting with your staff! If you are a fighter you do not have to be one-dimensional, maybe you are trying to become a wealthy merchant and for now being a mercenary gets you good contacts and helps pay the bills.

At Realms of Adventure, character creation is a fairly simple process where you the player, get to make the major decisions about your character. In order to generate characters for the game, RoA uses a robust point based system that allows every player to create and develop their character in a way that they see fit.

Every skill is assigned points values which have been balanced throughout to make the game flow smoothly. Additionally every player begins with the same amount of points so the system is fair with random luck having almost no place in it. (The one exception to this rule is in the determination of starting spells, covered later). As you continue to play your character, you gain more “experience” in the form of character points. In this way you can measure your character’s progress in points as well as accomplishments.

At Realms of Adventure, every player begins the game with 12 character points. If the player submits a detailed character background, in writing, by the beginning of their first event, they will receive an additional 3 character points for a total of 15. It is preferred that these backgrounds be submitted by e-mail as a Word or other compatible document two weeks prior to your first event. If this is not possible, a typed or VERY NEAT, LEGIBLE hand written background is acceptable. Writing a background is to your benefit, and the earlier we receive it the better. This allows us to write character specific plots and tailor the game to our players.

Every time you participate in a full weekend event you will receive an additional 3 character points, and if you submit a “Post Event Letter” in the specified time (usually two weeks before the next event) you will get another 3 character points. In this way your character can gain up to 6 character points worth of experience in a weekend. Once again a PEL (Post Event Letter) is greatly to your benefit to complete. It lets us know what you liked, what you didn’t like, and is a great place to tell us about goals you have set for your character, what types of things you’d like to learn, what kind of activities you’d like to participate in and again gives us the ability to write plot for you! Basically it is best said as the more you give us, the more we can give you! If you never tell us what your character is like or what he wants to do, we will have a hard time providing what you will enjoy.

1) Choose your race/culture.

Decide what race you would like to play. Read through the descriptions and see what appeals to you. Try not to gravitate towards a particular race solely because you like the advantages they get. Choosing a race will determine quite a bit for your character so try to choose wisely!

Every race has their own particulars such as culture, typical traits and classes available. If you choose simply to be a human, this is by no means dull! There are 9 distinct cultures from which you can choose! Additionally if you have an idea for a different culture you can work with staff to make sure it fits in the game. There are many open areas on the map with room for hundreds (or more) of towns, villages and shires. This was done intentionally to allow for player creativity.

2) Choose your class.

Once you have chosen a race, you will notice that at the bottom of the racial description is a list of available classes. Typically, these are the only classes available to a member of a specific race or human culture.

3) Decide on your character's name.

Try to choose a name that you think would be reflective of your race and/or culture. Most people in the fantasy world of Realms of Adventure have a first and last name, but this is up to you.

Try to avoid obviously modern names like Bob, Bill and Ted. These may be rejected as they will be seen as harmful to the game since they bring us back to the mundane world which we are trying to leave for the course of the game. Likewise avoid names like "Orcslayer," and "Swordmaster" unless they are earned titles or nicknames from your background. Think about it logically. What parent would name their child such a thing? Lastly avoid stale, cliché, fantasy names like Conan, Merlin, Raistlin, and the like. These will not be allowed for the same reason modern names aren't.

A good rule of thumb is if the name has entered modern culture or has appeared as a main character in more than one fantasy novel, avoid it. If you choose a Highlander and insist on your last name being MacLeod, rest assured people will know where you got the idea. Lastly try to pick a name that is easy to remember if you can. During an event you will meet A LOT of people and remembering names can be difficult!

4) Decide if your character is devoted to a particular faith.

A number of fictitious deities appear in the world of RoA. Most characters believe in their existence and some choose a patron. If you wish you may choose your patron at the onset and it could affect you in-game. If you are unsure about the deities it's probably best to wait and see what the faiths are like in-game before deciding. You can choose any time you wish. Also, you may choose not to follow any deity at all or even deny belief in them at your option.

5) Choose starting skills.

Every character begins with 12 character points, or 15 if they have submitted a detailed background. These points can be spent on any of the skills listed under your chosen class. Some skills are available to only certain classes (For example only fighters and monks can learn the skill slay), whereas some skills are available to everyone (For example Craft: Tanner). Generally speaking there are certain skills a given class excels at whereas another class can buy the skill but it is more difficult for them and thus the points cost is higher. Make sure you add up the points from the correct class sheet!

When choosing skills also consider the column entitled "Self-taught". Beginning characters can choose any skills on their starting lists, so long as they meet the prerequisites for the given skill. Once you enter the game you may only purchase skills that have an entry of "Yes" listed under "Self-taught". If the entry is "No" you must be taught the skill in-game by a qualified teacher. This usually is not very difficult to do if you ask the right people. This is mentioned because it may be a factor in choosing starting skills since at the onset teachers aren't required as it is reflective of all you have learned up to your arrival in town.

Every character begins with 1 health point (unless they have a bonus based on race). It costs 1 character point to gain one additional point of health. Some characters such as mages and clerics have special areas to put there points into. For example, in the case of mages they purchase mana at the ratio of 3 character points to 2 mana points. A character with spell casting powers begins with zero points in the given attribute (mana, piety, favor) and must buy points to power their spells. Don't forget about this!

6) Write your characters background.

This will get you 15 character points to start instead of 12. Also it allows us to write plot for you.

7) Send your information to RoA.

Hopefully we will have an online character submission working soon. In the meantime you can e-mail your character to us at updates@realmssofaradventure.net, and your background (preferably attached as a word or text file) to us at backgrounds@realmssofaradventure.net. You can also mail us your character information and history separately or along with your preregistration.

Please give us at least 3 days if you e-mailed your information and we will e-mail you back to let you know we received it. If there are any problems we will let you know as soon as possible. If you put it in the mail, we regret we will be unable to let you know if it was received unless you enclose an e-mail address or a self-addressed stamped envelope.

8) Rewriting Your Character.

Although this step is not always necessary we felt it should be mentioned here. Once you start playing RoA you may learn things that change the way you initially thought about your character. Maybe you realize you love fighting and hate casting spells. Maybe you feel you chose your skills unwisely. Maybe you hate wearing tons of make-up as a Kelonian. Don't worry! You can rewrite your character in whole or in part at any time prior to your 4th event using a maximum of 50 character points, at which time any points you possess in excess of 50 will be automatically added to your bank. You can change race, class skills or whatever you want and not be penalized with any lost points.

We only ask that if the change is significant you explain it well. If you keep your race and class and just want to change skills, it makes no difference. If however you can suddenly cast arcane magic you may wish to explain it. If you change race you will need to redo your character background to reflect it. Sorry but you cannot start a character as a human and become an elf after an event without anyone noticing.



If you wish to change your character around or want to talk to someone about it feel free to email a cast or staff member. Once you make your changes however your character is locked and cannot be changed again. Likewise if it is your 4th event or later your character is also considered locked.

Note that this also applies if you make a new character if the first one dies. Basically when a character dies you are offered the opportunity to make a new one and often this is done on the spot at the event. Since it is a new character you have the same 4 event leeway to make a new one if the character does not meet your expectations.

NOTE - You may NOT rewrite your character as a multi-classed character unless that character is multi-classed.

WRITING YOUR CHARACTER'S BACKGROUND

At this point, you have probably gone through the rules, chosen a race and class, made a name for your character and chosen your starting skills. You are now almost ready to bring your character to the world of Realms of Adventure and try your hand at being a hero, villain or somewhere in between. Your class and race will help to determine costuming and your skills will determine what types of abilities your new character possesses. You have chosen a name for your character so you know how to introduce yourself once the game starts. Once you start interacting with people however you may find yourself having difficulty finding in game things to discuss. That is where a character background comes in.

If someone were to ask you questions about yourself there would be a whole host of things for you to talk about. You would be able to share details such as where you were born, how many siblings you have, what types of activities you like and dislike as well as many others. People would also pick up certain details about you based on your demeanor, sense of humor, habits etc. The same things should be true of your character. In order for others to see your character as an interesting, living, breathing part of the world he must have certain characteristics. Unless you have amnesia it's fairly boring to talk to someone who doesn't know anything about themselves. Of course there are certain parts of your background you may wish to hide from others, but that is what makes the character real.

Your background is important because it gives people in game a reason to talk to you and allows you to get into the mindset of your character for the weekend. The best thing to do is to provide details about your character that others can ask you about. Think about the basics of your character's background as well as the extraordinary events. Think about what shaped your character into the person he is today. How did your character learn his skills? These are all important things to consider.

In writing your background it is a tool not only for other players but for the plot writers as well. One of the most exciting aspects of a live action role-playing game is not just simple interaction with the world, but the realization that events that are taking place around you are taking place because of you. Do you have an enemy who might show up looking for you? Did you steal a horse and money from a merchant in a neighboring kingdom and now bounty hunters are on your trail? Will your parents stop into town for a visit? Some of your favorite moments will be ones that would never occur without your character being there. When writing your background, give the plot team things they can use. Give details as above, but don't be afraid to leave loose ends and hooks that our plot team can use to write exciting plots for you and your friends! Was your family wiped out by a group of soldiers and the only thing you remember is their leader had a tattoo? Were you separated by your family at birth and been trying to reunite with them? Try to leave hooks but make sure you write in a way that you can recognize them if they are presented to you in game. (i.e. Did the man who killed your father have a tattoo on his left cheek?)

The basic thing to remember about your background is **the more you put into your character, the more you will get back**. The more you give the plot team, the more they can give you! By providing an interesting detailed character background, the team will be able to write stories for the weekend for you to participate in in addition to the normal plots running in a given weekend. If your background is very weak or nonexistent this cannot be done. Length of the history need not necessarily be a consideration. If you can write an interesting background in a page or two, go for it. Writing a ten page story that is bland, pointless and without hooks won't get you much either. A concise, well written, easy to understand, open story is best. When you are finished you can e-mail the story to us. Try to use MS Word or a simple Text file. Avoid using fancy fonts and small type.

Lastly, keep in mind that it is FAR easier for the plot team to write interesting stories for you when you pre-register! If we know you are coming to an event we will be able to plan for it and hopefully give you personal plot. If we are not sure if you will be at the game we may not write intricate plot for you for that weekend since we are not sure if you will be there to enjoy it!

What is your name? If you have not already done so, make a fitting name for your character. This is what people will be calling you all weekend! Try to choose a name that you think would be reflective of your race and/or culture. Most people in the fantasy world of Realms of Adventure have a first and last name, but this is up to you. Try to avoid obviously modern names like Bob, Bill and Ted. These may be rejected as they will be seen as harmful to the game since they bring us back to the mundane world which we are trying to leave for the course of the game. Likewise avoid names like "Orcslayer," and "Swordmaster" unless they are earned titles or nicknames from your background.

Think about it logically. What parent would name their child such a thing? Lastly avoid stale, cliché, fantasy names like Conan, Merlin, Raistlin, and the like. These will not be allowed for the same reason modern names aren't. A good rule of thumb is if the name has entered modern culture or has appeared as a main character in more than one fantasy novel, avoid it. If you choose a Highlander and insist on your last name being MacLeod, rest assured people will know where you got the idea. Lastly try to pick a name that is easy to remember if you can. During an event you will meet A LOT of people and remembering names can be difficult!

-How old is your character? Most times you will probably want to play a character that is the same age as you, but you may want to try someone older or younger. This can be a challenging role-playing experience, but before doing it make sure you think you can make it believable. If you put a streak of white dye in your hair it won't necessarily clue someone in that you are supposed to be 70 years old.

Where is your character from? Are you a nomad from Al'Hazir? A traveling gypsy? An Amazon from the island of Rythos? One of the first questions people will ask you is where you are from. Being able to answer this question and talk about your homeland will make your character more real.

What is your character's family like? Is your family still alive? Do you speak to them on occasion? Do they approve of your life decisions? Did you grow up poor or middle class? Were you separated from them? Are you seeking to reunite with them? Learn the truth behind their death or disappearance? Do you have a small family or a large one?

What was your character's childhood like? Were your formative years happy? Sad? Did you grow up in a Solinarian orphanage? Did you have many friends? Were you a quiet kid? Were you bullied?

What sort of education did your character receive? Where did you learn your skills? Were you a blacksmith's apprentice? A farmer? Son of a guardsman? Were you (or are you still) good at what you learned? Were you a slow study? Were you bored with the life of a farmer? Did you have any significant role-models?

What sort of exposure did your character have to others? Does your character have experience dealing with other races? Other cultures? Other religions? Has your character always wanted to see a Pixie?

What does your character believe in? Does your character follow a deity? Does your character believe in upholding the law? Sowing anarchy? Themselves? Others?

Why did you leave home and come to the frontier? What are your goals? What do you want to do here? Are you tracking down an enemy? Seeking fortune and glory? Running from your past? Running away from home? Seeking entertainment? Did Goblinoids destroy your village? Were you part of a caravan that arrived in town?

What are your character's morals like? Has he ever killed someone? Does he find killing easy or difficult? Is he a psychopath? A pacifist? Will you lie, cheat or steal? What circumstances would drive you to do these things? Would you sell out your friends and companions? Would you leave a wounded comrade behind so that you could escape? Will you defend your beliefs strongly? Would your character die for what they believed in? Do you have a code of honor? If so what is it?



What does your character like/love? Strong ale? Gambling? Fighting? Stealing? The solitude of the forest? An old flame?

What does your character dislike/hate? Wine? Thieves? Necromancers? Despoilers of the forest? A woman who scorned him? Orcs?

What is your character afraid of? Dying? Being left behind? Being poor? Goblins?

What are your character's strengths? Is he courageous? Intelligent? Good at merchanting?

What are your character's weaknesses? Can he not resist a bribe? Can he not say no to a pretty lady that requests help? Is he incapable of lying? Does he obsess over money? Is he drawn to shiny objects? Is he unlucky? Indecisive? Does he not know when to keep his mouth shut?

Where does your character see themselves in the future? A great warrior? A master thief? Head of the mages guild in a major town? A noble?

Are you arriving alone? Did you walk into town on your own or with friends? It is fine to write your background and tie it in with your friends who also come to the game as long as it's plausible. If you envision yourselves as an adventuring party and will be hanging out together anyway, you may as well consider this option. It is just important to remember 2 things: 1. Make sure that it makes sense within the scope of your characters and backgrounds & 2. If you know each other out of game it will be more challenging to stay in character. Try to separate the two and not start talking about your trip to Taco Bell before the game or the movie you saw the weekend before. This ruins the atmosphere we try so hard to create. You may also write in people who have already been coming to our game so long as you consult with them and the plot team before doing so.

.. THINGS TO AVOID! ..

Backgrounds Including Rape, Incest or Molestation.

We are not quite sure why, but often players are drawn to writing stories that include these topics. At best these are unsettling and could prove disruptive or very upsetting to people at the game. This is a fantasy game, but we believe that these topics go beyond the realm of good taste and are something that the plot team will not write about, even if vaguely veiled. Additionally we do not wish to have to ask any cast members to portray a rapist or a said victim under ANY circumstances. Be very careful of these things and avoid them whenever you can. These are serious incidents that happen to people in real life and there is no need for people to discuss these things when they play Realms of Adventure. If you are a Half-Orc character and you were the product of an Orc raid on a village that is all that needs to be said. Do not elaborate any more on the topic of rape. Any backgrounds that are graphic or descriptive on the above topics will be rejected.

Noble Titles or Birth; Inheritance, Items. This seems to be one that comes up a lot. If you were a noble and had more money than anyone could imagine why would you be adventuring? This basically comes down to a simple question, “Does my background grant my character anything that will give me power over other players solely based on what I have written?” If the answer is yes, take it out. We try to keep all starting characters on an even playing field. If your background gives you advantages outside that scope by including noble title, fabulous wealth, magic items and the like it will be rejected for you to revise. You could write your background to say you once had a magic item that was stolen and you quest to get it back, but this must all be done in game. The ONLY time this rule is flexible is if the plot team determines that the background is exceptional, the game could benefit from it and it fits into the world.

Strange Racial Combinations. Do not present a character that is Half Pixie, Half Dwarf or anything similar. These types of characters can present a logistical nightmare, and for this reason we ask that the only half-breed characters allowed in game are Half-Orcs and Half-Elves, both of which are described in the rules. The ruling is that only Humans may breed with these two races and other combinations are not possible.

Making Yourself a Moving Target. Do not make it so that every bounty hunter and thrill seeker in the world is looking for you for some convoluted “misunderstanding” that you yourself may not fully understand or be aware of. This is a guaranteed way to get your character permanently killed in a short period of time. Having an enemy is great. Having multiple enemies is fine. But if you make yourself too unpopular survival of the character is unlikely.

Ripping Off Your Story. It is ok to draw from books and movies for inspiration but do not carbon copy your character history from a character that already exists.

Leaving No Room to Expand. Always leave the plot team room to expand your story, fill in details and make it interesting for you!

Making Yourself a Major Player. When writing a background, do not try to make yourself a master thief, paladin, advisor to the king, son of a great well known hero or the like. This damages the credibility of yourself and the game. If you start with 12 character points and try to pass yourself off as a master wizard it will be seen for what it is, silly. You will have plenty of time to earn skills, titles, respect and fame (or infamy) while playing the game.



CHOOSING YOUR RACE

There are many different races and cultures living in the world of Realms of Adventure. Players can choose from one of the many different options presented in this section, or they may come up with their own concept in conjunction with the staff.

Players must follow the rules presented in this section when creating their character, but do have freedom to develop their character in unique ways that perhaps the game writers had not envisioned. That being said, there is no rule saying you could not be from a culture not listed here. Perhaps you are from a small clan of elves that lived until most recently in total seclusion and practiced a society similar to that of feudal Japan. Maybe you are a Pixie that was raised by Guari Elves, causing you to be confused about your own identity and place in the world. The possibilities are endless.

Additionally since this is a fantasy game, we understand that players want to develop their characters to be different than they are in real life. In real life one has no real control over certain physical attributes such as height, build etc. For this reason there are no real world restrictions on what race or culture you can pick. You can be a 6 foot tall Dwarf or Halfling, or be a heavyset Elf.

Does this affect roleplaying? Not really. We have tried this both ways, and if players adhere to the costuming requirements of their particular race/culture it is easy to recognize what race/culture they are playing. Dwarves have big woolly beards (in the case of a tall person wanting to play a dwarf real facial hair usually won't cut it, the prop beard is what will help others to identify you), Hobbits have furry hands and feet etc. When real life physical attributes determine the race one can play it often eliminates a possibility which someone really wants to play and that is not something we wish to do.

The real challenge in choosing what race to play is choosing one which you think will be enjoyable to role-play and hopefully be enjoyable for others to interact with. Do not select a race solely based on the advantages it bestows. In the long term you will not be happy, the role-playing will not be as much fun and it will become obvious to others why you selected that race in the first place.



Pick something you think will make a great character that will bring many events worth of fun. Read through the description of the race/races you are interested in playing. Do you think you can make a believable character you will enjoy role-playing all weekend long?

Pay special attention to the disadvantages. Are you willing to wear a Dwarf beard all weekend? Would applying and wearing makeup become a chore? Lastly think about the basic outline we have provided (full racial write ups are available once a race has been finally chosen, this includes hidden information and tips on playing that race) and see if you like their personality traits and mannerisms. These will help to define the character.

Racial Description

This gives a BASIC idea of how a particular race behaves, how they get along with others, and where they come from. There are also sometimes small bits of their history in the description.

Every race will have a full detailed write-up that will be made available when the game begins. This should be considered information that your character has learned about his race over the years. Some of the information will be knowledge to help you roleplay with others and you can tell about the achievements and history of your race. Other items are secrets that only members of your race would have access to. Do not be careless about dispensing this information.

Advantages

These are perks and bonuses available to members of a specific race. These are based both on the characteristics of the race and are a reward for taking on the challenge of addition costuming and potentially difficult roleplaying. The advantages listed must not break the rules of a particular character's class. For example dwarves get "+2 Health, Armorsmith OR Weaponsmith OR 2 purchases of any craft skill available to them." This means that while the average starting character gets 1 point of health, a starting dwarf character will get 3 points of health. The second part means the player gets a choice of one of three things: Armorsmith skill, Weaponsmith skill OR 2 purchases of a craft such as Craft: Miner. If a starting character is a fighter all of these options are available to him since all three skills are available on the fighter list. If however the player chose to be a rune mage, the ONLY option available of the three is craft skill, since that is the only one of the three appearing on the mage list.

Sometimes a race will have a special ability such as "Resist first charm per event". This is a special ability and need not appear on their class list. For any questions ask us!

Disadvantages

These are negative attributes pertaining to a given race. If you choose to play a given race these apply to you. Most often you will see a costuming requirement listed. This is NOT optional. If you want to play a specific race you must comply with the costuming so that others in-game will know what race you are portraying. Also it would not be fair for you to get free advantages without meeting the requirements. If requirements are not followed, you will be penalized or your right to play that race will be taken away.

Classes Available

At the bottom of the description of each race we have listed the classes available to members of that race. Not all races have all choices available, and some are more limited than others. Typically if the class is not listed here, you cannot play that class if you choose to be a member of a certain race.

Race Marshals

There will be members of the staff who are assigned as race marshals. If you have particular questions about a race, would like some pointers about a race or would like feedback on your particular roleplaying of a race, contact one of the marshals on our website.

Race Contacts

Sometimes you may be more comfortable asking some of the above questions of another player or would like a player to allow you to observe them more closely in-game, sort of like a coach. It is our intention to assign volunteers who have exhibited superior roleplaying of a given race, to positions as race contacts. These players will be able to assist you. If you have played with us before, and you are interested in becoming a race contact, let us know!

AGORIAN



Agorians are a highly intelligent ancient race of reptilians hailing from the southern reaches of the continent. There, nestled in the lush, steaming jungles and dry arid deserts lay huge settlements and cities of stone construction. The Agorian style of architecture is very similar to Aztec or Mayan, complete with giant carved sculptures and teeming pyramids.

These reptiles tend to be very logical and blunt, having little patience for beating around the bush. Agorians enjoy debating for hours and always like to learn new things. They will usually think a situation through fully before acting, sometimes to the annoyance of some more impetuous races. Due to their cool logic and frequent lack of humor, they have received a lukewarm reception from the other races. Many Agorians even go so far as to look down upon the mammalian races of the world considering themselves the oldest, wisest and most superior. Among themselves, however, it is interesting to note that the Agorian culture enjoys complete equality between the sexes and a quasi-republican form of government.

Agorians have an aptitude with most professions, making especially fierce warriors, crafty rogues and powerful spellcasters. They have a noble appreciation for the arts, especially song, but their lack of overall musical talent places the bardic profession out of their reach. Agorian scholars are well respected and there are even some of their kind amongst monastic orders.

Physically, Agorians stand within the same height range of the typical human. Their faces tend to be flatter than most mammalian races with mere slits for noses. Their skin is heavily scaled and is typically greenish in hue, though browns reds and blues are not uncommon. Agorians do have tails as well although many of them have taken to concealing this fact within their clothing. Their tails are useless and just hang limply. If broken off it will grow back within one moons time. Agorians also tend to be intolerant of the cold.

It has been rumored that the savage lizard folk encountered by other races are in some way related to Agorians. These creatures are of fairly primitive intelligence and will at times attack on sight. Many Agorians have refuted this rumor, sometimes angrily. Some scholars have theorized that this race is an earlier failed attempt at a race by the god Negoro, creator of the Agorians. No conclusive evidence either way has ever been found.

Advantages: +1 Health, Literacy, Resist the first disease inflicted upon them per event.

Disadvantages: Extensive Costuming: Agorians must appear reptilian. They are required that they wear makeup in shades of green, blue, brown, or red on any exposed skin and they should use prosthetics or makeup to appear scaled.

Classes Available: Cleric, Fighter, Mage, Merchant-Artisan, Monk, Rogue, Scholar

DWARF



Dwarves are a short stocky race standing half the height of a Human but considerably broader. Dwarves are found throughout the world and are a welcome sight in most civilized lands. Dwarves build small settlements above ground where they grow crops and provide areas for their livestock to graze. Usually these towns are ringed with short stone walls and a few guard posts.

These small settlements do not seem very impressive but they are just a small part of the truth, for beneath these settlements large towns and sometimes vast cities are tunneled through the very earth. To be allowed to visit these underground masterpieces is a great honor and should be regarded as such. Here the Dwarves carve out districts of stone for residences, shops, places of worship and gigantic memorials to their ancestors. Thousands of Dwarves will live in these interconnected cities and in case of trouble those above ground retreat into the underground stronghold to serve in its defense. These cities and towns are centuries old and have served the clans of Dwarves faithfully providing shelter, defense and access to their vast mines of ore, gems and the elusive substance known as mithril.

Dwarves are hardworking and industrious and take enormous pride in their craftsmanship. Usually Dwarves will only pursue a single craft such as stonemason, weaponsmith or jeweler although they often know a little about several crafts. Dwarves are thought to be the finest miners and smiths in the world and their wares are highly sought after. Each weapon crafted by Dwarven hands tells the story of its crafter, original wielder and often times is amended with some of the deeds of each. To mock Dwarven craftsmanship is a great insult whereas to praise it can make you a friend.

Dwarves are often stubborn and uncouth by the standards of other races, are easily agitated and have long memories of insults. Despite these character traits Dwarves are extremely loyal to friends and if one is in trouble there is no better ally to have than a Dwarf. For the most part they get along well with the other civilized races but have a deep hatred for all things Goblinoid. They also sometimes become agitated by elves due to a centuries old misunderstanding.

Dwarves have an aptitude towards several professions, making especially fierce warriors, and devout clerics and monks. Dwarves have little if any talent with the magical arts. The one school of magic Dwarves can begin the game with is Rune Magic, although it is rumored that other types of magic can be wielded by the wisest of Dwarves. Dwarves also do not perform well as rogues, but do make exceptional bards, at least by Dwarven standards. Dwarves appreciate music but this often consists of bawdy tunes and drinking songs. Dwarves also enjoy epic poetry and the retelling of battlefield heroics and the stories of the ancestors. Most Dwarves can name their male ancestor back at least 8 generations. Dwarves express their artwork through crafts such as carving, brewing, jewelry and weapon making. Dwarves are very fond of drink especially strong ales and bitter stouts.

Physically, Dwarves are half the height range of the typical human. They have broad shoulders and great strength. Dwarves are known for their stamina and can continue on under harsh conditions long after other races collapse from exhaustion. Dwarven armies have been known to march for days with minimal rest and rations and still win the day of battle.



A Dwarf's most apparent distinguishing feature is their long beard. ALL Dwarves have beards including the females, and it is a great source of pride and reverence. A Dwarf will never willingly shave his/her beard although females will often shape theirs or wear ribbons in them. The eldest of Dwarves are known as Longbeards. The length (and often times color) of a dwarf's beard is often the symbol of age and wisdom. Longbeards are revered and respected.

Advantages: +2 Health, Armorsmith OR Weaponsmith OR 2 purchases of any craft skill available to them. Note that the advantage must be picked from a skill normally available to their class, and if a craft skill is chosen both picks must be from the same craft skill.

Disadvantages: Costuming: Dwarves (including females) must have beards. Typically a fake beard is worn but if the player has a sufficient length beard it may be deemed acceptable by ROA. Role-playing: The very sight of Goblinoids (Goblins, Orcs and Bugbears) enrages you. If you encounter these creatures and there is no reasonable excuse not to (ex- They greatly outnumber you, a nobleman orders you not to etc.) you must attack.

Classes Available: Bard, Cleric, Fighter, Mage (Rune Mage ONLY), Merchant-Artisan, Monk

ELVES

Distantly related to the Fae, Elves are extremely long-lived and widespread. Although Elves typically have few offspring, their long lives and adaptability have allowed them to thrive in many parts of the world. There are five sub-races of Elves in the world of Adraveth. Players may be Dream Elves, Grey Elves, Guari Elves, Sea Elves, Wood Elves or Half-Elves. The last and final sub-race, the Dark Elves, are purely spiteful, evil beings and are unsuitable for starting characters.

Elf Markings

Elves are born with simple line markings symmetrical on each side of their faces beneath the eye area to differentiate them from each other. If a character has parents of two types of elves, the character will have the markings of the genetically dominant parent (ex – if a character is half wood elf and half guari elf, and takes the wood elf advantage, then their face will be marked with wood elf markings.) The colors are as follows:

Grey Elves: Silver

Guari Elves: Gold

Wood Elves: Black or brown

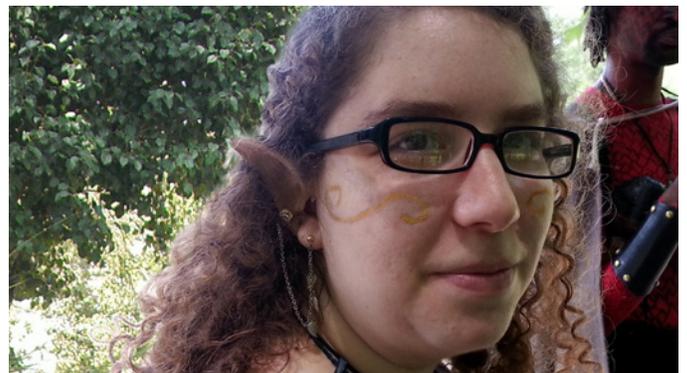
Dream Elves and Sea Elves: They do not have these markings as they are distinguished by their skin tones.

Half-Elves: Since they only have blood of one of their parents, half-elves do not have facial markings.

Examples of Elf Marks



Grey Elf Marks



Guari Elf Marks



Wood Elf Marks

DREAM ELF



Dream Elves are the children of Arrawiel, and until very recently, no one was aware of their existence. Most people of the world have never seen one and would be taken aback if they were to see one. Dream Elves are thus called, because for thousands of years they had been confined, albeit willingly, to the realm of dream.

One of Arrawiel's closest companions and advisers, and said to be one of the original gods himself, the Lord of Nightmares, ruled over his namesake portion of the dream realm for millennia bringing disturbing dreams and horrors to all mortal kind. It is unclear precisely when, and forgotten even by the most learned amongst Arrawiel's faithful, but the Lord of Nightmares attempted to seize control of the entire dream realm, and form it in whole into his own twisted and horrifying liking. Arrawiel may have been usurped were it not for faith and devotion of her children. The Lord of Nightmares was sealed back into his original pocket of the dream realm, and the Dream Elves pledged themselves the eternal guardians of this pocket, ever vigilant to contain the Lord of Nightmares in his gilded cage.

Prophecy spoke of a time the Lord of Nightmares would be unwittingly released and would attempt to subvert the mortal world into his new domain. The prophecy also spoke of those who would eventually triumph over and contain him evermore. At this time, the Dream Elves would be released from their vow, and could return to the mortal world. In the year 1110, the prophecy was fulfilled and Dream Elves once again began to appear throughout the world.

Generation upon generation of Dream Elves have born, lived and died never having left the dream realm. They maintained their own society which was very similar to those already existing in Adraveth, but all of their experience with the other races has been through glimpses of dreams and fractures of memories. For this reason, Dream Elves are very aloof and seemingly "disconnected" from the world around them. Truly they are strangers in a strange land, and this has led many to develop an intense wanderlust whereby they can explore and learn about their new home first hand.

With a population estimated to be only in the tens of thousands, this may prove to be problematic for the continuation of the race, as their young people spread to the four corners of the world. During their travels, Dream Elves display a calm curiosity about the world and will often ask seemingly obvious questions in the most dead-pan of ways. Sometimes this will give those around them the idea they are daft or being obnoxious, but this is rarely the case. Additionally, having spent so much time experiencing the irregularities of the dream realm, they seem to not display fear with the ease of other races, and can hide their emotions extremely well.

Dream Elves make excellent mages due to their innate understanding and acceptance of forces beyond typical mortal comprehension. Dream Elves also make fine fighters or rogues, and are well on par with the other races. Clerics are greatly important to Dream Elves and naturally Arrawiel is the deity of choice. In extremely rare instances, a Dream Elf will hear the calling of another deity. Bards are relatively common and highly valued as a means to provide entertainment and keep the culture of the race alive.

Since they have arrived in Adraveth, some Dream Elves have made great strides in the scholarly pursuits. While there are not a huge amount of scholars represented, those that find this calling tend to throw themselves fully into it, perhaps to make up for lost time. Many scholars are anxious to learn all they can about this previously unknown race, and will take on a Dream Elf as a student eagerly. This symbiosis seems to be working well so far, and Dream Elves seem able to fit right in with scholars despite their odd behavior, perhaps because scholars are often a bit eccentric themselves.

Dream Elves range in body type much as Humans do, but like other Elven types, they also have pointed ears and do not have facial hair other than eyebrows. Additionally, Dream Elves have pale light blue skin, sometimes with a silver or grayish tinge. Some examples might be periwinkle, cornflower or very pale azure. Dream Elves typically have lifespans of around 250 years. It is unknown at this time if Dream Elves can interbreed with Humans. Since Dream Elves just came back into the world, no Half-Dream Elves are known to exist. Player characters may not in any case be a Half-Dream Elf, since if any were to exist they would be too young to be suitable as a player character.

Advantages: May cast sleep as per the spell once per event (I send you to sleep 10 minutes), Resist first sleep spell or sleep poison per event, May purchase one use of the Courage skill at half the normal price for their class.

Disadvantages: Extensive Costuming: Dream Elves must wear pointed ears and should not have facial hair other than eyebrows. They are required to wear blue makeup on all exposed skin in shades of light blue (periwinkle, cornflower or very pale azure etc.). They may have silver glitter as an accent if they wish.

Classes Available: Bard, Cleric, Fighter, Mage, Rogue, Scholar

***Note: Dream Elves are an extremely rare and very challenging race to portray accurately. For these reasons it is restricted race and requires staff approval before creating a Dream Elf character. Generally speaking, new players will not be permitted to create Dream Elf characters. In order to play a Dream Elf character, you must notify staff via E-mail no later than 4 weeks before being created at game and a character background 2 weeks prior to play is mandatory, and we may decline anyone at any time for any reason. They may become capped at any time. If a cap in place it will be noted here and/or on the message boards as an announcement. You may check the status at any time by emailing staff. Please email staff with any questions.**

GREY ELF



Grey Elves are a rare and independent segment of the Elven race. Not nearly as common as Guari, Grey Elves tend to cluster together into communities rarely tolerant of members of other races or even other types of Elves. Grey Elves tend to maintain an air of superiority over other races, even the Agorians. Grey Elves boast that although they are the younger of the two races, they have accomplished just as much (some even claim more). When their Guari cousins took humanity under their protective wing, the Grey Elves warned against it and insisted it was foolish to teach Humans magic and other means that could one day be used against them. The Guari turned a deaf ear to this and the Grey Elves broke away from any but the most casual relations for centuries. To this day Grey Elves mock the decision of the Guari, quick to point out humanities quick breeding, reckless nature and lust for power.

Grey Elves excel in the magical arts and are among the finest mages in the world. Likewise Grey Elves value learning, knowledge and wisdom above all else and the scholar profession is another in which they excel. Grey Elves shun most physical labor and combat. Additionally they consider the rogue profession to be merely a guise for the unskilled that prefer to prey on others.

Their culture is well renowned, as is their frequent arrogance. In more racially mixed areas Grey Elves have been better about holding their tongues.

Grey Elves are typically a bit shorter and frailer than their cousins the Guari, but it is fairly difficult to distinguish between the two sub-races. The tell-tale sign of a Grey Elf is the silver markings present under their eyes. Grey Elves have pointed ears and no facial hair other than eyebrows. Occasionally they exhibit the peculiar trait of having gold or silver hair. Grey Elves while less numerous live even longer than Guari Elves, sometimes up to 500 years or more.

Advantages: Literacy, Resist first sleep spell or sleep poison per event.

Disadvantages: Costuming: Grey Elves must wear pointed ears and should not have facial hair other than eyebrows. They have silver markings along the cheekbones, under the eyes. Usually these markings are as simple as a pigmented line or slight swirl.

Classes Available: Cleric, Mage, Merchant-Artisan, Scholar

GUARI ELF



Guari Elves, sometimes referred to as common Elves, are the most numerous of their race in the world of Adraveth. They can be found in almost every town and city. Guari Elves vary widely in temperament but tend to get along well with the other races. These Elves find most other races, especially Humans, to be a curiosity.

Elves were already an old race when Humans first came into the world and immediately the Guari came to observe them and their behavior. The Grey Elves were far too concerned with their own affairs and the strangeness and volatility of humanity made them keep their distance. Wood Elves dealt with humanity only where need be, a habit that has continued for the most part to this day. Guari however became involved in Human affairs, teaching them some of the ways of the world and of the magical arts.

When the unsavory denizens of the world and the hordes of vicious Orcs and other Goblinoids descended upon humanity, it was the Guari who helped them to survive. Humanity was able to thrive under the watchful eye of the benevolent Elves. Humanity grew up from its childhood under their care. For this reason Guari and many Humans enjoy each other's company and can often be found in cooperation. Guari and Dwarves have had a history primarily of cooperation but of occasional violence. Dwarves have long memories but still most often offer Guari begrudging respect.

Guari enjoy leisure and pursuit of the arts above all else. Their bardic ballads and works of art are admired and respected throughout the world. They have spent much of their time involved in those pursuits that interest them and thus are able to perform any profession with great ability.

Physically Guari tend to be close in size to Humans and interbreeding is fairly frequent despite the fact that Elves will often live to be over 300 years old. Guari have pointed ears and no facial hair other than eyebrows. They have gold markings along the cheekbones, under the eyes. Usually these markings are as simple as a pigmented line or slight swirl.

Advantages: Resist first charm spell, OR charm potion OR charm skill per event.

Disadvantages: Costuming: Guari must wear pointed ears and should not have facial hair other than eyebrows. Guari have gold markings along the cheekbones, under the eyes. Usually these markings are as simple as a pigmented line or slight swirl.

Classes Available: Bard, Cleric, Fighter, Mage, Merchant-Artisan, Monk, Rogue, Scholar

SEA ELF



Sea Elves are the aquatic children of Oleandra. Most people of the world have never seen one and in many cases they are thought to be only a myth told by sailors and fishermen who've had too much to drink. Although they are rarely encountered on land, Sea Elves are very real, with a population nearly as large as the Guari. Rather than this population being clustered together however, they are spread throughout the oceans of the world.

Sea Elves are marine creatures, being found only in saltwater oceans and seas. Though they can survive in a freshwater environment and even breathe there, it is extremely unpleasant so they do so very rarely. Sea Elves need to immerse themselves fully in saltwater for at least an a few hours 3-4 times per week in order to maintain good health and prevent from developing painfully dried out skin. These marine elves can breathe equally well out of water as they can under it, but still very few venture from the depths.

All Sea Elves have some degree of fear towards exploring the world on land, but an intrepid few allow their curiosity to overcome this fear at least to some degree. They are somewhat familiar with the terrestrial world based on their exploration of sunken ships or spying on land dwellers from hidden coves or from under piers. Though they have a base familiarity with worldly items, the practicality or true understanding of these items often escapes them.

When Sea Elves do befriend land dwellers they are often very curious about some of the most seemingly simple items. Ignorance of land-born items or cultures will often cause confusion and occasionally get Sea Elves into trouble. For example Sea Elves have a fondness for alcohol often taken from bottles aboard sunken ships, but since they do not brew any themselves they have little experience or tolerance for it. Inebriation often will raise their curiosity while inhibiting their cautious natures.

Sea Elves should not be mistaken for uncivilized simpletons however. They form their own towns and cities complete with government and culture. Items and art objects crafted by sea elves are often of great beauty and fetch handsome prices (even though many people doubt their reported origins). Ancient tomes chronicle supposed visits by land dwellers to Sea Elven cities, though these reports can neither be confirmed nor denied. If they were the ramblings of madmen, a clever hoax or true reports made possible through magical means no one is certain.

Technologically speaking, Sea Elves make use of the natural materials they have on hand, crafting arms and tools from extremely hard coral or stone from the ocean floor. There are rumors of a type of metal the Sea Elves have discovered and jealously guard that is as strong as steel yet does not rust and is only half the weight of a comparably sized steel item.

Sea Elves make excellent warriors due to their natural strength and agility. Sea Elves also make fine rogues, being used to using stealthy tactics to avoid large predators or observe land dwellers from a distance. Clerics are greatly important to Sea Elf society and naturally Oleandra is the deity of choice though sometimes other deities are chosen. Entertainers are held in high esteem in Sea Elf society and occasionally their unique brand of bardic entertainment finds its way to the surface. Lastly, some do choose the path of Merchant-Artisan helping to promote trade between the various Sea Elven communities and sometimes the surface world. Most traditional magics and scholarly pursuits are out of reach because of the functioning of elemental schools under water or lack of ability to study the works of other races, Sea Elves own writing being limited to letters carved onto stone or other non-organic materials.

Sea Elves range in body type much as Humans do, but even the slightest of build possess great strength and fortitude based upon the density and pressure of living so deep in the water as well as the musculature required to be adept swimmers. Like other Elven types, they also have pointed ears and do not have facial hair other than eyebrows. Additionally, Sea Elves have 3-4 gill slits on each side of their necks and have deep blue skin, typically royal blue or a similar shade. Sea Elves are just as numerous as other Elves, but as previously mentioned they are spread out quite a bit more. Sea Elves typically have lifespans comparable to Guari (300 years). Unlike some of their Elven cousins, Sea Elves cannot interbreed with Humans and no Half-Sea Elves exist.

Advantages: +1 Health, Resist one water based attack per event (as per the Endure Elements: Water spell), Heal self only once per event (I heal my body 5 health).

Disadvantages: Extensive Costuming: Sea Elves must wear pointed ears and should not have facial hair other than eyebrows. They are required to wear blue makeup on all exposed skin in shades of dark blue (Royal, Navy etc.). They must use either makeup or prosthetics to depict gill slits on both sides of the neck.

Role-playing: Sea Elves are very curious about things they have never seen before, which is just about everything on land. A certain degree of naiveté should be present and something simple that most people take for granted, like a tree, a squirrel, fire etc. can provoke awe or even fear. Additionally since most Sea Elves are ignorant of other races, cultures or customs, it is a challenge to approach most things as if you are seeing them for the first time.

Classes Available: Bard, Cleric, Fighter, Merchant-Artisan, Rogue

***Note: Sea Elves are very rarely seen in the surface world. They are considered a restricted race and require staff approval before creating In order to play a Sea Elf character, you must notify staff via E-mail no later than 4 weeks before being created at game, and may require a mandatory character background and discussion 2 weeks before the event begins. They may become capped at any time. If a cap in place it will be noted here and/or on the message boards as an announcement. You may check the status at any time by emailing staff.**

WOOD ELF



Wood Elves are a lesser known and reclusive segment of the Elven race. Not nearly as common as Guari, they are more numerous than Grey Elves. Wood Elves take great pleasure in dwelling in the forest, living in harmony with its flora and fauna. Almost all Wood Elves worship their creator, Jerdano, and respect and guard his domain.

Wood Elves are often shy and suspicious towards other races until their character and general intent is known. Wood Elves will respect and assist those who regard nature as they do, and will unleash their wrath on those who do not. Wood Elves are particularly hateful of Goblinoids, who despoil the forests and kill those Wood Elves unfortunate enough to be caught alone in their path.

Rarely will Wood Elves enter and reside in towns unless it is absolutely necessary. In recent years and in the wake of the Goblinoid wars however, the youngest of their generation have often seen the best way to face the threat is to assist the other races. If more towns fall to the Goblinoids, it will only increase the base camps from which they can strike into the forest.

Wood Elves prefer to remain active and take solace in the forest. In more civilized areas, Wood Elves are often nervous and jittery, finding the other races confusing and volatile.

Wood Elves make excellent warriors and rogues using stealthy tactics to keep their forests safe. Although some do become mages, dabblers in the arcane are somewhat rare. Clerics are held in great esteem and Jerdano is the deity of choice.

Wood Elves are typically a bit shorter than the Guari, but possess much greater strength. Still it is fairly difficult to distinguish between the two sub-races. They also have pointed ears but do occasionally have facial hair. They have brown or black markings along the cheekbones, under the eyes. Usually these markings are as simple as a pigmented line or slight swirl. Wood Elves are less numerous than other elves and have relatively short (150 year) lifespans.

Advantages: Resist first root spell per event.

Disadvantages: Costuming: Wood Elves must wear pointed ears and should not have facial hair other than eyebrows (This latter part of the ruling is flexible however, as occasionally Wood Elves will sport goatees and mustaches). Wood Elves have brown or black markings along the cheekbones, under the eyes. Usually these markings are as simple as a pigmented line or slight swirl.

Classes Available: Cleric, Fighter, Mage, Rogue

HALF-ELF



Half-Elves are the offspring of a Human and an Elf parent. They do not actually have a culture of their own, rather adopting the culture they grow up in, either of their Human or Elven parent.

The life of a Half-breed is often a difficult one in which they are never truly accepted by either race and are seen as something of an anomaly. Still, Human and Elf pairings do happen and Half-Elves can be found anywhere Humans and Elves can.

Half-Elves are most numerous in the Twin Kingdoms, where Human and Elf pairings are common and widely accepted. The queen of the Twin Kingdoms is in fact a Half-Elf herself. Bigotry is still leveled against these Half-breeds in many parts of the world and sometimes even within the Twin Kingdoms itself, but Half-Elves often find acceptance among adventurers who in their own way are often seen as being different from the norm of their society.

When creating a Half-Elf character, the player must decide if their elf parent was Guari, Wood Elf or Grey Elf. Half-Elves have all professions open to them, but this is largely dependent on how and where they grew up. The professions available to the culture where they grew up will dictate the professions available to them.

Advantages/Disadvantages/Classes Available: This varies by parentage. A player should choose if he/she takes more after their Elven parent or their Human one. The advantages and disadvantages and available classes of the predominant parent will apply to the character. If for instance, the character tends to follow more along the racial traits of his Elven parent, he may take the Elven advantages but must also wear the pointed ears. It should be noted however that Half-Elves will NEVER inherit the facial markings present for their full Elf parent. This is often how Half-Elves are distinguished from full Elves.

FÆ



Fae are among the oldest races in the world being among the original creations of the gods. Fae have spread throughout the world but tend to dwell in deep forests and on the outskirts of Human and Elven civilizations.

Originally the Fae were rather reclusive and few people even knew of their existence. In those early days, Fae bent towards evil such as Trolls and Redcaps, gave up the hidden origins to the other peoples of the world. In more recent years, Fae have become seen even more often as the Goblinoid hordes have driven them from their homes and they have been forced to seek safety and shelter in the lands of more powerful races.

There are several sub-races amongst the Fae, but they all share common origins and society. They tend to be very secretive about this aspect of their lives and few people outside of their race know the full story. One thing is very clear though and that is the obvious hate the Fae have for Trolls and their ilk, and the feeling appears mutual.

***Note: Fae are a rare magical race that is subsequently few in number. There is a cap in place upon the various sub races based upon the overall player base which will increase as the player base grows. For these reasons it is restricted race and requires staff approval before creating a Fae character. If a particular type of Fae is capped, it will be noted in the description and/or on the message boards as an announcement. You may check the status at any time by emailing staff.**

BROWNIE



Brownies are the most often seen members of the Fae, mixing freely with the other races of the world and often taking up permanent residence in their towns and cities. Brownies love to buy, sell and trade and are often merchants or tinkers. Always cheerful, they have an excellent rapport with most other races although they can sometimes be frustrating to make deals with because of their tendency to seek strange items as part of the bargaining process.

Brownies usually disdain physical combat, but do make decent fighters and very good mages and rogues. Sometimes their exposure to other cultures, especially Human or Guari ones awakens them to a career as a bard. Brownies can also be found amongst the learned scholars as their love of trade does not apply exclusively to goods, but carries over to information as well.

Physically Brownies tend to be medium sized creatures with pointed ears. The thing that most distinguishes them from other races are brown and gold markings on the face, around the eyes and along the cheekbones. Sometimes this coloration also extends downward along the chin.

Advantages: One free purchase of Craft: Merchant, Resist first charm spell, OR charm potion OR charm skill per event

Disadvantages: Costuming: Brownies must wear pointed ears and brown and gold makeup around the eyes and along the cheekbones. Makeup may also be used down the cheek and near the chin. Other: Brownies may not use any two handed weapon other than a staff.

Classes Available: Bard, Fighter, Mage, Merchant-Artisan, Rogue, Scholar

PIXIE



Pixies are fun loving tricksters and the favored of the goddess Elantrai. They love practical jokes and having fun, sometimes at the expense of others. They seem to have a particular affinity towards Gypsies, Elves and other Fae, but get along well with the other races. Pixies are often too curious to be afraid of things that do not pose an immediate threat and often create more trouble for themselves than they can handle.

Companions of Pixies often find themselves bailing them out of precarious situations. The one fear Pixies cannot seem to overcome is that of undead. Pixies tend to have a unique, almost child-like way of viewing the world and can bring a smile to most anyone's face. They are thought to bring good luck to adventuring groups and are often sought out and their antics tolerated for this reason.

Pixies enjoy having fun above all else. Pixies will sometimes abandon their responsibilities if they grow too boring and are often easily distracted. Pixies make superb rogues, fanciful bards, and excellent mages. When the calling hits them, Pixies also make excellent clerics and although rare, Pixies can make skilled fighters relying far more on dexterity than strength.

Physically pixies tend to be on the small side but this is not always the case. Pixies often dress in very bright colors including vibrant reds, purples and pinks. Pixies have pointed ears (sometimes they look very large for them) and bright, sparkly coloring around their eyes. Occasionally Pixies will take small bits of common quartz, which they cut and polish, and wear it as facial decoration.

Advantages: Resist first charm spell, OR charm potion OR charm skill per event, Resist first sleep spell, OR sleep poison, OR sleep venom OR sleep skill per event.

Disadvantages: Costuming: Pixies must wear pointed ears and sparkly colored makeup around their eyes and Fae wings. Additionally they should dress brightly and may wear small craft gems near the eyes or elsewhere on the face. Role-playing: Pixies are very frightened of undead. Although they may participate in combats with them, the fear will persist.

Other: Pixies may not use any two handed weapon other than a staff.

Classes Available: Bard, Cleric, Fighter, Mage, Rogue

SATYR



Satyrs enjoy solitude more so than the other Fae, and are somewhat of a rare sight. They usually make small communities in the forest and mingle with woodland creatures, Wood Elves, druids and woodsmen. Satyrs are a very passionate people, sometimes losing themselves in their own emotions. Despite their peculiar ways and reactive states they get along well with most of the other races.

Satyrs see it as their duty to protect other Fae and their forests. They make excellent warriors, and extremely pious clerics, most often of Elantrai or Jerdano. Occasionally Satyrs will find their talents lie in the path of the bard. It has been reported that some monasteries have Satyrs as part of their order.

Physically satyrs are usually larger than other Fae. Satyrs dress most often in drab earth tones and simple functional garb. Satyrs have small pointed ears, small horns and fur-covered legs ending in hooves. Very often Satyrs wear facial hair such as moustaches or goatees.

Advantages: - +1 Health, One free purchase of Craft: Woodsman, Resist first charm spell, OR charm potion OR charm skill per event

Disadvantages: Costuming: Satyrs must wear pointed ears and horns. Additionally they must wear fur leggings and hooves. These can be crafted with a little ingenuity and faux fur.

Classes Available: Bard, Cleric, Fighter, Monk

GNOME



Gnomes are a short race standing less than half the height of a Human and usually considerably slighter of build. Gnomes are closely related to Dwarves and are often mistaken for them. Gnomes find this amusing whereas Dwarves are often irritated by it. Gnomes are found throughout the world in most civilized lands, but tend to not create their own settlements, rather becoming members of already existing communities of other races. Gnomes are not nearly as common as other races. Dwarves tend to protect and safeguard Gnomes, as this was a task given them from their god and creator, Hafur.

The Gnomes patron is Gundar, god of smiths, craftsman and invention, and for this reason Gnomes tend to excel in these areas. Gnome craftsmanship tends to lean towards useful items that are aesthetically pleasing. It is a rare thing indeed to find a Gnome weaponsmith, but many Gnomes craft beautiful suits of armor or more common items such as hinges, horseshoes and the like. These items tend to be of better quality and craftsmanship than most other races (even Dwarves) seem to produce. Gnomes are also natural inventors, providing previously unheard of solutions to common (or not so common) problems.

There are tales of a lost island of Gnomes where inventions of centuries past can still be found working as well as the day they were crafted. The island is said to be guarded by elaborate traps and mechanical guardians, but most dismiss it as a fable told to children before bed. Gnomes are usually cheerful and easy-going and are welcome companions in the tavern, on the road or in adventuring bands. They get along well with all of the other civilized races and have a tremendous ability to adapt to their surroundings. Prior to the first Goblinoid war, the Gnomes had some settlements of their own but these were quickly overrun and the occupants slaughtered. Gnomes have an innate fear of Goblinoids to this day.

Gnomes tend to lean towards the less physical, fighting oriented professions. Most Gnomes encountered tend to be scholars or mages, but there are quite a few clerics and rogues as well. Occasionally Gnomish bards are encountered and they are often very popular in Dwarven communities. Gnomes usually adopt the customs, dress and cultural identity of the civilization they are currently living in.

Physically, Gnomes have half the height range of the typical Human with a build and strength appropriate to their stature. Gnomes have small pointed ears and all Gnome males have beards. Females do not have beards, and for this reason they are often mistaken for Elves until they speak. Most Gnomes are not insulted by this fact and just see it as a logical assumption if someone makes an error.

Advantages: 2 free purchases of any Craft skill (Tanner, Merchant, Woodsman or Miner). Both picks need not be in the same craft skill.

Disadvantages: Costuming: Gnomes have small pointed ears and males must have beards. Typically a fake beard is worn but if the player has a sufficient length beard it will be deemed acceptable by ROA. Role-playing: Goblinoids (Goblins, Orcs and Bugbears) frighten you. If you encounter these creatures they are prone to make you jittery or nervous. Additionally, Gnomes often speak in a high pitched “falsetto” voice or in fast and excited tones. When portraying a Gnome every attempt should be made to alter your voice to sound appropriate.

Other: Gnomes may not use any two handed weapon other than a staff.

Classes Available: Bard, Cleric, Mage, Merchant-Artisan, Rogue, Scholar



HALF-ORC



Half-Orcs are the offspring of a Human and an Orc parent. These unfortunate beings are most often seen as an abomination, and their very existence is a constant reminder of a hated enemy no matter which culture they are in. Although there are occasional instances of true love couplings between Human and Orc, most often these are the product of Orc hordes rampaging through Human lands. They do not actually have a culture of their own, rather adopting the culture they grow up in, either of their Human or Orc parent.

The life of a Half-breed is often a difficult one in which they are never truly accepted by either race and are seen as something of an anomaly. To Orcs, these Half-breeds are weak, soft and take far too long to reach maturity and become productive members of society. To Humans these offspring are slow-witted and undesirable. Often Half-Orc children are aggressive and greedy, although it's unclear if this behavior is brought about by their Orc ancestry or in response to the harsh treatment they receive at the hands of most Humans. Half-Orcs reach maturity in two-thirds of the time full Humans do (typically by age 12), and very often find their way in the world at this time if not before.

It is rumored that there are a few communities in isolated areas where Half-Orcs congregate to be with their own kind, but these rumors have yet to be substantiated. Half-Orcs who do make their way in Human society typically do so in ways that exploit their strength, size and stamina as adventurers or performing odd jobs such as mercenaries, bouncers or laborers.

When creating a Half-Orc character, the player must decide what society they grew up in. If the character grew up in Orc society only fighter or shaman is open to them. If the character grew up in the Barbarian tribes of humanity either fighter, shaman or bard is open to them. Lastly if the character grew up within or on the outskirts of civilization they will usually be fighters or rogues, the skills that likely enabled them to survive. Some of these Half-Orcs find solace in the discipline and meditation of monasteries where their lineage is often overlooked or will find the path that suits them best is of a cleric, usually of Mhizrak or Gorvaak. Very rarely Half-Orcs will become bards, although finding a willing audience may prove to be challenging. Regardless of upbringing, Half-Orcs do not possess the ability to become mages or scholars.



Physically, Half-Orcs are burly, usually standing taller than the tallest Human, with broad shoulders, barrel chests and strong muscles. Half-Orcs can endure hardships very well and can work long hours, without food for days; some unscrupulous merchants have been known to sell them into slavery where they can often expect precisely such conditions. Half-Orcs usually have pointed ears and always have the tell-tale green skin. Often they have long protruding tusk-like teeth and numerous scars or deformities.

Advantages: +2 Health, Free 1-Handed Edged OR 1 Handed Blunt skill

Disadvantages: Costuming: Half-Orcs must wear dark green makeup. Additionally the more Orc-like they look the better! Half-Orc PC's should consider some or all of the following: pointed ears, protruding prosthetic (or painted on with makeup if done well) teeth, scars, warts etc. This will help the PC get into character and will help others to interact with them.

Roleplaying: Half-Orcs are social outcasts in most places. Be prepared as you may be treated as such.

Classes Available: Bard, Cleric, Fighter, Monk, Rogue, Shaman

HOBBIT



Hobbits, sometimes called Halflings, are the shortest civilized race standing less than half the height of a Human, smaller than Gnomes and slighter of build. Hobbits form large agricultural settlements and trade foodstuffs for items they need from other races. Hobbits do not often venture far from the town of their birth, but an intrepid few are born with wanderlust or a spirit for adventure. Also in recent days with rampaging Goblinoid hordes, more and more Hobbits are seeking the safety and protection of the larger settlements of other races.

Hobbits enjoy leisure activities above all else. Life is too short to completely lose oneself in work. Hobbits have an over fondness of food and will usually try just about anything they are presented with. They love their own brand of pies, cakes, stews, and breads but love the opportunity to sample the cuisine of other cultures. Hobbits enjoy huge celebrations and seem to throw parties for almost any occasion. It is said that there are at least 150 holidays on a Hobbit calendar. During these celebrations, the Hobbits feast, drink fine wines and ales, smoke pipes and tell stories that seem to grow with each retelling. Hobbits tend to have large families and the entire community watches out for each other's children and relatives.

Many Hobbits encountered outside their own towns are either rogues or bards. Hobbits are welcomed with open arms in many communities as they take their jovial spirit, songs and entertainment with them. This is a much-needed diversion for many of the common folk especially in these dark times. Even the Hobbits who are self-admitted rogues tend to focus their skills more on much needed adventuring skills such as disarming traps, so they too are welcomed.

Hobbits can also function as particularly devout clerics and often are seen in the service of Ibewinn or Elantrai, and more occasionally Jerdano. Although most Hobbits shun direct physical fighting, there are few who do recognize its importance especially in the face of Goblinoid hordes. This has led some Hobbits down the road of the fighter class although out of necessity they tend to focus more on technique than strength. Hobbits are fearful of magic and have little aptitude for it. They also tend to consider the path of the scholar to be boring and tedious.

Physically, Hobbits are the shortest of any race, standing less than half the height of a typical Human. They have small builds and are not very physically strong. Hobbits have small pointed ears, and the backs of their hands and feet are furry. They often go without shoes but even when they wear shoes the tops tend to be open and the fur sticks out. Hobbits are often on the portly side as well.

Advantages: Free Thrown Weapon skill

Disadvantages: Costuming: Hobbits must wear small pointed ears and have furry hands and feet. This can typically be achieved by getting faux fur (comes in small pieces from craft stores) and using spirit gum to adhere it. It can also be glued to the tops of shoes (Make sure you don't mind them getting glue on them!) to make it seem like the top is open and the fur is protruding. It is also recommended that the stomach area be padded to represent hobbit portliness.

Roleplaying: Hobbits tend to be cheerful, optimistic and somewhat lazy.

Other: Hobbits may not use any two handed weapon other than a staff.

Classes Available: Bard, Cleric, Fighter, Merchant-Artisan, Monk, Rogue



HUMAN



Humans are by far the most numerous and prolific race in the world. Their tendency to have several offspring and urge to settle new areas has helped them to become so widespread. Elven scholars theorize that since Humans are among the shortest lived; they possess a sense of their own mortality more keenly than do other races. For this reason they take risks and seek fulfillment where other races do not.

The land is dotted with small villages, towns and even a few large cities inhabited primarily by Humans. Humanity tends to be dependent on close social groupings for mutual protection and trade. Different civilizations complete with systems of government and social customs are found throughout the land.

Players may choose from the civilizations listed below or may develop concepts in conjunction with staff. As with all races, Humans are a diverse lot and these options present a guideline to assist the player in developing his/her background. On the map there are vast spaces intentionally left blank to allow players to develop their own unique concepts and smaller civilizations.

Note that when choosing a Human character, if the area/culture the character is from is not otherwise specified, the character will be classified as “Twin Kingdoms Human” for the sake of simplicity.



AL'HAZIRÍN



The land of Al'Hazir is a dry, desolate and unforgiving one. The race of men that lives here is one primarily brought up on hardship and taught to take nothing for granted.

Living alongside the Kelonians, many Al'Hazirins have a very similar lifestyle, of semi-nomadic tribes of people seeking fresh sources of food and water as well as shelter from frequent sandstorms. Still this exterior view of this noble people hides pockets of civilization where huge towns and small cities can be found adjacent to the sea coasts. Here, the people thrive in huge bazaars and marketplaces with all the hustle and bustle of any civilized place in the world. Goods from all over the world are bought and sold here, some of questionable origin and legality. Merchants arrive daily from distant ports sometimes carrying cargo as simple as sealed casks of water whose price can fluctuate as high as any other valuable commodity.

The people of Al'Hazir are a varied lot. Some of the noblest souls and most self-serving individuals call this place home. Brave and noble people dedicate their lives to the survival of the people as a whole. At the same time thieves and murderers prey upon foreign merchants and visitors.

The land is ruled over by a sultan and his word is law. The cost of breaking the law in Al'Hazir is extreme, with public humiliation and mutilation (such as the removal of the hand of a thief) being fairly common, but despite this Al'Hazir's cities can be as dangerous as the desert that surrounds them.

People from Al'Hazir often wear light-colored, loose-fitting garments. The style is very much like a layered robe with an emphasis on comfort. The light colors and material helps them to survive the blistering heat of their homeland and keeps sand out for the most part. Al'Hazirians can be found nearly anywhere in the world as traders and travelers.

Notes: Al'Hazir is a land representative of the Middle East. The people, customs and dress are as varied as the countries of the Middle East, and these should be used as a guide. Additionally, the people are interchangeably known as "Al'Hazirins" and "Al'Hazirians."

Classes Available: Bard, Cleric, Fighter, Mage, Merchant-Artisan, Rogue, Scholar

AMAZON



Amazons are a race of warrior women originating in the island kingdom of Rythos. These women are highly intelligent and take great pride in their abilities.

The legends tell of the time of the creation of all humanity that the god who had the biggest hand in the creation of the Amazons was Mhizrak, god of war. To this day the Amazons identify most strongly with Mhizrak as their patron and there is a large sisterhood of these women warriors known as the “Daughters of Mhizrak” who are renowned for their combat prowess, functioning as mercenaries from time to time. A large company of these women in fact has been engaged in battle with the Goblinoids for some time, being among the first forces to mobilize to meet them.

Amazons study not only the use of weapons but the strategy and tactics of war as well. The most apparent and obvious class choice for most of these women is fighter, followed closely by cleric (usually of Mhizrak). There are also a fair number of mages in their ranks. Since Amazons maintain their own groups and orders they do not become monks and scholars in the traditional sense, and these are often seen as weak. Lastly Amazons deplore thievery and treachery in all its forms and will never consider the path of rogue. They are a highly moral civilization, sometimes to the point of being naïve.

Amazons are highly civilized and cultured and although their kingdom is small it is thriving. There is a great sense of unity and cooperation that is not often found elsewhere. In warfare these women can be ferocious fighters, but they wage war with discipline and honor. Surrender will always be accepted (although a previously treacherous foe may not get the option), and they do not commit some of the savage acts other armies do such as razing the land, burning towns or eradicating civilian populations. Some say this is due to Attalia’s influence.

Although all PC Amazons MUST be female, there are in fact male members of their civilization. These men are almost never seen outside of Amazon civilization and even when they are they are quiet and subservient. It should be noted however that they are not exactly slaves. Amazon society exists as a type of rigid caste system, where men perform many of the tasks other civilizations delegate to women.

Notes: Amazons must be female and come from a female dominated society. That being said it is important to note that this does not necessarily make them hate or even look down on men when outside their society. They do regard the men in their homeland as second class citizens however.

Classes Available: Cleric, Fighter, Mage

BARBARIAN



Barbarians are a race of fierce tribes-people living in the Northern tundra and frozen wastes of Adraveth. Barbarians are somewhat primitive by most standards, loud and aggressive, lacking social etiquette and graces found in some of the other human cultures.

Barbarians often dress in furs and animal skins and occasionally rough-hewn clothing. Many tribes subsist mainly on hunting and foraging but a few do augment their diets by farming. Settlements of these people range from natural caves and tee-pee like structures all the way up to small but efficient villages made of earth and stone. Although most of these people never leave the shelter and support of their tribe, some will go and seek their destiny in the “lands beyond” which is how they refer to the world outside their frigid homeland.

There are many tribes of these people and customs do vary slightly from one tribe to the next. Sometimes tribes will have brief wars or rivalries but tend to share in common certain bonds that draw them to one another when found as strangers in more civilized lands.

Barbarians tend to be strong of body and will. The harsh conditions of their homeland make them shrug off many hardships other Humans would find unbearable. Barbarians tend to be very direct in their approach to problem solving and do not generally appreciate subtlety.

Barbarians see reading and writing as a waste of time and counter to their strong beliefs in oral tradition, where stories and learning are passed down from generation to generation. This does not make them stupid, they just value learning gained through wisdom and experience over that which is gained through books.

Barbarians are a close-knit people with strict family values and great respect for their elders. As a rule, barbarians are a very suspicious and superstitious people. Outsiders are often viewed with mistrust and this is not easily changed. Most “modern” things frighten or confuse them.

Magic is regarded with extreme aversion at best and provokes attacks on the caster at worst! The only magic barbarians will willingly allow cast upon them is shamanic magic. They will also use alchemy willingly as they see it as a gift of nature.



Barbarian characters should react VERY negatively if magic is used on you (Even if it is beneficial!) or in your presence by a mage, although this does not automatically mean you will attack. It is up to you to decide how to role-play this but it must be role-played. Clerical magic is seen as taboo and although they will not react as negatively towards its use as they do with magery, it will upset them, and they will most often ask that clerical magic not be used upon them.

Notes: Barbarians can be a fun but challenging race to play. Your character need not be stupid, but should lack formal education as such is not available in his/her culture. Costuming should be rough, with leather garments, furs, and hides helping to keep most in character. Metal armor should be avoided unless there is a good explanation for your character to have it. Many Barbarians will also decorate their faces with war paint or other makeup to appear fiercer. Try to avoid using blue where possible so as to not be mistaken for a Highlander. Additionally on magic, as stated above, Barbarians dislike ALL magic except shamanic. Arcane magics frighten them and may provoke them to attack, keep this in mind when creating your PC. Additionally Barbarians are not literate and will shy away from learning to read and write.

Classes Available: Bard, Fighter, Shaman

GYPSY



Gypsies are a race of people known in all lands, for they are given to wandering from one end of Adraveth to the other and then back again. Often regarded as vagabonds, liars and thieves they do not always receive a warm welcome as they travel. Many times however Gypsies are a welcome sight as excitement and merriment seems to follow wherever they go. Gypsies love to drink, tell stories, sing, dance and entertain the masses. When Gypsies are nearby people often seek the entertainment they provide, but keep their coin purses close and their children closer.

Gypsies make their living by begging for coins, working odd jobs, repairing items (tinkers), adventuring and entertaining - some even run circuses or acrobatic troupes. Additionally since they travel far and wide and hear many stories, they are often an excellent source of information. Gypsies dress in colorful, garish, usually clashing outfits and adorn themselves with all manner of jewelry, beads and bells.

Beneath the jovial, fun-loving exterior is a serious quality and if provoked, a searing anger. Gypsies tend to be good folk but are among the worst enemies one could have. If Gypsies feel they were wronged, cheated or seriously insulted one can often count on retribution. Most often a slight against one is seen as a slight against all, and if the charge is serious enough a person might find him or herself in quite a predicament! On the other hand a true friend to the Gypsies can always count on them.

Notes: Gypsies can be great fun to play, but can be difficult as well. It is a secretive society, with many rules and restrictions. As far as costuming, generally the louder the better. Bright colors and clashing outfits are the norm. Also consider some jewelry (This can be non-stealable prop jewelry solely for character enhancement), such as earrings (males and females) bracelets, chains etc. If it jingles it's that much better! Lastly you must at least attempt an accent, Romanian preferred.

Classes Available: Bard, Fighter, Mage (Only Fire/Water/Earth/Air), Merchant-Artisan, Rogue

***Note:** Gypsies are a rare race of people that if they were to cluster in large numbers in a particular area they would doubtless be run out of town. Additionally it is a very challenging race to portray accurately. For these reasons it is restricted race and requires staff approval before creating a gypsy character. Generally speaking, new players will not be permitted to create Gypsy characters. A character background 2 weeks prior to play is mandatory, and we may decline anyone at any time for any reason. They may become capped at any time. If a cap in place it will be noted here and/or on the message boards as an announcement. You may check the status at any time by emailing staff. Please email staff with any questions.

HIGHLANDER



As the name would suggest, these people hail from the rolling green highlands north of the Twin Kingdoms. To most civilized folk, Highlanders are just a small notch up from Barbarians - crude, uncouth and lacking social skills. Highlanders are in fact a strong, proud, fiercely independent group whose brave deeds and noble acts are the stuff of legends.

Highlanders organize themselves into clans made up of many extended families. Highlanders wear kilts and tartans reflecting the color and sometimes stature of their clan. Clansmen stick together and an insult against one is an insult against all. They will not hesitate to fight to defend their honor or that of a woman, and are generally fairly chivalrous.

Highlanders farm, raise sheep and cattle, and are generally self-sufficient, training their own smiths, wrights and other tradesman. A fairly simple, peaceful people Highlanders enjoy good company, good music and especially good ale. Buy a Highlander an ale in the tavern and he may tell you a tale; buy him two and you may be on your way to making a life-long friend.

Highlanders can be seen in the streets of the Twin Kingdoms where they come to trade and sometimes hire themselves out as mercenaries and bodyguards. In recent years Highlanders have become a more common sight in towns and cities as they join up with traveling armies fighting the Goblinoids.

Notes: For playing Highlanders, inspiration can be drawn from many sources but primarily think of the ancient Scots and in some cases the Irish. Kilts and tartans are not optional, although blue “woad” war paint is. Additionally Highlanders should at least attempt a Scottish (or Irish) accent. A great source of ideas and accents is the movie *Braveheart* with Mel Gibson.

Classes Available: Bard, Cleric, Fighter, Merchant-Artisan, Rogue

IPPONESE



Far to the east, at the very edge of the world, is the small continent of Ippon. It is a land and culture shrouded in mystery, with strange ways and customs. Since it is on a separate continent, Ippon developed independent of the other human cultures, accounting for many of the differences. Interestingly other races such as Elves, Dwarves and Fae have lived there for as long as anyone can remember, and some others have moved there in the past several centuries.

The continent has traditionally been ruled by different dynasties for thousands of years. The current ruling dynasty, the Sho-Hong, have been in power for nearly 300 years. The “Esteemed Emperor of the Sun” Hikaru Sho-Hong, has personally overseen the empire for the last 33 years, since he was 12 years old (although it is said his constables and advisers did much of the actual ruling and he was initially a figurehead). The empire is a prosperous one, family oriented and a popular destination for traders from far-away lands. All manner of exotic goods can be found in Ippon and although the trip is a long one, a successful voyage can be extremely profitable.

In the cities and towns the people live in relative safety and harmony. Of course there are law-breakers, but these tend to be dealt with swiftly and sternly. Outside of the settlements there are great expanses of wilderness and unsettled territory.

All manner of monsters, humanoids, and bandits can be found prowling for unsuspecting travelers. The land has been largely untouched by the Goblinoid wars with much of the fighting taking place on the main continent. Despite this many people from Ippon have found their way to the main continent as mercenaries and soldiers helping the other civilizations. It is theorized that if these lands are allowed to fall, the Goblinoids will surely attempt to invade Ippon. One problem the empire has had of late has been the mobilization of warlords challenging the empire from without and within.

Most professions are open to people from Ippon, and all are seen to have their place and value. Racial tolerance is widely practiced in Ippon and while walking the streets of the larger settlements, especially their capital city, Shotokai, a multitude of different races can be seen - many perfectly assimilated into Ipponese culture.

Notes: Ippon is based on a blending of various Asian cultures. The two figuring most prominently are ancient Chinese and Japanese with influxes of various other cultures. Clothing and style is very reflective of traditional Asian dress. There are many sources of information that can be drawn upon for inspiration both in books and on the internet.

Classes Available: Bard, Cleric, Fighter, Mage, Merchant-Artisan, Monk, Rogue, Scholar

SEKHEMITE



To the Southeast of the Twin Kingdoms lies the sprawling civilization of Sekhem. Her people were already ancient when the humans of Breckendorf were still uncivilized tribesmen.

The majority of the kingdom is covered in sandy desert, devoid of almost all life. In the north of the country is Lake Khameseneb, fed from waterfalls in the Dragonspine Mountains. Rushing from the lake is the River Ahkeshep. Around this lake and river is a thriving civilization with two huge metropolises and several smaller cities. Some distance west from the capitol is what is called the “Necropolis,” or city of the dead. Five mammoth pyramids, tombs of kings of the past, surrounded by smaller ones and various mausoleums and tombs lie in this valley as far as the eye can see. Most often this area is eerily silent, but various guardians lurk in the area, ready to defend the final resting places of their masters.

Sekhem has always been shielded from outside influence and invasion by its location, surrounded by ocean, mountains and desert. In recent centuries however, trade routes have opened up across the sea to Sekhem. With this influx of trade has come the diffusion of ideas and products from different lands.

Sekhemites are extremely protective of their territory and somewhat stand-offish towards other Human civilizations and other races. They are fascinated by Kelonians and see them as lucky to be around. This stems mostly from the fact that Sekhemites revere cats as messengers of the gods and Kelonians are so cat-like. Sekhemites are suspicious of Agorians due to a war that lasted nearly 50 years. Agorian scholars began invading the tombs of the Sekhemites in the necropolis and were met with brutal retaliation. The war has been over for 18 years but the Sekhemites have never gotten over it. Sekhem trades regularly with the kingdoms of the Dwarves and Al’Hazir. In the kingdom one can frequently see a Kelonian, sometimes see an Elf, Dwarf, Agorian or other Human, and rarely see any other races.

Sekhemites as a whole are very religious and clerics are seen as the noblest of professions, followed closely by mages and scholars. A fair number of able fighters and rogues also exist. There are also some Sekhemites found in monastic orders.

Notes: Sekhem is based loosely on Ancient Egypt. Styles of dress and adornment are often similar to Al’Hazir but can also be more traditional in style.

Classes Available: Cleric, Fighter, Mage, Merchant-Artisan, Monk, Rogue, Scholar

SOLINARIAN



Immediately to the west of the Twin Kingdoms lies the empire of Solinaria. Ruled by an emperor said to be insane, who claims divine right of the gods, Solinaria is highly cultured yet expansionist, militaristic and very territorial. Relations between Solinaria and the Twin Kingdoms have gone through various extremes throughout the years.

Solinaria began as a fairly small kingdom with limited representation from the people. Over time they have blossomed to nearly 10 times their original size, conquering local provinces and subjugating more primitive inhabitants and smaller civilizations. Several small wars and skirmishes were fought between the Twin Kingdoms and Solinaria, causing the Twin Kingdoms to cede some of its territory in a bid for peace. For the past several decades relations have been cool but peaceful.

With the onset of the third Goblinoid war, Solinaria remained in perhaps the best military situation to confront the menace and thus have become allies with most of the other civilizations. Solinarians are often seen as arrogant, self-serving and overly aggressive by the other races and human peoples, but their military might is unquestionable and their cultural advances enviable.

Although the empire of Solinaria is often seen by others in a somewhat negative light, her people are not very much different than the typical Human of the Twin Kingdoms, although with a better standard of living. Often Solinarians do have something of an air of superiority about them, but otherwise get along well with others. Other people do most often have difficulty separating an individual Solinarian from the empire he comes from, but they are tolerated in most places, if not completely accepted. Solinarians tend to be well rounded people, highly educated by the standards of most Humans, and multi-talented. Current and former members of the Solinarian legions are respected and often feared as deadly warriors. The Solinarian Academy of War, dedicated to Mhizrak is the most respected place to learn the ways of combat in the world. Solinaria is also home to other prestigious organizations such as The Crimson Fist (a monastic order).

Notes: Solinaria is very much like Ancient Rome during the Roman Empire, after the emperors took full control of the republic. There is a multitude of material and movies, such as *Gladiator*, which can be used to help get the creative process sparked for your character concept and costuming.

Classes Available: Bard, Cleric, Fighter, Mage, Merchant-Artisan, Monk, Rogue, Scholar

TWIN KINGDOMS



Humans of the Twin Kingdoms are the most common of any Human culture. The kingdom is centrally located and spreads across the land and encompasses many different geographical areas and climates. It should be noted that the Twin Kingdoms is united under one centralized government but is made up of two formerly separate, autonomous lands, Vondara and Breckendorf. Vondara is the traditional kingdom of the Guari Elves, and Breckendorf the seat of the first Humans who the Guari came in contact with.

After prospering alongside each other for centuries, intermarriage and cooperation became fairly commonplace and eventually the two united under one banner. Today the ruling family is primarily made up of Half-Elves and the population of the kingdom though mostly Human represents a large number of Guari Elves and Half-Elves. Additionally, due to its liberal policies towards strangers and central location, representatives of nearly every civilized race can be found there.

The Humans are very much like Humans of our own medieval and renaissance periods. The society is feudal but criminals are typically given a fair trial and the ability to seek representation. A knight judge or local lord is typically the individual that determines the penalty for the guilty.

People from all civilizations and walks of life pass through on a daily basis, offering many opportunities for adventure as well as commerce.

The Twin Kingdoms was recently embroiled in the throes of civil war. The citizens of New Calendale cast their allegiance with Queen Nehemiah, the daughter of the late Queen Calithandra. Meanwhile other parts of the kingdom had pledged support to Duke Allector Tallen, a powerful noble. Tallen and his supporters claimed Nehemiah was an imposter, believing she actually died years ago, and they have proclaimed Tallen king. As more evidence surfaced, it became known that Tallen masterminded the assassination of Queen Calithandra, in his bid to take the throne.

This led to more and more people joining Nehemiah's side, and her eventual victory and coronation. The terrible war was not without its price however, leaving death and destruction in its wake. The opportunities for advancement, fame and wealth are ripe as commoners are enlisted to patrol the kingdom's borders, fend off monsters and bandits, and help with the reconstruction efforts.

Citizens of the Twin Kingdoms are a diverse lot, and nearly all professions are open to them. The only exception to this rule is the path of the shaman which is viewed as uncivilized and backwater. In these years following the Third Goblinoid and Civil wars, the frontier and smaller outlying settlements are in constant danger from the rampaging hordes as well as opportunistic monsters, bandits and unspeakable menaces.

Notes: The Twin Kingdoms house residents of all the known races. The society is very much like the one of Medieval - Renaissance Europe. Costuming for a character from this area is fairly easy, with most medieval or renaissance garb being acceptable. If you are playing a race other than Human, make certain to check those requirements as well.

Classes Available: Bard, Cleric, Fighter, Mage, Merchant-Artisan, Monk, Rogue, Scholar



KELONIAN



Kelonians are a race of cat-like, semi-nomadic people originally hailing from the eastern reaches of the continent. The land of the Kelonians is one of seemingly endless deserts and sporadic oases. Many Kelonians are nomads traveling from place to place seeking water and other necessities, whereas some have built permanent settlements, which thrive along riverbanks and beside natural springs. Additionally Kelonians have mingled freely with the peoples closest to them, especially the Al'Hazirians and Sekhemites. Many Kelonians are born with wanderlust though and they can be found almost anywhere in the world especially since the incursions of the goblinoids.

The earliest contact with humans was with the people of Al'Hazir and Sekhem, and these first meetings with Al'Hazirians inspired many legends of the Kelonians being a type of were-creature, living on the outskirts of humanity waiting to snatch children in the night. With the passing centuries these myths have been debunked, but a certain sense of wonder does exist around the Kelonians. Sekhemites on the other hand, revere cats as messengers of the gods, so they have an especially congenial relationship with the Kelonians.

Kelonians tend to be very curious and mischievous. Kelonians enjoy riddles and anecdotes. Kelonians place high value on peculiar items and shiny objects and baubles.

Kelonians are also quite flighty, being fascinated by a simple child's toy for hours and then suddenly discarding it or being enthralled in deep conversation only to grow bored and walk away while the other party is in mid-sentence. Agorians are especially irritated by this behavior. Kelonians get along well with most of the other races although they are often viewed as peculiar and sometimes difficult to deal with. Pixies are especially fond of them. Still, Kelonians find their way into adventuring bands rather frequently and can be a great asset. Kelonians can be fierce fighters and loyal comrades.

Kelonians have an aptitude towards most professions, making skilled sometimes savage warriors, crafty rogues and powerful spell casters. The unique vocal structure of Kelonians makes the bardic profession impossible. Kelonians rarely possess the dedication or focus to pursue the path of the scholar or monk, but it does occasionally happen.

Physically, Kelonians stand within the same height range of the typical human. They are covered in fur, which can have various color patterns. They also have tails although these are often concealed within their clothing. Also like common cats they have sensitive whiskers and noses.

Advantages: +1 Health, Resist first 2 sweep or knockdown attempts per event

Disadvantages: Extensive Costuming: Kelonians must appear feline. They are required to wear makeup and/or prosthetics that makes them appear cat-like. Any exposed skin should be treated in this manner. Elements to enhance the costume may also include whiskers; a tail, leopard or tiger print clothing, a mane or anything else to make the character look feline. Have fun with it-the better the costume the easier it will be to get into character.

Classes Available: Cleric, Fighter, Mage, Merchant-Artisan, Monk, Rogue, Scholar



CHARACTER CLASSES & MULTICLASSING

Choosing Your Class

When you begin your adventuring career with us at Realms of Adventure, you probably have some idea of what type of character you would like to play. Do you wish to be skilled at using different weapons and combat techniques? Would you rather hurl spells at you foes and learn the arts of the arcane? Do you wish to be a pacifist healer? Maybe you wish to pick a character who can do several different things, but is the proverbial jack of all trades master of none? Your character's class is a basic definition of the skillset that character possess and gives you an idea of what his main abilities are. By now you should have chosen a race for your character and the classes available to you are based on the race you have chosen.

You can choose to be of any class that is listed as an option under your character's race. Grey Elves for example are not allowed to choose the path of fighter. Your class will help you to define your character and you will notice that the different classes have different skillsets available to them. For example, though many classes can choose to have a weapon skill, none can buy the skill for as few points as the fighter. Also different classes have certain skills available exclusively to them. Your class is by no means the catch all and end all of your character. You can be a cleric who enjoys fighting or even a fighter who is more of a thug who acts in a thievish manner. The choice of how to play the character is ultimately up to you.

Multiclassing

Every character at RoA starts by selecting a single class for free. However, at some point during your character's career, you may find that you wish to branch out and acquire skills or abilities that are not available under your current class. The solution to this is multiclassing. At any time, you may spend 15 of your earned character points (points beyond the initial 12-15 you begin with) and purchase a second class for your character. With this purchase, you receive all of the benefits that the second class has to offer (higher maximum health, spell casting, more weapons available, etc.)

Any skill that appears on both of your class lists will be available to you for the lower of the two costs. Please be aware that this does not work retroactively. If you have a skill that was purchased under your first class and it appears for a lower cost on your newly acquired second class list, you do not get back the difference in costs. Skills that are listed as single purchase skills may still only be purchased by your character one time (not once per class). Skills that are listed as per period or per event are still only usable a number of times equal to the total number of purchases your character has of the skill (again, not per class). If a skill is listed as self-taught under one of your classes, but not the other you may consider it to be a self-taught skill for your character. There are no limitations as to which classes you may choose for your character (within the available choices for your character's race), but you may not have more than 3 classes (a 3rd class will cost you an additional 15 points).

Be creative and use the different classes to further your character towards the ultimate vision you have of what your character is. Multiclassing is not meant to be used as an attempt to buy skills at lower costs as the 15 points you have to spend to purchase an extra class will offset any points you might have saved. Feel free to contact staff regarding any questions you have about multiclassing.

BARD



Bards are traveling entertainers. Poets, singers, musicians, and tellers of tall tales all fall under this class. Especially nowadays, bards are a welcome sight almost anywhere for the diversion they provide from the drudgery of day-to-day life.

Bards are true jacks-of-all-trades having abilities in combat, stealth, knowledge and magic. Some bards ply their trade from town to town, whereas others make their living by distracting the crowd so accomplices can snatch the pouches of people in the audience. In any case, bards can be found in adventuring groups everywhere, which find their wide variety of skills to be a valuable commodity.

In order to use bardic magic, a character must sing and/or play an instrument, or at the very least carry a physical representation of an instrument in their hand and role-play its use while casting.

Like mages, bards cannot wear armor while casting their spells. To cast their magic, bards use chords as a mage would use mana or a cleric would use piety. Bards buy chords at a ratio of 3 character points for 2 chords. In order to avoid fractional numbers, this must be purchased in 2 chord increments. If a starting bard does not purchase any chords at all, he will not have any starting spells and would need to learn bardic magic in game. If a starting bard does purchase chords, he will begin with the Light spell and three other random spells from the starting list.

Bards often compose great (and not so great) ballads singing the praises of heroes and casting scorn on villains. A unique situation existing with bards is that while entertaining they have complete freedom of speech, and it is generally understood throughout most civilizations that there will be no reprisal for this, even if they make a joke at noble's expense. This is not always adhered to strictly of course, and it should also be noted that this only applies to the bards act, and does not give them license to act inappropriately at will.

Maximum Health: 18

Chords: 2 Chords are gained per 3 character points spent

••• BARD SKILLS •••

• SKILL •	• COST •	• PREREQUISITES •	• SELF-TAUGHT •
1-Handed Blunt	5	None	Yes
1-Handed Edged	5	None	Yes
Alchemy	5	None	Yes
Appraisal	1	None	Yes
Armor Field Repair	4	None	Yes
Armor Smith	6	None	No
Backstab	6 then 3/3	None	Yes
Bow	4	None	Yes
Brawling	7	None	Yes
Burst of Strength	8	None	Yes
Claws	4	Kelonian only	Yes
Courage	10	None	Yes
Craft: Merchant	2	None	No
Craft: Miner	2	None	No
Craft: Tanner	2	None	No
Craft: Woodsman	2	None	No
Critical Backstab	4	4 purchased uses of Backstab	Yes
Crossbow	5	None	Yes
Daze	7	Blunt Weapon, Staff or Brawling	Yes
Decipher Script	10	None	Yes
Disable	8	None	Yes
Disarm	6	None	Yes
Disarm Trap	6	None	No
Escape Artist	6	None	Yes
Evade Trap	5	None	Yes
First Aid	6	None	Yes
Florentine I	5	None	Yes
Florentine II	5	Florentine I	Yes

• SKILL •	• COST •	• PREREQUISITES •	• SELF-TAUGHT •
Florentine III	7	Florentine II	Yes
Gemology	1	None	Yes
Hard Headed	12	None	Yes
Hard to Kill	12	None	Yes
Health	1	None	Yes
Health (11-14)	2	10 Health	Yes
Health (15-18)	3	14 Health	Yes
Killing Blow	2	None	Yes
Literacy	1	None	No
Literacy Other	4	Literacy	No
Lockpicking	3	None	Yes
Parry	4	None	Yes
Pierce, Edged	4	Edged weapon skill	Yes
Pierce, Missile	3	Missile weapon skill	Yes
Poison Tolerance	6	None	Yes
Polearm/Spear	6	None	Yes
Shield	6	None	Yes
Sixth Sense	8	None	Yes
Small Weapon	2	None	Yes
Staff	3	None	Yes
Sweep	4	Staff, Spear, or Polearm	Yes
Thrown Weapon	3	None	Yes
Waylay	5	None	Yes
Weapon Smith	6	None	No

CLERIC



Clerics are individuals who have chosen (or been chosen) to devote their lives to the service of their deity. Many deities exist in the world and most people believe in the existence of most if not all of them. Often times people will have one deity as their patron. Clerics administer to their followers and try to educate others about their faith and win converts where they can. As a reward for this dedication and an attempt to demonstrate their power, the deities themselves grant the cleric the ability to cast divine spells.

It should be noted that different deities are good, neutral or evil and each has his/her own agenda. Clerics can be humble priests administering to their flock or holy crusaders eradicating enemies of the church. Adventuring clerics are usually on quests or trying to test their faith and resolve in the face of adversity.

Clerics purchase piety, which symbolizes their devotion to their god. This piety is then used to power the various spells granted to them. Although clerics have relatively few skills to rely on, their power is the power of the gods themselves.

When a cleric starts the game, they begin as a petitioner, with no dedication to any one god. Of course a character may have leanings, but this is seen as a time for the cleric to learn more about the different gods and learn if their calling is truly there. They begin with the Light spell, Minor Healing and two other random spells from the starting list shared by all faiths. They may continue to learn any spells from this basic list, but it is not until they devote themselves to their god by becoming acolytes that the advanced list for their individual god is opened to them. Dedication as an acolyte is a process that must be undertaken in-game.

Unlike mages, clerics can cast spells while wearing armor. In order to cast spells however the cleric must be wearing a holy symbol of their deity if they are dedicated. Petitioners do not have this restriction.

Lastly it should be noted that although all weapon skills are listed under the cleric class, certain deities restrict their followers to the use of certain weapons.

Clerics buy piety at a ratio of 3 character points for 2 piety. In order to avoid fractional numbers, this must be purchased in 2 piety point increments.

Maximum Health: 22

Piety: 2 Piety are gained per 3 character points spent

••• CLERIC SKILLS •••

• SKILL •	• COST •	• PREREQUISITES •	• SELF-TAUGHT •
1-Handed Blunt	4	None	Yes
1-Handed Edged	4	None	Yes
2-Handed Blunt	5	None	Yes
2-Handed Edged	5	None	Yes
Alchemy	5	None	Yes
Appraisal	4	None	Yes
Armor Field Repair	3	None	Yes
Armor Smith	6	None	No
Bow	5	None	Yes
Brawling	6	None	Yes
Burst of Strength	7	None	Yes
Claws	4	Kelonian only	Yes
Courage	6	None	Yes
Craft: Merchant	2	None	No
Craft: Miner	2	None	No
Craft: Tanner	2	None	No
Craft: Woodsman	2	None	No
Create Holy Water	2	Must be dedicated to a deity	Yes
Crossbow	6	None	Yes
Daze	7	Blunt Weapon, Staff or Brawling	Yes
Decipher Script	8	None	Yes
Deity's Favor	2	Must be dedicated to a deity	Yes
Destroy Undead	2 then 1/1	Must be dedicated to a deity	Yes
Diagnose	5	None	Yes
Disable	8	None	Yes
Disarm	6	None	Yes
Divine Scrollcraft	1	None	Yes
Empathic Healing	2	None	Yes

• SKILL •	• COST •	• PREREQUISITES •	• SELF-TAUGHT •
First Aid	6	None	Yes
Gemology	4	None	Yes
Hard Headed	12	None	Yes
Hard to Kill	12	None	Yes
Health	1	None	Yes
Health (11-14)	2	10 Health	Yes
Health (15-18)	3	14 Health	Yes
Health (19-22)	4	18 Health	Yes
Intercept	2	None	Yes
Killing Blow	2	None	Yes
Knockdown	5	2 Handed Weapon	Yes
Literacy	1	None	No
Literacy Other	4	Literacy	No
Parry	6	None	Yes
Poison Tolerance	10	None	Yes
Polearm/Spear	5	None	Yes
Self Sacrifice	2	None	Yes
Shield	5	None	Yes
Sixth Sense	14	None	Yes
Small Weapon	2	None	Yes
Staff	3	None	Yes
Sweep	4	Staff, Spear, or Polearm	Yes
Thrown Weapon	4	None	Yes
Weapon Smith	6	None	No

FIGHTER

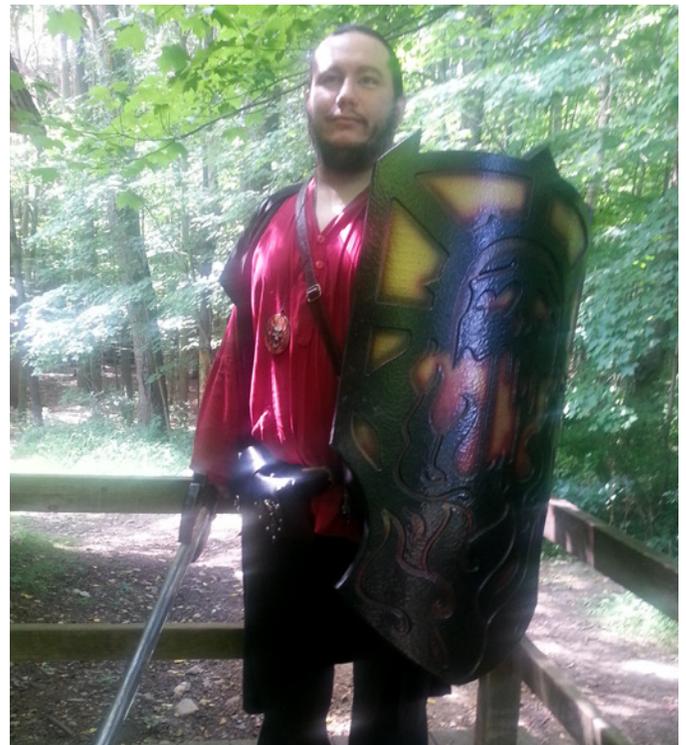


Fighters are those men and women who dedicate their time and energy to honing their skills in combat. No class can equal the fighter in the sheer number of fighting skills available to them or in their ability to excel in their use.

Fighters use their strength, agility and stamina to win their battles and often excel at using a variety of different weapons and techniques.

The most powerful fighters can fell even the mightiest enemy with a single blow. Fighters usually feel the most at home in the thick of battle when testing their mettle and quenching their thirst for danger.

Fighter is a base class for any number of role-playing possibilities including mercenary, soldier, bounty hunter, and bodyguard. Fighters have the most combat skills available to them of any class and have the highest maximum health points, making them an essential part of any adventuring party.



Maximum Health: 28

••• FIGHTER SKILLS •••

• SKILL •	• COST •	• PREREQUISITES •	• SELF-TAUGHT •
1-Handed Blunt	3	None	Yes
1-Handed Edged	3	None	Yes
2-Handed Blunt	4	None	Yes
2-Handed Edged	4	None	Yes
Appraisal	4	None	Yes
Armor Field Repair	1	None	Yes
Armor Smith	4	None	No
Bow	2	None	Yes
Brawling	2	None	Yes
Burst of Strength	4	None	Yes
Claws	4	Kelonian only	Yes
Courage	6	None	Yes
Craft: Merchant	2	None	No
Craft: Miner	2	None	No
Craft: Tanner	2	None	No
Craft: Woodsman	2	None	No
Crossbow	3	None	Yes
Daze	5	Blunt Weapon, Staff or Brawling	Yes
Disable	5	None	Yes
Disarm	4	None	Yes
First Aid	6	None	Yes
Florentine I	3	None	Yes
Florentine II	3	Florentine I	Yes
Florentine III	4	Florentine II	Yes
Gemology	4	None	Yes
Hard Headed	8	None	Yes
Hard to Kill	8	None	Yes
Health	1	None	Yes

• SKILL •	• COST •	• PREREQUISITES •	• SELF-TAUGHT •
Health (11-14)	2	10 Health	Yes
Health (15-18)	3	14 Health	Yes
Health (19-22)	4	18 Health	Yes
Health (23-26)	5	22 Health	Yes
Health (27-28)	6	26 Health	Yes
Intercept	2	None	Yes
Killing Blow	1	None	Yes
Knockdown	3	2 Handed Weapon	Yes
Literacy	1	None	No
Literacy Other	4	Literacy	No
Parry	4	None	Yes
Pierce, Edged	2	Edged weapon skill	Yes
Pierce, Missile	2	Missile weapon skill	Yes
Poison Tolerance	10	None	Yes
Polearm/Spear	4	None	Yes
Shield	3	None	Yes
Sixth Sense	14	None	Yes
Slay	10	None	Yes
Small Weapon	1	None	Yes
Staff	2	None	Yes
Sweep	2	Staff, Spear, or Polearm	Yes
Thrown Weapon	2	None	Yes
Weapon Smith	4	None	No

MAGE



Mages are the masters of the magical energies that permeate the world. This magic can be absorbed, stored and channeled in a pure form of energy called mana.

Although mages have a tendency to be physically weak with the lowest possible maximum health, and have fewer skills available to them than any other class, what sets them apart is their ability to manipulate mana. Different cultures have different names for mages including wizard, warlock, sorcerer and witch. Often this ability to manipulate mana is viewed with awe and fear by the common people, but there is a great respect of this raw power.

Mages devote their lives to the study and practice of their art, ever in pursuit of greater and more potent spells. Some mages spend their entire lives practicing a single school or type of magic, whereas others branch out into different schools.

A starting mage must pick a specific school of magic from the starting list. All mages begin with the Light spell, the appropriate dart spell for their school (Ex-Fire mages start with flame dart), and two random starting spells from the beginning list.

These beginning lists are the very basic spells of each school, but rest assured there are many more available for each school.

Additionally there are “hidden” schools of magic waiting to be discovered in game. It should be noted that the wearing of armor interferes with the channeling of mana, and no arcane magic may be cast while armor is being worn. Mages buy mana at a ratio of 3 character points for 2 mana. In order to avoid fractional numbers, this must be purchased in 2 mana point increments.

Maximum Health: 14

Mana: 2 Mana are gained per 3 character points spent

••• MAGE SKILLS •••

• SKILL •	• COST •	• PREREQUISITES •	• SELF-TAUGHT •
1-Handed Blunt	6	None	Yes
1-Handed Edged	6	None	Yes
Additional School of Magic	10	One school of magic	No
Alchemical Experiment	6	5 purchases of Alchemy	No
Alchemy	3	None	Yes
Appraisal	3	None	Yes
Arcane Scrollcraft	1	None	Yes
Bow	6	None	Yes
Brawling	7	None	Yes
Burst of Strength	8	None	Yes
Claws	4	Kelonian only	Yes
Courage	10	None	Yes
Craft: Merchant	2	None	No
Craft: Tanner	2	None	No
Craft: Woodsman	2	None	No
Create Preservation oil	4	Alchemy	Yes
Crossbow	7	None	Yes
Daze	8	Blunt Weapon, Staff or Brawling	Yes
Decipher Script	6	None	Yes
Detect/Attune	4	None	Yes
Disable	10	None	Yes
Disarm	8	None	Yes
First Aid	6	None	Yes
Gemology	3	None	Yes
Hard Headed	12	None	Yes
Hard to Kill	12	None	Yes
Health	1	None	Yes
Health (11-14)	2	10 Health	Yes

• SKILL •	• COST •	• PREREQUISITES •	• SELF-TAUGHT •
Killing Blow	2	None	Yes
Literacy	1	None	No
Literacy Other	4	Literacy	No
Poison Tolerance	10	None	Yes
Polearm/Spear	7	None	Yes
Sixth Sense	14	None	Yes
Small Weapon	3	None	Yes
Staff	3	None	Yes
Sweep	4	Staff, Spear, or Polearm	Yes
Thrown Weapon	5	None	Yes



MERCHANT-ARTISAN



Merchant-Artisan is a classification given to men and women who put the bulk of their time into trade skills. They are not true adventuring types in the purest sense, but they fill a much needed role amongst their brethren.

Wherever there are areas adventurers gather, you can find these bold entrepreneurs plying their trades. Whether they are repairing weapons and armor, selling handy potions or turning the spoils of a dungeon expedition into coin, Merchant-Artisans are always a welcome sight and a little reminder of civilization in the far flung places adventurers typically find themselves.

Merchant-Artisans tend to have poor combat skills, usually relying on the brawnier types as bodyguards. Many do commit themselves to learning basic defense and awareness skills, finding they are easy to pick up when one is always on guard against unsavory types that may wish to rob or swindle them.

While most Merchant-Artisans remain in the relative safety of towns or outposts, some intrepid few do join adventuring groups for thrills, experience, or a chance to get their hands on valuable items they can resell without having to pay a finder's fee.

While at first glance it would seem few fighters or other adventurers would want a Merchant-Artisan along on an expedition, nothing could be further from the truth. While the more combat ready types will bear the brunt of any hostilities and often end up protecting them, Merchant-Artisans bring shrewd negotiation skills, knowledge of valuables and even the potential to keep the party's arms and armor in good condition.

Who wouldn't want someone in their party who could "read" people and know how to negotiate with them, quickly appraise the value of items found and even mend armor in a pinch?

Maximum Health: 14

••• MERCHANT-ARTISAN SKILLS •••

• SKILL •	• COST •	• PREREQUISITES •	• SELF-TAUGHT •
1-Handed Blunt	6	None	Yes
1-Handed Edged	6	None	Yes
Alchemy	3	None	Yes
Alchemical Experiment	6	5 purchases of Alchemy	No
Appraisal	2 purchases per 3 character points	None	Yes
Armor Smith	3	None	No
Bow	6	None	Yes
Brawling	7	None	Yes
Burst of Strength	8	None	Yes
Claws	4	Kelonian only	Yes
Courage	10	None	Yes
Craft: Merchant	2 purchases per 3 character points	None	No
Craft: Miner	2	None	No
Craft: Tanner	2	None	No
Craft: Woodsman	2	None	No
Create Preservation oil	3	Alchemy	Yes
Crossbow	5	None	Yes
Daze	8	Blunt Weapon, Staff or Brawling	Yes
Decipher Script	12	None	Yes
Disable	10	None	Yes
Disarm	8	None	Yes
Evade Trap	6	None	Yes
First Aid	6	None	Yes
Gemology	1	None	Yes

• SKILL •	• COST •	• PREREQUISITES •	• SELF-TAUGHT •
Hard Headed	10	None	Yes
Hard to Kill	12	None	Yes
Health	1	None	Yes
Health (11-14)	2	10 Health	Yes
Killing Blow	2	None	Yes
Literacy	1	None	No
Literacy Other	3	Literacy	No
Lockpicking	3	None	Yes
Poison Craft	3	None	Yes
Poison Tolerance	6	None	Yes
Polearm/Spear	7	None	Yes
Sixth Sense	10	None	Yes
Small Weapon	2	None	Yes
Staff	3	None	Yes
Sweep	3	Staff, Spear, or Polearm	Yes
Thrown Weapon	4	None	Yes
Weapon Smith	3	None	No

MONK



Monks belong to ancient orders that practice ritualized physical combat through martial arts. They believe that through meditation and spirituality they can achieve enlightenment and perform amazing feats of prowess.

Usually choosing to fight with very simple weapons or their bare fists, monks can be fearsome in combat. Monks, while unable to wear physical armor, have been observed channeling their inner strength to withstand physical punishment that would kill an ordinary member of their race.

There are many secrets and hidden skills available to the most devout monks. Not all monks are combat oriented; some focus more on spiritual or intellectual pursuits and while some of these monks do belong in this class, others find the scholar class more appropriate.



Maximum Health: 26

••• MONK SKILLS •••

• SKILL •	• COST •	• PREREQUISITES •	• SELF-TAUGHT •
1-Handed Blunt	5	None	Yes
1-Handed Edged	5	None	Yes
Alchemical Experiment	6	5 purchases of Alchemy	No
Alchemy	4	None	Yes
Bow	4	None	Yes
Brawling	1	None	Yes
Burst of Strength	7	None	Yes
Claws	4	Kelonian only	Yes
Courage	6	None	Yes
Craft: Tanner	2	None	No
Craft: Woodsman	2	None	No
Create Preservation oil	5	Alchemy	Yes
Crossbow	6	None	Yes
Daze	5	Blunt Weapon, Staff or Brawling	Yes
Decipher Script	6	None	Yes
Disable	3	None	Yes
Disarm	2	None	Yes
Escape Artist	8	None	Yes
Evade Trap	6	None	Yes
First Aid	6	None	Yes
Florentine I	4	None	Yes
Florentine II	5	Florentine I	Yes
Florentine III	6	Florentine II	Yes
Hard Headed	8	None	Yes
Hard to Kill	12	None	Yes
Health	1	None	Yes
Health (11-14)	2	10 Health	Yes
Health (15-18)	3	14 Health	Yes

• SKILL •	• COST •	• PREREQUISITES •	• SELF-TAUGHT •
Health (19-22)	4	18 Health	Yes
Health (23-26)	5	22 Health	Yes
Intercept	2	None	Yes
Killing Blow	2	None	Yes
Knockdown	5	2 Handed Weapon	Yes
Literacy	1	None	No
Literacy Other	4	Literacy	No
Parry	4	None	Yes
Pierce, Edged	3	Edged weapon skill	Yes
Pierce, Missile	2	Missile weapon skill	Yes
Poison Tolerance	6	None	Yes
Polearm/Spear	5	None	Yes
Sixth Sense	10	None	Yes
Slay	12	None	Yes
Small Weapon	1	None	Yes
Staff	2	None	Yes
Sweep	2	Staff, Spear, or Polearm	Yes
Thrown Weapon	2	None	Yes

ROGUE



Rogues are those individuals gifted with the powers of subtlety and stealth. Rogues do not possess the raw combat ability of fighters or the magical knowledge of mages, and instead rely on skill, cunning and ingenuity to achieve their goals.

Rogues have more skills available to them than any of the other classes and can be a true asset to any adventuring group. Some rogues pride themselves as being expert dungeon crawlers, disarming traps, picking locks and guiding their companions in relative safety through underground adventures. Others get involved in the selling of merchandise both legitimate and questionable.

The dark side of the rogue class is of course the shadowy world of thieves and assassins.



Maximum Health: 18

••• ROGUE SKILLS •••

• SKILL •	• COST •	• PREREQUISITES •	• SELF-TAUGHT •
1-Handed Blunt	5	None	Yes
1-Handed Edged	5	None	Yes
Alchemy	5	None	Yes
Apply Poison	5	None	Yes
Appraisal	1	None	Yes
Armor Field Repair	4	None	Yes
Backstab	6 then 3/3	None	Yes
Bow	4	None	Yes
Brawling	5	None	Yes
Burst of Strength	8	None	Yes
Claws	4	Kelonian only	Yes
Courage	10	None	Yes
Craft: Merchant	2	None	No
Craft: Tanner	2	None	No
Craft: Woodsman	2	None	No
Critical Backstab	4	4 purchased uses of Backstab	Yes
Crossbow	5	None	Yes
Daze	7	Blunt Weapon, Staff or Brawling	Yes
Decipher Script	10	None	Yes
Disable	8	None	Yes
Disarm	6	None	Yes
Disarm Trap	4	None	No
Escape Artist	6	None	Yes
Evade Trap	4	None	Yes
First Aid	6	None	Yes
Florentine I	5	None	Yes
Florentine II	5	Florentine I	Yes
Florentine III	7	Florentine II	Yes

• SKILL •	• COST •	• PREREQUISITES •	• SELF-TAUGHT •
Gemology	1	None	Yes
Hard Headed	12	None	Yes
Hard to Kill	12	None	Yes
Health	1	None	Yes
Health (11-14)	2	10 Health	Yes
Health (15-18)	3	14 Health	Yes
Killing Blow	1	None	Yes
Literacy	1	None	No
Literacy Other	4	Literacy	No
Lockpicking	2	None	Yes
Parry	5	None	Yes
Pierce, Edged	4	Edged weapon skill	Yes
Pierce, Missile	3	Missile weapon skill	Yes
Poison Craft	3	None	Yes
Poison Tolerance	4	None	Yes
Polearm/Spear	6	None	Yes
Set Traps	4	None	No
Shield	6	None	Yes
Sixth Sense	8	None	Yes
Small Weapon	2	None	Yes
Staff	3	None	Yes
Sweep	4	Staff, Spear, or Polearm	Yes
Thrown Weapon	3	None	Yes
Waylay	5	None	Yes

SCHOLAR



Scholars are something of an anomaly in the adventuring world. They are relatively weak with poor combat skills, often lacking subtlety and physical ability. Scholars excel however in all things related to learning.

Scholars are driven by an unquenchable thirst for knowledge and will go to great lengths to attain it. Scholars who adventure do so to gain experience and peruse dusty old tomes and lost learning unavailable elsewhere. Surrounding themselves with fighters and others who bear the brunt of any hostilities, scholars bring their wisdom and intelligence to the party.

The ability to decipher runes, mix alchemical concoctions and speak multiple languages is an important asset. Also, although scholars lack magical ability, they do have the ability to scribe scrolls, which can assist their magic-using companions.

Many scholars however seek fulfillment in town, making potions, scrolls and other items adventurers always seem to need. These same adventurers are usually more than willing to sell these scholars the old “useless” scrolls and books they come across.



Maximum Health: 14

••• SCHOLAR SKILLS •••

• SKILL •	• COST •	• PREREQUISITES •	• SELF-TAUGHT •
1-Handed Blunt	6	None	Yes
1-Handed Edged	6	None	Yes
1st School of Magic	10	None	No
Additional School of Magic	20	One school of magic	No
Alchemical Experiment	4	5 purchases of Alchemy	No
Alchemy	2	None	Yes
Appraisal	2	None	Yes
Arcane Scrollcraft	3	None	Yes
Bow	6	None	Yes
Brawling	7	None	Yes
Burst of Strength	8	None	Yes
Claws	4	Kelonian only	Yes
Courage	10	None	Yes
Craft: Merchant	2	None	No
Craft: Tanner	2	None	No
Craft: Woodsman	2	None	No
Create Preservation oil	2	Alchemy	Yes
Crossbow	7	None	Yes
Daze	8	Blunt Weapon, Staff or Brawling	Yes
Decipher Script	4	None	Yes
Diagnose	7	None	Yes
Disable	10	None	Yes
Disarm	8	None	Yes
First Aid	6	None	Yes
Gemology	2	None	Yes
Hard Headed	12	None	Yes
Hard to Kill	12	None	Yes
Health	1	None	Yes

• SKILL •	• COST •	• PREREQUISITES •	• SELF-TAUGHT •
Health (11-14)	2	10 Health	Yes
Killing Blow	2	None	Yes
Literacy	1	None	No
Literacy Other	2	Literacy	No
Lockpicking	4	None	Yes
Poison Craft	2	None	Yes
Poison Tolerance	8	None	Yes
Polearm/Spear	7	None	Yes
Research	4	Literacy	Yes
Sixth Sense	14	None	Yes
Small Weapon	3	None	Yes
Staff	3	None	Yes
Sweep	4	Staff, Spear, or Polearm	Yes
Thrown Weapon	5	None	Yes



SHAMAN



Shamans are the “witch-doctors” and tribal priests of the more primitive civilizations such as Barbarians and Orcs. These cultures do believe in the gods and often regard one or more as their patron, but they believe it is arrogant for mortals to seek direct communication with the gods themselves. For this reason these cultures do not have clerics but instead rely on the shamans who commune and draw power, called favor, from the magic of nature and the spirits surrounding our world.

These spirits may represent natural elements or animals and sometimes even ancestors and heroes of the people. While their direct power is not necessarily as strong as a mage or cleric, and their starting spells are neither numerous nor very powerful, they have access to powers and abilities no other class possesses and the sheer number of spells available to them is unmatched.

Additionally they are able to communicate with spirits and can often travel freely in and out of the spirit world. In matters of this strange mirror of our own world, there is no better guide than a shaman. New shamans begin with the spells Light, Bless, Minor Healing and two other random spells from the starting list. Shamans buy favor at a ratio of 3 character points for 2 favor. In order to avoid fractional numbers, this must be purchased in 2 favor point increments.

Maximum Health: 22

Favor: 2 Favor are gained per 3 character points spent

••• SHAMAN SKILLS •••

• SKILL •	• COST •	• PREREQUISITES •	• SELF-TAUGHT •
1-Handed Blunt	4	None	Yes
1-Handed Edged	4	None	Yes
2-Handed Blunt	5	None	Yes
2-Handed Edged	5	None	Yes
Alchemical Experiment	8	5 purchases of Alchemy	Yes
Alchemy	4	None	Yes
Apply Poison	10	None	Yes
Armor Field Repair	3	None	Yes
Bow	4	None	Yes
Brawling	5	None	Yes
Burst of Strength	5	None	Yes
Courage	6	None	Yes
Craft: Tanner	2	None	Yes
Craft: Woodsman	2	None	Yes
Create Preservation oil	6	Alchemy	Yes
Crossbow	5	None	Yes
Daze	7	Blunt Weapon, Staff or Brawling	Yes
Disable	8	None	Yes
Disarm	6	None	Yes
First Aid	6	None	Yes
Hard Headed	12	None	Yes
Hard to Kill	12	None	Yes
Health	1	None	Yes
Health (11-14)	2	10 Health	Yes
Health (15-18)	3	14 Health	Yes
Health (19-22)	4	18 Health	Yes
Killing Blow	2	None	Yes
Knockdown	5	2 Handed Weapon	Yes

• SKILL •	• COST •	• PREREQUISITES •	• SELF-TAUGHT •
Parry	6	None	Yes
Poison Craft	5	None	Yes
Poison Tolerance	5	None	Yes
Polearm/Spear	5	None	Yes
Shield	5	None	Yes
Sixth Sense	14	None	Yes
Small Weapon	2	None	Yes
Spirits Favor	2	None	Yes
Staff	3	None	Yes
Sweep	4	Staff, Spear, or Polearm	Yes
Thrown Weapon	4	None	Yes
Weapon Smith	6	None	No

SKILLS

Below you will find a list of many of the skills that exist in Realms of Adventure. This list is by no means comprehensive, as there are many skills that must be discovered in-game by those who put forth the effort to find them.

When reading through the skill descriptions, you will find they are formatted in the following way.

Skill Name (Skill Type) - Use

Prerequisite:

Self Taught:

Description

Skill name: What the skill is called.

Skill type: The classification it belongs in (Weapon, Combat, Arcane, Divine, Rogue, Scholar or General).

Use: Refers to how often the skill can be used and how many times it can be purchased.

•• SKILL USES ••

Continuous: These skills can only be used as many times as you have occasion to use it, and needs only be purchased once. An example of this is the 1-Handed Edged skill

Per Event: These skills can only be used once per event for each time it is purchased. An example of this is the Craft: Woodsman skill.

Per Period: These skills can be used twice per event, once in each of the two periods an event is broken into, for each time it is purchased.

The first period of the game lasts from game-on Friday night until 4:00 PM Saturday. The second period goes from 4:01 PM Saturday until the end of game Sunday. Unused skills at the end of the first period do not carry over to the second. Examples of per period skills are Slay and Parry as well as Mana, Piety and Favor for mages, clerics and shamans respectively.

Multiple Purchase: You may buy these skills more than once and you will get the full use of that skill the number of times you purchased it, per period or per event, as per the skill. An example of this skill is Poison Tolerance.

Single Purchase: These skills may only be purchased once. An example of this is the Sixth Sense skill.

1-Handed Blunt (Weapon) - Continuous

Prerequisite: None

Self Taught: Yes

This skill allows the player to use a blunt weapon that is one-handed. These weapons include clubs, maces, and war hammers.

1-Handed Edged (Weapon) - Continuous

Prerequisite: None

Self Taught: Yes

This skill allows the player to use an edged weapon that is one-handed. These weapons include swords and axes.

1st School of Magic (Arcane) - Continuous

Prerequisite: None

Self Taught: No

If a scholar wishes to learn a school of magic in order to transcribe Arcane scrolls he must buy this skill for his first school. For more details see the Scrollcraft section.

2-Handed Blunt (Weapon) - Continuous

Prerequisite: None

Self Taught: Yes

This skill allows the player to use a blunt weapon that requires both hands to use. These weapons include two-handed hammers (mauls) and large clubs.

2-Handed Edged (Weapon) - Continuous

Prerequisite: None

Self Taught: Yes

This skill allows the player to use an edged weapon that requires both hands to use. These weapons include two-handed swords and over-sized axes.

Additional School of Magic (Arcane) - Continuous

Prerequisite: One school of magic

Self Taught: No

When a player starts the game as a mage, he may choose one school of magic to specialize in for free. As he progresses, he may later want to branch out and begin to study in another school. This skill allows him to do that. For more details see the Magic section. This skill will also allow a scholar to learn an additional school of magic if he has already chosen to learn one.

Alchemical Experiment (Scholar) - Per Event, Multiple Purchases

Prerequisite: 5 purchases of Alchemy

Self Taught: No

Through each purchase of Alchemical Experiment, a player may determine what potion a given component would be used for. If a player finds three of the same component and doesn't know what they are used for, he may turn in all three components in exchange for one potion of the correct type and its recipe. The other two components are considered to be used up during the experimentation process. The player must still spend the character points to utilize this additional alchemical knowledge.



Alchemy (Scholar) - Per Event, Multiple PurchasesPrerequisite: NoneSelf Taught: Yes

Alchemy is the process by which various items can be combined to make potions. In a typical weekend of foraging at ROA, players will find alchemical components represented by artificial flowers, plants, animals and fungi. These components are used in various potions. Real, living plants and animals have no alchemical effects and should be left undisturbed where they are found.

Every time this skill is purchased, the character will get one Alchemy point. Every potion has an associated cost in Alchemy points to make. When players have sufficient Alchemy points for a given potion they may learn that recipe. Players with this skill will purchase/receive alchemical recipes indicating what components can be combined to make what potions.

In order to learn a new recipe more Alchemy points must be purchased. Characters may begin the game with the knowledge of any of the potions on the basic list, and will receive one potion of each type that they know how to make. There are dozens more potions waiting to be discovered in-game by the industrious player.

Components will be traded in at the end of the weekend, and potions will be received at the beginning of the following weekend. Note that there may also be an in-game monetary cost to brew potions. For more information, please see the Alchemy section.

Apply Poison (Rogue) - ContinuousPrerequisite: NoneSelf Taught: Yes

This skill allows a character to apply blade poison to an edged weapon or contact poison to an object. Players who wish to use poison must have this skill or they will automatically poison themselves when they attempt to apply the poison to a weapon or other object. This skill is not necessary to use oral poisons.

Appraisal (General) - Continuous, Multiple PurchasesPrerequisite: NoneSelf Taught: Yes

Appraisal is the means by which a player can determine the value of a piece of jewelry or an item. All in-game jewelry and items will be tagged with a code representing its value. This code will be based upon what metals/rare materials/jewels are represented as well as any non-magical properties the jewelry or item may possess. This skill is purchased in levels and players who buy this skill will be given access to appropriate codes for their level. This knowledge should not be shared with other players who have not purchased the same level of skill.

Arcane Scrollcraft (Arcane) - Per Event, Multiple PurchasesPrerequisite: NoneSelf Taught: Yes

Arcane Scrollcraft is the skill that is used to create arcane battle scrolls. Arcane battle scrolls are one-time use spells that can be used by any mage, regardless of whether he knows that spell or school.

Each time this skill is purchased the character gains one Scrollcraft point. Scrolls are created by spending a number of Scrollcraft points equal to the amount of Mana that would normally be required to cast a spell (Mana is not spent during scroll creation). The mage can create battle scrolls of any spell(s) he knows provided he has sufficient Scrollcraft points. Spells just learned in a previous event however will not be usable for this, as the character is not considered to have the spell until the start of the next event attended. (Example: Tornod the fire mage has 3 Scrollcraft points. He knows the spells Flame Dart (Mana cost 1) and Flame Arrow (Mana cost 2). He can create either three Flame Dart scrolls or one Flame Dart and one Flame Arrow scroll.). Scrollcraft points may not be saved up and must be used every event or they are lost.

Note that while a scholar can create battle scrolls, he cannot cast from them because a scholar cannot read arcane magic. A scholar is able to create scrolls by memorizing the arcane writing and copying it from memory. This is equivalent to knowing the alphabet of another language but not knowing its vocabulary. Additionally, since rune magic uses a very specialized form of arcane energies, it cannot be used in conjunction with Scrollcraft, and rune mages may not cast from arcane scrolls.

Armor Field Repair (General) - Per Period, Multiple Purchases

Prerequisite: None

Self Taught: Yes

Armor Field Repair is the skill of making on the spot fixes to armor so that it is usable again. This skill will have to be role-played for 1 minute per Armor point restored, but the player will not be required to have the appropriate chits to repair their armor. A piece of armor can only be field repaired once before it will have to be brought to an armor smith for normal repairs.

Each time a smith performs proper repairs on a piece of armor it may once again be field repaired one time. Since it is a rough patch, field repair restores up to HALF of the armor's original value whereas a smith with the proper tools and materials can restore that same piece of armor to full. It requires one application of the skill Armor Field Repair per point of armor restored. IE – If a piece of armor was worth 4 armor points but has been reduced to zero, Armor Field Repair can be used up to two times each time restoring a single armor point.

Armor Smith (General) - Continuous

Prerequisite: None

Self Taught: No

Armor Smithing is the skill of making and repairing armor and shields. Armor's effectiveness will be based largely on the material that it is made out of. This effectiveness is measured in Armor points.

In order for a smith to repair armor, he will need to have the appropriate type (leather, metal, or wood) and number of chits available to him. These chits are used up and the armor is considered repaired. Armor Smithing also requires 5 minutes of role-playing time per Armor point that is being restored. If the smith does not have enough chits to fully restore the armor, he can partially restore the armor with what he has.



Players should determine when bringing in a shield in to the game, if it is to be metal or wood. So if your armor is worth three points and is made of metal, you can apply 1, 2 or 3 metal chits (and 5, 10 or 15 minutes respectively) to repair the armor from 1 point to full effectiveness determined by supplies and time on hand. A shield takes 3 chits of either wood or metal depending on what you determined the shield was upon coming to game. In terms of mechanics both materials are just as effective, and it's on the honor system for you to maintain a shield as always one type (you may not use wood to fix it one time and later metal since you can't find wood chits). If you are interrupted during a repair attempt, you must start again from the beginning! Always work the forge in a safe area with ample protection.

Backstab (Rogue) - Per Period, Multiple Purchases

Prerequisite: None

Self Taught: Yes

The Backstab skill represents the ability of a player to deliver a surprise attack and do extra damage because the victim could not properly defend himself.

The skill is performed by striking the target in the torso (area covered by a sleeveless T-shirt) and saying, "BACKSTAB (insert damage amount here.)" loud enough for the victim to hear it. You may whisper it so others are not alerted to the attack, as long as the victim can hear it. If the blow strikes the target but hits in an area outside the torso area it causes only 1 point of damage and the skill is not used.

This skill cannot be blocked by a parry. A Backstab need not necessarily be from behind, but the attack must follow all rules of stealth skills. In order to use Backstab, the weapon must be edged.

When the skill is first purchased it costs 6 character points. This grants you one use of Backstab causing 2 points of damage. After the initial purchase, the skill can be increased in levels. For 3 points you can either A) get an additional use of Backstab per period or B) increase the damage of each Backstab by one.

Example: Violet the rogue purchases the Backstab skill for X points. She can now strike with a "Backstab 2" attack once per period doing 2 points of damage. After an event she decides she wishes she could deliver more attacks in this way, and decides to invest X character points into the skill. She could put all the points into attacks and her skill would look like this: 5/1 where she could do 5 "Backstab 2" attacks. Likewise she can put all the points into damage and her skill would look like this: 1/5 where she could still only do one attack but it would inflict 6 points of damage and called as "Backstab 6". She could also divide the points any. Multiple levels of Backstab may be purchased and each additional level increases the amount of damage done by 1 as stated in the damage call. (Example: Level I Backstab does 2 damage, Level II does 3, etc.).

You may purchase Backstab a total of 14 times (15 damage maximum). In order to successfully Backstab a victim, the victim must be surprised by the attack. It is therefore impossible to Backstab an opponent while in combat. It is possible, however, to Backstab someone that is in combat if you are not involved in that combat. This applies to all levels and degrees of Backstab. Backstab can be used as many times as you have the occasion to catch your target by complete surprise.

This skill can only be used with a short sword-sized weapon or smaller and the weapon must be edged. This skill may not be performed while wearing metal armor. Any skill classified as a stealth skill may only be performed if the user is wearing studded leather or below.

Bow (Weapon) - Continuous

Prerequisite: None

Self Taught: Yes

This skill allows a player to use a normal bow only (crossbow is a separate skill). For a bow to be allowed in-game its maximum draw weight cannot be more than 25 pounds and arrows must be well padded. Additionally bows may NEVER be used as melee weapons or to parry attacks. Arrows brought in to game will be scrutinized and you should be prepared to have one dissected to ensure their proper construction (See the Weapon Construction section for more details).

An archer must **NEVER** fire a real bow at a target closer than 10 feet and they cannot be used after dark. Since the game is so safety focused, players who do not follow proper precautions will have their privilege of using real arrows revoked, possibly permanently. Players may also use NERF brand bows so long as they look in-game (The older bows and "Big Bad Bow" meet these requirements if painted or otherwise camouflaged, whereas the contraptions firing multiple arrows at a time do not).

Lastly players may use "Packet Archery". Players must still carry physical representations of a bow and arrows, but will throw a spell packet with a streamer at least 12 inches long attached to it rather than firing an arrow. (Note that phys-rep arrows must still be constructed as per the rules for real bows in case someone picks one up and fires it in combat!) Due to lack of range and overall safety concerns NERF bows and packet archery can be used within 10 feet and after dark. Phys-Rep arrows cause 3 points of damage, whereas a packet or NERF arrow does only 1 point of damage.

Brawling (Weapon) - ContinuousPrerequisite: NoneSelf Taught: Yes

This skill allows the player to use a “hand” as a weapon. The player will not actually attack with his hand, but will instead use a short boffer stick to represent striking with his hand (see weapon construction for details on boffer weapons). For game purposes, these “brawling sticks” are considered to be your hands and so a weapon that strikes your boffer stick is considered to have struck you and the appropriate damage applies. White or beige duct tape should be used to represent fists (though make-up races such as Agorians and Half-Orcs are permitted to use colored tape that matches the color of their character’s skin). Brawling with two hands will require two purchases of this skill.

Keep in mind that if your brawling stick is struck with a disable/break limb skill, it takes effect unless you have the means to stop it (as it represents your hand), but if your brawling stick is struck by a disarm or shatter weapon skill, it does NOT take effect (call ‘no effect’).

Additionally, you may use ONLY the following skills with brawling sticks, should you possess them:

- Daze
- Disable
- Disarm

Burst of Strength (General) - Per Period, Multiple PurchasesPrerequisite: NoneSelf Taught: Yes

This ability allows the character to focus all their energy to perform one feat of amazing strength. This skill may be used to break free of one bind OR one root OR one frozen limb OR one pin effect. Additionally, this skill may also be used to retrieve a weapon, shield, or item which has been pinned to another surface, but may not be used to physically free another person from such an effect.

Chords (Arcane) - Per Period, Multiple PurchasesPrerequisite: NoneSelf Taught: No

Chords are used to cast bardic spells. This represents a character’s ability to harness magical energies using music and/or song as the focal point. While casting bardic spells NO PHYSICAL ARMOR can be worn. This includes physical armor that has magical properties. A Bard can use magic armor in the form of spells (Example: Ice Armor, Holy Armor, Stone Armor, Barkskin, etc.) and other forms of acceptable armor may be obtained in-game. For more information see the Magic section.

Claws (Weapon) - ContinuousPrerequisite: Kelonian onlySelf Taught: Yes

This skill allows a Kelonian to use a “claw” as a weapon. The player will not actually attack with his hand, but will instead use a short boffer stick to represent striking with his claw (see weapon construction for details on boffer weapons). For game purposes, these “brawling sticks” are considered to be your claws and so a weapon that strikes your boffer stick is considered to have struck you and the appropriate damage applies. White or beige duct tape should be used to represent claws (though use colored tape that matches the color of your character’s fur). Brawling with two claws will require two purchases of this skill.

Poisons may not be delivered with claws, nor can claws be magically enhanced. Claws may not be used to touch-cast spells. In order to touch-cast with claws, a spell packet must be attached (glued, taped, sewn, etc.) to your hand/glove and that packet must come in contact with your target for the spell to take effect. If during your attempt to touch-cast your claw comes into contact with the target before the packet, the spell is considered to be miscast and the mana is spent.

Keep in mind that if your brawling stick is struck with a disable/break limb skill, it takes effect unless you have the means to stop it (as it represents your claw), but if your brawling stick is struck by a disarm or shatter weapon skill, it does NOT take effect (call 'no effect').

Additionally, you may use ONLY the following skills with brawling sticks, should you possess them:

- Daze
- Disable
- Disarm

Courage (General) - Per Period, Multiple Purchases

Prerequisite: None

Self Taught: Yes

Courage represents a character's ability to resist one "Fear" based attack. If subject to any fear attack a character with the skill may simply call "COURAGE" and the attack will have no effect.

Craft: Merchant (General) - Per Event, Multiple Purchases

Prerequisite: None

Self Taught: No

This character plies his abilities as a merchant in his time between events. For each time this skill in purchased the player will get 1 merchant point. These merchant points can be redeemed for in-game items. A player must submit a section in his character update stating what he will be trading for between events, based off any merchant lists available to him. At check-in of the next game the player will receive the items. If this section is not included in the update, the player will not receive items the following event.

When the skill is initially purchased, the player will receive a basic list in his packet. As his skill progresses his list will improve, and he may also make contacts in game with various NPC merchants to get access to different and more exotic lists.

Merchant points may be saved or "banked" so that more expensive purchases can be made with a limited amount of points. When a new character selects this skill, he will receive something random off the basic list (basic money or items) appropriate to his level of skill. This random determination shall be made in logistics. Note that this skill is variable, and as such market fluctuations, inflation, and other things beyond the player's control may impact this skill. Therefore it can be more or less effective at various times.

Craft: Miner (General) - Per Event, Multiple Purchases

Prerequisite: None

Self Taught: No

This character mines the earth for usable metal in his time between events. For each time this skill in purchased the player will get 2 metal chits at the beginning of an event.

Craft: Tanner (General) - Per Event, Multiple Purchases

Prerequisite: None

Self Taught: No

This character tans and prepares hides in his time between events. For each time this skill in purchased the player will get 2 leather chits at the beginning of an event.

Craft: Woodsman (General) - Per Event, Multiple Purchases

Prerequisite: None

Self Taught: No

This character gathers usable wood in his time between events. For each time this skill in purchased the player will get 2 wood chits at the beginning of an event.

Create Holy Water (Divine) - Per Event, Multiple Purchases

Prerequisite: Must be dedicated to a deity

Self Taught: Yes

This skill represents a cleric's ability to perform rituals between events to create holy water in the name of their deity. For each time this skill is purchased, a cleric will get one vial of holy water at check-in of their next event. Holy water is represented by a potion vial and if thrown it is represented by a spell packet. A plastic vial should NEVER be thrown. Holy water has various uses, from rituals to weapons used versus the undead. If the holy water is being used in a public setting, clerics of Ethali may call a different god's name in order to keep up their masquerade.

Create Preservation Oil (Scholar) - Per Event, Multiple Purchases

Prerequisite: Alchemy

Self Taught: Yes

This skill represents an alchemist's ability to create a preservative for components between events. For each time this skill is purchased, an alchemist will get one vial of preservation oil at check-in of their next event. Normally, most alchemical components do not last between events – a flower picked will surely die within a month. By using 1 vial of preservation oil, an alchemist may preserve any 1 component of his choosing. This component will then be stored as a potion vial and can be used at any later date with the same potency of a fresh component. This is exceptionally useful if an alchemist finds a rare component that he does not have an immediate use for.

Critical Backstab (Rogue) - Per Period, Multiple Purchases

Prerequisite: 4 Purchases of Backstab per 1 Critical Backstab

Self Taught: Yes

This is the second degree of Backstab available to a player. Critical Backstab will multiply the amount of damage delivered during a Backstab attempt by 2. Purchasing Critical Backstab multiple times will only increase the number of times you can use the skill.

The skill is performed by striking the target in the torso (area covered by a sleeveless T-shirt) and saying, "CRITICAL BACKSTAB (insert damage amount here. It is your normal Backstab x2)" loud enough for the victim to hear it. You may whisper it so others are not alerted to the attack, as long as the victim can hear it. If the blow strikes the target but hits in an area outside the torso area it causes only 1 point of damage and the skill is not used. This skill cannot be blocked by a parry. Like Backstab, Critical Backstab does not necessarily have to be delivered from behind, but the attack must follow all rules of stealth skills. In order to use Critical Backstab, the weapon must be edged and short sword size or smaller.

When you first learn this skill you must first have purchased Backstab and be able to deliver at least 4 Backstab attacks per period. The amount of Backstab damage you can do does not factor at all towards this pre-requisite. You must then purchase the ability to deliver 4 additional Backstab attacks per Critical Backstab you wish to purchase.

Example: Violet the rogue continues her career as a deadly dagger for hire. She has grown in power with a Backstab skill that currently looks like this 3/6. She can now perform 3 Backstabs per period for 7 damage each. Wanting an attack or two with some additional kick, she sets her sights on Critical Backstab, but in order to buy it she must first be able to perform one additional Backstab per period. Once she has raised her skill to 4/6 she can now purchase a single Critical Backstab which will do double her Backstab damage ($7 \times 2 = 14$) once per period.

She also still retains the ability to perform 4 regular Backstabs at 7 damage each. If she decided she wants to learn Additional Critical Backstabs she must raise her Backstab skill to 8/6, 12/6 and so on, purchasing 4 uses of Backstab per additional Critical Backstab she wishes to buy.

Crossbow (Weapon) - Continuous

Prerequisite: None

Self Taught: Yes

This skill allows a player to use a crossbow only (normal bows are a separate skill). For a crossbow to be allowed in-game its maximum draw weight cannot be more than 25 pounds and bolts must be well padded. Additionally crossbows may NEVER be used as melee weapons or to parry attacks. Bolts brought in to game will be scrutinized and you should be prepared to have one dissected to ensure their proper construction (See the Weapon Construction section for more details).

An archer must NEVER fire a real crossbow at a target closer than 10 feet and they cannot be used after dark. Since the game is so safety focused, players who do not follow proper precautions will have their privilege of using real bolts revoked, possibly permanently. Players may also use NERF brand crossbows so long as they look in-game (The older crossbows though difficult to find meet these requirements if painted or otherwise camouflaged, whereas the contraptions firing multiple bolts at a time do not).

Lastly players may use "Packet Archery." Players must still carry a physical representation of a crossbow and bolts, but will throw a spell packet with a streamer at least 6 inches long attached to it rather than firing a bolt. (Note that phys-rep bolts must still be constructed as per the rules for real bows in case someone picks one up and fires it in combat!) Due to lack of range and overall safety concerns NERF crossbows and packet archery can be used within 10 feet and after dark. Real and NERF bolts cause 3 points of damage, whereas a packet bolt does only 1 point of damage. No form of repeating crossbow will be allowed.

Daze (Combat) - Per Period, Multiple Purchases

Prerequisite: Blunt Weapon, Staff or Brawling

Self Taught: Yes

Daze represents your ability to knock a victim "out on their feet" by blunt force to the head or chest. The attacker must call "DAZE" and strike the torso (area covered by a sleeveless T-shirt) with a blunt weapon in order for the attack to take effect. A successful Daze attack will cause 1 point of damage and the target will be effectively stunned for the next 10 seconds. The target will be unable to attack, use skills (other than innately defensive ones), cast spells, or run away during this time. The victim of a daze attack may still defend himself normally or use defensive skills such as parry, sixth sense, hard headed etc.

Despite its in-game effects, attackers should not try to hit their target in the head and such an attack will have no effect. If the blow strikes the target but hits in an area outside the torso area it still causes 1 point of damage but the skill is not used. This skill can be blocked by a parry. The daze effect does not break if the victim is damaged.

Decipher Script (Scholar) - Per Period, Multiple Purchases

Prerequisite: None

Self Taught: Yes

Decipher Script is a skill which represents the ability of the player to decode/translate the various coded messages, archaic manuscripts, runes and glyphs which may be found during weekend events at Realms of Adventure, making it a highly valuable skill often sought out by adventuring parties (especially those planning on expeditions to ancient tombs or other such places). Should you encounter such a script, if it is indeed decipherable, a 'Decipher Script Tag' will be attached to it, upon which will be printed a number.

This number represents the minimum amounts of purchases of the Decipher Script skill you would need in order to translate the text, interpret the image, and so on and so forth.

Should your skill level be high enough, you must then spend an amount of REAL WORLD MINUTES equal to the level of the tag roleplaying the deciphering process before opening it to reveal the translated text or hidden message (though Of course, whether or not you choose to share this information with others is completely up to you). When you're finished reading or transcribing the results, you must then fold the tag back up and place it back where you found it.

Deitys Favor (Divine) - Per Period, Multiple Purchases

Prerequisite: Must be dedicated to a deity

Self Taught: Yes

This skill allows a cleric to perform a rite upon the body of a deceased character. This rite fills the spirit with positive energy and will increase their chances of it surviving a visit with death. This skill must be performed on a corpse and cannot be cast on anyone living or a character that has already dissipated into a spirit.

Destroy Undead (Divine) - Per Period, Multiple Purchases

Prerequisite: Must be dedicated to a deity

Self Taught: Yes

This skill allows a cleric to call upon his deity in order to destroy the living dead by throwing a spell packet at them. In order to use this skill the cleric must display a holy symbol of their deity. A shield may be painted to act as this symbol.

When the skill is first purchased it costs 2 character points. This grants you one attack causing 1 point of damage to undead creatures. After the initial purchase, the skill can be increased in levels. For 1 point you can either A) get an additional attack or B) increase the damage of each attack by one.

Example: Aletha the cleric purchases the destroy undead skill for 2 points. She can now throw one spell packet and do 1 point of damage. After an event she decides she wishes she were better at destroying undead, and decides to invest 4 character points into the skill. She could put all the points into attacks and her skill would look like this: 5/1 where she could do 5 attacks for 1 point of damage each. Likewise she can put all the points into damage and her skill would look like this: 1/5 where she could still only do one attack but it would inflict 5 points of damage. She could also divide the points any other way she chooses (2/4, 3/3, etc.) In order for destroy undead to work you must call out the deities name, the name of the skill, and the amount of damage caused. For example "By the strength of Negoro, I destroy undead, power level 5!" Clerics of Ethali may call a different god's name in order to keep up their masquerade.

Detect/Attune (Arcane) - Per Event, Multiple Purchases

Prerequisite: None

Self Taught: Yes

This skill allows a mage to determine if items have magical properties and calibrate them to the use of a specific individual. Magic items at ROA cannot be used until they are attuned to the person who wishes to use them. This skill can be purchased multiple times and for each time it is purchased you may either A) Detect all items handed in at the end of an event to determine if they possess magical properties (although the specific magic properties will not be known) or B) Attune a single item to yourself or another individual if you know (or suspect) that it is magical. If the item or items turn out to not be magical the skill is wasted. Also be aware that cursed items do exist and by their very nature will not likely be apparent as such.

Diagnose (Divine) - Continuous

Prerequisite: None

Self Taught: Yes

This skill will allow a cleric to determine what is negatively affecting another character such as physical injury, paralysis, poisoning, disease, etc. as well as how close to dying they may be if they are in danger of it. This skill will not reveal the nature of some magical effects that do not relate directly to injury (i.e. Charm). Responses should be short and descriptive. Example: "Poison and damage, 2 minutes to live" or "Unconscious, waylaid." The person diagnosed should try to keep their voice down so that only the cleric hears the diagnosis. Eavesdropping and using the information gained by the cleric without them specifically telling it to you is considered meta-gaming.



Disable (Combat) - Per Period, Multiple Purchases

Prerequisite: None

Self Taught: Yes

Disable represents a strong or particularly skillful blow to a limb that renders it useless for 10 minutes. The attacker must call "DISABLE" and strike either an arm or leg in order for the attack to take effect. If the blow strikes the target but hits in the torso (area covered by a sleeveless T-shirt) it causes only 1 point of damage and the skill is not used.

This skill can be blocked by a parry. This attack can only be delivered with a melee (i.e. NOT Missile) weapon. A disabled limb cannot be used for 10 minutes, unless it is healed or the character returns from Death. If a leg is disabled, a character may only move by limping at a very slow pace.

Disarm (Combat) - Per Period, Multiple Purchases

Prerequisite: None

Self Taught: Yes

This skill represents a skillful or sudden powerful strike knocking an opponent's weapon from their hand.

The attacker must call "DISARM" and strike the targets weapon in order for the attack to take effect. If the blow strikes your opponent but misses his weapon it causes 1 point of damage and the skill is not used. This skill can be blocked by a parry. This attack can only be delivered with a melee (i.e. NOT Missile) weapon. The victim of this attack must discard the weapon by safely tossing the weapon 10 feet from the combat area; it may not simply be dropped. After this time the weapon can be recovered normally if you are able to do so. Two-handed weapons cannot be disarmed.

Disarm Trap (Rogue) - Continuous

Prerequisite: None

Self Taught: No

This skill allows a character to attempt to disarm a trap. Without this skill any attempt is considered to automatically fail. Players may bring a small kit of "thieves' tools" which can include items for disarming traps (i.e. dental mirror, small scissors, a small dowel to use as a probe, etc.). ROA will inspect these tools prior to game. This skill only gives you the ability to ATTEMPT the disarm, it does not make the disarm automatic. If during your disarm attempt, you accidentally set off the trap, your disarm has failed and you take damage as appropriate.

Divine Scrollcraft (Divine) - Per Event, Multiple Purchases

Prerequisite: None
Self Taught: Yes

Divine Scrollcraft is the skill that is used to create divine battle scrolls. Divine battle scrolls are one-time use spells that can be used by any cleric, regardless of whether he knows that spell, so long as it fits within the beliefs of his deity.

Each time this skill is purchased the character gains 1 Scrollcraft point. Scrolls are created by spending a number of Scrollcraft points equal to the amount of piety that would normally be required to cast a spell (piety is not spent during scroll creation). The cleric can create battle scrolls of any spell(s) he knows provided he has sufficient Scrollcraft points. Spells just learned in a previous event however will not be usable for this, as the character is not considered to have the spell until the start of the next event attended. (Example: Chloe the cleric has 3 Scrollcraft points. She knows the spells Minor Healing (piety cost 1) and Release (piety cost 2). She can create either three Minor Healing scrolls or one Minor Healing and one Release scroll.). Scrollcraft points may not be saved up and must be used every event or they are lost.

For dedicated clerics, since divine battle scrolls must fit within the beliefs of their chosen deity, certain divine battle scrolls will have alignment codes written on them. The 'alignment' of a spell can be found on the scroll itself between the spell's name and the incantation, represented by the letters G, N, or E, which are also encoded in divine.

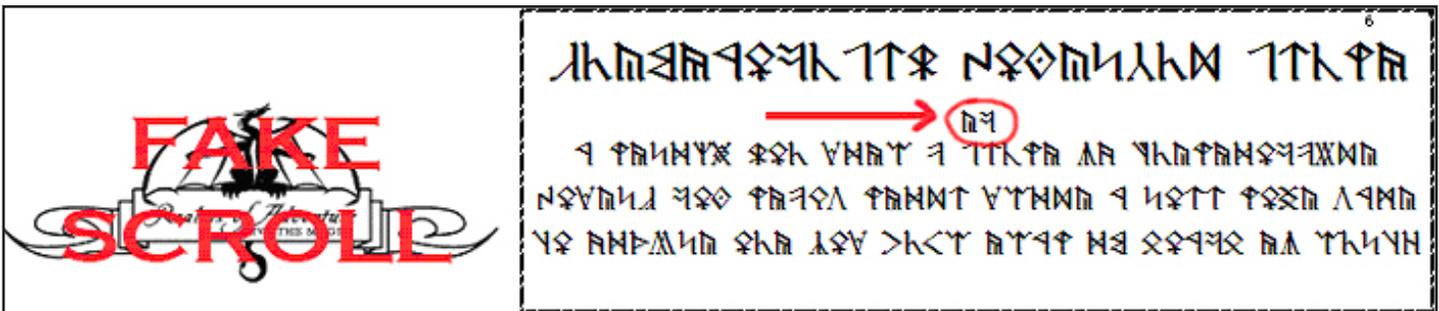
Thus, in order for a dedicated cleric to cast from a divine battle scroll which contains a spell not normally available to followers of their deity, the alignment of the spell itself must match that of the God or Goddess they've been dedicated to.

For example, Karmac the Magnificent is a cleric of Mhizrak. He finds a divine battle scroll, and after translating it realizes that it's a scroll of the "Ultra-Mega-Super Heal" spell. However, when he decodes the lone character in the center of the scroll, he is disheartened to find that it's a "G." Since that's the only character present, it means it can only be cast by clerics who are dedicated to deities of decidedly good alignment, and since Mhizrak is a neutral God, Karmac is unfortunately out of luck.

Later on, he comes across a scroll of the "Questionably Powerful Blast" spell. This time, he notices that there are two alignment characters, and after translating them he is happy to find that they are the letters "EN," meaning that dedicated clerics of deities that are of either neutral -or- evil alignment may cast the spell. Since Mhizrak is a neutral God, Karmac may cast the spell once the scroll is fully translated.

The last scroll that Karmac comes across is of a spell that had served him well during his years as a petitioner, "Release." Since there aren't any alignment characters present between the spell's name and its incantation, he knows that dedicated clerics of any deity can cast this spell.

- Alignment characters can be found between on the scroll itself between the spell's name and its incant.



- Scrolls with no alignment characters may be used by all clerics, dedicated or petitioning.
- Petitioning clerics may cast from any battle scrolls where the alignment character is either not present or neutral, though the scroll in question must still be fully translated in order for it to be usable.
- Whether or not a spell is available for you to cast as a dedicated cleric is determined by the beliefs of **YOUR CHOSEN DEITY** and **not** by your particular interpretation of those beliefs, no matter how convincing you think your argument is. For example, a dedicated cleric of Jerdano may **never** cast from divine battle scrolls that are restricted to clerics of decidedly good or evil deities, though they may use any scrolls in which the alignment character “N” (for neutral) appears. Likewise, a dedicated cleric of Sindar may **never** cast from divine battle scrolls that are restricted to dedicated clerics of decidedly neutral or evil alignments.
- When scribing divine battle scrolls, you don’t get to choose what the printed alignment characters are, even if you’re dedicated to a neutral deity such as Jerdano but prefer to roleplay the darker side of the faith. Whether or not your chosen God or Goddess will allow a dedicated cleric of a different faith to cast the spell is up to **them** to decide, not you, no matter how much sense you think it makes.
- Remember, when casting a spell from a divine battle scroll as a dedicated cleric, you **must** do so in the name of the deity to which **you** are dedicated.

In other words, you may not use empathic healing in rapid, chained succession. It is also important to note that the cleric doing this, is taking physical damage, and this should be role-played accordingly. The damage taken by the cleric can then be healed normally using potions, spells, etc. A cleric cannot give away his last point of Health and may not give more Health points to the target than their normal maximum. Magical Health points cannot be exchanged in this manner.

Escape Artist (Rogue) - Continuous

Prerequisite: None

Self Taught: Yes

This skill represents the ability to escape from bonds or other restraints. It is available in three levels of increasing complexity. At Level I, a character can escape from ropes or bonds of a similar nature. At Level II, a character can escape from metallic bonds such as a ball and chain, hand shackles, or bonds of a similar nature. At Level III, a character is virtually impossible to confine, being able to escape from stocks, jail cells, cages, or similar confinements.

Evade Trap (Rogue) - Per Period, Multiple Purchases

Prerequisite: None

Self Taught: Yes

This skill allows you to avoid the effects of one trap that has already been triggered. If you trigger a trap immediately say “EVADE TRAP” and you will suffer no damage or other ill effects from it. Note that this does not and cannot be used to protect others in the vicinity of the trap.

Empathic Healing (Divine) - Continuous

Prerequisite: None

Self Taught: Yes

This allows the cleric to give either 1, 2, or 3 points of his/her own Health to a target creature or character. This basically heals the target for the chosen amount of points and damages the cleric by the same number. Since this skill mimics the transfer of one’s own life-force, the cleric giving up his or her health in this manner may only do so once per minute.

Favor (Divine) - Per Period, Multiple Purchases

Prerequisite: None

Self Taught: Yes

Favor is used to cast shamanic spells. This represents a character's dedication to the spirits of nature and their ancestors, and the subsequent power they derive from them. Unlike arcane spells, armor can be worn when casting shamanic spells. For more information see the Shaman section.

First Aid (General) - Continuous

Prerequisite: None

Self Taught: Yes

This allows a character to prevent someone whose Health points have been reduced to 0 or below from slipping into death. It takes 1 minute to perform this skill and if it is interrupted for any reason the dying victim resumes his death count where he left off or at 1 minute, whichever is greater. If the character has less than 1 minute to live the First Aid is considered to immediately stabilize them for the duration that it is performed. This skill only works if the character's Health points have dropped to 0 or below due to a damage-causing attack.

First Aid will not cure disease, counteract poison, or fix a broken limb, disabled limb, or hobbled leg. First aid cannot be performed on yourself or while carrying a victim, or being attacked yourself.

The physical representation used for this skill is a "bandage" (a simple strip of cloth that can be tied around an arm or leg) that must be worn until the victim is healed at least 1 point by some other means (i.e. by spell or potion). If the bandage is removed before this healing takes place the victim loses the health point gained, slips into unconsciousness and begins a new death count at the usual 5 minutes.

Florentine I (Combat) - Continuous

Prerequisite: Small Weapon

Self Taught: Yes

This skill allows a character to fight with one weapon in each hand simultaneously. In order to use this skill the character must have the appropriate skills for both weapons that he is wielding. The primary weapon may not be longer than the maximum length of a one-handed weapon and the other must be a small weapon.

Florentine II (Combat) - Continuous

Prerequisite: Florentine I

Self Taught: Yes

This is the second stage of two-handed fighting and allows the second weapon wielded to be up to the size of a short sword. In order to use this skill the character must have the appropriate skills for both weapons that he is wielding.

Florentine III (Combat) - Continuous

Prerequisite: Florentine II

Self Taught: Yes

This is the third and final stage of two-handed fighting and allows both weapons to be up to the maximum length of a one-handed weapon. In order to use this skill the character must have the appropriate skills for both weapons that he is wielding.

Gemology (General) - Continuous, Multiple Purchases

Prerequisite: None

Self Taught: Yes

This skill grants the knowledge of the properties and values of the various gemstones found during your adventures with ROA. Every time this skill is purchased the character gains the knowledge of another gem type. This knowledge should not be shared with other players who have not purchased the same level of skill.

Hard Headed (General) - Per Period, Single Purchase

Prerequisite: None

Self Taught: Yes

Hard Headed represents a character's ability to resist a particularly hard blow to the head that would otherwise cause them serious harm. The two attacks that can be resisted are Waylay and Daze, but you MUST resist the first one that is attempted against you. You may not save the skill for the attack type of your choosing. When struck with one of these attacks you call "RESIST" and you will take no damage and suffer no ill effects. The attacker's skill will be wasted. Note that if you have both Hard Headed and Sixth Sense and are struck with a Waylay, it is your choice which skill to use to resist the attack but you still must use one of them. This skill can only be purchased once and can therefore only be used once per period during each event.

Hard to Kill (General) - Per Period, Single Purchase

Prerequisite: None

Self Taught: Yes

This ability represents the extraordinary resiliency some characters possess. With this skill, when a character's Health points have reduced to 0 or below he still collapses and begins the 5-minute death count. However, after 5 minutes instead of dying, the character becomes conscious again, but with only 1 Health point. This skill can only be purchased once and can therefore only be used once per period during each event.

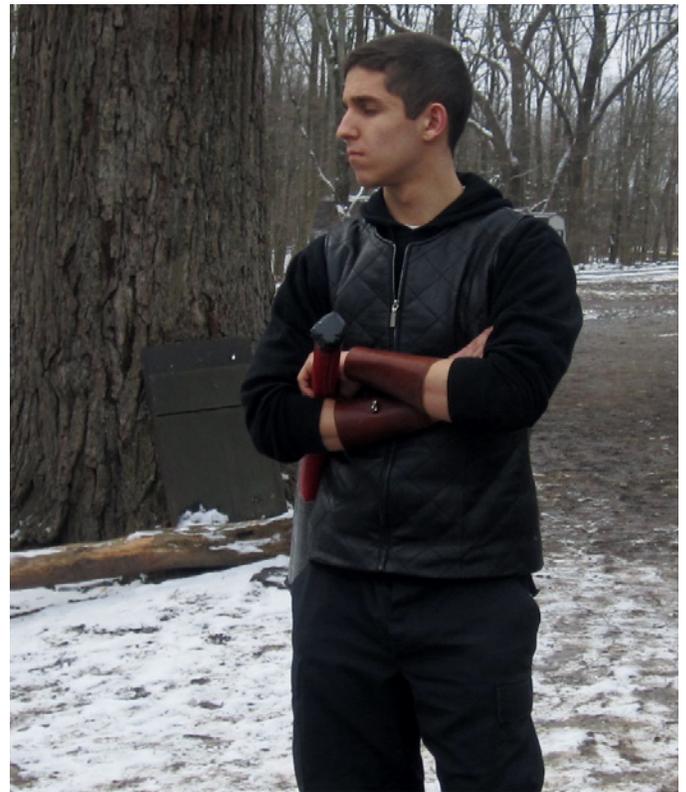
Health (General) - Per Event, Multiple Purchases

Prerequisite: None

Self Taught: Yes

This is the standard unit of measure as to how resistant a particular character or creature is to damage. Characters begin with 1 health point before racial bonuses are applied. Every time you purchase this you get 1 more health point added to your total.

Every character class has a maximum number of health points they can get. As your total health increases, it becomes more expensive to purchase additional points (See the skill chart for your class for more information on this). Racial bonuses are applied BEFORE you can begin purchasing health. For example if you play a dwarf you start with 1 health, add your racial bonus of +2 health and begin with three health. If you wish to buy additional health the first point you purchase will bring you to 4, the second you purchase will bring you to 5 and so on.



Health (11-14) (General) - Per Event, Multiple Purchases

Prerequisite: 10 Health

Self Taught: Yes

This is the standard unit of measure as to how resistant a particular character or creature is to damage. Characters begin with 1 health point before racial bonuses are applied. Every time you purchase this you get 1 more health point added to your total.

Every character class has a maximum number of health points they can get. As your total health increases, it becomes more expensive to purchase additional points (See the skill chart for your class for more information on this). Racial bonuses are applied BEFORE you can begin purchasing health. For example if you play a dwarf you start with 1 health, add your racial bonus of +2 health and begin with three health. If you wish to buy additional health the first point you purchase will bring you to 4, the second you purchase will bring you to 5 and so on.

Every character class has a maximum number of health points they can get. As your total health increases, it becomes more expensive to purchase additional points (See the skill chart for your class for more information on this). Racial bonuses are applied BEFORE you can begin purchasing health. For example if you play a dwarf you start with 1 health, add your racial bonus of +2 health and begin with three health. If you wish to buy additional health the first point you purchase will bring you to 4, the second you purchase will bring you to 5 and so on.

Health (15-18) (General) - Per Event, Multiple Purchases
Prerequisite: 14 Health
Self Taught: Yes

This is the standard unit of measure as to how resistant a particular character or creature is to damage. Characters begin with 1 health point before racial bonuses are applied. Every time you purchase this you get 1 more health point added to your total.

Every character class has a maximum number of health points they can get. As your total health increases, it becomes more expensive to purchase additional points (See the skill chart for your class for more information on this). Racial bonuses are applied BEFORE you can begin purchasing health. For example if you play a dwarf you start with 1 health, add your racial bonus of +2 health and begin with three health. If you wish to buy additional health the first point you purchase will bring you to 4, the second you purchase will bring you to 5 and so on.

Health (23-26) (General) - Per Event, Multiple Purchases
Prerequisite: 22 Health
Self Taught: Yes

This is the standard unit of measure as to how resistant a particular character or creature is to damage. Characters begin with 1 health point before racial bonuses are applied. Every time you purchase this you get 1 more health point added to your total.

Every character class has a maximum number of health points they can get. As your total health increases, it becomes more expensive to purchase additional points (See the skill chart for your class for more information on this). Racial bonuses are applied BEFORE you can begin purchasing health. For example if you play a dwarf you start with 1 health, add your racial bonus of +2 health and begin with three health. If you wish to buy additional health the first point you purchase will bring you to 4, the second you purchase will bring you to 5 and so on.

Health (19-22) (General) - Per Event, Multiple Purchases
Prerequisite: 18 Health
Self Taught: Yes

This is the standard unit of measure as to how resistant a particular character or creature is to damage. Characters begin with 1 health point before racial bonuses are applied. Every time you purchase this you get 1 more health point added to your total.

Health (27-28) (General) - Per Event, Multiple Purchases
Prerequisite: 26 Health
Self Taught: Yes

This is the standard unit of measure as to how resistant a particular character or creature is to damage. Characters begin with 1 health point before racial bonuses are applied. Every time you purchase this you get 1 more health point added to your total.

Every character class has a maximum number of health points they can get. As your total health increases, it becomes more expensive to purchase additional points (See the skill chart for your class for more information on this). Racial bonuses are applied BEFORE you can begin purchasing health. For example if you play a dwarf you start with 1 health, add your racial bonus of +2 health and begin with three health. If you wish to buy additional health the first point you purchase will bring you to 4, the second you purchase will bring you to 5 and so on.

Intercept (Combat) - Per Period, Multiple Purchases

Prerequisite: None

Self Taught: Yes

This is the ability to get in the way of a physical attack meant for another character. Without this skill, you may not physically interfere with a player who is about to get attacked. You can warn the other player by yelling "LOOK OUT!" but you cannot physically stop the attack from happening.

When another character is hit with a physical attack you may decide to intercept the attack, but must do so immediately following the attack. In order to do this, you must touch the other player on the shoulder and say, "INTERCEPT." By doing so the full force of the attack affects you instead of the intended target. You may intercept any type of NON-SURPRISE physical attack. When intercepting an attack it is considered to be a split second decision, therefore you cannot defend against it with a Parry. It may be possible, due to certain resistances or tolerances you may already possess, to be unaffected or less affected by the attack than the original target would have been.

Killing Blow (Combat) - Per Period, Multiple Purchases

Prerequisite: None

Self Taught: Yes

When a character is reduced to 0 Health points or below they are in the process of slowly bleeding to death. Attalia, the goddess of compassion grants all living things this reprieve from death so that if they are at 0, -1, or -100 Health points it is effectively the same.

Killing Blow is a representation of the ability to pierce this thin veil with a coup de grace and cause the victim to die immediately. The victim should still do a 5-minute death count to allow for the possibility of being raised, granted Deities Favor, or even looted though he can no longer become conscious through healing.

In order to use this skill, simply take your weapon and touch it to the fallen victim's torso. Say "Killing Blow 1, Killing Blow 2, Killing Blow 3." The victim will now stop their death count wherever they are and slip into death. When you say "Killing Blow 1, Killing Blow 2, Killing Blow 3," it is NOT a spell incant, and it can be interrupted only if someone strikes your weapon or if the person administering the killing blow removes their weapon before the full sentence is complete. The weapon may only be struck by another weapon and may not be done bare handed. If the killing blow does not finish you do not waste your skill.

Knockdown (Combat) - Per Period, Multiple Purchases

Prerequisite: 2 Handed Weapon

Self Taught: Yes

This skill allows you to strike so forcefully on a single blow that the target is sent careening to the ground. When struck successfully the victim must immediately and safely fall to the ground and lie flat on their front or back for 5 seconds before being able to get back up. The attacker must call "KNOCKDOWN" and strike the torso (area covered by a sleeveless T-shirt) in order for the attack to take effect.

If the blow strikes the target but hits in an area outside the torso area it causes only 1 point of damage and the skill is not used. This skill can be blocked by a parry. This attack can only be delivered with a two-handed edged or two-handed blunt weapon. This skill cannot be performed by weapons that fall into other classifications, such as polearms or staves.

Literacy (Scholar) - Continuous

Prerequisite: None

Self Taught: No

This skill gives your character the ability to read and write the common tongue. All characters without this skill are considered illiterate and cannot read letters, the message board in the tavern, words on a map, or any other written things. You can still read the message board on-line and it will be assumed someone has read it to you so that you are still able to participate. This must be role-played. Characters who are illiterate are not necessarily stupid or ignorant; they just can't read and write.

Literacy Other (Scholar) - Continuous

Prerequisite: Literacy

Self Taught: No

By purchasing this skill you can gain knowledge of reading and writing an additional basic language. The particular language you choose must be approved by ROA (Example: if you are a dwarf you should have a good explanation as to how you know Grey Elf). More advanced or hidden languages may be discovered in-game.

Lockpicking (Rogue) - Continuous

Prerequisite: None

Self Taught: Yes

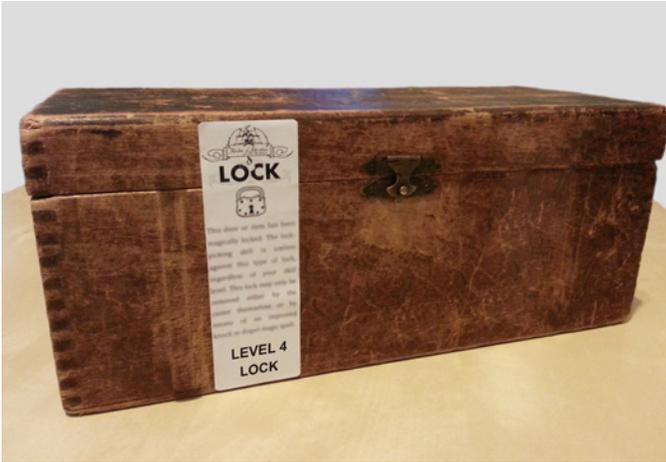
This skill allows characters to bypass locked items such as chests and other various containers. This skill may be purchased multiple times and each time it is purchased it increases your ability with more difficult locks.

When a lock is encountered in-game it will be represented by a "locked" tag with a number on it. The number represents the difficulty in picking that particular lock. If for example you have Lockpicking 3 and encounter a lock with a 5 on the tag you are unable to pick it, but if you encounter a lock with 3 or below on it you can. Players must role-play picking the lock and should have physical representations of the appropriate tools. Examples of this can be in a "thieves' tools" kit containing a few picks or other devices, or can be as simple as a few bent paper clips made to look like picks. A player must spend 5 minutes picking a lock that is equal to their current level and can reduce the time by 1 minute for each level of Lockpicking they possess above the minimum. A rogue can never pick a lock in less than 10 seconds regardless of his level.

Example: Myra has Lockpicking level 10. If she came across a lock of level 10 she would need 5 minutes of role-playing time to pick the lock, as it is the most difficult lock she can manage. If the lock had been only level 7, three levels beneath her level of Lockpicking it would only take her 2 minutes.



If she encountered a level 5 or lower lock (5 levels below her Lockpicking level) it would still take her 10 seconds to pick.



Above the locks level is the word “Removable” and a “Y/N” indicator. If the “Y” is circled, once the lock is picked the rogue can either take the lock for his own use or leave it behind. If the “N” is circled it indicates that the lock is built into the item in question and cannot be taken. If neither “Y” nor “N” is circled, the lock is assumed to be non-removable. Broken lock tags can be replaced by logistics at designated times. If this is abused (Example: you keep breaking your own tag to go in the locked box over and over again) the privilege will be revoked. Some merchants will also sell lock tags in-game.

Mana (Arcane) - Per Period, Multiple Purchases

Prerequisite: None

Self Taught: Yes

Mana is used to cast arcane spells. This represents a character’s ability to harness the raw magical energies that permeate the world. While casting arcane spells NO PHYSICAL ARMOR can be worn. This includes physical armor that has magical properties. A Mage can use magic armor in the form of spells (Example: Ice Armor, Holy Armor, Stone Armor, Barkskin, etc.) and other forms of acceptable armor may be obtained in-game. For more information see the Magic section.

Parry (Combat) - Per Period, Multiple Purchases

Prerequisite: None

Self Taught: Yes

Parry is a skill that represents a characters ability to block or avoid a combat skill aimed at them. When you are struck with a combat skill successfully (Example: a Slay that hits dead center on your chest), you may say, “PARRY” and the attack is effectively wasted. Skills such as Slay, Sweep, Smite, Pierce, Knockdown, Shatter Shield, Shatter Weapon, Daze, Break Limb, Disarm, and Disable may be parried. Stealth skills such as Backstab and Assassinate cannot be parried, nor can Smite or Deathstrike. Note that a character must be carrying his weapon in his hand in order to use the skill.

- **Stealth Skills CANNOT be Parried.**
- **Smite CANNOT be Parried.**
- **Deathstrike CANNOT be Parried.**

Pierce, Edged (Combat) - Per Period, Multiple Purchases

Prerequisite: Edged weapon skill

Self Taught: Yes

This skill represents the ability to find “a chink in the armor” of a foe. A successful strike with this skill will bypass all armor and cause damage directly to a foe’s Health points. The attacker must call “PIERCE” and strike the opponent in order for the attack to take effect. If the blow strikes the target it causes 1 point of damage directly to the target’s Health points. If the swing misses or is blocked by a shield or weapon, no damage is caused and the skill is not used.

This skill can be blocked by a parry. This attack can only be delivered with a melee (i.e. NOT Missile) weapon. Thrown and missile weapons are covered under separate skills. Pierce can be used with poison or venom but cannot be used with another skill (a call like “PIERCE POISON” would be acceptable but “PIERCE SLAY” would not be).

Pierce, Missile (Combat) - Per Period, Multiple Purchases

Prerequisite: Missile weapon skill

Self Taught: Yes

This skill represents the ability to find “a chink in the armor” of a foe. A successful strike with this skill will bypass all armor and cause damage directly to a foe’s Health points. The attacker must call “PIERCE” and strike the opponent with the missile in order for the attack to take effect. If the blow strikes the target it causes its normal damage directly to the target’s Health points. If the missile misses or is blocked by a shield or weapon, no damage is caused and the skill is not used.

This skill cannot be blocked by a parry. This attack can only be delivered with a missile weapon. Thrown and melee weapons are covered under separate skills. Pierce can be used with poison or venom but cannot be used with another skill (a call like “PIERCE POISON” would be acceptable but “PIERCE SLAY” would not be).

Piety (Divine) - Per Period, Multiple Purchases

Prerequisite: None

Self Taught: Yes

Piety is used to cast divine (cleric) spells. This represents a characters dedication to their god and the subsequent power they derive from it. A cleric may only have piety for one particular deity. It is important to note that although most characters believe in all the various gods, clerics dedicate their lives to the service of only one. Unlike arcane spells, armor can be worn when casting divine spells. A holy symbol of your deity **MUST** be worn to cast Divine spells. A shield may be painted to act as this symbol. For more information see the Religion and Piety section.

Poison Craft (Rogue) - Per Event, Multiple Purchases

Prerequisite: None

Self Taught: Yes

Poison Craft is the process by which various items can be combined to make poisons. This process and Alchemy are very closely related. In a typical weekend of foraging at ROA, players will find alchemical components represented by artificial flowers, plants, animals and fungi. These components are used in various poisons. Real, living plants and animals have no alchemical effects and should be left undisturbed where they are found.

Every time this skill is purchased, the character will get 1 Poison Craft point. Every poison has an associated cost in Poison Craft points to make. When players have sufficient Poison Craft points for a given poison they may learn that recipe. Players with this skill will purchase/receive poison recipes indicating what components can be combined to make what poisons.

In order to learn a new recipe more Poison Crafting points must be purchased. Characters may begin the game with the knowledge of any of the poisons on the basic list. There are many more poisons waiting to be discovered in-game to the industrious player.

Components will be traded in at the end of the weekend, and poisons will be received at the beginning of the following weekend. Note that there may also be an in-game monetary cost to craft poisons. For more information please see the Alchemy section.

Poison Tolerance (General) - Per Period, Multiple PurchasesPrerequisite: NoneSelf Taught: Yes

This skill represents the ability to resist poison attacks either by natural resistance or a tolerance acquired through accidental (or intentional) poisonings. When you are the victim of any attack using "Poison" or "Venom" you may resist the first such attack. You may not save the skill for the attack type of your choosing.

Polearm/Spear (Weapon) - ContinuousPrerequisite: NoneSelf Taught: Yes

This skill allows the player to use a spear or polearm in combat. These weapons must be used two handed.

Research (Scholar) - Per Event, Multiple PurchasesPrerequisite: LiteracySelf Taught: Yes

Research is a skill that occurs between events. A player with this skill must submit the topic they wish to research to research@realmsofadventure.net within 48 hours of the end of the event in question. All scholars start out with access to the Dunford Bay Library, and its corresponding information sheet that you'll get during check-in will let you know exactly which topics are available for you to research. MANY additional libraries and sources that will allow you to obtain information on even more topics can be found in-game, so always be on the lookout and never be afraid to ask! Keep in mind that sometimes the information may not be 100% correct.

Self Sacrifice (Divine) - ContinuousPrerequisite: NoneSelf Taught: Yes

This skill allows a character to take 1 negative effect another character is suffering from (Example: Sleep, poison, death, Broken Limb, Fear, Feeblemind, etc.) upon themselves. This may not be used to transfer vitality and may not be resisted. For example if you take on someone's poison and have the Poison Tolerance ability you cannot use it. You can still take on the poison and do not lose your tolerance skill since it is a divine transference of the effect. You take on all aspects of the effect and the other person loses them.

After you Self Sacrifice the other player should inform you of how much longer the effect should last. An example of how this skill works is if you Self Sacrifice a comrades sleep, you will fall asleep as they are waking up. If they tell you they had 3 minutes left to sleep, you now have to sleep for 3 minutes.

Occasionally an effect cannot be Self Sacrificed and in this case the target will inform you as such. It should be noted however, that self sacrifice can be resisted in the case of sacrificing a death. The point being, if someone wants to die in an epic way, they are entitled to do so.

Additionally, if Self Sacrifice is used on someone who is dead, the person will return bleeding out at 0 health and the cleric will die instead, picking up the death count from where the target left off. The person in question should still do a 5 minutes bleed out count, but may be healed by someone else or get up from Hard to Kill.

Set Traps (Rogue) - ContinuousPrerequisite: NoneSelf Taught: No

This skill allows you to set as many traps as you have access to. Any unusual trap must be approved by ROA.

Shield (Combat) - Continuous

Prerequisite: None

Self Taught: Yes

This skill allows the player to use a shield to block incoming attacks. Though shields may be constructed out of any sturdy material, players should specify if their shield is wood or metal for in-game purposes. For more information on shields see the Combat section.

Sixth Sense (General) - Per Period, Single Purchase

Prerequisite: None

Self Taught: Yes

This skill represents the uncanny ability to sense danger before it happens. It allows you to resist the first Waylay, Hobble Leg, Backstab, Critical Backstab, Assail, or Assassinate that is attempted against you. You may not save the skill for the attack type of your choosing. When struck with one of these attacks you call "SIXTH SENSE" and you will take no damage and suffer no ill effects. The attacker's skill will be wasted. Note that if you have both Sixth Sense and Hard Headed and are struck with a Waylay, it is your choice which skill to use to resist the attack but you still must use one of them. This skill can only be purchased once and can therefore only be used once per period during each event.

Slay (Combat) - Per Period, Multiple Purchases

Prerequisite: None

Self Taught: Yes

This skill allows you to strike for 20 points of damage on a single blow. The attacker must call "SLAY" and strike the torso (area covered by a sleeveless T-shirt) in order for the attack to take effect. If the blow strikes the target but hits in an area outside the torso area it causes only 1 point of damage and the skill is not used. This skill can be blocked by a parry. This attack can only be delivered with a melee (i.e. NOT Missile) weapon.

Small Weapon (Weapon) - Continuous

Prerequisite: None

Self Taught: Yes

This skill allows you to use a small weapon, such as a dagger in combat.

Spirits Favor (Divine) - Per Period, Multiple Purchases

Prerequisite: None

Self Taught: Yes

This skill allows a shaman to perform a rite upon the body of a deceased character. This fills the spirit with positive energy and will increase their chances of surviving a visit with Death. This skill must be performed on a corpse and cannot be cast on anyone living or a character that has already dissipated into a spirit.

Staff (Weapon) - Continuous

Prerequisite: None

Self Taught: Yes

This skill allows you to use a staff in combat. A staff must be used with two hands and cannot be swung "baseball bat" fashion. A staff cannot be disarmed by the disarm skill but may be able to be disarmed by magical means.

Sweep (Combat) - Per Period, Multiple Purchases

Prerequisite: Staff, Spear, or Polearm

Self Taught: Yes

This skill allows you to sweep a person off their feet (literally) with a staff, spear, or polearm. In order to succeed you must call "SWEEP" and strike the target in the leg. The victim must immediately and safely fall to the ground and lie flat on their front or back before being able to get back up. Sweep also causes 1 point of damage.

If the target is struck but is hit in part of the body other than the leg, the attack still causes 1 point of damage but the target is not swept and the skill is not wasted. This skill can be blocked by a parry.

Thrown Weapon (Weapon) - Continuous

Prerequisite: None

Self Taught: Yes

This skill allows you to use thrown weapons including daggers, small axes, and rocks. Thrown weapons must be made ENTIRELY out of foam with no pipe, weights, or solid objects in or on them.

Waylay (Rogue) - Continuous

Prerequisite: None

Self Taught: Yes

This skill represents a precision strike to the base of the skull of an unsuspecting character that would render them unconscious. This skill can only be used with a short sword-sized weapon or smaller, must be by surprise, and delivered from behind the intended victim.

The skill is performed by tapping the target gently between the shoulder blades with the pommel (bottom of the handle) of your sword and saying, "WAYLAY" loud enough for the victim to hear it. You may whisper it so others are not alerted to the attack, as long as the victim can hear it. The victim falls to the ground immediately and is considered unconscious for 10 minutes. While unconscious the victim may be killed using the Killing Blow skill, although upon receiving any damage the waylay effect will end and the target will immediately wake up or even. Waylay does no actual physical damage.

This skill cannot be parried but will be blocked by a helmet, Hard Headed, or Sixth Sense. This skill may not be performed while wearing metal armor. Any skill classified as a stealth skill may only be performed if the user is wearing studded leather or below.

Weapon Smith (General) - Continuous

Prerequisite: None

Self Taught: No

Weapon Smithing is the skill of making and repairing both metallic and wooden weapons.

In order for a smith to repair a weapon, he will need to have the appropriate type (metal or wood) and number of chits available to him. These chits are used up and the weapon is considered repaired. Weapon Smithing also requires 5 minutes of role-playing time per chit that is being used. If the smith does not have enough chits to fully restore the weapon, he cannot partially restore the weapon with what he has.

A weapon is either considered fully functional, or broken. The amount of chits it takes to fix weapons of various sizes is as follows (Small Weapon: 1, 1 Handed Weapon: 2, 2 Handed Weapon: 3, Polearm/Staff: 3). The material used to repair it should be governed by the primary material the weapon is made from. In other words a sword is clearly metal, whereas in an axe the most probable breaking point would be the wooden shaft, so wood chits should be used. So if your sword is one handed and is made of metal, you must apply 2 metal chits and 10 minutes respectively to repair it fully. If by way of example you were using a 2 handed great axe, and it was shattered in some way you would need 3 wood chits and 15 minutes respectively to repair it.

If you are interrupted during a repair attempt, you must start again from the beginning! Always work the forge in a safe area with ample protection. For more information, please see the Weapons section.

DEITIES

Of the Gods

The world of Realms of Adventure is a polytheistic one, with numerous gods and goddesses ruling over various aspects of mortal life and casting an ever watchful eye over their creations. Sometimes these deities ally together and cooperate with one another, and sometimes they battle for control.

In this world the most faithful mortals can wield the power of their god as powerful magic, and sometimes the gods answer prayers in very direct ways. When the gods clash, most often their followers do as well.

Below is a list of the most prominent deities in RoA, listed along with their domain or sphere of influence, holy symbol, follower's alignment and a brief description. Also listed is the preferred weapon of the deities' clerics. Clerics are not bound to this weapon type unless it specifically states otherwise within the description of the deity. Restrictions a particular god or goddess places on their clerics are listed within the description of that god.

(These deities are purely fictitious and are provided for role-playing purposes only. The actual worship of these gods is neither practiced nor accepted.)

Elder Gods

Where they came from, no one is sure. The two Elder Gods are remote, distant from the memories of Man or Elf. Their existence is all but lost in the limitless bounds of time itself.

The All-Mother and All-Father as they are known are said to have spawned the first generation of the gods of the world. Through their love they created these, the gods and goddesses who would later create the world of Adraveth and all its inhabitants. Scholars believe that they themselves are neutral, and the offspring they had at various times would offer different aspects to all creation, but these aspects would be balanced.

Although they have no church or official following of their own, they are given reverence and respect by all cultures and peoples of the world, and many religious ceremonies begin with an offering of thanks to the pair. Most religious scholars believe their level of divinity has ascended to a point that they have no interest in mere mortals, and rather maintain their neutrality, letting their children govern the world. Most of the gods will not even speak of them, and it is highly likely they will become angered if questioned. Below is a listing of the god and goddesses worshiped in the world of Adraveth.

ARRAWIEL



Domain: Goddess of Vision, Prophecy, Divination, Dreams, Nightmares

Symbol: A feminine unblinking eye

Follower's Alignment: Any

Preferred Weapon: Staff

Arrawiel is queen of the dreamscape. When creation began she created this vast realm, which exists beside our own. In the dreamscape dwell her many creations, from the extraordinarily beautiful and helpful to the horrific and dangerous. It is an ever-changing world of light and shadow where reality does not truly exist. Whenever a mortal creature falls asleep, he/she enters this strange world. The dreamscape is ever changing and while most sleepers are safe while their consciousness travels there, occasionally the denizens there can harm them.

Arrawiel allows the most devout of her followers to travel the dreamscape in search of information or as a place to shortcut through time and space. Even under her watchful eye, true danger does exist. Despite this danger, the dreamscape can prove to be a rewarding source of information, as travelers when properly guided can peer into and in some cases change the consciousness of others.

Arrawiel grants her devout followers visions and inspiration through dreams. If woken abruptly her clerics will often be quite angry! Many people offer a prayer to Arrawiel before bedtime, so that she might grant them a restful and pleasant sleep. It is said that nightmares are often caused by her displeasure or the displeasure of one of her clerics.

Arrawiel teaches her followers that the answer is not always right in front of them. Many times sleeping on a question and allowing their consciousness to travel into the dreamscape will make the answers they seek far clearer. Arrawiel also governs over other types of prophecy and divination including tarot cards, rune stones and the like. Typically, this goddess appears as a tall woman with dark hair and an almost sleepy look to her. She ordinarily speaks in monotone and rarely gets excited or emotional.

ATTALIA



Domain: Goddess of Healing, Compassion, Kindness, Selflessness

Symbol: Golden circle with four silver stars in it

Follower's Alignment: Good

Preferred Weapon: Staff ONLY

Attalia is also called the weeping goddess. It is said that she cries for those who suffer and live in pain. It is also said that when she looked down upon the desert peoples of Al'Hazir and saw there was so little water, it was her tears that formed the life-sustaining oases that are scattered throughout the land. She is often depicted as a slender woman of great beauty but a terribly sad expression on her face.

Attalia teaches her followers to ease suffering of others whenever they can and not to judge others unless they are pure evil. If there is even a sliver of goodness in them they can be redeemed. Her followers are often found helping the needy, despite the danger or personal sacrifice involved. Wherever there are wars, orphans, or disease-ridden communities, usually at least one of her clerics can be found.

Clerics of Attalia would never consider compensation for healing those in need, but will take any donations to help others whose need is greater. By their very nature, Attalians try to end hostilities peacefully and will put themselves at great risk to further this cause. Attalia limits her followers to using only the staff as a weapon.

BORAIN



Domain: Greed, Decadence, Jealousy, Spite, and Evil

Symbol: An open hand with a ring on each finger, occasionally pictured as holding treasure

Follower's Alignment: Evil

Preferred Weapon: Scepter (1-Handed Mace)

Borain has no illusions about the world and the motives which dictate how its many creatures and beings interact: everyone, and everything, is out for themselves. Borain's followers accept this as the great truth of existence. Many hide from these truths, but doing so serves no purpose other than weakening. Only by accepting this as undeniable fact do you gain the capacity to accomplish great things in life.

Now, this isn't to say that followers of Borain cannot be kind or lend a helping hand. They most definitely do so, but only when it ultimately benefits them. To a Borainian, there is no shame in selfishness or greed. They take and do as they please, for this is simply the way of the world.

***Note: The church of Borain is from the new continent, and has only been known about for a very short time. As such, new players should avoid using the church of Borain in their character history unless it pertains to just hearing about him recently.**

DREVARRIA



Domain: Goddess of Pain, Suffering, Pestilence, Disease, Undeath, Patron of Liches and Necromancers

Symbol: Grinning skull on a field of fire

Follower's Alignment: Evil

Preferred Weapon: Long Sword

Drevarria is the fraternal twin sister of Attalia and her direct opposite. Drevarria is purely evil and reeking with disease. Drevarria appears as a pale, sickly woman with deep sunken eyes. She delights in the spread of disease and suffering and enjoys this most when Attalia's clerics are stricken. She loves playing games with mortals by offering them power in return for spreading her woe. Drevarria is the mother of all undeath. At the time of the creation of the world Drevarria was scorned and did not get to fashion an intelligent race. In anger and revenge she created the first undead and taught the dark arts of necromancy to evil people of all races.

Drevarria's followers are often sadistic and cruel. They go out of their way to inflict suffering and misery, the "gifts" of their goddess, on all they can. The sight of a Drevarrian cleric in a town can cause the local populace to panic or at the very least become extremely unsettled. The most devout of this faith will even go so far as to inflict harm upon themselves, relishing in a twisted way over the suffering and pain they have caused. Many of her followers are fearless fanatics who are not intimidated by law or death.

Drevarria often gifts her followers with the ability to use necromancy, the darkest of arts. She encourages these followers to create undead and unleash them whenever possible. It was a Drevarrian high priest who was responsible for the complete annihilation of the residents of the town of Aberthal, his undead hordes crashing through every man, woman, and child. When contact was lost with the town, an army was dispatched to investigate what was believed to probably be an Orc invasion. When the army arrived they found the undead horde and it was now three times the size as all the slain, including the children were raised as the walking dead.

While worshiping Drevarria is not in and of itself illegal in the Twin Kingdoms, many of their frequent activities, including raising undead, are highly illegal. These worshipers are closely watched and punished swiftly for any misdeeds. Drevarrians will sometimes operate under a guise while traveling through civilized lands, choosing to reveal their faith only when the time is right.

ELANTRAI



Domain: Goddess of Luck, Fortune, Chance, Long Shots, Wishes

Symbol: A female joker/fool

Follower's Alignment: Any

Preferred Weapon: Short Sword

Elantrai typically appears as a beautiful, voluptuous woman dressed like a jester. She is the lady of luck, the granter of wishes and the patroness of the (seemingly) lost cause. Sometimes when things look their absolute worst, the lady will intervene and the situation will turn around completely. Likewise it is at times when things are going seemingly well that she will cause a streak of bad luck.

She is a fairly fickle goddess with little in the way of an agenda. She is a neutral goddess and intervenes for good and bad in the lives of people from all walks of life. Very few mortals do not pray to her at least occasionally.

Elantrai teaches her followers to take risks and chances, allowing luck to take its own course. Often Elantrai will smile upon her most devout followers and grant them success where they expected only failure when they trust their luck. Clerics of Elantrai try to teach her tenets to those around them and are quick to point out the effect luck has on their lives.

Elantrai's clerics are also particularly kind to Pixies, the race she created and is said to favor. It is typical for clerics or very devout followers of Elantrai to don jester caps to show their faith.

ETHALI



Domain: God of Night, Darkness, Thieves, Deception, Lies, Murder

Symbol: A serpent coiled around a kris (wavy bladed) dagger

Follower's Alignment: Evil

Preferred Weapon: Dagger

Ethali is a being of pure evil. It is said that he is male, but being a master of disguise no one knows this for certain. Ethali has appeared in many forms, from male to female and from old to young. Race, gender, age, height, weight and other characteristics know no bounds with Ethali. He once fooled even a goddess, when he posed as a young child to lure Attalia to him.

While she tended to his self-inflicted wound he cut her throat with a god-forged blade, the only known way to kill a god. This event triggered what has been called "The Reckoning" which is the closest literal translation from the language of the old ones. The Reckoning was a struggle between the gods of good and evil, with the neutral taking sides. Finally the elder gods intervened ending the struggle and restoring Attalia to immortal life.

Ethali does these things for reasons known only to him. Lies, deception and murder are his main goals. Night and darkness are the allies that protect and shroud his followers.

The faith of Ethali is a secretive one. No one is quite sure how many followers exist or who they are. One thing is clear and that is the goals of these individuals are never well intentioned. Followers of Ethali have been known to sow deceit in the communities they live for years, right under the nose of an unsuspecting populace. The main followers of Ethali are thieves and assassins and most conceal their faith as they conceal their profession.

Clerics of Ethali exist in a shadowy world between legitimacy and fraud. These clerics usually masquerade as clerics of some other faith in order to protect their identities and gain trust. These clerics are permitted to call upon the name of another deity when casting spells or performing other divine feats.

GORVAAK



Domain: God of Evil, Chaos, Disorder, Tyranny, Fury, Destruction

Symbol: A black gauntleted fist dripping blood

Follower's Alignment: Evil

Preferred Weapon: Two-handed Great Axe

Gorvaak is the lord of evil. Overwhelming force and unbridled fury represents his power. It is Gorvaak who inspires man to subjugate and conquer his fellow man.

Gorvaak empowers the tyrant, adds fuel to the fires of chaos and relishes in destruction and anarchy. It was Gorvaak who created the Orcs and Goblins who torment the world with their cruelty and wanton destruction, and it was also Gorvaak who first released the energies of chaos into the world. Chaos is a pure energy that warps and distorts all it touches and it is never known how or why it will show up next.

The major portion of Gorvaak's followers are Orcs and other Goblinoids. Evil beings of other races that delight in destruction and abhor the rules of society also fill his ranks. Many a mortal has been tempted into his worship by the promises of power and being able to act as they wish, solely for their own benefit.

Gorvaak encourages his followers to spread as much mayhem as they possibly can and rewards them with treasure hordes to plunder, towns to pillage and kingdoms to rule over. Clerics of Gorvaak actively seek converts, whispering into their ears the promises of their lord when they do his bidding. His followers will seldom allow an opportunity to pass by where they can cause maximum destruction or carnage.

GUNDAR



Domain: God of Smithing, Artisans, Craftsmen, Invention

Symbol: A hammer and anvil, a forge

Follower's Alignment: Any

Preferred Weapon: Warhammer

Gundar is the lord of invention, and is also called the smith god. Gundar is the fraternal twin of Hafur, lord of the earth. When the pair was “born” (in so much as gods are born) Gundar was born weak and small, whereas Hafur was born the strongest of gods. Hafur always protected and shielded his brother from harm.

When Hafur created the Dwarves from the very earth in his own image, Gundar followed with the creation of the Gnomes in his own image. Realizing they would need someone to look after them in the world Hafur tasked the first Dwarves with the protection of the Gnomes. In return, Gundar gratefully bestowed upon Dwarves the ability to craft and smith. To this day Dwarves safeguard Gnomes when they can, in honor of those early days.

Followers of Gundar are few and mostly consist of Gnomes and the occasional Dwarf or Human. They believe they bring honor to their god by producing items of unsurpassed quality and beauty. Often his clerics reside in towns fixing common items and crafting new ones. Occasionally they also create new and wondrous inventions. Sometimes the actual utility of these inventions is questionable however.

With the decline in recent years of Gnome populations, the faith has shrunk. The Goblinoid wars have taken their toll on the population and no one knows how much knowledge has been lost.

Followers of Gundar invent, but usually they do not share their designs with others.

HAFUR



Domain: God of Ores, Gems, Lord of the Earth, Dwarven Lord

Symbol: Mountains, evil worshippers use a volcano to represent his fury

Follower's Alignment: Any

Preferred Weapon: Warhammer

Hafur is the lord of the earth. It is he who created the very foundation that the world is built upon. Popular Dwarven lore holds that Hafur lives deep beneath the surface of the earth, deeper than any Dwarf or Drow has ever gone. In these depths, the Dwarves believe, is a giant cavity wherein lies a gleaming tower of purest mithril. And this tower is where Hafur calls home.

From time to time Hafur will wander the world especially in Dwarven holds and will survey his creation. Dwarven custom is to treat fellow Dwarves as brothers until they prove themselves to be otherwise, for you never know when Hafur will be paying you a visit disguised as a stranger. Dwarves who treat him kindly find caches of gems and new gold in mines that they were getting ready to abandon. Those who scorn him are likely to feel his fury by getting caught in caves or meeting with accidents at the forge.

The followers of Hafur can be of any alignment but they all share a deep love of gems and wealth. They believe that they are truly blessed to hear Hafur's calling, and that all living things owe their existence in some way to their deity. Followers of Hafur love tests of strength and fortitude. Very often miners and stonemasons pay homage to Hafur.

The faith is not particularly strong outside of Dwarven communities but they tend to be close knit. Even followers of different alignments are able to put their disputes aside for the greater good of their faith.

IBEWINN



Domain: God of Wine, Exuberance, Drunkenness, Celebration

Symbol: A tankard of ale or a decanter of wine

Follower's Alignment: Good

Preferred Weapon: Staff

Ibewinn is also known as the drunken god, and whenever you find one of his followers a tavern is usually not far away. Ibewinn taught the first people of different races how to make alcohol and delights in the pleasure of others. Many festivals and celebrations are dedicated to him.

Seen by the other gods as not serious enough, Ibewinn reminds the races of the world that they are mortal and in being mortal, they must enjoy their lives while they can. Originally a neutral god Ibewinn became good after Attalia's murder at the hands of Ethali. Ibewinn was so upset at the sight that for the first time ever he shed a tear. From that point forward Ibewinn allied himself with good.

Ibewinn's followers are often seen as lazy slackers who use faith as an excuse to spend the better part of their time drinking and carousing instead of working. Followers of Ibewinn however believe they are fulfilling the desires of their god by enjoying the short lives they have.

Despite both points of view Ibewinn's followers are a welcome sight in almost all lands. They often head for the tavern and begin buying drinks indiscriminately for the populace. They are almost always seen laughing, joking and having a good time. Clerics of Ibewinn try to spread his message and get people to enjoy themselves. They often host festivals or parties, often for complete strangers and spread fun whenever they can.

JERDANO



Domain: God of Nature, Flora and Fauna, the natural elements

Symbol: A man's face made entirely of foliage (the green man) or a stag (male) deer

Follower's Alignment: Any

Preferred Weapon: Staff

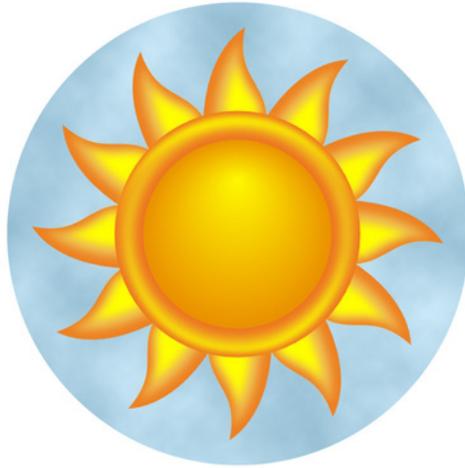
The lord of all things natural, Jerdano chooses the world as his dwelling place. Traveling along with currents of wind or the gentle rushing of streams and rivers Jerdano revels in the marvels he has created.

He is neutral, and his design of nature is reflective of this. The wolf that kills the deer is not evil, but rather a necessary part of his creation. Nature is all about balance. Jerdano speaks with the trees and animals of the land, and it is said that he has a circle of 12 clerics who report to, and commune with him directly. It is these men and women he tasks with presiding over the balance of his creation.

Jerdano has a relatively large number of followers, especially among non-Human races. Most Wood Elves and Satyrs for example, pay him homage. His followers and especially his clerics actively work to preserve the balance in nature. They have also been known to provide escort to travelers moving through particularly dangerous sections of forest. What most followers of Jerdano have in common is a loathing of Orcs and Goblins who destroy areas of forest with reckless abandon.

Jerdano's most devout clerics are called druids, and there are various levels in the hierarchy of the order. These druids often shun modern conveniences and prefer instead to live in nature.

JEREDITH



Domain: Goddess of Day, Sun, Truth, Light

Symbol: An ornate golden or yellow sun sometimes pictured with a face

Follower's Alignment: Good

Preferred Weapon: Long Sword (often with a shield)

Jeredith is also sometimes called the "Queen of Light," and she has a very large, active following. Jeredith is wife to Leondarr, god of justice and their two churches are often found in close cooperation with one another. She is also the most avid and vocal opponent to Ethali, as their domains are direct opposites of one another.

When the world was first created it was Jeredith who created the sun and drove off the shadow one day at a time. It is said that while the sun shines no lie escapes her sight. She appears as a young, beautiful woman of no more than 19. Typically she carries a sword which can compel any mortal to tell the truth and a shield that produces pure shimmering light.

Followers of Jeredith relish the day and when the sun is at its strongest is their happiest time. They pray daily, usually at midday, and some of the especially devout are up to watch the sunrise in prayer.

The church of Jeredith is especially large in the Twin Kingdoms, Al'Hazir and Sekhem but also enjoys much popularity throughout other Human lands and non-Human lands alike. There are many temples established in her name, but she also has a strong, dedicated following of crusaders who travel the land committing good acts in her name and battling the forces of darkness. Her clerics and paladins work to expose organizations of thieves wherever possible and often in conjunction with clerics and paladins of Leondarr. Her devout followers will usually carry light spells openly during the night and guide travelers while the dangerous cloak of night is out.

The basic tenets of the faith are to always tell the truth no matter the consequence, spread light wherever you go, and work against the forces of evil and darkness. Jeredith's paladins and clerics are legendary for their fight against the undead, abominations of night.

LEARYN



Domain: Patron of the Arts, Creativity, Bards, and Performers

Symbol: Either an intertwined treble and bass clef or side-by-side comedy/tragedy masks

Follower's Alignment: Neutral

Preferred Weapon: Staff

Learyn is the patron of art in all its many forms. It is said she loves all forms of entertainment and appears many times in the world just to entertain mortals, though her appearance is always different as the focus is on the performance and not necessarily the performer. It is believed that anyone can be creative and entertain, if they simply work at it.

She is responsible for bringing music into the world and spread its incarnations throughout Adraveth's many races and cultures. Her followers tend to be energetic and joyful, and celebrate all aspects of life through song, dance, story, and art.

***Note: The church of Learyn is from the new continent, and has only been known about for a very short time. As such, new players should avoid using the church of Learyn in their character history unless it pertains to just hearing about her recently.**

LEONDARR



Domain: God of Justice, Law, Order, Balance, Defender of the Weak

Symbol: Blue gauntleted hand holding golden scales

Follower's Alignment: Good

Preferred Weapon: Two-handed Warhammer

Husband of Jeredith, Leondarr has many of the same qualities as his wife, and they are almost always seen together in cooperation. Leondarr often chooses to appear as an old man, and travels from place to place observing people. Woe is it to the thief or scoundrel that tries to trifle with this old man! He will often do this to see if others will intervene on his behalf and if they do they often find themselves rewarded.

It was Leondarr who stepped in when humanity was first created and balanced the forces within them. Although he is a good god, he will sometimes do things that do not seem that way as a means to promoting balance. In this way the greater good is served.

Leondarr's followers see to it that justice is served and that people are treated fairly, especially those incapable of ensuring this for themselves. Frequently, his clerics or paladins are called upon as judges and magistrates. Trusted throughout the land, these men and women bear the heavy burden of interpreting and enforcing the laws of the land.

Often, trained warriors who devote themselves to Leondarr will function as caravan and town guards for no pay for those who cannot afford it. Clerics of Leondarr will always seek to uphold the law, defend the weak and ensure that justice is served.

MHIZRAK



Domain: God of War, Vengeance, Retribution

Symbol: Any weapon engulfed in flames

Follower's Alignment: Any

Preferred Weapon: Any

Mhizrak tends towards very chaotic behavior, but is a neutral god. He is the patron of warriors everywhere and delights in the sounds of battle. When war grows Mhizrak's power grows. The reason for the war is irrelevant; war is good for war's sake. It is a necessary tool used by the civilized races to settle their differences or secure a place for themselves.

Mhizrak takes no sides in battle, as he has followers on both ends of nearly every conflict that is ever fought. He encourages his followers to fight as the ultimate form of praise and when they die they will go to his realm. In Mhizrak's realm, the armies assemble from all times and cultures and fight all day. When the day is done they laugh and joke, drink and feast at the great banquet of their god. When the day is born anew, the fallen are returned, the wounds are healed and the process is repeated.

Mhizrak is also the god of vengeance and retribution, and his revenge is legendary. Although most of his followers tend to focus on the war aspect of Mhizrak's domain, there are quite a few especially in recent years that bring retribution to the forefront.

Followers of Mhizrak may have a good reason to fight, but it is not necessary. Warriors of all types pay him reverence. From the mercenary soldier, to the town guard and from the defending army to the rampaging Orc, his followers are born. Even those who do not see him as their patron will often find themselves praying to him when involved in conflict. Mhizrak's followers see fighting and combat as ways to pay him homage.

Followers of Mhizrak are not always quick to take insult, but they rarely back down from a fight and under most circumstances will seek vengeance against those who have wronged them or slighted their god. This vengeance may not be immediate, but it will almost always be delivered in some way. Mhizrak's followers tend to pay back in retribution many times over the actual damage they were caused.

NEGORO



Domain: God of Death, Eternity, The Cycle of All

Symbol: A serpent or dragon in an endless circle, devouring its own tail (Ouroboros)

Follower's Alignment: Any

Preferred Weapon: Mace

Negoro himself is purely neutral. He can appear happy or angry, male or female, tall or short. His appearances and demeanor are ever changing. There is a small following of devout Negoro worshipers, and almost all of the larger towns have a temple devoted to him. Many a prayer is said to Negoro in order to deliver a person from death and the sick and dying often request one of his clerics to be at their side.

Followers of Negoro believe in the natural order of death, and have disciplined themselves to take comfort from it rather than fear it. Worshiping the god of death does not make them killers; rather they see to it that people are not sent to Negoro before it is their time to go. They do however wage an eternal war against undeath in all its forms.

The creation of animated skeletons, zombies, liches and other such abominations is not only a mockery of life as some other faiths believe, but also in the case of Negorons it is the denial of the most basic fact of life -everything dies. To deny any creature a natural death and audience with Negoro is the greatest of crimes. For this reason Negorons hunt undead and are frequently found patrolling cemeteries and other haunts of practitioners of the necromantic arts. This vengeance also extends to the necromancers themselves, who they believe will be judged by Negoro himself.

A cleric of Negoro can never refuse a request to preside over a funeral, and will attend most funerals whether presiding over it or not. Followers of Negoro recognize that all creation is a cycle, ever changing, but always remaining the same in its basic essence.

OLEANDRA



Domain: Goddess of The Sea, Sailors, Creatures of the Sea, Giver of Life

Symbol: Three fish in a circle, head to tail, one or more dolphins

Follower's Alignment: Any

Preferred Weapon: Spear

Oleandra is the goddess of the sea and her followers affectionately refer to her as their “mother.” Oleandra rarely appears to those on land at all except in visions, but will appear to sailors and those traveling across the oceans as a young Sea-Elf maiden.

The bulk of her followers are the Sea-Elves which were her creation, but she has many followers among those who make their living in or around the sea. Merchants, fishermen, sailors, sea captains, and even some pirates pay this lady homage. One of her symbols is the dolphin and these are seen as her servants and companions. Many a sailor or mother has a tale of a drowning individual who was suddenly saved by a dolphin who brought them to the surface of the water. Most of these people believe that it is direct intervention of Oleandra that saved their life.

Like the sea itself, she is neutral. At times the sea is calm and giving, and at others it is destructive and angry. Despite her changes and mood swings, she is known as the giver of life because it is believed that the sea is one thing all life depends upon in some way.

Although Oleandra's faith is somewhat small on land they tend to be quite devout. Her clerics are renowned healers and are often sought for blessings before someone takes a long voyage on the sea. Often her followers or even those who do not follow her as a patron will say a prayer to her and throw valuables into the sea before taking their trip. This is an offering to the goddess.

All of her followers have a great love of the ocean and seek to protect its creatures from harm. While on land they do their best to spread her word and make sure that people pay her proper respect before venturing off dry land.

RAZABAOTH



Domain: Goddess of Fire, Conquest, and Cruelty

Symbol: A tormented individual wreathed in flames

Follower's Alignment: Evil

Preferred Weapon: 1-Handed Axe or a Two-Handed Longsword

While Mhizrak enjoys a war, Razabaoth has the endgame in mind. Lands, people, and precious resources are all obtained through conquest. These are the things that give people power and control, which are essential to survival, and those who lack power either die quickly or live miserable existences.

The world is very clear and easy to understand through the eyes of a Razabaothian; things are either one way or the other. In the end, anyone would want to come out on top, and this should be embraced. Power is essential for life, conquest is essential for power, and cruelty is essential for conquest. These are the three essential truths which comprise the core of the religion.

***Note:** The church of Razabaoth is from the new continent, and has only been known about for a very short time. As such, new players should avoid using the church of Razabaoth in their character history unless it pertains to just hearing about her recently.

SINDAR



Domain: Goddess of Joy, Love, Peace, Beauty

Symbol: White dove carrying a red rose

Follower's Alignment: Good

Preferred Weapon: Staff ONLY

Sindar is a goddess of purest good, and often appears as a beautiful woman dressed in white and gold and bathed in shimmering light. Her beauty and eloquence has been known to charm gods and mortals who have caught her fancy as well. Despite her beauty she is never vain or jealous.

Sindar is the goddess of peace and has even gotten the better of Mhizrak a few times by persuading him to end especially long or brutal wars. It is Sindar who brings joy, peace and beauty to the world and she tasks her followers to do the same. Sometimes the goddess will walk the world collecting especially beautiful roses and carrying them back with her. Sindar is not only the goddess of outward beauty but inner beauty as well. She teaches her followers to be happy with themselves and seek joy in the inner qualities they possess.

Sindar has a church of many followers who are entirely devoted to her and service the needs of many communities. Her clerics often make themselves available as mediators for disputes and may never refuse a request to mediate an argument and try to bring about an effective solution.

Some of her most devout followers are found near battlefields trying to pacify the warring parties, heal the injured and do their best to minimize the suffering. Her followers and clerics also take upon themselves the task of spreading joy and happiness wherever they go, and in these dark times this service is especially valuable. Sindar's followers are usually pacifists, but in the times they are forced to fight, they are permitted only to wield a staff.

VIRAJAR



Domain: God of Merchants, Wealth, Commerce, Agriculture

Symbol: Pouch of coins with wheat stalks crossed behind it

Follower's Alignment: Any

Preferred Weapon: Short Sword

Virajar is the merchant king. It was Virajar that taught early peoples to trade and barter for goods. Virajar has been instrumental in the relations between different races and civilizations by showing them how to obtain their needs and wants from one another without violence.

Virajar often appears as a heavyset man dressed in fine clothing and adornments. Although Virajar is neutral and his followers are of all alignments, his biggest joy is to see people thriving by mutual trade. Virajar is also the patron of agriculture and he taught the first races how to farm and grow foodstuffs themselves rather than gathering and hunting.

Virajar has many followers amongst the merchant class who pray to him for good returns and safe passage from bandits and rogues. Ironically a fair number of rogues worship him as well believing he will grant them wealth. Other rogues of course use this faith as a cover for their actual worship of Ethali.

His clerics are often seen organizing bazaars and trading events within communities. His followers love to trade and haggle and almost seem to enjoy trading simply for the sake of trading, enjoying the exchange as much as the money or item they end up with. Whilst some of his followers concentrate on the accumulation of wealth, most of them prefer the commerce aspect of the god. Farmers who are having difficulty with their farms or simply want a blessing on their crops or animals very often seek out his clerics.

VIRALEE



Domain: Goddess of Learning, Knowledge, Wisdom, Languages, Scholars, Scribes, Magic, The Occult

Symbol: An owl clutching a scroll or a hand with swirling magical energies around it (or a combination of both)

Follower's Alignment: Any

Preferred Weapon: Staff

Viralee usually appears as a very old woman. It is said in fact that she may be the first offspring of the All-Mother and All-Father. Although this cannot be proven one thing is exceptionally clear and that is that the other gods and goddesses respect her and often seek her wisdom. She is the wisest and most knowledgeable of any god and it has been said that there is nothing at all that she does not know. Some even say her knowledge and wisdom allows her to peer into future events, whereas others simply say that is since she knows so many things she can predict future outcomes.

Followers of Viralee are very often mages and scholars who seek her wisdom and knowledge. All mages (unless they do not believe in any gods) believe they owe their art to this lady who created magic and seeded it throughout the world. Clerics of Viralee are always seeking knowledge and wisdom and work very hard to promote this in others.

Viralee's clerics will establish libraries, set up seminars, and even establish schools. The most devout of her following have even been known to give away (or seriously discount) tomes and scrolls of knowledge to eager learners who happen to be low on coin.

An oft ignored, and infrequently spoke of part of the worship of Viralee is that of the occult. Viralee was the goddess tasked with the responsibility of creating the infernal and celestial realms and insulating them from the world. Those who worship her devoutly for long periods of time are said to learn these secrets and be able to open portals to other realms.

XALARON



Domain: Sky, Wind, and Heavenly Bodies

Symbol: Gusts of wind blowing in a night sky with stars and moon

Follower's Alignment: Neutral

Preferred Weapon: Longbow

Xalaron is lord of the sky and all heavenly bodies. It is Xalaron who created the avian race known as Nikklari, who tend to be devout worshipers of Xalaron. As a result, much of their culture is intertwined with this religion.

Xalaron believes that the only pure domain that is left is the sky. The rest of the world was corrupted long ago, when so many creatures and flora were put to together to live side by side. Thus, the sky must be protected and revered. As long as that is the case, Xalaron uses his domain to help keep the rest of the Adraveth flowing. He makes the wind move so that Jerdano's seeds may spread, and makes it rain from the heavens to nourish the world. He changes night to day for Jeredith, and day to night for Ethali. He creates chaotic storms (much to Gorvaak's delight) to ensure the sky is feared, but moves the clouds the next day so the sun shines high and Attalia can begin the healing.

Xalaron's followers understand the importance of his place in the world. While the importance of all the deities should be recognized, Xalaron's followers believe that without him, the status quo would dissolve faster than if any other deity were to fall, as each god and goddess would lose something without him.

***Note: The church of Xalaron is from the new continent, and has only been known about for a very short time. As such, new players should avoid using the church of Xalaron in their character history unless it pertains to just hearing about him recently.**

RULES OF MAGIC

Realms of Adventure is in a setting of high fantasy. Magic is a force that permeates the world and can have a profound effect on the events and people it comes into contact with. This magic can be harnessed and manipulated in different ways and used to produce wondrous effects.

There are several types of spellcasters in the world of RoA, from mages who are masters of the arcane to clerics who channel the very power of the gods themselves and several types in between.

In order for magic to be used in the game and fit seamlessly there are certain rules to all magic. Please read the rules below to gain a better understanding of how magic works in the world of RoA.

Even if you are not planning a character who is a spellcaster, you should read these rules so you are familiar with how magic works and how it might come to affect your character!

Types of magic:

- Arcane Magic (Mages)
- Bardic Magic
- Divine Magic (Clerics)
- Runic Magic (Rune Mages)
- Shamanic Magic

Every spell has five important pieces of information pertaining to it:

Name: The name of the spell

School: This is the school of magic that a given spell falls into. There are many schools appearing in the system from the onset and there are also some hidden ones as well!

Cost: This is the number of mana, piety or favor (Depending on the type of magic you are using) the spell costs to cast.

Incant: These are the words that activate the spell and let those around you know what effect the spell has. You **MUST** say the incant **EXACTLY** as it appears. Some incants are longer than others and this is intentional based on power of a given spell. If you say the incant wrong the mana/piety/favor is still wasted.

Effect: This is an out of game verbal description of the spell.

•• How it Works ••

1. You may only cast spells that are contained in your spell book and on your character sheet.
2. You may only learn 2 spells per event you attend, 1 by teacher and 1 by scroll of knowledge.
3. In order to cast a spell you **MUST** be carrying your spell book. Spell books are considered out of game and as such cannot be stolen. Carrying the spell book allows you to check incants and descriptions and serves as your proof that you know that spell.
4. You must keep one foot firming on the ground while you are casting the spell. You may pivot on the foot, turn or take a throwing step, but if any other movement occurs the spell is lost (although you do not lose the mana).



5. If you are reciting your incant and you are struck with a weapon, spell, or skill the spell is lost (although you do not lose the mana).
6. Almost all spells are packet based and must be delivered through a packet. You may hold the packet in your hand and touch the target creature with it lightly on the shoulder however (IE - if you want to heal someone). To learn how to make spell packets see our guides section.

7. If a spell packet comes into contact with ANY part of your body, costume, weapon, shield or cloak the spell takes full effect. The only exception to this is in the case of certain costuming enhancements that add to the game and would be a severe detriment to playing a particular race (i.e. a Pixie's wings). If you have any questions regarding this please ask staff. If the target of the spell manages to dodge the packet the spell does not affect him but the mana, piety, or favor is still lost.

8. If the packet strikes someone other than your intended target it still has full effect on the target struck. (IE - you throw a fireball and accidentally hit your friend or throw a healing spell and accidentally hit the Orc your friend is fighting).

9. Some spells are latent on a person and only released if you strike them. If you strike someone and they respond "Fire damage 3!" or something similar it is probably one of these spells. You may still resist normally if you have the means to do so. If several attackers seemingly struck at once assume all are affected.

10. If you recite an incant you have just a second or two to throw the packet! If you do not throw it in that time the spell is lost (although you do not lose the mana).

11. If you are struck with a spell and do not know how to react or did not hear the incant say "CLARIFY" and you and the caster are in a personal hold until the question is resolved. It is always up to the caster to know what effect the spell should have. Intentionally misleading someone is considered cheating.

12. If you have both hands bound, you are silenced or gagged you cannot cast!

13. You cannot cast mana based spells while wearing armor (This does not apply to piety or favor based spells). You may cast if a magic armor spell is upon you.

14. Every time you cast a spell you deduct the amount of mana/piety/favor listed under the cost for the spell. You cannot cast spells you do not have enough mana for.

15. Unused mana does not carry over to the next period or event.

16. You may never have more than one spell of each type upon you at a single time! The source of the spell (arcane spell, divine spell, potion, scroll, etc.) does not matter. The types are listed below:

Magical Armor: Any spell that grants you magical armor points (i.e. Ice Armor, Arcane Armor).

Magical Health: Any spell that grants you magical health (i.e. Arcane Vigor, Lesser Empowerment).

Physical Defense: Any spell that protects you from a physical attack for a duration of time (i.e. Shield, Watchman of Leondarr). This refers to spells that make you unaffected by regular weapon strikes, or strikes with magical weapons.

Skill Defense: Any spell that protects you from a physical attack skill (i.e. Attack Shield). This refers to things that would block skill attacks such as an assassinate or a deathstrike.

Magical Defense: Any spell that protects you from any general magical attack (i.e. Spell Shield, Redirection, Absorption).

Elemental Defense: Any spell that protects you from a specific elemental general magical attack (i.e. Endure Elements: Fire, Endure Elements: Water).

Mental Defense: Any spell that protects you from any mental attack (i.e. Resist Charm).

Grant Skill: Any spell that grants you a skill (i.e. Slay, Parry, Shatter Shield). Note that if you have a spell of this type and one of the physical defense variety that serve the same purpose they can both be used at the same time and you may choose which is consumed in the attack.

17. Runes of the same effect type may never be stacked, as per the spell stacking rules above.

18. No living creature can have more than 2 runes upon them at a time.

19. Runes upon an individual may only be activated by that individual and for that individual (Example - If you have a Stone Skin Rune upon you, you cannot activate it and give the stone skin to someone else).

ARCANE MAGIC & SPELLS

Arcane magic is the type that is practiced by Mages. Mages are the talented individuals who have the ability to channel magical energy into a usable form called mana. When a new mage character is made he will probably have a small amount of mana and spells to start with. As time goes on and the character grows he will be able to gain experience manipulating mana and will be able to purchase more points allowing him to cast a greater amount of spells as well as open the possibility to learning spells of even greater power.

When a mage character is first created he must pick a specific school of magic from the starting list. All mages begin with the Light spell, the appropriate dart spell for their school (Ex- Fire mages start with flame dart), and two random starting spells from the beginning list, determined at check in. These beginning lists consist of the very basic spells of each school, but rest assured there are many more available for each school. Additionally there are “hidden” schools of magic waiting to be discovered in game.

Naturally, the most obvious way for a mage to advance is by purchasing more mana and therefore being able to cast a greater number of spells. Additionally mages may spend character points to purchase additional schools of magic.

Mages may only learn and cast spells from schools they learn. Some mages choose to specialize and master a single school, whereas others diversify by learning multiple schools. The mana points a mage possesses are not school specific, so the same points may be used to power any spells in the mages spell book. Mages may learn additional spells including the “hidden” spells by either finding a teacher in game or deciphering scrolls of knowledge.



Initial Schools of Magic:

- Fire
- Water
- Air
- Earth
- Force
- Enchantment/Charm
- Fae (Only available to Fae)

Fire

Fire is the most offensive of the elemental schools of magic. This school is primarily focused on damage causing effects, and spells of destruction. Mages that enjoy front line fighting and adventuring are often drawn to this school. The ability to cause harm to your enemies and rain fiery death upon them is unmatched.

Water

Water is a bit less offensive than fire and proves to be somewhat more versatile. While this school does not have as many damage causing effects, it does offer several defensive spells allowing the caster, like the nature of water itself, to conform to different environments he is placed in. Water mages are often found in adventuring groups where their variety of spells has much use.

Air

Air is mostly a defensive school with a small handful of purely offensive spells available. Some potent spells do exist, and in addition to these there are a number of spells within the school that enable the caster to disable or harm someone without actually physically damaging the individual. Add to these spells, several potent defensive spells and you have a rather well balanced and useful school.

Earth

The last of the elemental schools, earth is almost entirely defensive. There are very few damage causing spells in an earth mages repertoire, but their ability to cast protective spells on themselves and others is unmatched. Earth mages and their allies can often prove to be very difficult obstacles to remove, and because of the protection and enhancement they provide, earth mages are very welcome with adventuring groups.

Force

Force is a school of many varied spells and effects. Casters of force magic often appear as one would envision a telekinetic, moving items and people with a few words and a simple gesture. In actuality force mages concentrate the energies around them to the point where they seemingly become physical manifestations. Often these manifestations are invisible but no less deadly. The school offers a good mix of offensive, defensive and generally useful spells.

Enchantment/Charm

Enchantment/Charm is a school dealing primarily with magic meant to enhance or change the properties of an item or person. The school includes very few direct damage spells, but has a number of spells that can increase armor, health, skills and abilities. Additionally the school places a great deal of emphasis on ways to affect the mind of a subject and can often be used very effectively to manipulate enemies and (in more positive ways) friends alike.

Fae

Fae magic is a very old and often misunderstood school of magic. One of the first schools known to be used, it is available exclusively to Fae creatures (For PCs this means only Brownies and Pixies). It is not known if other races could learn the school, but it is clear that organized mage schools have been unable to find Fae willing to teach it to non-Fae. Many Fae spells seem childish or silly at first but their usefulness both in the Fae entertaining themselves (much to the dismay of the other races who often get chosen as targets for this "fun") and in combat cannot be ignored. Forcing someone to sneeze or itch uncontrollably may seem like a mere nuisance but these will often foil spellcasting attempts and occasionally combat skills as well. Being an ancient magic, it is also clear from observing older Fae mages that in time practitioners of this school can learn some very potent spells indeed.

Note: Although only Fae may learn this school at the onset there may be ways to learn it in game. Additionally Fae characters are not limited to choosing only this school as the Dwarves are limited to only rune magic, but rather this presents Fae with a unique option.

•• Starting Fire Spells ••

Light

Cost: 0

Incant: "I create this source of magical light."

Effect: By using a glowstick the caster may activate it to represent a magical light spell. This spell requires no mana to cast and may be cast as many times as you have glowsticks. You may use this glowstick to light a room, mark a path or give to another individual. The spell lasts for as long as the glowstick lasts. Players must supply their own glowsticks.

Flame Dart

Cost: 1

Incant: "Flame dart, damage 1."

Effect: This is a minor attack spell causing 1 point of fire damage.

Ignite Missile

Cost: 1

Incant: "I sheath this missile in flame, fire damage when released."

Effect: This spell is cast upon a thrown weapon, crossbow bolt or arrow. When the person throws the weapon or fires the crossbow or bow the missile bursts into magical flame. Although the attack still does its normal damage, it counts as magical fire and therefore will harm creatures only affected by magic or flame.

Endure Elements: Fire

Cost: 2

Incant: "I make you/myself resistant to fire and flame for one attack."

Effect: This spell allows the target creature to resist 1 spell with the words FIRE or FLAME in its incant. The individual with this spell upon them may choose which spell to resist. Note that if attacked with a physical weapon enhanced by fire you may resist the fire effect but not the actual physical attack. In other words if you are struck with a weapon and the attacker calls "Fire!" or "Fire Assassinate!" you will still take one point of damage or the assassinate normally, only the fire portion of the attack is avoided if applicable.

Flame Arrow

Cost: 2

Incant: "Flame arrow, damage 3."

Effect: This is an attack spell causing 3 points of fire damage.

Flares

Cost: 2

Incant: "I create flares, fire damage 1, fire damage 1, fire damage 1."

Effect: This attack spell allows the caster to throw 3 individual packets that each do 1 point of fire damage. All 3 packets must be released within 10 seconds or the packets not thrown will dissipate. As per the rules of magic the caster must keep one foot firmly on the ground until the last packet is thrown.



Heat Weapon

Cost: 2

Incant: "I make your right/left weapon searing hot by fire, Disarm."

Effect: This spell causes the target weapon to become so hot it must be cast aside as per the skill DISARM. The spell does no actual physical damage to the weapon's wielder. The spell packet must hit the individual holding the weapon, but does not need to hit the weapon itself. The caster of the spell may choose which weapon is affected.

Flame Blade

Cost: 3

Incant: "I engulf this weapon in fire 1 minute."

Effect: This spell causes the weapon it is cast upon to burst into magical fire on its main striking portion, and this fire does not affect the weapon's wielder. When the user of the weapon swings it, he should loudly call "Fire!" Although the attack still does its normal damage, it counts as magical fire and therefore will harm creatures only affected by magic or flame.

•• Starting Water Spells ••

Light

Cost: 0

Incant: "I create this source of magical light."

Effect: By using a glowstick the caster may activate it to represent a magical light spell. This spell requires no mana to cast and may be cast as many times as you have glowsticks. You may use this glowstick to light a room, mark a path or give to another individual. The spell lasts for as long as the glowstick lasts. Players must supply their own glowsticks.

Ice Dart

Cost: 1

Incant: "Ice dart, damage 1."

Effect: This is a minor attack spell causing 1 point of ice damage.

Purify Liquid

Cost: 1

Incant: "I purify this liquid of all toxins and poisons."

Effect: When cast upon any liquid, this spell removes any toxic properties of it. If cast upon a drink that is poisoned it will neutralize any effect that poison may have had upon the drinker. In addition, if cast upon an alcoholic beverage it will remove any alcoholic properties it may have had.

Endure Elements: Water

Cost: 2

Incant: "I make you/myself resistant to water, ice and frost for one attack."

Effect: This spell allows the target creature to resist 1 spell with the words WATER, ICE or FROST in its incant. The individual with this spell upon them may choose which spell to resist. Note that if attacked with a physical weapon enhanced by ice you may resist the ice effect but not the actual physical attack. In other words if you are struck with a weapon and the attacker calls "Ice!" or "Ice Assassinate!" you will still take one point of damage or the assassinate normally, only the ice portion of the attack is avoided if applicable.

Ice Armor

Cost: 2

Incant: "I grant you/myself armor of ice, 2 magic armor."

Effect: This spell grants 2 points of magical armor to the individual it is cast upon. This may not be stacked with any other magical armor (i.e. Barkskin, Arcane Armor) and if damaged the recipient of this spell will lose these magical armor points first.

Ice Arrow

Cost: 2

Incant: "Ice arrow, damage 3."

Effect: This is an attack spell causing 3 points of ice damage.

Freeze Limb

Cost: 3

Incant: "I freeze your right/left arm/leg solid by ice, 10 minutes."

Effect: This spell causes the target's limb to be completely unusable for 10 minutes. The caster of the spell may choose which limb is affected. The target must be hit normally and the packet does not need to hit the affected limb for the spell to work.

Ice Blade

Cost: 3

Incant: "I engulf this weapon in ice 1 minute."

Effect: This spell causes the weapon it is cast upon to be sheathed in magical ice on its main striking portion, and this ice does not affect the weapon's wielder. When the user of the weapon swings it, he should loudly call "Ice!" Although the attack still does its normal damage, it counts as magical ice and therefore will harm creatures only affected by magic or ice.

•• Starting Air Spells ••

Light

Cost: 0

Incant: "I create this source of magical light."

Effect: By using a glowstick the caster may activate it to represent a magical light spell. This spell requires no mana to cast and may be cast as many times as you have glowsticks. You may use this glowstick to light a room, mark a path or give to another individual. The spell lasts for as long as the glowstick lasts. Players must supply their own glowsticks.

Wind Dart

Cost: 1

Incant: "Wind dart, damage 1."

Effect: This is a minor attack spell causing 1 point of wind damage.

Featherfall

Cost: 1

Incant: "Caught by air!"

Effect: This spell is purely a reactive one. If the caster is targeted by a sweep spell or sweep or knockdown skill, he may IMMEDIATELY cast this spell and avoid the effects of the spell or skill. For all intents and purposes this spell functions as a "resist."

Sweep

Cost: 1

Incant: "By air I sweep you off your feet."

Effect: When struck with this spell, the victim must immediately and safely fall to the ground and lie flat on their front or back before being able to get back up.

Thunderclap

Cost: 1

Incant: "Thunderclap by air, strike you deaf 10 minutes."

Effect: This spell causes the target to be completely deaf for 10 minutes. This must be role-played and the target will be unable to hear cries for help, warnings to look out or someone rifling through the cabin he is supposed to be guarding. The target is still affected by skill and spell calls, because although he is "deaf," calls are merely a mechanic for letting game participants know how to react to a skill or spell. Even if the victim doesn't hear the slay or assassinate, it still will hurt him.

Endure Elements: Air

Cost: 2

Incant: "I make you/myself resistant to air, wind and lightning for one attack."

Effect: This spell allows the target creature to resist 1 spell with the words AIR, WIND or LIGHTNING in its incant. The individual with this spell upon them may choose which spell to resist. Note that if attacked with a physical weapon enhanced by any of these things you may resist the elemental effect but not the actual physical attack. In other words if you are struck with a weapon and the attacker calls "Lightning!" or "Lightning Assassinate!" you will still take one point of damage or the assassinate normally, only the lightning portion of the attack is avoided if applicable.

Gust

Cost: 2

Incant: "I disarm your left/right weapon by wind."

Effect: This spell causes the target weapon to be torn from the victim's hand as per the skill DISARM. The spell does no actual physical damage to the weapon's wielder. The spell packet must hit the individual holding the weapon, but does not need to hit the weapon itself. The caster of the spell may choose which weapon is affected.

Spin

Cost: 2

Incant: "By wind, spin in place, 10 seconds."

Effect: This spell causes the target to be forced to spin in place as fast as safely possible for 10 seconds. Though not damaging, this will cause the disruption of spells and can make effective fighting difficult. While spinning the victim may not flail his weapon in an unsafe manner.



•• Starting Earth Spells ••

Light

Cost: 0

Incant: "I create this source of magical light."

Effect: By using a glowstick the caster may activate it to represent a magical light spell. This spell requires no mana to cast and may be cast as many times as you have glowsticks. You may use this glowstick to light a room, mark a path or give to another individual. The spell lasts for as long as the glowstick lasts. Players must supply their own glowsticks.

Stone Dart

Cost: 1

Incant: "Stone dart, damage 1."

Effect: This is a minor attack spell causing 1 point of stone damage.

Stone Skin

Cost: 1

Incant: "I turn my/your skin hard as stone, 3 magic armor."

Effect: This spell grants 3 points of magical armor to the individual it is cast upon. This may not be stacked with any other magical armor (i.e. Barkskin, Arcane Armor) and if damaged the recipient of this spell will lose these magical armor points first.

Endure Elements: Earth

Cost: 2

Incant: "I make you/myself resistant to earth, sand and stone for one attack."

Effect: This spell allows the target creature to resist 1 spell with the words EARTH, SAND or STONE in its incant. The individual with this spell upon them may choose which spell to resist.

Root

Cost: 2

Incant: "By earth I root your feet to the ground, 10 minutes"

Effect: The target of this spell has his feet effectively attached to the ground for 10 minutes. He may not move his feet from the spot they are in or even lift them.

Stone Grip

Cost: 2

Incant: "I give my/your right/left hand grip of stone, 10 minutes."

Effect: For the duration of this spell, the recipient may resist all DISARM attempts, regardless if they are magical or skill based. During this period the affected may not open his hand for any reason and if he is holding an item it cannot be removed from his hand.

Sweep

Cost: 2

Incant: "By earth I sweep you off your feet."

Effect: When struck with this spell, the victim must immediately and safely fall to the ground and lie flat on their front or back before being able to get back up.

State of Stone

Cost: 3

Incant: "State of Stone."

Effect: This spell causes the caster to effectively become a statue for 10 minutes. He is immune to all physical attacks as long as he remains motionless. Magical attacks still affect him normally as do weapons enhanced by magic.

•• Starting Force Spells ••

Light

Cost: 0

Incant: "I create this source of magical light."

Effect: By using a glowstick the caster may activate it to represent a magical light spell. This spell requires no mana to cast and may be cast as many times as you have glowsticks. You may use this glowstick to light a room, mark a path or give to another individual. The spell lasts for as long as the glowstick lasts. Players must supply their own glowsticks.

Force Dart

Cost: 1

Incant: "Force dart, damage 1."

Effect: This is a minor attack spell causing 1 point of force damage.

Sweep

Cost: 1

Incant: "By force I sweep you off your feet."

Effect: When struck with this spell, the victim must immediately and safely fall to the ground and lie flat on their front or back before being able to get back up.

Disarm

Cost: 2

Incant: "I invoke force to disarm your left/right weapon."

Effect: This spell causes the target weapon to be torn from the victim's hand as per the skill DISARM. The spell does no actual physical damage to the weapon's wielder. The spell packet must hit the individual holding the weapon, but does not need to hit the weapon itself. The caster of the spell may choose which weapon is affected.

Force Arrow

Cost: 2

Incant: "Force arrow, damage 3."

Effect: This is an attack spell causing 3 points of force damage.

Resist Force

Cost: 2

Incant: "I make you/myself resistant to force for one attack."

Effect: This spell allows the target creature to resist 1 spell with the word FORCE in its incant. The individual with this spell upon them may choose which spell to resist.

Repulsion

Cost: 4

Incant: "I repel you from me by force 10 feet, 1 minute."

Effect: This spell causes the target to be forced away from the caster for 1 minute. The target creature may not approach closer than 10 feet away. If the caster moves away from the target, the target creature may come closer so long as the 10-foot distance is maintained. If the caster moves toward the target in the attempts to force him back the spell immediately ends.

Shatter Weapon

Cost: 4

Incant: "I invoke force to shatter your left/right weapon."

Effect: This spell causes the target weapon to be shattered, rendering it useless until repaired. An effective use of the weaponsmith skill is required to fix it.

•• Starting Enchantment/Charm Spells ••

Light

Cost: 0

Incant: "I create this source of magical light."

Effect: By using a glowstick the caster may activate it to represent a magical light spell. This spell requires no mana to cast and may be cast as many times as you have glowsticks. You may use this glowstick to light a room, mark a path or give to another individual. The spell lasts for as long as the glowstick lasts. Players must supply their own glowsticks.

Enchanted Dart

Cost: 1

Incant: "Enchanted dart, damage 1."

Effect: This is a minor attack spell causing 1 point of magic damage.

Arcane Armor, lesser

Cost: 2

Incant: "I grant you/myself 2 magic armor."

Effect: This spell grants 2 points of magical armor to the individual it is cast upon. This may not be stacked with any other magical armor (i.e. Barkskin, Ice armor) and if damaged the recipient of this spell will lose these magical armor points first.

Arcane Vigor, lesser

Cost: 2

Incant: "I grant you/myself 2 magic health."

Effect: This spell grants 2 points of magical health to the individual it is cast upon. This may not be stacked with any other magical health (i.e. Empowerment) and if damaged the recipient of this spell will lose these magical health points after he loses normal armor and before he loses his normal health. These points cannot be healed.

Enchanted Arrow

Cost: 2

Incant: "Enchanted arrow, damage 3."

Effect: This is an attack spell causing 3 points of magic damage.

Enchanted Weapon

Cost: 2

Incant: "I imbue this weapon with magic, 1 minute."

Effect: This spell causes the weapon it is cast upon to function as a magical weapon for 1 minute. When the user of the weapon swings it, he should loudly call "Magic!" Although the attack still does its normal damage, it counts as magical damage and therefore will harm creatures only affected by magic.

Fortify Armor

Cost: 3

Incant: "I fortify your armor by 2 points."

Effect: This spell will only work on a subject wearing normal (not magical) armor. Upon receiving this spell, the subject's armor immediately becomes more effective making it able to take 2 extra points of damage before being damaged. This spell is not permanent and only lasts until these points are removed through damage. This spell enhances the subjects physical armor and thus this does not count as magic armor for purposes of spell stacking (i.e. you could have both a fortify armor and Arcane Armor active on you at the same time, since one affects your physical armor and one affects your person). This spell may only be cast on a subject's armor as a whole and will not stack on a single individual by casting this on multiple pieces of armor the same subject is wearing. Likewise this cannot be cast on one individual and then have his armor transferred to another individual. If either of the above situations occurs, both enchantments are lost.

•• Starting Fae Spells ••

Light

Cost: 0

Incant: "I create this source of magical light."

Effect: By using a glowstick the caster may activate it to represent a magical light spell. This spell requires no mana to cast and may be cast as many times as you have glowsticks. You may use this glowstick to light a room, mark a path or give to another individual. The spell lasts for as long as the glowstick lasts. Players must supply their own glowsticks.

Fae Dart

Cost: 1

Incant: "Fae dart, damage 1."

Effect: This is a minor attack spell causing 1 point of magic damage.

Giggle

Cost: 1

Incant: "I cause you to giggle uncontrollably 10 seconds."

Effect: This spell causes the victim to giggle uncontrollably for 10 seconds. This must be role-played and in this time spellcasting and attacking by surprise is impossible. The victim may still attack normally, defend himself and may run away and move normally.

Sneeze

Cost: 1

Incant: "I cause you to sneeze uncontrollably 10 seconds."

Effect: This spell causes the victim to sneeze uncontrollably for 10 seconds. This must be role-played and in this time spellcasting and attacking by surprise is impossible. The victim may still attack normally, defend himself and may run away and move normally.

Clumsiness

Cost: 2

Incant: "By the fae I disarm your left/right weapon."

Effect: This spell causes the target weapon to be fumbled and dropped from the victim's hand as per the skill DISARM. The spell does no actual physical damage to the weapon's wielder. The spell packet must hit the individual holding the weapon, but does not need to hit the weapon itself. The caster of the spell may choose which weapon is affected.

Glitterdust

Cost: 2

Incant: "I strike you blind 1 minute."

Effect: This spell causes the victim to be blinded for 1 minute. The victim may not attack at all (wild, random weapon swinging is not allowed). Any other action that requires sight (walking, identifying objects, etc.) is also difficult, if not impossible, for him. For safety purposes, it is not necessary for the victim to keep his eyes closed while blinded, but for role-playing purposes he should act as though they were closed. While blinded the target may still use defensive skills such as Parry, but the blindness effect will not break until the target takes damage or the 1 minute passes.

Itch**Cost:** 2**Incant:** "I cause you to itch uncontrollably 30 seconds."**Effect:** This spell causes the victim to itch uncontrollably for 30 seconds. This must be role-played and in this time spellcasting and attacking by surprise is impossible. The victim may still attack normally, defend himself and may run away and move normally.

Disable Limb**Cost:** 4**Incant:** "I disable your left/right arm/leg 10 minutes."**Effect:** This spell disables one of the victim's limbs as per the skill DISABLE. The caster of the spell may choose which limb is affected.

BARDIC MAGIC & SPELLS

Bardic magic is a highly specialized form of magic. The bard is often looked at as an individual who is the jack of all trades and master of none, and seemingly their magic follows this principle. In a manner that neither mage nor scholar fully understands, bards are able to draw forth magical energy by using music as their focal point. Some bards can produce magical effect by song whereas others utilize instruments or even a mixture of the two.

A bard's ability to channel this magic is expressed in chords. Unlike other spellcasting classes bards will not necessary begin the game with any capacity for magic at all, and this is determined by whether or not a starting character has purchased chords. In the event no chords have been purchased, no spells will be known and any magic the bard wishes to learn must be done in-game. In the event the starting character does have chords, he begins with the Light spell and three other random spells from his starting list.

A bard's spells seem to consist of a sampling of different schools and divine energies as well as several potent spells no other class can match. The overall power of their spells is limited, but the diversity of those spells is without question.



•• Starting Bard Spells ••**Light****Cost:** 0**Incant:** "I create this source of magical light."

Effect: By using a glowstick the caster may activate it to represent a magical light spell. This spell requires no mana to cast and may be cast as many times as you have glowsticks. You may use this glowstick to light a room, mark a path or give to another individual. The spell lasts for as long as the glowstick lasts. Players must supply their own glowsticks.

Awaken**Cost:** 1**Incant:** "I wake you from your sleep."

Effect: This spell will immediately awaken a sleeping or unconscious target. This spell works on normal and magical sleep brought upon by exhaustion, poison, venom, spell, potion, or waylay. This will not wake someone who is dying from lethal poison or during their death count from normal injuries.

Communication**Cost:** 1**Incant:** "I create a sphere of communication, 10 minutes."

Effect: This spell allows everyone within earshot of the caster to speak and understand any spoken language for ten minutes. This will not work on creatures with no intelligence, most undead, or those speaking in gibberish.

Mighty Voice**Cost:** 1**Incant:** "Mighty Voice, strike you deaf 10 minutes"

Effect: This spell causes the target to be completely deaf for 10 minutes. This must be role-played and the target will be unable to hear cries for help, warnings to look out or someone rifling through the cabin he is supposed to be guarding. The target is still affected by skill and spell calls, because although he is "deaf," calls are merely a mechanic for letting game participants know how to react to a skill or spell. Even if the victim doesn't hear the slay or assassinate, it still will hurt him.

Minor Healing**Cost:** 1**Incant:** "I heal your/my body 1 health."

Effect: This spell restores 1 health to an injured subject. Your health may never exceed your maximum through healing.

Ballad of Protection**Cost:** 3**Incant:** "I grant you/myself 2 magic armor."

Effect: This spell grants 2 points of magical armor to the individual it is cast upon. This may not be stacked with any other magical armor (i.e. Barkskin, Ice armor) and if damaged the recipient of this spell will lose these magical armor points first.

Ballad of Vigor**Cost:** 3**Incant:** "I grant you/myself 2 magic health."

Effect: This spell grants 2 points of magical health to the individual it is cast upon. This may not be stacked with any other magical health (i.e. Empowerment) and if damaged the recipient of this spell will lose these magical health points after he loses normal armor and before he loses his normal health. These points cannot be healed.

Singing Sword**Cost:** 3**Incant:** "I imbue this weapon with magic, 1 minute."

Effect: This spell causes the weapon it is cast upon to function as a magical weapon for 1 minute. When the user of the weapon swings it, he should loudly call "Magic!" Although the attack still does its normal damage, it counts as magical damage and therefore will harm creatures only affected by magic.

DIVINE MAGIC & SPELLS

Divine magic is the type that is practiced by Clerics. Clerics are those individuals who are able to commune with their deity through prayer and worship.

While mages rely on mana being drawn from the magic around them and tapping the natural elements, clerics receive their power to cast spells by the intercession of their deity. The ability a cleric has for spellcasting is directly related to his dedication to a particular god or goddess. This dedication is expressed as a number of points of piety.

When a new cleric character is made he will probably have a small amount of piety and spells to start with. As time goes on and the character grows he will be able to purchase more piety points allowing him to cast a greater amount of spells as well as open the possibility to learning spells of even greater power. This is representative of the cleric developing a closer relationship with his deity.

When a cleric character is first created he begins with the Light spell, the Minor Healing spell, and two random starting spells from the beginning list, determined at check in. This beginning list consists of the very basic spells available to clerics of all faiths, but rest assured there are many more available. Some of these spells are available to all faiths, and some are specific to a given deity. Clerics may learn additional spells including the “hidden” spells by either finding a teacher in game or deciphering scrolls of knowledge.

For more specific information you need to know in order to play a cleric see the cleric section. To learn more about the gods and goddesses of Realms of Adventure, see the Deities section.



•• Starting Cleric Spells ••

Light

Cost: 0

Incant: "I create this source of magical light."

Effect: By using a glowstick the caster may activate it to represent a magical light spell. This spell requires no mana to cast and may be cast as many times as you have glowsticks. You may use this glowstick to light a room, mark a path or give to another individual. The spell lasts for as long as the glowstick lasts. Players must supply their own glowsticks.

Awaken

Cost: 1

Incant: "I wake you from your sleep."

Effect: This spell will immediately awaken a sleeping or unconscious target. This spell works on normal and magical sleep brought upon by exhaustion, poison, venom, spell, potion, or waylay. This will not wake someone who is dying from lethal poison or during their death count from normal injuries.

Communication

Cost: 1

Incant: "I create a sphere of communication, 10 minutes."

Effect: This spell allows everyone within earshot of the caster to speak and understand any spoken language for ten minutes. This will not work on creatures with no intelligence, most undead, or those speaking in gibberish.

Holy Dart

Cost: 1

Incant: "Holy dart, damage 1."

Effect: This is a minor attack spell causing 1 point of holy damage.

Lesser Empowerment

Cost: 1

Incant: "I grant you/myself lesser empowerment, 2 magic health."

Effect: This spell grants 2 points of magical health to the individual it is cast upon. This may not be stacked with any other magical health (i.e. Arcane Vigor) and if damaged the recipient of this spell will lose these magical health points after he loses normal armor and before he loses his normal health. These points cannot be healed.

Lesser Holy Armor

Cost: 1

Incant: "I grant you/myself lesser holy armor, 2 magic armor."

Effect: This spell grants 2 points of magical armor to the individual it is cast upon. This may not be stacked with any other magical armor (i.e. Barkskin, Ice armor) and if damaged the recipient of this spell will lose these magical armor points first.

Minor Healing

Cost: 1

Incant: "I heal your/my body 1 health."

Effect: This spell restores 1 health to an injured subject. Your health may never exceed your maximum through healing.

Purify

Cost: 1

Incant: "I purify this food/drink of all toxins and poisons."

Effect: When cast upon any food or drink, this spell removes any toxic properties of it. If cast upon a drink or meal that is poisoned it will neutralize any effect that poison may have had upon the drinker. In addition, if cast upon an alcoholic beverage it will remove any alcoholic properties it may have had.

Root Minor Undead

Cost: 1

Incant: "I root this Minor Undead to the ground, 10 minutes."

Effect: The target of this spell has his feet effectively attached to the ground for 10 minutes. He may not move his feet from the spot they are in or even lift them. This only works on Minor undead such as low level skeletons. Every undead creature has a power level associated with it, and you must experiment in game to learn what types of undead this spell will affect.

Release

Cost: 2

Incant: "I release you/myself from magical binding."

Effect: This spell will immediately release the target from the effects of binding spells including bind, entangle, root, pin, and web.

Remove Blindness

Cost: 2

Incant: "I remove your/my magical blindness."

Effect: This spell immediately removes any blindness effects upon the target creature. This only works on magical or unnatural effects and will not allow someone who is normally blind to see.

Remove Deafness

Cost: 2

Incant: "I remove your/my magical deafness."

Effect: This spell immediately removes any deafness effects upon the target creature. This only works on magical or unnatural effects and will not allow someone who is normally deaf to hear.

RUNIC MAGIC & SPELLS

Runic magic is practiced by specialized Dwarven spellcasters called Rune Mages. Dwarven legend tells of the Dwarven people being created from the very earth and rock by the god Hafur. There was much strength in the earth, and this strength was innate in all Dwarves. It was a strength no other race could hope to match.

These early Dwarves relied upon this strength they were given and forged a mighty civilization; there was no need for magic. As other races began to use and in some cases master magic, Hafur felt that he had denied his creations of a powerful tool in their destiny on Adraveth. Too proud to admit to the other gods that he had made a mistake, Hafur consulted Viralee, goddess of magic in the strictest of confidence. Together they crafted Rune Magic for the Dwarves and it was given to those deemed worthy. This magic was different enough that Hafur was able to save face with the other gods.

Runic magic is not fast acting or easy to cast, but it holds a great power. Only Dwarves may begin the game with Rune Magic, and though there is nothing physical preventing other races from learning it, the Dwarves guard their secrets jealously. Other races learning or practicing Rune Magic are marked for death by the Dwarven race. Any Dwarven Rune Mage who breaks the sacred oath and teaches his craft to a non-Dwarf will be similarly marked.

Rune magic is a latent form of magic. Rather than the caster focusing his mana to create a desired immediate effect, he focuses his mana into symbolic writing based on the ancient Dwarven alphabet. These runes lie dormant on a person or object, waiting to be activated. Thus in Rune magic there are no real active attack spells per say, but rather the majority of the runes are meant to augment a person or item.

Beginning Rune Mages will probably have a small amount of mana and a few known runes to start with. As time goes on and the character grows he will be able to gain experience manipulating mana and will be able to purchase more points allowing him to cast a greater amount of runes as well as open the possibility to learning runes of even greater power.

Initially, Rune Mages start the game as apprentices, with access to the most basic runes of their craft. These starting apprentices are able to cast temporary runes onto willing flesh that if unused will dissipate in one moons time. With time, practice and the help of a teacher, Rune Mages can advance in levels within their craft and learn more potent runes. More experienced Rune Mages can cast runes onto items temporarily and the most powerful and experienced are known to be able to craft magical items of their own. All Rune Mages begin with the knowledge of three random starting runes from the beginning list, determined at check in.

In order to cast a rune upon a willing person, the rune must be drawn onto that person. The easiest way to achieve this is by using a makeup pencil or crayon. The rune must be done on flesh and must not be obscured though it may be covered up by clothing such as a sleeve etc. Runes should only be drawn on areas of the body where searches would be permitted. When the individual wishes to activate the rune upon him he should say the words he was given and smear the rune, showing it was used (he may now wipe it away completely at any time as it no longer has any effect). Once a Rune Mage learns how to put runes on objects the teacher will explain how this is to be done.

Runes of the same type may not be stacked upon a person and no person can ever have more than two runes upon his body. When starting as a Rune Mage, an informational sheet will be given to you and your actual spell pages will have the picture of the rune upon them.

•• Starting Runes ••

Communication

Cost: 1

Incant: “The power of this rune will grant you/me/the user the ability to create a sphere of communication, 10 minutes.”

Effect: This rune allows everyone within earshot of the activator to speak and understand any spoken language for ten minutes. This will not work on creatures with no intelligence, most undead, or those speaking in gibberish.

Smithing

Cost: 1

Incant: “The power of this rune will grant you/me/the user the ability to repair one item in 1/2 the time.”

Effect: This rune is cast upon a person (or an item once that is learned) and allows the subject to repair one item (ONE piece of armor, ONE shield, OR ONE weapon) in one half the usual listed time.

Earthly Defense

Cost: 2

Incant: “The power of this rune will grant you/me/ the user resistance to Earth, Sand and Stone for one attack.”

Effect: This rune allows the target creature to resist 1 spell with the words EARTH, SAND or STONE in its incant. The individual with this spell upon them may choose which spell to resist.

Fiery Defense

Cost: 2

Incant: “The power of this rune will grant you/me/the user resistance to Fire and Flame for one attack.”

Effect: This rune allows the target creature to resist 1 spell with the words FIRE or FLAME in its incant. The individual with this spell upon them may choose which spell to resist. Note that if attacked with a physical weapon enhanced by fire you may resist the fire effect but not the actual physical attack. In other words if you are struck with a weapon and the attacker calls “Fire!” or “Fire Assassinate!” you will still take one point of damage or the assassinate normally, only the fire portion of the attack is avoided if applicable.

Grounding

Cost: 2

Incant: “The power of this rune will grant you/me/ the user resistance to Air, Wind and Lightning for one attack.”

Effect: This rune allows the target creature to resist 1 spell with the words AIR, WIND or LIGHTNING in its incant. The individual with this spell upon them may choose which spell to resist. Note that if attacked with a physical weapon enhanced by any of these things you may resist the elemental effect but not the actual physical attack. In other words if you are struck with a weapon and the attacker calls “Lightning!” or “Lightning Assassinate!” you will still take one point of damage or the assassinate normally, only the lightning portion of the attack is avoided if applicable.

Warmth

Cost: 2

Incant: “The power of this rune will grant you/me/the user resistance to Water, Ice and Frost for one attack.”

Effect: This rune allows the target creature to resist 1 spell with the words WATER, ICE or FROST in its incant. The individual with this spell upon them may choose which spell to resist. Note that if attacked with a physical weapon enhanced by ice you may resist the ice effect but not the actual physical attack. In other words if you are struck with a weapon and the attacker calls “Ice!” or “Ice Assassinate!” you will still take one point of damage or the assassinate normally, only the ice portion of the attack is avoided if applicable.

Pierce Edged

Cost: 3

Incant: “The power of this rune will grant you/me/the user the ability to Pierce armor with an edged melee weapon for one attack.”

Effect: This rune allows the bearer to make one strike with a melee weapon as a pierce, as per the rules of the skill Pierce Edged.

Stone Skin

Cost: 2

Incant: “The power of this rune will grant you/me/the user skin hard as stone, 3 magic armor.”

Effect: This rune grants 3 points of magical armor to the individual it is cast upon. This may not be stacked with any other magical armor (i.e. Barkskin, Arcane Armor) and if damaged the recipient of this spell will lose these magical armor points first.

SHAMANIC MAGIC & SPELLS

Shamanic magic is widely practiced in the more primitive cultures of Realms of Adventure. Shamans draw their power from the spirit world, a realm that exists parallel to our own. The magic of the shaman is channeled from this world through the natural elements, the creatures of nature and even the spirits of dead heroes and ancestors.

Shamans do believe in the gods but feel it is folly to try to demand power from the gods themselves, instead shamans ask the spirits for what they need.

The power that shamans ask the spirits for is called favor. When a new shaman character is made he will probably have a small amount of favor and spells to start with.

As time goes on and the character grows he will be able to purchase more favor points allowing him to cast a greater amount of spells as well as open the possibility to learning spells of even greater power. This is representative of the shaman currying greater influence with the denizens of the spirit world.

When a shaman character is first created he begins with the Light spell, the Minor Healing spell, the Bless spell and two random starting spells from the beginning list, determined at check in. This beginning list consists of the very basic spells available to shamans, but rest assured there are many more available. Shamans may learn additional spells including the “hidden” spells by either finding a teacher in game or sometimes shamans are forced to bargain with or combat spirits to acquire new spells or receive the insight they need. Since shamans rely on oral tradition no scrolls of knowledge exist for them.



•• Starting Shaman Spells ••

Light**Cost:** 0**Incant:** "I create this source of magical light."**Effect:** By using a glowstick the caster may activate it to represent a magical light spell. This spell requires no mana to cast and may be cast as many times as you have glowsticks. You may use this glowstick to light a room, mark a path or give to another individual. The spell lasts for as long as the glowstick lasts. Players must supply their own glowsticks.**Bless****Cost:** 0**Incant:** "I bless you/this item in the name of the great spirit."**Effect:** This spell is mainly for role-playing purposes. It has no measurable in game effect. It may however be useful or needed for certain in game situations.**Minor Healing****Cost:** 1**Incant:** "I heal your/my body 1 health."**Effect:** This spell restores 1 health to an injured subject. Your health may never exceed your maximum through healing.**Communication****Cost:** 1**Incant:** "I create a sphere of communication, 10 minutes."**Effect:** This spell allows everyone within earshot of the caster to speak and understand any spoken language for ten minutes. This will not work on creatures with no intelligence, most undead, or those speaking in gibberish.**Awaken****Cost:** 1**Incant:** "I wake you from your sleep."**Effect:** This spell will immediately awaken a sleeping or unconscious target. This spell works on normal and magical sleep brought upon by exhaustion, poison, venom, spell, potion, or waylay. This will not wake someone who is dying from lethal poison or during their death count from normal injuries.**Lesser Empowerment****Cost:** 1**Incant:** "I grant you/myself lesser empowerment, 2 magic health."**Effect:** This spell grants 2 points of magical health to the individual it is cast upon. This may not be stacked with any other magical health (i.e. Arcane Vigor) and if damaged the recipient of this spell will lose these magical health points after he loses normal armor and before he loses his normal health. These points cannot be healed.**Lesser Natural Armor****Cost:** 1**Incant:** "I grant you/myself lesser natural armor, 2 magic armor."**Effect:** This spell grants 2 points of magical armor to the individual it is cast upon. This may not be stacked with any other magical armor (i.e. Barkskin, Ice armor) and if damaged the recipient of this spell will lose these magical armor points first.**Magic Dart****Cost:** 1**Incant:** "Magic dart, damage 1."**Effect:** This is a minor attack spell causing 1 point of magic damage.

Root Minor Undead**Cost:** 1**Incant:** "I root this Minor Undead to the ground, 10 minutes."**Effect:** The target of this spell has his feet effectively attached to the ground for 10 minutes. He may not move his feet from the spot they are in or even lift them. This only works on Minor undead such as low level skeletons. Every undead creature has a power level associated with it, and you must experiment in game to learn what types of undead this spell will affect.

Speak with Spirit**Cost:** 1**Incant:** "I speak with Spirit."**Effect:** This spell must be cast upon a spirit and allows the caster to converse with it. Normally you may not speak to a spirit (although you can see it) without the aid of this or a similar spell.

SCROLLCRAFT

Arcane Scrollcraft (Arcane) - Per Event, Multiple Purchases

Prerequisite: None

Arcane Scrollcraft is the skill that is used to create arcane battle scrolls. Arcane battle scrolls are one-time use spells that can be used by any mage, regardless of whether he knows that spell or school.

Each time this skill is purchased the character gains one Scrollcraft point. Scrolls are created by spending a number of Scrollcraft points equal to the amount of Mana that would normally be required to cast a spell (Mana is not spent during scroll creation). The mage can create battle scrolls of any spell(s) he knows provided he has sufficient Scrollcraft points. Spells just learned in a previous event however will not be usable for this, as the character is not considered to have the spell until the start of the next event attended. (Example: Tornod the fire mage has 3 Scrollcraft points. He knows the spells Flame Dart (Mana cost 1) and Flame Arrow (Mana cost 2). He can create either three Flame Dart scrolls or one Flame Dart and one Flame Arrow scroll.) Scrollcraft points may not be saved up and must be used every event or they are lost.

Note that while a scholar can create battle scrolls, he cannot cast from them because a scholar cannot read arcane magic. A scholar is able to create scrolls by memorizing the arcane writing and copying it from memory. This is equivalent to knowing the alphabet of another language but not knowing its vocabulary. Additionally, since rune magic uses a very specialized form of arcane energies, it cannot be used in conjunction with Scrollcraft, and rune mages may not cast from arcane scrolls.

Divine Scrollcraft (Divine) - Per Event, Multiple Purchases

Prerequisite: None

Divine Scrollcraft is the skill that is used to create divine battle scrolls. Divine battle scrolls are one-time use spells that can be used by any cleric, regardless of whether he knows that spell, so long as it fits within the beliefs of his deity.

Each time this skill is purchased the character gains 1 Scrollcraft point. Scrolls are created by spending a number of Scrollcraft points equal to the amount of piety that would normally be required to cast a spell (piety is not spent during scroll creation). The cleric can create battle scrolls of any spell(s) he knows provided he has sufficient Scrollcraft points. Spells just learned in a previous event however will not be usable for this, as the character is not considered to have the spell until the start of the next event attended. (Example: Chloe the cleric has 3 Scrollcraft points. She knows the spells Minor Healing (piety cost 1) and Release (piety cost 2). She can create either three Minor Healing scrolls or one Minor Healing and one Release scroll.) Scrollcraft points may not be saved up and must be used every event or they are lost.

For dedicated clerics, since divine battle scrolls must fit within the beliefs of their chosen deity, certain divine battle scrolls will have alignment codes written on them. The 'alignment' of a spell can be found on the scroll itself between the spell's name and the incantation, represented by the letters G, N, or E, which are also encoded in divine. Thus, in order for a dedicated cleric to cast from a divine battle scroll which contains a spell not normally available to followers of their deity, the alignment of the spell itself must match that of the God or Goddess you've been dedicated to.

For example, Karmac the Magnificent is a cleric of Mhizrak. He finds a divine battle scroll, and after translating it realizes that it's a scroll of the "Ultra-Mega-Super Heal" spell. However, when he decodes the lone character in the center of the scroll, he is disheartened to find that it's a "G." Since that's the only character present, it means it can only be cast by clerics who are dedicated to deities of decidedly good alignment, and since Mhizrak is a neutral God, Karmac is unfortunately out of luck.

Later on, he comes across a scroll of the "Questionably Powerful Blast" spell. This time, he notices that there are two alignment characters, and after translating them he is happy to find that they are the letters "EN," meaning that dedicated clerics of deities that are of either neutral -or- evil alignment may cast the spell. Since Mhizrak is a neutral God, Karmac may cast the spell once the scroll is fully translated.

The last scroll that Karmac comes across is of a spell that had served him well during his years as a petitioner, "Release." Since there aren't any alignment characters present between the spell's name and its incantation, he knows that dedicated clerics of any deity can cast this spell.

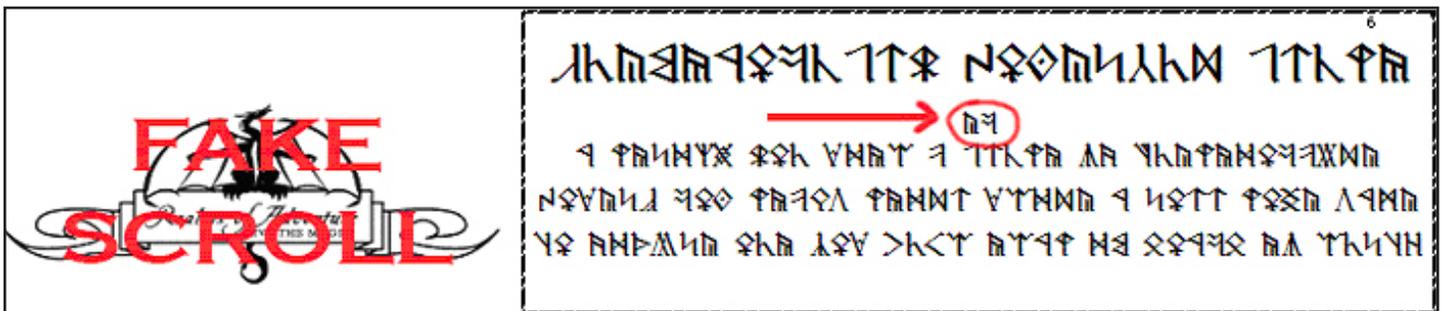
- Alignment characters can be found between on the scroll itself between the spell's name and its incant.
- Scrolls with no alignment characters may be used by all clerics, dedicated or petitioning.

- Petitioning clerics may cast from any battle scrolls where the alignment character is either not present or neutral, though the scroll in question must still be fully translated in order for it to be usable.

- Whether or not a spell is available for you to cast as a dedicated cleric is determined by the beliefs of **YOUR CHOSEN DEITY** and **not** by your particular interpretation of those beliefs, no matter how convincing you think your argument is. For example, a dedicated cleric of Jerdano may **never** cast from divine battle scrolls that are restricted to clerics of decidedly good or evil deities, though they may use any scrolls in which the alignment character "N" (for neutral) appears. Likewise, a dedicated cleric of Sindar may **never** cast from divine battle scrolls that are restricted to dedicated clerics of decidedly neutral or evil alignments.

- When scribing divine battle scrolls, you don't get to choose what the printed alignment characters are, even if you're dedicated to a neutral deity such as Jerdano but prefer to roleplay the darker side of the faith. Whether or not your chosen God or Goddess will allow a dedicated cleric of a different faith to cast the spell is up to **them** to decide, not you, no matter how much sense you think it makes.

- Remember, when casting a spell from a divine battle scroll as a dedicated cleric, you **must** do so in the name of the deity to which **you** are dedicated.



ALCHEMY

Alchemy is the process by which various items can be combined to make potions. In a typical weekend of foraging at ROA, players will find alchemical components represented by artificial flowers, plants, animals and fungi. These components are used in various potions. Real, living plants and animals have no alchemical effects and should be left undisturbed where they are found.

Every time the alchemy skill is purchased, the character will get one Alchemy point. Every potion has an associated cost in Alchemy points to make. When players have sufficient Alchemy points for a given potion they may learn that recipe. Players with this skill will purchase/receive alchemical recipes indicating what components can be combined to make what potions. In order to learn a new recipe more Alchemy points must be purchased and you must learn the recipe via teaching, recipe sheets, experimentation through the skill Alchemical Experiment or some other means.

Characters may begin the game with the knowledge of any of the potions on the basic list, and will receive one potion of each type that they know how to make. There are dozens more potions waiting to be discovered in-game by the industrious player. Components will be traded in at the end of the weekend, and potions will be received at the beginning of the following weekend.

Note that there may also be an in-game monetary cost to brew potions. Any in game costs associated with brewing potions will be given to you during the game weekend. These costs are usually a small, nominal fee representing the cost you must pay to the Alchemy guild to reimburse them for glass vials, "renting" equipment, as well as components used in the making of your potions.

For example you may know the recipe of a given potion requires you to find a pink frog, but the recipe will also require more common substances like carbon or sulfur supplied by the Alchemy guild. These costs may fluctuate from time to time based on world events and current plot lines. It may be possible over time for individuals or player sponsored guilds to construct their own alchemy labs, which will lower the per potion cost but require upkeep costs.

At Realms of Adventure, magic is everywhere. Because of this, seemingly normal components when properly mixed or prepared can produce magical effects. These magical effects are released when one uses the mixtures concocted by Alchemy.

Types of Alchemical Creations

There are three types of Alchemical creations at RoA, potions, gels, and compounds (Occasionally you may also come across a vial containing a preserved component).

Potions: The most traditional form of Alchemy and must be drunk in order to take effect on the drinker.

Gels: These are applied to a person or object.

Compounds: These are (usually volatile) mixtures that when opened begin a magical reaction. This last form of creation is usually hurled as a missile weapon. After you remove the tag and read the incant, throw a spell packet to represent this. Please do not throw the vial.

If a potion is opened it is considered to have been used by the person opening it and will take immediate effect upon that individual. In the case of gels, once they are opened they are considered to be used and take immediate effect upon the opener or intended recipient. Compounds last for 5 minutes once opened, and if not used in that time they are wasted. If any of the above alchemical creations are opened in the dark and you cannot read the tag, it is considered that it was accidentally dropped in the darkness and wasted. You may NEVER open any alchemical creation and read the tag before choosing whether or not to use it. Once it is opened it is considered used. There are skills and abilities possessed by experienced alchemists that can identify alchemical creations for you without using them (often for a fee). If you find a strange alchemical vial in your travels, seek one of these people out.

Most components, like flora and fauna, will die and their magic will dissipate if they are not used after they are harvested. For this reason ALL alchemical components (except preserved ones) must be handed in at alchemical checkout at the end of the event in which they were found. If you are unable to use a particular component you may wish to try and sell it or trade it for something you can use. Potions, gels, compounds and preserved components last indefinitely so long as they are not opened.



The starting list for potions new alchemists can enter the game knowing are listed below. You will see the name of the potion, followed by the cost in Alchemy points, and a brief description of its effect. If you start out with knowledge of Alchemy you should receive both the recipes to any potions you selected, as well as an Alchemy Packet. If you are missing either of these items please let someone on staff know before game.

•• BASIC ALCHEMY RECIPES ••

Awaken: 1 - As the Awaken spell, this will immediately awaken a sleeping or unconscious target. This spell works on normal and magical sleep brought upon by exhaustion, poison, venom, spell, potion, or waylay.

Communication: 1 - Allows everyone within earshot of the target to speak and understand any spoken language for 10 minutes.

Itching Powder: 1 - Compound that functions as the Fae spell Itch. This compound causes the victim to itch uncontrollably for 30 seconds.

Lesser Empowerment: 1 - Grants 2 points of magical health to the drinker.

Lesser Explosive Compound: 1 - Compound that when thrown causes 1 damage to the target.

Minor Healing: 1 - Heals 1 point of health to a wounded drinker.

Minor Mana Restoration: 1 - Restores 1 point of mana to the drinker.

Natural Armor: 1 - Grants 2 points of magical armor to the user.

Speak with Spirit: 1 - Allows the drinker to converse with a spirit on its way to Negoro.

POISON CRAFT

Poison Craft is the process by which various items can be combined to make poisons. This process and Alchemy are very closely related. In a typical weekend of foraging at RoA, players will find alchemical components represented by artificial flowers, plants, animals and fungi. These components may be used in various poisons. Real, living plants and animals have no alchemical effects and should be left undisturbed where they are found.

Every time this skill is purchased, the character will get 1 Poison Craft point. Every poison has an associated cost in Poison Craft points to make. When players have sufficient Poison Craft points for a given poison they may learn that recipe. Players with this skill will purchase/receive poison recipes indicating what components can be combined to make what poisons. In order to learn a new recipe more Poison Craft points must be purchased and you must learn the recipe via teaching, recipe sheets or some other means.

Characters may begin the game with the knowledge of any of the poisons on the basic list. There are many more poisons waiting to be discovered in-game to the industrious player. Components will be traded in at the end of the weekend, and poisons will be received at the beginning of the following weekend. Note that there may also be an in-game monetary cost to craft poisons. Any in game costs associated with making poisons will be given to you during the game weekend. These costs are a fee representing the cost you must pay for various supplies as well as common components used in the making of your poisons. These costs may fluctuate from time to time based on world events and current plot lines.

Most components, like flora and fauna, will die and their magic will dissipate if they are not used after they are harvested. For this reason ALL alchemical components (except preserved ones) must be handed in at alchemical checkout at the end of the event in which they were found. If you are unable to use a particular component you may wish to try and sell it or trade it for something you can use.

Poisons last indefinitely so long as they are not opened.

A starting poison crafter may only pick their knowledge from the three basic types of poisons. There are many other types of poisons you can learn in game if you find the right sources of information. If you start out with knowledge of Poison Crafting, you should receive the recipes to any poisons you have selected. If you are missing any recipes you are supposed to know, please let someone on staff know before game. As with Alchemy, below is a list of the starting poisons and their associated costs in Poison Crafting points. At the onset all three poisons have the same overall effect on the target as described in the "Combat Calls" section of the rules.

•• BASIC POISONS ••

Blade Poison: 2 - Blade poison as the name suggests, is used on bladed weapons and will cause death if it strikes an unarmored opponent as per the rules for poison, found in the "Combat Calls" section.

Contact Poison: 1 - Contact Poison is represented by Vaseline® or other petroleum jelly. If you touch an object and feel petroleum jelly on your hand, or it comes into contact with bare skin in any way you are considered poisoned.

Oral Poison: 1 - Oral poison is the type that must be eaten or put into a drink or food. Oral poisons are represented by Mike & Ikes®. If you are eating or drinking something and find a Mike & Ike® or one that has been partially melted, you are considered to have been poisoned. If you look around in your drink or food for oral poison without the use of a Purify spell you are considered to have been poisoned as well. Occasionally your drink or food may be tainted by some other type of poison and is not inherently obvious. Should this be the case, a cast member will observe you and inform you as to what effects are suffered upon consuming the poisoned substance.

THE RULES OF STEALTH SKILLS

All stealth skills share certain elements in common as listed below:

- Stealth skills can only be delivered with a melee (i.e. NOT Missile) weapon of short sword length or less.
 - Stealth skills may not be performed while wearing metal armor. Any skill classified as a stealth skill may only be performed if the user is wearing studded leather or below, and is not using or wearing a shield.
 - Stealth skills may not be performed “on the run.” You must approach stealthily and as with the rules of magic, you must keep one foot firming on the ground while using the skill. You may pivot on the foot, turn or take a lunging step, but if any other movement occurs the skill will not be successful (although you do not lose the use of the skill).
 - In order to perform a stealth skill, the victim must be surprised by the attack. It is therefore impossible to perform a stealth skill on an opponent while in combat with them. It is possible, however, to perform a stealth skill on someone that is in combat if you are not involved in that combat. Once you attack a victim however, you are considered in combat with them for the duration of the encounter. Simply running away and then running back over to stealth attack them again is not permitted. Once a victim knows you are there and what you are up to, you won’t get a second chance.
- An encounter lasts for the duration of that combat. If you should encounter the same target later on in a different situation or different battle they are fair game once more. Likewise any allies your target has are also fair game and you could, if you were able, perform stealth attacks against them even though the original target is now off limits. Note that an encounter is considered set even if the intended victim resists the attack in some way. Now that he knows you are there, he won’t fall for that trick again! (One exception is listed two points further down).

- In order to be considered surprised a victim must either be engaged from behind and not seen, or be in a situation where the weapon was not visible and the attack was not clearly seen coming. If you are already considered an adversary and clearly holding a dagger, the intended victim can likely assume your intent is not the purest. Approaching from the shadows, sneaking behind the victim or striking with a hidden weapon at the moment the victims head is turned are examples of surprise situations. If you let down your guard, you were surprised. All participants are expected to adhere to the honor system at all times.

- Use of “synergy” skills/spells such as blindness, divert attention etc. will work to aid in the delivery of stealth skills in the following way. The use of a stealth skill sets the encounter as mentioned above, but using a synergy skill of the appropriate type will reset the encounter allowing the attacker to attempt another stealth skill. It is considered that the victim is so bewildered or surprised by being suddenly blinded or diverted that he/she again becomes vulnerable to surprise attack.

This resetting of the encounter can only be performed **ONCE** per target by **ANYONE** during the same encounter. In other words multiple individuals casting blindness on a single target in succession does not allow an attacker to circumvent the intent of the rule and perform multiple stealth attacks on the same target.

In a true combat situation if someone found themselves blinded a second time after already being hit with a massive wound they would likely move to cover up vulnerable areas, wave their sword around, move erratically, or perform other maneuvers to ward off the next incoming attack they knew was likely to land. At RoA these behaviors are dangerous and against the rules, so the synergy skills are balanced to reflect this.

LOCKS & LOCKPICKING

During your exploits with us at Realms of Adventure, you are bound to explore hidden catacombs, delve into dungeons and find boxes and chests of treasure.

Sometimes while you are doing this, the door you need to get through or the chest you want to open challenges you in ways other than a monster intent on killing you. Sometimes the challenge you are faced with is as simple as a lock.



At RoA, you may (and in time probably will) encounter locks. Locks are represented as official RoA tags that are affixed to a door, chest or other item in such a way that the tag will need to be broken in order to open it. These tags, although in the real world they are made of paper, represent mechanical locks (or sometimes wizard locks) in a wide variety of complexities. In order to open one of these locks you must possess the appropriate skill or spell. The most common skill used to bypass locked items such as doors and chests is Lockpicking. A true art of the rogue, this skill may be purchased multiple times and each time it is purchased it increases your ability with more difficult locks.

When a lock is encountered in-game it will be represented by a “locked” tag with a number on it. The number represents the difficulty in picking that particular lock. If for example you have Lockpicking 3 and encounter a lock with a 5 on the tag you are unable to pick it, but if you encounter a lock with 3 or below on it you can.

Players must role-play picking the lock and should have physical representations of the appropriate tools. Examples of this can be in a “thieves’ tools” kit containing a few picks or other devices, or can be as simple as a few bent paper clips made to look like picks.

A player must spend 5 minutes picking a lock that is equal to their current level and can reduce the time by 1 minute for each level of Lockpicking they possess above the minimum. A rogue can never pick a lock in less than 10 seconds regardless of his level. (Example: Myra has Lockpicking level 10. If she came across a lock of level 10 she would need 5 minutes of role-playing time to pick the lock, as it is the most difficult lock she can manage. If the lock had been only level 7, three levels beneath her level of Lockpicking, it would only take her 2 minutes. If she encountered a level 5 or lower lock (5 levels below her Lockpicking level) it would still take her 10 seconds to pick.

Once the lock is picked the rogue can either take the lock for his own use or leave it behind. Broken lock tags can be replaced by logistics at designated times. If this is abused (Example: you keep breaking your own tag to go in the locked box over and over again) the privilege will be revoked. Some merchants will also sell lock tags in-game. There are also rumored to be spells which exist that have varying degrees of success in opening locks.

Sometimes you may encounter a locked tag that says “WIZARD LOCK,” or “IMPROVED WIZARD LOCK.” These locks are magical in nature, and cannot be picked with Lockpicking skill. There are appropriate spells for defeating such tags.

TRAPS

Like locks, traps can be found throughout the game during a typical weekend at RoA. Traps can vary from a minor nuisance to a deadly encounter for those unaware of their presence. Below you will find some of the basic traps used at Realms of Adventure. To keep things simple, although there are several different types of traps, the damage they cause has been standardized so they are easy to remember.

If you should encounter a trap at RoA you may ALWAYS choose to avoid it. For example if you see a popper or pull string trap you can choose to step over it or go around it at your option. Once any of these traps has been set off they are considered "safe" until they get reset.

If you set off your own trap you are still affected by it. **You may NOT attempt to pick up, move, tamper with or disarm any trap you encounter without possessing the Disarm Trap skill. If you do have the disarm skill you may safely move the trap, but if you trigger the trap while moving it you will take full effect from it, as will any unfortunate victims around you if it is an area effect trap.**

You may never remove a trap from the area it is found in or dismantle it and carry it away. When disarming traps you may NOT tamper with electrical or other parts of any trap, if you wish to disarm this type of trap you must look for and disarm the triggering mechanism (i.e. tripwire, pressure plate etc.).



•• TYPES OF TRAPS ••

Popper & Pull String Traps: They are set off in a variety of ways (usually by walking through them, opening a trapped door, or stepping on them) and make a sharp popping noise when set off. These traps do 3 points of damage to the person who sets them off.

Electrical & Sonic Traps - Both these traps are considered "area of effect" traps. When set off, electrical traps will emit a loud buzzing noise and are representative of an electrical shock being dispersed through the immediate area. Sonic traps will emit a piercing shriek that represents a sonic blast to the immediate area. Anyone in the immediate area when either of these traps is set off will suffer 5 points of damage.

Dart & Weapon Traps: These traps are representative of a dart or spring loaded knife being fired from a hidden crevasse in the wall, a blade swinging out to hit an unsuspecting victim or a similar weapon based trap. These traps do 10 points of damage to any person struck by them. If the weapon hits more than one person, all who are hit suffer the effects. They can be blocked by a shield or dodged if you are quick enough. If struck in this method you should make sure the weapon does not have a tag on it as it may bear a tag stating "poison," "sleep poison," or some other effect. If a tag is present this effect is in addition to the 10 damage but can be avoided in the usual ways (i.e. armor will block poison etc.).

Falling Stone Traps & Cave Ins: When this trap is set off it is representative of the ceiling caving in or heavy stones being tipped off a ledge. Anyone hit by at least one stone will suffer 10 points of damage. If hit by more than 1 stone you will still suffer only 10 damage. A shield may not be used to block the stones due to the weight and force at which they are falling.

Tag Traps: These traps are variable in type, effect, and delivery method. When these traps are triggered you will see a tag that should be read. The tag will indicate what misfortune has befallen you. For example you may open a box and there is a tag affixed clearly on the inside that says “Disease Spore Trap! Whoever opened this box suffers from disease as per the effect.” In all cases this type of trap will be clear and concise and should be role-played accordingly. If you do not understand the effect please get it clarified.



RULES OF ENGAGEMENT

“All that is necessary for the triumph of evil is that good men do nothing.”

-Edmund Burke

Realms of Adventure, like any good movie or book, often deals with the concept of conflict resolution. Many times these conflicts can be solved through role-playing and discussion, but inevitably there will be situations where combat cannot be avoided. Combat offers an exciting opportunity to pit your skills against another person whether they are representing a monster, an evildoer or someone you offended in the tavern.

The only physical contact allowed during combat at RoA is through the use of boffer weapons and/or spell packets. Weapons should be constructed following our rules of construction, and made so they are safe and durable. All weapons will be examined at check in and if they are deemed not safe they are not permitted to be used.

A player knowingly using a weapon that is unsafe will be subject to disciplinary action. The best thing to do is if your weapon fails inspection or becomes unsafe during use, and cannot be fixed on the spot, it should be returned to your car so that it will not accidentally be used during the game.

Realms of Adventure has taken every precaution against injury to its participants, but participating in any LARP does present some risk of injury. Because of this, Realms of Adventure has additional rules and commonsense suggestions to guide you to minimize any possible risk that exists. In truth when the rules are followed there is less risk of injury at RoA than there is in many sports.

In order to have an enjoyable time for yourself and others during combat use common sense, courtesy, and the rules in this section.

•• PAUSING THE GAME ••

Stopping Combat. During a weekend at RoA, we try not to stop the action any more than is absolutely necessary. Despite this, certain situations will arise where we need to be able to have a means to stop the action and tend to whatever has come up. Please MEMORIZE the following words/phrases so that you will know how to react if you should hear them. Try not to use these words during the game for any other purpose (i.e. don't tell the person on the road to "Hold!" if you mean stop. Although this is a very in-period thing to say it can easily be misinterpreted. Try not to use similar sounding words either, like "HALT!" which can easily be misheard.)

1. **"HOLD."** This is probably the most important word in combat. **When a hold is called the ENTIRE GAME STOPS.** This is only used in serious or possibly serious situations or emergencies. When HOLD is called stop what you are doing, drop to one knee so that anyone about to enter the area doesn't because he sees a HOLD is on and stay quiet! This is so staff can assess the situation with a clear line of sight and be able to communicate easily without background noise. While we naturally understand you would want to see what is going on and possibly assist, we ask that you stay where you are.

Since the game is off when a HOLD is called you do not know in game anything that happens during this out of game time. The lich that was hiding in the bushes might be our EMT who is responding to a possible emergency. If it turns out to be a false alarm (it usually is) or easily rectified and the EMT goes back into lich mode in the bushes your character should not know he is there when the game resumes. To make this easier we recommend that when a hold is on you look down at the ground and consider anything learned during this time to be out of game knowledge.

EVERY PLAYER AT RoA HAS THE RIGHT TO CALL A HOLD IF NECESSARY! If you see someone gets truly injured, or has any serious condition occurred do not be afraid to do this! We care about everyone's safety and it is every player and cast member's responsibility to look out for one another. We only ask that you use HOLDS only when the situation calls for it and it is appropriate. If someone trips and says they are all right it is not necessary to call a hold. If someone falls over a rock and is screaming in pain it is. Play does not resume until a call of "PLAY ON" or "LAY ON" is heard.

2. "CAUTION." This word is not as serious as a HOLD and is used to warn others of possible danger or injury. If for example you are fighting someone and they are backing up to the point they may step on one of their comrades who is unconscious on the ground, you may call "CAUTION! You are about to step on Bob on the ground behind you." This allows you to adjust yourselves to avoid a potentially dangerous situation. Maybe Bob will roll off to the side or you will adjust your positioning so Bob is out of the way.

When a CAUTION is called it puts the person calling it, the individual he is calling it in response to, and anyone directing interacting with them in a personal form of HOLD. Everyone else in the area need not stop what they are doing, but may not attack you or interact with you until the caution is over. If someone does attack you in this time you may simply say "In a HOLD" and not take the effect of the strike. Likewise the person striking will not expend mana/piety/favor or use up the skill used in the attempt. It is as though it never happened.

3. "CLARIFY." This is a word used if someone needs an explanation of how a rule or spell works, or did not hear a skill call or spell incant. If someone hits you with a skill or spell and you do not know what to do, or did not hear the damage or couldn't hear what they said underneath that latex mask, call CLARIFY. During a CLARIFY those involved with it go into a personal HOLD as described above in the CAUTION description. If a CLARIFY is called it is up to the caster of the spell or user of the skill to be able to explain what should be done.

4. "CHECK YOUR SWINGS." This phrase is used when someone is swinging too hard in combat. Most times this is unintentional and just a result of adrenaline or excitement. If someone is striking you too hard simply call "CHECK YOUR SWINGS," and they are required to pull back their swings so they are not hurting you. Likewise if someone calls this while you are striking them you are bound to honor their request. If RoA receives multiple complaints about an individual hitting too hard that person will be spoken to and may lose their privilege to use weapons and/or asked to leave or be suspended. Since this is a safety issue it is taken very seriously.

5. "PLAY ON." This phrase is used to resume game play after a HOLD, CAUTION or CLARIFY is called. Typically the person who first made the call of HOLD etc., will make sure the danger has passed and that everyone is ready to resume. Once everyone is ready the person will call "3-2-1- Play-on!" (or 3-2-1-Lay-on!) to resume the game.



•• GENERAL COMBAT RULES ••

Checking Your Weapons. From time to time, especially after combat, it is important to check your weapons over and make sure they are still safe. Check the tip and blade and make sure they have not become dislodged and that no pipe can be felt. If you notice someone's weapon (or your own for that matter) becomes unsafe during combat immediately call a "CAUTION" so the situation can be addressed.

Using Your Weapons and Pulling Back. Weapon combat is pretty simple. When using handheld weapons either thrust or swing the weapon in an arc of around 90 degrees while trying to hit your target. You should always pull back slightly before your weapon makes contact, so that the target feels the hit but does not feel pain or get injured. Every weapon strike, regardless of how hard you swing does 1 point of damage. If you hit someone and they say “No Effect” it does not mean to swing harder, it means you need to find another way to hurt them. It is against the safety rules to strike excessively hard. A weapon should never be swung at greater than 90 degrees; this is often called “Baseball bat swinging” or “Conan Swinging”, and is a violation of the rules. If you hit your target in a legal area they will take one point of damage.

Illegal Hits. Whenever a person is struck by a weapon in a legal area they take one point of damage. The **illegal areas** are as follows: the head, face, neck, groin, hands, and feet. If any of these areas are struck the target takes no damage (and if a skill was used it is not wasted). If you are struck in one of these areas state so and continue play (i.e. “Hand!”). This way your opponent knows they didn’t damage you. Since the game is on the honor system, the target always has the final say on where he was struck, unless a staff member was assigned to observe that individual due to prior complaints.

If you are struck in the face or other area that causes undue pain or makes you feel you need to stop call “CAUTION” this will inform the person you are fighting that you were hurt during their attack and you need a minute (or more) to ready yourself for resuming combat. All rules of a CAUTION are followed in this instance. Please bear in mind that in all likelihood your opponent did not mean to hit an illegal area, and refrain from getting angry if you can. Accidents happen! Also cast members sometimes have difficulty seeing out of latex masks. Note that spell packets and missile weapons may strike ANYWHERE and still have the desired effect. In essence there are no illegal areas for spells or missiles. HOWEVER, if someone is constantly intentionally targeting otherwise illegal areas with spells or missiles he may have his combat privilege revoked.

Machine Gunning and Drum Rolling. This refers to rapidly striking your opponent numerous times in an unrealistic fashion. If your sword were really a 12 pound piece of steel you would never be able to wield it with such speed. This is not only unrealistic but it is against the rules. If you are being “machine-gunned” inform the attacker that you will not be taking the rapid hits. The best way to avoid doing this yourself is to change the location of your strike each time you swing. This will ensure approximately a 90 degree angle and will appear more realistic. Additionally you can take a one second pause between strikes to help with this.

Trapping and Pinning. You may never use your weapon, shield, hands, feet or body to trap an opponent’s weapon so it cannot be moved. You may not pin his weapon to ground, against a tree, or against a wall. These behaviors present a safety hazard and should be avoided.

Charging. You should never rush someone at high speed or physically push into them with the intent of forcing them to back up. Forcing your opponent to constantly back up to avoid you pushing into them is also considered charging. You also should not close distance with your opponent so much so that you are practically on top of them so they are unable to use their weapon (i.e. you rush with your sword so he cannot use his two-handed sword against you safely). A good rule of thumb is that combat should take place at about the length of your weapon.

Shield Bashing. You may never use your shield as a weapon! Shields may only be used to block weapons or missiles. Likewise you may not use your shield to enable you to charge by pushing your shield up against your opponent and swinging over the top of it.

Turtling. You may not use a shield in such a manner as only your head and/or feet are showing. This includes crouching down in combat and striking over the top of your shield. Shields can be very effective to block oncoming attacks, but the above situation presents an opponent with his only recourse to strike you in an illegal area or charge into you, both of which are against the rules.

Non Combatants. Mentioned previously in the “Things EVERY Player Must Know” section under “Yellow Arm Bands,” sometimes people have extenuating circumstances that make participation in combat inconvenient or impossible (A broken limb, pregnancy, sprained ankle etc.). These individuals have the option of becoming a noncombatant by wearing a yellow arm band.

If you see someone wearing a yellow arm band YOU MAY NOT UNDER ANY CIRCUMSTANCES STRIKE THEM WITH A WEAPON, A SPELL PACKET, OR IN ANY OTHER MANNER! DOING SO COULD RESULT IN EXPULSION FROM THE GAME!

This is done to provide the safest possible environment for all our players. For all intents and purposes these individuals function as any other character would, and may be killed. In order to kill a noncombatant you must simply get next to them, point your weapon at their torso and say “I kill you.” The individual must then drop to the ground (so long as doing so is safe in their condition) and begin their death count. They can still be administered a killing blow and are bound to all the rules of death etc. In fairness, non-combatants may not strike any other individual with a weapon, spell packet or any other way. You may only wear a yellow armband and be a non-combatant with approval from RoA. If you feel you need to be a noncombatant, please contact staff.

Resisting and Defending. Sometimes when struck with a particular attack, the target will respond with “Resist” or some other response. For example you may strike someone with a “SLAY” and they will call “PARRY,” effectively using both skills with no effect to the target. Bear in mind that there are many hidden skills and abilities in RoA and if struck by some form of attack the target may simply respond “Resist.” This means that through some special skill, magic or other means your attack was nullified and despite using your skill, you did not affect the target. If you were to attack that individual again with the same form of attack, you might be able to injure him.

No Effect. Sometimes when struck with a particular attack, the target will respond with “No Effect.” This means that through some special skill, magic or other means your attack was nullified and despite using your skill, you did not affect the target. This is different from “Resist” however, in that “No Effect” indicates that type of attack is unlikely to ever harm that individual. If you were to attack that individual again with the same form of attack, you will most likely be unable to injure him. An example of this would be attacking a spirit. If struck with a weapon it would pass right through, not harming the spirit. No matter how many times you hit that same spirit with your weapon he will not be harmed. You must find some other way that can possibly affect him. Maybe magic will work? Maybe fire? A little experimentation will probably be needed. Under no circumstances will the solution be to strike your target harder!

Damage Progression. At the beginning of an event with Realms of Adventure, you will begin with as much health as you have purchased for your character, and as many armor points as cast has assigned to you based on any armor you are wearing. There are many ways in game during an event that you can gain additional resistance to damage through magical armor spells, magical health spells and other means. The Rules of Magic details the different types of spells you can have on your person as well as the rules regarding stacking spells.

All melee weapons do 1 point of damage unless otherwise stated by the attacker (as in the case of Backstab where the attacker will call “Backstab Damage, 5!” or something similar). Bows do 3 points of damage if real phys-rep arrows are used, and do 1 point of damage if packet archery or NERF bows are used. Crossbows do 3 points if real phys-rep or NERF weapons are used, and do 1 point of damage if packet archery is used. This is representative of the fact of realism in loading and usage times. Anytime a weapon strikes a legal combat area (area other than the head, face, neck, groin, hands, and feet) subtract the appropriate amount of damage from your armor or health.

The points are removed according to this damage progression:

1. **Magical Armor Points.** (i.e. Barkskin, Ice Armor, Arcane Armor.)
2. **Regular Armor Points.** (Any points given to you at check in for armor you are wearing.)
3. **Magical Health Points.** (I.e. Arcane Vigor, Empowerment.)
4. **Regular Health Points.** (The points you purchased when making your character. If you didn't purchase any points and have no racial bonuses, this number will be equal to 1.)

If you are struck by a PIERCE or other skill that bypasses armor, your armor is not damaged and it damages Magical Health first before going through to Regular Health. If you are targeted by a spell where the incant specifically mentions "HEALTH" damage (i.e. "I rot your body, HEALTH damage 5") your armor is not damaged and it damages Magical Health first before going through to Regular Health.

Magical Health Points cannot be healed, and magical Armor Points cannot be repaired.

If you are reduced to 0 or less health, you fall to the floor unconscious and bleeding to death. This is continued in "Death & Dying."

Role-playing Damage. One of the most important and often overlooked aspects of role-playing is role-playing the damage received in combat. It is easy to get caught up in the heat of a battle and forget to role-play damage dealt to you but it is a very impressive sight when all parties are doing this. Think about movies you have seen. Even the hero when punched or stabbed will grimace in pain or let out a groan. This helps to make the combat more believable. A simple grunt or "oof!" is usually all it takes to let your opponent know he hit you. Holding your disabled arm in pain, taking a step back or crying out in pain are even more impressive.



If struck with a heavy combat skill such as SLAY a yell will let everyone know you were very hurt by the attack. Even if you are an inexperienced role-player or shy, you should try this! No reasonable attempt will be looked down upon. If you want tips on role-playing feel free to ask another player or cast member and most people are happy to help!

No Playing Possum. If Realms of Adventure were real you would be able to see, quite graphically, what damage you caused to an opponent and he would be able to see what damage he caused to you. Since RoA is a game, mechanics are required to show what happened. For this reason, if you drop to the ground unconscious you may not be faking it! In other words if you are in battle and seriously wounded, you cannot drop to the floor and pretend to be dying in order to launch a surprise attack or get away when the coast is clear. This is considered cheating. When people start doing this it can get out of hand quickly and for that reason it is against the rules. There may be special skills or spells you can learn in game that allow you to do this however.

Administering a Killing Blow. At Realms of Adventure, administering a killing blow requires the purchase of a skill simply called "Killing Blow." Normally when someone is reduced to zero or less health, they begin a 5 minute death count. Use of this skill ends their life immediately. You may use killing blow once per period for each purchase of the skill. Without this skill you may not administer a killing blow. For more information see "Death & Dying."

No Combat Areas. Occasionally, RoA may need to designate certain areas or buildings as a “No Combat Area.” Usually this is done for safety reasons or to protect valuable and fragile props. Listen at the pre-game meeting for announcements as to where these areas are. We will also make every effort to clearly mark these areas. Additionally bathrooms and the kitchen are considered no combat areas.

Fire Circle Areas. In the colder months, many people enjoy having a fire in one of the fire pits available at our camp site. Most times this is fine, unless prohibited by the camp ranger (this is rarely done, but might happen if there is a drought etc.). If prohibited we ask you to please abide by this rule or we may lose the privilege at all times. In the meantime when fires are allowed, no combat should occur in close proximity of the fire. Use common sense.

Also fires should never be left unattended and when a fire is lit someone **MUST** volunteer to be the fire marshal. The fire marshal must monitor the fire and ensure it is tended safely. When everyone is prepared to leave the fire should be properly put out. It is also a good idea to have a bucket of water handy while the fire is going in case it needs to be put out in a hurry. The volunteer fire marshal may not leave while the fire is burning and if attacked he still must stay by the fire. If killed he must wait there for someone to relieve him before proceeding to death. If these rules are not followed fire privilege may be revoked for everyone!

No Admittance Areas. While this does not pertain directly to combat we felt it should be mentioned here. Certain areas of the camp will be regarded as OOG, no admittance areas. These will be mentioned at the pre-game meeting and clearly marked. Please do not go into these areas under any circumstances!



SEARCHING OTHERS

"To the victor goes the spoils."

-F. Scott Fitzgerald

While at Realms of Adventure, like any role-playing game, when the battle is through and you (hopefully) emerge victorious, there may very well be a reward for your hard fought victory. Sometimes that random encounter in the woods wasn't so random when you realize you are standing outside a monster's lair. In addition often intelligent creatures will carry valuables upon their person. Coins, gems, jewelry, scrolls and even magical items can be found while adventuring or ridding the world various monsters that threaten the safety of civilized races.

When you are faced with the fallen player or cast member you may wish to search their bodies for any treasure they might be carrying. Different games handle this different ways, but there is only ONE acceptable way to handle this at RoA.

Physical contact is never allowed at Realms of Adventure during a search. In order to search a fallen person or creature you must begin by simply saying "I search you." The victim will then reply with "Describe your search" or "Where do you search?" or some similar statement. It is then up to the searching player to specify the areas he is searching. "I search your pouch....I search your pockets...I look for any rings on your fingers...etc." If the fallen victim has valuable in game items in the searched location, he must hand them over to the searcher.

A search of a fallen person or creature should take some time. If someone says "I search you," do not simply hand over all your valuables and that's that. A real search might entail going through pouches, pockets, boots etc. Each location searched should last a few seconds or so. All searches should take no more than a few minutes. If a reasonable amount of time has passed and you have found nothing, assume the creature isn't carrying anything. This allows the cast member to leave the area that much quicker and come back as another monster or NPC.

Players and cast may NEVER hide in game items in any taboo areas such as the groin or chest area, and therefore a searcher should not ask. It is also not necessary to get graphic in search descriptions (no cavity searches are necessary or permitted).

If you have an out of game item that functions solely as a prop for costume enhancement (i.e. a valuable medallion you wear but has no in game value and don't want it taken) you may simply state "prop" if someone asks for it (i.e. "I take your necklace"..."Prop").

Sometimes when searching a creature you may get more than you bargained for! Some foul creatures you encounter will be disease-ridden, poisonous or have other foul conditions associated with them. If you are searching a monster you may be informed during the search of any misfortune that has befallen you.

Various creatures at RoA, when defeated, can be harvested or dissected for their parts. Gruesome though this may be, livers, hearts and other parts could be useful components in alchemy or other craft skills. In order to do this, a player must have a skill appropriate to do so and the creature type will be specifically listed in it's description. Every now and then there will be a need to harvest components of different monsters for their use in plot lines, bounties or other quests. This will only be necessary for particular plots running during a given event, and if that is the case there will be specific guidance given through cast.

Please note that in order to harvest any components from corpses, you must have either the harvesting skill or a specific plot directive. Beyond these two things, decapitation, disembowelment or similar gruesome ways of disposing of a body are both unnecessary and not tolerated by cast.

DEATH & DYING

“Life is pleasant. Death is peaceful. It’s the transition that’s troublesome.”

-Isaac Asimov

In the world of Realms of Adventure, death is not always the end of the road. While some die never to return, some are returned to the world for reasons that can only be understood by the gods themselves. Death occurs often at RoA, and most times your character will be returned to the land of the living. When you play at Realms of Adventure you can expect that you will die, especially if you are involved in frequent combat. Eventually, your death may be your last.

When your health is reduced to zero or less, from a physical attack, spell or trap you will fall unconscious. To role-play this you must safely fall to the ground and pretend to be unconscious by keeping your eyes closed, lying still and staying quiet. You have 5 minutes until you have bled to death and your spirit departs from your body. The best way to time this is to count to 300, one second at a time. When you reach 300, you are dead. While you are unconscious, you are completely unaware of your surroundings and may not look around, speak or interact with anyone unless they interact with you in very specific ways (listed below this section). It is considered cheating to talk, cough or make any noises in the attempt to solicit help or alert your friends to where you are.

Very often while you will be approached while lying on the ground and someone will put their hand near your wrist or neck and say “I check for a pulse”. You must tell them simply YES if you have not yet bled to death or NO if you have. Usually this is a good sign, as it means some good Samaritan has checked to see if you are alive so that he can get you healing. Sometimes however it means he was checking your pulse to see if he should administer a killing blow! If someone puts a weapon on your torso and says “Killing Blow 1, Killing Blow 2, Killing Blow 3,” you immediately are considered to have bled out and are dead. No healing can restore you.

Sometimes a cleric will approach you and say “Diagnose.” If this is done you should quietly whisper to them the nature of your condition. Example: “Bleeding to death, 1 minute left to live” or in the case of other damage you might sustain, “Poison and damage, 2 minutes to live” or “Unconscious, waylaid.” Try to keep your voice down so that only the cleric hears the diagnosis.

The only other skills or spells that can be used upon you are those related to death. Any further damage committed on your body has no effect, as 0 health is effectively the same as -500. A single point healing spell, a healing potion poured down your throat or a successful use of the “First Aid” skill will stabilize you and make you conscious again once you reach a positive number of health points.

If you are unconscious for 5 minutes and no one heals you, or someone administers a killing blow, death spell or other death effect to your unconscious body, you die. No healing, first aid or other means can bring you back short of an extremely powerful raise dead spell which is rumored to exist. You should wait another 5 minutes to allow any passerby to search your corpse. After this time you should stand up and put your sword or hand above your head to signal to others that you are a spirit. Proceed directly to Negoro’s realm, also referred to as Death (Negoro is the god of death in RoA, and Negoro and Death are used somewhat interchangeably).

On your way to Death you may not talk or otherwise interact with anyone unless you are forced to do so through some special skill or magical means. Anything you see during this journey to Negoro’s realm should be ignored, you will not remember anything you see or hear, and using this knowledge is considered metagaming. Anyone who sees you pass will be able to see your spirit form and will recognize who you were in life.

Once you arrive at Death's door alert him to your presence but do not enter until he bids you to. You MUST be honest in telling Negoro the circumstances of your death, assuming that he is an omniscient being who will be aware if you lie! Death is a fickle being. He is sometimes nice and sometimes mean and can appear in many different forms, so you should be ready for anything. If you were lucky enough for someone to grant you "Deity's Favor" or "Spirit's Favor," you should inform Death when you arrive. Often being granted this skill can mean the difference between life and permanent death.

Most times your visit with Death will end with you being returned to the land of the living with no memory of your visit. Death will inform you what you do or do not remember and will tell you how you are sent back into the world (i.e. all skills restored, a mere 1 health etc.). When you come back from death any spells and enchantments that were on your person dissipate, armor and broken weapons are not repaired etc.

If you are especially unlucky, and Death has opted to keep you in his realm, there is still one way to return to life. By spending "Service Points," which are earned by helping the game in various ways (like donations of props or time), you can purchase Tokens of Negoro. Use of this token allows you to pull yourself from the brink of death and return to the mortal realm once more. You may buy as many of these tokens as you wish, but you may only use 3 of these tokens in your character's life, and no more.

Death can only be cheated so often. These tokens are considered out of game and may not be stolen or sold, but may be given away if you are extremely generous. Tokens are considered property of the player NOT the character. Therefore if you die and do not wish to use your token to save the life of your character, or you have already used 3 on this character, you will not lose any tokens you currently possess.

Aside from the regular method of death, there are other ways that will kill you instantly with no death count and no chance of being healed. If you are hit with any spell with the word "DEATH" in the incant, and you are unable to resist it in some way (i.e. Spell Shield), you will die immediately. The same is true if you are administered a killing blow, struck with any poison or ability that has "DEATH" as a verbal component, or are struck with a "Deathstrike" or "Assassinate" skill. If one of the above things happens to you, you must still do a 5 minute death count to allow your corpse to be searched before proceeding to Death's door.

NOTE: At RoA willful suicide of a character is considered a grave insult to the gods. If your character commits suicide it will be your final death! If the suicide was a result of your mind being dominated or your "suicide" was sacrificing your life for others (i.e. Trying to fight off 40 Orcs with 1 health left, most people would consider suicide!), this rule will not apply. Additionally if you commit willful suicide you will not receive the 25% of your earned points as per the rules.

A word on carrying others: At various times throughout a weekend you may wish to move a fallen comrade or enemy. Perhaps you want to get your friend away from the battle so you can safely find a healer or you wish to roll a dead monster "into the bushes" to get its stinking corpse off the trail (Incidentally this allows that cast member to come back out as a monster or NPC that much quicker). All you need to do to accomplish this is crouch down near a fallen body and state "I carry you." At this point the fallen person must stand up, you may put your hand on the arm or shoulder and they must follow you. You may not move any faster than a walk (NO SPEED WALKING!), as it is considered that the individual is over your shoulder or being carried in a similar fashion. You should never attempt to actually physically carry another person for safety reasons.

SKILL CALLS & WORDS EVERYONE MUST KNOW

During combat at Realms of Adventure, you will hear many different skills and spell incants called which are meant to explain quickly and concisely what they represent. In most cases with spells and effects, the incant or call will be very obvious as to how it should affect you. Sometimes however, a full description of a particular skill or spell would take too long to say, be too difficult to explain on the fly or detract too greatly from the flow of the game in other ways.

In order to solve this problem RoA has developed a series of "Combat Calls" that every player is responsible for knowing. These are typically a single word or short phrase that explains how a particular spell or skill affects you. Many of these skills are available to players, although some may be hidden, and if a monster or other NPC uses these against you they function exactly as the skill or spell known by a player would and should be treated as such. If you are struck with a weapon which duplicates a spell effect (i.e. Freeze limb or Sleep), the weapon may be blocked by your weapon or shield, but is not stopped by a parry or armor. Any skill delivered via weapon also causes 1 point of damage. Any time a spell effect is duplicated by using a weapon or packet it may be guarded against by the appropriate type of magical defense (i.e. Spell Shield).

Most combat calls include a duration within the call, but in cases where a call is not made the default is 10 minutes and you should assume as much. There are quite a few calls listed, but do your best to know them as it will help combat flow that much easier. Most of them are fairly common sense, especially once you learn the word. Some of these are duplicated from the skills page to ensure they were able to be found all in the same place. If combat is occurring and you do not know how to react to a skill, ask for a clarify.

If you have not yet read the "Rules of Engagement" section, please do so before reading this section. It gives the rules of combat and starts off by initiating you with the first five calls you should know HOLD, CAUTION, CLARIFY, CHECK YOUR SWINGS, and PLAY ON.

•• COMBAT CALLS ••

"Assassinate"

This is a surprise attack that must be delivered to the torso (area covered by a sleeveless T-shirt). If you are struck in the torso and your attacker says "ASSASSINATE" you are considered to have been killed by a killing blow. If the blow strikes you but hits in an area outside the torso area it causes only 1 point of damage and the skill is not used. Inform your attacker of where you were struck (i.e. arm) This skill cannot be blocked by a parry. You should still do a 5-minute death count to allow for the possibility of being raised, granted Deities Favor or even looted but you cannot be healed in any way during this time. Like Backstab, Assassinate does not necessarily have to be delivered from behind, but MUST be by surprise (Example: if two adventuring buddies are talking to each other and one turns his head for a second the other could launch an Assassinate attack on his buddy. Since they are friends and the attack was not expected this is a legal use of the skill).

"Blind"

This causes you to be blinded for the specified period of time. You may not attack at all (wild, random weapon swinging is not allowed), nor may you move at any speed faster than a walk (it wouldn't make sense for someone to immediately run away while blinded and in danger, as you might run into a tree, trip over a rock, or crash into another person, thus making it even more difficult to escape whatever you were running from). Any other action that requires sight (walking, identifying objects, etc.) is also difficult, if not impossible, for you. For safety purposes, your eyes must remain open while under the effect of blindness, but for role-playing purposes you should act as though they were closed. This effect will break if the target is struck by a damage causing effect or strike (i.e. normal hit, spell etc.). The victim may use defensive skills such as parry while blinded.

“Break Limb (Pain 5 seconds)”

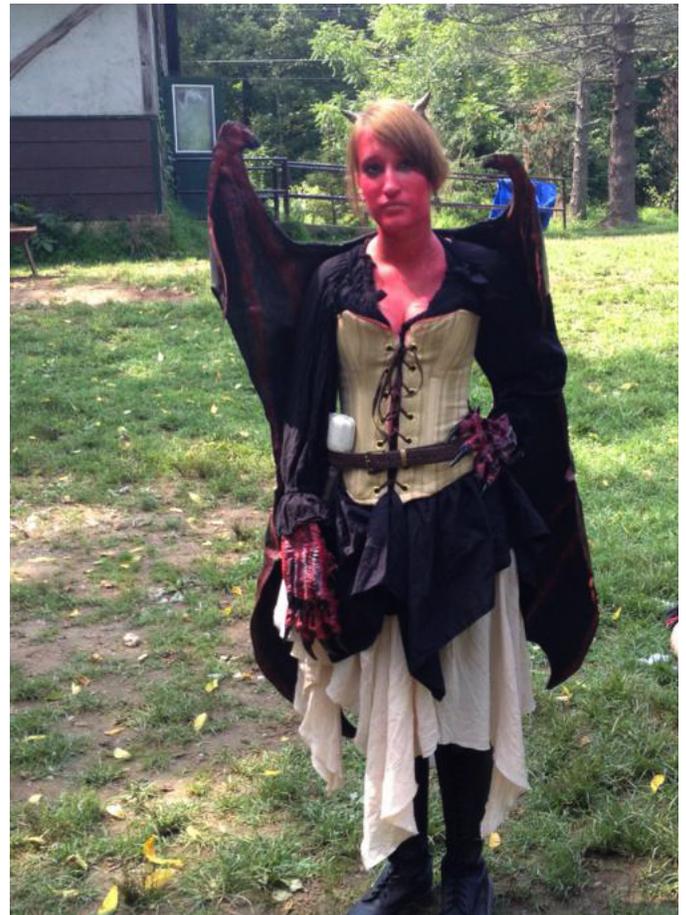
This skill represents the attacker’s ability through brute force or skillful delivery to break your arm or leg. The attacker must call “BREAK LIMB” and strike either an arm or leg in order for the attack to take effect. If the blow strikes you but hits in the torso it causes only 1 point of damage and the skill is not used. This skill can be blocked by a parry. This attack can only be delivered with a melee (i.e. NOT Missile) weapon. A broken limb cannot be used for the rest of the event unless it is healed or the character returns from Death. You should role-play the pain associated with a broken limb as per the “PAIN” effect for 5 seconds, after which the limb will hang limply. Note that you must take the Pain effect even if the attacker forgets to call “Pain 5 seconds” in addition to the successful break limb. If a leg is broken you may only move by limping at a very slow pace. It requires a mend limb spell or 3 points (or more) of healing delivered by a single spell, potion or empathic healing attempt. In other words you could not cast three 1 point healing spells to fix the limb. Any healing points put towards fixing the broken limb will also heal the target that amount. You may never exceed your maximum health through healing.

“Charm”

This attack can be delivered via packet OR if the attacker meets your gaze. Usually a spell effect, this skill will enthrall you so much that you think the caster is your best friend in the world and you will do almost anything they tell you to do. Charm will not cause you to violate your character’s in game morals. In other words, you will not kill your friends, kill yourself or rob someone if it is against your beliefs. For the duration of the spell (usually 10 minutes) the caster can do no wrong in your eyes, and you will not be upset with him regardless of what he does or tells you to do. At the end of the spell you will remember what happened while you were charmed, but might very well be at a loss to explain why you behaved in such a way. This effect will NEVER force you to violate your out of game, real world morals. Unlike most other spells, the victim will not hear the charm incant even if resisted, but if resisted will be aware that the caster tried something.

“Daze”

Daze represents your ability to knock a victim “out on their feet” by blunt force to the head or chest. The attacker must call “DAZE” and strike the torso (area covered by a sleeveless T-shirt) with a blunt weapon in order for the attack to take effect. A successful Daze attack will cause 1 point of damage and the target will be effectively stunned for the next 10 seconds. The target will be unable to attack, use skills (other than innately defensive ones), cast spells, or run away during this time. The victim of a daze attack may still defend himself normally or use defensive skills such as parry, sixth sense, hard headed etc. Despite its in-game effects, attackers should not try to hit their target in the head and such an attack will have no effect. If the blow strikes the target but hits in an area outside the torso area it still causes 1 point of damage but the skill is not used. This skill can be blocked by a parry. The daze effect does not break if the victim is damaged.



“(Strike) Deaf”

This causes you to be completely deaf for the specified period of time. This must be role-played and you will be unable to hear cries for help, warnings to look out or someone rifling through the cabin you are supposed to be guarding. You are still affected by skill and spell calls, because although you are “deaf,” calls are merely a mechanic for letting game participants know how to react to a skill or spell. Even if you don’t hear the slay or assassinate, it still will hurt you.

“Deathstrike”

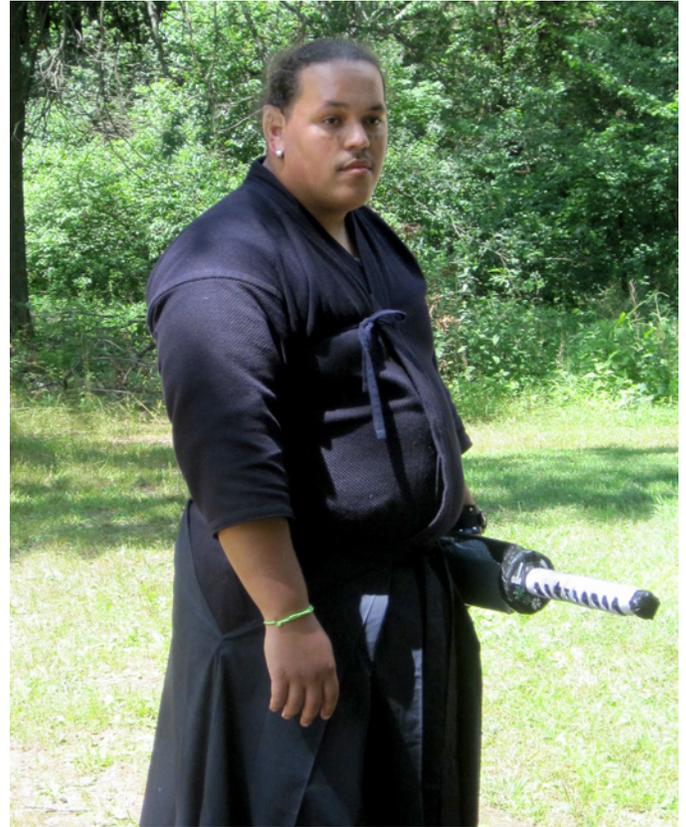
This skill represents a fearsome blow capable of killing you in a single strike. The attacker must call “DEATHSTRIKE” and strike the torso in order for the attack to take effect. If the blow strikes you but hits in an area outside the torso area it causes only 1 point of damage and the skill is not used. This skill cannot be blocked by a parry. This attack will destroy ALL your armor AND Health and you are considered to have been killed by a killing blow. You should still do a 5-minute death count to allow for the possibility of being raised, granted Deities Favor, or even looted but you cannot be healed in any way during this time.

“Death Poison”

This represents the use of a poison so vile, that you will die immediately. If struck by a weapon, claw or packet with this type of attack and you do not have any armor points left, you will immediately fall to the ground dead. Treat this as a loss of all health points followed by a killing blow.

“Disable”

Disable represents a strong or particularly skillful blow to a limb that renders it useless for 10 minutes. The attacker must call “DISABLE” and strike either an arm or leg in order for the attack to take effect. If the blow strikes you but hits in the torso it causes only 1 point of damage and the skill is not used. This skill can be blocked by a parry. A disabled limb cannot be used for 10 minutes, unless it is healed or you returns from Death. If a leg is disabled, you may only move by limping at a very slow pace.



“Disarm”

This skill represents a skillful or sudden powerful strike knocking your weapon from your hand. The attacker must call “DISARM” and strike your weapon in order for the attack to take effect. If the blow strikes you but misses your weapon it causes 1 point of damage and the skill is not used. This skill can be blocked by a parry. If you are hit with this attack, you must discard your affected weapon by safely tossing it 10 feet from the combat area; it may not simply be dropped. After this time the weapon can be recovered normally if you are able to do so. Two-handed weapons cannot be disarmed.

“Disease”

If you are affected by disease, either via packet, claw, fist, or searching a corpse, you may not receive ANY healing until the disease is cured. If you are diseased and then reduced to 0 or less health, you cannot be restored to life until the disease is cured.

“Dominate”

This attack can be delivered via packet OR if the attacker meets your gaze. Usually a spell effect, this skill will enthrall you so much that you will act like a puppet to the whims of the caster and will do anything they tell you to do which does not violate your real world morals. Unlike charm, dominate will cause you to violate your character’s in game morals. In other words, you will kill your friends, kill yourself or rob someone if it is against your beliefs. For the duration of the spell you will behave exactly as the caster orders you too. If the caster is knocked unconscious, killed or leaves the area you will follow his last orders to the best of your ability. The domination of your mind will last the full 10 minutes even if you are knocked unconscious and then healed or any other event occurs short of you being killed and sent to death. At the end of the spell you will not remember anything that happened while you were under the effect of dominate. This effect will NEVER force you to violate your out of game, real world morals. Unlike most other spells, the victim will not hear the dominate incant even if resisted, but if resisted will be aware that the caster tried something.

“Drain Health”

Sometimes an attack will directly target your health. If you are targeted by a spell where the incant specifically mentions “HEALTH” damage (i.e. “I rot your body, HEALTH damage 5”) your armor is not damaged and it damages Magical Health first before going through to Regular Health.

“Drain Mana”

Sometimes an attack will target your mana. If you are targeted by a spell where the incant specifically mentions “MANA” damage (i.e. “I drain 3 mana from you”) neither your armor nor your health is damaged, but your mana is reduced by the appropriate amount. Creatures with this ability can usually sense people who are able to use mana. If you do not have any mana left or never had mana to start with, and you are targeted by this attack type, simply state “No effect.”

“Entangle”

An Entangle effect (“I entangle your feet together”) prevents you from moving your feet apart until the effect wears off. You may otherwise move in any way as quickly as you are able to, such as by hopping. If you are unable to safely move otherwise, you may also move by slowly shuffling your feet along the ground, but they should still remain touching if possible.

“Explosion”

This attack usually represents a creature that was so unstable that it exploded. When this happens, the creature will yell “EXPLOSION!” and a particular amount of damage while throwing out a number of spell packets (i.e. EXPLOSION Damage 5!). Anyone struck by a packet receives the amount of damage called. This attack is not magical in nature and cannot be blocked by any spell. Shields will also not protect against this attack form. The damage taken is the same amount regardless of the number of spell packets which hit you. If you are struck by 1 packet or 12 you take the same amount of damage.



“Fear”

Some creatures are so horrifying to behold that even the bravest warriors cower and tremble before them. This attack can be delivered by packet or gaze attack. When struck with fear, you may resist it if you have the “Courage” skill or with an appropriate magical defense (i.e. Spell Shield). If affected by this attack it will cause you to experience an overwhelming fear of the caster for its duration, forcing you to cower in place until such time as the effect expires. During this time you may defend yourself and/or use defensive combat skills (such as parry), but you may not attack or cast spells. Additionally, while you must roleplay extreme fear of the caster, you may not flee, duck under a table, or do anything which would endanger yourself or any player around you. While this is not considered a root effect, you are so overcome by fear of the caster that you’re unable to move from the spot you’re standing in while under this effect.



“Feeblemind”

When this effect strikes you, you are effectively reduced to a complete idiot. You will be unable to cast any spells or perform complicated tasks. This should be role-played accordingly.

“Hobble Leg”

This is a particularly spiteful skill, which represents a rogue’s ability to sever the hamstring or Achilles tendon of a victim. This attack must be by surprise and delivered from behind the intended victim. In order for this skill to affect you it must strike you in the leg. You must fall to the ground immediately, and will be in agonizing pain for 10 seconds. While in pain you may not attack or cast but may defend yourself by trying to block attacks. After the ten seconds are up you may regain your footing. You may only move by limping at a very slow pace. You should role-play the pain associated with a severed hamstring. If the blow strikes you, but hits in an area other than the leg it causes only 1 point of damage and the skill is not used. This skill cannot be blocked by a parry. A hobbled leg cannot be used for the rest of the event unless it is healed or the character returns from Death.

“Intercept”

This call is actually a good one if it affects you! This is the ability of a person to get in the way of a physical attack meant for another character (In this case, you!). When you are hit with a physical attack another character may decide to intercept the attack, but must do so immediately following the attack. In order to do this, they will touch you on the shoulder and say, “INTERCEPT.” By doing so the full force of the attack affects them instead of you. Any type of NON-SURPRISE physical attack may be intercepted.

“Pacify”

A Pacify effect (“I remove your urge to fight”) prevents you from attacking with a weapon, or using any offensive magic or ability. Any skills that cause negative effects (i.e. Sleep) are considered offensive. You may otherwise act normally, and cast healing, magical enhancements, or use other positive abilities.

Pacify is broken when any offensive action is attempted on you by someone who is not your ally, even if it is resisted (i.e., a Waylay you resist with Hard Headed). Being healed and other positive effects will not remove Pacify from you.

“Pain”

When struck with this ability, you must fall to the ground immediately, and will be in agonizing pain for 10 seconds. While in pain you may not attack or cast but may defend yourself by trying to block attacks. After the ten seconds are up you may regain your footing.

“Paralyze”

When struck by this skill your body will become rigid and immobile for 10 minutes or the specified time. You may not fight, talk, or defend yourself (You can't move!). If you are killed by any means while you are paralyzed, you will immediately crumple to the floor and fall unconscious, but will still remain paralyzed for the whole duration of the spell or effect.

“Pierce”

This skill represents the ability of a foe to find “a chink in your armor.” A successful strike with this skill will bypass all armor and cause damage directly to your health points. The attacker must call “PIERCE” and strike you anywhere on your body in a legal area in order for the attack to take effect. If the blow strikes you it causes 1 point of damage directly to your health points. If the swing misses or is blocked by your shield or weapon, no damage is caused and the skill is not used. This skill can be blocked by a parry only if delivered by a melee weapon. Pierce is sometimes used with poison or venom (i.e. a call like “PIERCE POISON”).

“Poison”

When struck by a weapon, claw or packet with this type of attack and you do not have any armor points left (a single point of armor will protect you from the poison, though your armor will take damage normally), you will feel woozy and incoherent for 5 seconds before falling on the ground unconscious. At this point you will begin a 5 minute count till death and can only be brought back if the poison is neutralized. This will not remove any health points except the normal damage caused by the weapon or claw that delivered it. While under the initial 5 second effects of the poison you may cry out for help or drink a poison antidote, but not cast any spells including neutralize poison! These same effects apply if you are the victim of oral poison (represented by a Mike & Ike® in your food or drink) or contact poison (represented by petroleum jelly coming into contact with your bare skin). For more information, please see the “Alchemy & Poison Craft” section of the rules.

“Root”

If this spell strikes you your feet become effectively attached to the ground for 10 minutes. You may not move your feet from the spot they are in or even lift them.

“Shatter”

If this skill strikes your weapon or shield, the item struck is effectively destroyed until repaired. If the blow strikes your body but not your weapon or shield, it causes 1 point of damage and the skill is not used. This skill can be blocked by a parry. If the skill is specifically called as “SHATTER SHIELD” it will only work if it connects with your shield, if it is specifically called as “SHATTER WEAPON” it will only work if it connects with your weapon.

“Slay”

This skill causes 20 points of damage on a single blow. The attacker must call “SLAY” and strike your torso in order for the attack to take effect. If the blow strikes you but hits in an area outside the torso area it causes only 1 point of damage and the skill is not used. This skill can be blocked by a parry only if delivered by a melee weapon. This attack can be delivered with a melee weapon, but it is rumored that you might also see its use for other types of weapons such as bows and throwing stars as well.



“Sleep”

This spell causes you to fall into a deep sleep regardless of what you were doing prior to the spell being cast (i.e. in combat, walking). Loud noises or other things will not wake you up as it is magical sleep. At the end of the spell duration you will awaken unharmed. While sleeping you can be attacked normally, but even 1 point of damage will awaken you. This effect can also be canceled through the “Awaken” spell. While you are sleeping you are effectively helpless and a killing blow can be administered.

“Smite”

This skill causes 50 points of damage on a single blow. The attacker must call “SMITE” and strike your torso in order for the attack to take effect. If the blow strikes you but hits in an area outside the torso area it causes only 1 point of damage and the skill is not used. This skill cannot be blocked by a parry. This attack can be delivered with a melee weapon, but it is rumored that you might also see its use for other types of weapons such as bows and throwing stars as well.

“Sweep”

When struck with this spell, the victim must immediately and safely fall to the ground and lie flat on their front or back before being able to get back up. This may also be delivered as per the skill, if a weapon is used to strike you in the leg.

“Waylay”

This skill represents a precision strike to the base of the skull of an unsuspecting character that would render them unconscious. The skill is performed by tapping the target gently between the shoulder blades with the pommel (bottom of the handle) of a sword and saying, “WAYLAY” loud enough for the victim to hear it. You must fall to the ground immediately and you are considered unconscious for 10 minutes. While unconscious the victim may be attacked or injured normally, although upon receiving any damage the waylay effect will end and the target will immediately wake up, or even killed using the Killing Blow skill. Waylay does no actual physical damage. This skill cannot be parried but will be blocked by a helmet, Hard Headed, or Sixth Sense.

“Weakness”

This spell makes you so physically weak you may not wield a weapon or cast offensive spells in combat for the duration of the spell. You may run, use a shield, or use defensive skills normally.

“Wither”

When struck with this effect, your limb will be reduced to a withered, useless appendage. A withered limb cannot be used EVER unless a cure disease is cast or the character returns from Death.

“Wound”

This skill represents the ability of a player to deliver an attack which causes a certain amount of direct health damage on the initial strike, as well as the same amount of direct health damage every ten seconds after that for one minute. A wound will affect magical health prior to a victim’s normal health.

The skill is performed by striking the target in the torso (area covered by a sleeveless T-shirt) and saying, “WOUND (insert damage amount here).” If the blow strikes the target but hits in an area outside the torso area it causes only 1 point of normal damage (IE - not direct health damage) and the skill is not used. This skill can be blocked by a parry. This attack can only be delivered with a melee (i.e. NOT Missile) weapon.

If you are already under the effects of a Wound skill and you are struck again by a more powerful Wound, the weaker Wound is replaced by the more powerful one, causing initial direct health damage based on the amount called and starting its duration from the beginning regardless of how much time was remaining on the weaker effect.

If you are already under the effects of a Wound skill and you are struck again by a weaker Wound, the weaker wound will not take effect and you should call “Already Wounded.” You will still take the normal 1 point of normal (not direct health) damage from the strike but nothing extra and the attacker will not waste his skill in this instance. It is considered to be that the new wound delivered is not severe enough in the face of the already gushing injury you have! This also helps to give the victim less “timers” to keep track of and allows the attacker to not waste his/her skill as would normally be the case when a “resist” is called.





Any damage caused by a wound can be healed in the normal methods, but the continuous damage effect of this skill will only be removed in one of the following ways A) allowing its one-minute duration to expire B) receiving an amount of healing from a single source such as a spell, scroll or empathic healing that is equal to or greater than the damage call that you were struck with. (In other words you could not cast three 1 point healing spells to mend a 3 point wound. Likewise, since empathic healing only allows the person to transfer 3 health at a single time, it can only mend wounds of 3 points or below) or C) Any skill that explicitly states it will remove a wound of the given points value. A use of the "Diagnose" skill will allow the user to determine the victim has a wound as well as how severe (what number in this case) the wound is.

In the event that you are brought to 0 health while the Wound is still in effect, your health may not drop any further below 0. However, while receiving one point of healing would then revive you, if the Wound has not yet expired it will continue to take effect until it has either reached its full duration or the proper amount of healing is received. Regardless of the power level of Wound, it may under no circumstances be cured by the "First Aid" skill. You may still cast spells, fight and otherwise act normally under the effects of a Wound, but you are slowly bleeding to death.

WEAPONS & ARMOR

Weapons

At Realms of Adventure, all weapons are represented by safe, padded foam “boffer” weapons. These provide a way to resolve combats in a way that is both exciting and safe. Of course the chance for injury always exists, so please make sure you read and follow the “Rules of Engagement” section of the rules.

Below you will find the size ranges of the weapons found at RoA. When constructing your boffer weapon, PLEASE adhere to these rules. If your creation is outside this scope it will very likely be rejected and you will not be able to use it.

All of these types are fairly self-explanatory in regards to what skill is needed to use them. The one exception is “Short Sword” which is a size classification necessary because certain skills call for a weapon “Short Sword sized or smaller”. These weapons are governed by the 1-Handed Edged skill if they are edged weapons like swords and axes, and the 1-handed blunt skill if they are maces, clubs and other blunt weapons.

As always, if you have any questions at all on weapons please contact us. You may find a boffer construction guide in the “Guides” section of this book or on our website at <http://www.realmsofadventure.net/index.php/downloads>.

If you have an idea for an unusual weapon please run it by staff first. This will not guarantee the weapon will pass when we inspect it, but it will help if your design is one we definitely would not allow and are able to tell you to save your time and money. Additionally, at this time, latex and similar weapons are permitted at RoA, but will be subject to the same safety inspection and rules for all boffer weapons. The standard sizes for weapons are as follows:

.. STANDARD WEAPON SIZES ..

• Type •	• Min. Length •	• Max Length •
Small Weapon	10"	18"
Short Sword	19"	36"
One Handed	37"	46"
Two Handed	47"	62"
Claws / Fists	12"	18"
Polearm/Spear	56"	72"
Staff	56"	72"
Thrown	2"	24"

The last restriction on weapons is the color duct tape that must be used. Any blade or other surface that is intended to be steel should be standard gray duct tape or black. Any part of the weapon that is supposed to be wood should be brown. Claws must be white and fists can be either white or beige. Lastly, SILVER metallic looking duct tape MAY NOT BE USED except with permission of RoA. Ordinarily this denotes weapons of high quality or magical enchantment.

Armor

Most role-playing games offer some sort of protection from harm when you are wearing armor and Realms of Adventure is no different. Danger abounds in the world of Adraveth, and it is far better for a villain or foul beast to do harm to your armor than it is for them to do harm to you! The way armor works at RoA is very simple and can in many cases mean the difference between life and death.

When you arrive at check in you should wear all your armor and allow it to be evaluated by staff. If the staff member checking your weapons forgets to do this, please make sure to ask about it. Armor will receive a point value based on the type of armor it is, the way in which it was constructed, and the area(s) it covers.

When you are struck in combat while wearing your armor the damage caused will first damage your armor before damaging you. When you have no remaining armor points, it is considered destroyed beyond the point of usefulness (you must get it repaired by someone with the armor smith skill or some other means) and any leftover damage goes through to your health. For example if you have 5 health points and 5 armor points and someone hits you with a sword, you would still have 5 health but your armor would be reduced to 4 points. If someone launched a spell at you which did 8 points of damage, your armor would be gone and you would take the leftover 3 points of damage to your health, effectively leaving you with only 2 health left.

There are some other benefits for armor that you should know about. Armor will stop blade poison of the various types from affecting you as long as you still have at least 1 armor point remaining. If any WEAPON strikes you and the word "Poison" is used (i.e. "Poison!" or "Sleep Poison!"), you may avoid the effects of the poison (but will still take the damage from the weapon) by simply calling "Armor." This lets your attacker know the poison is used up (it came off his blade and got on your armor), but did not affect you. This will not protect against magical poisoning (i.e. via packet), contact poison or oral poison.

Additionally if you are wearing a helmet, you can resist 1 waylay attempt. After a waylay attempt is successfully blocked, your helmet is considered ruined and should be removed, resulting in the loss of any armor points it was worth.

Here are a few other notes regarding armor that you need to know.

Total armor points can never exceed 12 total. If your armor adds up to more than 12 points, it is still considered to be only 12, to help keep the armor points reasonable.

Armor cannot be stacked. If you wear a metal breastplate over a leather jerkin you do not get points for both. As a courtesy we will give you the higher of the two values. Each character is only permitted 1 suit of armor per event.

Lastly, in order for the armor to be in effect it must be worn at all times. If the armor is removed, you will not get the benefit of the armor points.

Since armor can often be an expensive proposition and in the real middle ages or renaissance period none but the wealthiest could actually afford an entire suit of finely crafted armor anyway, armor is calculated per piece, based on construction and type as listed on the chart below.

This is a rough guideline, and actual numbers may be slightly higher or lower based on staff evaluation. The word of the person evaluating your armor is final. You will notice that many of the numbers in the chart below contain fractions. The way armor is calculated is to add up all the numbers to arrive at a total armor point value. If this total is a fractional number, we will round up to the nearest whole number. In order to qualify as studded leather, the armor piece must be at least 50% covered by studs. Please DO NOT wear sharp protruding spikes etc. This will fail safety inspection.

.. GENERAL ARMOR VALUES ..

• Type •	• Head •	• Torso •	• 1 Arm •	• 1 Leg •
Light Leather / Fur	0.25	1	0.5	0.5
Hard Leather	0.5	1.5	0.75	0.75
Studded Leather	0.5	2	1	1
Chain Mail	0.75	3	1.5	1.5
Plate Mail	1	4	2	2

You may choose to buy your armor or make it at your option. Costume armor that is not “real” is acceptable so long as it looks like what it is supposed to represent. For example many people who are handy have made suits or armor pieces out of rigid plastic and painted it silver to represent plate mail. If this looks good you will be awarded points. If however you make armor with tinfoil and duct tape, it is unlikely you will get any points at all. This type of armor looks terrible and detracts from the game. As we have said before, the word of the person evaluating your armor is final.

Shields must be within the constraints of 30” round. Tower shields must be no wider than your forearm and no taller than the space between your ankle and your collar bone. All shields must be padded around the edges with pipe foam, and no screws, nails bolts or other potentially hazardous things should be protruding. Shields may be made of almost any sturdy material including plywood and plastic.



ADVANCING YOUR CHARACTER

So you have played your first full weekend event with us at Realms of Adventure. Maybe you battled orcs and rescued a farmer from harm. Maybe you met some people in some sort of local guild that organizes “free spirits” such as yourself and you robbed the mage’s guild together. Maybe you met a great group of folks and they invited you to join their adventuring group.

You may have noticed some other characters in town that seemed more powerful or skilled than yourself, and want to one day achieve the same level of prowess. The questions may enter your mind; “Where do I go from here?” “How do I get to be THAT skilled?” Or simply “In other games I get experience points and go up levels. How do I do something similar here?”



As you continue to play your character, you gain more “experience” in the form of character points. In this way you can measure your character’s progress in points as well as accomplishments. All skills, abilities and knowledge at RoA are broken up into points. This provides a fair “measuring stick” for every player to measure their progress by. There is no randomness to progression, and you do not gain levels. Your character is YOURS to build up and enjoy. By purchasing more skills and abilities for your character you can develop him or her in the way YOU envision.

As we mentioned earlier, at Realms of Adventure, every player begins the game with 12 character points. If the player submits a detailed character background, in writing, by the beginning of their first event, they will receive an additional 3 character points for a total of 15.

Every time you participate in a full weekend event you will receive an additional 3 character points, and if you submit a “Post Event Letter” in the specified time (usually two weeks before the next event) you will get another 3 character points. In this way your character can gain up to 6 character points worth of experience in a weekend.

Once again a PEL (Post Event Letter) is greatly to your benefit to complete. It lets us know what you liked, what you didn’t like, and is a great place to tell us about goals you have set for your character, what types of things you’d like to learn, what kind of activities you’d like to participate in and again gives us the ability to write plot for you! Basically it is best said as the more you give us, the more we can give you! If you never tell us what your character is like or what he wants to do, we will have a hard time providing what you will enjoy.

•• SPENDING YOUR CHARACTER POINTS ••

So you have completed an event and just sent off your PEL (Post event letter), and you know you will have 6 points to spend, now what? There are three things you can do...

Option 1

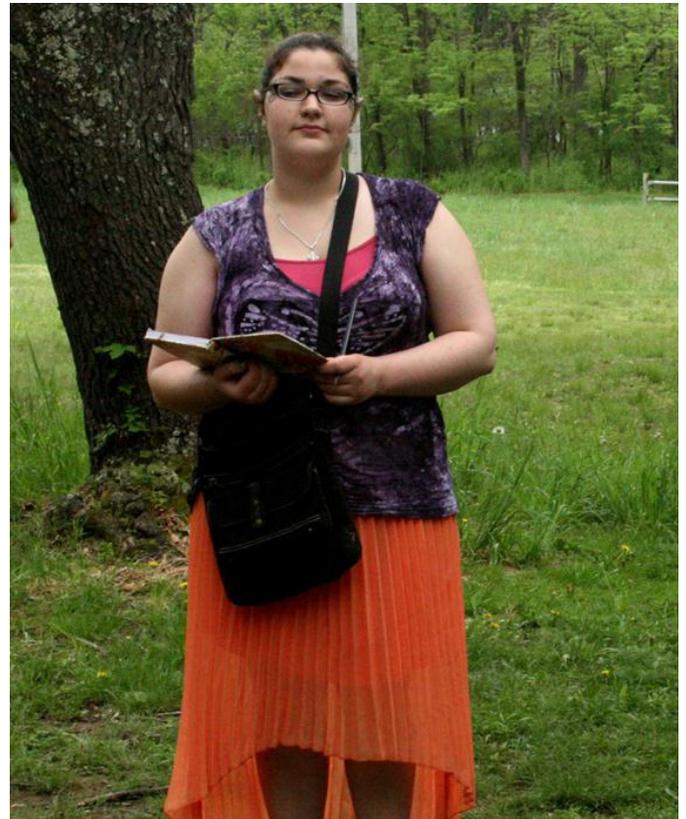
The first thing you can do is run right over and spend those points! Take a look at the page for your particular class (Bard, Cleric, Fighter, Mage, Merchant-Artisan, Monk, Rogue, Scholar or Shaman). When you made up your character you spent your points from the skills and abilities listed on that page. The cost to buy those skills in your new character points is the same!

Let's say you are a Rogue and decide you want to try your hand at archery. You look down the skill list and find the "Bow" skill, with a cost of 4 points listed. You spend 4 of your 6 points from above and take the bow skill. Now you have 2 more points to spend! It is now that the value of writing a PEL is inherently obvious. Not only is a PEL valuable to help the plot team to write interesting plots for your character and let us know what you enjoyed (and maybe did not enjoy) about the event, had you not submitted a timely PEL you would have only received 3 character points and the bow skill would still be out of reach.

It is important to note one thing however; the ONLY skills you can learn in this fashion without a teacher are skills that have a "Yes" listed in the self-taught column. Any skill that has a "No" listed MUST be taught to you in game by a qualified teacher if you did not begin game with it.

Option 2

The second option you have is to "BANK" your points. This is probably not very realistic in the beginning because you have a multitude of choices on your list that you no doubt want to purchase. Consider this from the first option however, "Any skill that has a "No" listed MUST be taught to you in game by a qualified teacher."



Let's say you are the rogue from the above example and want to learn how to disarm traps. For this skill, "No" is listed in the Self-taught column. You will need to find a teacher for this skill! If you are pretty sure you can find someone to teach this to you in game next event (Maybe you met someone who offered to do so next event), it might be a good idea to save those 4 points so you can easily learn the skill next game. Your teacher should role-play the teaching of the skill and beginning the NEXT event you attend you may now use that skill. Additionally there are MANY hidden skills in the world of RoA, as time goes on you may want to save points for those in case you stumble across them in game!

Lastly multi-classing your character is expensive, but lets say after you have played for a year or so you decide you would like your rogue to learn the arcane arts. You would need to save the required points before being allowed to buy an additional class. With regards to being taught skills in game you are ALWAYS considered to have 3 points banked! We do this as a courtesy to you. This way if it is your first event (and naturally you have spent all your starting points, I mean who wouldn't?), and you find someone willing to teach you a non-self-taught or hidden skill you may be able to learn it (provided it is 3 points or less). Since you are guaranteed to gain at least 3 points for your event we don't mind doing this.

We regret however that we cannot extend this courtesy regarding character points gained through submitting a PEL or cashing in Service points. Only 6 points may be withdrawn from the bank per event attended and may be used in addition to any points earned that event including service point conversions.

The ONLY exception to this rule is in the event a player wished to purchase a second (or third) class OR SINGLE skill that costs in excess of 12 points. In this case he may draw up to the amount needed to purchase that class or skill. IE - if the player wished to purchase a skill that cost 20 character points, and had access to that skill, he would be permitted to draw 14 character points from his bank as opposed to the usual 6. This is the ONLY exception and it must be for ONE CLASS OR SKILL, AND ONE PURCHASE of said skill. In this way you couldn't buy a 20 point skill 4 times in one shot simply because your bank would allow for it or buy a second class and several skills.

When determining how many points you need to withdraw from your bank in order to purchase something you couldn't afford otherwise, you must do so after already counting all of your earned points towards that purchase, not the other way around.



Example:

John earned 11 points between an event, his PEL, two buy-in points, and 3 service point conversions. He has 10 points banked, and wants to multi-class into mage (15 points) and pick up two purchases of mana (6 points). However, he cannot do this, because he only needs to withdraw 4 points from his bank to meet the cost of the mage class, and in doing so has used up 4 of his 6 possible banked points for this update period. While he is free to spend those two points should he so choose, he is unable to make even a single purchase of mana.

Option 3

The third option is any combination of the above two! In the first example maybe you want to buy the bow skill and really cannot decide what to do with the other 2 points. By banking them you effectively have 5 points banked going into next event. Not too shabby if you still want that Disarm Traps skill. Now if only you could find a teacher....

The majority of the rules for advancement of your character are above. The last thing you need to know is how to let US know what skills you want to take. At this time the only two methods we are accepting is either sending it via email to updates@realmsofadventure.net (preferred) or by snail mail to our mailing address. Shortly the functionality to submit your character and updates will be given online.



All character updates are due TWO WEEKS prior to the next event YOU attend. If you will be taking an event or two off, just make sure you get us those updates before your next event comes around. Please understand that we must adhere to this ruling so we have adequate time to print character sheets and make sure all point calculations are correct, as well as enter the changes into our database.

We will do our best to get back to you via e-mail within 3 business days of sending in your character to let you know we received it. If we do not contact you let us know! PLEASE DO NOT use this method as a means to attempting to “extend” your personal deadline by 3 days. If you wait until the last minute to send in changes we will have no choice but to assume you have done this and will not allow any updates within the 2 weeks prior to the event. At times, if our events happen to be particularly close (subject to camp scheduling), this restriction will be relaxed but in that case we will let you know. If you snail mail us your changes we cannot reply unless we receive a self-addressed stamp envelope with your update.

In addition to updating your character in this way you MUST make sure that if anyone teaches you a skill or spell in game that both you and that person submit the teaching summary sheet at the end of the event in your envelope.

WHEN YOUR OLD CHARACTER DIES

When your character unfortunately passes into Negoro's realm for his/her final visit, you will be given the opportunity to make a new one.

The formula for the new character is 12 points + 3 if you write a background (for a possible 15) + 25% of all EARNED character points rounded up. Earned points are defined as any points gained for your character above and beyond the initial starting 12 or 15.

Please note however that any BANKED earned points are not quartered. In other words if they are banked you do not lose them. When generating your new character you may not access all of the banked points at once. This is done for game balance reasons. You may access a maximum of 6 points from your bank per event as per the normal rules of banked points. The normal rules are only 6 points may be withdrawn from the bank per event attended and may be used in addition to any points earned that event including service point conversions.

The ONLY exception to this rule is in the event a player wished to purchase a second (or third) class OR SINGLE skill that costs in excess of 12 points. In this case he may draw up to the amount needed to purchase that class or skill. IE - if the player wished to purchase a skill that cost 20 character points, and had access to that skill, he would be permitted to draw 14 character points from his bank as opposed to the usual 6. This is the ONLY exception and it must be for ONE CLASS OR SKILL, AND ONE PURCHASE of said skill. In this way you couldn't buy a 20 point skill 4 times in one shot simply because your bank would allow for it or buy a second class and several skills.

Some examples of how this might work out:

A) Character A dies and is a 63 point character with no points banked. $63 - 15 = 48$ earned points. This leaves character A with 12 points ($48/4$) which will be added to his bank. The new character will start at $12 + 3$ (if you write a background that is approved within 2 events of playing that character not including the event in which it was generated) + 6 = 21 points with 6 remaining in the bank.

B) Character B dies and is a 90 point character with no points banked. $90 - 15 = 75$ earned points. This leaves character B with 19 points ($75/4 = 18.75$ rounded up to 19), which will be added to his bank. The new character will start at $12 + 3 + 6 = 21$ points with 13 remaining in the bank.

C) Character C dies and is an 85 point character with 15 points banked. $85 - 15 = 70$ earned points. This leaves character C with 29 points ($70 - 15$ (since these are in the bank already) = $55/4 = 13.75$ rounded up to 14 + the 15 already in the bank), which will be added to his bank. The new character will start at $12 + 3 + 6 = 21$ points with 23 remaining in the bank.



GEOGRAPHY & HISTORY OF THE WORLD

Lands of Adraveth

Below you will find a small selection of important places in Adraveth. The first several sections describe places within the boundaries of particular kingdoms or empires. The last section deals with places outside of recognized kingdoms.

This is but a tiny selection of places and you are encouraged to use your imagination in the development of your character. You may use these descriptions as a guideline to creating your character background.

Of course this section is by no means complete, and countless other villages, towns and places exist in the world that are not described here or shown on the map. You can use the places described here or invent your own so long as it fits within the timeline and world rules of Adraveth. Feel free to use your own creativity to craft your character's history.

•• AGORIA ••

Quetzalocatl

The "City of Stone" as it has been called is the largest city in Agoria. From here a council of 27 senators rules the empire, one representing each of its provinces. Males and females share complete equality and members of other races, while not mistreated are looked upon almost like children who need care and supervision.

In various parts of the city the jungle is encroaching and the reptiles that live here seem to share an almost symbiotic relationship with it. Visitors are usually safe when they come here, but they are warned not to stray from the city, especially at night, with little more elaboration offered. Occasionally a merchant or emissary who does not heed this warning has disappeared with little explanation.

Tókölèzhet

Roughly translated from native Agorian, this name means, "Place of war." The city is built much like a fortress and is the seat of all major combat training for the Agorians. When a young Agorian (male or female) shows promise as either a warrior or combat mage they are sent here. They spend at the minimum 5 years' time, learning daily the ways of war. Although the Agorians are not warlike as a general rule, they do believe in being prepared and when they do go to war they are fearsome opponents.

No individual of any race other than Agorian has ever been permitted into the city, as the Agorians regard this as a matter of great security for their empire. Intruders are killed without hesitation or apology.

•• AL' HAZIR ••

Al'Hariq

Home to the palace of the Grand Sultan Ali Hassan Ahkmed, Al' Hariq is a jewel in the shifting sands of Al' Hazir. Ships arrive from ports all over the world daily to conduct business in the bazaars and streets of the city. Anything you can imagine is for sale in Al' Hazir, from spices to potions, and from magic items to slaves.

Large oil lamps light the city streets at night so that business can be conducted around the clock; this is a great boon since sometimes the heat of the daily sun makes things difficult. Despite the well-lit main streets there are countless alleyways and dead ends that can spell doom for the unwary traveler or citizen, especially ones with large coin purses. Exotic entertainment of many forms is available and entertainment seekers have no problem whetting their appetites here.

Al' Palaadi

Known as a den of thieves, scoundrels and rogues Al' Palaadi is a place where only the most confident or desperate venture. More than once a sea captain has miscalculated his journey and ended up in Al' Palaadi instead of Al' Hariq. Pirates abound here, as do more than a few mercenaries and killers for hire.

It is not clear why the Grand Sultan allows such activities to persist here, but it is supposed that perhaps by allowing these sorts to gather here it will keep them from invading Al' Hariq and other settlements.

Oasis of Attalia

According to legend, it is said that the goddess Attalia cries for those who suffer and live in pain. It is also said that when she looked down upon the desert peoples of Al'Hazir and saw there was so little water, it was her tears that formed the life-sustaining oases that are scattered throughout the land. This, the largest of the known oases, bears her name as tribute to her compassion.

•• IPPON ••

Hakazami

A small fishing village on the west coast of the Ipponese continent, Hakazami is not unlike dozens more villages exactly like it. The major difference is that just outside Hakazami is a hillside monastery dedicated to the goddess Jeredith. The monks who call themselves "The lights of truth," live a life of virtual poverty and devote their existence to the enhancement of their prowess in combat, especially against the legions of the undead. The people of Hakazami provide the monks with food and supplies necessary for life while the monks provide the people with ever present protection and guidance.

Hokozumi

On the eastern coast of the Ipponese continent, Hokozumi is a town founded centuries ago by Guari Elf merchants. They had come to trade and carried many of their ways with them. Some of these Elves began to inter-marry with the local populace and the tiny trading post started to grow.

As the years passed the Guari became more and more absorbed into the Ipponese culture. Today the community is a thriving town populated by Elves, Humans and Half-Elves primarily. The culture is a unique blend of Ippon and Guari. They pay homage to the Sho-Hong emperor but still offer reverence to the throne of the Twin Kingdoms.

Kardano

At the base of the Shingen Mountains in Northern Ippon, is the Dwarf-hold of Kardano. Although they do not record how the Dwarves came to reside there, the Dwarf-hold holds records showing they have lived there for over 500 years. Their ways have remained virtually unchanged from that of other Dwarven holds, but they have seen some influence from the surrounding culture.

These dwarves fashion weapons and armor not only in the traditional Dwarven style but also make them in Ipponese fashion as well and frequently trade these items for grains, fish and other items. Visiting Dwarves tend to think of those living in Kardano as a bit cracked in the head, drinking weak rice beer instead of thick Dwarven ales, and often eating raw fish in lieu of beef.

Shotokai

An ancient and exotic destination, Shotokai is the capital city of Ippon and the home to The "Esteemed Emperor of the Sun," Hikaru Sho-Hong. The city is full of strange sights and fascinating customs and a visit to the Imperial palace is an honor beyond measure. The city is relatively peaceful and secure but rumors of mysterious bands of black clad assassins and usurpers to the throne have leaked out. It is unknown what the true situation is as Ippon is largely a closed society, not fond of letting its secrets out to others.

•• RYTHOS ••

Jotve

The only center of civilization ever seen by outsiders, Jotve is the ancient ancestral capital of the Amazons. These women guard their privacy, often quite fiercely, and will never allow visitors to wander about unattended. The city is very old but well maintained and clean. There are seemingly no traces of poverty, suffering or crime. Visitors do however remark on the second-class status of males within the city, in this otherwise seemingly utopian society.

•• SEKHEM ••

Amantothep

Reputed to be the largest city in the known world both in size and population, Amantothep was already centuries old when many human civilizations were still mastering fire. A great seat of knowledge and learning, scholars the world over often dream of a trip to this great city and the ability to peruse one of its many libraries.

Amantothep also houses the great magical palace of Aszi. Run by mages, some said to be many centuries older than the average human lifespan, Aszi is a seat of learning for all things magical. The most powerful of these mages are said to possess knowledge of spells, rites and practices the likes of which have never been seen before. Some of the first necromancers taught by Drevarria have called the palace home; and it is rumored that some still do.

•• SOLINARIA ••

Solinaria City

Solinaria City is the second largest and by far most prosperous of any human city. The city features breathtaking architecture and rigid organization. The city is divided into districts where different citizens make their homes according to social class. Although these people do mingle in the common areas, markets and arenas, they tend to have little to do with those too far removed from their social station.

The city's inhabitants range from the highest nobles and the emperor himself all the way down to the lowliest slave. The extremes in lifestyle are astounding. Just north of the emperor's palace are the gleaming spires of the famous school of arcane arts, Academia Magicus. The school is known for producing powerful, but arrogant mages. The city also features the Solinarian War Academy, Academia Bellicum and the citadel of the Crimson Fist, a monastic order dedicated to Mhizrak.

Tammelosa

Originally called Maldinshire, Tammelosa was once a town under the rule of the Twin Kingdoms. After a long and bitter war, the Twin Kingdoms finally sued for peace with a highly expansionistic but militarily superior Solinaria. Part of the peace treaty was the cession of land including Maldinshire to the Solinarians.

Shortly thereafter the Solinarians moved many of their own colonists into the town and changed its name, displacing both Elves and Humans who had previously settled there. There was a brief struggle for independence, which was swiftly crushed by the legions of the Emperor. Some say the rebellion lives on and will one day try again to gain their freedom but most dismiss this as an optimistic rumor at best.

Tommolino

This town is located in a river valley well known for its rich soil and superb quality grapes. Tommolino's wines are a favored indulgence throughout the world and the town enjoys much wealth as a result of this trade. Sadly much of the labor in the vineyards and wineries is performed by slave labor, so the wine is something of a guilty indulgence among the non-slave holding peoples.

Valencia

Valencia is a famed seaport city. Producing some of the finest ships in the world, Valencia is also home to the feared Imperial fleet. Pirates and scoundrels dare not brave the waters near this city as ships are routinely boarded and searched by the Solinarian navy, despite protests from emissaries of foreign governments. Despite the fact that the city is ruled over tightly and disobedience is met with harsh resistance, the common folk live in peace and without fear.

•• TWIN KINGDOMS ••

Aberthal

Once a fairly prosperous frontier town, bustling with trade and life, Aberthal is now a desolate ruin. Some decades ago the town was besieged by a Drevarrian high priest commanding a sizable undead army, the rotting legions crashing through every man, woman, and child.

When contact was lost with the town, an army was dispatched to investigate what was believed to probably be an Orc invasion. When the army arrived they found the undead horde and it was now three times the size as all the slain, including the children were raised as the walking dead.

After fierce fighting, the army fell back to regroup and await reinforcements returning a few weeks later with fresh men and a contingent of Paladins of Jeredith and Leondarr. The undead were destroyed and put to rest but the necromantic priest, Zoeseth, eluded capture. The town was left as a grim memorial to its former occupants, the spirits of whom some say, still haunt the place.

Breckendorf

The former capital city of the Human half of the Twin Kingdoms prior to the unification, Breckendorf is still a large, thriving, city. The population of the city is primarily Human and Half-Elf. In recent months areas on the outskirts of Breckendorf itself has been the target of Goblinoid raids. These attacks have been largely unsuccessful so far, but they become more organized and determined as the war rages on.

Calendale (Old)

On the edge of the Whispering Woods, north of Greensbridge and Aberthal lies Calendale. The town had been established for less than two decades, and had attracted hundreds of opportunists seeking a better life for themselves and their families. The once fertile and inviting lands surrounding Calendale were polluted by the taint of chaos in the last days of the Elder's moon of 1105.

The Goblin Shaman Splittooth led a large Goblinoid war party into the town of Calendale and after hours of intense fighting the town at last rallied and defeated Splittooth once and for all. The Barbarian Shaman Mezzoroth took the shamans heart at the end of a short ritual, which prevented his return as well as provided a means to divine from the Goblin's spirit the method for restoring the shattered souls of those he had corrupted.

Splittooth's defeat came at a great price however. The shaman was in possession of a magical vial, which held the escaped chaos essence of Nash, the Half-Orc avatar of Gorvaak who was defeated by Tanotia Naga with the assistance of the town.

When the town's warriors approached he shattered the vial releasing the chaotic energies and poisoning the land. The sudden release of the concentrated chaos resulted in a chain of events where all living things began to die, with the ultimate result being the town of Calendale and surrounding area being completely inhospitable. Anyone or anything left behind would surely be dead within weeks. Plans were made to evacuate the town and resettle in a town that was evacuated during the early days of the Goblinoid wars and never resettled. The new town was dubbed New Calendale, in tribute to their old home.

Greensbridge

The town of Greensbridge is a tiny hamlet with a population of approximately 75 people, mostly Hobbits. More recently a small group of gnomes has come to reside there as well. The past year or so have seen the addition of slightly over 20 people between births and some new settlers, mostly refugees displaced during the war.

Not very well known or especially remarkable, Greensbridge is nonetheless a cozy spot with small town charm and provides relaxation for weary travelers on occasion. Unfortunately with the recent incursion of chaos in the nearby Calendale region it is unclear what the ultimate fate of this hamlet will be.

Larigmoore

The seaside city of Larigmoore is a famous stopping point for sea traders far and wide. While the city itself is fairly safe, the docksides, especially at night, tend to be a rough and tumble haven for drunken sailors and the occasional nefarious pirate.

The sheer amount of ships and goods passing through Larigmoore's ports opens her up to all manner of illegal activities from smuggling and trafficking in illegal goods, to outright theft and mugging. Travelers and citizens are cautioned to avoid the dockside taverns and establishments especially now with large numbers of the kingdom's armed forces being re-deployed to face the Goblinoid menace.

New Calendale

(Note - New characters are said to be arriving in New Calendale for the first time, so your character's background should not include it)



On the very edge of the empire, a scant four days hard march from Solinarian soil lays New Calendale. The town was recently reestablished in the Blood moon of 1105. This town, previously called Dunford was evacuated during the early days of the Goblinoid wars in 1103 and never resettled by its original inhabitants who had long since scattered for the most part. Some people still resided there, holdouts that refused to evacuate for one reason or another or arrived afterwards, but it was largely empty.

When the chaotic desecration of Calendale at the hands of Splittooth the Goblin shaman occurred, its residents were relocated here. The town was renamed New Calendale, in tribute to their old home. Hundreds of opportunists seeking a better life for themselves and their families have begun to flock here.

The soil is fruitful and wild game and fresh water is plentiful. The common folk and middle classes have come mainly from within the Twin Kingdoms but a fair amount of Solinarian and demi-Human immigrants also call New Calendale home.

In addition to farmers, laborers and artisans, New Calendale has attracted a fair amount of adventurers as well. It will likely become a popular place to restock and resupply for those going on expeditions and the town seemingly has more than its fair share of "work" for the thrill seeker, fortune hunter and glory hound alike.

The surrounding lands are wild and untamed providing many adventuring opportunities. Rumors of areas of great magic in the area have been buzzing around, but only time will tell if this is indeed true.

Vondara

On a cold winter afternoon in the Sword Moon of 1106, just outside what used to be New Calendale's Temple of All-Faiths, Queen Calithandra Varrow, beloved ruler of the Twin Kingdoms and wife to the late King Regus Varrow was brutally assassinated by her once loyal Baron Claudius just after she granted him the title of Duke. With no heir to the throne, Duke Allector Tallen was quickly chosen by the remaining Dukes to be crowned King.

Ultimately, it was King Tallen's unbridled cruelty which drove Princess Nehemiah, Regus and Calithandra's only child and rightful heir to the throne, to come out of hiding and reclaim the crown after having been thought dead for nearly two decades. Tallen, unconvinced that she truly was who she claimed to be, was eventually defeated after a long and bloody civil war. Today, Queen Nehemiah Varrow proudly rules over the Twin Kingdoms from her throne in Vondara.

Formerly the seat of power for the Guari kingdom of the same name, Vondara became the capital city of the Twin Kingdoms after merging with the human kingdom of Breckendorf. A testament to the cultural diversity within the Twin Kingdoms, Vondara is truly the crossroads of Adraveth. The atmosphere is absolutely a welcoming one, much like that of her founders.

Vondara is known for her bustling streets, and even busier marketplace. There are towering buildings housing churches to many of the faiths, though clerics of Jeredith and Leondarr unsurprisingly maintain the strongest presence within the city walls. Following the defeat of the Lord of Nightmares in the frontier town of New Calendale, clerics of Arrawiel began to flock to the Twin Kingdoms in droves. The recently completed Temple of the All-Seeing in Vondara is currently the largest Arrawielian temple in the world.

• • PLACES OUTSIDE OF RECOGNIZED KINGDOMS • •

Azat

The largest concentration of Grey Elves in the world, Azat is a city of great beauty and magic. Protected by arcane secrets beyond imagining this city is a bastion of Grey Elf culture and learning. Goblinoids fear the great magics conjured here, and as such there has not been an attack on the city since the first Goblinoid wars.

Traveling Grey Elves however do well to watch their step as the Goblinoids have no such reservations against lone travelers or small bands. The Grey Elves of Azat often export their lesser magic items in exchange for supplies they need such as various foodstuffs and other items. There is a permanent stone portal in Azat that magically transports caravans to destinations in other parts of the world. The portal is however quite expensive to use, so few but the very wealthy make use of it.

Blue Wolf Tavern

Located in the middle of no man's land, the Blue wolf has stood for centuries. It has been damaged and even severely burned before but has always been rebuilt. It is well known as a stopping point for adventurers and travelers alike. Many mercenaries and adventurers for hire flock here to be employed by those who come seeking a helping hand. Many times these jobs are no questions asked, but the attractive pay scale leaves no lack of eager recruits.

Dunkalter

The "Free village of Dunkhalter" was formed some 4 score years ago by escaped Solinarian slaves. The escape from bondage was led by one Horatio Dunkalter, who was a slave being trained to become a gladiator. Being far more intelligent than he let on, Horatio was able to escape with a small band of around 23 men. The Solinarians of course sought vengeance for the murder of the former slave's master and sent a small contingent of men to deal with the problem.

Unbeknownst to the Solinarian Captain in charge, Dunkalter was quite charismatic, and while passing through the Whispering Wood he managed to forge a pact with the Wood Elves there. Since the Elves found the idea of slavery absolutely abhorrent they agreed to help the men resist re-capture or death. Using the guerrilla tactics the Wood Elves are known for, the Solinarian force was killed to a man with very little casualties being delivered. The lone survivor was sent back with a three-word message, "Leave Us Alone." Enraged, the Solinarian Emperor demanded the heads of both Dunkalter and the Wood Elf king of the Whispering Wood on a platter.

Word of the crushing defeat had already begun to spread far and wide however and the resistance fighters swelled with the ranks of escaped slaves, Solinarian exiles and a fair number of Twin Kingdom's soldiers since they were already at war with Solinaria.

After several more failed attempts at destroying what Dunkalter had created, the Solinarians determined it was not worth the investiture of resources, and with the murder of their emperor and a change of leadership from within, they finally did as asked and “Left them alone.”

Today the village numbers in the thousands, with mostly Humans and some Wood and Half-Elves. Although it has been nearly two decades since Dunkhalter’s death, the people never forgot their debt to the Wood Elves and in a strange twist the citizens here have become the Wood Elves’ only link to the other races.

Emeerian Isles

(Note - the Emeerian Islands may or may not truly exist. For plot reasons no character’s background may include it)

This small group of islands is surrounded by much speculation as to whether or not they truly exist. Over the years the islands have been sighted on many numerous occasions, but have eluded any attempt to navigate to them. Whenever a ship sets a course for the islands, they never seem to get any closer, almost as if the islands themselves are alive and moving away. When sea captains and scholarly expeditions have charted a course back to the same spot, oft times the islands are not there.

Folyos Éros

Founded several centuries ago by expatriate Grey Elves, this town has nowhere near the power or importance of Azat. Despite this the Grey Elves here do practice high magics and sorcery. No one is exactly sure the reason why these Elves chose to break away from the rest of their kin but it is rumored to be creative magical differences. Whatever the reason these Elves do still maintain cordial relations with their kin despite their desire to be separate from them.

Karak Kazad

Translated from Dwarven, this name means “Mountain Fortress.” Established shortly after the first Goblinoid wars, this dwarf-hold serves as a sentry point for Karaz Karak. Goblinoids during the first war proved that they were nearly incapable of crossing the Dragonspine Mountains and maintaining any semblance of combat cohesion. As a result the main body of the attacks swept up from the south. Despite a Goblinoid horde said to be in the tens of thousands, and a siege that lasted for years, they were never able to penetrate the outer defenses of the main city.

Despite this fact the Dwarves found themselves rationing supplies and living more spartan during the siege. The theory behind the establishment of Karak Kazad was that any large force sweeping from the south could be met by the forces stationed there while reinforcements could attack from the north. Today Karak Kazad is a thriving Dwarf-hold with an identity all its own. Still the hold stands ever vigilant in the face of attack and leads many scouting operations throughout the area.

Karaz Karak

Translated from Dwarven, this name means “Enduring Mountain” or “Enduring Stronghold” (Dwarves use the same word for both things). This Dwarf-hold is an enormous kingdom above and below ground. No one is quite sure just how large the kingdom is, carved from the very rock and earth of the Dragonspine Mountains. The Dwarves can trace their history here for dozens of generations.

An impenetrable fortress crafted by Dwarven master smiths no army in the world could hope to take it. Even during the Infernal Wars a contingent of demons was unable to get more than a few miles into the hold before being stopped. Weapons and armor crafted in this Dwarf-hold fetch the highest prices of any in the land. The occasional unscrupulous merchant will make a living selling Dwarven weapons from other holds and passing them off as being from Karaz Karak to those who cannot read the Dwarven makers rune-stamp.

Kell

Just near the edge of the Great Northern Wastes is the timber stockade fortress town of Kell. Most of the regular inhabitants of the fortress are Barbarians, though a fair number of humans from other cultures and the various other races have set up shop here. Within the fortress it is a thriving trading post and is very often the last stop of barbarians before heading into the southern reaches of civilization. Harsh justice prevails here and everyone is expected to pull his or her own weight or be expelled. Laziness is not tolerated.

Kotal Forest

A pine forest on the border of the Great Northern Wastes, the Kotal Forest is home to a kingdom of nearly xenophobic Wood Elves who turn away almost all visitors. Clearly more primitive than the Wood Elves of the Whispering Wood, these elves have a distrust of all foreign influence. Refusing any alliance with the kingdoms of Man, Elf or Dwarf, they have chosen to fight the Goblinoids in their own way, where they see fit.

Noncchio Archipelago

A group of scattered islands located just off the coast of Southern Solinaria, the Noncchio Archipelago is home to a wild assortment of inhabitants. There are dozens of islands, some of which are tiny and empty and some islands maintain their own local population. Most of these people are settlers looking for their own place in the world whereas the islands do maintain a few suspected pirate bases and the occasional wizard or hermit desiring to simply be away from the public eye.

Sea of Despair

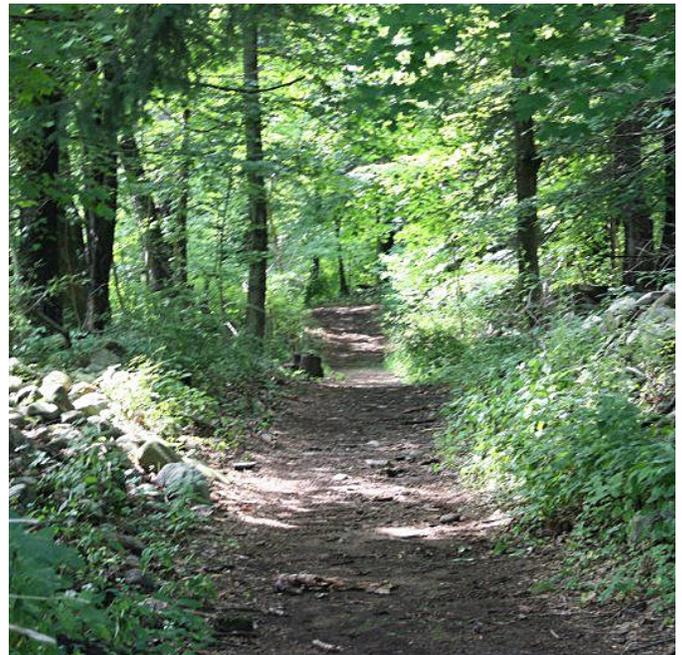
A main thoroughfare for those seeking travel through the southern sea and the sea surrounding Rythos, the Sea of Despair seems aptly named. Hundreds of ships have passed through the area without incident, but frightened sailors tell tales of ships being attacked by sea monsters, assaulted by ghost ships or even swallowed up by the sea itself on an otherwise calm day. Most scholars dismiss these stories as mere folklore, but those who claim to have seen these things are quite strong in their resolve.

Tower of Yazdil the Mad

Far to the western reaches of the continent rests a stunning wizard's tower at the top of the highest peak of a small group of high hills. These hills look almost as though they do not belong here and it is rumored that the wizard Yazdil created them with arcane magics. No one knows what drove this mage to madness, but one thing is certain and that is that he does not like company. Great magic and foul creatures have assaulted those who stray too close to his tower. A few people claim that if approached properly the wizard will grant audience to someone he deems worthy and can teach magics lost in the annals of time. Most sane folks dispel this as a myth however.

Whispering Woods

This great expanse of woodlands borders both the towns of Calendale and Dunkhalter. The Wood Elves that live here share a pact of mutual assistance and friendship with the citizens of Dunkalter. The Wood Elf king, Finvarra, has pledged his forces against the Goblinoid hordes which has been a great boon to the alliance. The Wood Elves still maintain a good deal of mistrust and suspicion towards Solinarians however, seeing them as little more than allies of necessity.



LAWS OF THE LAND



The peoples of Adraveth are as varied as its climate, and in different lands the rules and customs of society can be vastly different. Laws vary from place to place to suit the needs and ideals of the people they serve. For example slavery is highly illegal in the Twin Kingdoms, Agoria and Ippon whereas it is a perfectly accepted practice throughout Solinaria and Al'Hazir.

It is wise for travelers to be aware of local laws and customs before venturing into new territory because not every culture is forgiving of transgressions. The laws of the Twin Kingdoms are listed below. Bear in mind that while it is fairly progressive, the Twin Kingdoms is still a feudal monarchy. Ideas like democracy, freedom of speech, and civil rights are practiced on a limited scale.

While the Twin Kingdoms has the reputation for fair, wise and benevolent rule, ultimately the crown and the nobility has the right to use the laws as they see fit including but not limited to not being bound to them. If a starting character were from the Twin Kingdoms they would have a good idea of these laws, whereas if they were from a different culture they would need to learn these things in game.

•• LAWS OF THE TWIN KINGDOMS ••

Laws of the Twin Kingdoms, under the rule of the good Queen Nehemiah, effective on the 14th day of the Elder's Moon, 1111 (Clarified on the 15th day of the Harvest Moon 1111)

Since these laws are standardized throughout the Twin Kingdoms, there will undoubtedly be local variations as decreed by the reigning noble. In areas where a judge or adjudicator is assigned, all incidents of crime or lawlessness may be brought before them, and escalated to the Magistrate should the need arise.

1. No common person within The Twin Kingdoms shall enter another person's domicile without prior consent.
2. A common person within The Twin Kingdoms may not steal, damage, or destroy, the possessions, goods or money of another person.
3. A common person of The Twin Kingdoms may not strike or assault another person with any part of their person (i.e. fist, foot etc.) or a weapon, with the exception of circumstances of self-defense. Any assault or attempted assault is a crime to be brought before the judge, adjudicator or local Magistrate. Situations of self-defense will be judged according to the amount of force used and the appropriateness of that force.

4. Similarly, for a commoner, murder is illegal. Murder is defined as actions or deliberate negligence resulting in the death of another person, without justification or excuse. Causing the death of another will be judged according to the situation, justification and the appropriateness of that action.

5. A common person within The Twin Kingdoms may not cast any magic, sorcery, or divine prayer upon another person without their consent. Infractions of this sort will be dealt with on a case-by-case basis.

6. Duels and honor combats are permitted in the Twin Kingdoms under certain circumstances. Both parties must be willing, and the rules of said combat must be clearly defined and abided by. Only a local noble, ranked Margrave or higher, or the local Magistrate may grant permission for the combat and a witness of that noble or Magistrate must be present.

7. Slavery is illegal. No citizen of The Twin Kingdoms may keep slaves or enforce slavery. Slavery is the uncompensated and unwilling servitude of one individual to another. Indentured servitude is legal when there is reasonable compensation, willingness, and agreement of both parties, and the servitor is considered to be of sound mind and capable of making informed decisions.

8. A common person within The Twin Kingdoms may not imprison, capture or enslave another person against their will or in return for a ransom. This is considered kidnapping and will be regarded similarly to slavery. The only time a citizen may hold another against their will is in the case of detaining a criminal until such time as the proper authorities may take over.

9. A common person within The Twin Kingdoms may not employ torture on any creature. Only appointed representatives of The Twin Kingdoms may employ the arts of torture and only then in the function of official Twin Kingdoms business.



10. The use and possession of any poisons, lethal or otherwise, is strictly forbidden. This illegality covers all manner of poisons of any nature, alchemical or otherwise. Poisons of a non-lethal nature including but not limited to those which induce sleep or temporary paralysis are legal under strict licensure when utilized in official duties as determined by a local landed noble of the title Count or higher authority.

11. The use, practice or teaching of necromancy is illegal. Further, no individual shall teach these “black arts” to any other individual without express written prior consent of a duly appointed representative of EACH of the following: a Grandmaster of the Scarlet or Emerald Scarves, a landed noble of the title Baron or higher, and a member of the church of Jeredith or Leondarr attaining the rank of High Paladin, High Inquisitor, High Adjudicator or greater.

12. Persons may not worship, preach or call forth spells of false chaos “gods” or infernal beings. The summoning of infernal forces or the willing casting of Dark Rituals or infernal rites are illegal activities in The Twin Kingdoms. Similarly consorting with infernal beings is illegal. As one of the true gods, Gorvaak worship is acceptable.

13. Lying in any official capacity is highly illegal. This includes but is not limited to lying while testifying in court or being questioned by a guardsman or noble. This also includes the misrepresentation of oneself as something they are not, be it noble, guardsman, or any other official duly appointed by the government of the Twin Kingdoms.

14. Forgery and counterfeiting are highly illegal. This includes documentation, goods, materials or valuables.

15. All persons must fully cooperate and assist any representative of the Royal Guard, as well as any noble when reasonably and legally requested.

16. All persons, regardless of citizenship, are expected to pay taxes and tithes to the local government according to present needs upon demand. If a person is unable to pay the taxes they should report this to the local magistrate who will try to resolve the matter. Intentional tax evasion will be punished harshly.

17. All persons, citizen or otherwise, are obliged to assist in the defense and protection of the Kingdom, in whatever manner they are able and with whatever resources he/she has. During wartime or in situations of emergency as deemed by the local baron or magistrate, a person may be conscripted to provide for the defense of the Kingdom.

18. Any of the above crimes is punishable not only if committed, but conspiracy to commit a crime, or aiding and abetting another to commit a crime or concealing the truth, nature or existence of a crime is similarly illegal, and can be deemed treasonous if the crime is one against the state.

19. Lastly, be it known that ignorance of the laws on any grounds, is not an excuse for breaking them. In the event you cannot read or interpret the laws, you may seek out a judge or Magistrate to explain them to you.

TRADE & COMMERCE

Throughout Adraveth, there are a great many ways to measure wealth and commerce is the cornerstone of civilization. During your adventures at RoA you will (luckily!) encounter some of this wealth. Coins, gems, trade goods, raw materials, potions, scrolls and more can be found as the spoils of your hard work.

Trade flourishes around the land and although sometimes barter is an accepted means to conduct transactions, the formalized means of conducting business and measuring an items value is with coinage.

The three types of coinage commonly found in the Twin Kingdoms are copper farthings (sometimes referred to as “fools” because of the image of a jester upon them), silver sterlings and gold crowns.

10 copper farthings = 1 silver sterling

10 silver sterlings = 1 gold crown



There are many ways at RoA to obtain coinage and other wealth. Some of these ways are...

- Slaying foul beasts and evil monsters! (Humanoids often carry treasure, whereas less intelligent creatures may leave it strewn about or carry it back to their lairs)
 - Going on adventures that you hear about such as exploring forgotten tombs, and dungeons.
 - Exploring the woods for alchemy components. These will fetch some coin to the right people and exploring the woods often leads to other adventures as well!
 - Going on missions for people. Sometimes you will be handsomely rewarded!
 - Performing a service.
 - Getting a job such as town guard or town crier.
- Mugging, burglary and blackmail (Hey rogues have to eat too!).
- Collecting bounties on criminals or hunted monsters.
 - Selling items you make or find for profit.
 - Being in the right place at the right time (ex - Rescuing a merchant from marauding goblins).
 - Selling information to people who would be interested in it.
 - Finding or buying treasure maps.

TIME & HOW TO KEEP TRACK OF IT

Time in Realms of Adventure is somewhat different than our regular real-life calendar. This system attempts to promote a fantasy setting without making the system of keeping track of time overly complex.

For hours of the day, we use the same hours as we normally do on a 12-hour cycle. The only difference is time is typically expressed in relation to one of 3 important times of the day. 12 pm (noon) is expressed as "High Sun." 12 am (midnight) is expressed as "High Moon." 4:00 pm (the time of the skills refresh) is expressed as "Midday."

When giving a time such as "3:00 pm" one would say something like "3 hours past High Sun" or "1 hour before Midday." When giving a time such as "1:00 am" one would say something like "1 hour after High Moon." You MAY wear or carry a watch during the game but it must be covered and not openly displayed as this detracts from the atmosphere we are trying to create. You may discretely check the time and watches are referred to in game as either "Time-Pixies" or "Sun dials."

For days of the week we do not use the typical names like "Monday, Tuesday, Wednesday etc." The RoA week begins with Monday and ends with Sunday. Typically they use the name of the number they correspond to with the exception of the 6th and 7th day as shown below.

Names of the Days

Monday - Oneday
 Tuesday - Twoday
 Wednesday - Threeday
 Thursday - Fourday
 Friday - Fiveday
 Saturday - Spiritsday
 Sunday - Sunday

When expressing a day in a given month it would be something like "Day 5" or "The 5th day" for the 5th of a month and "Day 21" or "The 21st day" for the 21st of a month.

Months are called "Moons" and each "Moon" has the same number of days as its respective month (ex-January has 31 days whereas February has 28). The names of the months at RoA are listed below.

Names of the Moons

January - The Ice Moon
 February - The Love Moon
 March - The Thawing Moon
 April - The Laughing Moon
 May - The Elder's Moon
 June - The Solstice Moon
 July - The Blood Moon
 August - The Shield Moon
 September - The Harvest Moon
 October - The Spirit Moon
 November - The Sword Moon
 December - The Death Moon

When referencing a year on the real-world calendar, years that come after 0 are followed by the letters AD and years that took place before 0 are followed by the letters BC. In Adraveth, many major civilizations have their own calendars and their own year 0 which typically marks an important historical event within their culture.

As Realms of Adventure is set in the town of New Calendale which is located within the Twin Kingdoms, it follows the Twin Kingdoms calendar, whose year 0 designates the unification of the once-separate kingdoms of Vondara and Breckendorf. So, when writing the number of a year which takes place after the unification it is followed by the letters AU (for after unification) and when writing the number of a year which took place before the unification it is followed by the letters BU (for before unification).

In order to determine the current year in the Twin Kingdoms, simply subtract 900 from the year in real life. For example, 2005 in the real world would be 1105 AU in the Twin Kingdoms, as the in-game year takes place 1105 years after the unification of Vondara and Breckendorf.

Sometimes years are expressed by their number but every year also has a name, and these are universally recognized by all major civilizations and cultures. At the time of this writing (2003) it is the Year of the Goblinoid. The way these names come about is truly strange and wondrous. It is said that in the farthest reaches of Agoria, deep within the jungle lives an ancient albino Agorian referred to as "The Oracle."

The Oracle is said to be the oldest being on Adraveth aged several thousand years, and given the gift of immortality by the gods themselves. No one has ever been able to establish proof of the Oracle's existence but his effects are undeniable.

In the second half of the Spirit Moon, that belonging to Negoro, creator of the Agorian race and the Lord of all Eternity, people of all different ages, races and civilizations begin to hear the call of the Oracle. It begins with a simple feeling and culminates with dreams of meeting with him.

At these meetings they can see all the other participants from across the lands and they all listen as the Oracle tells of the year to come. The name of the year usually foretells in some way what is to be. The dreamers are often heard to mutter and speak in the tongue of the old ones while they sleep, despite not knowing the language when they awake. From this meeting the name of the year comes about. Some have claimed to have met the Oracle through dreams or actually in person but most times these people are dismissed as charlatans or crackpots.

It is not known if the Oracle knows of all things to come or simply is an instrument of the gods. The predictions made during sessions with the Oracle do not necessarily come true as he makes certain to express to his "visitors" that these are some of possible outcomes. It is clear however that some remember (or are simply told more) than others. Some very chilling prophecies have come from these meetings.

Years that RoA has been running and their respective names:

- (2003) 1103 - The Year of the Goblinoid
- (2004) 1104 - The Year of Balance
- (2005) 1105 - The Year of Upheaval
- (2006) 1106 - The Year of Tragedy
- (2007) 1107 - The Year of Redemption
- (2008) 1108 - The Year of Strife
- (2009) 1109 - The Year of Lucidity
- (2010) 1110 - The Year of Awakening
- (2011) 1111 - The Year of Discovery
- (2012) 1112 - The Year of Exploration
- (2013) 1113 - For the first time in recorded history, the Oracle has remained silent on the name of this Year.

ADRAETH



MAKING YOUR OWN WEAPONS

The key to a safe weapon

A safe weapon is the key to a safe and fun filled event. An unsafe weapon can lead to you hurting someone or someone hurting you. By following these instructions closely we can help to avoid these situations. If at any time during building one of these weapons you have a question feel free to contact one of our staff members. Never rush making your weapons it should take about one half hour to one hour to make a safe and long lasting weapon.

Supplies

- **PVC Pipe:** ¾" Is generally the best. However you can use ½" for shortswords or smaller. (Available at most plumbing supply stores.)
- **Hack saw or Pipe Cutter:** Obviously for cutting down of piping. Pipe cutters work best.
- **File:** To smooth edges of the pvc pipe.
- **Pipe Insulation:** 5/8" wall thickness (Available at the links on our website http://www.realmssofarventure.net/links/larp_gear.cfm)
- **Utility Knife:** To cut tape and foam (the extendible ones work best).
- **Open Cell Foam:** Green high-density mattress foam or gray air conditioner insulation foam (Available at most craft, fabric stores)
- **Duct Tape:** Available in many colors (See our website for blade, handle colors) some industrial supply companies carry the harder to find colors such as Grainger™ (<http://www.grainger.com>) or TapeMonster.com.
- **Marker:** Needed to mark pipe and foam.
- **Hockey Grip Tape or Tennis Racket grip:** Used to wrap the handle.



Weapon Construction

1. Use a tape measure and marker to mark the PVC 4 inches shorter than the desired weapon length (See Fig.1 & Fig. 2).

••• STANDARD WEAPON SIZES •••

• Type •	• Min. Length •	• Max Length •
Small Weapon	10"	18"
Short Sword	19"	36"
One Handed	37"	46"
Two Handed	47"	62"
Claws / Fists	12"	18"
Polearm/Spear	56"	72"
Staff	56"	72"
Thrown	2"	24"

Fig. 1



Fig. 2

2. Using your pipe cutter or hacksaw cut the PVC pipe. File down any sharp edges that might tear through the taped ends (See Fig.3).



Fig. 3

3. Take two 3" pieces of tape and cut it lengthwise in half to cover both ends of the PVC (See Fig.4).



Fig. 4

4. Next take a length of tape and fold it in half to make a basic double-sided tape and spiral it down the blade (See Fig.5).



Fig. 5

5. Now comes the hard part getting your pipe insulation over your PVC pipe. The simplest way is to separate the insulation and lay the PVC in it like a trough, and pull the sides together which is difficult but easier than trying to wiggle it down a duct taped pipe. This is not easy but you must get it to go all the way down, remember to leave the foam extending 1" past the end of the pipe for filling and a thrusting tip (See Fig.6). Once the foam is over the pipe, make sure to cinch it closely together and secure it with a few thin strips of tape.



Fig. 6

6. You now need to secure the foam to the pipe nearest the handle (See Fig.7).
 Make sure not to compress the foam too much.



Fig. 7

7. Take some spare foam (Open Cell) and stuff it inside the cavity at the end of the sword and secure it down with tape similar to the way you taped the ends of the pipe. (See Fig.8).



Fig. 8

8. Cutting the thrusting tip is a very important step make sure to cut a piece of the open cell foam slightly larger than the top of the pipe foam (about a 2' circle or square will do) (See Fig.9). And about 2" tall as well.



Fig. 9

9. Apply the thrusting tip with a 6" piece of duct tape split in half lengthwise. Do not apply any downward pressure to the thrusting tip. It should not be compressed at all when attached. The tape is only there to hold it in place. (See Fig. 10)



Fig. 10

Constructing The Crossguard

1. Now we are going to construct your crossguard. If your sword does not have one skip to Constructing your Pommel.

2. Cut your second piece of pipe foam down depending on the size of your weapon.
Use good judgements here don't make a crossguard that is too BIG or too small. (See Fig.11).



Fig. 11

3. Cut a small hole through the center of the foam to slide snugly over the pvc. Now slide the crossguard over the pommel end of the weapon all the way up to the bottom of the foam that starts the blade. (See Fig.12)



Fig. 12

4. Take some foam (open cell) and stuff the crossguard (Both ends). Make sure to tape the ends as you did to the end of the pipe. (See Fig.13).



Fig. 13

5. This step is where you can make your blade look nice or sloppy. Take a length of tape that will go from the crossguard to the end of the pipe foam at the tip of the sword. Smooth out the tape from the middle out.
(Be careful not to cover the thrusting tip twice.) (See Fig.14)

Note: Spiral Wrapping the tape around the blade will almost definitely cause it to fail safety inspection.



Fig. 14

Constructing your Pommel

1. Start by cutting a 2 ½” piece of pipe foam. Attach that in the same manner as the blade. Remember to leave a 1” space at the end to stuff with foam (open cell) and tape it over like you did with the PVC. (See Fig.15)



Fig. 15

2. Attach the pommel to the handle as you did the blade in Fig.7. Now tape over the rest of the pommel to cover the rest of it like you did the blade. (See Fig.16).



Fig. 16

Finishing your weapon

3. Wrap your handle with one of the following: Hockey tape, Tennis racket grip, or Leather.
This allows the sword to be more comfortable during long battles. (See Fig.17).



Fig. 17

4. You need to poke several holes in the thrusting tip using either a pin or CAREFULLY using the utility knife, to allow the air to escape on impact. (See Fig.18).



Fig. 18

If you followed this guide carefully you should have a safe and passable weapon! (Fig. 19)



Fig. 19

MAKING BOFFER ARROWS

Arrows

What do we need from an arrow usable for live roleplaying combat?

First and most importantly, we need an arrow design that is as safe and durable as possible.

Second, we do not want to compromise the accuracy of the arrow too greatly with over bulky head designs. We want an arrow that is as accurate as we can possibly shoot.

Lastly, we want it to be fairly cost effective. Why? Arrows get broken, usually under foot in combat situations. Ready made arrows become expensive, especially if you have to make more from breakage. They are fairly time consuming to make as well, as many can tell you (and I am telling you).

We only accept one safe size for an arrow point to be, large enough to prevent a hit in the eye. Eyes don't heal well. This measures to 2" in the most appropriate size I have found is around 50mm (2" inches) in diameter. Any smaller, and the head becomes a dangerous size for eyes.

The head of a boffer arrow must be constructed to be robust, long lasting, and eliminate all possibilities of the arrow shaft punching through the foam to the outside world.

1. Place a plastic soda cap on the end of the arrow shaft where you are building the head. Secure with glue.

DO NOT BUILD A FOAM HEAD AROUND AN ARROW WITH A METAL POINT ON IT!

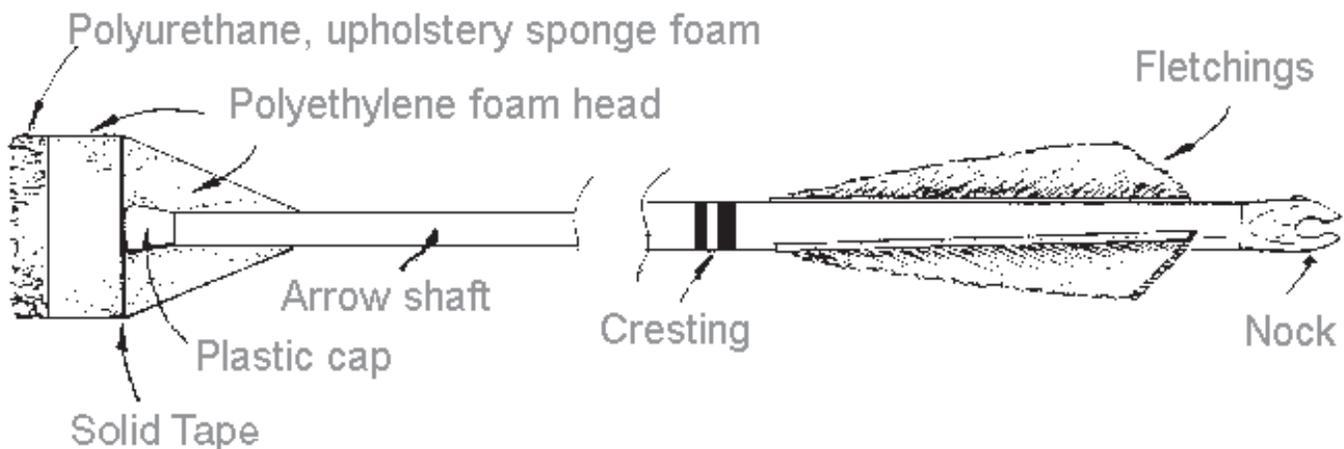
2. Attach 5/8" pipe foam (the kind used for normal boffer weapons) around the tip of the shaft. 2" is recommended, 1" along the shaft and 1" beyond the tip of the shaft. Fill all gaps with spare foam bits. Make sure the foam does not move, wiggle, twist, or rotate on the shaft. Make extra sure you fill in the hole for the pipe above the end of the shaft.

3. Add a 3" length of open cell foam to the end of the pipe foam, compressed down to 2", as you would for a normal boffer weapon.

4. Cover the whole padded head in duct tape.

5. Add pinholes to the head so that the foam will uncompress rapidly (again, as you would for a normal boffer weapon).

Nothing in this world is guaranteed. Bows and arrows are killing tools and must be treated with the utmost seriousness and care. Once you let that arrow fly it's out of your hands, and no matter how good you are at archery, fate will play its part one way or another.



MAKING SPELL PACKETS

To make spellpackets for your caster character all you'll need is:

- **Lots of cloth:** In any color you want, though lighter ones are easier to see and find at night.
- **Birdseed:** The kind with out sunflower seeds
- **String:** Baker's string is easy to find, strong, and relatively cheap.
- **Scissors**

Packet Construction

1. Cut your fabric into a 4" by 4" square and lay the square out flat.
2. Put about a tablespoon of seed into the center of the square.
3. Pick up each corner. Gather the fabric and tightly tie off with the string.
4. Do not pack the seed in too tightly, so the packet is not too hard.
5. If necessary, trim extreme excess fabric from the tail of the packet down to 1-1 ½".



Note: Please do NOT use rubber bands to make your spackets. Spackets will get lost over the course of an event and rubber bands are not healthy for the wildlife.

INFORMATION FOR NEW PLAYERS

This page is for parents, guardians and anyone else who wants to know a little bit about RoA.

Realms of Adventure is a LARP, years in the making and established in 2003, based in Sparta, NJ.

Realms of Adventure is a fantasy game. Primarily we do this for enjoyment. Unlike many games that are rigidly structured, RoA allows people to use their imaginations and interact with others. Instead of sitting around a table rolling dice or playing a video game we use a free-flowing system of rules that allows people to be truly creative and help develop the experience as the weekend unfolds. Over the course of the weekend, there will be many different “plots” running.

A plot is really just a small storyline segment within the game as a whole. Some of these plots will be small and last an hour or so, whereas some will take months or even years to resolve. Every player at our game has a chance to get involved in various plots that interest them. They play a character in our storyline, which they in turn help to create. Much of what we do is like improvisational theater, where there are no scripts or lines to memorize, but instead participants develop a character with individual abilities and motivations who will interact with other characters in appropriate ways.

Some people will play heroes, others villains and many people will be somewhere in between. With different types of characters with varying motivations there is often conflicts (like with any good story). Conflicts are resolved through “role-playing” (acting as your character would to resolve the situation) or “combat” which uses padded weapons and a system of rules which allows them to be resolved safely. Every player, cast member and staff member has the right at any time to halt the game if there is a question of safety (in fact we encourage it!). Every participant undergoes proper instruction in using these padded weapons, and if at any time a safety issue does arise the game will be stopped until that situation is corrected.



Not only are we concerned about physical safety, but we also promote a family-like atmosphere where people can be comfortable to have fun and be themselves. We have strict policies against any form of harassment and do not tolerate it within our “family”. We try to instill in our members the values of loyalty, honesty and integrity. Our rules include a strict ban on alcohol at our events, and this extends to all participants and staff. We also have strict rules against real weapons, drugs and irresponsible or dangerous behavior.

Since this is only a game, we do not have codes or rules regarding how people should act outside the scope of the game and the maintenance of a safe environment. We are not a cult or religion, and do not engage in any activities associated with these things. The religious themes and storylines that sometimes occur at our game are purely fictitious and presented merely for entertainment purposes. Actual worship of the pantheon of “gods” is neither practiced nor accepted.

We at Realms of Adventure strive to make this an enjoyable experience for all involved. We are very happy you took the time to investigate what it is your child is doing, and checking out for yourself what this hobby is all about. If you are interested in learning more, please have a look at our site. Under the “Contact Us” tab you will find a link to staff contacts. Feel free to contact us at any time, we would be more than happy to discuss any questions you may have. Better yet if you want to become involved yourself, let us know!

Who Can Play RoA?

Realms of Adventure is open to male and female participants, aged 16 and up. Participants aged 16 and 17 must have signed parental consent before participating. People who have been involved in the game range in age from their teens to their 40's, some with teenagers of their own! All are welcome. If you have questions about our game, or how you can get involved please contact us.

Realms of Adventure reserves the right to refuse service to any individual for any reason, including but not limited to, in order to preserve the integrity of the game and the safety of all participants.

Where is RoA Located?

Realms of Adventure is located in Sparta, NJ. The game takes place at a rustic campground that is transformed into a fantasy medieval setting for the duration of the weekend.

Prices & Fees

Below are the prices associated with Realms of Adventure. These prices are for our full weekend events. Special events or one-day excursions will be listed separately. The costs include admission to the game for the full weekend. (Please note that prices are subject to change, but the prices listed here should always be the most current)

Note that there is a nominal charge for players who NPC for a weekend, but this goes towards snacks, insurance and admission to the campsite (we are charged per person on site). Also NPCs will receive experience for their personal character when they attend a full weekend as NPCs. Full time non-probationary NPCs are admitted free as a thank you for helping to run the game.

If you preregister for an event and cannot make it you must contact us at least 1 week prior to the event so we can transfer your money to another event. If you fail to show up for an event you preregistered for without notifying us, or get suspended or expelled from the game for any reason the registration fee is forfeited.

Type	Price
New Player (Your First Event Only)	\$20
Player Character (Pre-Pay)	\$45
Player Character (At the Door)	\$55
NPC (At the Door)	\$10
Buy-In Point	\$10
Special Events/Awards Dinner	Varies

Directions to Realms of Adventure

The home site of Realms of Adventure is Camp Sacajawea, located at 844 White Lake Road, Sparta NJ 07871.

1) Take the LIE/I-495 W towards NEW YORK to the CROSS IS PKWY NORTH exit- EXIT 31N- toward WHITESTONE BR.

2) After you cross the bridge, merge onto I-295 N via EXIT 33 toward BRONX / NEW ENGLAND (Portions toll).

3) I-295 N becomes I-95 S. Take I-95 EXPRESS LN S / NEW JERSEY TURNPIKE S toward I-80 / GARDEN STATE PARKWAY / PATERSON.

4) Take the I-80 W exit- EXIT 69- on the LEFT toward GARDEN STATE PARKWAY / PATERSON.

5) Merge onto I-80 EXPRESS LN W. I-80 EXPRESS LN W becomes I-80 W.

6) Take the I-80 W exit on the LEFT toward NETCONG / DELAWARE WATER GAP.

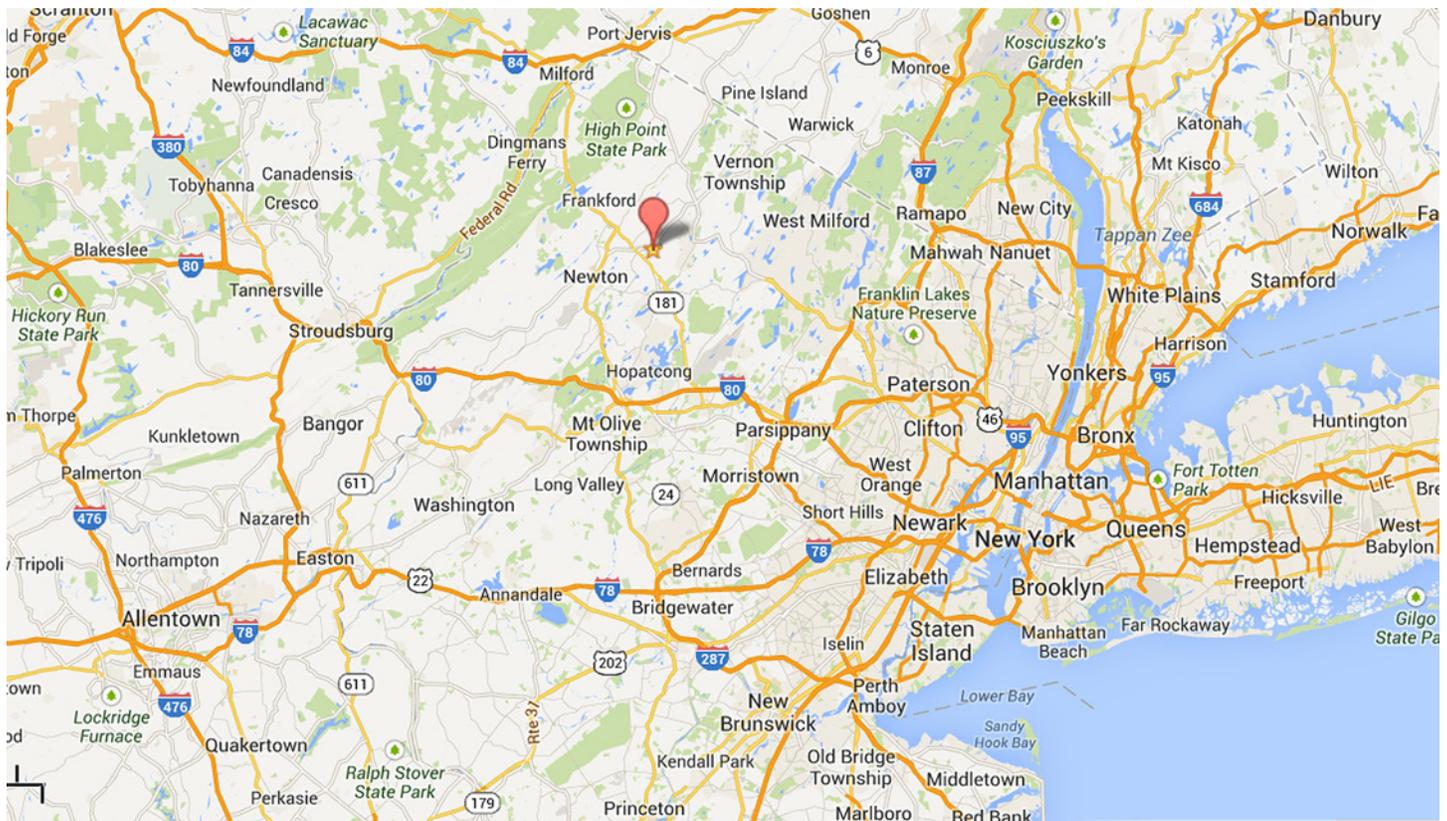
7) Merge onto I-80 EXPRESS LN W. I-80 EXPRESS LN W becomes I-80 W.

8) Merge onto NJ-15 N via EXIT 34B toward JEFFERSON / SPARTA.

9) Follow 15N for about 11 miles until the highway becomes a 2 lane road.

10) Continue that way, and cross over the railroad crossing, past a blinking yellow light, over a second railroad crossing (you will be on an overpass above the tracks) to a street light. Make a right onto this road (White Lake Road), and follow it for about a mile.

11) Camp Sacajawea is on the right side of the road, on a curve. The main building is right off the road; you do not have to go down a road or driveway. You can park in the lot off the right side of the road.



YOUR FIRST GAME

If you are joining us for the first time at Realms of Adventure, all of this can seem a bit confusing or even overwhelming. We hope that this page will serve as a brief guide to helping you get your bearings in this new and exciting journey you have begun! Much of this information applies primarily to people who are new to LARP, but even experienced players should consider reading this information. Below you will find information on how to prepare yourself before the game, what you should bring with you for a regular event, and what you should do once you arrive.

Before you arrive...

If you can, pre-register! It's always easiest to get this detail out of the way. If you know you are going to attend an event consider signing up in advance. This way we will have a space reserved for you, and if you make your character during pre-registration we will have your packet all ready to go at check in. Also if you pre-register you will save \$10 off admission to the game! In order to pre-register we must receive your payment no later than 2 weeks before the event. This can be done by personal check, money order or online payment. If you need an address to mail payment to you can find it here:

Realms of Adventure
Po Box 666, Bethpage, NY 11714

Checks or Money Orders should be made out to Realms of Adventure. Note that there will be a \$25 fee imposed for checks returned for insufficient funds.

If you can't pre-register you can always send us an email and let us know you are coming. This is always helpful so we have an idea of how many new players we should prepare for so we can make sure they get the attention they deserve. Whether or not you pre-register, if there is someone you know who already attends the game and you would like to stay with them, let us know so we can make proper arrangements.

Check our directions page and make sure you know how to get to the campsite. Plan your route ahead of time and try to give yourself plenty of time for traffic etc.

Make sure someone knows how to reach you in case of emergency! Cell phones, beepers etc are NOT permitted during game and should be packed away during game hours. We will however make available an emergency contact phone number for events in case someone must reach you.

Read the rules. We do not expect every new player to know the rules by heart, but the more familiar you are with them the easier you will be able to jump right into the action. If nothing else browse the rules and make sure to pay special attention to the "Things EVERY Player Must Know" and "The Most Important Words in Combat: Combat Calls EVERYONE Must Know" sections.

Fill out your New Player/Character information. You may as well get this out of the way now. This will let us know who you are and who your character is so we can add you to the database. It will help check in be that much smoother. The form is available on our website at: <http://www.realmsofadventure.net/index.php/downloads>

Fill out your liability waiver/health information. You may as well get this out of the way now. If you are under age 18 you MUST have a parent or guardian sign for you, so it has to be done before the event. If you forget to do this you CANNOT be allowed to play that weekend. We are sorry to have to be so strict on this, but legally we have to do it this way. The form is available on our website at: <http://www.realmsofadventure.net/index.php/downloads>

Send any questions, concerns or special needs you may have to us so we can respond to them. You will have plenty of time to ask questions later, but if it's something you'd like to address prior to an event please let us know!

What should you bring?

Costuming. This is an absolute necessity for an event. The better everyone outfits themselves the better the game atmosphere will be as a whole. Costuming can be as simple or elaborate as you wish. Since we have been in this hobby for a long time we understand that sometimes costuming can be expensive and difficult to find.

There are a multitude of shops on the internet that sell good costuming and range in price from inexpensive to ridiculous (or at least WE couldn't afford it). Check out our LARP Gear & Accessories page on our website where we have listed some of the merchants we have come across. Bear in mind we make no warranty to their quality, service etc. We provide a list just as a service to you! If you wish to go more inexpensive, or are not sure if you will like this hobby and don't want to invest much yet, thrift stores and garage sales can be excellent resources; you'd be surprised what you might find!

Lastly, you can always construct a costume by making a simple tabard. A large rectangular piece of fabric with a hole cut out in the center for your head to go through will do nicely. Wear baggy dark colored pants (like sweatpants) and a poet or other loose-fitting shirt without pictures, logos or writing on it. Belt the tabard over your costume and complete it with black or brown boots or if you must black sneakers (white sneakers are heavily frowned upon since they are so obvious). Make certain that whatever your costume it wears well and is comfortable. Make sure the shoes you pick (probably the most difficult aspect of a LARP costume) are comfortable because you will be on your feet a lot.

Comfort Clothing. In addition to your costume, bear in mind you will be outdoors for a good portion of a typical event. Be prepared! Will it be cold? Damp? Rainy? Check the weather forecast and take appropriate measures. Long underwear or sweats under your costume, a heavy cloak and/or an extra pair of socks can make all the difference of the weekend. If you are unprepared for the weather it might spoil an otherwise great weekend. An extra set of regular clothes is also a good idea for when the event is over and it's time to go home.

Sleeping Bag and Pillow. Camp Sacajawea has platform tents with sleeping mats, and there is also limited space in 3 separate dormitory-style cabins with spring steel bunk beds. A sleeping bag which is well rated is a minimum. A personal mattress pad or similar comfort item is highly recommended. Other sites we use will be similarly rustic. Most times cabins and buildings are unheated or minimally heated. As with proper clothing for an event, if you freeze all night or are otherwise uncomfortable it might ruin your event.

Food and Drink. RoA does not supply any food or drink. There will be drinks available at the tavern for in-game money and there is usually a hot meal served at minimal cost on Saturday evening. Players can set up tabs at check in so they have no need to carry and potentially lose real world money while playing the game. Any leftover money is refunded at the end of the event at check out. We plan to offer some additional food out of the kitchen for future events. You should still bring plenty of food to keep yourself well fed for the event and not rely on food from the tavern. Events beyond our control can impact the availability of meals.

Bring plenty of drink, more than you think you will need! Dehydration can happen quickly and unexpectedly when you are running around and playing all weekend, especially in the cold weather believe it or not! The best choice of beverage is water or something else that will re-hydrate you. Sodas and other caffeinated drinks tend to have the opposite effect. Water is always free and available at the tavern. You will not be charged in game or out of game money for a drink of water for safety reasons.

Lastly, alcoholic beverages are STRICTLY FORBIDDEN. You should also not bring any “non-alcoholic” beers as these can cause confusion and ruin in-game interactions if you need to be approached and questioned.

As far as food goes, try to use your best judgment on what and how much to bring. A bag of candy bars may seem like a good idea when you are in the supermarket but it probably is not a good choice for the weekend. Food that is quick and easy to prepare and eat is best. Sandwiches, granola bars, fruit, bread and cheeses are good for this. Try to keep your food stowed away in clearly out of game areas and if possible make your food appear in-game. Modern wrappers etc. should be used and disposed of discretely.

Light Sources. Flashlights and other modern devices may NOT be used outside the cabins during the game. A beam of light such as this spoils the whole atmosphere we are trying to create. You may use these after game off or within the confines of your cabin if you must. For in-game areas you may use glowsticks which function as “light spells.” Battery operated Krill® Lamps can be purchased online at www.kriana.com.

Medical/Outdoor Supplies. A first aid kit is always available on-site, but it is never a bad idea to bring your own including Band-Aids, and other supplies. Tylenol, Aspirin or whatever you like to cure headaches, stomachaches and the like is also good to have just in case. If you take any medication regularly remember to bring that too and if you have any serious conditions or allergies please alert staff so we can be aware of it. Lastly bring anything you might need such as bug repellent, sunscreen etc. We will be in a wooded area and precautions are always wise.

Shower/Hygiene Supplies. Showers should be available for use most often when we are using the camp. Soap, shampoo, toothpaste, a toothbrush etc. are a good idea. We will thank you for it. Shower shoes and a towel are also recommended.

Boffer Weapons and Armor. Bring your boffer sword, staff etc. with you to the event; you’d be surprised how often people forget! DO NOT BRING REAL WEAPONS OF ANY TYPE. Leave knives, pocketknives, axes or any other real weapons at home. If you have them onsite you may be asked to leave. If the weapon poses a serious threat you will be turned over to the camp ranger to be dealt with. In effect we have zero tolerance towards real weapons. You should also bring duct tape, spare foam etc. to repair your boffer weapons in case they are damaged during the event. For more info on making boffer weapons go to our website <http://realmsofadventure.net/index.php/downloads> to view and download our boffer making guide. Also if you have in-game armor, bring that also!

Money. Bring enough money to cover your costs for the event. See prices/fees for more info. We will also try to have merchants at events selling various items. You may want to have some money for these items. Lastly as mentioned in the Food and Drink section we typically have food available in the tavern for a Saturday night meal, and may expand this shortly. If you feel you would like to purchase any bring some money for that. If food will be served we will make every effort to let everyone know what kind of food it is and what it costs before the event begins.

Liability Waiver/Health Information. Bring your completed waiver with you. This is especially important if you are under 18 as your parent/guardian MUST sign for you. The form is available on our website at: <http://realmsofadventure.net/index.php/downloads>

Spell Packets and Prop Bandages. If you are a spell-caster bring spell packets with you. If you have the First Aid skill, bring prop bandages with you.

Props. Bring these along to dress up your cabin and improve the atmosphere of the game!

Trash Bags. The occupants of any cabin, lean-to or campsite are responsible for keeping their area clean and free of garbage. Clean up after yourself! We are guests at the campsite, and it should be left cleaner than how we found it.

Notepad and Pencil. You will meet lots of people and find out lots of things. In case you decide to write it down you should have these items. Bear in mind that in order to utilize these during game hours you should have the Literacy skill.

Donations. This is entirely optional. RoA is an expensive proposition for those running it, between camp costs, insurance, props, food for cast etc. Still we strive to present the best overall gaming experience we possibly can. Because of this we ask that players consider donating props, supplies, or even their time to helping RoA run smoothly and provide an excellent overall atmosphere. If you donate items or time you will be rewarded with service points which can be used to acquire great in-game items, some available only in this manner. For a list of items you can get look on our website at: <http://realmsofadventure.net/index.php/about-us/service-point-list>. If you would like to check our current needs, they are posted on our forums.

Although we have made every effort to make this list complete, there may be more items you need. Make your own list in addition to this one in case we missed anything!

Once you arrive...

Once you get to the site, park your car and go to the sign up area. Do NOT unpack yet! Speak to someone in the sign up area and tell them you are a new player. They will tell you where you will be staying and then you can go unpack your things. The area under your bed is ALWAYS out-of game and no one is permitted to rifle through your belongings under there. All your out of game items should be kept here. Likewise you may not hide in-game items such as coins, gems etc. under there. Try to lock any valuable items in your car.

There is a designated area for parking in an out of game area. Park your car there.

Once you are settled you should find out when check in begins. Make sure you give yourself enough time to get into costume and get yourself ready for the game.

Proceed to the check in/sign up area and check yourself in. If you pre-registered you will already be on the list and have your character packet waiting for you. Look through your information and see if anything is wrong, missing, or if you do not understand it. There should be a new player liaison there to assist you and help answer your questions. If you did not pre-register or did not make up your character at pre-registration the new player liaison will direct you where to go to get your character made up and your questions answered. It is at the check in area that your boffer weapons will be inspected for safety. Only those passing inspection may be used. Also if you have armor you would like evaluated for points, please show it to the people working registration and they will assign a value to your armor.

Cast Shift Signup. Before leaving the check in area, sign up for a MANDATORY shift. All players are required to give 2 hours back to the game during the weekend. Most often this will be general casting duty or wandering monster duty, but a variety of other tasks are needed such as kitchen help and organizing props in logistics. After you have checked in there will be a sign in sheet where you can choose a shift. Provided there are spots available you can do this with your friends. Once this duty has been completed make sure you get your character sheet signed by the person you report to. If you forget this you will not get points for the weekend! It is our sincere wish to eliminate this requirement over time when we build a large enough cast pool, but for now this helps to make a better game for everyone. If you wish to volunteer more time than this let us know! For the volunteer service you will receive character and/or service points!

New Player Meeting. Once you are checked in, had your weapons and armor inspected, signed up for your shift and have your character sheet, listen for announcements regarding the "New Player Meeting". This is MANDATORY. The meeting will cover basic safety and important information you will need to know for the game. You may also ask questions at the end for any additional clarifications you may need.

General Meeting. After the “New Player Meeting”, you will be directed to the Opening Ceremonies where you will be given relevant information for the event and once everyone is ready we will announce “GAME ON!” From this point forward you will be in the world of Realms of Adventure, we hope you enjoy your stay!

*Note - Game runs until 3AM Friday night and it is game off from 3:01AM until 8:59AM Saturday. Saturday game runs from 9:00AM - 3:00 AM, and game off is again from 3:01AM - 8:59AM. On Sunday game runs from 9:00AM until 1:00PM (Sometimes later as discussed at the opening ceremonies). During game off you cannot be attacked, robbed etc. This is so everyone (including cast and staff) has adequate time to rest and recuperate. We have found this makes for a better game for everyone. If you are on a cast led module past 3:00AM, the game on time for you may be extended. Best judgment is used here.



WAIVER OF RESPONSIBILITY/LEGAL CONSENT FORM

In order to participate in Realms of Adventure, you must read and complete this 'Waiver of Responsibility/Legal Consent Form' in its entirety. In the case of those under 18, the 'Parental Consent' section must be completed as well.

I, the undersigned understand that Realms of Adventure, Inc. has taken all reasonable steps to minimize all risks to the participants in it's events, but is unable to completely guarantee that no injury or other harm will come to me or my possessions. Participation in a Realms of Adventure event involves running certain risks, some of which are directly related to being outdoors in wilderness areas. These risks include, but are not limited to, a slip or fall on rough ground, a fall over obstacles in the darkness, injury occurring while engaged in mock combat with boffer weapons and spell packets, injury occurring from physical exertion, or the occurrence of some other unforeseeable accident. I further understand that there is a risk of injury from other participants and that it is my responsibility to notify a staff member if a participant is behaving in an unsafe manner.

I fully understand and accept these risks associated with participation in Realms of Adventure, Inc. sponsored events. I also hereby agree to hold harmless and make no claim of any description including claims, actions, suits, procedures, costs, expenses, damages and liabilities against Realms of Adventure, Inc., it's members or it's officers, the game operators, the site owners and the Boy Scouts of America for any loss or damages suffered in the course of my participation. I understand that this release will be binding upon myself, my estate, my heirs, representatives and assigns.

I further confirm that I understand that the activities of a typical event can involve a good deal of physical activity, and I am in good physical health and do not suffer from any heart condition or other ailment or physical disability that would inhibit my ability to participate in the events or place me in undue health jeopardy. I understand that Realms of Adventure, Inc. will attempt to understand and work with the needs of disabled individuals and that it is not necessary for me to engage in mock 'combat' if I do not desire to do so by electing to be a non-combatant as detailed in the rules. If I have any medical condition or require prescription drugs I have notified staff of this.

I agree to be fully bound by the rules set forth by Realms of Adventure, Inc. In particular, I agree to follow all the rules of safety as described in the rules and to avoid physical contact with any other participant other than that specifically allowable by the rules. Additionally, I agree not to use illegal drugs or alcohol at the event, nor will I to bring illegal drugs or alcohol to the event. I will also not leave the event to use or obtain illegal drugs or alcohol.

I agree to allow Realms of Adventure, Inc. to use any photographs or videos of me taken at events or functions for inclusion in any media, including but not limited to the Internet, television, advertising or other promotional media.

I have read this Waiver of Responsibility/Legal Consent Form carefully, and understand that by signing this form I am agreeing on behalf of myself, my estate, my heirs, representatives and assigns not to sue or seek other legal actions against Realms of Adventure, Inc., it's members or it's officers, the game operators, the site owners, the Boy Scouts of America or any of the insurers of the aforementioned parties for any loss or damages suffered in the course of my participation including injury or death.

Signature _____ Date _____

Printed Name _____

PARENTAL CONSENT

I, the parent or legal guardian of _____ do hereby authorize my child to participate in Realms of Adventure. I have fully read and understand the Waiver of Responsibility/Legal Consent Form shown above. By signing this form I am agreeing on behalf of myself, my estate, my heirs, representatives and assigns and the estate of my child not to sue or seek other legal actions against Realms of Adventure, Inc., it's members or it's officers, the game operators, the site owners, the Boy Scouts of America or any of the insurers of the aforementioned parties for any loss or damages suffered in the course of my participation including injury or death.

Parental consent is required for all participants from ages 16 – 17 in order to be allowed to participate at Realms of Adventure events. Young adults aged 14 – 15, may be admitted to the game on a case by case basis at the sole discretion of Realms of Adventure, Inc., and must also follow the Parental consent rules set forth above for participants aged 16 – 17. All potential participants require some form of identification such as license or birth certificate, which can be used to verify age. Failure to produce this identification may result in exclusion from the event with no refund to the registrant. Misrepresentation of age or aiding someone else to misrepresent their age will result in permanent exclusion from all future Realms of Adventure events.

Signature _____ Date _____

Printed Name _____

DONATIONS & SERVICE POINTS

Donations

During weekends at Realms of Adventure we hope to “transport” you through your imagination to a distant land where you truly can “Live the Magic”. One of the ways we are able to help keep the game running as smooth as possible and with maximum enjoyment of the participants is when people help out the game by donating to it.

Donations can be of materials, props or just time when we need a hand. When you donate to RoA you help the game to be the best it can, and will probably have occasion to see your props used at game or see your hard work reflected in the way an event turns out. In addition to the satisfaction you gain by doing this and the fact that you improve your time at the game as it improves, we also will award “Service Points” to people who donate to us. This is a thank you for the hard work, or generous giving towards the improvement of the game.

We always gratefully accept any items we can use and points are awarded based upon how much you give, the quality of what you give and the overall need the game has for it.

On our message boards, we will try to keep an up to date list at all times of what our current needs are. The service points gained from donations can be used to obtain various things ranging from extra character points, to in game items to “Tokens of Negoro.” For specific information, see the page on Service Points.

Please keep in mind that all donated items become property of Realms of Adventure. We cannot accept any “loaned” items.

Service Points

As we have mentioned before, the game just would not run as well or be as great without the generous support of the RoA family. We always look for donations both in materials and time to help the game grow and be the best it possibly can. Below is a list of various things you can “purchase” with Service Points. Additionally we plan to have “Service Point Auctions” at various out of game functions. At these auctions we will offer special items that can be “purchased” with service points.

As time goes on the list may be modified or added to, so make sure to check before a planned exchange of points. We offer these points as a special thank you, and they can be exchanged when your character is updated. Full rules for service points are found beneath the tiers which should answer most of not all questions.

1 character point = 250 Service Points (maximum of 2 character points may be gained this way per actual in game event you attend)

Token of Negoro = 1000 Service Points (For more info on this see the section of “Death and Dying.” You may only purchase ONE (1) token per event you attend without exception. You may purchase this for another player if you wish, but keep in mind that doing so still counts as the one token you are allowed to buy per update period.)

- 1 item from tier 1 = 150 service points
- 1 item from tier 2 = 250 service points
- 1 item from tier 3 = 400 service points
- 1 item from tier 4 = 550 service points
- 1 item from tier 5 = 750 service points
- 1 item from tier 6 = 1000 service points

•• SERVICE POINT LIST ••

Tier 1: 150 service points

One of the Following:

- * (1x) Resist First Disease Effect
- * (1x) Poison Tolerance
- * (1x) +2 Magic Health
- * (1x) +2 Magic Armor

Tier 2: 250 service points

One of the Following:

- * (1x) Resist First Charm Effect
- * (1x) Hard Headed
- * (1x) Evade Trap
- * (1x) Resist First Pain Effect

Tier 3: 400 service points

One of the Following:

- * (1x) Your Armor Begins the Event Fortified by 2 Points (as per the spell).
- * (1x) Endure Elements of Your Choosing (Fire, Water, Earth, Air, or Force)
- * (1x) +4 Magic Health
- * (1x) +4 Magic Armor

Tier 4: 550 service points

One of the Following:

- * (1x) Your Armor Begins the Event Fortified by 4 Points.
- * (1x) Resist First Dominate Effect
- * (1x) Sixth Sense
- * (1x) +2 Starting (Health Above and Beyond Normal (May NOT be Restored, NOT MAGICAL)
- * (1x) +4 Starting Mana/Piety/Chords/Favor (Choice of One Type, May NOT be Restored)

Tier 5: 750 service points

One of the Following:

- * (1x) Spell Shield
- * (1x) Attack Shield

Tier 6: 1000 service points

One of the Following:

- * 1 Character point (Purchasable a maximum of once per update period)

Rules For Spending Service Points

Service Points must be exchanged at the time you update your character unless otherwise stated. You may “bank” your points for as long as you wish. They are attached to the PLAYER not the CHARACTER, so if your character dies you do not lose your accumulated service points (but if points were spent improving your character and then the character dies those points are lost).

You may exchange as many points as you wish BUT must follow all rules as outlined below. Keep in mind service points may not be “shared” or gifted to other players as they are attached to the individual, with the only exception being that you may transfer your points between any number of players if you become a permanent cast member. Also, you may not buy things from the list for others with the exception of tokens of Negro.

Rule #1

You can only buy ONE of each of the same effect. In other words, you could buy a disease resist and a pain resist along with a spell shield, but you could NOT purchase both an Endure Elements: Fire effect and an Endure Elements: Water effect. Additionally, you could not buy 5 purchases of 2 magic health at game on and start with 10. Likewise, you could not buy 4 magic health and 2 magic health and start with 6. The same thing goes for Armor Fortification, Mana, etc. None of these things (including mana) refresh or can be restored by any means.

Rule #2

You may only purchase ONE type of additional casting resource per update period. In other words, you may not purchase 2 additional starting mana and 2 additional starting piety. Additionally, you may only purchase casting resources for a class which your character currently possesses, and only for resources that you have at least 2 of already. So, for example, if you had just recently purchased the Mage class and thus had 0 mana, you would not be able to purchase two additional starting mana via service points.

Rule #3

The 2 starting health above and beyond normal is representative of your character having gone through some additional endurance training or similar activity between events. Basically, if you normally had 10 health you can now start game with 12 instead. In that example if you have 12 and get stabbed twice and fall down to 10 the 2 extra points you started with are lost and cannot be healed. These points will count toward your starting total in addition to magical health and magical armor effects. Fortify Armor functions as the spell of the same name. It is in essence considered “regular armor,” so again, despite its spell origin the armor points themselves are non-magical. So to fold in the concepts together the progression of damage is as such starting from the top and going down:

- 1) Magic Armor
- 2) Service Point Granted Armor (Fortified)
- 3) Regular Armor
- 4) Magic Health
- 5) Service Point Granted Health
- 6) Regular Health

Rule #4

Spell Shields, and Attack Shields may only be purchased a maximum of once each per update period. If you have any means that provides you with a shield already, then the one obtained via service points gets used up first. The same rule applies to racial resistances, as well as Sixth Sense and Hard Headed; if you have already purchased them with character points, the ones you purchase with service points are used up first. In short, one-time shield or resist effects purchased with service points will ALWAYS be consumed first. For damage progression rules regarding the additional starting health purchased with service points, please see the diagram above.

Rule #5

NONE of these things carry from event to event; to put it bluntly, you either use it or you lose it. Additionally, unless expressly stated in this post, all other normal rules governing the usage of these spells or skills apply. However, unlike normal magical enhancements, any bonuses purchased via this list are not lost upon death, and will return with you to the land of the living until you choose to expend them.

Rule #6

Everything available for purchase on this list with the exception of Tokens of Negoro is NON-TRANSFERABLE.

If you could be anything, what would you be?

•• You become the character. ••

Welcome to Adraveth...

A land full of rich magic and diverse individuals.
A land where not even death is certain.

New Calendale...

A town of diverse peoples from all over the land.
A people gifted (or some say cursed)
with the blessings of the gods themselves
who have deemed this group of mortals special...

What do you seek?

Family?

Fame?

Justice?

What do you crave?

Wealth?

Power?

Revenge?

What do you desire?

Friendship?

Fortune?

Merely to live?

In a high quality, fully immersive experience
firmly rooted in high fantasy,
you become part of fully interactive plotlines.

Your actions, the relationships you build,
can and will make a difference.

Live the magic.
Live the adventure.

Realms of Adventure

