

Welcome to the Antarian Players HandBook. Here in this volume you will find all of the players info. You will find all of the Classes, Many of the Races, Weapons, Armor, Character Sheets, Etc. I have spent over 20 years on building this system. I hope you find it enjoyable.

#### **Introduction:**

Welcome to the Fantasy World of Antaria. Here is a vast gaming system, that has evolved over the past 20 years. I have put much time, and effort into this system. This is a gaming system which I hope all gamers will Enjoy. This is the first pure point system, with the exception of 1 dice. This is a d30, used for hit/misses, required actions, and magic casting. The rest of the system is total points.

#### **Antaria's Background:**

In the dawn of time, and space. There was a great void where one being dwelled within. This being's name was Blackland. Blackland got bored of being the only being in all the universe. So with his vast power, and knowledge he set forth across the great emptiness. He first formed the Stars. He then created the first of first worlds known as Antaria. When the world was created, and ready to support life. He set forth in creating the first race The Celestial Elves.

He formed and created other types of elves. Then he formed the Dragons. Then the dwarves, orcs, ogres, etc. The last race from the creation of Antaria was the Humans. Blackland then set forth creating all of the animals, etc. He then put forth a code of law, that all Antarian must heed too.

After the creation of the Antarian World, Blackland set forth, and created the other worlds, and dimensions within the Antarian Universe. Which all who dwell thank, and respect Blackland, as their creator.

#### **The Code of Blackland (This is mainly for Online Gaming):**

1. Thou Shall Knowest me as sole creator of all things. Thou shall knowest the beings under me, for the sphere of power, in which they represent.

2. No God or Goddess Shall ever directly interfere. They shalt not directly interfere with the lives of mortal beings. This is my highest of all laws.

3. Thou Shalt not commit murder. In mine eyes murder is thus. No being with more than twice thy power of another. Shall ever enter combat with them. (No player more than 8 level above another. Can ever enter combat with them. It will be deemed invalid, and the offender shall be punished).

4. Thou Shalt not have Slaves. For to put another into bondage, is against my law. Slavery is outlawed so say Blackland.

5. No being shall ever quell the rights of another. Thus no being shall ever deny a being his right to freedom of speech, liberty, etc. So Say Blackland

**6.No Regent Shall ever tax any being more then 5 of 100 of his earnings.So Say Blackland.**

**7.Once thou is Married.Thou Shalt not commit Adultry.For this is against my law.So Say Blackland.**

**8.If thou Steal,and are proven guilty of the crime.Thou Shall lose one hand for the first offense,the other for the second.Thou Shall be beheaded for the third.So Say Blackland.**

**9.All Mortal Being have the right of innocences, until they are proven guilty, beyond that of a reason doubt.So Say Blackland.**

**10.In time of war ,if thou nation is invaded.All able bodied shall be called forth into the armies.Thus serving no more then 2 turns of the antarian world(2 years),If thou refuse you shall be charged with treason,and punishment shall be death.So Say Blackland.**

**11.If thou commit acts,against thy good of thy nation.This shall be considered a most treasonous act.Thou Shalt be put to death.So Say Blackland.**

**12.They Council of Elders Shall rule the World of Antaria Absolute.As a whole their word is law.No one Person Shall Serve on the council of Elders, more then 2 and 4 years.So Say Blackland.**

**13.In the Matters of Law ,and Justice.The Antarian Supreme Court shall rule in all matters.So Say Blackland.**

**14.Each of thy realms, nations,and kingdoms.Has thee right to form their own law,as long as thou laws, do not conflict with mine.So Say Blackland.**

**15.No Being shall be forced to do anything agianst his/her own will.So say Blackland.**

**16.If thou speak falsely against another,and thou is found guilty of it.Thou shall suffer thy same punishment,as the accused.After pay thy accused relatives no less then 10 times their yearly earns.So say Blackland.**

**17.All Lands have thy right to form their own councils,as long as it doest not conflict with they council of elders,and mine law.So Say Blackland.**

**18.Thy Council Of Elders, Thy Supreme Court,and Thy religious Institution Shall Not interact with one Another.They are to remain Separate.So Say Blackland.**

**19.No one Shall violate any of mine decrees.So Say Blackland.**

**20.Any Laws that are not with in my code.Thou shall have the right to create them for thou selves.So Say blackland.**

**Note: These 20 laws are used for online Kingdoms Play. These laws are used only where antaria is officially to be played online. This does not apply to those offline, or on a personal website, etc. Unless the players agree to it. This is just for the People who choose to play serenity-irc.net, if you do not have the mirc client. You can get it at mirc.com. serenity-irc.net is the official server for Antaria online play.**

**OOO Rules for Antaria Online: These rules are Absolutely Unbreakable for any Antarian who plays online.**

**1. No one can bring Out of Character into character. No one can be in Character into out of Character.**

**2. No player shall ever be rude, abusive, or Harass others. This is something we shall not tolerate.**

**3. No player shall take their personal grudges into play. Keep your arguments out of antaria please.**

**4. All players without exception must have a properly done character sheet to play. All new players must start with a first level character, like everyone else did.**

**5. All rules and guidelines, and technical rules within this players hand book, must be used, and followed. There is nothing Optional.**

**6. No Player Shall Have more than five Player Characters at any given time, unless it is sanctioned by the council.**

**7. The Antarian Councils world is law. They keep fair play for all who are within the system. They are the ones who watch over online game masters, and make sure all players are being treated equal.**

**8. Never, we repeat never argue with a game master. This violates our policy, but if a game master is being unfair. You may bring it to an online council members attention. The matter will be looked into.**

**9. There is no racism allowed in antaria. There is no abuse of any ones rights. All players shall be treated as equals, if a new player does not know something teach them. Never call them a newbie, or belittle them for not knowing. Remember we all were new once.**

**10. A game master, or a council member has the right to look at anyone sheet at any given time. This is to ensure fair play, you must have a game master or council member, or witnesses that can prove you have something, if it is within question. You must prove you have obtained it validly. We are not out to accuse anyone of anything, we just wish to keep play fair.**

**11. There are only 25 council elders. The players have the right as a whole to bring any council member into question. But they must have some proof to do so. All**

players have the right to elect the council of elders.those who play elders can continue their reign as an elder, as long as the majority say so.

12.the 12th rule and most important, when it comes to anything that is with in the antarian roleplay gaming system.My word as creator is law.I do how ever listen to players suggestions to make things better.Never keep quiet about good ideas.This is how the system becomes better.With Player suggestions.

13.All Game Masters Must Follow the Game Masters Guide to the Letter.There will have Each section with in the Game Masters Guide Marked Two Ways.Optional which the Game Master can choose to use it,or not,and Must be used (The Must be used is not optional, these sections with in the Game Masters Guide Must be used.)

**The Systems Rules for Offline Play Table Top( The Few unbreakable Rules):**

1.All Players Must Start each character at First level.There is no Game Master option of Higher levels.Each Player Must Advance Each Character From First Level.

2.All Players Must build all stats according to this guide.There is not interpitation, nor is there in options in the way of building a character.

3.All players Must use magics, and weapons, armor etc.as they are listed,there is no optional more damage.This guide is build word for word.There isnt too many options with in it.

4.The Game Master has the right to run a game as he sees fit with the following,Exceptions:The player has the right to look over all books, except that of the game masters guide.The Game Master must give each player the minimum experience points, for killing a monster,give the player who gets a magic item, the full experience value of the item.Players have the right to get what they earn.

5.Notes i have set these rules,because i only wish to keep this system intacted as a whole.To get people to understand my view.I have worked long ,and hard in creating this manual.So i have set things that must be used, and what is optional in each section.but the core rules are the core rules,and please obey them.Sheets, stats, weapons, armor etc.The things that make the system what it is.

**How to build a Character:**

**Experience Points:**These are the points you need to advance in level.The higher the level in which your achieve the stronger your character becomes.Start with First level the weakest of characters.Then you work to advance, the Higher you gain in levels, the stronger ,and harder to kill your character.

**Class:**This is your job or your profession.You will find the classes with in the players hand book.They will give you which each class does etc.Like Shadowwalkers are the thieves of the antarian world.As the SpellCasters are Magic wielders.Warriors are just that Warriors.

**Level:**This tells you what level you character has achieved with in their profession.The higher the level.The better skilled in the profession your charachter has choosen.it is the simple.

**Race:**This be the race of your character.Rather it be Elven, Dwarven, Human, etc.

**Sex:**This is the Sex of your Character Male or Female.

**Age:**This is the age , how old your character is.

**Height:**This is how tall your character is.

**Weight:**This his how much your character weighs.

**Your Stats:**

**Starting Stat Points:**You start with 75 points total.for your first seven stats.Str, int,dex,con, end, wisdom ,speed.You put 10 points in each of the seven stats.then you take your last 5 points, and put them, where it will help your character the most.This is according to the class you take on.

**Str:**This is how strong your character is.You get the following Modifiers to this stat.  
**To hit:**This helps out your to hit on the d30.You get a +1 ,per every 4 points of strength.  
**Weight Lifted Weight Carried:**You start with a 100 pound base, plus 10 pounds, per every 1 point of strength.You get 1 points to your Damage bonus which is marked attack power on the sheet, per every 4 points of strength.  
**Open Gate/Ram Door:**You get 1 attempt ,per every 4 points strength, to open or lift any jammed door or gate.

**Int:**You get a +1 to the following Stats ,per every 4 points of Intelligence.You get a +1 to Natural Magic Defense power,You get a +1 to magic attack power.You can negate 1 point of spell damage,per every 4 points of intelligence(this is Provided that you roll a higher number in defense against magic.Then the Attacker, rolled to successfully hit with the magic).You also get the following modifiers:  
**Magic attack bonus :**you get a +1 ,per every 4 points of intelligences.  
**Spell Skill:**You Get a +1,per every 4 points of intelligence.This is to help your lower the roll for success in magics on a d30.You also get a Plust one to Weapons Skill, per every 4 points of intelligence.

**Dex:** You get a +1 points to the following Modifiers. You get a +1 to evade, every 4 points of dexterity. You get a +1 to Natural Accuracy. You get 1 point to natural Marksmanship, per every 4 points of dexterity. Dexterity bonus, you get 1 point to this, per every 6 points of dexterity. these modifiers low the need to hit roll, on a d30. this is by 1 point, per every 4 points of dexterity, or 1 point every 6 points, in some cases.

**Wis:** You get The following Modifiers: You can learn to speak, and write one foreign language, every 4 points of wisdom. You get a +1 point to damage of all spells, per every 4 points of Wisdom. You also get the following modifiers: You get a +1 to magic adeptation, per every 4 points of wisdom. You get a +1 to spell competency, per every 4 points of wisdom. You get a +1 to magic luck bonus, for magic, and physical combat, per every 8 points of wisdom.

**Con:** You get a +1 to the following modifiers, per every 4 points of constitution. You get 1 chance at resurrection, per every 4 points of constitution (This is up to 5 times max per character only!). You also get to start your character off, a one shot deal +1 to hitpoints, per every 3 points of constitution. This is a one shot deal hitpoint bonus for constitution.

**End:** You get a 1 point to resistance, and stamina, per every 4 points of endurance. This also helps with your strenuous activity. You can keep up running, etc for 5 minutes, per every 1 point of endurance. This stat is key to your immunity to poisons, and resistance to disease, and so on.

**Speed:** This be how fast you can move. This will give you the following modifiers: #of attacks: 1 attack, per every 8 points of dexterity, up to 4 attacks max per any character, unless your an elder god, which you get 5 then. Blackland is the only one who gets 6.

**Notes:** You get 1 point to the all of the first seven stats, per every 4 levels of advancement, of your character. this is how stats increase.

**Evade:** You get a +1 to this, per every 4 points of dexterity. this is your dodge rate, say the would need a 12 to hit you, if you had a 0 evade. but if you have a +3 evade, then they need a 15 or better on a d30 to hit you. This stat just makes you harder to hit.

**Resistance:** You get to resistant one strength of poison, or one strain of disease, per every 4 points of endurance. This protects you from disease, virus, and poisons.

**Stamina:** This protects you from heat damage, etc. this is 1 point, per every 4 points of Endurance.

**Magic Base Points:** These are the points you get for casting spells. you need these to use magics in antaria. You start with 20 points, plus you get 2 points, per level of advancement. These are naturally regained, up to your max allowed by level, at the rate of 1 point, every 3 real time minutes.

**Mental Points:** These are the points you get to use mental abilities. these are a must have to use mental abilities. You start with 20 points, plus you get 2 points, per level of advancement. These are naturally regained, up to your max allowed, by the level of your character, at the rate of 1 point, per every 3 real time minutes.

**Special ability Points:** These work exactly like mental points, but are used for special abilities.

**Magic Attack Power:** This adds a +1 point to the damage of all spells, per every 4 points of intelligence. So you if you a 8 intelligence, you have +2 to all spell damage. so if you cast a spell that normally does 5 points damage, this would be 5 +2=7 points damage, with the spell, in this case.

**Magice Defense Power:** This gives you defense against magics. This is a +1 to magic defense, per every 4 points of intelligence. so if you have a 8 intelligence. You get a +2 to magic defense, plus you get a +2 as your starting base. this would be a +4. So if a spell does 6 points damage, to you, you take 2 points damage, instead of 6.

**Attack Power:** This is works for your bonus damage to weapons. You get a +1, per every 4 points of strength. plus you get your starting base of one point. If you have say an 8 strength. You get a +2 to damage of all physical weapons. So say you have a short sword, that does 10 points damage. it would be 10+2=12 points per strike.

**Defense Power:** This is your natural defense against physical attacks. this starts with a base of 1 point. Then you get a +1, per every 4 points of dexterity. so if you have say a 12 dexterity. this gives a +3, plus your 1 starting base. This be a Plus 4 defense. so if you are hit with a weapon that does say 6 points damage, you only take 2 points in hitpoint damage. Wearing armor adds to you defense.

**Racial Points:**These are the points you get to use racial skills, or abilities,that require the points.You start with 4 points to this, plus you get 2 points, per level of advancement.this are regained naturally,up to the max allowed by level of your character,at the rate of 1 point, every 3 minutes real time.

**Hit Points:**These vary according to class, and level.but say you have a Shadowwalker, you get 7 hitpoints ,per every level, up to the 12th level,then you would get 1 point, per level after the 12th level.so say your are a 13th level shadowwalker. it would be  $12 \times 7 = 96 + 2 = 98$  hitpoints, your character would have just for the class,but in quests you get so many hitpoints, per successful combat,or kill.

**Darpas:**These are your money.You start out with 2,500 darpas to buy what you need,in the way of weapons,armor ,and equiptment.Then you get 100 darpas ,per level of advancement to your character.

**Physical Combat Modifiers:**

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**To Hit:**You get a +1 to this,per every 4 points of strength.this helps lower your need to hit on a d30.say you have a 10 strength. you would divide 10 by 4.you would end up with a +2.so  $30 - 2 = 28$ .

**Natural Accuracy:**You get a +1,per every 4 points of dexterity, so if you have say a 10. thats is +2,so taking the 28 you need to hit, already lowered by the to hit,and do  $28 - 2 = 26$ .

**Natural Marksmanship:**You get a +1,per every 4 points of dexterity.then again say you have 10 dexterity. going of the already lowered 26 ,by the two stats above.you would then say,  $26 - 2 = 24$  needing to hit.

**Dexterity Bonus:**now this you get a +1 ,per every 6 points of dexterity.so the 10 gives you +1.so you would say this already lowered to 24.you would say  $24 - 1 = 23$  needed to hit on a d30.

**Weapons Skill:**this is a +1, per every 4 points of intelligence.now lets say you did a 12 intelligence, using your etra five over the 10 in all stats, to increase this one.so you would say now i have a +3 to this one.You would then, say,since it is already lowered to 23 by the others. $23 - 3 = 20$  needed to hit on a d30.

**Luck Bonus:**This you get a +1, per every 8 points of wisdom.so if you have a 10. you get 1 point to this.you say saying already lowered by the stats about to 20, i



need a 19 or better to hit, on a d30.

### **Magical Combat Modifiers:**

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**Magic Attack Bonus:**you get a +1 ,per every 4 points of intelligence.these work like physical combat modifiers, but for your use of magic.

**Spell Skill Bonus:**you get a +1,per every 4 points of intelligence to this.

**Magic Adeptation:**You get a +1, per every 4 points, of wisdom, to this modifier.

**Spell Competency:**You get a +1, per every 4 points of wisdom, to this modifier.

**Magic Luck Bonus:**You get a +1 ,per every 8 points, in wisdom to this modifier.

**Racial Stat Bonuses:**Each race gets stat bonuses, in different areas, given the race, they all vary.

**Skill Points:**These points are temporary points.You get 20 points to start,then you get 2 points ,per level.Once these points are used they are lost.Such as if you have 22 at first level,and you use 12.You only have ten left period,until you level again.Skill points are also awarded by Game Masters during quests.There will be a Method in the Game Masters Guide in how they do this.

This is how you builder your character.the rest that is on the sheet, should be self explanatory, weapons are weapons, you buy them,and you put the points damage that they do, on your sheet.armor is armor, you put the points defense, when you buy it on your sheet.equipment is well equipment.Magic items of all kinds, are found on quest, given to who ever is lucky enough to get it, by the game master.The rest you need ,can be found through out the players hand book,it is a very useful, resource guide for all players.I just did this supplement, to make it crystal clear to all people, on how to build your sheet.A separate pdf, that only contains, info on how to build your sheet, nothing more.I hope this clears up all the questions you may have about making a character sheet, but still if you need to find me, i am always on the server: [serenity-irc.net](http://serenity-irc.net) in IRC Chat.This is the offical home for antarian play, so please come check us out.If you do not have irc, you can go to [mirc.com](http://mirc.com), and get it .It is free for use.have fun all.

### **The Stat Charts:**

**Strength:**

Stat Score door/lift gate	To hit Modifier	weight lifted weight carried	Dam bonus	ram
10 chances	+2	200	+2	2
11 chances	+2	210	+2	2
12 chances	+3	220	+3	3
13 chances	+3	230	+3	3
14 chances	+3	240	+3	3
15 chances	+3	250	+3	3
16 chances	+4	260	+4	4
17 chances	+4	270	+4	4
18 chances	+4	280	+4	4
19 chances	+4	290	+4	4
20 chances	+5	300	+5	5

This is a Progression Chart to show you how the strength increases, and what goes to the modifiers there, per every 4 levels. The other Stats of the First Seven, are Done in a Similar Manor. As you will see Throughout this Players Hand Book.

Intelligence Chart

**Int:** You get a +1 to the following Stats ,per every 4 points of Intelligence. You get a +1 to Natural Magic Defense power, You get a +1 to magic attack power. You can negate 1 point of spell damage, per every 4 points of intelligence (this is Provided that you roll a higher number in defense against magic. Then the Attacker, rolled to successfully hit with the magic). You also get the following modifiers: Magic attack bonus :you get a +1 ,per every 4 points of intelligences. Spell Skill: You Get a +1, per every 4 points of intelligence. This is to help your lower the roll for success in magics on a d30. You also get a Plus one to Weapons Skill, per every 4 points of intelligence.

Intelligence Score weapons skill	Mag attack pwr	Mag.def. pwr	negate spell dam.	
10	3	4	2	+2
11	3	4	2	+2
12	3	4	2	+2
13	3	4	2	+2
14	4	5	3	+
3				

Here you find a basic chart for you Intelligence according to your intelligence score. This chart will show the progression of what you get with what intelligence you have. You see how this increases 1 point ,per 4 points of Intelligence.

These are Sample Charts of how the stats progress. These are not to be interpted. This are to be done , as they are listed.

**The Character Sheet:**

**The Character Sheet Supplement Pack.**

**Experience Points:**

**Level:**

**Class:**

**Race:**

**Sex:**

**Height:**

**Weight:**

**Age:**  
**Str:**  
**Int:**  
**Dex:**  
**Wis:**  
**Con:**  
**End:**  
**Speed:**  
**Evade:**  
**Resistance:**  
**Stamina:**  
**Magic Base Points:**  
**Mental Points:**  
**Special ability Points:**  
**Magic Attack Power:**  
**Magice Defense Power:**  
**Attack Power:**  
**Defense Power:**  
**Racial Points:**  
**Hit Points:**  
**Darpas:**  
**Physical Combat Modifiers:**  
**To Hit:**  
**Natural Accuracy:**  
**Natural Marksmanship:**  
**Dexterity Bonus:**  
**Weapons Skill:**  
**Luck Bonus:**  
**Magical Combat Modifiers:**

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**Magic Attack Bonus:**  
**Spell Skill Bonus:**  
**Magic Adeptation:**  
**Spell Competency:**  
**Magic Luck Bonus:**

**Racial Stat Bonuses:**

**Weapons:**

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

**Armor:**

- 1.
- 2.
- 3.

**Shields:**

- 1.
- 2.
- 3.

**Helm:**

- 1,
- 2.
- 3.

**Items:**

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.
- 13.
- 14.
- 15.
- 16.
- 17.
- 18.
- 19.
- 20.

**Magic Weapons:**

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.
- 13.
- 14.
- 15.

**Magic armors:**

- 1.
- 2.
- 3.
- 4.
- 5.

**Magic Shields:**

- 1.
- 2.
- 3.
- 4.

**Magic Helms:**

- 1.
- 2.
- 3.
- 4.
- 5.

**Magic Items:**

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.
- 13.
- 14.
- 15.
- 16.
- 17.
- 18.
- 19.
- 20.
- 21.
- 22.
- 23.
- 24.
- 25.
- 26.
- 27.
- 28.
- 29.
- 30.

**Relics:**

- 1.
- 2.

3.

4.

5.

**Artifacts:**

1.

2.

3.

4.

5.

**Racial Skills:**

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

11.

12.

**Class Skills:**

1.

2.

3.

4.

5.

6.

7.

**Mental Attacks:**

1.

2.

3.

4.

5.

**Mental Defense:**

1.

2.

3.

4.

5.

**Mental Miscellenous:**

1.

2.

3.

4.

5.

**Special Abilities:**

1.

- 2.
- 3.
- 4.
- 5.

**Other Skills:**

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.

**Character nature:**

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**Character Description:**

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**Character Background:**

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## **The Classes of the Antarian Gaming System:**

### **The ShadowWalker**

#### **Level/Experience**

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**1st:0**

**2nd:1,500**

**3rd:3,200**

**4th:7,500**

**5th:16,000**

**6th:38,000**

**7th:88,000**

**8th:175,000**

**9th:400,000**

**10th:850,000**

**11th:1,350,000**

**12th:1,875,000**

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**You must achieve 1,000,000 experience points ,per level after the 12th level to advance any further in this class.You get 7 hitpoints, per level up to the 12th level, then you get 1 hitpoint, per level there after.You must have a 9 dexterity,and a 9 speed at least to take on this class.You get a +1 to Dexterity ,and Speed.You get a minus 1 to Strength,and Constitution.**

#### **Class skills/abilities(non Skill point Skills):**

**1.BackStab:This will allow the shadowwalker to do a surprise attack of any creature ,or opponent, this will only work in the opening round of combat.This will allow them to add 1 point, per level to the damage of any weapon, for one strike ,per combat, provided that the attack is successful.**

**2.Lift Pouch:**This will allow the Shadowwalker to lift a pouch or item from victim.Provided they make a successful roll.This skill adds a +1 to the skill accuracy , per every 2 levels of the Shadowwalker.This skill starts out with a +6 base because on a d30 with just the plus 1 to the skill for first level, you would need a 29 to rob someone.with the plus +6 ,Plus one for first level, you start out needing a 23 or better on a d30 ,for 0 to 3 evade.

**3.Locate Trap:**This works similiar to lift pouch, but this is for locating traps.You start with a +6,then get a +1 per 2 levels of the Shadowwalker. Hence trap complexicity of 0 you need a 23, then this is verses the complexity of the trap, if the complexity is a +1 for a first level shadowwalker he needs a 24 or better on a d30. etc.

**4.Disarm Trap:**This skill works the same way as locating the trap, but this skill is used in the remove of the trap, this starts out with a +6, +1 per 2 levels of the shadowwalker, hence you need a 23 or better on a d30 , as a first level ShadowWalker to remove said trap.Then you would need a 24 for complexity +1 ,as that of a first level ShadowWalker,etc.

**5.Walk Softly:**This will allow the Shadowwalker to move 3 feet, per level , without being hear, this is verses the creatures ability to detect sounds. they start with a + 6 base to this, Plus 1 per 2 levels, this gives them needing a 23 or better, not to be detected,as a first level shadowwalker, even with creatures of average hearing.if the creature as acute hearing, that gives them a +1 to detect sounds, the shadowwalker needs a 24 not to be heard.

**6.Detect Sound:**this will allow the ShadowWalker to hear all sound with in a 10 feet radius base, then 1 foot, per level of the ShadowWalker.this works sort of different, this starts out with a +6 ,plus one per 2 levels ,for the modifier ,but this is for every foot outside the radius the shadowwalker has. so if a first level shadowwalker is trying to hear things 12 feet away, when he has a 11 feet radius, he would need a 23 or better on a d30, to hear said sounds.

**7.Lock Pick:**This works exactly like lock disarm trap, but this is for opening or picking locks.this starts out with a +6, plus 1 per 2 levels to the modifier. so a first level needs a 23 for a lock of 0 complexity. if the lock is a 1 complexity, he needs a 24 ,etc.

**8.Locate Concealed Passage:**This works like lock pick, in everyway except one. This is to locate concealed passages.to find hidden doors so to speak. this starts with a +6 ,then +1 per 2 levels of advancement.if your a first level ShadowWalker, you need a 23 for a 0 concealment complexity .

**9.Scale Surface:**This works like all other of the skills here.but this is for scaling surfaces.This starts out with +6,then you get a +1 to this per every 2 levels of advancement.as a first level Shadowwalker, you normally need a 23, to scale a Surface of 0 complexity.

**10.Gem Cutting:**this skill will start with adding 25 darpas to the value of any gem,

plus 5 darpas, per level of the shadowwalker. This ability comes in handy when making gems more valuable.

#### **Skill point Skills:**

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**1. Advanced lift Pouch:** This will add a +1, per every 3 skill points used, temporary for one shot deal, as long as you have skill points to boost this skill.

**2. Advanced Locate Trap:** This will add a +1, per every 3 skill points, used, this is temporary one shot deal, can be used, as long as you have the skill points to boost this skill.

**3. Advanced Disarm Trap:** This adds a +1, per every 3 skill points used, this is a temporary one shot deal, can be used as many times, each shot, as you have the skill points to boost this skill.

**4. Advance Locate Concealed Passage:** This works the same way as the other listed here.

**5. Advance Walk Softly:** This works the same way as all of the other skill that are listed here, boosting the skill by one, per every 3 skill points used.

**6. Advanced Lock Pick:** this works the same as the other here listed here, unless the skill says otherwise. This boost the skill by 1 every 3 skill points used, for a one action turn.

**7. Advance Detect Sound:** this will boost this skill by 1, per every 3 skill points used, for a one action turn,

**8. Blend with Surroundings:** this will allow the Shadowwalker to blend in with their surroundings, Making them harder to detect, by a +1, to the d30, per every 3 skill points used.

**9. Disguise:** This will allow the ShadowWalker to Disguise themselves, for 1 round, per every 3 skill points used, to take the appearance only of some other being, for said amount of rounds.

**10. Advanced Scale Surface:** This allows the ShadowWalker to add a +1, to their scale surface ability, per every 3 skill points used. This works one time, per skill points used. You can only use this once at a time, as long as you have the skill points to use this.

**11. Knife Hand:** This will do 3 points damage, every 1 skill point used. This is Based on Points damage you wish to do, vs. Skill Points spend. Say you use 12 skill points. This is 36 points damage done.

**12. Punch:** This will do 6 points damage. Every 2 skill points used. This is based on Points Damage you wish to do, vs. Skill points spend.

**13.Kick:**This will do 8 points, per every 3 skillpoints used.This is based on points damage ,that you wish to do,vs. skill points that you spend.

**14.Take Fall:**This will allow you to take a fall.This fall is at the rate of 3 feet, per every 1 skill point used.This is limited though up to 300 feet.Anything over 300 feet,for any mortal character.There is a chance that they can take damage.

**15.Take Blow:**This will allow the character to take a blow.This will allow them to lessen any damage done to them, by 1 point, per every 6 skill points used.This may be a highly costly skill in skill points,but it is one of the better ones.

**16.Inhibit Poison:**This will allow your character .The ability to lower the effects of poisons.This will not cure poison from your system,but will increase the time it will take to effect you.This is at the rate of 1 round, every 6 skill points used.

#### **ShadowWalker Items:**

**1.iron lock picks:**This adds a +1 to locking picking skill.cost 50 darpas.These are the tools that the ShadowWalker uses to open locks.They are a Must for any ShadowWalker.There are several higher grade version, which are stronger,and more expensive.

**2.Steel Lock Picks:**This adds a +2 to lock picking skill.cost 100 darpas.

**3.High grade Steel Lock Picks:**This adds a +3 to lock picking skill.cost 150 darpas.

**4.Xandrite Lock Picks:**This adds a +4 to Lock Picking skill.cost 200 darpas.

**5.Antarite Lock Picks:**This adds a +5 to lock picking skill.cost 250 darpas.

**6.Iron Disarm Trap Kit:**This is your basic Disarming trap kit.This will give you a +1 to disarm trap skill.cost 100 darpas.

**7.Steel Disarm Trap Kit:**This will give a +2 to disarm trap skill.cost 200 darpas.

**8.High Grade Steel Disarm Trap Kit:**this gives a +3 to disarm trap skill.cost 300 darpas.

**9.Xandrite Disarm Trap kit:**This gives a +4 to disarm trap skill.cost 400 darpas.

**10.Antarite Disarm Trap Kit:**This gives a +5 to disarm trap skill.Cost 500 darpas.

**11.Leaner boots:**These give a +2 feet ,and +1 to walk softly skill.Cost 50 darpas.

**12.High grade soft Leather boots:**Theses give a Plus 3 feet, and a +2, to walk softly skill.cost 100 darpas.

**13.Small Pouches:**These will hold 100 darpas.cost 10 darpas each.

**14.Medium Pouches:**These will hold 300 darpas each.cost 20 darpas each.

**15.Large Pouches:**These will hold 500 darpas each.Cost 40 darpas each.

**16.50 feet Rope:**this cost 20 darpas.

**17.100 feet Rope:**this cost 40 darpas.

**18.Steel Grappling Hook:**This is your first of the grappling hooks, you can use this 12 times, before you have to roll to see if it breaks.10 or better on a d30 for it not to break.these cost 100 darpas.these give a +1 to scale surface.

**19.Xandrite Grappling Hook:**These are stronger, they can be used 15 times, before you have to roll to see if they break.you need a 8 or better on a d30, for it not to break.cost 250 darpas.

**20.Antarite Grappling Hook:**These are the strongest of grappling hooks. you can use this 20 times, before you have to roll, to see if it breaks,you need a 6 or better on a d30, then to see if it breaks.cost 400 darpas.Note:if you roll a one for attempt to use these times, they will snap instantly, no matter if you are still with in the time allotted.

**21.Iron Cat Claws:**These are the tools in which shadowwalkers use to scale surfaces.these give them a +1 to scale surfaces on their need to roll.these cost 60 darpas.

**22.Steel Cat Claws:**these give a +2 to scale surfaces skill.these cost 120 darpas.

**23.High Grade Steel Cat Claws:**these give a +3 to scale surfaces skill.these cost 180 darpas.

**24.Xandrite Cat Claws:**these give a +4 to scale surfaces skill.these cost 240 darpas.

**25.Antarite Cat Claws:**these give a +5 to scale surfaces skill.These cost 300 darpas.

**26.Small Back Pack:**these will hold 10 items with in reason, i mean like steel spikes and etc.you smaller items.this cost 5 darpas.

**27.Medium Back Pack:**these will hold 10 items with in reason.cost 10 darpas.

**28.Large Back Pack:**these will hold 25 items with in reason.cost 25 darpas.

**29.Hooded Cloak:**these are you basic standard hooded cloaks.they cost 6 darpas.

**30.Pocketed Hooded Cloak:**these have pockets inside the cloak to hide things.there are 4 pockets, which will hold a small pouch each, or 100 darpas.cost 12 darpas.

**31.L Leather Pants:**These are high grade leather pants, they will give a 1 to the

defense power of the ShadowWalker.cost 75 darpas.

32.L Leather gloves:this keeps them shadowwalker from leaving finger prints that some magicks might uncover.these cost 35 darpas a pair.

33.Steel Spikes:these add the shadowwalker in scaling surfaces.they give a +1 to scale surface skill.they cost 15 darpas a spike.

34.Silver Spikes:these will do 12 points damage, to any werekind that might, be in the area, they are very useful in this way.cost 35 darpas a spike.

35.Steel hammer:these are used well for multiple functions,they cost 5 darpas each.

36.gem cutting tools;these allow the Shadowwalker to cut gems ,and make them into smoother, higher quality gems.these cost 100 darpas.

37.Glass Cutting Tools:these allow a shadowwalker to cut open a hole in a locked glass case, to make it more silent,and not alerting those in the area.these cost 100 darpas.

38.leather Mask:this will cover the shadowwalkers face, where only the eyes,and mouth can be seen.this cost 25 darpas, per mask.

**ShadowWalker Approved Armors:**Now most Shadowwalkers do not use metal armors.They make to much noise ,and very restrictive in movement.So here is a list of Armors That ShadowWalkers can Use:  
**Armors:**

1.L Leather Armor:this is your standard leather armor. this gives 4 to defense power.cost 50 darpas.

2.High Grade Leather Armor:this is a higher grade of leather armor.This gives 5 to defense power.This cost 65 darpas.

3.Steel Engrained leather Armor:This is soaked and in steel shavings, so they are engrained into the leather armor.this gives 6 to defense power.This cost 80 darpas.

4.Xandrite Engrained leather Armor:this is engrained with Xandrite Shavings.this gives 7 to defense power.this cost 95 darpas.

5.Antarite Engrained Leather Armor:This gives 8 to defense power.this cost 110 darpas.

6.Antarited engrained banded Armor:This gives 9 to defense power.this cost 125 darpas.

7.Steel Engrained Padded Armor:This is a lightweight cloth, that has pockets

sewn, that are tightly packed with steel shavings. thus it makes no noise like most metallic armors, thus it is not really considered a metallic armor, where as Shadowwalkers are concerned. this gives 10 to defense power. this cost 150 darpas.

8. High grade Steel engrained padded Armor: this gives 11 to defense power. this cost 175 darpas.

9. Imperial Grade Steel engrained padded Armor: This gives 12 to defense power. this cost 200 darpas.

10. Xandrite engrained Padded Armor: This gives a 13 defense power. this cost 250 darpas.

11. High grade Xandrite Padded Armor: This gives 14 to defense power. this cost 300 darpas.

12. Imperial Grade Xandrite Padded Armor: This gives a 15 to defense power. this cost 350 darpas.

13. Antarite Engrained Padded Armor: This gives 16 to defense power. This cost 400 darpas.

14. High Grade Antarite engrained Padded Armor: this gives 17 to defense power. this cost 450 darpas.

15. Imperial Grade Antarite Engrained Padded Armor: This gives 18 to defense power. This cost 500 darpas.

ShadowWalker Approved Weapons. ShadowWalkers may not use two handed Weapons. This is a Class Restriction, that is absolute. So here is a List of Weapons below that they can use, if it is not on the following list, they can not use it. (Unless it is actually a one handed weapon, ShadowWalkers may not in any case use two handed, or broad swords, Claymores are excluded from their use as well. by any means)

#### **Weapons:**

1. Steel Dagger: This does 5 points damage. this cost 20 darpas.

2. xandrite Dagger: This does 6 points damage. this cost 30 darpas.

3. Antarite Dagger: This does 7 points damage. This cost 40 darpas.

4. Steel Short Sword: This does 8 points damage. this cost 50 darpas.

5. Xandrite Short Sword: This does 9 points damage. This cost 60 darpas.

6. Antarite Short Sword: This does 10 points damage. This cost 70 darpas.

7. Steel Long Sword: this does 11 points damage. this cost 80 darpas.
8. Steel Elven Long Sword: This does 12 points damage. This cost 90 darpas.
9. Xandrite Long Sword: This does 13 points damage. this cost 100 darpas.
10. Xandrite Elven Long Sword: This does 14 points damage. this cost 110 darpas.
11. Antarite Long Sword: This does 15 points Damage. this cost 120 darpas.
12. Antarite Elven Long Sword: This does 16 points damage. This cost 130 darpas.
13. Steel Club: This does 11 points damage. cost 100 darpas.
14. Steel Scimitar: this does 12 points damage. cost 110 darpas.
15. xandrite Scimitar: This does 13 points damage. This cost 120 darpas.
16. Antarite scimitar: This does 14 points damage. this cost 130 darpas.
17. Steel Katana: This does 12 points damage. This cost 120 darpas.
18. High Grade Steel Katana: 13 points damage. this cost 130 darpas.
19. xandrite katana: this does 14 points damage. this cost 140 darpas.
20. High Grade Xandrite Katana: This does 15 points damage. this cost 150 darpas.
21. Antarite Katana: This does 16 points damage. this cost 160 darpas.
22. High Grade Antarite Katana: This does 17 points damage. do to the expensive of the grade of antarite used. this cost 180 darpas.
23. Steel Mace: This does 11 points damage. cost 110 darpas.
24. Xandrite Mace: This does 12 points damage. This cost 120 darpas.
25. Antarite Mace: This does 13 points damage. This cost 130 darpas.
26. Steel Shurikens: These come in a pack of 6. These do 6 points damage each. cost 140 darpas a pack.
27. Xandrite Shurikens: These come in a pack of 6 as well. these do 7 points damage each. cost 160 darpas ,per pack.
28. Antarite Shurikens: This come in a pack of 6 as well. these do 8 points damage each. cost 180 darpas per pack.
29. blow gun: this has the range of 20 feet. these are used well with darts. these cost 20 darpas each.



**30.Steel Darts:**These do 6 points damage each.these come in a pack of 12.these cost 120 darpas, per pack.

**The ShadowWalkers** are the thieves of the Antarian Roleplay Gaming system.They will rob you blind ,if they get the chance.They are out for profit for themselves.They will only do what benifits them.They see the world as their playground, and the people with in it targets ready to be robbed.They will only work with groups,as long as there is something in it for them.Although they will keep to the code of blackland in general.They truly believe in this, thievery is only a crime ,if you get caught.They will kill all evil beings on sight.They do have a morale background enough to protect the world from all evil things.

**The Night Walker:**

**Level/Experience**

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**1st:0**

**2nd:1,500**

**3rd:3,200**

**4th:7,500**

**5th:16,000**

**6th:38,000**

**7th:88,000**

**8th:175,000**

**9th:400,000**

**10th:850,000**

**11th:1,350,000**

**12th:1,875,000**

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**You must achieve 1,000,000 experience points ,per level after the 12th level to advance any further in this class.You get 7 hitpoints, per level up to the 12th level, then you get 1 hitpoint, per level there after.You must have a 9 dexterity,and a 9 speed at least to take on this class.You get a +1 to Dexterity ,and Speed.You get a minus 1 to Strength,and Constitution.**

### **Class skills/abilities(non Skill point Skills):**

**1.BackStab:**This will allow the shadowwalker to do a surprise attack of any creature ,or opponent, this will only work in the opening round of combat.This will allow them to add 1 point, per level to the damage of any weapon, for one strike ,per combat, provided that the attack is successful.

**2.Lift Pouch:**This will allow the Shadowwalker to lift a pouch or item from victim.Provided they make a successful roll.This skill adds a +1 to the skill accuracy , per every 2 levels of the Shadowwalker.This skill starts out with a +6 base because on a d30 with just the plus 1 to the skill for first level, you would need a 29 to rob someone.with the plus +6 ,Plus one for first level, you start out needing a 23 or better on a d30 ,for 0 to 3 evade.

**3.Locate Trap:**This works similiar to lift pouch, but this is for locating traps.You start with a +6,then get a +1 per 2 levels of the Shadowwalker. Hence trap complexicity of 0 you need a 23, then this is verses the complexity of the trap, if the complexity is a +1 for a first level shadowwalker he needs a 24 or better on a d30. etc.

**4.Disarm Trap:**This skill works the same way as locating the trap, but this skill is used in the remove of the trap, this starts out with a +6, +1 per 2 levels of the shadowwalker, hence you need a 23 or better on a d30 , as a first level ShadowWalker to remove said trap.Then you would need a 24 for complexity +1 ,as that of a first level ShadowWalker,etc.

**5.Walk Softly:**This will allow the Shadowwalker to move 3 feet, per level , without being hear, this is verses the creatures ability to detect sounds. they start with a + 6 base to this, Plus 1 per 2 levels, this gives them needing a 23 or better, not to be detected,as a first level shadowwalker, even with creatures of average hearing.if the creature as acute hearing, that gives them a +1 to detect sounds, the shadowwalker needs a 24 not to be heard.

**6.Detect Sound:**this will allow the ShadowWalker to hear all sound with in a 10 feet radius base, then 1 foot, per level of the ShadowWalker.this works sort of different, this starts out with a +6 ,plus one per 2 levels ,for the modifier ,but this is for every foot outside the radius the shadowwalker has. so if a first level shadowwalker is trying to hear things 12 feet away, when he has a 11 feet radius, he would need a 23 or better on a d30, to hear said sounds.

**7.Lock Pick:**This works exactly like lock disarm trap, but this is for opening or picking locks.this starts out with a +6, plus 1 per 2 levels to the modifier. so a first level needs a 23 for a lock of 0 complexicity. if the lock is a 1 complexity, he needs a 24 ,etc.

**8.Locate Concealed Passage:**This works like lock pick, in everyway except one. This is to locate concealed passages.to find hidden doors so to speak. this starts with a +6 ,then +1 per 2 levels of advancement.if your a first level ShadowWalker, you need a 23 for a 0 concealment complexity .

**9.Scale Surface:**This works like all other of the skills here.but this is for scaling surfaces.This starts out with +6,then you get a +1 to this per every 2 levels of advancement.as a first level Shadowwalker, you normally need a 23, to scale a Surface of 0 complexity.

**10.Poison Making:**The Night Walker Can Make a 1 strength poison,per every 3 levels of Advancement.Each strength will do 1 point damage, per every 3 rounds of combat, until cured.This is a Highly useful Skill to the NightWalker.

#### **Skill point Skills:**

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**1.Advanced lift Pouch:**This will add a +1 ,per every 3 skill points used, temporary for one shot deal, as long as you have skill points to boost this skill.

**2.Advanced Locate Trap:**This will add a +1, per every 3 skill points, used, this is temporary one shot deal, can be used, as long as you have the skill points to boost this skill.

**3.Advanced Disarm Trap:**This adds a +1, per every 3 skill points used, this is a temporary one shot dea, can be used as many times, each shot,as you have the skill points to boost this skill.

**4.Advance Locate Concealed Passage:**This works the same way as the other listed here.

**5.Advance Walk Softly:**This works the same way as all of the other skill that are listed here, boosting the skill by one, per every 3 skill points used.

**6.Advanced Lock Pick:**this works the same as the other here listed here ,unless the skill says otherwise .this boost the skill by 1 every 3 skill points used, for a one action turn .

**7.Advance Detect Sound:**this will boost this skill by 1, per every 3 skill points used, for a one action turn,

**8.Blend with Surroundings:**this will allow the NightWalker to blend in with their surroundings,Making them harder to detect, by a +1, to the d30, per every 3 skill points used.

**9.Disguise:**This will allow the NightWalker to Disguise themselves, for 1 round, per every 3 skill points used, to take the appearence only of some other being, for said amount of rounds.

**10.Advanced Scale Surface:**This allows the NightWalker to add a +1, to their scale surface ability, per every 3 skill points used.This works one time ,per skill points used.You can only use this once at a time,as long as you have the skill points to use this.

**11.Knife Hand:**This will do 3 points damage, every 1 skill point used.This is Based on Points damage you wish to do ,vs. Skill Points spend.Say you use 12 skill points.This is 36 points damage done.

**12.Punch:**This will do 6 points damage.Every 2 skill points used.This is based on Points Damage you wish to do,vs. Skill points spend.

**13.Kick:**This will do 8 points, per every 3 skillpoints used.This is based on points damage ,that you wish to do,vs. skill points that you spend.

**14.Take Fall:**This will allow you to take a fall.This fall is is at the rate of 3 feet, per every 1 skill point used.This is limited though up to 300 feet.Anything over 300 feet,for any mortal character.There is a chance that they can take damage.

**15.Take Blow:**This will allow the character to take a blow.This is will allow them to lessen any damage done to them, by 1 point, per every 6 skill points used.This may be a highly costly skill in skill points,but it is one of the better ones.

**16.Inhibit Poison:**This will allow your character .The ability to lower the effects of poisons.This will not cure poison from your system,but will increase the time it will take to effect you.This is at the rate of 1 round, every 6 skill points used.

#### **NightWalker Items:**

**1.iron lock picks:**This adds a +1 to locking picking skill.cost 50 darpas.These are the tools that the NightWalker uses to open locks.They are a Must for any ShadowWalker.There are several higher grade version, which are stronger,and more expensive.

**2.Steel Lock Picks:**This adds a +2 to lock picking skill.cost 100 darpas.

**3.High grade Steel Lock Picks:**This adds a +3 to lock picking skill.cost 150 darpas.

**4.Xandrite Lock Picks:**This adds a +4 to Lock Picking skill.cost 200 darpas.

**5.Antarite Lock Picks:**This adds a +5 to lock picking skill.cost 250 darpas.

**6.Iron Disarm Trap Kit:**This is your basic Disarming trap kit.This will give you a +1 to disarm trap skill.cost 100 darpas.

**7.Steel Disarm Trap Kit:**This will give a +2 to disarm trap skill.cost 200 darpas.

**8.High Grade Steel Disarm Trap Kit:**this gives a +3 to disarm trap skill.cost 300 darpas.

**9.Xandrite Disarm Trap kit:**This gives a +4 to disarm trap skill.cost 400 darpas.

**10.Antarite Disarm Trap Kit:**This gives a +5 to disarm trap skill.Cost 500 darpas.

11. **Leather boots:** These give a +2 feet, and +1 to walk softly skill. Cost 50 darpas.
12. **High grade soft Leather boots:** These give a Plus 3 feet, and a +2, to walk softly skill. Cost 100 darpas.
13. **Small Pouches:** These will hold 100 darpas. Cost 10 darpas each.
14. **Medium Pouches:** These will hold 300 darpas each. Cost 20 darpas each.
15. **Large Pouches:** These will hold 500 darpas each. Cost 40 darpas each.
16. **50 feet Rope:** This cost 20 darpas.
17. **100 feet Rope:** This cost 40 darpas.
18. **Steel Grappling Hook:** This is your first of the grappling hooks, you can use this 12 times, before you have to roll to see if it breaks. 10 or better on a d30 for it not to break. These cost 100 darpas. These give a +1 to scale surface.
19. **Xandrite Grappling Hook:** These are stronger, they can be used 15 times, before you have to roll to see if they break. You need an 8 or better on a d30, for it not to break. Cost 250 darpas.
20. **Antarite Grappling Hook:** These are the strongest of grappling hooks. You can use this 20 times, before you have to roll, to see if it breaks. You need a 6 or better on a d30, then to see if it breaks. Cost 400 darpas. Note: if you roll a one for attempt to use these times, they will snap instantly, no matter if you are still within the time allotted.
21. **Iron Cat Claws:** These are the tools in which NightWalkers use to scale surfaces. These give them a +1 to scale surfaces on their need to roll. These cost 60 darpas.
22. **Steel Cat Claws:** These give a +2 to scale surfaces skill. These cost 120 darpas.
23. **High Grade Steel Cat Claws:** These give a +3 to scale surfaces skill. These cost 180 darpas.
24. **Xandrite Cat Claws:** These give a +4 to scale surfaces skill. These cost 240 darpas.
25. **Antarite Cat Claws:** These give a +5 to scale surfaces skill. These cost 300 darpas.
26. **Small Back Pack:** These will hold 10 items with in reason, i mean like steel spikes and etc. You smaller items. This cost 5 darpas.
27. **Medium Back Pack:** These will hold 10 items with in reason. Cost 10 darpas.
28. **Large Back Pack:** These will hold 25 items with in reason. Cost 25 darpas.

**29.Hooded Cloak:**these are you basic standard hooded cloaks.they cost 6 darpas.

**30.Pocketed Hooded Cloak:**these have pockets inside the cloak to hide things.there are 4 pockets, which will hold a small pouch each, or 100 darpas.cost 12 darpas.

**31.Leather Pants:**These are high grade leather pants, they will give a 1 to the defense power of the NightWalker.cost 75 darpas.

**32.Leather gloves:**this keeps them NightWalker from leaving finger prints that some magicks might uncover.these cost 35 darpas a pair.

**33.Steel Spikes:**these add the shadowwalker in scaling surfaces.they give a +1 to scale surface skill.they cost 15 darpas a spike.

**34.Silver Spikes:**these will do 12 points damage, to any werekind that might, be in the area, they are very useful in this way.cost 35 darpas a spike.

**35.Steel hammer:**these are used well for multiple functions,they cost 5 darpas each.

**36.gem cutting tools;**these allow the Shadowwalker to cut gems ,and make them into smoother, higher quality gems.these cost 100 darpas.

**37.Glass Cutting Tools:**these allow a shadowwalker to cut open a hole in a locked glass case, to make it more silent,and not alerting those in the area.these cost 100 darpas.

**38.leather Mask:**this will cover the shadowwalkers face, where only the eyes,and mouth can be seen.this cost 25 darpas, per mask.

**ShadowWalker Approved Armors:**Now most Shadowwalkers do not use metal armors.They make to much noise ,and very restrictive in movement.So here is a list of Armors That ShadowWalkers can Use:(Notes NightWalkers and ShadowWalkers still follow basic guideline for each class, for they are very similar)

**Armors:**

**1.Leather Armor:**this is your standard leather armor. this gives 4 to defense power.cost 50 darpas.

**2.High Grade Leather Armor:**this is a higher grade of leather armor.This gives 5 to defense power.This cost 65 darpas.

**3.Steel Engrained leather Armor:**This is soaked and in steel shavings, so they are engrained into the leather armor.this gives 6 to defense power.This cost 80 darpas.

**4.Xandrite Engrained leather Armor:**this is engrained with Xandrite Shavings.this gives 7 to defense power.this cost 95 darpas.

**5.Antarite Engrained Leather Armor:**This gives 8 to defense power.this cost 110 darpas.

**6.Antarited engrained banded Armor:**This gives 9 to defense power.this cost 125 darpas.

**7.Steel Engrained Padded Armor:**This is a lightweight cloth, that has pockets sewn, that are tightly packed with steel shavings.thus it makes no noise like most metallic armors, thus it is not really considered a metallic armor, where as Shadowwalkers are concerned.this gives 10 to defense power.this cost 150 darpas.

**8.High grade Steel engrained padded Armor:**this gives 11 to defense power.this cost 175 darpas.

**9.Imperial Grade Steel engrained padded Armor:**This gives 12 to defense power.this cost 200 darpas.

**10.Xandrite engrained Padded Armor:**This gives a 13 defense power. this cost 250 darpas.

**11.High grade Xandrite Padded Armor:**This gives 14 to defense power.this cost 300 darpas.

**12.Imperial Grade Xandrite Padded Armor:**This gives a 15 to defense power.this cost 350 darpas.

**13.Antarite Engrained Padded Armor:**This gives 16 to defense power.This cost 400 darpas.

**14.High Grade Antarite engrained Padded Armor:**this gives 17 to defense power.this cost 450 darpas.

**15.Imperial Grade Antarite Engrained Padded Armor:**This gives 18 to defense power.This cost 500 darpas.

**ShadowWalker Approved Weapons.**ShadowWalkers my not use two handed Weapons.This is a Class Restriction, that is absolute.So here is a List of Weapons below that they can use,if it is not on the following list, they can not use it.( Unless it is actually a one handed weapon, ShadowWalkers may not in any case use two handed, or broad swords,Claymores are excluded from their use as well. by any means)

**Weapons:**

**1.Steel Dagger:**This does 5 points damage.this cost 20 darpas.

- 2.Xandrite Dagger:This does 6 points damage.this cost 30 darpas.
- 3.Antarite Dagger:This does 7 points damage.This cost 40 darpas.
- 4.Steel Short Sword:This does 8 points damage. this cost 50 darpas.
- 5.Xandrite Short Sword:This does 9 points damage.This cost 60 darpas.
- 6.Antarite Short Sword:This does 10 points damage.This cost 70 darpas.
- 7.Steel Long Sword:this does 11 points damage. this cost 80 darpas.
- 8.Steel Elven Long Sword:This does 12 points damage.This cost 90 darpas.
- 9.Xandrite Long Sword:This does 13 points damage. this cost 100 darpas.
- 10.Xandrite Elven Long Sword:This does 14 points damage. this cost 110 darpas.
- 11.Antarite Long Sword:This does 15 points Damage. this cost 120 darpas.
- 12.Antarite Elven Long Sword:This does 16 points damage.This cost 130 darpas.
- 13.Steel Club:This does 11 points damage. cost 100 darpas.
- 14.Steel Scimitar:this does 12 points damage. cost 110 darpas.
- 15.xandrite Scimitar:This does 13 points damage.This cost 120 darpas.
- 16.Antarite scimitar:This does 14 points damage. this cost 130 darpas.
- 17.Steel Katana:This does 12 points damage.This cost 120 darpas.
- 18.High Grade Steel Katana:13 points damage. this cost 130 darpas.
- 19.xandrite katana:this does 14 points damage.this cost 140 darpas.
- 20.High Grade Xandrite Katana:This does 15 points damage. this cost 150 darpas.
- 21.Antarite Katana:This does 16 points damage. this cost 160 darpas.
- 22.High Grade Antarite Katana:This does 17 points damage. do to the expensive of the grade of antarite used.this cost 180 darpas.
- 23.Steel Mace:This does 11 points damage. cost 110 darpas.
- 24.Xandrite Mace:This does 12 points damage.This cost 120 darpas.
- 25.Antarite Mace:This does 13 points damage. This cost 130 darpas.
- 26.Steel Shurikens:These come in a pack of 6.These do 6 points damage each.



cost 140 darpas a pack.

27.Xandrite Shurikens:These come in a pack of 6 as well.these do 7 points damage each.cost 160 darpas ,per pack.

28.Antarite Shurikens:This come in a pack of 6 as well.these do 8 points damage each.cost 180 darpas per pack.

29.blow gun:this has the range of 20 feet.these are used well with darts.these cost 20 darpas each.

30.Steel Darts:These do 6 points damage each.these come in a pack of 12.these cost 120 darpas, per pack.

**The Arcane Mage:**

**Level/Experieence Points:**

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1st:0

2nd:5,500

3rd:15,000

4th:35,000

5th:85,000

6th:175,000

7th:385,000

8th:860,000

9th:1,585,000

10th:2,585,000

11th:3,885,000

12th:6,375,000

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**You must Achieve 2,250,000 experience points, per level after the 12th level, to advance any further in this class.You get 7 hitpoints,per level, up to the 12th level.Then you get 1 hitpoint,per level their after.You must have at least a 9**

intelligence, and a 9 wisdom to be the class of Arcane Mage.

**The Class Skills/Abilities:**

**1. Learn Spell Level:** This allows the Arcane Mage to learn one spell level, per every 2 levels of advancement of the arcane mage. 1st level arcane mage is 1st level spells, 3rd level arcane mage is 2nd level spells. 5th level arcane mage is 3rd level spells, etc.

**2. Arcane Mage Rite Points:** You start with 20 points, as a Base. Then you get 2 points, per level of Advancement. Plus you get Game Master Awards, because these points once used are gone. Say you have 22, and you use 15. You have 7 left, until you gain the next level, or get a Game Master Award of them.

**3. Arcane Mage Rune Points:** You start with 20 points, as a base. Then you get 2 points per level of advancement. Plus You get Game Master Awards, because once used these points are gone. Works very much like Rite points. These are just used for Arcane Mage Runes.

**4. Natural Armor:** Do to the fact that Arcane Mages can not wear armor. They get 5 points, to Natural defense Every 5 levels of advancement. They can wear robes, Magical Defense Rings etc.

**5. Alchemy:** This will allow them to make one type of potion, at 1 strength, per every 3 levels of advancement. This is one type potion, every 3 levels of advancement, as well.

**6. Know History:** This will allow them to know one section of history, per every 3 levels of advancement.

**7. Know foreign Language:** This will allow them to read, and write one foreign language, per every 3 levels of advancement.

**8. Herbology:** This will allow them to know one herb, root, and berry, per every 3 levels of advancement.

**9. Magic Defense:** This allows them to add a +1 to magic defense of themselves, per every 4 levels of advancement. This is up to 12 points.

**10. Magic Attack Power:** This allows them to add a +1 to magic attack power, per every 4 levels of advancement. This is up to 12 points.

**11. Tome of Damaging:** This will allow them to write a Tome, that will do 6 points base damage, plus 1 point damage, per level of the Arcane Mage. This is up to 46 points damage.

**12. Skill Points:** You start with 20, as a base. Plus you get 2 per level of the Arcane mage. Plus you get Game Master awards. These work like rite, and Rune Points, but

they are used for skill point based Skills.

#### **Skill Point Skills:**

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**1.Enhance Magic Attack Power:**This will allow the Arcane Mage to enhance their Magic Attack Power,by 1 point ,every 3 skill points used.This is an temporary enhancement ,as long as they have the skill points to do this.This will last for one turn,per every time skill points are spent.

**2.Enhance Magic Defense Power:**This will allow the Arcae Mage to enhance their Magic Defense Power,by 1 point,every 3 skill points used.This is an temporary enhancement,as long as they have the skill points to do this.This will last for one turn,per every time skill points are spent.

**3.Enhance Spell Damage:**This will allow the Arcane Mage to enhance the damage of any spell,by 1 point, per every 4 skill points used.This is used as long as you have the skill points to do so.This also works on a spell to spell basis.This last for one turn,per every time skill points are spent.

**4.Enhance Resistance:**This will allow them to temporarily enhance their resistance ,by 1 point, per every 4 skillpoints used.This is used as long as you have the skill points to do so.This works a one shot deal, per every time you use skill points to do this.This last for one turn, per every time skill points are spent.

#### **Arcane Mage Rites:**

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**1.Rite of Dark Flames:**This will do 20 points damage in an intense dark flame.This has the range of 10 feet range.This cost 18 rite points.

**2.Rite of Armor Negation:**This will lower the victims defense power by 20 points.This is highly useful against those things with a high defense.this cost 20 rite points.

**3.Rite of Blinding:**This will blind the victim for 1 round ,every 8 levels of the user.this is up to 4 rounds.This will give a +2 to what ever the victim needs to hit the caster.Say a warrior needs a 14 normally to hit the arcane mage.He would then need a 16 to hit,if this rite was successful.this cost 28 rite points.

**4.Rite of Temporary Evade Negation:**This will negate 4 from evade ,from any victim.this makes their evade less.This makes them easier to hit.this last for 2 turns.this cost 33 rite points.

**5.Rite of Evilness:**This will allow the Arcane Mage to drain 12 magic points, from any magic wielding being, for their own use.This cost 33 rite points.

**6.Rite of Advanced Damaging:**This will allow the Arcane Mage to add 25 points damage, to any one spell,in which they cast.This cost 48 rite points.

**7.Rite of Carnage:**This will do 30 points damage to all things, with in a 12 feet radius,save the caster.cost 50 rite points.

### **Arcane Mage Runes:**

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**1.Rune of Death:**This will do 80 points damage to any being,or creature with in 10 feet of it.this cost 50 Rune Points.

**2.Rune of Undead :**This will allow the Arcane Mage to summon,and control any undead being,provided they have roll a higher roll, then the undead being gets for resistance to control.This cost 45 Rune Points.

**3.Rune of Vyxstrassa:**This will allow the Arcane Mage to Lower a Victims resistance to 1.This is last for 1 round, every 8 levels of the Arcane Mage.This us up to 4 rounds.This cost 38 Rune Points.

**4.Rune of Dispair:**This will throw the victim into a state of Dispair.This will make it so the victim can not attack for 2 turns.This cost 28 Rune Points.

**5.Rune of Dark Magic Points:**This will give the Arcane Mage 1 Dark Magic Point, per every 3 Rune points used.This is a Temporary Thing until the Dark Magic Points from this are used.

**6.Rune of the Dark Axe:**This will form a Axe of Rune Force Magic.This will do 50 Points damage, to its victim.Cost 48 Rune Points.

**7.Rune of Spell Negation:**This is a Defensive Rune.This will negate 1 point damage done in magic,per every 6 Rune Points done.One Shot deal ,per time Rune Points are used.

**8.Rune of Sting Mist:**This will do 1 point damage, per every 3 Rune Points used,to any victim.

**9.Rune of Acid Mist:**This will do 2 points damage, per every 5 Rune Points Used,to any victim.

**10.Rune of Temporary Armor:**This will add 1 point to defense power of the Arcane Mage,per every 5 rune points used.This is for one turn, per every time the Rune Points are Used.

### **Arcane Mage Spells**

Welcome to the Arcane Spells Section of the Antarian Roleplay Gaming System.The Arcane Mage are the dark magic wielders of the Antarian World.They are the Evil magic wielders,Their magic comes from the dark side of the Cosmic Stream.They use Dark Magic points to cast their spells.They are minions of evil,and they are bent on ruling the world through their twisted magic.

## **1st level**

**1.name:Know dark magic**

**time to cast:instant**

**damage/effect:**This allows all Arcane mages to know their given level of spells.

**magic base points/dark magic points:0**

**darpa cost:0**

**components:none**

**discription:**This spell is a must to have,it gives them the ability to use their magic.This is a companion spell to all of the others.This is an instantaneous effect spell.

**2.name:Dark Bolt**

**time to cast:2rounds(2 posts if played online)**

**damage/effect:**this does 3 points when first obtained,Then you add 1 point,per level of advancement.So if you are say 6th level for this spell.It is 3 plus 5 ,would be 8 points damage.

**magic base points/dark magic points:4**

**darpa cost:5**

**components:**This requires a dark leather glove,and black powder from a dygura tree.

**discription:**This spell allows the caster to summon a bolt ,this bolt is of pure dark magic.This is summoned from the dark side of the Cosmic Stream.This is a singel target spell,and this has a range of 10 feet,before spell dissapates.

**3.name:Dark Shroud**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this adds 1 point to the defense power of the arcane mage,or any one he wishes.This can only be done once to any given character.

**magic base points/dark magic points:5**

**darpa cost:7**

**components:**Patch of dark leather,metal etc.

**discription:**This will magically infuse any one suit of armor ,with one point to defense power.This is a permanant spell.This can only be done to one suit of armor,hence one point can be added to any given character,and no more.

**4.name:Sting**

**time to cast:2rounds(2 posts if played online)**

**damage/effect:**This will do 3 points damage when first obtained,then this will do 1 point damage,per every 1 level of advancement.

**magic base points/dark magic points:5**

**darpa cost:6**

**components:**This requires a tail of an Antarian dark scorpion.  
**discription:**This spell will sting victim for the damage listed above,this spell does have the range of contact.This is as if the victim has been stung by the scorpion itself.This will also incopacitate the victim for 1 round ,per every 5 levels of the user.

**5.name:**Dark Blade

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will add one point to the damage of any given weapon,this is 1 points ,per every 4 levels of advancement of the caster.

**magic base points/dark magic points:**6

**darpas cost:**7

**components:**Any normal weapon

**discription:**This will allow the caster to take any normal weapon,and add 1 points to the damage of said weapon.This is 1 points ,per every 4 levels of the caster.So lets say you are a 12th level Arcane Mage,then you would be able to add 3 points to said weapon,This is can only be done once to any given weapon.You may not take a normal weapon,then add 3 points to it,then at a later date add 3 more,this only works on normal weapons one time.

**6.name:**paw of the dark monkey

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will stun any victim for 1 round ,per every 4 levels of the spellcaster.

**magic base points/dark magic points:**5

**darpas cost:**5

**components:**petrified paw of an Antarian dark forest monkey.

**discription:**This will allow the caster to stun victim for said amount of rounds above.This will make it so that the victim can not act for the time ,that he,or she is under the effects of this spell.It is as if they are froze in place.This has the range of touch.

## **2nd level**

**1.name:**Dark Dagger

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will do 4 points damage to start,then this will do 1 points ,per every 1 level of advancement.

**magic base points/dark magic points:**5 dark magic points.

**darpas cost:**6

**components:**Blackened steel,or Antarite dagger.

**discription:**This will allow the caster,to use infuse a normal dagger with dark magical energy.This has the range of 15 feet,and is a single target weapon.

**2.name:dark touch**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will do 4 points damage when first obtained,then it will do 1 point damage,per every 1 levels of advancement.

**magic base points/dark magic points:5**

**darpas cost:7**

**components:**leather glove,root of nightshade.

**discription:**This will allow the user to inflict damage by touch.This has the range of touch.This spell poisons the victim for one round,this is like getting stung by the bee.

**3.name:Dark Mist**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**allows caster to form a cloud of dark mist,this is to hide to caster,and his/her party,last one round,per every 3 levels of the caster.

**magic base points/dark magic points:6**

**darpas cost:12**

**components:**black mist from the swamp of jurgathar.

**discription::**This allows the caster to use a dark mist.this will hide the party from alls view.this has a 10 feet radius.

**4.name:Minor DarkFire**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**does 4 points damage to start,then this does 1 points damage,per every 1 level of advancement.

**magic base points/dark magic points:8**

**darpas cost:13**

**components:**charcoal,hot lava rock.

**discription:**This will allow the caster to cast,a stream of dark fire.this spell has the range of 12 feet,before it is extinguished.this is a single target spell.

**5.name:Shadow Sword**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this does 4 points damage when first obtained,then this does 1 point ,per every 1 level of the caster.

**magic base points/dark magic points:7**

**darpas cost:12**

**components:**This requires a piece of the dark cloud that is found with in the forbidden lands.

**discription:**This will cast a sword shaped shadow.this does damage to the victim through dark force.this has a range of 11 feet,before it vanishes.

**6.name:Pain**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This start out doing 4 points damage,then 1 point every 1 level of advancement.

**magic base points/dark magic points:5 dark magic points.**

**darpas cost:6**

**components:**stinger of a scorpion.

**discription:**This spell will cause intense pain with in the victim.This spell has the range of touch.This sends a extremely high intensity pain into the body of the victim.

### **3rd level**

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**1.name:AGONY**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this does 6 points to start,then does 1 point ,per every 1 level of the caster.

**magic base points/dark magic points:10**

**darpas cost:20**

**components:**scorpion tail petrified.

**discription:**This will allow the caster to inflict ,upon the victim intense agony.this has the range of touch.

**2.name:DISPAIR**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will make victim,believe that they cant do anything right.last 2 rounds ,per every 4 levels of the caster.

**magic base points/dark magic points:10**

**darpas cost:20**

**components:**target victim.

**discription:**This will make the caster,to have a victim ,fail at every thing they attempt.this is for the amount of stated rounds.this has the range of 3 feet,per every 4 levels of the caster.

**3.name:MINOR HELLFIRE**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this will do 5 points to start,then this will do 1 point damage,per every 1 level of the caster.

**magic base points/dark magic points:10**

**darpas cost:30**

**components:**dark fire ember

**discription:**This will allow the caster to summon intense hellfire.this will do the stated amount of damage above.this will have the range of 2 feet,per every 4 levels of the caster.

**4.name:MODERATE DARK ARMOR**



time to cast:2 rounds (2 posts if played online)  
damage/effect:this will add 6 points to the defense power,of any normal armor.  
magic base points/dark magic points:11  
darpas cost:30(plus cost of armor)  
components:normal suit of armor  
discription:This will allow the caster to infuse any normal suit of armor,with 6 points.this can only be used on normal armor once.this can only be used on any given suit of armor one time.this has the range of touch.

#### **5.name:INFUSE WEAPON**

time to cast:2 rounds(2 posts if played online)  
damage/effect:this will add 5 points damage to the damage,of any normal weapon.  
magic base points/dark magic points:12  
darpas cost:40(plus cost of normal weapon)  
components:any normal weapon  
discription:This will allow the caster to infuse,any normal weapon.this will add 5 points to the damage of the weapon.this can only be used on normal weapons,one time per weapon.

#### **6.name:IMFUSE ITEM**

time to cast:2 rounds(2 posts if played online)  
damage/effect:this will add 6 points,to any magical item.this can only be used once per item.  
magic base points/dark magic points:20  
darpas cost:60  
components:magic item in question.  
discription:This will allow the caster to increase any magic items,effects by 6 points,rounds ,etc.this can only be used on any given item once.

### **4th level**

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#### **1.name:UNHOLY RITE**

time to cast:2 rounds(2 posts if played online)  
damage/effect:does 6 points damage.then 1 point ,per every 1 level of the caster.  
magic base points/dark magic points:17  
darpas cost:50  
components:Unholy Rune  
discription:this will allow the caster to invoke an unholy right.damaging all things with in a 3 feet radius,per every 4 levels of the caster.

**2.name:UNHOLY VENGEANCE**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will allow the user to weaking the stats of any given victim,by 2 points.**

**magic base points/dark magic points:20**

**darpas cost:100**

**components:tome of the unholy**

**discription:This will allow the user ,to touch a victim taking two points damage,from the victims stats.the caster does not get these points.this is provide the victim fails to save ,against this.**

**3.name:STROKE**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will do 30 points damage,minus the victims resistance.**

**magic base points/dark magic points:20**

**darpas cost:40**

**components:target victim**

**discription::This will cause the victim to suffer an mass stroke.doing said stated damage.this is provided the victim fails to save.**

**4.name:INSANITY**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will drive the victim insane,for 2 rounds per level of the caster.**

**magic base points/dark magic points:19**

**darpas cost:40**

**components:target victim**

**discription:This will allow the caster,to have the victim go complete insane,for said rounds ,stated above.this has the range of touch.**

**5.name:DEFENSE AGAINST GOOD**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will protect the caster,from all good being with in a 14 feet radius.all being with in this ,will suffer 3 point damage,per round,until outside the protective field,or caster is dead.this lasts 2 rounds ,per every 4 levels of the caster.**

**magic base points/dark magic points:17**

**darpas cost:35**

**components:unholy symbol of protection**

**discription:This will protect the user from all good being.this lasts for stated rounds above.this will protect the caster from the influences of all good beings as well.**

**5th level**

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**1.name:BLOOD FRENZY**

time to cast:2 rounds(2 posts if played online)  
damage/effect:this will allow the caster to do 1 additional point ,per every 3 levels of the caster.  
magic base points/dark magic points:21  
darpas cost:100  
components:caster ,and weapon  
discription:This will allow the caster to increase the damage they can do with any given weapon.this last 1 round ,per every 4 levels of the caster.

**2.name:DARK HAMMER**

time to cast:2 rounds(2 posts if played online)  
damage/effect:this will do 7 points damage,then 1 point,every 1 level of the caster.  
magic base points/dark magic points:19  
darpas cost:65  
components:war hammer  
discription:This will allow the caster to summon a hammer of intense dark energy.this has the range of 3 feet ,per every 4 levels of the caster,this is limited to 18 points damage.

**3.name:MODERATE HELLFIRE**

time to cast:2 rounds(2 posts if played online)  
damage/effect:this will do 7 points damage,then this will do 2 points damage,per every 1 level of the caster.  
magic base points/dark magic points:20  
darpas cost:80  
components:dark fire ember  
discription:This will summon an intense hellfire.this is the moderate version of this spell.this has the range of 3 feet ,per every 4 levels of the caster.

**4.name:DARK TORNADO**

time to cast:2 rounds(2 posts if played online)  
damage/effect:this will do 5 points damage to start,then 2 points damage ,per every 1 level of the caster.  
magic base points/dark magic points:18  
darpas cost:70  
components:feather of an antarian shadow eagle  
discription:This will allow the caster to summone a dark tornado,this will damage all things,with in a 2 feet raidus,every 4 levels of the caster,save the caster,and all who are with in 2 feet of him/her.

**5.name:DARK STRIKE**

time to cast:2 rounds(2 posts if played online)  
damage/effect:this will allow the caster to do 1 point damage to the

resistance,of the victim,per every 3 levels of the caster.  
magic base points/dark magic points:22  
darpas cost:92  
components:target victim  
discription:This will allow the caster,to take 1 point from the victim  
,in resistance ,per every 4 levels,making the victim more susceptible to  
poisons and such.This is permanent,unless restored by magic.this has the  
range of touch.

## 6th level

### 1.name:MAIM

time to cast:2 rounds(2 posts if played online)  
damage/effect:does 18 points damage,then does 1 point damage,per every 1  
level of the caster.  
magic base points/dark magic points:24  
darpas cost:95  
components:target victim  
discription:This will allow the user to maim the victim,for said stated  
damage above.this has the range of touch.

### 2.name:CRIPPLE

time to cast:2 rounds(2 posts if played online)  
damage/effect:does 20 points to start,then does 1 point damage,per every  
1 level of the caster.  
magic base points/dark magic points:25  
darpas cost:100  
components:target victim  
discription:This will allow the caster to cripple the victim,for said  
amount of damage ,listed above.this has the range of touch.

### 3.name:RITE OF TORMENT

time to cast:2 rounds(2 posts if played online)  
damage/effect:This will allow the user to do 18 points damage to  
start,then 1 point damage,per every 1 level of the caster.  
magic base points/dark magic points:26  
darpas cost:100  
components:Rune of torment  
discription:This will allow the invoke the rune of torment,doing said  
amount of damage above.this has the range of 3 feet,per every 4 levels  
of caster.this will damage all things with in the rune.save the  
caster,and all who are with in 2 feet of the caster.

### 4.name:SHADOW BLAST

time to cast:2 rounds(2 posts if played online)  
damage/effect:this will do 14 points to start,then this will do 2 points

damage,per every 1 level of the caster.  
magic base points/dark magic points:30  
darpas cost:300

components:target victim

discription:This will allow the caster,to hit victim with intense shadow force energy.this has the range of 3 feet,per every 4 levels of the caster.

#### **5.name:WOUND**

time to cast:2 rounds(2 posts if played online)

damage/effect:this will allow the caster to do 4 points damage,per every 2 rounds.this must be cured.this works once per victim,until this is cured.

magic base points/dark magic points:20

darpas cost:150

components:target victim

discription:this will allow the caster to inflict wounding damage to victim.This will do 4 points ,per every 2 rounds to the victim,until this is cured.this can only be used once on a victim,until this is cured.then the caster may use it on victim again.This has the range of touch.

#### **7th level**

##### **1.name:DEATH STRIKE**

time to cast:2 rounds(2 posts if played online)

damage/effect:this will do 22 points damage to start,then 2 points damage per every 1 level of the caster.

magic base points/dark magic points:30

darpas cost:300

components:petrified Antarian Cobra's head

discription:This will allow the user to strike the victim with said amount of damage.This has the range of 3 feet,per every 4 levels of the caster.

##### **2.name:DEATH BLOW**

time to cast:2 rounds(2 posts if played online)

damage/effect:this does 24 points damage to start,then does 1 point damage,per every 1 level of the caster.

magic base points/dark magic points:30

darpas cost:300

components:iron,or steel gauntlet

discription:This will allow the caster to strike vitctim with a magically infused gauntlet,for said stated damage.this has the range of touch.

**3.name:DARK SHIELD**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will allow the caster,to add 12 points to the blocking power of any shield.the shield must be of normal nature.**

**magic base points/dark magic points:30**

**darpa cost:200(plus cost of shield)**

**components:normal shield**

**discription::This will allow the caster to infuse any normal shield with 12 points to blocking power,this can only be done once to any given shield.**

**4.name:Defense against magic.**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will add 10 points to the magic defense power,of any one who is infused with this.this can be done only once ,per character.**

**magic base points/dark magic points:35**

**darpa cost:300**

**components:intended target of the spell.**

**discription:This will allow the caster,to magically increase any person's magic defense power ,by 10 points.this is once ,per character.this has the range of touch.**

**8th level**

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**1.name:ETRAGAN'S FIRE**

**time to cast:2rounds(2 posts if played online)**

**damage/effect:This will do 36 points damage to start,then 3 points per every 1 level of advancement.**

**magic base points/dark magic points:40**

**darpa cost:500**

**components:hot lava rock,rune of an etryak.**

**discription:This will cast an intense wave of HellFire,this will damage all things with in a 40 feet radius.This is one of the Most Powerful spells in the Arcane Mages Arsenal.**

**2.name:Etragan's Armor**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will allow the caster to infuse any normal suit of armor.This adds 40 points to the defense power of the armor.**

**magic base points/dark magic points:50**

**darpa cost:400(plus cost of armor)**

**components:suit of normal armor,any type.**

**discription:This will allow the caster to add 40 points,to the defense power,of any normal suit of armor.this is a once ,per armor type spell.The Armor must be of normal type,non magical.**

**3.name:Etragan's Unholy word**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the caster to invoke unholy speech.This will do 38 points damage,then 2 points damage,per every level of the caster.**magic base points/dark magic points:50**

**darpa cost:400**

**components:**rune of the unholy word.

**discription::**This will allow the caster to utter unholy words.doing said amount of damage,to all with in 3 feet,per every 4 levels of the caster.

**4.name:Demos's Sword**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this will add 40 points damage,to any normal sword.

**magic base points/dark magic points:50**

**darpa cost:500(plus cost of normal sword)**

**components:**normal sword

**discription:**This will allow the caster to infuse ,any normal type sword,with 40 points damage.this can only be used once per sword.This has the range of touch.

**The Arcane Mage:**These are you evil Magic using Class.They are the ones who twist ,and pervert the Shadow Side of the Cosmic Stream.They use the Magics of it, to harm,and for their own means.They use the magics to exploit the mortal world of antaria,for their own selfish goals.You must be evil to be of this class.There are no Neutral, or good Arcane Mages.They are the Sworn enemies of the Spellcasters.They will kill all SpellCasters they come accross on Sight.This is their Highest Decree.The Arcane Mage ,and the SpellCaster have been in mortal combat,since the Beginning of the Antarian World.Arcane Mages will only become part of a group, as long as it benifits them.They will try to kill said Party,when the Party is no longer any use to them.

**The Arcane Shaman:**

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**Level/Experience Points:**

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**1st:0**

**2nd:5,200**

**3rd:14,500**

**4th:35,000**

**5th:72,500**

**6th:150,000**

**7th:325,000**

**8th:650,000**

**9th:975,000**

**10th:1,250,000**

**11th:2,750,000**

**12th:5,500,000**

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**You must get 2,000,000 experience points, per level to advance past the 12th level.You get 7 hitpoints, per level ,up to the 12th level.You get 1 hitpoint, per level after the 12th.You get a +1 to int,and wisdom, a minus 1 to dex, and speed.You must have at least a 9 intelligence,and a 9 wisdom,to become an arcane mage.**

#### **Arcane Mage Skills:**

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**1.Learn Spell Level:This allows the Arcane Mage to learn one spell level,per every 2 levels of advancement of the arcane mage.1st level arcane mage is 1st level spells,3rd level arcane mage is 2nd level spells.5th level arcane mage is 3rd level spells.etc.**

**2.Arcane Shaman Rite Points:You start with 20 points ,as a Base.Then you get 2 points ,per level of Advancement.Plus you get Game Master Awards,because these points once used are gone.Say you have 22, and you use 15.You have 7 left, until you gain the next level,or get a Game Master Award of them.**

**3.Arcane Shaman Rune Points:You start with 20 points,as a base.Then you get 2 points per level of advancement.Plus You get Game Master Awards,because once used these points are gone.works very much like Rite points.These are just used for Arcane Mage Runes.**

**4.Natural Armor:Do to the Fact that Arcane Mages can not wear armor.They get 5 points, to Natural defense Every 5 levels of advancement.They can wear robes,Magical Defense Rings etc.**

**5.Alchemy:This will allow them to make one type of potion, at 1 strength,per every 3 levels of advancement.This is one type potion, every 3 levels of advancement,as well.**

**6.Know History:This will allow them to know one section of history,per every 3 levels of advancement.**



**7.Know foreign Language:**This will allow the to read,and write one foreign language,per every 3 levels of advancement.

**8.Herbology:**This will allow them to know one herb, root,and berry,per every 3 levels of advancement.

**9.Magic Defense;**This allows them to add a +1 to magic defense of themselves,per every 4 levels of advancement.This is up to 12 points.

**10.Magic Attack Power:**This allows them to add a +1 to magic attack power,per every 4 levels of advancement.This is up to 12 points.

**11.Tome of Damaging:**This will allow them to write a Tome, that will do 6 points base damage,plus 1 point damage, per level of the Arcane Mage.This is up to 46 points damage.

**12.Skill Points:**You start with 20 ,as a base.Plus you get 2 per level of the Arcane mage.Plus you get Game Master awards.These work like rite,and Rune Points,but they are used for skill point based Skills.

#### **Skill Point Skills:**

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**1.Enhance Magic Attack Power:**This will allow them to enhance their Magic Attack Power,by 1 point ,every 3 skill points used.This is an temporary enhancement ,as long as they have the skill points to do this.This will last for one turn,per every time skill points are spent.

**2.Enhance Magic Defense Power:**This will allow them to enhance their Magic Defense Power,by 1 point,every 3 skill points used.This is an temporary enhancement,as long as they have the skill points to do this.This will last for one turn,per every time skill points are spent.

**3.Enhance Spell Damage:**This will allow them to enhance the damage of any spell,by 1 point, per every 4 skill points used.This is used as long as you have the skill points to do so.This also works on a spell to spell basis.This last for one turn,per every time skill points are spent.

**4.Enhance Resistance:**This will allow them to temporarily enhance their resistance ,by 1 point, per every 4 skillpoints used.This is used as long as you have the skill points to do so.This works a one shot deal, per every time you use skill points to do this.This last for one turn, per every time skill points are spent.

#### **Arcane Shaman Rites:**

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**1.Control Undead/Dead:**This will allow the arcane Shaman to have a 1 strength

control, every 3 rite points they use. this is a one shot deal, per every time rite points are used. This is versus the undead, or dead's ability to resist control. This lasts for 1 round, per every level of the Arcane Shaman. This starts with a 3 round base though.

**2. Dominate Undead/Dead:** This will allow the Arcane Shaman to have 1 strength, Dominate, per every 6 rite points they use. This is a one shot deal, per every time rite points are used. This is versus the Undead, or Dead's resistance to Domination. This has a 4 round base, then allows the Arcane Shaman to dominate them for 2 rounds, per level.

**3. Rite of Healing/Pain:** This can either heal 1 point, per every 3 rite points used, or inflict pain damage, per every 3 rite points used. This is a one shot deal, every time rite points are used. This is a reversible Rite, which comes in handy for them.

**4. Rite of Defense against Good:** This will protect them against all good things, within a 5 foot radius, per every 5 skill points used. This will inflict 1 point damage, to all good things, within the given radius. This is a one shot, per every time rite points are used. This will last 1 round, per every level of the user.

**5. Rite of Evil Invocation:** This will allow the Arcane Shaman to invoke a Mystic Spirit of Dark Forces. This will do 5 points damage, per every 4 Rite Points used. This is a one shot deal, every time rite points are used. Remember this is the damage, versus the victim's magic defense.

**6. Rite of the Skull Monkey:** This will allow the Arcane Shaman to summon a skeleton monkey that will have half the stats of the Shaman. This will last for 1 round, every 5 rite points used. This is one a one shot deal, per every time the rite points are used. This monkey will punch at 3 points, per level of the Shaman. Bite at 5 points, per level of the Shaman. Hit points are 3 points, per level of the Shaman. Say the Shaman is 5th level. The Monkey will punch for 15, bite for 25, and have the hitpoints of 15. The monkey will also have 3 points defense power, per every level of the Shaman. In this case example. The Shaman being 5th level. The Monkey would have a 15 defense power. The only gets a +1 to evade per every 2 levels of the shaman. In this case his evade would be +3. etc.

**7. Rite of Crippling:** This will allow the Arcane Shaman to break a bone. This will do 50 points damage, to said victim, minus their magic defense. This broken bone will do 1 point damage, per every 4 rounds. Until the bone is mended, or healed. This costs 55 rite points.

#### **Arcane Shaman Runes:**

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**1. Rune of Disruption:** This will do 45 points damage, per every time this is used. This costs 50 Rune Points.

**2. Rune of Wounding:** This will do 45 points damage, per every time this is used. This costs 50 Rune Points.

**3.Rune of Extreme Pain:**This will do 45 points damage in pain damage,per everytime this is used.This cost 50 Skill Points.

**4.Rune of Murkiness:**This will form a dark cloud, that will hide the Shaman,for 1 round, per every 3 rune points used.The Shaman can see through this as if it was not there,but those around them do see a dark myst.

**5.Rune of the Dark Mystical Claw:**This will form a Claw of Mystical Dark Force Energy.This will do 1 point damage , per every 3 rune points used.This is a one shot deal, per every time rune points are used.

**6.Rune of Dark Shielding:**This will add 1 to defense power, temporarily,per every 4 Rune Points used.This is to the Shamans defense.This is for 1 turn,every time rune points are used.

**7.Rune of Tynn:**This will do 100 points damage,Per each time used.This cost 100 Rune points.

### **Arcane Shaman Spells**

The Arcane Shaman Do use much,of the same spells ,as a healer does,but they use it only to heal dark ,and evil beings.They will use the reverse of the spells ,to inflict damage on all good beings.They are Doctor types as well,but they are very much evil ,and corrupt.

1st level

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#### **1.name:Talk Deity**

**time to cast:**instant(1 post if played online)

**damage/effect:**this is a instant spell ,this allows the Healer to recieve their spells,from their god or goddess.

**magic base points/dark magic points:**4 magic base points.

**darpa cost:**0

**components:**0

**discription:**This is a prayer if you will,this is to ask the god or goddess in question,to give them the spell ,in which they seek.This has the range of the god or goddesses hearing,which is anywhere the god or goddess is worshipped for even thought of by an individual.

#### **2.name:minor heal spell.**

**time to cast:**2 rounds (2 posts if played online)

**damage/effect:**This will allow the healer to restore 3 hitpoints to start,then will allow the healer,to heal 1 additional point ,every 4 levels of advancement.

**magic base points/dark magic points:**4

**darpa cost:**4

**components:**guru Root

**discription:**this will allow the healer to heal said amount of damage,to anyone or thing ,that has suffered any damage.this has the range of

touch. This spell can allow be used in reverse to inflict damage ,in case the healer is in great need of it.

**3.name:mystical hammer**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will do 3 points damage to start,then this will do 1 point damge,every 4 levels of the cast.**

**magic base points/dark magic points:5**

**darpa cost:5**

**components:Steel WarHammer**

**discription::This will allow the Healer to send forth a mystical force in the form of a warhammer.This will do the above stated damage,this has the range of 3 feet ,per every 4 levels of the caster.This is one of the few offensive spell in which the healer gets.**

**4.name:UNholy Symbol**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will protect the caster,and his party from all Good being,this last 2 rounds ,per every 4 levels of the caster.Any Good being who enters this field will take.3 points damage to start,then will take 1 point ,per every 4 levels of the caster.**

**magic base points/dark magic points:5**

**darpa cost:6**

**components:Silver Cross**

**discription:This spell will allow the Caster to summon a barrier,this barrier will protect all with in a 4 feet radius of the caster,this is a 4 feet radius per every 5 levels of the caster,for all things that are evil.Provided that the healer is high enough level to protect against the Good being.For example: a first level healer would not let have the faith ,to protect against a Good Being a 15th level would.**

**5.name:Seal minor wound**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:This will allow the Healer to seal all minor wounds.this is a wound under 10 hitpoints damage.this stops the wound from causing anymore damage,but the hitpoints still need to be healed.**

**magic base points/dark magic points:6**

**darpa cost:7**

**components:healing salve**

**discription:This will allow the healer to close ,any and all wounds that are under 10 hitpoints in damage.This has the range of touch.The healer then must use an heal spell to restore all hitpoints that were lost,Sealing a wound is only to stop it from causing anymore damage,by infection and the like.**

**2nd level**

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**1.name:moderate heal spell**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will allow the healer to heal 5 points to start,then 1 points ,per every 4 levels of the healer.**

**magic base points/dark magic points:7**

**darapas cost:9**

**components:guru root**

**discription:this will allow the healer to heal said damage above.this is a more powerful version of the minor heal spell.this has the range of touch.this can also be used in the reverse ,to inflict the damage ,if it is a must.**

**2.name:moderate seal wounds**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:This will allow the caster to seal any wound under 20 points damage.this will protect it from all disease ,or any further damage.**

**magic base points/dark magic points:7**

**darapas cost:10**

**components:healing salve**

**discription:This will allow the healer to close a wound that is of 20 points ,or under.This spell will not heal the damage,a healing spell must be used to seal said damage.this only stop the wound from causing any more harm.This has the range of touch.**

**3.name:light**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will allow healer to summon a light.this will illuminate an area of 6 feet,per every 4 levels of the user.This will last 2 rounds,per every 4 levels of the caster**

**magic base points/dark magic points:6**

**darapas cost:11**

**components:phosphorous**

**discription::This will allow the user to summon a light,this light will last four 2 rounds,per every 4 levels of the caster.this will allow the user to light up an are of six feet,per every four levels of the caster.This spell is very good when in total darkness.**

**4.name:Enhance defense**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will allow the caster to add 1 point ,per every 4 levels ,to any normal armors defense power.This can only work once per suit of normal armor.**

**magic base points/dark magic points:10 magic base points**

**darpa cost:12(plus cost of armor)**  
**components:**Suit of normal armor of any type  
**discription:**This will allow the healer to magically enhance the defense power,of any suit of normal armor.this bring up its defense capabilities.This can only be used on any given suit of armor once.This can not be used on any magical armor what soever.

**5.name:Purify Water**  
**time to cast:**2 rounds(2 posts if played online)  
**damage/effect:**This will allow the healer to purify 1 gallon of water,per every 4 levels of advancement.  
**magic base points/dark magic points:**10  
**darpa cost:**12  
**components:**gallon of water  
**discription:**This will allow the caster to remove all poisons,disease,or any contaminates from said amount of water listed above.This is a good spell,when the party is in a plague infested swamp,or surrounded by salt water.

### **3rd level**

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**1.name:negate poisons**  
**time to cast:**2 rounds(2 posts if played online)  
**damage/effect:**This will allow the Healer to negate a 2 strength poison to start,the 1 more strength,per every 4 levels of the healer.  
**magic base points/dark magic points:**13  
**darpa cost:**14  
**components:**poisoned victim,juralla root  
**discription:**This will allow the healer to stop and disperse any said strength poison,mentioned above.This will allow the healer to negate said poison.This has the range of touch.

**2.name:negate disease**  
**time to cast:**2 rounds (2 posts if played online)  
**damage/effect:**this will allow the healer to negate a 2 strain disease to start,then 1 more strain strength,per every 4 levels of the healer.  
**magic base points/dark magic points:**14  
**darpa cost:**16  
**components:**diseased victim,hurithan berries  
**discription:**This will allow the user to negate said strain strength of a disease.This will cure the victim .this has the range of touch.

**3.name:enhance resistance**  
**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the healer to add 1 point ,to the resistance of him/herself,or that of a friend.this is 1 point,per every 4 levels of advancement.

**magic base points/dark magic points:**14

**darpa cost:**20

**components:**target of said spell

**discription::**This will allow the caster to increase the resistance of any one persons.This can only be used once on any given individual.this can not be used time ,and time again on a single individual.this spell has the range of touch.

**4.name:**minor restoration

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will restore 4 points to all stats.this spell is limited to four points only.

**magic base points/dark magic points:**18

**darpa cost:**25

**components:**target of restoration

**discription:**this is a limited form of restoration.This will only restore up to 4 points of the lost stats of any given person.this has the range of touch.this will only restore up to the points that the said person had,before taking damage to stats.this will not add any to stats.this has the range of touch.

**5.name:**UnHoly Wounding

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the caster to inflict 6 points to start,then to do 1 more point damage,per every 4 levels of the caster.

**magic base points/dark magic points:**15

**darpa cost:**16

**components:**Silver talisman

**discription:**This will allow the user to do said damage,to all good things,this has the range of 5 feet ,per every 4 levels of advancement.

**4th level**

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**1.name:**major seal wound

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will allow the caster to seal a wound of 30 points ,or less.this will only stop the wound from doing any more damage.

**magic base points/dark magic points:**18

**darpa cost:**23

**components:**target persons

**discription:**This spell has the range of touch.this will seal any wound taken,that is 30 points or less.this will only stop the wound from

causing any further damage.to restore the hitpoints that were done ,you need to cast a heal spell.

**2.name:major heal spell**

**time to cast:2 rounds(2 post if played online)**

**damage/effect:**This will heal 7 points to start,then one additional point,per every 4 levels of the caster.

**magic base points/dark magic points:18**

**darpa cost:25**

**components:target persons**

**discription:**This is a more powerful form of the heal moderate heal spell.this has the range of touch.this is a more potent form of the other two heal spells.

**3.name:myst**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this will form a cloud of mist,hidding all with in 12 feet of the user,from everyones view.this will last 2 rounds,per every 4 levels of the caster.

**magic base points/dark magic points:16**

**darpa cost:20**

**components:gallon of dark liquid**

**discription::**This will allow the cast to summon a cloud of mist.this will hide the party with in 12 feet of the caster.This can be penetrated by infravision,or nightvision.

**4.name:rite of binding**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this will hold any person of the same level of the healer ,or lower,for 2 rounds ,every 4 levels of advancement.

**magic base points/dark magic points:19**

**darpa cost:20**

**components:piece of sturdy rope**

**discription:**This spell will hold the victim in there tracks,without movement.This will last for indicated rounds ,or time with in the effects slot.this has the range of 6 feet ,per every 4 levels of the user.this will hold only 1 persons ,at a time.

**5.name:stop bleeding**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**This will stop the wounding damage,at the rate of 1 point ,per every 4 levels of the caster.

**magic base points/dark magic points:20**

**darpa cost:25**

**components:compress**

**discription:**This will allow the caster to heal all magical wounding



damage,that causes bleeding.this has the range of touch.

## 5th level

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**1.name:negate disruption**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the caster to negate 1 point of damage,per every 4 levels of advancement.

**magic base points/dark magic points:20**

**darpa cost:26**

**components:**target person,vial of kyris liquified root.

**discription:**this will negate the effects of the disruption damage that is done,bye weapons ,spells,and creatures.this spell has the range of touch,this spell will stop the cellular decay that disruption causes.

**2.name:Etragan's Fire Storm**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:** does 7 points to start, Then this does 1 point ,per Every

**4 levels of Advancement.**

**magic base points/dark magic points:**

**darpa cost:44**

**components:**obsidian,hot embers.

**discription:**This will allow the caster to send for a fires storm.This fire storm will damage ,all thing with in a 7 feet radius,per every 4 levels of the caster.this will harm all but the caster.so please make sure that the party is out of range .

**3.name:Ultimate Heal Spell**

**time to cast:2 rounds(2 posts inf played online)**

**damage/effect:**This will heal 12 points to start,then 1 additional point,per every 4 levels of the caster.

**magic base points/dark magic points:20**

**darpa cost:50**

**components:**healing salve,target persons

**discription::**This is most likely one of the most powerful of all healing spells ,on the face of the antarian world.This has the range of touch.

**4.name:Ultimate Seal wounds**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the caster to seal ,any wound that is 50 points or under.this seals the wound from any further damage,does not heal the damage.

**magic base points/dark magic points:28**

**darpa cost:100**

**components:healing slave,compress**

**discription:**This allows the caster to to seal any wounds ,that are under 50 points in damage.this will not restore ,any taken hitpoints.This spell has the range of touch.

## **6th level**

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**1.name:Jace's Mystical Mace**

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will do 13 points to start,then this will do 2 points every 4 levels of the caster.

**magic base points/dark magic points:**30

**darpa cost:**150

**components:**Antarite Mace,mystical dust of the Antarian Silver Unicorn

**discription:**This is one of the most Power spells that the caster possesses ,in this class.This has the range of 8 feet ,per every 4 levels of the caster.This is named ,and given to the caster by Jace the goddess of the Moon,The Night,and Darkness.This spell is a very powerful one ,as well as Expensive,Since the Dust of an Silver Unicorn costs 2,500 darpa.

**2.name:Nana's Seal Wounds**

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will seal any wounds under 75 points damage.

**magic base points/dark magic points:**33

**darpa cost:**140

**components:**Healing, Salve Compress,Tears of a Kydarrian kuifan

**discription:**This is the highest of all Seal Wounds spells,that the caster,can possess.This has the range of touch.This spell was developed by Nana Queen of the Kydarr.This can be highly Expensive as well,since the tears go for about 1,800 darpa.

**3.name:Etragan's Blessing**

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the caster to bless any normal weapon,letting it do 10 points damage to start,then 1 additional point damage,per ever 4 levels of the wielder,up to 125 points damage.

**magic base points/dark magic points:**35

**darpa cost:**200

**components:**This requires a Normal weapon of any type.

**discription:**This will allow the Caster the ability to infuse the weapon with the blessing of the God.This can only be done to one weapon ,one time,but that is all that needs to be.The damage does increase,with every 4 levels of the wielder,up to 125 points damage,as stated above.The caster must physically lay his/her hands upon the weapon to

infuse it.

**4.name:Etragan Injustice**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will do 13 points to all Good things to start, this will do 2 points ,per every 4 levels of the caster.**

**magic base points/dark magic points:40**

**darpas cost:300 darpas**

**components:Holy Rune of the Etryaks.**

**discription:This will allow the caster to summon the power of an unholy rune,one of the best weapons,against combating the good with in the Antarian World.This has a range of 13 feet,per every 4 levels of the caster.This was given to the Mortals by the God Morgan himself,to fight the good that plague Antaria.**

**7th level**

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**1.name:Ressurrection**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will bring back any dead persons,giving them 1 hitpoint,and 0 points to stats.**

**magic base points/dark magic points:100**

**darpas cost:500**

**components:The Dead body intacted.**

**discription:This will allow the caster to infuse any dead body,bring it back to the living.this only bring life back.This will allow the cast,to ressurect any falling friend,provided most of the vital parts of the body are intacted.such as the head,or heart.**

**2.name:Restoration**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will allow the cast to restore all stats,this is accompanied ,by the ressurection spell.**

**magic base points/dark magic points:100**

**darpas cost:500**

**components:this requires a body that has been,brought back to life,through ressurection.**

**discription:This spell has the range of touch.This will restore all stats,for a victim who has just ,been brought back to life,through the spell of ressurection.This spell can not add anymore ,only restore all damage to stats ,and hitpoints that they vitcim has suffered,this can also be used on any living being,that has suffered any damage to stats.**

**3.name:Demoses Heal spell**

**time to cast:**2 rounds(2 posts if played online)  
**damage/effect:**This will heal 16 points to start,then an additional point ,per every 4 levels of the caster.  
**magic base points/dark magic points:**50  
**darpa cost:**475  
**components:**healing Salve.target person.  
**discription::**This has the range of touch.This was Given by the Etryak Lord Demos Himself ,General of Etragans Armies.

**4.name:**Etragan Fire  
**time to cast:**2 rounds(2 posts if played online)  
**damage/effect:**this will start out with 16 points damage,then this will do one more point,per every 4 levels of the caster.  
**magic base points/dark magic points:**50  
**darpa cost:**475  
**components:**Hell fire rock  
**discription:**This will allow the user to do damage to all things with in a 13 feet radius of the caster,this is 13 feet ,per every 4 levels of the caster.

**Notes** Arcane Shaman use there magic to help the evil,and harm the good.You get 1 level of spells,per every 3 levels of the caster.Treat each level spell as a first level,when they are achieved.

**The Spell Caster:**

**Level/Experience Points:**

**1st:**0

**2nd:**5,500

**3rd:**14,000

**4th:**35,000

**5th:**75,000

**6th:**175,000

**7th:375,000**

**8th:775,000**

**9th:1,500,000**

**10th:2,250,000**

**11th:4,500,000**

**12th:6,750,000**

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**You must gain 2,500,000 experience points,after the 12th level,to advance any further.You get 7 hitpoints,per level,until you reach the 12th level,and then you get 1 hitpoint per levelafter the 12th.**

**You must have a 9 int,and a 9 wis.You get 1 point to int,and 1point to wisdom,to start in this class.You get a minus 1 to str,and con in this class.**

**Skills/Abilities:**

**1.Learn Spell Levels:**

**This allows the spellcaster, to learn 1 spell level,per every 3levels of advancement.This is the study of each levels of spell.This gives them the ability to know,and cast there spells,at the level in which they have achieved.Notes each spell level ,upon gaining starts,as if it was that of the first level.**

**2.alchemy:This allows the Spell Caster to make potions:**

**This is 1 strength ,per every 4 levels of advancement.**

**Each strength will do 4 points in effect.this is a very useful skill,when making cures,and such for certain poisons, and so on.**

**3.Read Runes:This will allow the Spell Casterto gain 1 of his magic runes,per every 4 levels of advancement.These runes must be studied for th 4 levels.So that the caster knows them well enough to use them.Each of these cost Rune Points to use.**

#### **4.Rune Points:**

This gives the Spell Caster a base of 20 Rune points,and then it gives them 2 Rune Points,per every level after.These are the points,they need to use there Runes,in which that they acquire.These are Temporary as well, once used they are gone.You have to wait for next level, for 2 more, or Game Master Awards.

**5.Defense Power:**This is given because spellcasters, do not wear any armor.this gives them 5 points ,to defense power, instead of 1,this is per every 4 levels of advancement.This is due to there magical nature.This protects them from all Physical damage,or as much as the points will allow.

#### **6.Magic Defense Power:**

Do to the magical nature of the SpellCaster.They get 2 points every 4 levels to magic defense power,instead of the one,that every other class gets.This is very useful when they have to face,another spell using class.

**7.Herbology:**This will allow the SpellCaster.They ability to know 1 herb,root,plant,etc.,per every 4 levels of Advancement with in this class.This skill is very useful,when finding the components needed ,to make potions,salves,and other things,in which a SpellCaster creates.

**8.Skill Points:**These points are given for the Skill point required Skills.These are temporary points,as in once used they are gone.You start with 20 skill points,plus you get 2 per level.You also get Game Master awarded Skill Points for each kill, etc.Once they are used, you need to wait for your next level for 2 more, or Game Master Awards.

**9.Rite Points:**These are Also Temporary.These work like Skill points, but for SpellCaster Rites.You get 20 as a base to start, then you get 2 ,per every level of advancement.Again once used they are gone.You have to wait for next level for two, or Game Masters to Award them.

**10.Read foreign Script:**This will allow them to read 1 foreign script, per every 4 levels of study completely.This is up to 15.

**11.Speak Foreign Language:**This will allow them to speak one foreign lanuage ,per every 4 levels of advancement.This is up to 15.

**12.Learn History:**This will allow them to learn one history, per every 4 levels of advancement.this is up to 25 five parts,or areas of history in a lifetime.

#### **Skill Point Based Skills:**

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**1.Enhance Spell Damage:**This will allow the Spellcaster to add 1 point to the

damage, of any spell, or its effect, every 3 skill points used. This can only be used, as long as you have the skill points for it.

**2.Enhance Magic Defense Power:** This will allow the SpellCaster to add 1 point to their magic defense power, per every 4 skill points used. This can only be used, as long as you have the skill points for it.

**3.Enhance Spell Competency:** This will enhance the spell competency by a +1, per every 8 Skill points used. This only works as long as you have the skill points to do so.

**4.Lessen Physical Damage:** This will allow the Spellcaster to lessen any Physical Damage done to him or her, by 1 point, per every 10 skill points used. This only works as long as you have the skill points, to do this.

**5.Minor Magic Weapon:** This will allow the Spellcaster, to have the ability to add a +1 to damage of any normal weapons, per every 15 skill points used. This is up to 8 points damage to the weapon. This can only work as long as you have the Skill points to do this, and once per normal weapon.

**6.Minor Magical Armor:** This will allow the SpellCaster to add 1 point to the defense power of any normal armor. This is 1 point, every 15 skill points used. This can only work as long as the spellcaster has the skill points, and once per normal armor. This is up to 8 defense power points to said armor.

**7.Moderate Magical Weapon:** This works very much like the Minor Magical Weapon does, but this cost 1 point every 20 skillpoints, for 12 to the damage of a normal weapon.

**8.Moderate Magical Armor:** This works like the minor magical armor, this is 1 point, per every 20 skill points used, for 12 points defense, to any normal armor.

#### **SpellCaster Rites:**

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**1.Rite of Armor:** This will add 10 to defense power, for 1 round, per every 3 levels of the caster. cost 20 rite points.

**2.Rite of Wounding:** This will do 45 points damage, in wounding damage. for one shot deal. cost 50 rite points.

**3.Rite of Pain:** This will do 45 points damage, in pain damage, for one shot deal. cost 50 rite points.

**4.Rite of Disruption:** This will do 45 points damage, for 1 shot deal. cost 50 rite points.

#### **SpellCaster Runes:**

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1.Rune of Fire:this will do 80 points damage, to all things with in 20 feet.cost 90 rune points.

2.Rune of ice:This will do 80 points damage, to all things with in 20 feet.cost 90 rune points.

3.Rune of Lightning:This will do 80 points damage, to all things with in 20 feet.Cost 90 rune points.

4.Rune of The Earth Quake:This will do 5 points damage per level of the user.this cost 30 rune points base, plus 3 rune points, per level of the user.This has a 10 point starting level base.This is capped at 125 points damage.

5.Rune of The Tidal Wave:This will do 5 points damage, per level of the caster.this cost 30 rite points.Plus 3 rune points, per level of the caster.This has a 10 point starting base.This is capped at 125 points damage.

6.Rune of Magical defense :This will Protect the wielder from 1 point per level of the spellcaster.this has a 10 point base. this cost 15 rune points, plus 3 rune points, per point, per level of magical defense.

The SpellCaster:These are the Magic Slingers,the Wielders of the magic of the Antarian World.They are usually of the neutral nature,but there are a few good and evil ones.They are in a Constant fight with their Arch Enemy.Their Arch Enemy are the Arcane Mages of the Antarian World.The SpellCaster believe that the Arcane Mage ,has twisted the magic of the Cosmic Stream,and Perverted it to there evil ways.They SpellCaster believethat the art of magic is a sacred thing,and that it should never be abused.The SpellCasters consider themselvesthe gaurds of the Antarian World,against that evil menace called the Arcane Mage.Their Hatred for the Arcane Mage,has been breed into them for Centuries.

### The SpellCasters Spells Guide

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#### 1st Level:

1.name:know spells

time to cast:instant

damage/effect:allows spell caster to know his/her magical spells:written ,spoken,etc.

magic base points/dark magic points:0

darpas cost:0

components:none

discription:this gives the spellcaster the ability to study magic.This is gained through his/her continous study of the magical arts.The spellcaster can only know the level of spells in which they are

at.eammples: a first level spellcaster only knows first level spells.



**2.name:minor orb of fire**

**time to cast:2 rounds(two posts if played online)**

**damage/effect:this starts out doing 3 points damage,then it does 1 point damage ,per every 1 level of the spellcaster.exammple: a 15th level spellcaster would do 3 points for the first level,plus 14 points more damage,this is for the 14 levels gained.So the Spellcaster would do 17 points damage with this spell,at the 15th level.This is a single target spell.**

**magic base points/dark magic points:5 magic base points.**

**darpas cost:4 darpas cost.**

**components:you need a clear glass or crystal orb,sulfur,and black powder to use this spell.needs 3 ounces of sulfur,and 4 ounces black powder.**

**discription:This is a small flaming orb,that the spellcaster sends at victim.the range of this orb,before it is extinguished is 1 foot ,per ever 4 levels of the user.this is a single target spell.must be directed twords a single foe.does half damage to all creatures who have resistance to fire ,as that of a natural ability.does no damage to creatures who are immuned to fire.the orb for this spell must be of at least 10 darpas in value.**

**3.name:spell of 12 arrows**

**time to cast:3 rounds(2 posts if played online).**

**damage/effect:This adds 1 point to the damage ,per every 1 level of the spell caster.this must be done to a normal quiver of arrows.can not add twice to the same quiver.**

**magic base points/dark magic points:6 magic base points .**

**darpas cost:10**

**components:This requires a normal quiver of 12 arrows.**

**discription::This allows the spell caster to enchant,A quiver of 12 normal arrows,giving them the power to do more damage ,per strike.Lets say Bythar the Enchanter find a normal quiver of 12 arrows.Now Bythar is that of the 6th level in spellcaster.So he can add 6 points damage to each arrow with in the quiver.Let's say the arrows do 5 points damage,then he enchants them with said spell.The arrows will now do 5,plus 6 points for the enhancement.So the arrows would do 11 points damage,per strike.This can only be done once ,per quiver of arrows.**

**4.name:magic blast**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this starts out doing 4 points damage,then 1 point damage,per every 1 level of the spellcaster.**

**magic base points/dark magic points:7 magic base points**

**darpas cost:7**

**components:This spell requires an emerald of at least 200 darpas in value,a small mirror,and 3 ounces of dragons blood(dragons blood is 8 darpas ,per ounce.)**

**discription:**This cast a blast of highly intense magic,this is a single foe spell.as said about this spell does 4 points damage ,as a first level spell caster,then it does 1 point,every 1 level of advancement.This spell draws upon the cosmic stream,in which all magic come from.thus the spell always has a chance of backfiring.

**5.name:**mystical hammer

**time to cast:**2 rounds(2 post if played online)

**damage/effect:**this does 2 points damage the first level,then it does one point damage,per level of advancement.this is maxed out at 18 points damage.this can not do anymore damage then 18 points in total.

**magic base points/dark magic points:**4 magic base points.

**darpa cost:**10

**components:**the requirements for this spell are:you must have a wooden malet made of oak wood.you must have 8 ounce of silver powder.this powder costs:1 darpa,per ever 2 ounces of silver powder.

**discription:**This spell unleashes a mystical hammer,this is a hammer of pure energy.this has a range of 12 feet.this is a single target spell.This spell is one of the best of the first level spells,because its low cost in magic base points.so at the 17th level this spell is maxed out of the damage ,in which it can do.This is the spellcaster version of it. This is weaker then the healers version of the spell.

**6.name:**minor armor spell

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this spell will add 2 points to the defense power of the spellcaster,or anyone that he/she wishes to use it on.this can be used one time per character.the effects of this spell are permanant.

**magic base points/dark magic points:**10

**darpa cost:**20

**components:**This spell requires a a piece of leather,studded leather is more useful.this requires a ounce of silver nitrate.this also requires:12 ounces of metal dust.antarite is most effective.

**discription:**This spell increases the defense power of the spellcaster,or character ,in which he wishes to place this spell upon.the effects are permanant.this is why it only adds 2 points to the defense power of any character.This adds it to the natural defense power of the person ,in which it is used upon.So this means that the character need not be wearing armor to have this enhancement.

**7.name:**sneak

**time to cast:**2 rounds(2 posts if play online)

**damage/effect:**this allows the spellcaster to walk without sound.this last 1 round ,per ever 3 levels of the spellcaster.

**magic base points/dark magic points:**4 magic base points.

**darpa cost:**5 darpa

**components:**This requires a set of soft leather boots.

**discription:**This allows the spellcaster to move about unheard,this lasts 1 round,per every 3 levels of the spellcaster.This is most useful when you are trying to sneak by a sleeping dragon,or some such thing.This also is useful when the spellcaster is trying to spy.

**8.name:**deflect missile

**time to cast:**2 rounds (2 posts if played online)

**damage/effect:**this will allow the spellcaster to deflect any 1 missile,such as an arrow,crossbow bolt,per every 4 levels of the spellcaster.

**magic base points/dark magic points:**5 magic base points

**darpas cost:**4 darpas

**components:**metal gauntlet,dust for the enhanced forest of nyrun.

**discription:**This will allow the spellcaster to deflect 1 missile weapon ,per every 4 levels of the spellcaster,this spell is very useful when pinned down by an archer ,or crossbowman.this will magically send the arrow ,or bolt away from the spellcaster ,and his/her party.provided that they other party members are with in 10 feet of the spellcaster.This is an invisible magical force that deflects the arrow.no contact with arrow is needed.the arrow ,or bolt just needs to be with in 10 feet of the caster,or party.

**9.name:**detect darpas

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will allow the spellcaster to detect any ,and all darpas,with in 5 feet of spellcaster,per every 3 levels.this spell has a max range of 300 feet.

**magic base points/dark magic points:**3 magic base points

**darpas cost:**2 darpas.

**components:**this requires a silk glove worth 12 darpas or more.this also requires 4 ounces of gold dust,more less grind 1 darpa into a fine dust,and sprinkle it on glove.

**discription:**This spell is very useful when darpas are hidden from view.This spell will lead the spellcaster right to the source of the darpas in which it detects.Note this spell can be used to detect other percious metals,such as platinum,silver and so on.Just for example: you are looking for platinum.you sprinkle platinum dust on the glove instead of gold.

**10.name:**orb of seeing

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will allow the user to cast a crystal orb of seeing,this has a range of 10 feet ,per every 5 levels of the spellcaster.this orb lasts for 2 rounds ,per every 5 levels of the spellcaster.

**magic base points/dark magic points:**7 magic base points

**darpas cost:**66 darpas

**components:**crystal orb,silver dust,and a 3 inch piece of smooth glass.  
**discription:**This will allow the spellcaster to send off an orb to scout an unkown area.This is very useful when in hostile territory.this will allow the spellcaster to see everything that is will in the orbs range.This can also be used to see around corners in a dungeon,or castle when exploring,so you dont run into any thing unexpected.

**11.Name:Minor Acid Stream**

**time to cast:**2 minutes (or two posts if online, in turn,takes two full turns)  
**damage/effect:**this starts out with 5 points damage, then you get 1 point per level of advancement.

**Magic base points/dark magic base points:**6

**Darpas cost:**30

**Components:**vial of acid

**Description:**This will cast a small thin stream of acid at the victim.will do 5 points damage,as a base,plus 1 point per level of the spell caster.in acid damage to the one who is hit with it.this is a single target spell.This will also damage armors, for 1 point to the defense power of the armor, every 3 points of the acid damage.This works well in both ways.

**12.Name:Spell of Evil detection**

**time to cast:**2 minutes(2 turns if online, magic cast one to summon,then your next full turn, one to cast)

**damage/effect:**the will detect all evil things with in 8 feet of the caster,this must be invoked to use.

**Magic base points/dark magic base points:**5

**Darpas cost:**20

**Components:**Holy symbol Silver:such as a cross or something.

**Description:**These will help the caster know if evil is afoot, even those this spell has well a limited area of effect.This spell might come in handy to find out what,might be hiding behind a close door.

**13.Name:Xunduuraan**

**time to cast:**2 minutes(2 post if online ,one to summon, wait for next turn to cast)

**damage/effect:**this will do 4 points damage, plus 1 point ,per level of the caster.

**Magic base points/dark magic base points:**6

**Darpas cost:**45

**Components:**Dragons fang,scale of a dragon,dragon claw

**Description:**These will allow the caster, to strike their opponent with a magical dragon this is a small dragon, made of pure magical enery in form.this spell is highly useful in combat,this is a single victim spell only.this is one of you better first level spells.the dragon will last for 2 rounds,and will be able to strike twice, given your turn in combat.

**14.Name:Ice Stream**

**time to cast:**2 minutes(2 posts online, one to summon ,one to cast)

**damage/effect:**this will do 4 points damage,then 1 point ,per level of the caster.

**Magic base points/dark magic base points:**5

**Darpas cost:**20

**Components:**this requires simple an cold crystal(these cost about 50 to 125 darpas,depending where you buy it)

**Description:**These will shoot a stream of ice, this will do the above said damage.In ice magic.this spell is best used again fire based characters.This is a total good spell,when facing an etryak.they take a +3 damage from this spell.Since they are the ultimate fire based or heat based creatures.

#### **15.Name:**Silence

**time to cast:**2 minutes (or 2 posts if online)

**damage/effect:**this will allow the spellcaster to hush all sounds with in a 12 feet radius.this is for 1 round,per every level of the caster.

**Magic base points/dark magic base points:**4

**Darpas cost:**5

**Components:**Tome of Silence

**Description:**This spell is used to silence creatures, that attack by sound.this will stop their ability to attack ,with a roar based attack,and such,for 1 round ,per level of the caster.this come in handy ,when a creature uses vocal or other sound means.To stun their opponents,for a certain amount of rounds,by sound.

#### **16.Name:**Gentle Wind

**time to cast:**2 minutes(or two posts if online)

**damage/effect:**this will summon a gentle wind,for one round ,per every level of the caster.

**Magic base points/dark magic base points:**4

**Darpas cost:**5

**Components:**feather of a bird.

**Description:**These spell is used to summon a gentle wind.this is used to help ,if on a ship, or something.When there is not wind,and the ship has stop moving.this comes in handy on sea voyages.

#### **17.Name:**Damage Armor

**time to cast:**2 minutes(2 posts if used online)

**damage/effect:**this will do 1 point damage, to opponents armor, or creatures armor,per every 3 magic points used.

**Magic base points/dark magic base points:**1 point damage to armor,per every 3 magic points used.

**Darpas cost:**2 darpas,per point.

**Components:**Antarite dagger

**Description:**These will allow the spellcaster to damage the creature,or the victims armor,by 1 point, per every 3 magic base points used.this can get expensive in the magic base point department,so be careful which creature, that you use it on.this spell comes in handing when fighting high defended creatures.

**18.Name:unseen wall**

**time to cast:2 minutes(2 posts if online)**

**damage/effect:this will form an unseen wall ,between the party ,and their attackers.this will last 1 round per level ,of the caster.this wall will have a 20 defense power,before breeched.**

**Magic base points/dark magic base points:8**

**Darpas cost:200**

**Components:Medium sized high quality mirror(cost about 150 to 250**

**darpas,depending on where it is bought)**

**Description:This will form an unseen defensive wall ,between the party ,and their attackers.this the party can fire arrows at their victims, the arrows will pass throw the wall, but nothing else.the attackers can not use anything ,except attack the unseen barrier, to try to pierce it.this wall has a 20 defense power,before it is breeched.Unless the rounds run out,and then the wall falls.this spell lasts 1 round, per level of the caster only.**

**19.Name:Fang of the Wolf**

**time to cast:2 minutes (2 posts if online)**

**damage/effect:this will do 3 points damage, plus 1 point per level of the caster.**

**Magic base points/dark magic base points:6**

**Darpas cost:25**

**Components:wolfs Fang**

**Description:This will allow the caster to strike with a mystical wolfs fang.this fang will do the damage of 3 points base, plus 1 points damage, per level of the caster,plus you add your magic attack power, and your attack bonus to the magic of the spell.**

**20.Name:pouch of darpas**

**time to cast:2 minutes (2 posts if online)**

**damage/effect:this will create a pouch filled with 100 darpas.**

**Magic base points/dark magic base points:6**

**Darpas cost:1**

**Components:a pouch**

**Description:This will magically fill a empty normal pouch with 100 darpas.this is spell can be useful, when funds are running short.this can only be done one time per pouch.**

**2nd level**

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**1.name:moderate orb of fire**

**time to cast:2 rounds(2 posts if played online:**

**damage/effect:this will do 4 points damage for the first level,then this will do 2 points damager,per every 1 level of the spellcaster.**

**magic base points/dark magic points:7**

**darpas cost:10**

**components:**same components as a minor orb of fire,but this is a more powerful version.

**discription:**This is as the minor orb of fire,but this is a more effective version of said spell.this does more damage.this is a single target spell.This has a range of 2 feet ,per every 3 levels of the spell caster,before this spells is extinguished.

**2.name:**ice blast

**time to cast:**2 rounds(2 post if played online)

**damage/effect:**this will cast a blast of ice.this does 4 points damage for the first level,then this does 2 points damage ,per every 1 level of advancement.this has a range of 2 feet ,per every 4 levels of the user.

**magic base points/dark magic points:**7

**darpa cost:**9

**components:**ice ,wooden match,2 ounces of ice dragon sweat.

**discription:**This forms a blast of intense cold.this spell does frost bite damage to the victim.those creatures ,whom have some resistance to cold,take only half damage ,if the spell is successfully cast.those who are immune to cold,take no effect.This spell can not be used in extremely hot area's such as the deserts and so on,or if it is noon ,in the middle of the Antarian summer.

**3.name:**Wall of water

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this is a defensive spell ,versus fire damage.this forms a wall of water,between the caster ,and the creature ,or being using fire based attacks.this last 1 round,per ever 3 levels of the caster.

**magic base points/dark magic points:**7

**darpa cost:**8

**components:**flask of water

**discription::**This is a very useful spell when faccing a fire breathe,or in the case of a creature of fire,if said creature is with in contact of the wall,the creature takes one point in damage,per every round ,he/she is in contact with the wall.this can also be used to douse fires,those fires that come in contact with the wall,such as a forest fire,torch and so on.

**4.name:**mystical dagger

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this does 5 points damage for the first level,then this does 2 points damage,per level of advancement.this is limited to a maximum damage of 25 points damage.

**magic base points/dark magic points:**7

**darpa cost:**8

**components:**a dagger that does at least 5 points damage,in normal damage.

**discription:**this spell allows the caster to form a dagger from pure

mystical energies.you must have a dagger .if the dagger does 3 points damage,then the spell begins doing 3 points damage,if you have one that does 4 points damage it starts at 4 points damage,and so on.the max points damage this spell can start with is 6 points damage(i.e. a antarite dagger).the dagger is used as a trigger of said spell,it sends off a mystical form of itself .this has a range of 4 feet ,per every 4 levels of the user,up to 20 feet.this is not effective outside the 20 feet range,it dissapates.as said above this is limited to doing 18 points damage,in maximum effect.

#### **5.name:transport**

time to cast:2 rounds(2 posts if played online)

damage/effect:this allows the user to move from place to place magically.the caster must know the area he is transporting too(hence if he does not he might appear in solid rock,above a cassim and so on).the caster can transport 1 mile ,per every 3 levels of advancement,up to 100 miles at a time.

magic base points/dark magic points:10

darpa cost:12

components:12 ounce vial of gythinn extract,2 roots of a tygurean flower.

discription:This allows the user to cross vast distances with in matter of minutes,as if he is standing still.This spell is effect if you are trapped in hostile territory,and wish to be somewhere else.You must know the area completely that you wish to transport to.if you do not know the area in which you are trying to transport to,(chances are the game master will put you into solid rock,at the base of a mountain,or is a lake of acid or some nasty thing like that.becareful on how this spell is used)

#### **6.name:wings of the eagle**

time to cast:2 rounds(2 posts if played online)

damage/effect:this allows the user to fly for 2 rounds ,per every 5 levels of advancement.

magic base points/dark magic points:10

darpa cost:13

components:feather of a antarian giant eagle,1 root from a gyuris tree.

discription:This allows the caster to make him/herself airborne,this allows the caster to fly,for 2 rounds per every 5 levels of the caster.This is useful when trying to reach unreachable places by foot,but you must also be aware that ,it is a long way down,if the spell suddenly cut out.so be careful ,and make sure you can stay airborne long enough to reach solid ground.

#### **7.name:flame strike**

time to cast:2 rounds(2 posts if played online)

damage/effect:this will allow the user to do 10 points damage to all



things,that is with in the area of effect.this has a range of 5 feet ,per every 3 levels of the user,up to 20 feet.this does 10 points damage,then it does 2 points damage per every 3 levels of advancement.  
magic base points/dark magic points:14

darapas cost:25

components:10 ounces sulfur,a wooden match,and a glass beaker.

discription:This is a spell that can do damage to multiple targets,even party members who are with in range of the effects.now lets say you are a 24th level spell caster you would do,16 points damage to all things,that are with in a 20 foot radius of said spell,even party member,in which they might not be too happy with you.so it is a good idea to give the other in the party,heads up when casting this spell.so that they can make sure they are out of its range.

8.name:enhance sword

time to cast:2 rounds (2 posts if played online)

damage/effect:allows caster to enchant a normal sword.this will add 1 points to the damage of the sword,per every 3 levels of the spellcaster.this can work once on any given sword.

magic base points/dark magic points:12

darapas cost:12

components:normal sword(of any type),vial of tengurius extract,and diamond dust(500 darapas value at least).

discription:this allows the cast the ability to magically enhance any normal sword.this will add 1 points to the damage of any sword ,this is 1 points per every 5 levels of the spellcaster.lets say a 21 first level spellcaster takes a long sword that does 12 points damage,he can magically enhance it to do 4 points more damage.this the sword would do 16 points damage.

9.name:orb of lightning

time to cast:2 rounds(2 posts if played online)

damage/effect:this does 5 points damage for the first level,then 2 points damage ,per every 1 levels of the caster.

magic base points/dark magic points:9

darapas cost:10

components:phosperous powder,a piece of charcoal,and a emerald of 300 darapas value or higher.a crystal orb is needed as well.

discription:This allows the caster to cast a orb of lightning.this is a single target weapon.the range of this spell is 12 feet.to use this spell effectly the victim must be with in twelve feet of the caster.This does damage in electrical energy.This will do damage to any single target that is with in the path of the orb.it will explode in intense electrical energy .it will damage the first thing it comes in contact with.

10.name:nystra's song

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will enchant victim for 2 rounds,per every 3 levels of the caster.this will allow the caster to control for two rounds ,per every 3 levels of the caster ,any creature,or being.

**magic base points/dark magic points:**15

**darpa cost:**40

**components:**This requires the user to concentrate of singing a magic rune,this requires that the user have studied this rune.This is a written rune,so you need a magic scroll ,and a magic quill to write out said rune.

**discription:**This spell is from the legendary Nystra\_FireWind.She was one of the greatest spellcasters on Antaria.She used her voice to enchant beings into doing what she wished,She was the first ,and only Song Sorceress.This spell will allow the user to sing an ancient rune,that will enchant ,and allow the caster to control said being,provided that the spellcaster has a higher intelligence then the victim.This spell has the range of any being with in hearing distance.The spell is ended the moment the caster stops singing,then the caster must begin again ,if they wish to still control the being.note there is a save versus enchantment every time this spell is attempted.Will not work on being of higher intelligence then the caster.

#### **11.Name:Cysterra**

**time to cast:**2 minutes(2 posts if online)

**damage/effect:**this will do 5 points damage,plus 1 point damage, per level of the caster.

**Magic base points/dark magic base points:**8

**Darpa cost:**25

**Components:**steel funnel,and sand

**Description:**This will form a sand tornado, that will last 1 round, per every 3 levels of the caster.this will damage all things with in 10 feet of the caster,except himself.this is a very useful spell, when being out numbered.

#### **12.Name:hand of Striking**

**time to cast:**2 minutes (2 posts if online)

**damage/effect:**this will do a 5 damage points base, plus it will do 1 point per level of the caster.this is limited to 40 points damage.

**Magic base points/dark magic base points:**5

**Darpa cost:**25

**Components:**Carved wooden hand,magicified diamond dust(600 to 1,000 darpas, depending where it is bought)

**Description:**This will cast a magical open palm,and strike the opponent.this is a palm of pure magical energy.this has a range of 12 feet.this spell comes in handy when fighting something you wish not to get close too.

#### **13.Name:Blaihs Minor Favor**

**time to cast:**2 minutes (two posts if online)

**damage/effect:**This spell will give 1 to 4 points to magic base points times the level when it is cast,such as and this means the limit.(1 magic base point X times the number of levels you have advanced, after acquiring second level spells.Which in this cast now,it is 1 level of spells ,per every 2 levels of advancement.so you get second level spells, at the 3rd level.so 3rd level would be level one for this spell.4th level would make it 1 magic base point x 2 levels.so 2 magic base points.you can have up to 4 magice base point modifier.but it cost you 1 magic base point, per magic base points modifier)

**Magic base points/dark magic base points:**1 to 4 (one magic base point, per magic base point modifier.)

**Darpas cost:**10 darpas per magic base point modifier,plus 50 darpas, per level of the magic base point increase.)

**Components:**symbol of blaith(cost about 50 to 100 darpas,depending where you get it )

**Description:**This spell is rare, it is very limited.any spellcaster can only invoke this 1 time per every 50 levels,this helps increase their magic base points.only 1 magic base point, per every 5 magic base points, are permanant.once the other 4 are used that is it.you do not regain those.This spell can be very useful when a spellcaster needs magic base points, but i do suggest, the first time you use this spell .wat until your at least a 10th or 12th level spellcaster, so as you can use the 4 magic base point and get at lest 28 magic base points, from the use of 4.

#### **14.Name:Pamula's Minor Rage**

**time to cast:**2 minutes (2 posts online )

**damage/effect:**this spell will do 6 points damage, plus 2 points ,per level of the caster, up to 48 points damage.

**Magic base points/dark magic base points:**6

**Darpas cost:**20

**Components:** Silver Statue of Pamula(worth about 250 to 500 darpas, depending where it is bought)

**Description:**This will invoke a spell of chaotic enery.this will have the range of 12 feet.This will do the same amount of damage, to all things with in 12 feet,save the caster.This also means party members, so advise them to stand clear.

#### **15.Name:Moderate Acid Stream**

**time to cast:**2 minutes(two posts if online)

**damage/effect:**this will do 7 points damage, plus 1 point, per level of the caster.

**Magic base points/dark magic base points:**7

**Darpas cost:**40

**Components:**this requires a vial of acid(40 to 100 darpas, depending where it is bought.might even be slightly more ,just depends)

**Description:**This will cast a stream of acid, at the victim.this is a single target spell.this will also do 1 point, per every 3 points of acid damage to the armor of the victim.this is very useful in lowering a creatures defense.

#### **16.Name:Max's Hand of Minor Slapping**

**time to cast:**2 minutes, or 2 post (online)

**damage/effect:**This will do 6 points damage, plus 1 point ,per level of the caster.  
**Magic base points/dark magic base points:**7  
**Darpas cost:**40  
**Components:**steel gauntlet.  
**Description:**This will allow the caster to cast a magical hand of pure energy.This will allow them to strike the opponent from a range of 12 feet.this is a very useful spell,if you do not wish to get close.

**17.Name:**byrenthannalls Moderate Shield spell.  
**time to cast:**2 minutes, or 2 post, if online.  
**damage/effect:**this will add 5 to defense power.This will last 1 round ,per every 2 levels of the caster.  
**Magic base points/dark magic base points:**7  
**Darpas cost:**40  
**Components:**Steel Shield  
**Description:**This will invoke a magical barrier around the spellcaster.this adding 5 points to there defense.This is highly useful, in protecting the spellcaster.The spellcaster can cast magics out of the shield.but the shield will deflect any magics under 4 points damage.

**18.Name:**Naakkannara's Stunning Spell  
**time to cast:**2 minutes,or 2 posts if online.  
**damage/effect:**this will stun the opponent, for 1 round, every 3 levels of the caster.up to 12 rounds.  
**Magic base points/dark magic base points:**7  
**Darpas cost:**40  
**Components:**Gannessera root(cost 2 to 8 darpas, per root, depending where bought)  
**Description:**This will allow the caster to immobilize the victim,for said number of round.This will stun them into inaction.this spell is very useful, when fighting a superior foe.

**19.Name:**poison ivy  
**time to cast:**2 minutes, or 2 post if online.  
**damage/effect:**this will do 2 points, per every 3 rounds, until cured.this works like curing poisons.  
**Magic base points/dark magic base points:**7  
**Darpas cost:**40  
**Components:**leaf of poison ivy  
**Description:**this will cast a spell of poison ivy.This has the range of 8 feet.this will do the said amount of damage,to the victim.The stated damage in damage/effect.

**20.Name:**fynn's Spirit Claw  
**time to cast:**2 minutes, or 2 posts if online.  
**damage/effect:**this will do 7 points damage, plus 1 point, per level of the character.

**Magic base points/dark magic base points:7 magic base points.**

**Darpas cost:40**

**Components:call upon fynn's spirit.**

**Description:**This allows you to summon the great spirit tiger.which will allow him to strike your victim, for 7 points damage as a base,plus 1 point damage,per level of the caster.

### **3rd level**

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**1.name:lyrusia's fire ball**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this does 6 points damage for the first level,then this does 2 points every 1 level of the spellcaster.

**magic base points/dark magic points:13**

**darpas cost:18**

**components:**this requires a piece of charcoal,3 ounces of sulfur,a small piece of a meteoric rock ,or volcanic rock.

**discription:**This spell was developed by the First Grand Master of all spellcasters.He is long since dead,but his teaching in the art of magic are still with those whom study magic.This Spell has the range of 22 feet ,before it extinguishes.this is a single target spell.this can only be cast at one victim at a time.Lysuria The Wise was one of the great heroes of the 2nd Elven war with the orcs,even though Lysuria's is a human,he did a great part in making the Humans ,and the Elven form a good relationship with one another.Lysuria went on to be the First human ,to dwell with in the royal court of the Shadowwind.He was Grand Spellcaster to Jurai Shadowwind (The first).

**2.name:Gelf's gaurdian**

**time to cast:3 rounds(2 posts if played online)**

**damage/effect:**this allows the user to summon an humaniod gaurdian/the gaurdian will have half the stats of the caster.The gaurdian will protect the caster,until its death.The gaurdian grows in stats,as the caster does.The gaurdian does damage by weapon type,or it will punch for 3 points damage ,per level of the gaurdian.

**magic base points/dark magic points:18**

**darpas cost:50 per month ,as payment to the gaurdian,plus 5 percent of all treaure found.**

**components:**This requires that the caster know the name of any specific gaurdian,such as Gyter The ogre,Gulfur The Elven Ranger,and so on.(notes game master will create a gaurdian when this spell is used,for the caster to summon).

**discription:**This spell was created by Gelf The Grey,Gelf was one of the greatest of all Platinum Elven Spellcasters.He was the only Platinum Elven to achieve above 18th level in the class of spellcaster,you can only have one gaurdian at a time.The gaurdian is with the caster ,until

its demise. The gaurdian as stated above has half the stats of the spellcaster. now lets say the caster creates the gaurdian, it will have the half the stats of the spellcaster upon creation of said guardian. Then the guardian gets 1 points to all stats, as the spellcaster does. The gaurdian gets 3 hitpoints ,per level until the spellcaster no longer gets 6 hitpoints per level, then it get 1 hitpoint per level ,as the spellcaster would upon reaching the 13th level. The gaurdian will never turn against spellcaster, unless the spellcaster tries to do harm to the guardian him/herself.

### **3.name:Hail Storm**

time to cast:2 rounds(2 posts if played online)

damage/effect:this does 7 points damage for the first level achieved, then it gets 2 points damage ,per every 1 level of the spellcaster. This has an area effect of 20 feet. this will damage all beings, or creatures with in the 20 feet radius. Friend and foe alike.

magic base points/dark magic points:11

darpas cost:20

components:sheet of ice

discription::This will form an intense rain of hail, this will damage all thing with in a 20 feet radius, except the caster of course, unless the spell backfires.

### **4.name:vylenethros**

time to cast:3 rounds(2 posts if played online)

damage/effect:this will protect the spellcaster ,and all party members with in 12 feet of the user. from all natural fire, lightning, this spell lasts 2 rounds ,per ever 5 levels of the spellcaster.

magic base points/dark magic points:8 magic base points

darpas cost:12 darpas.

components:diamond dust of 3,000 darpas value.

discription:This allows the user to coat form a cloud of mist ,that protects him herself ,all party member with in 12 feet of the caster, this is protection from all natural elemental damage ,under 12 points damage. such as a natural lightning bolt strike the ground, in the mists of a thunderstorm. since a natural lightning bolt does 4 points damage. the party would be protected from up to 3 bolts ,provided they struck the same area. This spell is very useful in harsh weather.

### **5.name:mock**

time to cast:2 rounds(2 posts if played online)

damage/effect:This allows the spellcaster to confuse any being of lesser intelligence ,then that of the spellcaster. this spell lasts 2 rounds per ,every 3 levels of the spellcaster.

magic base points/dark magic points:8 magic base points

darpas cost:10 darpas

components:tear of an antarian silver stallion.

**discription:**This allows the spellcaster to beguile any being of lesser intelligence.to confuse him into in action.this comes in very handy when faced with a ogre ,or giant.this allows the spellcaster the ability to manipulate those,whom are not so bright.

**6.name:**minor orb of magic defense power.

**time to cast:**3 rounds(2 posts if played online)

**damage/effect:**this allows the spell caster to add 1 points to his/her own magic defense power,or that of another individual.this is 1 point,per every 3 levels of the spellcaster,but this can only be used on self,or any given character once.This spell is limited to no more then 10 points.

**magic base points/dark magic points:**9 magic base points

**darpas cost:**20

**components:**blank magic slate (perferably ivory),magic chisel (turn infuse magic rune,into slate,as required)black pearl from the shore of dythanir island.

**discription:**This spell is a rune spell,this must be made with the precise symbols,and have all required elements to said spell.Once the rune is written ,upon the slate.the spell caster must invoke the spell by speech.This rune magical infuses the black pearl,into a glowing orb.Thus converting the pearl into pure magical energy.This is absorbed into the spell caster,or the one whom .he/she is performing it on,and adds the magic of said rune to the defense power .1 point ,per every 5 levels of advancement,up to 10 points mmaximum effect of this spell.

**7.Name:**Hammer of Fire I

**time to cast:**2 minutes ,or two posts if online.One to Summon, one to cast.

**damage/effect:**this will do 9 points damage, plus 1 point, per level of the caster.

**Magic base points/dark magic base points:**28

**Darpas cost:**100

**Components:**Steel Hammer, Sulfur, and flint.

**Description:**This will cast a hammer of fire, that has the range of 10 feet.this will do said damage,in magical damage, if the casting is successful.Minus the Magical Defense power of the victim.

**8.Name:**Scorching Myst

**time to cast:**2 minutes or two posts if online.

**damage/effect:**This will do 9 points damage,plus 1 point ,per level of the caster.

**Magic base points/dark magic base points:**28

**Darpas cost:**100

**Components:**Vial of water,Steel Basin

**Description:**This will allow the Spellcaster to form a cloud of scorching mist.This cloud be 12 feet by 12 feet.This will do damage to all thing with in that radius save the spellcaster.This is versus a victims magic defense power.This will do the above for mentioned damage with in the Damage effect area of the spell.

**9.Name:**Shout

**time to cast:**2 minutes, or 2 posts if online.

**damage/effect:**this will allow the caster to stun the victim, for 1 round, per every 3 levels of the caster.

**Magic base points/dark magic base points:**28

**Darpas cost:**100

**Components:**chant, and vocals.

**Description:**This will allow the caster to shout startling the victim.Thus stunning them for 1 round, per every 3 levels of the caster.This makes the victim to where they can not attack, while they are stunned.This is very useful when fighting a more superior foe.This is also versus the Victims Magic Defense against such things.

#### **10.Name:Ice Dagger**

**time to cast:**2 minutes, or 2 post if online

**damage/effect:**does 8 points damage, plus 1 point ,per level of the caster.

**Magic base points/dark magic base points:**28

**Darpas cost:**100

**Components:**dagger and a cube of ice

**Description:**This will allow the caster to cast a dagger of ice, this doing the said mentioned damage above.This spell as the range of 10 feet.This is a single target spell.

#### **11.Name:Mystical Claw of the Dragon**

**time to cast:**2 minutes ,or two posts if online.

**damage/effect:**this does 8 points damage, plus 1 point, per level of the caster.

**Magic base points/dark magic base points:**28

**Darpas cost:**100

**Components:**claw of a dragon

**Description:**This will allow the caster to summon a mystical dragons claw.This will strike a single opponent, with in a 12 feet radius.This is a moderately effect spell.

#### **12.Name:Minor Ice Storm**

**time to cast:**2 minutes ,or 2 posts if online

**damage/effect:**does 8 points damage, plus 1 point per level of the caster.

**Magic base points/dark magic base points:**30

**Darpas cost:**100

**Components:**cube of ice,

**Description:**This will cause a minor magical ice storm.This will do the above mentioned damage, to all things with in a 18 feet radius save the caster.This is very useful when it comes to multiple targets.

#### **13.Name:Multiple Arrow strike**

**time to cast:**2 minutes ,or 2 posts if online

**damage/effect:**This will allow caster to cast 3 normal arrows at 3 different victims.this starts as a 7 point damage base for the arrow,then the caster adds a 1



one point damage, in magic damage, per level of the caster.

Magic base points/dark magic base points:30

Darpas cost:125

Components:3 normal arrows

Description:This spell is used to attack 3 targets at one time.This is very good when the party is out numbered.This spell is highly effect when you wish not to get close.this has a 14 feet range.

**14.Name:Minor Storm of Shurikens**

time to cast:2 minutes ,or 2 posts if played online

damage/effect:This spell starts with the caster being able to have 3 shurikens in the storm for 3 points damage per shuriken.Then they add 1 shuriken for 3 More points damage, per level after.This spell is limited to 90 points damage.

Magic base points/dark magic base points:31

Darpas cost:135

Components:the appropriate number of shurikens you can use in the storm.

Description:This allows the Caster to cast a storm of shurikens at the enemy.this storm has a 14 feet radius, it will damage all things who are infront of the caster.this is more ,or less a wall of flying Ninja Stars so to speak.This can do above said damage, this is one of the spells that are limited to a set amount of damage,which is 90 points damage.

**15.Name:Earth Wall**

time to cast:2 minutes, or 2 posts if played online

damage/effect:This will form a 15 feet high wall.This will last 1 round, per level of the caster, this will take 2 points damage, per level of the caster, before the wall is broken through.this starts with a 10 point structural defense though.

Magic base points/dark magic base points:28

Darpas cost:100

Components:earth

Description:This will allow the caster to form a defensive wall of earth, between the caster, and his party, and their enemy.This spell is used mainly for escape from superior odds.This Spell is highly effect in defense measures.

**4th level**

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**1.name:Vanish**

time to cast:2 rounds(2 posts if played online)

damage/effect:this allows the caster to vanish ,to turn invisible if you will,this last for 2 rounds ,per every 4 levels of the caster.infravision will penetrate this spell.

magic base points/dark magic points:15

darpas cost:35

components:good quality mirror

discription:This involves the spell caster having the magic ability to

bend the light forces around him,to make him/her seem as if he or she has vanished,this allows them to move about unseen for the duration of the spell.this can be penetrated by infravision,night vision,or ultra violet rays.

**2.name:copy**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this allows the user to create a duplicate of him/herself.this copy will last 2 rounds ,per every 5 levels of the spellcaster.**

**magic base points/dark magic points:13**

**darps cost:35**

**components:small latern and a piece of fine silk.**

**discription:This will allow the spellcaster to form a solid looking illusionary copy of him/herself.This will allow the user to create one copy of him or herself ,per every 4 levels of advancement.up to 7 copies.These will move about as if they were the real caster,but they do not speak for they are only an ghost like image of the caster him/herself.The copies can not do anything but move about.They are not of real substance ,so they can not do combat or so on.**

**3.name:myra's magical mace**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will allow the caster to do 3 points ,per level of advancement,up to 36 points damage.this can not do any more then 366 points damage.**

**magic base points/dark magic points:12**

**darps cost:25**

**components:mace,tears of a unicorn**

**discription::this will allow the Caster to cast a mystical force in the form of a mace.this will has a range of 15 feet before it dissapates.this will explode on contract with victim,doing intense magical damage.This spell is one of my fondest ,it was inspired by someone close very close to me.**

**4.name:Lady Aisling's alteration**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will allow the caster to alter his or her form for 2 rounds ,per every 3 levels of the caster.this is 1 form per every 4 levels of the user.**

**magic base points/dark magic points:14**

**darps cost:38**

**components:requires something of the form you are trying to take.**

**discription:This spell is dedicated to one of my closest friends.May she find the peace in her passing ,that she did not find in life.This allows the caster to change form.this is to take on one form ,per every 4 levels of the spell caster.you must have some item from the form you are**

trying to take.lets say you wish to take on the form of an Orc.you must then have a tusk of an orc,finger nail etc.you can only learn to transform into 12 forms in a lifet time of the character.

**5.name:Nana's night spell**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the cast to form a cloud of darkness.this cloud will last 2 rounds,per every 3 levels of the caster.

**magic base points/dark magic points:12**

**darpas cost:23**

**components:**dark water from the swamp of nystira,in the province of the Kydarr.

**discription:**This spell was brought about by the Regentess of the Kydarr.Nana 3 doc.She has left Antaria ,but to us Antarian's she will always be one of us,this cast a cloud of complete darkness,this cloud is 12 feet by 12 feet,and it will move with the caster.this cloud is good for when you wish to hide from a foe.this spell lasts 2 rounds,per every 3 levels of the caster.

**6.Name:Spell of the Five Maces**

**time to cast:2 minutes, or two post if online.**

**damage/effect:**5 magics with a 10 point value each, then you had one point up to 8 levels, so this spell is maxed at 5 times 18 ,equals 90 points damage. this can be used for one strike ,before the spell dissapates.this has the range of 10 feet.

**Magic base points/dark magic base points:30**

**Darpas cost:100(plus the cost of maces)**

**Components:**Five high quality maces, that do at least 10 points damage, if the mace is of lower damage, that is what the base is at.

**Description:**

**7.Name:Shadow Shield**

**time to cast:2 minutes ,2 posts if online**

**damage/effect:**This will protect the character from all light magic damage under 20 points damage(bright blinding magics etc.),for 1 round ,per every 3 levels of the caster.

**Magic base points/dark magic base points:30**

**Darpas cost:100**

**Components:**Dark Colored Cloak

**Description:**This will form a dark shroud between the caster,and his foe.This will allow him to protect himself, from said magic ,in which may blind the caster,etc.

**8.Name:Max's Hand of Slapping**

**time to cast:2 mintues, or two posts if online.**

**damage/effect:**9 points base, plus 1 point, per level of the caster.

**Magic base points/dark magic base points:30**

**Darpas cost:100**

**Components:**Steel or higher quality Gauntlet

**Description:**This spell allows the caster, to summon a mystical hand of pure energy.This will slap the victim for said damage above.This has the range of 10 feet.This is very useful to the spellcaster,when his back is against the wall.

**9.Name:Eyes of The Panthers**

**time to cast:**2 minutes, 2 posts if played online.

**damage/effect:**This will allow you to see what any given single panther see's.the cat must be with in 400 feet of the caster.this will last 1 round, per every 3 levels of the caster.

**Magic base points/dark magic base points:**30

**Darpas cost:**120

**Components:**a panther with in 400 feet of caster.

**Description:**This will allow the caster, to see what any given panther see's provided that the cat is with in range,and that they spell is successful.This spell will only last for a said limited time.This spell is very good, if it can be used, for an advanced scouting of any given said area.

**10.Name:Shadow Sword**

**time to cast:**2 Minutes, or two posts if played online.

**damage/effect:**10 points damage, plus 1 point damage, per level of the caster.

**Magic base points/dark magic base points:**30

**Darpas cost:**118

**Components:**Blackened Steel Sword.

**Description:**This spell will form a shadow in the form of a sword.This will strike its victim for the said above stated damage.This will work against any victim with in 10 feet of this sword.Provided it has been cast successfully.

**11.Name:Light 20' Radius**

**time to cast:**2 minutes ,or 2 posts if played online.

**damage/effect:**This will cast light around a 20 feet radius.This will last 1 round ,per level of the caster.

**Magic base points/dark magic base points:**23

**Darpas cost:**50

**Components:**good quality crystal

**Description:**This is just one of your light spells.This will light the way in total darkness.allowing party members to see all things with in a 20 feet radius.

**12.Name:Bellaaagrynn's Trap Spell**

**time to cast:**2 minutes or two posts ,if this is played online.

**damage/effect:**10 point base damage,plus 1 point per level of the caster.

**Magic base points/dark magic base points:**31

**Darpas cost:**112

**Components:**object to place trap on,chest,door, etc.

**Description:**This will allow the caster to place a magical trap on any given object.This will do the above said damage.This works like this 10 points, say you are 4 levels over the required level of this spell.When you place the trap on an

object. Then the object's trap will do 14 points damage, when set off, if you are 12 level above required level, when the trap is set. It will do 22 when trap is set off. Once the trap is set, that is the damage it does. It does not increase as the caster's level does.

**13.Name:Forgery**

time to cast:2 minutes ,2 posts to cast ,when played online.

damage/effect:This will allow the caster to copy any one person's signature,at a 30 percent base,plus 1 percent per level of the caster.This is up to a 95 percent accuracy rate.

Magic base points/dark magic base points:31

Darpas cost:100

Components:The said targets original signature for study.

Description:This will allow The caster to magically forge any given person's signature.This is at the said mentioned percentage of accuracy.This how ever can be uncovered, by the victim his/herself,if they come accross it.This is not a fool proof spell,but it works temporarily ,to the casters advantage, at any given time.

**14.Name:Counterfeit**

time to cast:2 minutes, or 2 post ,if this is played online.

damage/effect:This will allow the caster, to take 100 pieces of metal,and make them appear as original darpas.this is a 100 base, plus 25 piece of metal,per level.

Magic base points/dark magic base points:31

Darpas cost:20,plus the cost of metal pieces.

Components:100 metal pieces,plus any addition pieces of metal for the levels.

Description:This will counterfeit darpas.This will allow the caster to make metal pieces into darpas.This is at the rate of 96 percent accuracy.This will allow them to fool people into believing they are real.Only an expert in finances ,or coinage, would be able to tell the difference,and know they are not real.

**5th level**

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**1.name:Ryndell's Fury**

time to cast:2 rounds(2 posts if played online)

damage/effect:this does 8 points ,per every 3 levels of the caster,up to 78 points damage.

magic base points/dark magic points:17

darpas cost:45

components:Darkened leather glove,magic dust from a sprite.

discription:This will allow the user to grasp victim doing electrical damage.This spell was developed by Regent Ryndell Shadowwind,Regent of the Antarian Realm ,and The Silver Elven kingdoms.This spell has the range of contract.This will is an intensely powerful spell in close

quarters. Creatures or being who are immune to electrical damage, are not effected by this spell.

**2.name:Orb of absorption**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will absorb Part of one attack per combat.this will only absorb 1 points damage per level of the user.**

**magic base points/dark magic points:13**

**dark cost:23**

**components:This requires a crystal orb,and blood of a vampire,or werewolf creature.**

**description:This will absorb one attack, per combat.this is a one shot spell with in any combat.This is 1 point per level of the spellcaster.This begins upon attaining the use of this spell.So if it takes 15th level to gain this spell,it is 1 point upon gaining spell,if you are a 20th level spellcaster.the orb will absorb 5 points damage,as the caster will not take that damage.**

**3.name:loridian's acidic mist**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will do 11 points when first obtained,then it will do 1 points for every 1 level of the spellcaster.**

**magic base points/dark magic points:15**

**dark cost:22**

**components:this requires a vial of acid.**

**description:This allows the caster to use acid,in which he/she will turn it into a vapory mist.this will form a cloud that is 10 feet by 10 feet,any creature, or being that is within the cloud's radius will take the damage.those creatures that have a resistance to acid will take half the damage,and those who are immune to acid will not be affected**

**4.name:mymistra's keep**

**time to cast:3 rounds(2 posts if played online)**

**damage/effect:this will allow the user to form a shelter,this shelter will fit 4 to 5 persons inside it.this will last until it takes 100 points damage in structural damage.**

**magic base points/dark magic points:16**

**dark cost:40**

**components:This spell requires 1,200 5 feet by 5 feet stone blocks,this requires 2,400 wooden beams as supports.this also requires a iron or wooden door that is 8 feet in length, and at least 3 and a half feet wide.**

**description:This allows the caster to take building material,enough material to build a small keep,this will be build magically not with manual labor.this takes 12 days real time to complete said keep.once the spell is set in motion, the spell will continue until the keep is completed.the spellcaster does not need to be around to keep the spell in motion.**

**5.name:magic stones**

**time to cast:3 rounds(2 posts if played online)**

**damage/effect:this allows the caster to enchant 12 magic stones,each stone will add one point to a given stat.this is a one shot spell ,per character the stones are given too.**

**magic base points/dark magic points:17 magic base points**

**darpa cost:24**

**components:this requires 15 small stones of various colors,the colors ,and properties of each stone will be in the discription.**

**discription:This will allow the caster to enchant 15 magic stones ,this will add 1 points to each stat,this can be used on any character one time.The**

**Stones:blue:strength,red:con,yellow:speed,green:dexterity,brown:wisdom,violet**

**intelligence,black:endurance,grey:resistence,white:stamina,clear:evade,l**

**ight blue:blocking,orange:defense power,ivory:attack power,fiery**

**orange:magic attack power,tan:magic defense power.These are the colors ,and which stat they add the one point too.This is very useful,and it can gain the Spellcaster a good sum of money,since all character wish to strengthen themselves.**

**6.Name:Chilling Mist**

**time to cast:2 minutes,two posts if played online.**

**damage/effect:10 points damage, per round.**

**Magic base points/dark magic base points:31**

**Darpa cost:110**

**Components:Cube of Ice..flint ,and torch.**

**Description:This will form a myst of chilling vapor, in the form of a cloud.This Cloud is a cloud that is ten feet, by ten feet.This cloud will do 10 points damage in magic damage, to all victims, with in the could,minus their magical defense.This cloud will last 1 round, per every 3 levels of the caster.This is a very good defense spell when needed.**

**7.Name:Produce Acid**

**time to cast:2 minutes ,or two posts if played online.**

**damage/effect:This spell will allow the caster, to produce a 1 strength acid, every 2 levels of the cast.This will do 4 points damage to victim,and 2 points damage to victims armor.Per strength of acid.**

**Magic base points/dark magic base points:30**

**Darpa cost:125**

**Components:Vial ,carbolic extract.**

**Description:This will allow the caster, to produce a acid, at said aboved mentioned strength,and damage to victim,and to their armor.This spell is highly useful against high defense creatures.This has the range of 7 feet though.**

**8.Name:Earth Bridge**

**time to cast:2 minutes, or 2 post if played online.**

**damage/effect:**This will allow the caster to form a bridge of solid earth.This will span 100 feet accross any impassible revene,or gorge.This will last 1 round, per level of the caster.

**Magic base points/dark magic base points:31**

**Darpas cost:100**

**Components:pouch of dirt**

**Description:**This is simple as stated above.This forms a bridge made of earth.This is very useful, when trying to pass an impassible gorge, or revene,etc.

**9.Name:Dilute Acid**

**time to cast:2 minutes,2 post if played online.**

**damage/effect:**This will allow the caster, to dilute 3 strength acid as a base, plus 1 strength,per level of the caster.

**Magic base points/dark magic base points:32**

**Darpas cost:100**

**Components:**Vial of water.

**Description:**This is very useful, is diluting the strength of an acid pool,or something that is an obsticle.This spell also is very useful.in negating the strength of damage, done by beasts who use acid for weapons.

**10.Name:Hard Water Stream**

**time to cast:2 minutes, or two posts, if played online.**

**damage/effect:**This will cast a stream of hard water.This will do 13 points damage, plus 1 point, per level of the caster.

**Magic base points/dark magic base points:32**

**Darpas cost:122**

**Components:**Vial or flask of water.

**Description:**This will cast a stream of hard water,at the rate of above mentioned damage.This is highly effective against firebased creatures.This spell has the range of 13 feet.This will 12 points additional damage, to all firebased creatures.

**6th level**

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**1.name:darpa production**

**time to cast:3 rounds(2 posts if played online)**

**damage/effect:**this will allow the spellcaster the ability to multiple his darpas.this begins at producing 100 darpas.then you can produce 25 more ,per level of the spellcaster.



**magic base points/dark magic points:20**

**darpa cost:25**

**components:**a single darpa ,as a base for producing said darpa.

**discription:**This will allow the caster to produce above amount of darpa.This can be useful when you are trying to mass a fortune.this can be used once ,per level of the spellcaster.

**2.name:**fangs of the serpent

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This spell does 2 points per every 4 rounds to victim in poison damage,until cured.this spell starts out with a 2 strength poison,then it gains 1 to strength,per every 4 levels of advancement of the spellcaster.

**magic base points/dark magic points:15 magic base points**

**darpa cost:24**

**components:**petrified head of an Antarian Purple Puff adder

**discription:**This allow the user to cast a very poisonous spell,this is only effect,if the strength of the poison is higher then the victims resistance.This is a single victim spell.This spell has the range of contact,The head of the petrified puff adder ,must come in contact with the victim for this spell to work.this spell does have a chance of backfiring,just like any spell,if the spell backfires the spellcaster suffers double the effects of the spell.

**3.name:**Trip

**time to cast:**2rounds(2 posts if played online)

**damage/effect:**This will allow the user to make the opponent miss once ,per combat.This will also allow the caster to make the opponent do damage to him/herself with their own attack once per combat.

**magic base points/dark magic points:17**

**darpa cost:36**

**components:**This spell requires a strong 2 feet cord.

**discription::**This will allow the user to bind the feet of the opponent so that he,or she trips,causing themselves damage,this damage is by their own attack.This works once per combat.This spell has a range of 8 feet.

**4.name:**know truth

**time to cast:**2ounds(2 posts if played online)

**damage/effect:**This spell allows the caster to know when someone is lying to them.This spell lasts for 2 rounds ,per every 4 levels of the spellcaster.

**magic base points/dark magic points:18**

**darpa cost:25**

**components:**truth crystal

**discription:**This spell allows the user to detect any and all falsehoods,with in the effects of the spell.This will work on all who

have a lower intelligence than the spellcaster, if the opponent, or object of the spell is of higher intelligence, the spell has no effect. This works on all of lower intelligence than the spellcaster within 20 feet of the caster.

**5. Name: Feet of the Cheetah**

**Time to cast:** 2 rounds (2 posts if played online)

**Damage/Effect:** This allows the spellcaster to double his speed, this will last for 2 rounds, every 5 levels of the spellcaster.

**Magic base points/dark magic points:** 20

**Darps cost:** 50

**Components:** 2 petrified paws of an Antarian Silver Cheetah

**Description:** This will allow the user to increase his/her speed to double of his normal speed. This is very useful when trying to out run an opponent who has a higher speed, if this spell backfires it might cause the spellcaster to suffer a heart attack, due to the stress on the body. Make a stamina check, every half mile, the spellcaster can travel 1 mile for every 4 additional points added to his speed, by this spell.

**6. Name: Xynndera's Dagger**

**Time to cast:** 2 minutes, or 2 posts if played online.

**Damage/Effect:** This will do 15 points damage, plus 1 point, per level of the caster.

**Magic base points/dark magic base points:** 50

**Darps cost:** 245

**Components:** High Grade Steel Dagger, or better Quality.

**Description:** This was given to the spellcasters by the great Female Spellcaster Xynndera. She was one of the first Female Spellcasters. This will emit a dagger of pure cosmic energy. This will do above stated damage. This dagger has the range of 10 feet.

**7. Name: Invoke Curse I**

**Time to cast:** 2 minutes, 2 points if played online.

**Damage/Effect:** This will allow the caster to place a minor curse on any given object for 15 points damage, in magical damage, not physical.

**Magic base points/dark magic base points:** 50

**Darps cost:** 245

**Components:** chant, invocation

**Description:** This will allow the caster to infuse an object with a minor curse. This curse will do 15 points damage, in magic damage, this can not be defended, against by physical defense, only by magical defense only.

**8. Name: Cynnesstra**

**Time to cast:** 2 minutes, 2 posts if played online

**Damage/Effect:** This will do 15 points damage, plus 1 point, per level of the caster.

**Magic base points/dark magic base points:** 50

**Darps cost:** 245

**Components:Ice sicle**

**description:**This will allow the caster summon.A lance of pure ice.this will allow them to strike any given 1 victim,with in 15 feet of the user.This is a very good spell against fire based creature.This spell is one of the more potent of the ice magics.

## **7th level**

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**1.name:negate poison**

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this allows the user to negate poisons.this negate a 2 strength poison,when first obtaining this spell,then it will negate 1 more point strength ,per every 3 levels of the spellcaster.

**magic base points/dark magic points:**21

**darpa cost:**40

**components:**this requires 3 juralla roots.

**discription:**This Spell is very useful when the spellcaster,or a member of the party has been poisoned.This is the only healing type spell ,in which the spellcaster recieves.This has the range of contact with the person,in which the spellcaster is trying to cure.

**2.name:jinx**

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will allow the user to cast upon the victim a bad luck spell.This will lasts for 2 rounds,per every 4 levels of the spellcaster.

**magic base points/dark magic points:**19

**darpa cost:**28

**components:**This requires a Antarian Luck Stone

**discription:**This will allow the user to place a minor curse if you will upon the victim.This will make the victim miss most of his saving throws,damage him/herself ,if trying to place an attack.anything bad that can happen,most likely will happen when victim ,is under the influence of this spell.this has the range of touch.

**3.name:tornado**

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will do 7 points damage when first obtained,then this will do 2 points damage ,every 3 levels of advancement of the spellcaster.

**magic base points/dark magic points:**24 magic base points

**darpa cost:**50

**components:**vial of rain water,funnel,air sac of flying squirrel

**discription:**This will form a tornado this will do damage to all things

with in its path.this will stay on the ground for 5 rounds,then this will dissapate.this usually will travel along the ground for about 500 yards.this is a highly destructive spell.This will damage any thing in which it comes in contact with,even the one who casts this spell,so make sure you character stays out of the path of the tornado.

**4.name:sun burst**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will do 9 points damage when first obtained,then it will do 1 point damage ,per every 3 levels of the spellcaster.this will damage all things,creatures,or being within the area of impact.This has a 12 feet impact area.**

**magic base points/dark magic points:24 magic base points**

**darpas cost:40**

**components: sun stone,sulfur,and a small piece of a meteor**

**discription:This will cast an orb of intense heat.this is as if the victim suffers burns from the suns radiation.This will do damage to all things with in the 12 feet impact area.so make sure that you ,and your party are out of range,when this spell explodes into its intense heath wave.**

**5.name:Genna's Globe of Power**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:this will do 9 points damage when first obtained,then will do 2 points damage every 1 level of the spellcaster.**

**magic base points/dark magic points:45**

**darpas cost:160**

**components:solid glass orb**

**discription:This is a Power infused orb,as the spellcaster infuses this orb with the magic of the cosmic stream.This has the Range of 23 feet then 1 foot ,per every 3 levels of the user.This is a impact spell.this is also a single weapon spell.**

**6.Name:Electrical Touch**

**time to cast:2 minutes ,2 posts if played online**

**damage/effect:This does 9 points damage base, plus 2 points per level of the caster.up to 64 points damage.**

**Magic base points/dark magic base points:45**

**Darpas cost:160**

**Components:Powder of an electrical eel**

**Description:This will allow the caster to touch victim.This is for said amount of electrical damage.This spell is a very useful close range spell.This has the range of touch only.**

**7.Name:Naadesterria's Binding spell**

**time to cast:2 minutes, or two posts if played online.**

**damage/effect:**This will allow the user to bind the victim, for 1 round every 2 levels of the caster, up to 10 turns.

**Magic base points/dark magic base points:**45

**Darpas cost:**165

**Components:**Silk rope

**Description:**This will allow the caster to bind the victim for the said stated turns.This was given to the spellcasters by the great Naadesterria a wolfkind spellcaster.One of the very few wolfkind Spellcasters throughout Antaria's history.

## 8th level

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**1.name:**hand of fate

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this spell will reverse one negative effect to caster,or to party member.This will not reverse the effects of lets say death,but most things short of death.

**magic base points/dark magic points:**27

**darpas cost:**200

**components:**This requires a silver silken glove,with the dust of a dimension djinn.

**discription:**This spell can only be used once ,every 8 days,and it can only be used once on any given persons.This will reverse any event,except death,that has occured that ,the caster wishes to change.This spell has the limits of what each game master will,and will not allow it to be used for.

**2.name:**Quest

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will allow the spellcaster to send any creature,or being ,whom is of lower intelligence off on an meaningless quest.  
(usually 30 days real time)

**magic base points/dark magic points:**27

**darpas cost:**100

**components:**map of region,and dust of gullibility.

**discription:**This will enhance an compell any creature of lesser intelligence,then that of the user .To take on a meaningless quest.This quest really has no purpose,except to send the victim off away from the party.This usually works well on trolls,orcs,etc.

**3.name:**StormWinds

**time to cast:**3rounds(2 posts if played online)

**damage/effect:**This will form a 9 miles an hour wind the first level that is is gained,then you add 1 mile per hour ,per every 1 levels of advancement of the spellcaster.This will do 1 points damage every 1

**miles of wind force**

**magic base points/dark magic points:25**

**darpas cost:90**

**components:air sac of an antarian wind wyrn**

**discription:This will summon strong force winds .this is even out of the calmest of all weather.This is good when you are upon the see ,and you need wind for sails.This is a very useful spell when it comes to sea vessels.**

**4.name:myst of forgetting**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will make the victim forget one event that has taken place.this can only work once on any given target.**

**magic base points/dark magic points:26**

**darpas cost:77**

**components:myst from the swamp of lost souls,magic beaker to contain the myst**

**discription:This will allow the spellcaster to focus ,and release a magic myst ,that will make any one victim for get any singel event.This works once on any given victim,(this has restrictions on what they game master will,and will not allow this to be used for)**

**5.name:calling of the wyrn**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will allow the spellcaster to call,and control any dragon ,that is of a lower level then the caster,this will allow the spellcaster to control the dragon,for 1 round,per every 4 levels of the spellcaster.**

**magic base points/dark magic points:30**

**darpas cost:200**

**components:scale from the dragon type you wish to summon.**

**discription:This will allow the user to call any given dragon to his aid,and will allow the caster to control siad dragon for the above stated time.The dragon must be of at least 2 levels lower then the spellcaster.The dragon will fight for the spellcaster,but it will not go into a situation he/she knows is hopeless,as you know dragons are highly intelligence creatures,and they are not suicidalThis will not work on special dragons ,like a dragon Regent,A player character dragon,or Diamondra mother of all dragons,and Their Queen.**

**6.Name:Tammestra's Sleet**

**time to cast:2 minutes ,or 2 posts if play online.**

**damage/effect:This will do 10 points damage in cold damage base,then 1 point in cold damage, per every level of the caster.**

**Magic base points/dark magic base points:45**

**Darpas cost:165**

**Components:cube of ice**

**Description:**This will form a storm of Sleet.This will do cold damage, to all things with in a 14 feet radius.This was given to the spellcasters by a great Spellcaster Mistress named Tammestra.She was one of the very first of all the Spellcasters.She helped in forming the order that exists today.

## **9th level**

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### **1.name:Ryea's Vengeance**

**time to cast:**3 rounds(2 posts if played online)

**damage/effect:**this will do 12 points when first gained,the 3 points ,per every 4 levels of advancement.

**magic base points/dark magic points:**28

**darpa cost:**400

**components:**opal orb,vial of acid.

**discription:**Ryea's vengeance is a spell that casts an orb of pure acid.this has a range of 20 feet,this will damage all ,but the cast with in the 20 feet radius.This is a gift passed down to the mortals from the goddess Ryea,for she once was a mortal when antaria first was created.she is the daughter of Blackland ,and Erica.She lived as a mortal so that ,she would know the harsh reality of the mortal world.

### **2.name:Rygores Rapier**

**time to cast:**3 rounds(2 posts if played online)

**damage/effect:**this will add 3 points to any normal sword,per every 4 levels of the caster.this is up to no more then 45 points to any normal Sword.

**magic base points/dark magic points:**28

**darpa cost:**400

**components:**any sword

**discription:**This allows the spellcaster to magically enhance any sword,this is the highest of all forms of adding points to magical weapons permanently ,this spell is normally used on swords,but the game master might allow it to be used on any normal weapon.This can be done once ,per normal weapon.if you are at the minimum level to obtain this spell,then you take a normal weapon and add 3 points to it,but the sword can not be enhanced with this spell again.but lets say you are 12 levels over the minimum level to obtain said spell.so it is 3 times 3 ,equals 9 points that you can add to the normal weapon.

### **3.name:Kari's Death spell**

**time to cast:**3 rounds(2 posts if played online)

**damage/effect:**this spell will do 15 points damage when first obtained.this this will do 2 points damage every 5 levels of the caster.

**magic base points/dark magic points:**28

**darpa cost:450**

**components:**nightshade root,vial of gurilia poison,fang of an antaria death adder.

**discription::**This will allow the user to cast a shadowy cloud of death towards his/her victim.this spell is an area effect spell as well.this will do damage to all things with in the cloud radius.the cloud is about 10 feet by ten feet.this will even harm the user,so make sure you cast said spell,and get out of the area ,as the cloud forms.This is a gift from the Goddess kari,She did not wish to be left out in given her own gift ,to the mortal spell casters.

**4.name:**fist of destruction

**time to cast:**3 rounds(2 posts if this is played online)

**damage/effect:**this will do 10 points damage when first achieved,then it will do 2 points damage,per every 4 levels of advancement.

**magic base points/dark magic points:**26

**darpa cost:**300

**components:**steel gaulet diamond incruated.

**discription:**This will allow the user to send a mystical force in the form of a large crushing fist.This is a single target spell,but this will also inflict other damage,such as a broken leg,internal bleeding possibly with in its victim.This is a rather nasty spell for those,who are on the recieving end.

**5.name:**Hell Storm

**time to cast:**3 rounds(2 posts if played online)

**damage/effect:**this will do 6 points damage ,per level of advancement ,up to 120 points damage.

**magic base points/dark magic points:**26

**darpa cost:**350

**components:**pound of sulfur,claw of an etryak,rune of the Hell Storm

**discription:**This spell is one of the most intense of all of the fire spells.This spell is also a magic rune.You must have the rune to cast the spell.The rune can be created,but the rune takes 2 days real time in preperation.This involves invoking the magical energies of the cosmic stream,you must know the exact wording of said rune.then you must infuse rune on a magic scroll.this is why it takes so long to prepare said rune.Once this spell is used,then you have to wait 2 days real time to use it again.for the time allowed to set rune up once more.

**6.Name:**Duryndera's Trap spell

**time to cast:**two minutes, two posts if played online.

**damage/effect:**This will allow the caster to set a trap for 20 points damage.This is to a single object, or item.

**Magic base points/dark magic base points:**45

**Darpa cost:**160+item

**Components:**Chant,Invocation ,Item



**Description:**This will allow the caster to invoke a trap spell of fire.This will do 20 points damage , in magical fire damage, if the trap is set off.This can only be defended against by magical defense power, not by physical defense.

## **10th level**

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### **1.name:Blackland's word**

**time to cast:**3 rounds(2 posts if played online)

**damage/effect:**this will do 14 points damage when first gained,then this will do 3 points damage ,per every 4 levels of advancement.

**magic base points/dark magic points:**70

**darpa cost:**500

**components:**Scroll of the rune of blackland's word,this can be used once,per scroll ,must have the rune to cast the spell.

**discription:**This spell is used by the utterance of a Rune ,this is invoked by speaking the Ancient words of said rune.This will damage all things with in 30 feet of the speaker of said rune.This will do double damage to all evil things.note:if this is spell backfires the caster will take double the damage of said rune.

### **2.name:Draline's Sword Spell**

**time to cast:**3 rounds(2 posts if played online)

**damage/effect:**this will do 14 points when first gained as a spell.then this will do 3 points damage,per every 4 levels of the caster.

**magic base points/dark magic points:**70

**darpa cost:**500

**components:**This requires 8 normal long swords

**discription:**This spell has a range of 4 feet around the user.This will form a spining barrier of swords around the caster,anything that comes with in range of the blades,will suffer said damage.This spell last for 3 rounds ,per every 4 levels of the caster.The caster can walk with in the barrier of swords,then barrier will move as the caster does,still protecting him,or doing damage to his foe.

### **3.name:Yanira's Magic Quiver of Arrows**

**time to cast:**5 rounds(2 posts if played online)

**damage/effect:**This will enchant any normal quiver of arrows,this will allow each of the arrows to do 24 points in damage when first acheived,then each arrow will do 2 more points damage ,per every 1 levels of the user of said arrows.Such as a Elven ranger using these magical arrows.

**magic base points/dark magic points:**70

**darpa cost:**500

**components:**normal Quiver of arrows

**discription::**This spell was sent down by the Goddess of Nature ,love,and weather.This will give as a gift by here to all those who study the use of the magical art.She is one the greatest archers among the Gods,and Goddesses of Antaria.The quiver never empties.

**4.name:**DragonLords Fire Ball

**time to cast:**3 rounds(2 posts if played online)

**damage/effect:**This will do 14 points damage when first achieved,then it will do 2 points every 4 levels of the caster.

**magic base points/dark magic points:**70 magic base points

**darpa cost:**500

**components:**same components as lyrusia's fire ball spell.

**discription:**This was taught to the great spellcaster council by dragonlord ,as a gift to them for saving his half mortal son.This is the most intense ,and most power of all fire spells ,upon the face of the Antarian mortal world.

**5.name:**Erica's Cosmic Walk

**time to cast:**3 rounds(2 posts if played online)

**damage/effect:**This spell allows the spell caster to dimension hop,this is one dimension ,per every 5 levels of the spellcaster.So if the spell caster is that of like 25th level ,he knows 3 dimensions in which he can visit.he can only stay in each dimension for 1 week real time in game play,before returning to his home dimension,or least he be trapped with in that dimension,until it comes with in phase once more,which takes 3 months real time.

**magic base points/dark magic points:**70

**darpa cost:**500

**components:**dimensional rune,meaning a runes with the location of said dimension ,as that of a cosmic map.

**discription:**This was past down by the Goddess Erica Goddess of the Cosmic stream,The universe ,and Wife to Blackland Creator of all things.This was given to the mortal spellcasters of the Antarian World,for she once was a mortal Spellcaster,she captured the heart of Blackland ,and has dwelled amongst the Deities of Antaria ever since.

You get 1 level of spells per every 3 levels of the spell caster.hence you get 1st level spells at the first level,2nd level spells at the 4th level,3rd level spells at the seventh level,etc.All spells are treated as first level spells upon gaming then.if a 7th level spell caster uses a 3rd level spell,and the spell does 7 points damage when first achieved,then the spellcaster would do 7 points damage with said spell,until he advances the required levels to add more damage to said spell.

**6.Name:**Jace's Moon Beam

**time to cast:**2 minutes two posts if played online

**damage/effect:**this will do 30 points damage, plus 1 point, per level of the caster.

**Magic base points/dark magic base points:70**

**Darpas cost:500**

**Components:Silver Medallion**

**Description:**This will cast a Moon Beam of pure Moons Energy,This will do above said stated damage.This has the range of 18 feet.This spell can only be defended by magic defense power, not by any physical defense.

## **11th Level**

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### **1.Name:Max's Hand of Doom**

**time to cast:**2 minutes, or two posts if played online.

**damage/effect:**32 points damage, plus 1 point, per level of the caster.

**Magic base points/dark magic base points:**84

**Darpas cost:**880

**Components:**Steel Gauntlet

**Description:**This is given to the Spellcasters, by the once Great Spellcaster, who is now the Elder God of Magic.He was the First to found the order of the Spellcaster.This does said standed damage above.This will form a giant mystical hand, that will crush the opponent.This has the range of 16 feet.

### **2.Name:Pamula's Storm of Blades**

**time to cast:**2 minutes, or 2 posts if played online.

**damage/effect:**32 points, plus 1 point, per level of the caster.

**Magic base points/dark magic base points:**84

**Darpas cost:**880

**Components:**20 daggers of high quality

**Description:**This is given to the spellcasters by the once great spellcaster pamula, whom now is the Elder Goddess of magic.This spell has the range of 16 feet.This will release a magical storm of blades. this is a multiple target spell up to 3 targets.

### **3.Name:Increase Permenent resistance.**

**time to cast:**2 minutes ,2 posts if played online.

**damage/effect:**This will allow the caster to increase the resistance ,perminently, by 1 point, every 3 levels of the caster,up to 20 points, in resistance, on any given single character.This is 20 points max, per character,no exceptions.

**Magic base points/dark magic base points:**84

**Darpas cost:**880

**Components:**juralla root

**Description:**This will allow the Caster to upgrade any given characters resistance magically.This is limited to 20 points, per character max.This spell has the range of touch.

**4.Name:Thorgrine's Mystical War Hammer**

**time to cast:2 minutes,or 2 post ,if played online.**

**damage/effect:This will do a 32 points damage base,plus 1 level per level of the caster.**

**Magic base points/dark magic base points:84**

**Darpas cost:880**

**Components:High Grade Steel War Hammer**

**Description:This will allow the caster to summon,and form Mystical Energy in the form of a War Hammer.Thus striking the opponent with the mystical force damage.This does above said damage.This has the range of 18 feet.**

**5.Name:Kari's Whisper**

**time to cast:2 minutes, two posts ,played online.**

**damage/effect:This will do 32 points damage, plus 1 point, per level of the caster.**

**Magic base points/dark magic base points:84**

**Darpas cost:880**

**Components:Invocation**

**Description:This will allow the caster to utter words, given to them by Kari The Elder Goddess of the Dead.This is a death Magic.This can only be defended against by magic defense.This is a dark Magic,but it is not an evil magic.This has the range of 18 feet.**

**6.Name:Sharry's Vanity Spell**

**time to cast:2 minutes, or two posts if played online.**

**damage/effect:This will allow the caster, to have the creature, or opponent ,attack at a +1 to their need to hit.this last for 1 round, per every 4 levels of the caster.**

**Magic base points/dark magic base points:84**

**Darpas cost:880**

**Components:A mirror**

**Description:This was given to spellcasters by the Elder Goddess Sharry.She has given them this spell as a evasion defense.If this spell is successful,and the creature previously needed a 15 to hit.Being effected by this spell, they need a 16 to hit, for the given said rounds, stated above.**

**12th Level**

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**1.Name:cadallenne**

**time to cast:2 minutes, or 2 post if played online**

**damage/effect:this will add 7 to any armor, this is once shot deal per suit of armor.there is no gm interpitation for more.7 points thats it.**

**Magic base points/dark magic base points:86**

**Darpas cost:940**

**Components:suit of armor**

**Description:this adds to the defense of any given suit of armor,7 to defense**

power, per suit of armor.

**2.Name:syprostra**

**time to cast:2 minutes or 2 posts if played online**

**damage/effect:this will do 35 points damage, plus 1 point, per level in a stream of magical fire.this is a single target spell.this has the range of 16 feet.**

**Magic base points/dark magic base points:86**

**Darpas cost:900**

**Components:flint, sulfur coal**

**Description:this casts a magical fire stream, this will do above said damage, to any given single target, if this spell is successful.This has a 16 feet range.**

**3.Name:Kari's Hand of Death**

**time to cast:2 minutes,2 posts if played online**

**damage/effect:This will drain one level, per every time the caster summons it ,1 level of the opponent.Provided that their casting is successful.**

**Magic base points/dark magic base points:88**

**Darpas cost:960**

**Components:Black Glove and Powdered deathlord skin**

**Description:This spell is a very dangerous one.This spell is used by touch though on a single victim.This is a very limited in range spell.This spell will drain 1 level, per time the spell is cast.This is a highly costly spell,when it fails.88 magic base points, are not easy to come by,but it is worth it, if your successful.**

**4.Name:Xerdaaraan Hammer**

**time to cast:2 minutes ,2 posts if played online**

**damage/effect:This will do 20 points damage, plus 2 points,per level up to 75 points damage max.**

**Magic base points/dark magic base points:86**

**Darpas cost:900**

**Components:Steel Hammer**

**Description:This will form a magical hammer, of pure electricity.This was given to the spellcaster by the great Spellcaster Master Xerderaaraan GlowFist,one of the first human spellcasters,one of the greatest mortal spellcasters to live.This is limited to damage that it can do,but it has a range of 22 feet.**

**5.Name:Barkkarius Ball of Fire**

**time to cast:2 minutes ,or 2 points if played online.**

**damage/effect:This will do 34 points damage, plus 1 point per level of the caster.**

**Magic base points/dark magic base points:86**

**Darpas cost:900**

**Components:Flint ,sulfur.**

**Description:This was given to the Spellcasters to by the great ogre mage Barkkarius.He was one of the few ogre spellcasters.This will do the said above damage.This spell has the range of 18 feet.**

**6.Name:Vannorra's Lightning Storm**

**time to cast:2 minutes, or 2 post if played online.**

**damage/effect:34 points damage, plus 1 point, per level of the caster.**

**Magic base points/dark magic base points:86**

**Darpas cost:900**

**Components:vial of dragons blood,pinch of metallic dust.**

**Description:This was given to the spellcasters, by the great elven Spellcaster vannorra.She was one of the greats in the field of magics.This will do above stated damage.This spell has the range of 18 feet.This is a multiple target spell, up to 3 persons.**

**13th Level**

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**1.Name:rygores Mystical Rapier**

**time to cast:2 minutes, or 2 posts if online.**

**damage/effect:this will do 38 points damage, plus 1 point, per level of the caster.this is a very effect spell.**

**Magic base points/dark magic base points:88**

**Darpas cost:980 darpas**

**Components:a high quality rapier**

**Description:This will cast a mystical rapier.this will do said damage,as listed above.this spell has the range of 18 feet.This is a highly effect magical spell, even though it is costly.**

**2.Name:Ryeas Spell of the 20 Shurikens**

**time to cast:2 minutes or 2 posts if online.**

**damage/effect:this will do 5 points per shuriken.for a possible 100 points damage.This spell is limited to 100 points damage.**

**Magic base points/dark magic base points:88**

**Darpas cost:980**

**Components:20 shurikens of high quality.**

**Description:This will cast a storm of major shurikens.this spell has a range of 18 feet.this is very good for multiple targets.the more targets, the less damage it does to any given single victim though.but it is a highly effect offensive spell.**

**3.Name:Diamondras Diamond Hail storm**

**time to cast:2 minutes ,or two posts if online/**

**damage/effect:This will do 100 points damage, in a diamond hail storm.this is a multiple target spell.You divide the spell up, amongst the number of targets,thats the damage each target takes, minus their defense power.**

**Magic base points/dark magic base points:88**

**Darpas cost:980(plus what the diamonds cost)**

**Components:needed 100 diamonds of 100 darpas value or better.**

**Description:This cast a major hail storm of pure hard diamonds.This will damage**

all targets within an 18 foot radius of the caster. This spell is a highly effective spell, against multiple villains, or beasts.

**4.Name:Ericas Power Ball**

time to cast:2 minutes or 2 posts if online

damage/effect:this will do 40 points damage,plus 1 point, per level of the caster.

Magic base points/dark magic base points:88

Darpas cost:980

Components:high quality crystal orb

Description:This will cast a intense magical ball of pure magical power.This has the range of 18 feet.This is a single target spell.This is one of the best offensive weapons of this level.

**5.Name:Erica's Ring Everful Defense**

time to cast:2 minutes ,or 2 post if played online.

damage/effect:This will add 50 points to the defense power, of the caster.this is a one shot deal,per character this spell is used on.Provided that the character does not already have the max of a 150 defense power,allowed by mortal characters.

Magic base points/dark magic base points:88

Darpas cost:980

Components:Platinum ring of no less then 10,000 darpas quality.

Description:This will allow the caster to make a highly magic ring, that gives 50 points in defense power. to the wearer.This is one of the best rings for defense.This can only be attempted once per ring.If the spell fails.You must buy another ring.if the spell succeeds.The defense in the ring is maxed out.

**6.Name:Blackland's Magic defense enhancement**

time to cast:2 minutes, or 2 posts if played online.

damage/effect:This will give 10 points to the defense power of any target person, this happens once per character and no more (this is not option,there is a 10 point limit per character, period )

Magic base points/dark magic base points:88

Darpas cost:980

Components:invocation of blacklands name and a crystal of 120 darpas value.

Description:This will magically enhance any one characters defense power, permanently by 10 points.There is a 10 point limit ,character.There is no Game Master interpretation of this spell.Ten points max, per character.

**14th Level**

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**1.Name:Max's Energy Storm**

time to cast:2 minutes ,or 2 posts one to summon, if on a d30 your successful, one post to cast.

damage/effect:40 points base,plus 1 ,per level of the user.

**Magic base points/dark magic base points:90**

**Darpas cost:1,000**

**Components:Clear Crystal ( 8,000 darpas value or better).**

**Description:**This will cast an intense storm of Pure Energy.This has a 20 feet area effect.This will damage all things with in 20 feet of the storm.This is good for multiple targets.

**2.Name:Icellareus**

**time to cast:2 minutes,or two posts if online.one to summon roll 1d30,if**

**successful.cast roll 1d30**

**damage/effect:40 points base,plus 1 point per level.**

**Magic base points/dark magic base points:90**

**Darpas cost:1,000**

**Components:ice crystal**

**Description:**This casts an intense wave of Ice.This will do said damage to all with in a 20 feet radius.this is the said damage, minus magical defense.This spell is very useful against multiple opponents.

**3.Name:Hellathrus**

**time to cast:2 minutes,or two posts if online.one to summon roll 1d30,if**

**successful.cast roll 1d30**

**damage/effect:40 points base,plus 1 point per level.**

**Magic base points/dark magic base points:90**

**Darpas cost:1,000**

**Components:sulfur,flint.**

**Description:**This casts an intense wave of fire.This will do said damage to all with in a 20 feet radius.this is the said damage, minus magical defense.This spell is very useful against multiple opponents.

**4.Name:Pamula's Fire Trap**

**time to cast:2 minutes, or 2 post if online.**

**damage/effect:**This will do 40 points damage, plus 1 per level of the caster,after they have acquired said spell.

**Magic base points/dark magic base points:90**

**Darpas cost:1,000**

**Components:object to place trap on, sulfur.**

**Description:**This allows the Caster to place a Magical Fire Trap on any given object.This has a complexity rating of 1 complexity, per every 3 levels of the caster.Thus making it harder for Shadowwalkers,and NightWalkers to disarm said trap.This Spell is Acquired at the 42nd level granted.So lets say you have a 45th level Spellcaster.Then he would be able to set the trap on an object for  $40+4+14$  Magic Attack Power.This giving the Trap 58 points in Magic Fire Damage.Once the



Trap is Set.The Damage doesnt increase.It is Set at 58 points damage.The Damage is by when ever the trap is set.It does Not increase,per level of the user. (This is non negotiable.There is no Game Master Option).

**5.Name:Thorgrine's Acid Storm**

time to cast:2 minutes,or two posts if online.

damage/effect:40 points damage ,plus 1 point, per every 2 levels of the caster.

Magic base points/dark magic base points:90

Darpas cost:1,000

Components:vial of acid.

Description:This will summon a Storm of Acid.This works in two ways.This will do full damage to the victims.This has a 20 feet radius,this will do half damage to any armor.Say you have a 45th level spellcaster,he has do  $40+2$  for the 4 levels+14 magic attack power.he can do 56 points damage correct.The Victim takes 56 points damage, but his Armor takes 28 points damage to it.The Victims defense against Damage is His Magic Defense power only,but acid does more or less eat through armor.This spell is capped at 80 points damage,because of what it does( there is No interpitation of this spell.It is how it is said.No Game Master Option here.).

**6.Name:Jace's Night Spell**

time to cast:2 minutes, or 2 posts one to summon,and one to cast.

damage/effect:this will turns complete daylight into night, with in a 20 feet radius, for 1 round, per levey 2 levels of the caster.this has a 4 rounds base.

Magic base points/dark magic base points:80

Darpas cost:800

Components:vial of liquiid night.

Description:This will allow the caster to cast a spell of complete darkness with in a 20 feet radius.this is very useful when trying to hide from superior forces.This last the said amount of rounds, per every said levels.This was given to the Spellcasters by the goddess of the Night.Jace.

The SpellCaster Spells:These are the spelled most commonly used by the Antarian SpellCaster.You start a level of spells as first level at the level you acquire them.You get 1 spell level, every 2 levels of advancement.This means if you are a 9th level, and you just got 5th level spells.they are the base points, plus 1 or 2 or 3 points for the first level as that spell, you do not get all the way back from first level of character.These rules are non negotiable.They are not to be broken.There is not Game Master Interpitation of this.

I am not trying to tell Game Masters that they can not run their games.How they see fit,but There must be a limit ,and some rules on how the Mechanics of a

**Gaming system work.I have worked along time on this system,I have put years into this.So i am setting a few rules that even Game Masters must go by.Thank You for understanding.**

## **The Naturalist**

### **Level/Experience Points:**

**1st:0**

**2nd:5,500**

**3rd:13,000**

**4th:28,000**

**5th:75,000**

**6th:175,000**

**7th:375,000**

**8th:675,000**

**9th:1,125,000**

**10th:1,775,000**

**11th:3,125,000**

**12th:5,550,000**

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**You must achieve 2,000,000 Experience Points,per level after the 12th level,to advance any further in this class.You get 7 hitpoints, per level of advancement,until you reach that of the 12th level.Then you get 1 hitpoint ,per level,after the 12th level of advancement.You must have at least a nine int,and a nine wisdom to take on this class.You get a plus one to int,and wisdom to start,and you get a minus 1 to str,and con in this class.**

#### **Naturalist skills/abilities:**

**1.Naturalist Circles:These give them certain abilities,per every 2 levels of advancement.They Circles are learned,as the Naturalist grows with in their order.These are not unlike the SpellCasters runes,but they are more of a Natural Nature.They Circles are kind of like,Naturalist disciplines as well.There will be a section with in this class on The Naturalist Circles.**

**2.Speak with Animal:This will give the naturalist the ability,to speak with 1 animal ,every 4 levels of advancement.This allows the naturalist to know what the animals,see ,hear,smell,and feel around.The Naturalist are the gaurdian of nature.**

**3.Herbology:This allows the Naturalist,the ability ,to know 1 herb,root,plant,berry and so on.this is 1 of each ,per every 3 levels of study.The Naturalist are after all the gaurdians of nature ,and what they take from nature they alwaysput something back.**

**4.Learn Spells:This will give the Naturalist the ability to learn 1 spell level ,per every 2 levels of advancement.This gives them complete knowledge of each,and every spell level, in which they acquire.**

**5.Defense power:This gives them 2 points to defense power,every 4 levels of advancement,instead of 1 point to it,that most other non magic using classes get.This is due to the fact that they can not wear armor ,as they cast any given spell,and it is due to their magical nature.**

**6.Magic Defense Power:This gives the Naturalist 2 points,instead of one ,per every 4 levels of advancement.This is due to their magical nature. This helps them when fighting other magic wielding classes,as magic is there primary weapon.**

**7.Alchemy:This will allow the Naturalist,the ability to make one potion,salve,etc.,per every 4 levels of advancement.This has a 1 strength,per**

every 4 levels of advancement. Each strength will do 4 points, this is in curing, damage, etc.

**8. Circle/Rite Points:** These work like all other rite points, once you use them they are gone, you must wait for next level for 2, or game master awards. You start with 20 base, plus you get 2 points per level of advancement, then you get any that GM's might Award.

**9. Skill Points:** You start with a 20 point base, plus you get 2 per level. These once used are gone. they work like the rite points.

**Naturalist Circles:** These are similar to Rites Actually, but they work on a different basis. They work by a level Base. There are 12 Naturalist Circles of Power. These start off as weak, and get stronger, as each circle is achieved. They are limited to a set number.

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**1st Circle:** these are gained at 1st level.

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1. +1 to magic defense permanently. cost 20 rite points. can only be used once, per character.

2. +1 to Magic attack Power, permanently. Cost 20 rite points. Can only be used once per character.

3. +1 to defense power, permanently: this cost 20 rite points. Can only be used once per character.

**2nd Circle:** these are gained at 3rd level.

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1. +4 to hitpoints: this cost 25 rite points. these 4 hitpoints are permanent, they are regained, when lost.

2. +1 to resistance: cost 25 rite points. this is permanent.

3. +1 to stamina: cost 25 rite points. this is permanent.

**3rd Circle:** these are gained at 5th level.

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1. +2 to magic attack. cost 30 rite points. is permanent.

2. +2 to magic defense. cost 30 rite points is permanent.

3. +1 to wisdom. cost 30 rite points is permanent.

**4th Circle:** these are gained at 7th level.

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1.+1 to fire damage with spells.Permenant .cost 35 rite points.

2.+1 to ice damage with spells.permanant.cost 35 rite points.

3.+1 to electrical damage with spells.permanant.cost 35 rite points.

5th Circle:these are gained at 9th level.

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1.+2 to magic defense power.cost 40 rite points .This is permanent.

2.+2 to Magic Attack Power.Cost 40 rite points.This is permanent.

3.+1 to weapon damage.cost 40 rite points.This is permanent.

6th Circle:these are gained at 11th level.

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1.+1 to Defense power.50 rite points.

2.+1 to intelligence.50 rite points.

3.+1 to wisdom.50 rite points.

7th Circle:these are gained at 13th level.

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1.+3 to magic defense.70 rite points.

2.+3 to damage of weapon.70 rite points.

3.+3 to magic base points .70 rite points.

8th Circle:these are gained at 15th level.

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1.+6 to mental points.90 rite points.

2.+6 to special ability points.90 rite points.

3.+6 to magic base points.90 rite points.

9th Circle:these are gained at 17th level.

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1.+6 to spell damage.110 rite points.

2.+6 to damage of weapon( notes these are normal weapons, non magical).110

rite points.110 rite points.

3.+6 to naturalist base class skills.110 rite points.

10th Circle:these are gained at 19th level.

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1.+10 to permanant hitpoints, one shot dead.130 rite points.

2.+6 to defense power.130 rite points.

3.+3 to all lightning spells.130 rite points.

11th Circle:these are gained at 21st level.

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1.+5 to all fire Spells.150 rite points.

2.+6 to all ice spells.150 rite points.

3.+4 to all other spells( other then elemental).150 rite points.

12th Circle:these are gained at 23rd level.

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1.+8 to damage of normal weapon.cost 160 rite points.

2.+4 to magic defense.cost 160 rite points.

3.+4 to magic attack.cost 160 rite points.

**Naturalist Skill Point Skills:**

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1.Enhance Spell Damage:This adds 1 point to the damage of the spell,per every 3 skill points used.this is a one shot deal, per every skill points allotment used.You must have the skill points to use this.

2.Enhance Magic Defense:This adds 1 point to Magic Defense, per every 3 skill points used.This is temporary this can be used once, per every time skill points are used.You must have the skill points to do this.

3.Enhance Resistance:This adds 1 point to resistance, every 4 skill points used.This is temporary this can only be used once,per every time the skill points are used.You must have the skill points to do this.

4.Enhance Weapon Damage:This adds 1 point to the damage of any weapon,per every 6 skill points used.This is temporary.This can only be used once, per every time skill points are used.You must have the skill points to do this.

**Notes:**Naturalist do not use Rune Magic.They use the circles above only.Rune Points do not apply to them.They will only use Rite Points, for the buying of the Circles.Once Bought.They no Longer need to use Rite points, for said bought Circles.

**The Naturalist:**The Naturalists,are the Druidic types of the Antarian World,they are the gaurdians of nature.You usually find them living with in the forest,or wilderness of antaria.They believe in the balance of nature.They believe in Yanira,The Elder Goddess of Nature, Love,And Weather.The Naturalist Help in protecting,and preserving the balance of nature.They use their magic to defend, the animals,and the lands of the antarian world.They protect that which does not have a voice,that the humaniods can hear anyway.The naturalist has the gift to speak with the animals,plants, and all things around them.They usually have casts know ,as Naturalist Orders, or Circles,in which all naturalist must belong ,although there are a few rogue Naturalist,who have become evil and corrupt,their nature is usually that of a neutral one.

## **The SpellCasters Spells Guide**

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### **1st Level:**

**1.name:**know spells

**time to cast:**instant

**damage/effect:**allows spell caster to know his/her magical spells:written ,spoken,etc.

**magic base points/dark magic points:**0

**darapas cost:**0

**components:**none

**discription:**this gives the spellcaster the ability to study magic.This is gained through his/her continous study of the magical arts.The spellcaster can only know the level of spells in which they are at.eammples: a first level spellcaster only knows first level spells.

**2.name:**minor orb of fire

**time to cast:**2 rounds(two posts if played online)

**damage/effect:**this starts out doing 3 points damage,then it does 1 point damage ,per every 1 level of the spellcaster.exammple: a 15th level spellcaster would do 3 points for the first level,plus 14 points more damage,this is for the 14 levels gained.So the Spellcaster would do 17 points damage with this spell,at the 15th level.This is a single target spell.

**magic base points/dark magic points:**5 magic base points.

**darapas cost:**4 darapas cost.

**components:**you need a clear glass or crystal orb,sulfur,and black powder to use this spell.needs 3 ounces of sulfur,and 4 ounces black powder.

**discription:**This is a small flaming orb,that the spellcaster sends at victim.the range of this orb,before it is extinguished is 1 foot ,per ever 4 levels of the user.this is a single target spell.must be directed twords a single foe.does half damage to all creatures who have resistance to fire ,as that of a natural ability.does no damage to creatures who are immuned to fire.the orb for this spell must be of at least 10 darpas in value.

**3.name:**spell of 12 arrows

**time to cast:**3 rounds(2 posts if played online).

**damage/effect:**This adds 1 point to the damage ,per every 1 level of the spell caster.this must be done to a normal quiver of arrows.can not add twice to the same quiver.

**magic base points/dark magic points:**6 magic base points .

**darpas cost:**10

**components:**This requires a normal quiver of 12 arrows.

**discription::**This allows the spell caster to enchant,A quiver of 12 normal arrows,giving them the power to do more damage ,per strike.Lets say Bythar the Enchanter find a normal quiver of 12 arrows.Now Bythar is that of the 6th level in spellcaster.So he can add 6 points damage to each arrow with in the quiver.Let's say the arrows do 5 points damage,then he enchants them with said spell.The arrows will now do 5,plus 6 points for the enhancement.So the arrows would do 11 points damage,per strike.This can only be done once ,per quiver of arrows.

**4.name:**magic blast

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this starts out doing 4 points damage,then 1 point damage,per every 1 level of the spellcaster.

**magic base points/dark magic points:**7 magic base points

**darpas cost:**7

**components:**This spell requires an emerald of at least 200 darpas in value,a small mirror,and 3 ounces of dragons blood(dragons blood is 8 darpas ,per ounce.)

**discription:**This cast a blast of highly intense magic,this is a single foe spell.as said about this spell does 4 points damage ,as a first level spell caster,then it does 1 point,every 1 level of advancement.This spell draws upon the cosmic stream,in which all magic come from.thus the spell always has a chance of backfiring.

**5.name:**mystical hammer

**time to cast:**2 rounds(2 post if played online)

**damage/effect:**this does 2 points damage the first level,then it does one point damage,per level of advancement.this is maxed out at 18 points damage.this can not do anymore damage then 18 points in total.

**magic base points/dark magic points:**4 magic base points.

**darpas cost:**10



**components:**the requirements for this spell are:you must have a wooden malet made of oak wood.you must have 8 ounce of silver powder.this powder costs:1 darpa,per ever 2 ounces of silver powder.  
**discription:**This spell unleashes a mystical hammer,this is a hammer of pure energy.this has a range of 12 feet.this is a single target spell.This spell is one of the best of the first level spells,because its low cost in magic base points.so at the 17th level this spell is maxed out of the damage ,in which it can do.This is the spellcaster version of it. This is weaker then the healers version of the spell.

**6.name:minor armor spell**

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this spell will add 2 points to the defense power of the spellcaster,or anyone that he/she wishes to use it on.this can be used one time per character.the effects of this spell are permanant.

**magic base points/dark magic points:**10

**darpa cost:**20

**components:**This spell requires a a piece of leather,studded leather is more useful.this requires a ounce of silver nitrate.this also requires:12 ounces of metal dust.antarite is most effective.

**discription:**This spell increases the defense power of the spellcaster,or character ,in which he wishes to place this spell upon.the effects are permanant.this is why it only adds 2 points to the defense power of any character.This adds it to the natural defense power of the person ,in which it is used upon.So this means that the character need not be wearing armor to have this enhancement.

**7.name:sneak**

**time to cast:**2 rounds(2 posts if play online)

**damage/effect:**this allows the spellcaster to walk without sound.this last 1 round ,per ever 3 levels of the spellcaster.

**magic base points/dark magic points:**4 magic base points.

**darpa cost:**5 darpa

**components:**This requires a set of soft leather boots.

**discription:**This allows the spellcaster to move about unheard,this lasts 1 round,per every 3 levels of the spellcaster.This is most useful when you are trying to sneak by a sleeping dragon,or some such thing.This also is useful when the spellcaster is trying to spy.

**8.name:deflect missle**

**time to cast:**2 rounds (2 posts if played online)

**damage/effect:**this will allow the spellcaster to deflect any 1 missle,such as an arrow,crossbow bolt,per every 4 levels of the spellcaster.

**magic base points/dark magic points:**5 magic base points

**darpa cost:**4 darpa

**components:**metal gauntlet,dust for the enhanced forest of nyrun.

**discription:**This will allow the spellcaster to deflect 1 missile weapon ,per every 4 levels of the spellcaster,this spell is very useful when pinned down by an archer ,or crossbowman.this will magically send the arrow ,or bolt away from the spellcaster ,and his/her party.provided that they other party members are with in 10 feet of the spellcaster.This is an invisible magical force that deflects the arrow.no contact with arrow is needed.the arrow ,or bolt just needs to be with in 10 feet of the caster,or party.

**9.name:**detect darpas

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will allow the spellcaster to detect any ,and all darpas,with in 5 feet of spellcaster,per every 3 levels.this spell has a max range of 300 feet.

**magic base points/dark magic points:**3 magic base points

**darpas cost:**2 darpas.

**components:**this requires a silk glove worth 12 darpas or more.this also requires 4 ounces of gold dust,more less grind 1 darpa into a fine dust,and sprinkle it on glove.

**discription:**This spell is very useful when darpas are hidden from view.This spell will lead the spellcaster right to the source of the darpas in which it detects.Note this spell can be used to detect other percious metals,such as platinum,silver and so on.Just for example: you are looking for platinum.you sprinkle platinum dust on the glove instead of gold.

**10.name:**orb of seeing

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will allow the user to cast a crystal orb of seeing,this has a range of 10 feet ,per every 5 levels of the spellcaster.this orb lasts for 2 rounds ,per every 5 levels of the spellcaster.

**magic base points/dark magic points:**7 magic base points

**darpas cost:**66 darpas

**components:**crystal orb,silver dust,and a 3 inch piece of smooth glass.

**discription:**This will allow the spellcaster to send off an orb to scout an unkown area.This is very useful when in hostile territory.this will allow the spellcaster to see everything that is will in the orbs range.This can also be used to see around corners in a dungeon,or castle when exploring,so you dont run into any thing unexpected.

**11.Name:**Minor Acid Stream

**time to cast:**2 minutes (or two posts if online, in turn,takes two full turns)

**damage/effect:**this starts out with 5 points damage, then you get 1 point per level of advancement.

**Magic base points/dark magic base points:**6

**Darpas cost:**30

**Components:**vial of acid

**Description:**This will cast a small thin stream of acid at the victim.will do 5 points damage,as a base,plus 1 point per level of the spell caster.in acid damage to the one who is hit with it.this is a single target spell.This will also damage armors, for 1 point to the defense power of the armor, every 3 points of the acid damage.This works well in both ways.

**12.Name:**Spell of Evil detection

**time to cast:**2 minutes(2 turns if online, magic cast one to summon,then your next full turn, one to cast)

**damage/effect:**the will detect all evil things with in 8 feet of the caster,this must be invoked to use.

**Magic base points/dark magic base points:**5

**Darpas cost:**20

**Components:**Holy symbol Silver:such as a cross or something.

**Description:**These will help the caster know if evil is afoot, even those this spell has well a limited area of effect.This spell might come in handy to find out what,might be hiding behind a close door.

**13.Name:**Xunduuraan

**time to cast:**2 minutes(2 post if online ,one to summon, wait for next turn to cast)

**damage/effect:**this will do 4 points damage, plus 1 point ,per level of the caster.

**Magic base points/dark magic base points:**6

**Darpas cost:**45

**Components:**Dragons fang,scale of a dragon,dragon claw

**Description:**These will allow the caster, to strike their opponent with a magical dragon this is a small dragon, made of pure magical enery in form.this spell is highly useful in combat,this is a single victim spell only.this is one of you better first level spells.the dragon will last for 2 rounds,and will be able to strike twice, given your turn in combat.

**14.Name:**Ice Stream

**time to cast:**2 minutes(2 posts online, one to summon ,one to cast)

**damage/effect:**this will do 4 points damage,then 1 point ,per level of the caster.

**Magic base points/dark magic base points:**5

**Darpas cost:**20

**Components:**this requires simple an cold crystal(these cost about 50 to 125 darpas,depending where you buy it)

**Description:**These will shoot a stream of ice, this will do the above said damage.In ice magic.this spell is best used again fire based characters.This is a total good spell,when facing an etryak.they take a +3 damage from this spell.Since they are the ultimate fire based or heat based creatures.

**15.Name:**Silence

**time to cast:**2 minutes (or 2 posts if online)

**damage/effect:**this will allow the spellcaster to hush all sounds with in a 12 feet

radius.this is for 1 round,per every level of the caster.

Magic base points/dark magic base points:4

Darpas cost:5

Components:Tome of Silence

Description:This spell is used to silence creatures, that attack by sound.this will stop their ability to attack ,with a roar based attack,and such,for 1 round ,per level of the caster.this come in handy ,when a creature uses vocal or other sound means.To stun their opponents,for a certain amount of rounds,by sound.

**16.Name:Gentle Wind**

time to cast:2 minutes(or two posts if online)

damage/effect:this will summon a gentle wind,for one round ,per every level of the caster.

Magic base points/dark magic base points:4

Darpas cost:5

Components:feather of a bird.

Description:These spell is used to summon a gentle wind.this is used to help ,if on a ship, or something.When there is not wind,and the ship has stop moving.this comes in handy on sea voyages.

**17.Name:Damage Armor**

time to cast:2 minutes(2 posts if used online)

damage/effect:this will do 1 point damage, to opponents armor, or creatures armor,per every 3 magic points used.

Magic base points/dark magic base points:1 point damage to armor,per every 3 magic points used.

Darpas cost:2 darpas,per point.

Components:Antarite dagger

Description:These will allow the spellcaster to damage the creature,or the victims armor,by 1 point, per every 3 magic base points used.this can get expensive in the magic base point department,so be careful which creature, that you use it on.this spell comes in handing when fighting high defended creatures.

**18.Name:unseen wall**

time to cast:2 minutes(2 posts if online)

damage/effect:this will form an unseen wall ,between the party ,and their attackers.this will last 1 round per level ,of the caster.this wall will have a 20 defense power,before breached.

Magic base points/dark magic base points:8

Darpas cost:200

Components:Medium sized high quality mirror(cost about 150 to 250 darpas,depending on where it is bought)

Description:This will form an unseen defensive wall ,between the party ,and their attackers.this the party can fire arrows at their victims, the arrows will pass throw the wall, but nothing else.the attackers can not use anything ,except attack the unseen barrier, to try to pierce it.this wall has a 20 defense power,before it is breached.Unless the rounds run out,and then the wall falls.this spell lasts 1

round, per level of the caster only.

**19.Name:Fang of the Wolf**

**time to cast:2 minutes (2 posts if online)**

**damage/effect:this will do 3 points damage, plus 1 point per level of the caster.**

**Magic base points/dark magic base points:6**

**Darpas cost:25**

**Components:wolfs Fang**

**Description:**This will allow the caster to strike with a mystical wolfs fang.this fang will do the damage of 3 points base, plus 1 points damage, per level of the caster,plus you add your magic attack power, and your attack bonus to the magic of the spell.

**20.Name:pouch of darpas**

**time to cast:2 minutes (2 posts if online)**

**damage/effect:this will create a pouch filled with 100 darpas.**

**Magic base points/dark magic base points:6**

**Darpas cost:1**

**Components:a pouch**

**Description:**This will magically fill a empty normal pouch with 100 darpas.this is spell can be useful, when funds are running short.this can only be done one time per pouch.

**2nd level**

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**1.name:moderate orb of fire**

**time to cast:2 rounds(2 posts if played online:**

**damage/effect:this will do 4 points damage for the first level,then this will do 2 points damager,per every 1 level of the spellcaster.**

**magic base points/dark magic points:7**

**darpas cost:10**

**components:same components as a minor orb of fire,but this is a more powerful version.**

**discription:**This is as the minor orb of fire,but this is a more effective version of said spell.this does more damage.this is a single target spell.This has a range of 2 feet ,per every 3 levels of the spell caster,before this spells is extinguished.

**2.name:ice blast**

**time to cast:2 rounds(2 post if played online)**

**damage/effect:this will cast a blast of ice.this does 4 points damage for the first level,then this does 2 points damage ,per every 1 level of advancement.this has a range of 2 feet ,per every 4 levels of the user.**

**magic base points/dark magic points:7**

**darpa cost:9**

**components:ice ,wooden match,2 ounces of ice dragon sweat.**

**discription:**This forms a blast of intense cold.this spell does frost bite damage to the victim.those creatures ,whom have some resistance to cold,take only half damage ,if the spell is successfully cast.those who are immune to cold,take no effect.This spell can not be used in extremely hot area's such as the deserts and so on,or if it is noon ,in the middle of the Antarian summer.

**3.name:Wall of water**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this is a defensive spell ,versus fire damage.this forms a wall of water,between the caster ,and the creature ,or being using fire based attacks.this last 1 round,per ever 3 levels of the caster.

**magic base points/dark magic points:7**

**darpa cost:8**

**components:flask of water**

**discription::**This is a very useful spell when faccing a fire breathe,or in the case of a creature of fire,if said creature is with in contact of the wall,the creature takes one point in damage,per every round ,he/she is in contact with the wall.this can also be used to douse fires,those fires that come in contact with the wall,such as a forest fire,torch and so on.

**4.name:mystical dagger**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this does 5 points damage for the first level,then this does 2 points damage,per level of advancement.this is limited to a maximum damage of 25 points damage.

**magic base points/dark magic points:7**

**darpa cost:8**

**components:**a dagger that does at least 5 points damage,in normal damage.

**discription:**this spell allows the caster to form a dagger from pure mystical energies.you must have a dagger .if the dagger does 3 points damage,then the spell begins doing 3 points damage,if you have one that does 4 points damage it starts at 4 points damage,and so on.the max points damage this spell can start with is 6 points damage(i.e. a antarite dagger).the dagger is used as a tigger of said spell,it sends off a mystical form of itself .this has a range of 4 feet ,per every 4 levels of the user,up to 20 feet.this is not effective outside the 20 feet range,it dissapates.as said above this is limited to doing 18 points damage,in maximum effect.

**5.name:transport**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this allows the user to move from place to place

magically.the caster must know the area he is transporting too(hence if he does not he might appear in solid rock,above a cassim and so on).the caster can transport 1 mile ,per every 3 levels of advancement,up to 100 miles at a time.

magic base points/dark magic points:10

darps cost:12

components:12 ounce vial of gythinn extract,2 roots of a tygurean flower.

discription:This allows the user to croos vast distances with in matter of minutes,as if he is standing still.This spell is effect if you are trapped in hostile territory,and wish to be somewhere else.You must know the area completely that you wish to transport to.if you do not know the area in which you are trying to transport to,(chances are the game master will put you into solid rock,at the base of a mountain,or is a lake of acid or some nasty thing like that.becareful on how this spell is used)

6.name:wings of the eagle

time to cast:2 rounds(2 posts if played online)

damage/effect:this allows the user to fly for 2 rounds ,per every 5 levels of advancement.

magic base points/dark magic points:10

darps cost:13

components:feather of a antarian giant eagle,1 root from a gyuris tree.

discription:This allows the caster to make him/herself airborne,this allows the caster to fly,for 2 rounds per every 5 levels of the caster.This is useful when trying to race unreachable places by foot,but you must also be aware that ,it is along way down,if the spell suddenly cut out.so be careful ,and make sure you can stay airborne long enough to reach solid ground.

7.name:flame strike

time to cast:2 rounds(2 posts if played online)

damage/effect:this will allow the user to do 10 points damage to all things,that is with in the area of effect.this has a range of 5 feet ,per every 3 levels of the user,up to 20 feet.this does 10 points damage,then it does 2 points damage per every 3 levels of advancement.

magic base points/dark magic points:14

darps cost:25

components:10 ounces sulfur,a wooden match,and a glass beaker.

discription:This is a spell that can do damage to multiple targets,even party members who are with in range of the effects.now lets say you are a 24th level spell caster you would do,16 points damage to all things,that are with in a 20 foot radius of said spell,even party member,in which they might not be too happy with you.so it is a good idea to give the other in the party,heads up when casting this spell.so that they can make sure they are out of its range.

**8.name:enhance sword**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:allows caster to enchant a normal sword.this will add 1 points to the damage of the sword,per every 3 levels of the spellcaster.this can work once on any given sword.**

**magic base points/dark magic points:12**

**darapas cost:12**

**components:normal sword(of any type),vial of tengurius extract,and diamond dust(500 darapas value at least).**

**discription:this allows the cast the ability to magically enhance any normal sword.this will add 1 points to the damage of any sword ,this is 1 points per every 5 levels of the spellcaster.lets say a 21 first level spellcaster takes a long sword that does 12 points damage,he can magically enhance it to do 4 points more damage.this the sword would do 16 points damage.**

**9.name:orb of lightning**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this does 5 points damage for the first level,then 2 points damage ,per every 1 levels of the caster.**

**magic base points/dark magic points:9**

**darapas cost:10**

**components:phosperous powder,a piece of charcoal,and a emerald of 300 darapas value or higher.a crystal orb is needed as well.**

**discription:This allows the caster to cast a orb of lightning.this is a single target weapon.the range of this spell is 12 feet.to use this spell effectly the victim must be with in twelve feet of the caster.This does damage in electrical energy.This will do damage to any single target that is with in the path of the orb.it will explode in intense electrical energy .it will damage the first thing it comes in contact with.**

**10.name:nystra's song**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will enchant victim for 2 rounds,per every 3 levels of the caster.this will allow the caster to control for two rounds ,per every 3 levels of the caster ,any ccreature,or being.**

**magic base points/dark magic points:15**

**darapas cost:40**

**components:This requires the user to concentrate of singing a magic rune,this requires that the user have studied this rune.This is a written rune,so you need a magic scroll ,and a magic quill to write out said rune.**

**discription:This spell is from the legendary Nystra\_FireWind.She was one of the greatest spellcasters on Antaria.She used her voice to enchant beings into doing what she wished,She was the first ,and only Song Sorceress.This spell will allow the user to sing an ancient rune,that**



will enchant ,and allow the caster to control said being,provided that the spellcaster has a higher intelligence then the victim.This spell has the range of any being with in hearing distance.The spell is ended the moment the caster stops singing,then the caster must begin again ,if they wish to still control the being.note there is a save versus enchantment every time this spell is attempted.Will not work on being of higher intelligence then the caster.

**11.Name:Cysterra**

**time to cast:2 minutes(2 posts if online)**

**damage/effect:this will do 5 points damage,plus 1 point damage, per level of the caster.**

**Magic base points/dark magic base points:8**

**Darpas cost:25**

**Components:steel funnel,and sand**

**Description:This will form a sand tornado, that will last 1 round, per every 3 levels of the caster.this will damage all things with in 10 feet of the caster,except himself.this is a very useful spell, when being out numbered.**

**12.Name:hand of Striking**

**time to cast:2 minutes (2 posts if online)**

**damage/effect:this will do a 5 damage points base, plus it will do 1 point per level of the caster.this is limited to 40 points damage.**

**Magic base points/dark magic base points:5**

**Darpas cost:25**

**Components:Carved wooden hand,magicified diamond dust(600 to 1,000 darpas, depending where it is bought)**

**Description:This will cast a magical open palm,and strike the opponent.this is a palm of pure magical energy.this has a range of 12 feet.this spell comes in handy when fighting something you wish not to get close too.**

**13.Name:Blaiths Minor Favor**

**time to cast:2 minutes (two posts if online)**

**damage/effect:This spell will give 1 to 4 points to magic base points times the level when it is cast,such as and this means the limit.(1 magic base point X times the number of levels you have advanced, after aquring second level spells.Which in this cast now,it is 1 level of spells ,per every 2 levels of advancement.so you get second level spells, at the 3rd level.so 3rd level would be level one for this spell.4th level would make it 1 magic base point x 2 levels.so 2 magic base points.you can have up to 4 magice base point modifier.but it cost you 1 magic base point, per magic base points modifier)**

**Magic base points/dark magic base points:1 to 4 (one magic base point, per magic base point modifier.)**

**Darpas cost:10 darpas per magic base point modifier,plus 50 darpas, per level of the magic base point increase.)**

**Components:symbol of blaith(cost about 50 to 100 darpas,depending where you get it )**

**Description:**This spell is rare, it is very limited.any spellcaster can only invoke this 1 time per every 50 levels,this helps increase their magic base points.only 1 magic base point, per every 5 magic base points, are permanent.once the other 4 are used that is it.you do not regain those.This spell can be very useful when a spellcaster needs magic base points, but i do suggest, the first time you use this spell .wait until your at least a 10th or 12th level spellcaster, so as you can use the 4 magic base point and get at least 28 magic base points, from the use of 4.

**14.Name:**Pamula's Minor Rage

**time to cast:**2 minutes (2 posts online )

**damage/effect:**this spell will do 6 points damage, plus 2 points ,per level of the caster, up to 48 points damage.

**Magic base points/dark magic base points:**6

**Darpas cost:**20

**Components:** Silver Statue of Pamula(worth about 250 to 500 darpas, depending where it is bought)

**Description:**This will invoke a spell of chaotic energy.this will have the range of 12 feet.This will do the same amount of damage, to all things within 12 feet,save the caster.This also means party members, so advise them to stand clear.

**15.Name:**Moderate Acid Stream

**time to cast:**2 minutes(two posts if online)

**damage/effect:**this will do 7 points damage, plus 1 point, per level of the caster.

**Magic base points/dark magic base points:**7

**Darpas cost:**40

**Components:**this requires a vial of acid(40 to 100 darpas, depending where it is bought.might even be slightly more ,just depends)

**Description:**This will cast a stream of acid, at the victim.this is a single target spell.this will also do 1 point, per every 3 points of acid damage to the armor of the victim.this is very useful in lowering a creature's defense.

**16.Name:**Max's Hand of Minor Slapping

**time to cast:**2 minutes, or 2 post (online)

**damage/effect:**This will do 6 points damage, plus 1 point ,per level of the caster.

**Magic base points/dark magic base points:**7

**Darpas cost:**40

**Components:**steel gauntlet.

**Description:**This will allow the caster to cast a magical hand of pure energy.This will allow them to strike the opponent from a range of 12 feet.this is a very useful spell,if you do not wish to get close.

**17.Name:**byrenthannall's Moderate Shield spell.

**time to cast:**2 minutes, or 2 post, if online.

**damage/effect:**this will add 5 to defense power.This will last 1 round ,per every 2 levels of the caster.

**Magic base points/dark magic base points:**7

**Darpas cost:40**

**Components:Steel Shield**

**Description:**This will invoke a magical barrier around the spellcaster.this adding 5 points to there defense.This is highly useful, in protecting the spellcaster.The spellcaster can cast magics out of the shield.but the shield will deflect any magics under 4 points damage.

**18.Name:Naakkannara's Stunning Spell**

**time to cast:**2 minutes,or 2 posts if online.

**damage/effect:**this will stun the opponent, for 1 round, every 3 levels of the caster.up to 12 rounds.

**Magic base points/dark magic base points:**7

**Darpas cost:**40

**Components:**Gannessera root(cost 2 to 8 darpas, per root, depending where bought)

**Description:**This will allow the caster to immobilize the victim,for said number of round.This will stun them into inaction.this spell is very useful, when fighting a superior foe.

**19.Name:poison ivy**

**time to cast:**2 minutes, or 2 post if online.

**damage/effect:**this will do 2 points, per every 3 rounds, until cured.this works like curing poisons.

**Magic base points/dark magic base points:**7

**Darpas cost:**40

**Components:**leaf of poison ivy

**Description:**this will cast a spell of poison ivy.This has the range of 8 feet.this will do the said amount of damage,to the victim.The stated damage in damage/effect.

**20.Name:fynn's Spirit Claw**

**time to cast:**2 minutes, or 2 posts if online.

**damage/effect:**this will do 7 points damage, plus 1 point, per level of the character.

**Magic base points/dark magic base points:**7 magic base points.

**Darpas cost:**40

**Components:**call upon fynn's spirit.

**Description:**This allows you to summon the great spirit tiger.which will allow him to strike your victim, for 7 points damage as a base,plus 1 point damage,per level of the caster.

**3rd level**

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**1.name:lyrusia's fire ball**

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this does 6 points damage for the first level,then this does 2 points every 1 level of the spellcaster.

**magic base points/dark magic points:**13

**darpa cost:**18

**components:**this requires a piece of charcoal,3 ounces of sulfur,a small piece of a meteoric rock ,or volcanic rock.

**discription:**This spell was developed by the First Grand Master of all spellcasters.He is long since dead,but his teaching in the art of magic are still with those whom study magic.This Spell has the range of 22 feet ,before it extinguishes.this is a single target spell.this can only be cast at one victim at a time.Lysuria The Wise was one of the great heroes of the 2nd Elven war with the orcs,even though Lysuria's is a human,he did a great part in making the Humans ,and the Elven form a good relationship with one another.Lysuria went on to be the First human ,to dwell with in the royal court of the Shadowwind.He was Grand Spellcaster to Jurai Shadowwind (The first).

**2.name:**Gelf's gaurdian

**time to cast:**3 rounds(2 posts if played online)

**damage/effect:**this allows the user to summon an humanoid gaurdian/the gaurdian will have half the stats of the caster.The gaurdian will protect the caster,until its death.The gaurdian grows in stats,as the caster does.The gaurdian does damage by weapon type,or it will punch for 3 points damage ,per level of the gaurdian.

**magic base points/dark magic points:**18

**darpa cost:**50 per month ,as payment to the gaurdian,plus 5 percent of all treaure found.

**components:**This requires that the caster know the name of any specific gaurdian,such as Gyter The ogre,Gulfur The Elven Ranger,and so on.(notes game master will create a gaurdian when this spell is used,for the caster to summon).

**discription:**This spell was created by Gelf The Grey,Gelf was one of the greatest of all Platinum Elven Spellcasters.He was the only Platinum Elven to achieve above 18th level in the class of spellcaster,you can only have one gaurdian at a time.The gaurdian is with the caster ,until its demise.The gaurdian as stated above has half the stats of the spellcaster.now lets say the caster creates the gaurdian,it will have the half the stats of the spellcaster upon creation of said guardian.Then the guardian gets 1 points to all stats,as the spellcaster does,The guardian gets 3 hitpoints ,per level until the spellcaster no longer gets 6 hitpoints per level,then it get 1 hitpoint per level ,as the spellcaster would upon reaching the 13th level.The gaurdian will never turn against spellcaster,unless the spellcaster tries to do harm to the guardian him/herself.

**3.name:**Hail Storm

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this does 7 points damage for the first level

achieved, then it gets 2 points damage, per every 1 level of the spellcaster. This has an area effect of 20 feet. This will damage all beings, or creatures within the 20 feet radius. Friend and foe alike.  
magic base points/dark magic points: 11

darpa cost: 20

components: sheet of ice

discription: This will form an intense rain of hail, this will damage all things within a 20 feet radius, except the caster of course, unless the spell backfires.

4.name: vylenthros

time to cast: 3 rounds (2 posts if played online)

damage/effect: This will protect the spellcaster, and all party members within 12 feet of the user from all natural fire, lightning, this spell lasts 2 rounds, per every 5 levels of the spellcaster.

magic base points/dark magic points: 8 magic base points

darpa cost: 12 darpa.

components: diamond dust of 3,000 darpa value.

discription: This allows the user to coat form a cloud of mist, that protects him herself, all party member within 12 feet of the caster, this is protection from all natural elemental damage, under 12 points damage. such as a natural lightning bolt strike the ground, in the mists of a thunderstorm. since a natural lightning bolt does 4 points damage. the party would be protected from up to 3 bolts, provided they struck the same area. This spell is very useful in harsh weather.

5.name: mock

time to cast: 2 rounds (2 posts if played online)

damage/effect: This allows the spellcaster to confuse any being of lesser intelligence, then that of the spellcaster. this spell lasts 2 rounds per, every 3 levels of the spellcaster.

magic base points/dark magic points: 8 magic base points

darpa cost: 10 darpa

components: tear of an antarian silver stallion.

discription: This allows the spellcaster to beguile any being of lesser intelligence. to confuse him into in action. this comes in very handy when faced with a ogre, or giant. this allows the spellcaster the ability to manipulate those, whom are not so bright.

6.name: minor orb of magic defense power.

time to cast: 3 rounds (2 posts if played online)

damage/effect: this allows the spell caster to add 1 points to his/her own magic defense power, or that of another individual. this is 1 point, per every 3 levels of the spellcaster, but this can only be used on self, or any given character once. This spell is limited to no more then 10 points.

magic base points/dark magic points: 9 magic base points

**darpa cost:20**

**components:blank magic slate (preferably ivory),magic chisel (turn  
infuse magic rune,into slate,as required)black pearl from the shore of  
dythanir island.**

**discription:**This spell is a rune spell,this must be made with the  
precise symbols,and have all required elements to said spell.Once the  
rune is written ,upon the slate.the spell caster must invoke the spell  
by speech.This rune magical infuses the black pearl,into a glowing  
orb.Thus converting the pearl into pure magical energy.This is absorbed  
into the spell caster,or the one whom .he/she is performing it on,and  
adds the magic of said rune to the defense power .1 point ,per every 5  
levels of advancement,up to 10 points mmaximum effect of this spell.

**7.Name:Hammer of Fire I**

**time to cast:2 minutes ,or two posts if online.One to Summon, one to cast.**

**damage/effect:**this will do 9 points damage, plus 1 point, per level of the caster.

**Magic base points/dark magic base points:28**

**Darpa cost:100**

**Components:Steel Hammer, Sulfur, and flint.**

**Description:**This will cast a hammer of fire, that has the range of 10 feet.this will  
do said damage,in magical damage, if the casting is successful.Minus the Magical  
Defense power of the victim.

**8.Name:Scorching Myst**

**time to cast:2 minutes or two posts if online.**

**damage/effect:**This will do 9 points damage,plus 1 point ,per level of the caster.

**Magic base points/dark magic base points:28**

**Darpa cost:100**

**Components:**Vial of water,Steel Basin

**Description:**This will allow the Spellcaster to form a cloud of scorching mist.This  
cloud be 12 feet by 12 feet.This will do damage to all thing with in that radius save  
the spellcaster.This is versus a victims magic defense power.This will do the  
above for mentioned damage with in the Damage effect area of the spell.

**9.Name:Shout**

**time to cast:2 minutes, or 2 posts if online.**

**damage/effect:**this will allow the caster to stun the victim, for 1 round, per every 3  
levels of the caster.

**Magic base points/dark magic base points:28**

**Darpa cost:100**

**Components:**chant, and vocals.

**Description:**This will allow the caster to shout startling the victim.Thus stunning  
them for 1 round, per every 3 levels of the caster.This makes the victim to where  
they can not attack, while they are stunned.This is very useful when fighting a  
more superior foe.This is also versus the Victims Magic Defense against such  
things.

**10.Name:Ice Dagger**

time to cast:2 minutes, or 2 post if online  
damage/effect:does 8 points damage, plus 1 point ,per level of the caster.  
Magic base points/dark magic base points:28  
Darpas cost:100  
Components:dagger and a cube of ice  
Description:This will allow the caster to cast a dagger of ice, this doing the said mentioned damage above.This spell as the range of 10 feet.This is a single target spell.

**11.Name:Mystical Claw of the Dragon**  
time to cast:2 minutes ,or two posts if online.  
damage/effect:this does 8 points damage, plus 1 point, per level of the caster.  
Magic base points/dark magic base points:28  
Darpas cost:100  
Components:claw of a dragon  
Description:This will allow the caster to summon a mystical dragons claw.This will strike a single opponent, with in a 12 feet radius.This is a moderately effect spell.

**12.Name:Minor Ice Storm**  
time to cast:2 minutes ,or 2 posts if online  
damage/effect:does 8 points damage, plus 1 point per level of the caster.  
Magic base points/dark magic base points:30  
Darpas cost:100  
Components:cube of ice,  
Description:This will cause a minor magical ice storm.This will do the above mentioned damage, to all things with in a 18 feet radius save the caster.This is very useful when it comes to multiple targets.

**13.Name:Multiple Arrow strike**  
time to cast:2 minutes ,or 2 posts if online  
damage/effect:This will allow caster to cast 3 normal arrows at 3 different victims.this starts as a 7 point damage base for the arrow,then the caster adds a 1 one point damage, in magic damage, per level of the caster.  
Magic base points/dark magic base points:30  
Darpas cost:125  
Components:3 normal arrows  
Description:This spell is used to attack 3 targets at one time.This is very good when the party is out numbered.This spell is highly effect when you wish not to get close.this has a 14 feet range.

**14.Name:Minor Storm of Shurikens**  
time to cast:2 minutes ,or 2 posts if played online  
damage/effect:This spell starts with the caster being able to have 3 shurikens in the storm for 3 points damage per shuriken.Then they add 1 shuriken for 3 More points damage, per level after.This spell is limited to 90 points damage.  
Magic base points/dark magic base points:31

**Darpas cost:135**

**Components:**the appropriate number of shurikens you can use in the storm.

**Description:**This allows the Caster to cast a storm of shurikens at the enemy.this storm has a 14 feet radius, it will damage all things who are in front of the caster.this is more ,or less a wall of flying Ninja Stars so to speak.This can do above said damage, this is one of the spells that are limited to a set amount of damage,which is 90 points damage.

**15.Name:Earth Wall**

**time to cast:**2 minutes, or 2 posts if played online

**damage/effect:**This will form a 15 feet high wall.This will last 1 round, per level of the caster, this will take 2 points damage, per level of the caster, before the wall is broken through.this starts with a 10 point structural defense though.

**Magic base points/dark magic base points:**28

**Darpas cost:**100

**Components:**earth

**Description:**This will allow the caster to form a defensive wall of earth, between the caster, and his party, and their enemy.This spell is used mainly for escape from superior odds.This Spell is highly effect in defense measures.

**4th level**

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**1.name:Vanish**

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this allows the caster to vanish ,to turn invisible if you will,this last for 2 rounds ,per every 4 levels of the caster.infravision will penetrate this spell.

**magic base points/dark magic points:**15

**darpas cost:**35

**components:**good quality mirror

**discription:**This involves the spell caster having the magic ability to bend the light forces around him,to make him/her seem as if he or she has vanished,this allows them to move about unseen for the duration of the spell.this can be penetrated by infravision,night vision,or ultra violet rays.

**2.name:copy**

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this allows the user to create a duplicate of him/herself.this copy will last 2 rounds ,per every 5 levels of the spellcaster.

**magic base points/dark magic points:**13

**darpas cost:**35

**components:**small latern and a piece of fine silk.



**discription:**This will allow the spellcaster to form a solid looking illusionary copy of him/herself.This will allow the user to create one copy of him or herself ,per every 4 levels of advancement.up to 7 copies.These will move about as if they were the real caster,but they do not speak for they are only an ghost like image of the caster him/herself.The copies can not do anything but move about.They are not of real substance ,so they can not do combat or so on.

**3.name:**myra's magical mace

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will allow the caster to do 3 points ,per level of advancement,up to 36 points damage.this can not do any more then 366 points damage.

**magic base points/dark magic points:**12

**darpa cost:**25

**components:**mace,tears of a unicorn

**discription::**this will allow the Caster to cast a mystical force in the form of a mace.this will has a range of 15 feet before it dissapates.this will explode on contract with victim,doing intense magical damage.This spell is one of my fondest ,it was inspired by someone close very close to me.

**4.name:**Lady Aisling's alteration

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the caster to alter his or her form for 2 rounds ,per every 3 levels of the caster.this is 1 form per every 4 levels of the user.

**magic base points/dark magic points:**14

**darpa cost:**38

**components:**requires something of the form you are trying to take.

**discription:**This spell is dedicated to one of my closest friends.May she find the peace in her passing ,that she did not find in life.This allows the caster to change form.this is to take on one form ,per every 4 levels of the spell caster.you must have some item from the form you are trying to take.lets say you wish to take on the form of an Orc.you must then have a tusk of an orc,finger nail etc.you can only learn to transform into 12 forms in a lifet time of the character.

**5.name:**Nana's night spell

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the cast to form a cloud of darkness.this cloud will last 2 rounds,per every 3 levels of the caster.

**magic base points/dark magic points:**12

**darpa cost:**23

**components:**dark water from the swamp of nystira,in the province of the Kydarr.

**discription:**This spell was brought about by the Regentess of the

Kydarr.Nana 3 doc.She has left Antaria ,but to us Antarian's she will always be one of us,this cast a cloud of complete darkness,this cloud is 12 feet by 12 feet,and it will move with the caster.this cloud is good for when you wish to hide from a foe.this spell lasts 2 rounds,per every 3 levels of the caster.

**6.Name:Spell of the Five Maces**

time to cast:2 minutes, or two post if online.

damage/effect:5 magics with a 10 point value each, then you had one point up to 8 levels, so this spell is maxed at 5 times 18 ,equals 90 points damage. this can be used for one strike ,before the spell dissapates.this has the range of 10 feet.

Magic base points/dark magic base points:30

Darpas cost:100(plus the cost of maces)

Components:Five high quality maces, that do at least 10 points damage, if the mace is of lower damage, that is what the base is at.

Description:

**7.Name:Shadow Shield**

time to cast:2 minutes ,2 posts if online

damage/effect:This will protect the character from all light magic damage under 20 points damage(bright blinding magics etc.),for 1 round ,per every 3 levels of the caster.

Magic base points/dark magic base points:30

Darpas cost:100

Components:Dark Colored Cloak

Description:This will form a dark shroud between the caster,and his foe.This will allow him to protect himself, from said magic ,in which may blind the caster,etc.

**8.Name:Max's Hand of Slapping**

time to cast:2 mintues, or two posts if online.

damage/effect:9 points base, plus 1 point, per level of the caster.

Magic base points/dark magic base points:30

Darpas cost:100

Components:Steel or higher quality Gauntlet

Description:This spell allows the caster, to summon a mystical hand of pure energy.This will slap the victim for said damage above.This has the range of 10 feet.This is very useful to the spellcaster,when his back is against the wall.

**9.Name:Eyes of The Panthers**

time to cast:2 minutes, 2 posts if played online.

damage/effect:This will allow you to see what any given single panther see's.the cat must be with in 400 feet of the caster.this will last 1 round, per every 3 levels of the caster.

Magic base points/dark magic base points:30

Darpas cost:120

Components:a panther with in 400 feet of caster.

Description:This will allow the caster, to see what any given panther see's

provided that the cat is within range, and that the spell is successful. This spell will only last for a said limited time. This spell is very good, if it can be used, for an advanced scouting of any given said area.

**10.Name:Shadow Sword**

**time to cast:**2 Minutes, or two posts if played online.

**damage/effect:**10 points damage, plus 1 point damage, per level of the caster.

**Magic base points/dark magic base points:**30

**Darpas cost:**118

**Components:**Blackened Steel Sword.

**Description:**This spell will form a shadow in the form of a sword. This will strike its victim for the said above stated damage. This will work against any victim within 10 feet of this sword. Provided it has been cast successfully.

**11.Name:Light 20' Radius**

**time to cast:**2 minutes ,or 2 posts if played online.

**damage/effect:**This will cast light around a 20 feet radius. This will last 1 round ,per level of the caster.

**Magic base points/dark magic base points:**23

**Darpas cost:**50

**Components:**good quality crystal

**Description:**This is just one of your light spells. This will light the way in total darkness. allowing party members to see all things within a 20 feet radius.

**12.Name:Bellaaagrynn's Trap Spell**

**time to cast:**2 minutes or two posts ,if this is played online.

**damage/effect:**10 point base damage,plus 1 point per level of the caster.

**Magic base points/dark magic base points:**31

**Darpas cost:**112

**Components:**object to place trap on,chest,door, etc.

**Description:**This will allow the caster to place a magical trap on any given object. This will do the above said damage. This works like this 10 points, say you are 4 levels over the required level of this spell. When you place the trap on an object. Then the object's trap will do 14 points damage, when set off, if you are 12 level above required level, when the trap is set. it will do 22 when trap is set off. Once the trap is set, that is the damage it does. It does not increase as the casters level does.

**13.Name:Forgery**

**time to cast:**2 minutes ,2 posts to cast ,when played online.

**damage/effect:**This will allow the caster to copy any one person's signature, at a 30 percent base, plus 1 percent per level of the caster. This is up to a 95 percent accuracy rate.

**Magic base points/dark magic base points:**31

**Darpas cost:**100

**Components:**The said targets original signature for study.

**Description:**This will allow The caster to magically forge any given person's signature.This is at the said mentioned percentage of accuracy.This how ever can be uncovered, by the victim his/herself,if they come accross it.This is not a fool proof spell,but it works temporarily ,to the casters advantage, at any given time.

#### **14.Name:Counterfeit**

**time to cast:**2 minutes, or 2 post ,if this is played online.

**damage/effect:**This will allow the caster, to take 100 pieces of metal,and make them appear as original darpas.this is a 100 base, plus 25 piece of metal,per level.

**Magic base points/dark magic base points:**31

**Darpas cost:**20,plus the cost of metal pieces.

**Components:**100 metal pieces,plus any addition pieces of metal for the levels.

**Description:**This will counterfeit darpas.This will allow the caster to make metal pieces into darpas.This is at the rate of 96 percent accuracy.This will allow them to fool people into believing they are real.Only an expert in finances ,or coinage, would be able to tell the difference,and know they are not real.

#### **5th level**

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##### **1.name:Ryndell's Fury**

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this does 8 points ,per every 3 levels of the caster,up to 78 points damage.

**magic base points/dark magic points:**17

**darpas cost:**45

**components:**Darkened leather glove,magic dust from a sprite.

**discription:**This will allow the user to grasp victim doing electrical damage.This spell was developed by Regent Ryndell Shadowwind,Regent of the Antarian Realm ,and The Silver Elven kingdoms.This spell has the range of contract.This will is an intensely powerful spell in close quarters.Creatures or being who are immune to elctrical damage ,are not effected by this spell.

##### **2.name:Orb of absorbtion**

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will asborb Part of one attack per combat.this will only absorb 1 points damage per level of the user.

**magic base points/dark magic points:**13

**darpas cost:**23

**components:**This requires a crytal orb,and blood of a vampire,or werekind creature.

**discription:**This will absorb one attack ,per combat.this is a one shot spell with in any combat.This is 1 point per level of the

spellcaster. This begins upon attaining the use of this spell. So if it takes 15th level to gain this spell, it is 1 point upon gaining spell, if you are a 20th level spellcaster. the orb will absorb 5 points damage, as the caster will not take that damage.

**3.name:**loridian's acidic mist

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will do 11 points when first obtained, then it will do 1 points for every 1 level of the spellcaster.

**magic base points/dark magic points:**15

**darpa cost:**22

**components:**this requires a vial of acid.

**discription::**This allows the caster to use acid, in which he/she will turn it into a vapory mist. this will form a cloud that is 10 feet by 10 feet, any creature, or being that is within the cloud's radius will take the damage. those creatures that have a resistance to acid will take half the damage, and those who are immune to acid will not be affected

**4.name:**mymistra's keep

**time to cast:**3 rounds(2 posts if played online)

**damage/effect:**this will allow the user to form a shelter, this shelter will fit 4 to 5 persons inside it. this will last until it takes 100 points damage in structural damage.

**magic base points/dark magic points:**16

**darpa cost:**40

**components:**This spell requires 1,200 5 feet by 5 feet stone blocks, this requires 2,400 wooden beams as supports. this also requires a iron or wooden door that is 8 feet in length, and at least 3 and a half feet wide.

**discription:**This allows the caster to take building material, enough material to build a small keep, this will be built magically not with manual labor. this takes 12 days real time to complete said keep. once the spell is set in motion, the spell will continue until the keep is completed. the spellcaster does not need to be around to keep the spell in motion.

**5.name:**magic stones

**time to cast:**3 rounds(2 posts if played online)

**damage/effect:**this allows the caster to enchant 12 magic stones, each stone will add one point to a given stat. this is a one shot spell, per character the stones are given too.

**magic base points/dark magic points:**17 magic base points

**darpa cost:**24

**components:**this requires 15 small stones of various colors, the colors, and properties of each stone will be in the discription.

**discription:**This will allow the caster to enchant 15 magic stones, this will add 1 points to each stat, this can be used on any character one time. The

**Stones:blue:strength,red:con,yellow:speed,green:dexterity,brown:wisdom,violet intelligence,black:endurance,grey:resistence,white:stamina,clear:evade,light blue:blocking,orange:defense power,ivory:attack power,fiery orange:magic attack power,tan:magic defense power.**These are the colors ,and which stat they add the one point too.This is very useful,and it can gain the Spellcaster a good sum of money,since all character wish to strengthen themselves.

**6.Name:Chilling Mist**

**time to cast:2 minutes,two posts if played online.**

**damage/effect:10 points damage, per round.**

**Magic base points/dark magic base points:31**

**Darpas cost:110**

**Components:Cube of Ice..flint ,and torch.**

**Description:**This will form a myst of chilling vapor, in the form of a cloud.This Cloud is a cloud that is ten feet, by ten feet.This cloud will do 10 points damage in magic damage, to all victims, with in the could,minus their magical defense.This cloud will last 1 round, per every 3 levels of the caster.This is a very good defense spell when needed.

**7.Name:Produce Acid**

**time to cast:2 minutes ,or two posts if played online.**

**damage/effect:**This spell will allow the caster, to produce a 1 strength acid, every 2 levels of the cast.This will do 4 points damage to victim,and 2 points damage to victims armor.Per strength of acid.

**Magic base points/dark magic base points:30**

**Darpas cost:125**

**Components:**Vial ,carbolic extract.

**Description:**This will allow the caster, to produce a acid, at said aboved mentioned strength,and damage to victim,and to their armor.This spell is highly useful against high defense creatures.This has the range of 7 feet though.

**8.Name:Earth Bridge**

**time to cast:2 minutes, or 2 post if played online.**

**damage/effect:**This will allow the caster to form a bridge of solid earth.This will span 100 feet accross any impassible revene,or gorge.This will last 1 round, per level of the caster.

**Magic base points/dark magic base points:31**

**Darpas cost:100**

**Components:**pouch of dirt

**Description:**This is simple as stated above.This forms a bridge made of earth.This is very useful, when trying to pass an impassible gorge, or revene,etc.

**9.Name:Dilute Acid**

**time to cast:2 minutes,2 post if played online.**

**damage/effect:**This will allow the caster, to dilute 3 strength acid as a base, plus 1 strength,per level of the caster.

**Magic base points/dark magic base points:**32

**Darpas cost:**100

**Components:**Vial of water.

**Description:**This is very useful, is diluting the strength of an acid pool,or something that is an obstacle.This spell also is very useful.in negating the strength of damage, done by beasts who use acid for weapons.

**10.Name:**Hard Water Stream

**time to cast:**2 minutes, or two posts, if played online.

**damage/effect:**This will cast a stream of hard water.This will do 13 points damage, plus 1 point, per level of the caster.

**Magic base points/dark magic base points:**32

**Darpas cost:**122

**Components:**Vial or flask of water.

**Description:**This will cast a stream of hard water,at the rate of above mentioned damage.This is highly effective against firebased creatures.This spell has the range of 13 feet.This will 12 points additional damage, to all firebased creatures.

## 6th level

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**1.name:**darpa production

**time to cast:**3 rounds(2 posts if played online)

**damage/effect:**this will allow the spellcaster the ability to multiple his darpas.this begins at producing 100 darpas.then you can produce 25 more ,per level of the spellcaster.

**magic base points/dark magic points:**20

**darpas cost:**25

**components:**a single darpa ,as a base for producing said darpas.

**discription:**This will allow the caster to produce above amount of darpas.This can be useful when you are trying to mass a fortune.this can be used once ,per level of the spellcaster.

**2.name:**fangs of the serpent

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This spell does 2 points per every 4 rounds to victim in poison damage,until cured.this spell starts out with a 2 strength poison,then it gains 1 to strength,per every 4 levels of advancement of the spellcaster.

**magic base points/dark magic points:15 magic base points**

**darpa cost:24**

**components:petrified head of an Antarian Purple Puff adder**

**discription:**This allow the user to cast a very poisonous spell,this is only effect,if the strength of the poison is higher then the victims resistance.This is a single victim spell.This spell has the range of contact,The head of the petrified puff adder ,must come in contact with the victim for this spell to work.this spell does have a chance of backfiring,just like any spell,if the spell backfires the spellcaster suffers double the effects of the spell.

**3.name:Trip**

**time to cast:2rounds(2 posts if played online)**

**damage/effect:**This will allow the user to make the opponent miss once ,per combat.This will also allow the caster to make the opponent do damage to him/herself with their own attack once per combat.

**magic base points/dark magic points:17**

**darpa cost:36**

**components:**This spell requires a strong 2 feet cord.

**discription::**This will allow the user to bind the feet of the opponent so that he,or she trips,causing themselves damage,this damage is by their own attack.This works once per combat.This spell has a range of 8 feet.

**4.name:know truth**

**time to cast:2ounds(2 posts if played online)**

**damage/effect:**This spell allows the caster to know when someone is lying to them.This spell lasts for 2 rounds ,per every 4 levels of the spellcaster.

**magic base points/dark magic points:18**

**darpa cost:25**

**components:truth crystal**

**discription:**This spell allows the user to detect any and all falsehoods,with in the effects of the spell.This will work on all who have a lower intelligence then the spellcaster,if the opponent ,or object of the spell is of higher intelligence,the spell has no effect.This works on all of lower intelligence then the spellcaster with in 20 feet of the caster.

**5.name:feet of the cheetah**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this allows the spellcaster to double his speed,this will last for 2 rounds ,every 5 levels of the spellcaster.

**magic base points/dark magic points:20**

**darpa cost:50**

**components:2 petrified paws of an Antarian Silver Cheetah**

**discription:**This will allow the user to increase his/her speed to double



of his normal speed. This is very useful when trying to out run an opponent who has a higher speed, if this spell backfires it might cause the spellcaster to suffer a heart attack, due to the stress on the body. Make a stamina check, every half mile, the spellcaster can travel 1 mile for every 4 additional points added to his speed, by this spell.

**6.Name:**Xynndera's Dagger

**time to cast:**2 minutes, or 2 posts if played online.

**damage/effect:**This will do 15 points damage, plus 1 point, per level of the caster.

**Magic base points/dark magic base points:**50

**Darpas cost:**245

**Components:**High Grade Steel Dagger, or better Quality.

**Description:**This was given to the spellcasters by the great Female Spellcaster Xynndera. She was one of the first Female Spellcasters. This will emit a dagger of pure cosmic energy. This will do above stated damage. This dagger has the range of 10 feet.

**7.Name:**Invoke Curse I

**time to cast:**2 minutes, 2 points if played online.

**damage/effect:**This will allow the caster to place a minor curse on any given object for 15 points damage, in magical damage, not physical.

**Magic base points/dark magic base points:**50

**Darpas cost:**245

**Components:**chant, invocation

**Description:**This will allow the caster to infuse an object with a minor curse. This curse will do 15 points damage, in magic damage, this can not be defended, against by physical defense, only by magical defense only.

**8.Name:**Cynnesstra

**time to cast:**2 minutes, 2 posts if played online

**damage/effect:**this will do 15 points damage, plus 1 point, per level of the caster.

**Magic base points/dark magic base points:**50

**Darpas cost:**245

**Components:**Ice sicle

**description:**This will allow the caster summon. A lance of pure ice. This will allow them to strike any given 1 victim, within 15 feet of the user. This is a very good spell against fire based creature. This spell is one of the more potent of the ice magics.

**7th level**

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**1.name:**negate poison

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this allows the user to negate poisons.this negate a 2 strength poison,when first obtaining this spell,then it will negate 1 more point strength ,per every 3 levels of the spellcaster.

**magic base points/dark magic points:**21

**darpa cost:**40

**components:**this requires 3 juralla roots.

**discription:**This Spell is very useful when the spellcaster,or a member of the party has been poisoned.This is the only healing type spell ,in which the spellcaster recieves.This has the range of contact with the person,in which the spellcaster is trying to cure.

**2.name:**jinx

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will allow the user to cast upon the victim a bad luck spell.This will lasts for 2 rounds,per every 4 levels of the spellcaster.

**magic base points/dark magic points:**19

**darpa cost:**28

**components:**This requires a Antarian Luck Stone

**discription:**This will allow the user to place a minor curse if you will upon the victim.This will make the victim miss most of his saving throws,damage him/herself ,if trying to place an attack.anything bad that can happen,most likely will happen when victim ,is under the influence of this spell.this has the range of touch.

**3.name:**tornado

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will do 7 points damage when first obtained,then this will do 2 points damage ,every 3 levels of advancement of the spellcaster.

**magic base points/dark magic points:**24 magic base points

**darpa cost:**50

**components:**vial of rain water,funnel,air sac of flying squirrel

**discription:**This will form a tornado this will do damage to all things with in its path.this will stay on the ground for 5 rounds,then this will dissapate.this usually will travel along the ground for about 500 yards.this is a highly distructive spell.This will damage any thing in which it comes in contact with,even the one who casts this spell,so make sure you character stays out of the path of the tornado.

**4.name:**sun burst

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will do 9 points damage when first obtained,then it will do 1 point damage ,per every 3 levels of the spellcaster.this will damage all things,creatures,or being within the area of impact.This has a 12 feet impact area.

**magic base points/dark magic points:**24 magic base points

**darpa cost:40**

**components: sun stone,sulfur,and a small piece of a meteor**

**discription:**This will cast an orb of intense heat.this is as if the victim suffers burns from the suns radiation.This will do damage to all things with in the 12 feet impact area.so make sure that you ,and your party are out of range,when this spell explodes into its intense heath wave.

**5.name:Genna's Globe of Power**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will do 9 points damage when first obtained,then will do 2 points damage every 1 level of the spellcaster.

**magic base points/dark magic points:45**

**darpa cost:160**

**components:solid glass orb**

**discription:**This is a Power infused orb,as the spellcaster infuses this orb with the magic of the cosmic stream.This has the Range of 23 feet then 1 foot ,per every 3 levels of the user.This is a impact spell.this is also a single weapon spell.

**6.Name:Electrical Touch**

**time to cast:2 minutes ,2 posts if played online**

**damage/effect:**This does 9 points damage base, plus 2 points per level of the caster.up to 64 points damage.

**Magic base points/dark magic base points:45**

**Darpa cost:160**

**Components:Powder of an electrical eel**

**Description:**This will allow the caster to touch victim.This is for said amount of electrical damage.This spell is a very useful close range spell.This has the range of touch only.

**7.Name:Naadesterria's Binding spell**

**time to cast:2 minutes, or two posts if played online.**

**damage/effect:**This will allow the user to bind the victim, for 1 round every 2 levels of the caster, up to 10 turns.

**Magic base points/dark magic base points:45**

**Darpa cost:165**

**Components:Silk rope**

**Description:**This will allow the caster to bind the victim for the said stated turns.This was given to the spellcasters by the great Naadesterria a wolfkind spellcaster.One of the very few wolfkind Spellcasters throughout Antaria's history.

**8th level**

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**1.name:hand of fate**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this spell will reverse one negative effect to caster,or to party member.This will not reverse the effects of lets say death,but most things short of death.

**magic base points/dark magic points:27**

**darpa cost:200**

**components:**This requires a silver silken glove,with the dust of a dimension djinn.

**discription:**This spell can only be used once ,every 8 days,and it can only be used once on any given persons.This will reverse any event,except death,that has occurred that ,the caster wishes to change.This spell has the limits of what each game master will,and will not allow it to be used for.

**2.name:Quest**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this will allow the spellcaster to send any creature,or being ,whom is of lower intelligence off on a meaningless quest.  
(usually 30 days real time)

**magic base points/dark magic points:27**

**darpa cost:100**

**components:**map of region,and dust of gullibility.

**discription:**This will enhance and compell any creature of lesser intelligence,then that of the user .To take on a meaningless quest.This quest really has no purpose,except to send the victim off away from the party.This usually works well on trolls,orcs,etc.

**3.name:StormWinds**

**time to cast:3rounds(2 posts if played online)**

**damage/effect:**This will form a 9 miles an hour wind the first level that is gained,then you add 1 mile per hour ,per every 1 levels of advancement of the spellcaster.This will do 1 points damage every 1 miles of wind force

**magic base points/dark magic points:25**

**darpa cost:90**

**components:**air sac of an antarian wind wyrm

**discription:**This will summon strong force winds .this is even out of the calmest of all weather.This is good when you are upon the sea ,and you need wind for sails.This is a very useful spell when it comes to sea vessels.

**4.name:myst of forgetting**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this will make the victim forget one event that has taken place.this can only work once on any given target.

**magic base points/dark magic points:26**

**darpa cost:77**

**components:myst from the swamp of lost souls,magic beaker to contain the myst**

**discription:**This will allow the spellcaster to focus ,and release a magic myst ,that will make any one victim for get any singel event.This works once on any given victim,(this has restrictions on what they game master will,and will not allow this to be used for)

**5.name:calling of the wyrn**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this will allow the spellcaster to call,and control any dragon ,that is of a lower level then the caster,this will allow the spellcaster to control the dragon,for 1 round,per every 4 levels of the spellcaster.

**magic base points/dark magic points:30**

**darpa cost:200**

**components:**scale from the dragon type you wish to summon.

**discription:**This will allow the user to call any given dragon to his aid,and will allow the caster to control siad dragon for the above stated time.The dragon must be of at least 2 levels lower then the spellcaster.The dragon will fight for the spellcaster,but it will not go into a situation he/she knows is hopeless,as you know dragons are highly intelligence creatures,and they are not suicidalThis will not work on special dragons ,like a dragon Regent,A player character dragon,or Diamondra mother of all dragons,and Their Queen.

**6.Name:Tammestra's Sleet**

**time to cast:2 minutes ,or 2 posts if play online.**

**damage/effect:**This will do 10 points damage in cold damage base,then 1 point in cold damage, per every level of the caster.

**Magic base points/dark magic base points:45**

**Darpa cost:165**

**Components:**cube of ice

**Description:**This will form a storm of Sleet.This will do cold damage, to all things with in a 14 feet radius.This was given to the spellcasters by a great Spellcaster Mistress named Tammestra.She was one of the very first of all the Spellcasters.She helped in forming the order that exists today.

**9th level**

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**1.name:Ryea's Vengence**

**time to cast:3 rounds(2 posts if played online)**

**damage/effect:**this will do 12 points when first gained,the 3 points ,per

every 4 levels of advancement.

magic base points/dark magic points:28

darpa cost:400

components:opal orb,vial of acid.

discription:Ryea's vengence is a spell that casts an orb of pure acid.this has a range of 20 feet,this will damage all ,but the cast with in the 20 feet radius.This is a gift passed down to the mortals from the goddess Ryea,for she once was a mortal when antaria first was created.she is the daughter of Blackland ,and Erica.She lived as a mortal so that ,she would know the harsh reality of the mortal world.

2.name:Rygores Rapier

time to cast:3 rounds(2 posts if played online)

damage/effect:this will add 3 points to any normal sword,per every 4 levels of the caster.this is up to no more then 45 points to any normal Sword.

magic base points/dark magic points:28

darpa cost:400

components:any sword

discription:This allows the spellcaster to magically enchance any sword,this is the highest of all forms of adding points to magical weapons permanantly ,this spell is normally used on swords,but the game master might allow it to be used on any normal weapon.This can be done once ,per normal weapon.if you are at the minimum level to obtain this spell,then you take a normal weapon and add 3 points to it,but the sword can not be enhanced with this spell again.but lets say you are 12 levels over the minimum level to obtain said spell.so it is 3 times 3 ,equals 9 points that you can add to the normal weapon.

3.name:Kari's Death spell

time to cast:3 rounds(2 posts if played online)

damage/effect:this spell will do 15 points damage when first obtained.this this will do 2 points damage every 5 levels of the caster.

magic base points/dark magic points:28

darpa cost:450

components:nightshade root,vial of gurilia poison,fang of an antaria death adder.

discription::This will allow the user to cast a shadowy cloud of death twords his/her victim.this spell is an area effect spell as well.this will do damage to all things with in the cloud radius.the cloud is about 10 feet by ten feet.this will even harm the user,so make sure you cast said spell,and get out of the area ,as the cloud forms.This is a gift from the Goddess kari,She did not wish to be left out in given her own gift ,to the mortal spell casters.

4.name:fist of destruction

time to cast:3 rounds(2 posts if this is played online)

damage/effect: this will do 10 points damage when first achieved, then it will do 2 points damage, per every 4 levels of advancement.

magic base points/dark magic points: 26

darpa cost: 300

components: steel gauntlet diamond incrust.

discription: This will allow the user to send a mystical force in the form of a large crushing fist. This is a single target spell, but this will also inflict other damage, such as a broken leg, internal bleeding possibly within its victim. This is a rather nasty spell for those, who are on the receiving end.

5.name: Hell Storm

time to cast: 3 rounds (2 posts if played online)

damage/effect: this will do 6 points damage, per level of advancement, up to 120 points damage.

magic base points/dark magic points: 26

darpa cost: 350

components: pound of sulfur, claw of an etryak, rune of the Hell Storm

discription: This spell is one of the most intense of all of the fire spells. This spell is also a magic rune. You must have the rune to cast the spell. The rune can be created, but the rune takes 2 days real time in preparation. This involves invoking the magical energies of the cosmic stream, you must know the exact wording of said rune. Then you must infuse the rune on a magic scroll. This is why it takes so long to prepare said rune. Once this spell is used, then you have to wait 2 days real time to use it again. For the time allowed to set the rune up once more.

6.Name: Duryndera's Trap spell

time to cast: two minutes, two posts if played online.

damage/effect: This will allow the caster to set a trap for 20 points damage. This is to a single object, or item.

Magic base points/dark magic base points: 45

Darpa cost: 160 + item

Components: Chant, Invocation, Item

Description: This will allow the caster to invoke a trap spell of fire. This will do 20 points damage, in magical fire damage, if the trap is set off. This can only be defended against by magical defense power, not by physical defense.

10th level

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1.name: Blackland's word

time to cast: 3 rounds (2 posts if played online)

damage/effect: this will do 14 points damage when first gained, then this will do 3 points damage, per every 4 levels of advancement.

**magic base points/dark magic points:70**

**darpa cost:500**

**components:**Scroll of the rune of blackland's word,this can be used once,per scroll ,must have the rune to cast the spell.

**discription:**This spell is used by the utterance of a Rune ,this is invoked by speaking the Ancient words of said rune.This will damage all things with in 30 feet of the speaker of said rune.This will do double damage to all evil things.note:if this is spell backfires the caster will take double the damage of said rune.

**2.name:Draline's Sword Spell**

**time to cast:**3 rounds(2 posts if played online)

**damage/effect:**this will do 14 points when first gained as a spell.then this will do 3 points damage,per every 4 levels of the caster.

**magic base points/dark magic points:70**

**darpa cost:500**

**components:**This requires 8 normal long swords

**discription:**This spell has a range of 4 feet around the user.This will form a spining barrier of swords around the caster,anything that comes with in range of the blades,will suffer said damage.This spell last for 3 rounds ,per every 4 levels of the caster.The caster can walk with in the barrier of swords,then barrier will move as the caster does,still protecting him,or doing damage to his foe.

**3.name:Yanira's Magic Quiver of Arrows**

**time to cast:**5 rounds(2 posts if played online)

**damage/effect:**This will enchant any normal quiver of arrows,this will allow each of the arrows to do 24 points in damage when first acheived,then each arrow will do 2 more points damage ,per every 1 levels of the user of said arrows.Such as a Elven ranger using these magical arrows.

**magic base points/dark magic points:70**

**darpa cost:500**

**components:**normal Quiver of arrows

**discription::**This spell was sent down by the Goddess of Nature ,love,and weather.This will give as a gift by here to all those who study the use of the magical art.She is one the greatest archers among the Gods,and Goddesses of Antaria.The quiver never empties.

**4.name:DragonLords Fire Ball**

**time to cast:**3 rounds(2 posts if played online)

**damage/effect:**This will do 14 points damage when first achieved,then it will do 2 points every 4 levels of the caster.

**magic base points/dark magic points:70 magic base points**

**darpa cost:500**

**components:**same components as lyrusia's fire ball spell.

**discription:**This was taught to the great spellcaster council by



dragonlord ,as a gift to them for saving his half mortal son.This is the most intense ,and most power of all fire spells ,upon the face of the Antarian mortal world.

**5.name:Erica's Cosmic Walk**

**time to cast:3 rounds(2 posts if played online)**

**damage/effect:**This spell allows the spell caster to dimension hop,this is one dimension ,per every 5 levels of the spellcaster.So if the spell caster is that of like 25th level ,he knows 3 dimensions in which he can visit.he can only stay in each dimension for 1 week real time in game play,before returning to his home dimension,or least he be trapped with in that dimension,until it comes with in phase once more,which takes 3 months real time.

**magic base points/dark magic points:70**

**darps cost:500**

**components:**dimensional rune,meaning a runes with the location of said dimension ,as that of a cosmic map.

**discription:**This was past down by the Goddess Erica Goddess of the Cosmic stream,The universe ,and Wife to Blackland Creator of all things.This was given to the mortal spellcasters of the Antarian World,for she once was a mortal Spellcaster,she captured the heart of Blackland ,and has dwelled amongst the Deities of Antaria ever since. You get 1 level of spells per every 3 levels of the spell caster.hence you get 1st level spells at the first level,2nd level spells at the 4th level,3rd level spells at the seventh level,etc.All spells are treated as first level spells upon gaming then.if a 7th level spell caster uses a 3rd level spell,and the spell does 7 points damage when first achieved,then the spellcaster would do 7 points damage with said spell,until he advances the required levels to add more damage to said spell.

**6.Name:Jace's Moon Beam**

**time to cast:2 minutes two posts if played online**

**damage/effect:**this will do 30 points damage, plus 1 point, per level of the caster.

**Magic base points/dark magic base points:70**

**Darps cost:500**

**Components:**Silver Medallion

**Description:**This will cast a Moon Beam of pure Moons Energy,This will do above said stated damage.This has the range of 18 feet.This spell can only be defended by magic defense power, not by any physical defense.

**11th Level**

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**1.Name:Max's Hand of Doom**

**time to cast:2 minutes, or two posts if played online.**

**damage/effect:32 points damage, plus 1 point, per level of the caster.**

**Magic base points/dark magic base points:84**

**Darpas cost:880**

**Components:Steel Gauntlet**

**Description:**This is given to the Spellcasters, by the once Great Spellcaster, who is now the Elder God of Magic.He was the First to found the order of the Spellcaster.This does said standed damage above.This will form a giant mystical hand, that will crush the opponent.This has the range of 16 feet.

**2.Name:Pamula's Storm of Blades**

**time to cast:2 minutes, or 2 posts if played online.**

**damage/effect:32 points, plus 1 point, per level of the caster.**

**Magic base points/dark magic base points:84**

**Darpas cost:880**

**Components:20 daggers of high quality**

**Description:**This is given to the spellcasters by the once great spellcaster pamula, whom now is the Elder Goddess of magic.This spell has the range of 16 feet.This will release a magical storm of blades. this is a multiple target spell up to 3 targets.

**3.Name:Increase Permenent resistance.**

**time to cast:2 minutes ,2 posts if played online.**

**damage/effect:**This will allow the caster to increase the resistance ,perminently, by 1 point, every 3 levels of the caster,up to 20 points, in resistance, on any given single character.This is 20 points max, per character,no exceptions.

**Magic base points/dark magic base points:84**

**Darpas cost:880**

**Components:juralla root**

**Description:**This will allow the Caster to upgrade any given characters resistance magically.This is limited to 20 points, per character max.This spell has the range of touch.

**4.Name:Thorgrine's Mystical War Hammer**

**time to cast:2 minutes,or 2 post ,if played online.**

**damage/effect:**This will do a 32 points damage base,plus 1 level per level of the caster.

**Magic base points/dark magic base points:84**

**Darpas cost:880**

**Components:High Grade Steel War Hammer**

**Description:**This will allow the caster to summon,and form Mystical Energy in the form of a War Hammer.Thus striking the opponent with the mystical force damage.This does above said damage.This has the range of 18 feet.

**5.Name:Kari's Whisper**

time to cast:2 minutes, two posts ,played online.  
damage/effect:This will do 32 points damage, plus 1 point, per level of the caster.  
Magic base points/dark magic base points:84  
Darpas cost:880  
Components:Invocation  
Description:This will allow the caster to utter words, given to them by Kari The Elder Goddess of the Dead.This is a death Magic.This can only be defended against by magic defense.This is a dark Magic,but it is not an evil magic.This has the range of 18 feet.

#### **6.Name:Sharry's Vanity Spell**

time to cast:2 minutes, or two posts if played online.  
damage/effect:This will allow the caster, to have the creature, or opponent ,attack at a +1 to their need to hit.this last for 1 round, per every 4 levels of the caster.  
Magic base points/dark magic base points:84  
Darpas cost:880  
Components:A mirror  
Description:This was given to spellcasters by the Elder Goddess Sharry.She has given them this spell as a evasion defense.If this spell is successful,and the creature previously needed a 15 to hit.Being effected by this spell, they need a 16 to hit, for the given said rounds, stated above.

### **12th Level**

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#### **1.Name:cadallenne**

time to cast:2 minutes, or 2 post if played online  
damage/effect:this will add 7 to any armor, this is once shot deal per suit of armor.there is no gm interpitation for more.7 points thats it.  
Magic base points/dark magic base points:86  
Darpas cost:940  
Components:suit of armor  
Description:this adds to the defense of any given suit of armor,7 to defense power, per suit of armor.

#### **2.Name:syprostra**

time to cast:2 minutes or 2 posts if played online  
damage/effect:this will do 35 points damage, plus 1 point, per level in a stream of magical fire.this is a single target spell.this has the range of 16 feet.  
Magic base points/dark magic base points:86  
Darpas cost:900  
Components:flint, sulfur coal  
Description:this casts a magical fire stream, this will do above said damage, to any given single target, if this spell is successful.This has a 16 feet range.

**3.Name:Kari's Hand of Death**

**time to cast:2 minutes,2 posts if played online**

**damage/effect:This will drain one level, per every time the caster summons it ,1 level of the opponent.Provided that their casting is successful.**

**Magic base points/dark magic base points:88**

**Darpas cost:960**

**Components:Black Glove and Powdered deathlord skin**

**Description:This spell is a very dangerous one.This spell is used by touch though on a single victim.This is a very limited in range spell.This spell will drain 1 level, per time the spell is cast.This is a highly costly spell,when it fails.88 magic base points, are not easy to come by,but it is worth it, if your successful.**

**4.Name:Xerdaaraan Hammer**

**time to cast:2 minutes ,2 posts if played online**

**damage/effect:This will do 20 points damage, plus 2 points,per level up to 75 points damage max.**

**Magic base points/dark magic base points:86**

**Darpas cost:900**

**Components:Steel Hammer**

**Description:This will form a magical hammer, of pure electricity.This was given to the spellcaster by the great Spellcaster Master Xerderaaraan GlowFist,one of the first human spellcasters,one of the greatest mortal spellcasters to live.This is limited to damage that it can do,but it has a range of 22 feet.**

**5.Name:Barkkarius Ball of Fire**

**time to cast:2 minutes ,or 2 points if played online.**

**damage/effect:This will do 34 points damage, plus 1 point per level of the caster.**

**Magic base points/dark magic base points:86**

**Darpas cost:900**

**Components:Flint ,sulfur.**

**Description:This was given to the Spellcasters to by the great ogre mage Barkkarius.He was one of the few ogre spellcasters.This will do the said above damage.This spell has the range of 18 feet.**

**6.Name:Vannorra's Lightning Storm**

**time to cast:2 minutes, or 2 post if played online.**

**damage/effect:34 points damage, plus 1 point, per level of the caster.**

**Magic base points/dark magic base points:86**

**Darpas cost:900**

**Components:vial of dragons blood,pinch of metallic dust.**

**Description:This was given to the spellcasters, by the great elven Spellcaster vannorra.She was one of the greats in the field of magics.This will do above stated damage.This spell has the range of 18 feet.This is a multiple target spell, up to 3 persons.**

## 13th Level

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### 1.Name:rygores Mystical Rapier

time to cast:2 minutes, or 2 posts if online.

damage/effect:this will do 38 points damage, plus 1 point, per level of the caster.this is a very effect spell.

Magic base points/dark magic base points:88

Darpas cost:980 darpas

Components:a high quality rapier

Description:This will cast a mystical rapier.this will do said damage,as listed above.this spell has the range of 18 feet.This is a highly effect magical spell, even though it is costly.

### 2.Name:Ryeas Spell of the 20 Shurikens

time to cast:2 minutes or 2 posts if online.

damage/effect:this will do 5 points per shuriken.for a possible 100 points damage.This spell is limited to 100 points damage.

Magic base points/dark magic base points:88

Darpas cost:980

Components:20 shurikens of high quality.

Description:This will cast a storm of major shurikens.this spell has a range of 18 feet.this is very good for multiple targets.the more targets, the less damage it does to any given single victim though.but it is a highly effect offensive spell.

### 3.Name:Diamondras Diamond Hail storm

time to cast:2 minutes ,or two posts if online/

damage/effect:This will do 100 points damage, in a diamond hail storm.this is a multiple target spell.You divide the spell up, amongst the number of targets,thats the damage each target takes, minus their defense power.

Magic base points/dark magic base points:88

Darpas cost:980(plus what the diamonds cost)

Components:needed 100 diamonds of 100 darpas value or better.

Description:This cast a major hail storm of pure hard diamonds.This will damage all targets with in an 18 feet radius of the caster.This spell is a highly effect spell,against multiple villians,or beasts.

### 4.Name:Ericas Power Ball

time to cast:2 minutes or 2 posts if online

damage/effect:this will do 40 points damage,plus 1 point, per level of the caster.

Magic base points/dark magic base points:88

Darpas cost:980

Components:high quality crystal orb

Description:This will cast a intense magical ball of pure magical power.This has the range of 18 feet.This is a single target spell.This is one of the best offensive weapons of this level.

**5.Name:Erica's Ring Everful Defense**

**time to cast:2 minutes ,or 2 post if played online.**

**damage/effect:**This will add 50 points to the defense power, of the caster.this is a one shot deal,per character this spell is used on.Provided that the character does not already have the max of a 150 defense power,allowed by mortal characters.

**Magic base points/dark magic base points:88**

**Darpas cost:980**

**Components:**Platinum ring of no less then 10,000 darpas quality.

**Description:**This will allow the caster to make a highly magic ring, that gives 50 points in defense power. to the wearer.This is one of the best rings for defense.This can only be attempted once per ring.If the spell fails.You must buy another ring.if the spell succeeds.The defense in the ring is maxed out.

**6.Name:Blackland's Magic defense enhancment**

**time to cast:2 minutes, or 2 posts if played online.**

**damage/effect:**This will give 10 points to the defense power of any target person, this happens once per character and no more (this is not option,there is a 10 point limit per character, period )

**Magic base points/dark magic base points:88**

**Darpas cost:980**

**Components:**invocation of blacklands name and a crystal of 120 darpas value.

**Description:**This will magically enhance any one characters defense power, permenently by 10 points.There is a 10 point limit ,character.There is no Game Master interpitation of this spell.Ten points max, per character.

**14th Level**

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**1.Name:Max's Energy Storm**

**time to cast:2 minutes ,or 2 posts one to summon, if on a d30 your successful, one post to cast.**

**damage/effect:**40 points base,plus 1 ,per level of the user.

**Magic base points/dark magic base points:90**

**Darpas cost:1,000**

**Components:**Clear Crystal ( 8,000 darpas value or better).

**Description:**This will cast an intense storm of Pure Energy.This has a 20 feet area effect.This will damage all things with in 20 feet of the storm.This is good for multiple targets.

**2.Name:Icellareus**

**time to cast:2 minutes,or two posts if online.one to summon roll 1d30,if successful.cast roll 1d30**

**damage/effect:**40 points base,plus 1 point per level.

**Magic base points/dark magic base points:90**

**Darpas cost:1,000**

**Components:ice crystal**

**Description:**This casts an intense wave of Ice.This will do said damage to all with in a 20 feet radius.this is the said damage, minus magical defense.This spell is very useful against multiple opponents.

**3.Name:Hellathrus**

**time to cast:**2 minutes,or two posts if online.one to summon roll 1d30,if

**successful.cast roll 1d30**

**damage/effect:**40 points base,plus 1 point per level.

**Magic base points/dark magic base points:90**

**Darpas cost:1,000**

**Components:sulfur,flint.**

**Description:**This casts an intense wave of fire.This will do said damage to all with in a 20 feet radius.this is the said damage, minus magical defense.This spell is very useful against multiple opponents.

**4.Name:Pamula's Fire Trap**

**time to cast:**2 minutes, or 2 post if online.

**damage/effect:**This will do 40 points damage, plus 1 per level of the caster,after they have acquired said spell.

**Magic base points/dark magic base points:90**

**Darpas cost:1,000**

**Components:**object to place trap on, sulfur.

**Description:**This allows the Caster to place a Magical Fire Trap on any given object.This has a complexity rating of 1 complexity, per every 3 levels of the caster.Thus making it harder for Shadowwalkers,and NightWalkers to disarm said trap.This Spell is Acquired at the 42nd level granted.So lets say you have a 45th level Spellcaster.Then he would be able to set the trap on an object for  $40+4+14$  Magic Attack Power.This giving the Trap 58 points in Magic Fire Damage.Once the Trap is Set.The Damage doesnt increase.It is Set at 58 points damage.The Damage is by when ever the trap is set.It does Not increase,per level of the user. (This is non negotiable.There is no Game Master Option).

**5.Name:Thorgrine's Acid Storm**

**time to cast:**2 minutes,or two posts if online.

**damage/effect:**40 points damage ,plus 1 point, per every 2 levels of the caster.

**Magic base points/dark magic base points:90**

**Darpas cost:1,000**

**Components:**vial of acid.

**Description:**This will summon a Storm of Acid.This works in two ways.This will do full damage to the victims.This has a 20 feet radius,this will do half damage to any

armor. Say you have a 45th level spellcaster, he has  $40+2$  for the 4 levels + 14 magic attack power. He can do 56 points damage correct. The Victim takes 56 points damage, but his Armor takes 28 points damage to it. The Victim's defense against Damage is His Magic Defense power only, but acid does more or less eat through armor. This spell is capped at 80 points damage, because of what it does (there is no interpretation of this spell. It is how it is said. No Game Master Option here.).

#### **6. Name: Jace's Night Spell**

time to cast: 2 minutes, or 2 posts one to summon, and one to cast.

damage/effect: this will turn complete daylight into night, within a 20 foot radius, for 1 round, per level 2 levels of the caster. This has a 4 rounds base.

Magic base points/dark magic base points: 80

Darps cost: 800

Components: vial of liquid night.

Description: This will allow the caster to cast a spell of complete darkness within a 20 foot radius. This is very useful when trying to hide from superior forces. This lasts the said amount of rounds, per every said level. This was given to the Spellcasters by the goddess of the Night, Jace.

**The SpellCaster Spells:** These are the spells most commonly used by the Antarian SpellCaster. You start a level of spells as first level at the level you acquire them. You get 1 spell level, every 2 levels of advancement. This means if you are a 9th level, and you just got 5th level spells, they are the base points, plus 1 or 2 or 3 points for the first level as that spell, you do not get all the way back from first level of character. These rules are non negotiable. They are not to be broken. There is no Game Master Interpretation of this.

I am not trying to tell Game Masters that they can not run their games. How they see fit, but There must be a limit, and some rules on how the Mechanics of a Gaming system work. I have worked along time on this system, I have put years into this. So I am setting a few rules that even Game Masters must go by. Thank You for understanding.

**Notes:** Naturalist use the same principles, and magics that spellcasters do. There cause is different, as well as the beliefs.

#### **The Optimage**

**Level/Experience Points:**



**1st:0**

**2nd:5,125**

**3rd:15,000**

**4th:35,000**

**5th:80,000**

**6th:135,000**

**7th:270,000**

**8th:550,000**

**9th:985,000**

**10:1,450,000**

**11th:2,995,000**

**12th:5,000,000**

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**You must achieve 1,995,000 experience points, per level of after the 12th level, this is to advance any further. You get 7 hitpoints, per level up until, the 12th level of advancement. Then you get 1 hitpoint, per every level after. You get 1 point to int, wisdom, dex, and speed, you get a minus 1 to str, con, and end. You must have at least a 9 in int, dex, speed, and wisdom to take this class on.**

#### **Optimage Skills/Abilities:**

**1. Learn Spell Level: This allows them the ability to learn 1 spell level, every 3 levels of advancement. This is the study of each spell level, so that they know each spell with in the level.**

**2.Additional Class:**They get 1 level of the NightWalker, or ShadowWalker, every 5 levels of advancement.This is a given to them ,because they are that of illusionary magic wielders,this gives them a real solid class back ground.

**3.Hypnotism:**This will give them the ability,to hypnotize said victim.this will last 1 round,per every 3 levels of advancement.This is skill vs. the intelligence of the victim

,if the Optimage has a higher int**4.Herbology:**this will allow them to know 1 root,plant

,and the like.This is one of each ,per every 4 levels of advancement.this is good in finding the components to potions,and the like.

**5.alchemy:**this will allow them to make a potion with a 1 strength,per every 4 levels of advancement.each strength of said point is 4 points in effect.

#### **Optimage Rites:**

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**1.illusionary Dragon:**This will allow them to invoke fear into a victim for 5 rounds.cost 40 rite points.

**2.illusionary Box:**This will hold the victim for 4 rounds if successful.this cost 50 rite points.

**3.illusion dagger:**This will do 30 points damage, in magic damage to the victim.this cost 50 rite points.

**4.Mythical Hammer:**This will do 60 points damage to the victim.this cost 75 rite points.

#### **Optimage Runes:**

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**1.Mythical Sword:**This will do 65 points damage to the victim.This cost 80 rune points.

**2.Mythical Shielding:**This will add 65 points to the defense of the optimage, for 2 rounds.cost 80 rune points.

**3.Mythical Creature:**This will summon a mythical beast.That bites for 80 points damage, in magic damage.cost 110 rune points.

**4.Magic Defense :**This will add 60 points to magic defense, for once shot deal,per time the rune is used.Cost 100 rune points.

#### **Skill Point Skills :**

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**1.Enhance Spell Damage:**This adds 1 point to the damage of the spell,per every 3 skill points used.this is a one shot deal, per every skill points allotment used.You must have the skill points to use this.

**2.Enhance Magic Defense:**This adds 1 point to Magic Defense, per every 3 skill points used.This is temporary this can be used once, per every time skill points are used.You must have the skill points to do this.

**3.Enhance Resistance:**This adds 1 point to resistance, every 4 skill points used.This is temporary this can only be used once,per every time the skill points are used.You must have the skill points to do this.

**4.Enhance Weapon Damage:**This adds 1 point to the damage of any weapon,per every 6 skill points used.This is temporary.This can only be used once, per every time skill points are used.You must have the skill points to do this.

## **Optimage Spells**

### **1st Level**

**level:1st**

**name:Know Spell**

**time to cast:instant**

**damage/effect:Allows caster the ability cast spells.**

**darpas needed:0**

**mbp/dmp needed:0**

**discription:**This spell is required for all Optimages to Know magic.Even though theirs is illusionary.

**level:1st level**

**name:optical blast**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:does 3 points to victim to start,then does one point**

**damage,every 4 levels of the Optimage.**

**darpas needed:10**

**mbp/dmp needed:5**

**discription:**This allows the user to send an illusionary burst of light.that is only intended for the victim.this has the range of 8 feet.this takes a pure ruby(500 darpas or more in value).

**level:1st level**

**name:vale of myst**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will last 1 round ,per every 4 levels of the**

**caster.this forms a mist ,that is illusionary,but seems real to all around it.mass effect on optical senses.**

**darpa needed:7**

**mbp/dmp needed:6**

**discription:**This forms a colored grey mist.that makes the victims with in 12 feet of it ,think that they see a thick grey mist.this has a mass optical effect.

**level:1st level**

**name:illusionary floor**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This allows the caster to form ,an illusionary floor.This will last 2 rounds,per every 4 levels of the Optimage.

**darpa needed:20**

**mbp/dmp needed:5**

**discription:**This will allow the Caster to form an illusionary floor,when there is no floor.Such as over a pit of spikes,etc.This can be seen ,as an illusion,by infravision,nightvison.

## **2nd levels**

**level:2nd level**

**name:Illusionary dagger**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will form an illusionary dagger,this does 5 points to start,then does 1 point.per every 4 levels of the caster.

**darpa needed:20**

**mbp/dmp needed:7**

**discription:**This will form an illusionary dagger,which only the victim can see or feel.This has the range of 3 feet,per every 4 levels of the caster.

**level:2nd level**

**name:Trick**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the caster ,to send victim after a chest of darpa that is not there.This last for 2 rounds ,every 4 levels of the caster.

**darpa needed:20**

**mbp/dmp needed:7**

**discription:**This will all the caster ,to trick the victim into chasing a chest of darpa,that is ever so moving,and just out of reach.

**level:2nd level**

**name:OptiBlast**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**This will blind the victim ,for 1 round ,per every 4 levels of the caster.

**darpas needed:20**

**mbp/dmp needed:7**

**discription:**This will blind the victim,so that his vision is blurred,for said amount of rounds.This is a temporary blindness,only done to intended vitctim.

**level:2nd level**

**name:Mist of Protection**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will protect the user from any normal missle weapons,undr 9 points damage,this last 1 round,per every 4 levels of the caster

**darpas needed:20**

**mbp/dmp needed:8**

**discription:**This will form a mist of protective nature,this will surround the caster,protecting him form all missle weapons entering the mist.that is under 9 points in damage.

**3rd level**

**level:3rd level**

**name:Illussionary shelter**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will form a 3 man tent,this will last 1 day ,per every 4 levels of the caster.

**darpas needed:22**

**mbp/dmp needed:12**

**discription:**This will form a shelter,the will protect the caster,and party of 3 .from all elements.this lasts for said amount of days as listed above.

**level:3rd level**

**name:scare**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this will paralyze the victim with fear,this will last for 2 rounds ,per every 4 levels of the caster.

**darpas needed:25**

**mbp/dmp needed:10**

**discription:**This will form a form or being,infront of victim.This form will be one of the victims fears.

**level:3rd level**

**name:illusionary box**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will form a illusionary box ,around victim.Trapping them with in.This lasts 2 rounds,per every 4 levels of the caster.

**darpas needed:25**

**mbp/dmp needed:14**

**discription:**This will make the victim believe that he is incased in a box.This will not allow the victim to move,this is for said stated amount of rounds.

**level:3rd level**

**name:Revulsion**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**allows user to take the illusionary form,of something so scary,victim fleets in panic.This will last 2 rounds ,per every 4 levels of the caster.

**darpas needed:30**

**mbp/dmp needed:16**

**discription:**This will allow the caster to use the art of illusion,to make him/herself appear to be a monster.

**4th level**

**level:4th level**

**name:Illusionary circle of fire**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will form a circle of illusionary fire,around victm.this will do 8 points damage,plus 1 point damage,per every 4 levels of the caster.this last 2 rounds,per every 4 levels of the caster.

**darpas needed:33**

**mbp/dmp needed:19**

**discription:**This will allow the caster to incircle the victim.with in illusionary fire.Making the illusion real for the victim.

**level:4th level**

**name:illusionary ice storm**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this will allow caster to make 3 individuals believe they are in an ice storm.this does 9 points damage to start,then 1 point damage,per every 4 levels.

**darpas needed:30**

**mbp/dmp needed:22**

**discription:**This forms an illusionary ice storm,making 3 victims believe ,that the spell is real.this lasts only for the intial damage of the spell.

**level:4th level**

**name:Shadow sabre**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the caster to do 9 points damage,then 1 point damage,per every 4 levels of the caster.

**darpas needed:40**

**mbp/dmp needed:30**

**discription:**This will allow the caster to invoke a sabre of pure shadow

energy.this is a single target spell.

**5th level**

**level:5th level**

**name:NightMare**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will do 11 points damage,then 1 point damage ,per every 4 levels of the caster.

**darpas needed:50**

**mbp/dmp needed:40**

**discription:**This will allow the caster to pull the victims worst fear from their head.This will last 2 rounds ,per every 4 levels of the caster.A check against this illusion ,will be made every 3 rounds.

**level:5th level**

**name:Illusionary HellFire**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will do 12 points damage,then this will add 1 point to the damage ,per every 4 levels of the caster.

**darpas needed:50**

**mbp/dmp needed:40**

**discription:**This will make the victim believe that they have been hit,with an intense wave of hellfire.The damage is the only thing that is real.Make a check to see if victim believes the illusion.Only the believeth in illusion can do harm.

**level:5th level**

**name:illusionary treasure**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this will create 100 illusionary darpas,per every 4 levels of the caster.This illusion will last 2 rounds ,per every 4 levels of the caster.

**darpas needed:20**

**mbp/dmp needed:40**

**discription:**This will allow the caster to create darpas,of illusionary nature,making the person,in which the optimage is dealing with,seems real to them.

**level:5th level**

**name:Illusionary dragon**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**Allows caster to create an illusionary dragon.In which the victim will think as a real one.The dragon will fight as a real one,the victim anyway.

**darpas needed:100**

**mbp/dmp needed:44**

**discription:**This will allow the caster to summon an illusionary dragon.In which the victim will fight.The dragon has half the stats of the caster.The dragons claws will do 4 points to start,then 1 point

damage,per every 4 levels of the caster.the bite will do 6 points damage to start,then 1 point damage ,per every 4 levels of the caster.the tail will do 8 points damage,then 1 point ,per every 4 levels of the caster.the breathe weapon will do 8 points damage,then 1 point damage ,per every 4 levels of the caster.the dragon will last 2 rounds,per every 4 levels of the caster.

notes:the spell levels are gained at 1 level every 3 levels of the caster.They are treated as first level spells,when first obtained as a spell level.

**The Optimage:**These are the wielders of the illusionary magic.There magic is most real to those who are,that of the victim of said magic.They are masters of using magicks that effect the mind of the victim.They are Tricksters in the art of magic.

Just because there magicks are illusion,does not mean that ,they are not very real to the victim.They are considered magick wielders upon the antarian world ,even though their magicks is nothing,but a very real dream like illuision.

## **The Warrior**

### **Level/Experience Points:**

**1st:0**

**2nd:2,500**

**3rd:5,000**

**4th:15,000**

**5th:45,000**

**6th:110,000**

**7th:245,000**

**8th:525,000**



**9th:785,000**

**10th:1,250,000**

**11th:1,650,000**

**12th:2,250,000**

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**The Warrior:**You must achieve 1,125,000 experience points,per level after the 12th.

You get 8 hitpoints ,per level,until you reach that 12th level.Then you get 2 hitpoints

,per level after the 12th level.You must have that of a 9 strength,and a 9 constitution

,to be a Warrior.Warriors can be any nature that they choose to be.The Warrior gets a plus 1 to strength,and constitution to begin this class.They get a minus 1 to int ,and wisdom to start.

**The Warrior gets the following Skills,and abilities:**

**1.Weapons Skill:**This will allow the warrior,the ability to add 1 point to the damage ,of any weapon in which they wield.This skill is 1 points to damage of the weapon ,per every 4 levels of the warrior.This is something ,that gives them a major advantage in combat.This is limited to 15 points max.

**2.Weapon Enhancing:**This will allow the Warrior,to add 1 point to any weapon made

,per every 4 levels of the Warrior.This is limited to a max of 30 points damage, that they can give to any weapon.This in a way is like a magical skill.

**3.Armor Enhancing:**This will allow the Warrior,to add 1 point,every 4 levels of the Warrior,to any given armor.this is like a magical skill in itself.this has the max limit of 30 points,to the defense power of any given armor.

**4.Foraging:**This will allow the Warrior,to know one thing that is good,to eat with

in the wilderness,such as grubs ,plants,roots and so on.this is 1 of these each,per every 2 level of the warrior.this is a very useful skill,when the party runs out of bought food.

**5.Forging:**This will allow the Warrior,the ability to make 1 weapon,and 1 armor,every 4 levels of the Warrior,every 7 real time days,as such a 40 level warrior,could make 10 normal weapons,and 10 normal armors,per every 7 real time days.

**6.Skill points:**The warrior gets 20 skill points to start .then get 2 skill points ,per level of advancement.These work like all other class skill points, once used they are gone. you have to wait for the next level to get 2,then you also have to wait for game master awards.

#### **Skill Point Skills:**

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**1.Weapons Skill:**They get this as a skill not as a stat modifier as well.This will add 1 point damage, to any physical attack per every 3 skill points used.You must have the skill points to use this .

**2.Armor Repair:**They can repair 1 point, per every 3 skill points used.this skill works only as long as you have the acquired skill points to use it.I Repeat This is Not a Free basic skill.You use it you burn skill points.(this will not add defense power,will only restore lost defense power.)

**3.Weapons Repair:**This works exactly like Armor Repair ,but for weapons.This will repair 1 point damage done to weapons, per every 3 skill points used.

**4.Soften Blow:**This will allow them to absorb 1 point damage, per every 6 skill points used, without taking any.This must be declared as part of your defense, before you get struck.This can only be used,as long as you have the skill points to use them.

**5.Swordsmanship:**This will allow them to add 1 points, per every 4 skill points used ,to any sword.This is for one attack, per skill points being used.This is not round based, or last for every.This is for one shot only, each time the skill points are used.You must have the skill points to use this.

**6.Archery:**This will allow them to add 1 point, per every 5 skill points used.This works like swordsmanship.A one shot deal, per time the skill points are used.You must have the skill points to use this.

**The Warrior:**The Warrior are the fighting men of the Antarian World.they are the ones who love the art of combat.The Warrior ,can be of any race,there is no limit to the weapons,or armor that they many employ.they are masters of weaponry,and armor.

**They are the ones who love the heat of battle, and looking for a good fight. The Warrior is a class that is bred for the heat of physical combat.**

### **The Path Walker**

#### **Level/Experience Points:**

**1st:0**

**2nd:5,000**

**3rd:15,000**

**4th:35,000**

**5th:70,000**

**6th:150,000**

**7th:240,000**

**8th:480,000**

**9th:780,000**

**10th:1,180,000**

**11th:2,360,000**

**12th:4,720,000**

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**You must achieve 1,300,000 Experience Points ,per level ,after the 12th level to**

advance,any further with in this class.You get 8 hitpoints,per level , until the 12th level,then you get 2 point, per level after the 12th level.You must have atleast a 9 str,con,int,and wisdom to be that of the PathWalker.You get a plus 1 to int,wis, con ,and str.You get a minus 1 to speed, dex,and con to start as this class.

#### **PathWalker Skills/Abilities:**

**1.Weapons Skill:**This will allow the PathWalker ,to add 1 point to the damage of any weapon,every 4 levels of advancement.this is very useful when it comes to a combat.This is up to 15 points damage.

**2.Armor Repair:**This will allow them,to repair one point,every 2 levels of advancement.This is to any damaged armor.This skill is very useful when restoring a suit of armor to itsfull strength,after a tough battle.

**3.Weapons Repair:**This will allow them to Restore 1 point,every 4 levels of advancement,to any damage weapon .This is very useful when having weapons damaged in a hard fought combat.

**4.Learn Spell Level:**This will allow them to learn,1 Spell Level ,per every 5 levels of advancement.This is in the Naturalist spells .This gives them an advantage over, your just straight warrior.

**5.Tracking:**this will allow them the ability,to track for one half mile,every 2 levels of advancement.This will allow them to track any living creature,for said distance .

**6.First Aid:**This will allow them to restore 1 hitpoint damage,per every 3 levels of the PathWalker.this is through non magical means,and basic medical knowledge.This is up to 25 points damage healed.

**7.Forage:**This will allow them the ability,to know one edible plant,root,grub,and so on.  
This is 1 of each of these things ,per every 4 levels of advancement.this is very useful ,when out in the middle of nowhere.

**8.Shelter:**This will allow them the ability ,to build one shelter that will hold up to 6 persons.This shelter will last 1 night,per every 3 levels of the PathWalker.  
This skill is very useful when trying to stay out of the elements.When you are out in the wilderness.

**9.Find Pure Water:**This will allow them the ability to find fresh water out in the wilderness.This is with in one half mile,every 3 levels of advancement of the PathWalker.

**10.Trapping:**This will give them the skill,to build any trap to catch any small game. this is 1 type of small game,per every 3 levels of the PathWalker,This is very useful in trapping food,to get the furs of said animal for sale,and so on.

**11.Skill points:**The warrior gets 20 skill points to start .then get 2 skill points ,per level of advancement.These work like all other class skill points, once used they are gone. you have to wait for the next level to get 2,then you also have to wait for game master awards.

#### **Skill Point Skills:**

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**1.Weapons Skill:**They get this as a skill not as a stat modifier as well.This will add 1 point damage, to any physical attack per every 3 skill points used.You must have the skill points to use this .

**2.Armor Repair:**They can repair 1 point, per every 3 skill points used.this skill works only as long as you have the acquired skill points to use it.I Repeat This is Not a Free basic skill.You use it you burn skill points.(this will not add defense power,will only restore lost defense power.)

**3.Weapons Repair:**This works exactly like Armor Repair ,but for weapons.This will repair 1 point damage done to weapons, per every 3 skill points used.

**4.Soften Blow:**This will allow them to absorb 1 point damage, per every 6 skill points used, without taking any.This must be declared as part of your defense, before you get struck.This can only be used,as long as you have the skill points to use them.

**5.Swordsmanship:**This will allow them to add 1 points, per every 4 skill points used ,to any sword.This is for one attack, per skill points being used.This is not round based, or last for every.This is for one shot only, each time the skill points are used.You must have the skill points to use this.

**6.Archery:**This will allow them to add 1 point, per every 5 skill points used.This works like swordsmanship.A one shot deal, per time the skill points are used.You must have the skill points to use this.

**The PathWalker:**These are the Wilderness Warriors of the Antarian World. They are specialist in survival with in the wilderness of the Antarian World.

They employ the spells in of the Naturalist to help them, combat those who are out to pillege, and destroy natures balance. They are one of the Gaurdians of nature. They get a plus one to magic defense power, every 5 levels, so they get 2 points, almost right together in thism1 at every 4th level, and one at every 5th level. This is up to 4 points to there natural defense powers. They can wear armors being warrior types, and all. They are usually of neutral nature. They can also speak 1 animal language, per every 4 levels of advancement. They also have some training in herbology, this is enough to know what is what, 1 plant, herb, and root, every 4 levels of advancement. this helps them make make shift cures. They are The Out Doors Warriors of the Antarian World.

### **Holy Knight:**

#### **Level/Experience Points:**

**1st:0**

**2nd:5,350**

**3rd:15,000**

**4th:34,500**

**5th:75,000**

**6th:165,000**

**7th:335,000**

**8th:700,000**

**9th:1,500,000**

**10th:2,750,000**

**11th:4,125,000**

**12th:5,995,000**

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**You must Gain 1,750,000, per level after the 12th level to advance anything further**

in this class. You get 8 hitpoints, per level of advancement, until you reach the 12th level, then you get 2 hitpoints, per level of advancement. You must have at least a 9 strength, int, con, and wisdom, to be in this class. You get a plus 1 to int, str, con, and wis.

You get a minus 1 to dex, speed, and end in this class to start with.

#### **Holy Knight Skills/Abilities:**

**1. Learn Spell Level:** The Holy knight, gets 1 level of the Healer Spells, per every 5 levels of advancement. This is due to their training as Holy Knights.

**2. Know Rites:** This will allow the Holy Knight to learn one rite, per every 4 levels of the Holy Knight. They can use these rites, as long as they have the required rite points to use them.

**3. Rite Points:** These are the points that it takes, to cast or use said rites. These start with 20 points to them, and then 2 points, per level after.

**4. Dispel undead, or dead:** This will allow the Holy Knight, the ability to turn away, all undead, or dead creatures. This is their skill points, vs the resistance to dispel, in which the dead or undead might have.

**5. Destroy undead, or dead:** This will allow them, the ability to destroy, all undead, or dead creatures. This is their skill points, vs. the dead or undeads resistance to this magic.

**6. Weapons Skill:** This will add 1 point to the damage, of any weapon. This is per every 3 levels of advancement. So this would give them 2 points damage, to all weapons, per every 4 levels instead of one. This is limited to 15 points damage added max.

**7. Armor Repair:** This will allow them to repair one point to armor, per every 4 levels of advancement. This is very useful when armor is damaged in combat, and the like.

**8. Weapons Repair:** This will allow them to repair 1 point, per every 4 levels to any damaged weapons. This is very useful when it comes to damaged weapons in combat

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## **1st level**

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### **1.name:Talk Deity**

**time to cast:instant(1 post if played online)**

**damage/effect:this is a instant spell ,this allows the Healer to recieve their spells,from their god or goddess.**

**magic base points/dark magic points:4 magic base points.**

**darpa cost:0**

**components:0**

**discription:**This is a prayer if you will,this is to ask the god or goddess in question,to give them the spell ,in which they seek.This has the range of the god or goddesses hearing,which is anywhere the god or goddess is worshipped for even thought of by an individual.

### **2.name:minor heal spell.**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**This will allow the healer to restore 3 hitpoints to start,then will allow the healer,to heal 1 additional point ,every 4 levels of advancement.

**magic base points/dark magic points:4**

**darpa cost:4**

**components:guru Root**

**discription:**this will allow the healer to heal said amount of damage,to anyone or thing ,that has suffered any damage.this has the range of touch.This spell can allow be used in reverse to inflict damage ,in case the healer is in great need of it.

### **3.name:mystical hammer**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this will do 3 points damage to start,then this will do 1 point damage,every 4 levels of the cast.

**magic base points/dark magic points:5**

**darpa cost:5**

**components:Steel WarHammer**

**discription::**This will allow the Healer to send forth a mystical force in the form of a warhammer.This will do the above stated damage,this has the range of 3 feet



,per every 4 levels of the caster.This is one of the few offensive spell in which the healer gets.

**4.name:holy symbol**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will protect the caster,and his party from all evil being,this last 2 rounds ,per every 4 levels of the caster.Any evil being who enters this field will take.3 points damage to start,then will take 1 point ,per every 4 levels of the caster.

**magic base points/dark magic points:5**

**darpa cost:6**

**components:Silver Cross**

**discription:**This spell will allow the Caster to summon a barrier,this barrier will protect all with in a 4 feet radius of the caster,this is a 4 feet radius per every 5 levels of the caster,for all things that are evil.Provided that the healer is high enough level to protect against the evil being.For example: a first level healer would not let have the faith ,to protect against a etryak,but a 15th level would.

**5.name:Seal minor wound**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**This will allow the Healer to seal all minor wounds.this is a wound under 10 hitpoints damage.this stops the wound from causing anymore damage,but the hitpoints still need to be healed.

**magic base points/dark magic points:6**

**darpa cost:7**

**components:healing salve**

**discription:**This will allow the healer to close ,any and all wounds that are under 10 hitpoints in damage.This has the range of touch.The healer then must use an heal spell to restore all hitpoints that were lost,Sealing a wound is only to stop it from causing anymore damage,by infection and the like.

**6. name:Clarity**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**negates sleep of most kinds for 1 round per 2 levels

**magic base points/dark magic points:4**

**darpa cost:10**

**components:vial of purified water**

**discription:**this is very good against sleep based, or drug based attack, this lessens the effects of them, or negates them altogether.this will not negate poisons, but will slow them down, by adding one round to their time to effect for damage.

**7. name:**wings of the hawk

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**allows the healer to fly for 1 round, ever 2 levels

**magic base points/dark magic points:**6

**darpas cost:**10

**components:**2 hawk feathers

**discription:**allows healers to fly for 1 round, every 2 levels

**8. name:**spell of the guaanduas

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will allow the healer, to heal 20 points damage, done by magic,then 3 points, per level up to 50 points damage, limited to 50 points healed.

**magic base points/dark magic points:**14

**darpas cost:**300

**components:**holy symbol

**discription:**this was past down by the demigod of healing, to help his healers, heal those who have been,assulted by arcane shaman.

**9. name:**Spell of concern

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will make any creature, confused for 1 round, per every 2 levels of the healer.

**magic base points/dark magic points:**6

**darpas cost:**12

**components:**tears of a rhinoscorp

**discription:**will confuse opponent for 1 round, every 2 levels of healer.making

them slow to attack, giving them a minus 2 to attack

10. name:paw of the shadow monkey

time to cast:2 rounds(2 posts if played online)

damage/effect:this will remove minor curses of 3 potency or lesser.

magic base points/dark magic points:6

darpa cost:12

components:paw of a shadow monkey

discription:negates minor curses of 3 potency or less.

11. name:fangs of the jackal

time to cast:2 rounds(2 posts if played online)

damage/effect:this will invoke a mystical jackals head, to bite for 4 points damage, plus 1 point, per level of the healer

magic base points/dark magic points:5

darpa cost:10

components:Fangs of a jackal

discription:invokes a mystical jackals head, to bite victim, for 4 points damage base, plus 1 point, per level of the healer.

12. name:findel's minor blessing

time to cast:2 rounds(2 posts if played online)

damage/effect:this will give 1 point, to the repell/destroy undead,or dead, per every 2 levels of the healer.can only be used once, per healer.

magic base points/dark magic points:8

darpa cost:40

components:cross,or holy water.or healers book

discription:this will give 1 point, to the repell/destroy undead,or dead, per every 2 levels of the healer.can only be used once, per healer.

13. name:Hand of the Healer

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will heal a 4 point base,plus 1 point, per level of the healer.this is laying hand upon damaged victim.**

**magic base points/dark magic points:7**

**darpa cost:1**

**components:pray**

**discription:**

**14. name:Dagger of Magical Fire**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:does 6 points damage, plus 1 point, per level of the healer, up to 36 points.**

**magic base points/dark magic points:8**

**darpa cost:1**

**components:dagger**

**discription:**

**15. name:enhanced self defense**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:adds 1 point to physical defense, of healer, per every 2 levels of the caster**

**magic base points/dark magic points:10**

**darpa cost:varies by armor+4 darpa for spell**

**components:armor**

**discription:**

**17. name:Arrows of lingering damage**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will do damage of normal arrows+3 points damage, every 2 levels of the caster, for 1 round, every 3 levels of the caster.in lingering damage**

**magic base points/dark magic points:6**

**darpa cost:8**

**components:arrows**

**discription:**

**18. name:vanity**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will make victim ,become to confident. attacking at a minus 3**

**magic base points/dark magic points:7**

**darpa cost:12**

**components:mirror**

**discription:**

**2nd level**

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**1.name:moderate heal spell**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will allow the healer to heal 5 points to start,then 1 points ,per every 4 levels of the healer.**

**magic base points/dark magic points:7**

**darpa cost:9**

**components:guru root**

**discription:this will allow the healer to heal said damage above.this is a more powerful version of the minor heal spell.this has the range of touch.this can also be used in the reverse ,to inflict the damage ,if it is a must.**

**2.name:moderate seal wounds**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:This will allow the caster to seal any wound under 20 points damage.this will protect it from all disease ,or any further damage.**

**magic base points/dark magic points:7**

**darpas cost:10**

**components:healing salve**

**discription:**This will allow the healer to close a wound that is of 20 points ,or under.This spell will not heal the damage,a healing spell must be used to seal said damage.this only stop the wound from causing any more harm.This has the range of touch.

**3.name:light**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow healer to summon a light.this will eluminate an area of 6 feet,per every 4 levels of the user.This will last 2 rounds,per every 4 levels of the caster

**magic base points/dark magic points:6**

**darpas cost:11**

**components:phosphorous**

**discription::**This will allow the user to summon a light,this light will last four 2 rounds,per every 4 levels of the caster.this will allow the user to light up an are of six feet,per every four levels of the caster.This spell is very good when in total darkness.

**4.name:Enhance defense**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the caster to add 1 point ,per every 4 levels ,to any normal armors defense power.This can only work once per suit of normal armor.

**magic base points/dark magic points:10 magic base points**

**darpas cost:12(plus cost of armor)**

**components:Suit of normal armor of any type**

**discription:**This will allow the healer to magically enhance the defense power,of any suit of normal armor.this bring up its defense capabilities.This can only be used on any given suit of armor once.This can not be used on any magical armor what soever.

**5.name:Purify Water**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the healer to purify 1 gallon of water,per every 4

**levels of advancement.**

**magic base points/dark magic points:10**

**darpa cost:12**

**components:gallon of water**

**discription:**This will allow the caster to remove all poisons,disease,or any contaminates from said amount of water listed above.This is a good spell,when the party is in a plague infested swamp,or surrounded by salt water.

**6.name:negate poisons**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the Healer to negate a 2 strength poison to start,the 1 more strength,per every 4 levels of the healer.

**magic base points/dark magic points:13**

**darpa cost:14**

**components:poisoned victim,juralla root**

**discription:**This will allow the healer to stop and disperse any said strength poison,mentioned above.This will allow the healer to negate said poison.This has the range of touch.

**7.name:negate disease**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will allow the healer to negate a 2 strain disease to start,then 1 more strain strength,per every 4 levels of the healer.

**magic base points/dark magic points:14**

**darpa cost:16**

**components:diseased victim,hurithan berries**

**discription:**This will allow the user to negate said strain strength of a disease.This will cure the victim .this has the range of touch.

**8.name:enhance resistance**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the healer to add 1 point ,to the resistance of him/herself,or that of a friend.this is 1 point,per every 4 levels of advancement.

**magic base points/dark magic points:14**

**darpa cost:20**

**components:target of said spell**

**discription::This will allow the caster to increase the resistance of any one persons.This can only be used once on any given individual.this can not be used time ,and time again on a single individual.this spell has the range of touch.**

**9.name:minor restoration**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will restore 4 points to all stats.this spell is limited to four points only.**

**magic base points/dark magic points:18**

**darpas cost:25**

**components:target of restoration**

**discription:this is a limited form of restoration.This will only restore up to 4 points of the lost stats of any given person.this has the range of touch.this will only restore up to the points that the said person had,before taking damage to stats.this will not add any to stats.this has the range of touch.**

**11.name:Holy Vengeance**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will allow the caster to inflict 6 points to start,then to do 1 more point damage,per every 4 levels of the caster.this damages only cursed ,or evil beings.**

**magic base points/dark magic points:15**

**darpas cost:16**

**components:prayer**

**discription:This will allow the user to do said damage,to all evil things,this has the range of 5 feet ,per every 2 levels of advancement.up to 50 feet.**

**12.name:negate disruption**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will allow the Healer to negate a 2 strength disruption to start,the 1 more strength,per every 4 levels of the healer.**

**magic base points/dark magic points:13**

**darpas cost:14**

**components:poisoned victim,juralla root**



**discription:**This will allow the healer to stop and disperse any said strength disruption,mentioned above.This will allow the healer to negate said poison.This has the range of touch.

**13.name:**negate wounding

**time to cast:**2 rounds (2 posts if played online)

**damage/effect:**this will allow the healer to negate a 2 strength wounding to start,then 1 more strength,per every 4 levels of the healer.

**magic base points/dark magic points:**14

**darpas cost:**16

**components:**wounded victim,kuredaars berries

**discription:**This will allow the user to negate said strength of a wounding.This will cure the victim .this has the range of touch.

**14.name:**mystical oracle

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the healer to add 1 point ,to intelligence him/herself,or that of a friend.this is 1 point,per every 8 levels of advancement.

**magic base points/dark magic points:**14

**darpas cost:**20

**components:**target of said spell

**discription::**This will allow the caster to increase the resistance of any one persons.This can only be used once on any given individual.this can not be used time ,and time again on a single individual.this spell has the range of touch.

**15.name:**Nadderristras Healing

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will restore 1 level taken from a victim of a deathlord, or deathknight.this spell is limited to 1 level only.

**magic base points/dark magic points:**18

**darpas cost:**25

**components:**target of healing

**discription:**this is a limited form of level restoration.This will only restore up to 1 level of the lost lost of any given person.this has the range of touch.this will only restore up to the levels that the said person had,before taking damage to level.this will not add any to levels.this has the range of touch.

**16.name:Holy Shield**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the caster to invoke a Shield 6 points to start,then to do 1 more point defense,per every 2 levels of the caster.this will last 1 round, per every 3 levels of the caster.

**magic base points/dark magic points:15**

**darpa cost:16**

**components:Steel shield**

**discription:**This will allow the user to form a shield,this has the range of 5 feet ,per every 4 levels of advancement.this is 5 feet around the user.

**17.name:negate petrification**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the Healer to negate a 2 strength petrification to start,the 1 more strength,per every 1 level of the healer.

**magic base points/dark magic points:13**

**darpa cost:14**

**components:petrified victim,juthralla root**

**discription:**This will allow the healer to stop and disperse any said strength petrification,mentioned above.This will allow the healer to negate said petrification.This has the range of touch.

**18.name:negate acid damage**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will allow the healer to negate a 2 points acid damage to start,then 1 more point,per every 1 level of the healer.

**magic base points/dark magic points:14**

**darpa cost:16**

**components:diseased victim,hurithan berries**

**discription:**This will allow the user to negate said acid damage.This will cure the victim .this has the range of touch.

**3rd level**

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**1.name:negate burn damage**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the Healer to negate a 2 points of burn damage to start,the 1 more point,per every 1 level of the healer.

**magic base points/dark magic points:13**

**darpas cost:14**

**components:burned victim,prayer**

**discription:**This will allow the healer to stop and disperse any said burn damage,mentioned above.This will allow the healer to negate said burn.This has the range of touch.

**2.name:negate frost bite**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will allow the healer to negate 2 points of frostbite damage to start,then 1 more point,per every 1 level of the healer.

**magic base points/dark magic points:14**

**darpas cost:16**

**components:frostbite victim,prayer**

**discription:**This will allow the user to negate said frost bite damage,or ice damage.This will cure the victim .this has the range of touch.

**3.name:enhanced healing**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the healer to add 1 point ,to one heal spell that it is invoked for,.this is 1 point,per every 3 levels of advancement.

**magic base points/dark magic points:14**

**darpas cost:20**

**components:target self**

**discription::**This will allow the caster to increase the healing of any one healing spell it is used for.This can only be used once on any given individual.this can not be used time ,and time again on a single individual.this spell has the range of touch.

**4.name:minor darpas production**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will produce 3 darpas.per level of the healer..

**magic base points/dark magic points:18**

**darpas cost:6**

**components:prayer**

**discription:**this is a limited form of darpa production.This will produce 3 darpas ,per level of the healer.

**5.name:major Wounding**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the caster to inflict 8 points to start,then to do 1 more point damage,per every 1 levels of the caster.

**magic base points/dark magic points:15**

**darpas cost:16**

**components:Silver talisman**

**discription:**This will allow the user to do said damage,to all things,this has the range of 5 feet ,per every 4 levels of advancement.

**6.name:negate confusion**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the Healer to negate a 2 rounds to start,the 1 more round,per every 4 levels of the healer.

**magic base points/dark magic points:13**

**darpas cost:14**

**components:confused victim, prayer**

**discription:**This will allow the healer to stop and disperse any said rounds of confusion,mentioned above.This will allow the healer to negate said rounds of confusion.This has the range of touch.

**7.name:negate Silver Damage**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will allow the healer to negate a 2 silver damage to start,then 1 more ,per every 1 levels of the healer.

**magic base points/dark magic points:14**

**darpa cost:16**

**components:damaged victim,prayer**

**discription:**This will allow the user to negate said strain silver damage.This will cure the victim .this has the range of touch.This is mainly used to heal werekind, who are more of a neutral nature,and are part of the party.

**8.name:Major Mystical War Hammer**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the healer to do 10 points,then 1 point,per every 1 levels of advancement.

**magic base points/dark magic points:14**

**darpa cost:20**

**components:target of said spell**

**discription::**This will allow the caster to cast a more potent form of mystical hammer.This has the range of 12 feet.

**9.name:minor storm of magical daggers**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will do 1 point per dagger to start, which there are 8 daggers in this spell,then it will add 1 point damage, per level of the caster to each dagger, up to 80 points damage.

**magic base points/dark magic points:18**

**darpa cost:25**

**components:target of spell,8 daggers**

**discription:**this will cast a storm of magical daggers, doing above mentioned damage, range 15 feet from caster.

**11.name:veil of truth**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the caster to know if someone is lying or telling the truth, with in 5 feet of them,this can be used for 5 rounds, each time it is invoked.

**magic base points/dark magic points:15**

**darpa cost:16**

**components:prayer**

**discription:**This will allow the user to know if someone is telling the truth or

not.with in 5 feet of them, for 5 rounds, when invoked.

**12.name:negate Major Curse**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the Healer to negate a 6 strength of a curse to start,the 1 more strength,per every 2 levels of the healer.

**magic base points/dark magic points:13**

**darpa cost:14**

**components:**cursed victim, prayer

**discription:**This will allow the healer to stop and disperse any said strength of curse,mentioned above.This will allow the healer to negate said curse.This has the range of touch.

**13.name:negate blood loss**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will allow the healer to negate a 2 points of blood loss to start,then 1 more strength,per every 1 level of the healer.

**magic base points/dark magic points:14**

**darpa cost:16**

**components:**wounded victim,prayer

**discription:**This will allow the user to negate said points of blood loss.This will cure the victim .this has the range of touch.

**14.name:Major Heal Spell I**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the healer to heal 8 points damage base,plus 1 point per level of the healer.

**magic base points/dark magic points:14**

**darpa cost:20**

**components:**target of said spell

**discription::**This will allow the caster to heal more damage, then the previous level of healing spells.this spell has the range of touch.

**15.name:Vauuunstraa Gift**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will give the healer 8 magic base points,this is a limited spell.

**magic base points/dark magic points:**1

**darpa cost:**25

**components:**target Self

**discription:**this will increase the healers magic base points, by 8 points, permienently.this spell helps them in the use of magics.

**16.name:**Holy Sword

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the caster to invoke a mystical sword that does 8 points damage base, plus 1 point, per level of the healer.

**magic base points/dark magic points:**15

**darpa cost:**16

**components:**any normal sword.

**discription:**This will allow the user to strike enemy with a mystical sword.this has the range of 10 feet.

**17.name:**negate internal damage

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the Healer to negate 8 points in internal damage, plus 1 point, per level of the healer.

**magic base points/dark magic points:**13

**darpa cost:**14

**components:**damaged victim,prayer

**discription:**This will allow the healer to stop and disperse any said internal damage, range is that of touch.

**18.name:**Holy Fire

**time to cast:**2 rounds (2 posts if played online)

**damage/effect:**this will do 8 points damage, plus 1 point damage, per level of the healer,to all evil, or cursed creatures, or being, 6 points damage, plus 1 point damage, per level of the healer, to all neutral beings, 4 points damage, plus 1 point damage, per level of the healer, to all good beings.

**magic base points/dark magic points:**14

**darpa cost:16**

**components:diseased victim,hurithan berries**

**discription:**This will allow the user to do said damage.this has the range of 10 feet.

**4th level**

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**1.name:major seal wound**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this will allow the caster to seal a wound of 30 points ,or less.this will only stop the wound from doing any more damage.

**magic base points/dark magic points:18**

**darpa cost:23**

**components:target persons**

**discription:**This spell has the range of touch.this will seal any wound taken,that is 30 points or less.this will only stop the wound from causing any further damage.to restore the hitpoints that were done ,you need to cast a heal spell.

**2.name:major heal spell**

**time to cast:2 rounds(2 post if played online)**

**damage/effect:**This will heal 7 points to start,then one additional point,per every 4 levels of the caster.

**magic base points/dark magic points:18**

**darpa cost:25**

**components:target persons**

**discription:**This is a more powerful form of the heal moderate heal spell.this has the range of touch.this is a more potent form of the other two heal spells.

**3.name:myst**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this will form a cloud of mist,hidding all with in 12 feet of the user,from everyones view.this will last 2 rounds,per every 4 levels of the caster.

**magic base points/dark magic points:16**



**darpa cost:20**

**components:gallon of dark liquid**

**discription::This will allow the cast to summon a cloud of mist.this will hide the party with in 12 feet of the caster.This can be penetrated by infravison,or nightvision.**

**4.name:rite of binding**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will hold any person of the same level of the healer ,or lower,for 2 rounds ,every 4 levels of advancement.**

**magic base points/dark magic points:19**

**darpa cost:20**

**components:piece of sturdy rope**

**discription:This spell will hold the victim in there tracks,without movement.This will last for indicated rounds ,or time with in the effects slot.this has the range of 6 feet ,per every 4 levels of the user.this will hold only 1 persons ,at a time.**

**5.name:stop bleeding**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:This will stop the wounding damage,at the rate of 1 point ,per every 2 levels of the caster.**

**magic base points/dark magic points:20**

**darpa cost:25**

**components:compress**

**discription:This will allow the caster to heal all magical wounding damage,that causes bleeding.this has the range of touch.**

**6.name:negate poisons II**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will allow the Healer to negate a 5 strength poison to start,the 1 more strength,per every 1 levels of the healer.**

**magic base points/dark magic points:18**

**darpa cost:14**

**components:poisoned victim,juralla root**

**discription:This will allow the healer to stop and disperse any said strength**

poison,mentioned above.This will allow the healer to negate said poison.This has the range of touch.

**7.name:negate disease II**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:this will allow the healer to negate a 5 strain disease to start,then 1 more strain strength,per every 1 level of the healer.**

**magic base points/dark magic points:14**

**darpa cost:16**

**components:diseased victim,hurithan berries**

**discription:This will allow the user to negate said strain strength of a disease.This will cure the victim .this has the range of touch.**

**8.name:enhance resistance II**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will allow the healer to add 2 point ,to the resistance of him/herself,or that of a friend.this is 1 point,per every 2 levels of advancement.this is limited to 20 points.**

**magic base points/dark magic points:14**

**darpa cost:20**

**components:target of said spell**

**discription::This will allow the caster to increase the resistance of any one persons.This can only be used once on any given individual.this can not be used time ,and time again on a single individual.this spell has the range of touch.**

**9.name:minor restoration II**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will restore 8 points to all stats.this spell is limited to four points only.**

**magic base points/dark magic points:22**

**darpa cost:25**

**components:target of restoration**

**discription:this is a limited form of restoration.This will only restore up to 8 points of the lost stats of any given person.this has the range of touch.this will only restore up to the points that the said person had,before taking damage to stats.this will not add any to stats.this has the range of touch.**

**11.name:Holy Vengeance II**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the caster to inflict 8 points to start,then to do 1 more point damage,per every 2 levels of the caster.this damages only cursed ,or evil beings.

**magic base points/dark magic points:15**

**darpa cost:16**

**components:prayer**

**discription:**This will allow the user to do said damage,to all evil things,this has the range of 5 feet ,per every 2 levels of advancement.up to 50 feet.

**12.name:negate disruption II**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the Healer to negate a 5 strength disruption to start,the 1 more strength,per every 1 levels of the healer.

**magic base points/dark magic points:19**

**darpa cost:14**

**components:poisoned victim,juralla root**

**discription:**This will allow the healer to stop and disperse any said strength disruption,mentioned above.This will allow the healer to negate said poison.This has the range of touch.

**13.name:negate wounding II**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will allow the healer to negate a 5 strength wounding to start,then 1 more strength,per every 1 levels of the healer.

**magic base points/dark magic points:19**

**darpa cost:16**

**components:wounded victim,kuredaars berries**

**discription:**This will allow the user to negate said strength of a wounding.This will cure the victim .this has the range of touch.

**14.name:mystical oracle II**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the healer to add 2 point ,to intelligence

him/herself, or that of a friend. This is 2 points, per every 8 levels of advancement. This is limited to 12 points, the first one is limited to 8 points.

magic base points/dark magic points:14

darpa cost:20

components:target of said spell

discription::This will allow the caster to increase the resistance of any one persons. This can only be used once on any given individual. This can not be used time ,and time again on a single individual. This spell has the range of touch.

15.name:Nadderristras Healing II

time to cast:2 rounds(2 posts if played online)

damage/effect:This will restore 2 level taken from a victim of a deathlord, or deathknight. This spell is limited to 2 level only.

magic base points/dark magic points:18

darpa cost:25

components:target of healing

discription:This is a limited form of level restoration. This will only restore up to 1 level of the lost of any given person. This has the range of touch. This will only restore up to the levels that the said person had, before taking damage to level. This will not add any to levels. This has the range of touch.

16.name:Holy Shield II

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the caster to invoke a Shield 8 points to start, then to do 1 more point defense, per every 2 levels of the caster. This will last 1 round, per every 3 levels of the caster.

magic base points/dark magic points:20

darpa cost:16

components:Steel shield

discription:This will allow the user to form a shield, this has the range of 5 feet ,per every 4 levels of advancement. This is 5 feet around the user.

17.name:negate petrification II

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the Healer to negate a 5 strength petrification to start, the 1 more strength, per every 1 level of the healer.

**magic base points/dark magic points:20**

**darpas cost:14**

**components:petrified victim,juthralla root**

**discription:**This will allow the healer to stop and disperse any said strength petrification,mentioned above.This will allow the healer to negate said petrification.This has the range of touch.

**18.name:negate acid damage II**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will allow the healer to negate a 5 points acid damage to start,then 1 more point,per every 1 level of the healer.

**magic base points/dark magic points:14**

**darpas cost:16**

**components:diseased victim,hurithan berries**

**discription:**This will allow the user to negate said acid damage.This will cure the victim .this has the range of touch.

**5th level**

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**1.name:Staashaars Hand of Healing**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will heal 10 points, plus 1 point, per level of the healer.

**magic base points/dark magic points:24**

**darpas cost:26**

**components:target person,prayer**

**discription:**This is given from the great demigod Staashaar, the smalling demigod of healing,and life.this will do given said healing.the range is touch.

**2.name:Findel's Fire Storm II**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:** does 10 points to start, Then this does 1 point ,per Every 1 levels of Advancement.

**magic base points/dark magic points:**

**darpa cost:44**

**components:obsidian,hot embers.**

**discription:**This will allow the caster to send for a fires storm.This fire storm will damage ,all thing with in a 7 feet radius,per every 4 levels of the caster.this will harm all but the caster.so please make sure that the party is out of range .

**3.name:Ultimate Heal Spell**

**time to cast:2 rounds(2 posts inf played online)**

**damage/effect:**This will heal 12 points to start,then 1 additional point,per every 1 levels of the caster.

**magic base points/dark magic points:20**

**darpa cost:50**

**components:healing salve,target persons**

**discription::**This is most likely one of the most powerful of all healing spells ,on the face of the antarian world.This has the range of touch.

**4.name:Ultimate Seal wounds**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the caster to seal ,any wound that is 50 points or under.this seals the wound from any further damage,does not heal the damage.

**magic base points/dark magic points:28**

**darpa cost:100**

**components:healing slave,compress**

**discription:**This allows the caster to to seal any wounds ,that are under 50 points in damage.this will not restore ,any taken hitpoints.This spell has the range of touch.

**6.name:Disrupt magical Armor**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This spell will drain 10 points magic from any given suit of armor, plus 1 point, every 1 level of the healer, up to 75 points.

**magic base points/dark magic points:27**

**darpa cost:140**

**components:**target person,Prayer

**discription:**This will allow the healer to drain a magical armor for above said points.This has the range of 10 feet.

**7.name:**Major Hand of Striking

**time to cast:**2 rounds (2 posts if played online)

**damage/effect:**This will do 10 points damage, plus 1 point damage, per level of the healer.

**magic base points/dark magic points:**28

**darpas cost:**95

**components:**target victim ,steel gauntlet

**discription:**This will allow the user to cast a hand of pure energy and strike the victim, for the above said damage.this has the range of 10 feet.

**8.name:**Atonement

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the healer to cast a spell, that will have an evil creature, commit good acts, for 1 round, per every 3 levels of the healer.

**magic base points/dark magic points:**28

**darpas cost:**90

**components:**target of said spell

**discription::**This will allow the caster to have evil being commit good acts, possible even having the evil being turn from there evil ways completely(10 percent chance of this happening).

**9.name:**minor restoration III

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will restore 12 points to all stats.this spell is limited to twelve points only.

**magic base points/dark magic points:**28

**darpas cost:**125

**components:**target of restoration

**discription:**this is a limited form of restoration.This will only restore up to 12 points of the lost stats of any given person.this has the range of touch.this will only restore up to the points that the said person had,before taking damage to

stats.this will not add any to stats.this has the range of touch.

**11.name:Holy Vengeance III**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the caster to inflict 12 points to start,then to do 1 more point damage,per every 1 levels of the caster.this damages only cursed ,or evil beings.

**magic base points/dark magic points:28**

**darpa cost:116**

**components:prayer**

**discription:**This will allow the user to do said damage,to all evil things,this has the range of 5 feet ,per every 2 levels of advancement.up to 50 feet.

**12.name:negate disruption III**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the Healer to negate a 7 strength disruption to start,then 1 more strength,per every 1 levels of the healer.

**magic base points/dark magic points:23**

**darpa cost:14**

**components:poisoned victim,juralla root**

**discription:**This will allow the healer to stop and disperse any said strength disruption,mentioned above.This will allow the healer to negate said poison.This has the range of touch.

**13.name:negate wounding III**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will allow the healer to negate a 7 strength wounding to start,then 1 more strength,per every 1 level of the healer.

**magic base points/dark magic points:24**

**darpa cost:116**

**components:wounded victim,kuredaars berries**

**discription:**This will allow the user to negate said strength of a wounding.This will cure the victim .this has the range of touch.

**14.name:mystical Spear**

**time to cast:2 rounds(2 posts if played online)**



**damage/effect:**This will allow the healer to cast a mystical spear, that does 12 points damage base, plus 1 point, per level of the healer.

**magic base points/dark magic points:**24

**darpa cost:**120

**components:**target of said spell,spear

**discription::**This will allow the caster to increase the resistance of any one persons.This can only be used once on any given individual.this can not be used time ,and time again on a single individual.this spell has the range of touch.

**15.name:**Nadderristras Healing III

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will restore 3 level taken from a victim of a deathlord, or deathknight.this spell is limited to 3 level only.

**magic base points/dark magic points:**28

**darpa cost:**125

**components:**target of healing

**discription:**this is a limited form of level restoration.This will only restore up to 3 level of the lost of any given person.this has the range of touch.this will only restore up to the levels that the said person had,before taking damage to level.this will not add any to levels.this has the range of touch.

**16.name:**Self Preservation

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the caster to invoke a Spell that will restore 12 hitpoints, to the healer themselves,plus 1 point, per every level of the healer,up to the max allowed hitpoints, to the healer.

**magic base points/dark magic points:**25

**darpa cost:**116

**components:**prayer

**discription:**This will allow the user to restore damage taken to themselves, in any given combat.or hazzardeous action.

**17.name:**negate petrification III

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the Healer to negate a 7 strength petrification to start,the 1 more strength,per every 1 level of the healer.

**magic base points/dark magic points:23**

**darpas cost:114**

**components:petrified victim,juthralla root**

**discription:**This will allow the healer to stop and disperse any said strength petrification,mentioned above.This will allow the healer to negate said petrification.This has the range of touch.

**18.name:negate acid damage III**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will allow the healer to negate a 7 points acid damage to start,then 1 more point,per every 1 level of the healer.

**magic base points/dark magic points:24**

**darpas cost:116**

**components:diseased victim,hurithan berries**

**discription:**This will allow the user to negate said acid damage.This will cure the victim .this has the range of touch.

**6th level**

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**1.name:Jace's Mystical Mace**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will do 13 points to start,then this will do 2 points every 4 levels of the caster.

**magic base points/dark magic points:30**

**darpas cost:150**

**components:Antarite Mace,mystical dust of the Antarian Silver Unicorn**

**discription:**This is one of the most Power spells that the caster possessions ,in this class.This has the range of 8 feet ,per every 4 levels of the caster.This is named ,and given to the caster by Jace the goddess of the Moon,The Night,and Darkness.This spell is a very powerful one ,as well as Expensive,Since the Dust of an Silver Unicorn costs 2,500 darpas.

**2.name:Nana's Seal Wounds**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will seal any wounds under 75 points damage.

**magic base points/dark magic points:**33

**darpa cost:**140

**components:**Healing, Salve Compress,Tears of a Kydarrian kuifan

**discription:**This is the highest of all Seal Wounds spells,that the caster,can possess.This has the range of touch.This spell was developed by Nana Queen of the Kydarr.This can be highly Expensive as well,since the tears go for about 1,800 darpa.

**3.name:**Brendolf Blessing

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the caster to bless any normal weapon,letting it do 10 points damage to start,then 1 additional point damage,per ever 4 levels of the wielder,up to 125 points damage.

**magic base points/dark magic points:**35

**darpa cost:**200

**components:**This requires a Normal weapon of any type.

**discription::**This will allow the Caster the ability to infuse the weapon with the blessing of the goddess.This can only be done to one weapon ,one time,but that is all that needs to be.The damage does increase,with every 4 levels of the wielder,up to 125 points damage,as stated above.The caster must physically lay his/her hands upon the weapon to infuse it.

**4.name:**Morgan's Jusctice

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will do 13 points to all evil things to start,then this will do 2 points ,per every 4 levels of the caster.

**magic base points/dark magic points:**40

**darpa cost:**300 darpa

**components:**Holy Rune of the Holyknights and justice.

**discription:**This will allow the caster to summon the power of an Holy Rune.This is one of the best weapons,against combating the evil with in the Antarian World.This has a range of 13 feet,per every 4 levels of the caster.This was given to the Mortals by the God Morgan himself,to fight the evils that plague Antaria.

**6. .name:**Ressurrection

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will bring back any dead persons,giving them 1 hitpoint,and 0 points to stats.

**magic base points/dark magic points:36**

**darpa cost:500**

**components:**The Dead body intacted.

**discription:**This will allow the caster to infuse any dead body,bring it back to the living.this only bring life back.This will allow the cast,to ressurect any falling friend,provided most of the vital parts of the body are intacted.such as the head,or heart.

**7.name: meeleena's negate disease**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will allow the healer to negate a 15 strain disease to start,then 1 more strain strength,per every 1 levels of the healer.

**magic base points/dark magic points:34**

**darpa cost:16**

**components:**diseased victim,hurithan berries

**discription:**This will allow the user to negate said strain strength of a disease.This will cure the victim .this has the range of touch.This will given by the lesser goddess Neeleena .

**8.name:Rygores enhance Armor**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the healer to add 10 point ,to the natural defense power of him/herself,or that of a friend.this is limited to 10 points,in natural defense power to any given character.

**magic base points/dark magic points:30**

**darpa cost:200**

**components:**target of said spell

**discription::**This will allow the caster to increase the natural defense of any one persons.This can only be used once on any given individual.this can not be used time ,and time again on a single individual.this spell has the range of touch.

**9.name:minor restoration IV**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will restore 16 points to all stats.this spell is limited to sixteen points only.

**magic base points/dark magic points:28**

**darpa cost:200**

**components:**target of restoration

**discription:**this is a limited form of restoration.This will only restore up to 16 points of the lost stats of any given person.this has the range of touch.this will only restore up to the points that the said person had,before taking damage to stats.this will not add any to stats.this has the range of touch.

**11.name: Jandarths Holy Vengeance**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the caster to inflict 15 points to start,then to do 1 more point damage,per every 1 levels of the caster.this damages only cursed ,or evil beings.

**magic base points/dark magic points:30**

**darpa cost:160**

**components:**prayer

**discription:**This will allow the user to do said damage,to all evil things,this has the range of 5 feet ,per every 2 levels of advancement.up to 50 feet.

**12.name: Findel's negate disruption**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the Healer to negate a 15 strength disruption to start,the 1 more strength,per every 1 level of the healer.

**magic base points/dark magic points:33**

**darpa cost:140**

**components:**poisoned victim,juralla root

**discription:**This will allow the healer to stop and disperse any said strength disruption,mentioned above.This will allow the healer to negate said poison.This has the range of touch.

**13.name:Findels negate wounding**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will allow the healer to negate a 15 strength wounding to start,then 1 more strength,per every 4 levels of the healer.

**magic base points/dark magic points:**34

**darpa cost:**160

**components:**wounded victim,kuredaars berries

**discription:**This will allow the user to negate said strength of a wounding.This will cure the victim .this has the range of touch.

**14.name:** Findel's mystical Mace

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the healer to cast a mystical mace that does 15 points damage, plus 1 point per level of the healer.

**magic base points/dark magic points:**34

**darpa cost:**200

**components:**target of said spell

**discription::**This will allow the caster to do damage to any one persons.this spell has the range of 20 feet.This is given to each healer as a offensive spells used against the evil and corrupt things, as well as a tool to self preservation of the healer

**15.name:**Findel's Healing

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will restore 5 level taken from a victim of a deathlord, or deathknight.this spell is limited to 5 level only.

**magic base points/dark magic points:**35

**darpa cost:**250

**components:**target of healing

**discription:**this is a limited form of level restoration.This will only restore up to 5 level of the lost of any given person.this has the range of touch.this will only restore up to the levels that the said person had,before taking damage to level.this will not add any to levels.this has the range of touch.

**16.name:** Findels Holy Shield

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the caster to invoke a Shield 15 points to start,then to do 1 more point defense,per every 2 levels of the caster.this will last 1 round,

per every 3 levels of the caster.

magic base points/dark magic points:35

darpa cost:160

components:Steel shield

discription:This will allow the user to form a shield,this has the range of 5 feet ,per every 4 levels of advancement.this is 5 feet around the user.

17.name: Findel's negate petrification

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the Healer to negate a 15 strength petrification to start,the 1 more strength,per every 1 level of the healer.

magic base points/dark magic points:33

darpa cost:140

components:petrified victim,juthralla root

discription:This will allow the healer to stop and disperse any said strength petrification,mentioned above.This will allow the healer to negate said petrification.This has the range of touch.

18.name: Findel's negate acid damage

time to cast:2 rounds (2 posts if played online)

damage/effect:this will allow the healer to negate a 15 points acid damage to start,then 1 more point,per every 1 level of the healer.

magic base points/dark magic points:34

darpa cost:160

components:diseased victim,hurithan berries

discription:This will allow the user to negate said acid damage.This will cure the victim .this has the range of touch.

7th level

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1.name: Mass Ressurrection

time to cast:2 rounds(2 posts if played online)

damage/effect:This will bring back any dead persons,giving them 1 hitpoint,and 0

**points to stats.**

**magic base points/dark magic points:72**

**darpa cost:500**

**components:The Dead body intact.**

**discription:**This will allow the caster to infuse any dead body,bring it back to the living.this only bring life back.This will allow the cast,to ressurect any falling friend,provided most of the vital parts of the body are intacted.such as the head,or heart.This will allow the healer to ressurect 2 persons at once, if they are successful.

**2.name:Restoration**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the cast to restore all stats,this is accompanied ,by the ressurection spell.

**magic base points/dark magic points:40**

**darpa cost:500**

**components:**this requires a body that has been,brought back to life,through ressurection.

**discription:**This spell has the range of touch.This will restore all stats,for a victim who has just ,been brought back to life,through the spell of ressurection.This spell can not add anymore ,only restore all damage to stats ,and hitpoints that they vitcim has suffered,this can also be used on any living being,that has suffered any damage to stats.

**3.name:Findels Heal spell**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This spell will heal 18 points to start,then it will heal 2 points,every 1 levels of the caster.

**magic base points/dark magic points:35**

**darpa cost:400**

**components:Healing Salve**

**discription::**This is the most powerful healing spell that a healer can possess.This spell does have the range of touch.This spell was given to the healers,by Findel Herself.

**4.name:Findels Fire**

**time to cast:2 rounds(2 posts if played online)**



**damage/effect:**this will do 16 points to start,then this will do 2 points damage,every 1 levels of the caster.

**magic base points/dark magic points:**50

**darpas cost:**475

**components:**hot embers,hot liquid from a lava flow.

**5.name:**Hanaastraa's Clarity Spell

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the Healer to Remove any curse of 18 points strength,plus 1 point, per level of the healer.

**magic base points/dark magic points:**35

**darpas cost:**140

**components:**Cursed Victim, Prayer

**discription:**This will allow the healer to stop and disperse any said strength curse,mentioned above.This will allow the healer to negate said curse.This has the range of touch.This was given to healers by the lesser Goddess Hanaastraa, the Human Goddess of healing,and good fortune.

**7.name:**Nakkaariths Pouch of Plentiful Darpas

**time to cast:**2 rounds (2 posts if played online)

**damage/effect:**this will allow the healer to create 500 darpas, plus 1 per level of the caster.

**magic base points/dark magic points:**35

**darpas cost:**50

**components:**Empty Pouch

**discription:**This will allow the healer to create 500 darpas, plus 1 per level of the healer.This was given to healer, by the Nakkaarith The lesser God of Wealth,and Prosperity.(He is a smalling God).

**8.name:**Findels Superior Amor

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the healer to infuse a suit of armor with a defense power of 30 points, plus its normal defense power.plus 1 point, per level of the healer,up to 75 defense power.

**magic base points/dark magic points:**14

**darpa cost:200**

**components:Any normal suit of armor, pray.**

**discription::This will allow the healer to infuse armors with 30 points defense, plus the normal defense power of the armor,plus 1 point, per level of the healer,up to 75 points in defense power.This was pasted down by Findel the Elder Goddess of Healing, Child Birth,and Marriage,this is to aid her healers,in the fight against their sworn enemies, the Arcane Shaman.This can only be used once, per any given suit of armor.**

**9.name:Findels Hand of Vengeance**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will do 18 points damage, plus 1 point ,per level of the healer.this has the range of 12 feet.**

**magic base points/dark magic points:28**

**darpa cost:125**

**components:target victim.**

**discription:this will allow the caster to cast a stronger version of the hand of striking.this has a range of twelve feet.**

**11.name:Holy Vengeance V**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will allow the caster to inflict 18 points to start,then to do 1 more point damage,per every 1 levels of the caster.this damages only cursed ,or evil beings.**

**magic base points/dark magic points:25**

**darpa cost:160**

**components:prayer**

**discription:This will allow the user to do said damage,to all evil things,this has the range of 5 feet ,per every 2 levels of advancement.up to 50 feet.**

**12.name:Cure Mass disease**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will allow the Healer to negate a 4 strains of disease as a base,then 1 strain ,per level there after, with in 2 diseased victims,per every 4 levels of the healer.this has the range of 20 feet.**

**magic base points/dark magic points:23**

**darpa cost:140**

**components:disease victims,juurkaalla root**

**discription:**This will allow the healer to stop and disperse any said strain of disease,mentioned above.This will allow the healer to negate said disease.This has the range of touch.

**13.name:Cure Mass Wounding**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will allow the healer to negate a 4 strength wounding to start,then 1 more strength,per every 2 levels of the healer.this will cure 2 victims of wounding, per 3 levels of the caster.the range of the spell has a max range of 20 feet.

**magic base points/dark magic points:24**

**darpa cost:160**

**components:wounded victim,kuredaars berries**

**discription:**This will allow the user to negate said strength of a wounding.This will cure the victim .this has the range of touch.

**14.name:mystical veil**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the healer to increase their magic defense power by 12 points,for 2 rounds, per every 4 levels of the healer.

**magic base points/dark magic points:24**

**darpa cost:20**

**components:target of said spell**

**discription::**This will allow the caster to increase their magic defense power temporarily,for said amount of rounds.

**15.name:Nadderristras Healing (mass)**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will restore 1 level taken from a victim of a deathlord, or deathknight.this spell is limited to 1 level only.

**magic base points/dark magic points:18**

**darpa cost:25**

**components:target of healing**

**discription:**this is a limited form of level restoration.This will only restore up to 1 level of the lost of any given person.this has the range of touch.this will only restore up to the levels that the said person had,before taking damage to level.this will not add any to levels.this has the range of 12 feet.this will restore levels to multiple victims of level drain, up to 3 members in a party,1 level each victim.

**16.name:**Mass Holy Shield

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the caster to invoke a Shield 6 points to start,then to do 1 more point defense,per every 2 levels of the caster.this will last 1 round, per every 3 levels of the caster.this will encompass a party of up to 5 members, with in 15 feet of each other,they must be with in 15 feet of the healer.

**magic base points/dark magic points:**25

**darpa cost:**160

**components:**Steel shield

**discription:**This will allow the user to form a shield,this has the range of 5 feet ,per every 4 levels of advancement.this is 15 feet around the user.

**17.name:**negate petrification(mass)

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the Healer to negate a 5 strength petrification to start,the 1 more strength,per every 1 level of the healer.this will cure petrification in up to 5 victims.

**magic base points/dark magic points:**23

**darpa cost:**140

**components:**petrified victim,juthralla root

**discription:**This will allow the healer to stop and disperse any said strength petrification,mentioned above.This will allow the healer to negate said petrification.This has the range of twenty feet.

**18.name:**negate acid damage(mass)

**time to cast:**2 rounds (2 posts if played online)

**damage/effect:**this will allow the healer to negate a 6 points acid damage to start,then 1 more point,per every 1 level of the healer.

**magic base points/dark magic points:**24

**darpa cost:**160

**components:**diseased victim,hurithan berries

**discription:**This will allow the user to negate said acid damage.This will cure the victim .this has the range of 20 feet.will negate acid damage of 5 damaged victims with in a 20 feet radius.

**8th Level**

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**1.name:**blacklands Clensing

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will clense any victims damaged stats to full including up to 12 lost levels.

**magic base points/dark magic points:**100

**darpa cost:**500

**components:**The Dead body intacted.

**discription:**This will allow the caster to infuse any effected victim in the discribed manner, in the damage and effect part of this spell.this has the range of touch.

**2.name:**Level Restoration

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the cast to restore all levels up to 15 levels lost, by the touch of a deathknight,deathlord etc.

**magic base points/dark magic points:**100

**darpa cost:**500

**components:**this requires a body that has been,brought back to life,through ressurection.

**discription:**This spell has the range of touch.This will restore all levels up to 15 lost levels..This spell can not add anymore ,only restore all damage to stats ,and hitpoints that they vitcim has suffered,this can also be used on any living being,that has suffered any damage to stats.

**3.name:**Findels Heal spell II

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This spell will heal 25 points to start,then it will heal 2 points,every 1 levels of the caster.

**magic base points/dark magic points:**50

**darpa cost:400**

**components:Healing Salve**

**discription::This is the most powerful healing spell that a healer can possess.This spell does have the range of touch.This spell was given to the healers,by Findel Herself.**

**4.name:Findels Fire II**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will do 24 points to start,then this will do 2 points damage, every 1 levels of the caster.this is limited to 150 points damage.**

**magic base points/dark magic points:50**

**darpa cost:475**

**components:hot embers,hot liquid from a lava flow.**

**6.name:Magic Base Points Increase**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will allow the Healer to add 20 usable magic base points, permanently to their allotted points constantly used..**

**magic base points/dark magic points:13**

**darpa cost:140**

**components:prayer**

**discription:This will allow the healer to add 20 points to magical base points permanently.**

**7.name:Findels Negate Disease Spell (Mass)**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:this will allow the healer to negate a 6 strain disease to start,then 1 more strain strength,per every 1 levels of the healer.**

**magic base points/dark magic points:54**

**darpa cost:160**

**components:diseased victim,hurithan berries**

**discription:This will allow the user to negate said strain strength of a disease.This will cure the victim .this has the range of 20 feet, will cure up to 5 diseased victims..**

**8.name:Findels Enhance Resistance.**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the healer to add 3 point ,to the resistance of him/herself,or that of a friend.this is 1 point,per every 1 levels of advancement.This is limited to 40 points to resistance.

**magic base points/dark magic points:38**

**darpas cost:200**

**components:**target of said spell

**discription::**This will allow the caster to increase the resistance of any one persons.This can only be used once on any given individual.this can not be used time ,and time again on a single individual.this spell has the range of touch.

**9.name:Findels Avenging Hand**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will do 24 points base damage, plus it will do 1 point damage, per every level of the healer..

**magic base points/dark magic points:38**

**darpas cost:250**

**components:**target victim,antarite gauntlet(cost about 25 to 125 darpas)

**discription:**this will do said damage as above.this invokes a powerful mystical hand, that will strike the opponent, with in the range of 12 feet.

**10.name:Holy Vengeance**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the caster to inflict 6 points to start,then to do 1 more point damage,per every 4 levels of the caster.this damages only cursed ,or evil beings.

**magic base points/dark magic points:15**

**darpas cost:16**

**components:**prayer

**discription:**This will allow the user to do said damage,to all evil things,this has the range of 5 feet ,per every 2 levels of advancement.up to 50 feet.

**11.name: Findel's negate disruption**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the Healer to negate a 20 strength disruption to start,the 1 more strength,per every 1 levels of the healer.

**magic base points/dark magic points:**45

**darpas cost:**140

**components:**disruption victim,juralla root

**discription:**This will allow the healer to stop and disperse any said strength disruption,mentioned above.This will allow the healer to negate said disruption.This has the range of touch.

**12.name:** Findel's negate wounding

**time to cast:**2 rounds (2 posts if played online)

**damage/effect:**this will allow the healer to negate a 20 strength wounding to start,then 1 more strength,per every 1 levels of the healer.

**magic base points/dark magic points:**44

**darpas cost:**160

**components:**wounded victim,kuredaars berries

**discription:**This will allow the user to negate said strength of a wounding.This will cure the victim .this has the range of touch.

**13.name:**Findel's Mystical Hammer

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the healer to Form a Mystical Hammer that does 20 points damage, plus 1 point, per level of the healer, up to 160 points damage.

**magic base points/dark magic points:**44

**darpas cost:**200

**components:**target of said spell,Steel Hammer

**discription::**This will allow the caster to a Hammer in the form of pure mystical Energy.This is the best form of the Mystical Hammer Spells.This Spell has the range of 20 feet.

**9th Level**

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**1.name:**Findels Shaft of Light



**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will do 25 points damage, plus 1 point, per level of the healer, up to 180 points damage to all evil things,this is up to 150 points damage to all neutral things.

**magic base points/dark magic points:48**

**darpas cost:240**

**components:**target of spell,and pray ,as well as an oak staff of no less then 100 darpas value.

**discription:**This spell was set down to findel's healers to mainly protect them from all evil things, this spell might be a costly one, but it does have the range of 60 feet.

## **2.name:Purification**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the the healer, to restore the original nature of any being.this spell is good, especially when a holyknight,has been inflicted with evil tendencies.

**magic base points/dark magic points:49**

**darpas cost:200**

**components:**This requires pray, holywater, a cross,and the inflicted victim.

**discription:**This spell has the range of touch.this will restore said original nature, to any effected victim.this spell is highly useful to restore good being, to their good natures.

## **3.name:Findels Ultimate Heal spell**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This spell will heal 28 points to start,then it will heal 2 points,every 1 levels of the caster.

**magic base points/dark magic points:60**

**darpas cost:400**

**components:**Healing Salve

**discription::**This is the most powerful healing spell that a healer can possess.This spell does have the range of touch.This spell was given to the healers,by Findel Herself.

## **4.name:Findels Ultimate Fire**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will do 26 points to start,then this will do 2 points damage,every 1 level of the caster.**

**magic base points/dark magic points:60**

**darpa cost:475**

**components:hot embers,hot liquid from a lava flow.**

**6.name: Ultimate negate poisons**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will allow the Healer to negate a 26 strength poison to start,the 1 more strength,per every 1 levels of the healer.**

**magic base points/dark magic points:60**

**darpa cost:340**

**components:poisoned victim,juralla root**

**discription:This will allow the healer to stop and disperse any said strength poison,mentioned above.This will allow the healer to negate said poison.This has the range of touch.**

**7.name: Ultimate negate disease**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:this will allow the healer to negate a 26 strain disease to start,then 1 more strain strength,per every 1 level of the healer.**

**magic base points/dark magic points:60**

**darpa cost:360**

**components:diseased victim,hurithan berries**

**discription:This will allow the user to negate said strain strength of a disease.This will cure the victim .this has the range of touch.**

**Healer Rites:**

**1.Dispel Undead:This will allow the healer to get a 1 strength of dispelling undead, per every 2 levels of the healer.this is verses the undead creatures, or dead beings resistance to dispel.This will compell them to leave the area.This cost 10 rite points.**

**2.Anihilate Undead:This will kill or anihilate any undead, or dead being.this is at 1**

strength,per every 3 levels of the healer.this will literally disintegrate the undead ,or dead being, if successful.this is verses the creatures, resistance annihilation.this cost 20 rite points.

3.Rite of Healing:this will heal 50 hitpoints, to any given target of the healer.this cost 25 rite points.

4.Rite of the Etryak:This will dispel any etryak,at 1 strength, per level of the healer.this is verses the etryaks, resistance to be dispelled.this cost 30 rite points.

5.Rite of the Werekind:This will drive off any werekind , this is at the strength of 1 ,per level of the healer, this is verses the resistance of the werekinds to be driven away.this cost 33 rite points.

6.Rite of the Vampire:this is at a 1 strength ,per level of the healer, this will dispel any vampire, provided the strength of this, is over the resistance of the vampire, to be dispelled.this cost 36 rite points.

7.Rite of Multiple Targets:this will invoke a field in which the healer can heal multiple targets up to 20 , with in a 50 feet radius, this last for one casting of a heal spell,this this dissapates.this cost 38 rite points.

8.Rite of Muujarraan:This will allow the healer to invoke the rite of Muujarraan.this will do 50 points damage, to all evil things with in a 100 feet radius, this last for 2 rounds.this cost 40 rite points.

9.Rite of Calling :This will allow the healer to summon one good creature, to his aid, per every 2 levels of the healer.this will allow the healer to have them with them, for 1 round, per every 3 levels of the healer.this cost 42 rite points.

10.Rite of Sense Curse:This will allow the healer to sense any curse with in a 120 feet radius,this last 1 round, per every 3 levels of the healer, this cost 44 rite points.

11.Rite of Sense Evil:this will allow the healer, to sense all evil things, with in 100 feet radius,this last 1 round, per every 3 levels of the healer.this cost 46 rite

points.

**12.Rite of Repelling Evil:**this begins with a 1 strength, then you add 1 strength, per level of the healer, this will allow them to repel all evil things, out of the area.this has an area effect of 120 feet.this is verses the evil being resistance to this. this cost 48 rite rite points.

**13.Rite of Binding:**this will hold any creature, for 1 round ,per every 2 levels of the healer, this gives them a 1 strength, plus 1 strength ,per level of the healer, this is verses the creatures resistance to being bound.this cost 48 rite points.

**14.Rite of Mending:**this will mend any broken bone, and restore all damage done by the severe break.this cost 33 rite rite points.

**15.Rite of Wandering:**this will allow the healer to send any creature ,on a meaningless, adventure, for 1 round, per every 3 levels of the healer. this cost 36 rite points..this gives 1 strength, plus 1 strength per level of the healer, this is verses the creatures resistance wandering magics.

#### **Healer Runes:**

**1.Rune of Disruption:**This will inflict 40 points damage of disruption , for 1 round, per every 8 levels of the healer.this cost 48 rune points.this is maxed at 160 points damage.

**2.Rune of Wounding:**This will inflict 40 points damage in wounding damage, for 1 round, per every 8 levels of the healer.this cost 48 rune points.this is maxed at 160 points damage.

**3.Rune of Dispelling Pain Damage:**This will cure 40 pain damage,this is once ,per everytime the rune is used.this cost 44 rune points.

**4.Rune of Mystical Forces:**This will give the healer 80 rune points, this cost 40 rune points.this gives them rune points, this can be used as many times ,and the healer, has the basic 40 rune points, to use it.

**5.Rune of the Hawk:**This will allow the healer to see all things within a half mile radius from their location, this will last 1 round, per every 3 levels of the healer. this cost 44 rune points.

**6.Rune of Findels Mystical Fire:**This will do 75 points damage, in mystical fire damage, this cost 60 rune points.

**7.Rune of Night:**This will allow the healer to cast shadows over any 500 feet area, this will last 1 round, per every 2 levels of the healer. this cost 10 rune points.

**8.Rune of Light:**this will allow the healer to cast a mass light rune, this will cover an area of 1,000 feet radius, for 1 round, per every 2 levels of the healer, this will cost 15 rune points.

**9.Rune of Blinding:**This will allow the healer to blind any given creature, for 1 round, per every 2 levels of the healer, this cost 25 rune points. this works only if the healers magic attack, is above that of the opponents magic defense.

**10.Rune of negation:**This will negate any adverse magical effects done to a victim one time, per used rune. this cost 80 rune points.

**11.Rune of Guurraandurraas:**This will allow the healer to bind a creature for 2 rounds per every 3 levels of advancement. this is the healers magic attack, verses the victims, magic defense. this cost 65 run points.

**12.Rune of Trapping:**This will allow the healer to set an explosive trap on any object, that will do 65 points damage, per rune set. this cost 50 rune points.

**13.Rune of Altering Appearance:**This will allow the change there appearance , to one being they see, their status ,and such are still the same of their character, they do not get the status of the creature, this is appearance only. this cost 25 rune points, this will last 1 round, per every 2 levels of the healer.

**14.Rune of Forgetfulness:**This will allow the healer to make one being forget that they party is there, or forget events that are taking place, this lasts for 4 rounds

only.this cost 30 rune points.

#### **Healer Skills:**

**1.Minor Surgery:**This will restore 4 points base, plus 1 point in hitpoints,per level of the healer, through surgical skill,this is up to 24 points damage healed.This cost 4 skill points(skill points are a new addition to this, some skills do require skill points.the twenty skills in this listing do)

**2.Moderate Surgery:**This will restore 6 points base, plus 1 point ,per level of the healer, in hitpoints, through surgery.this cost 7 skill points.this is up to 36 points.

**3.Major Surgery:**this will restore 8 points base, plus 1 point, per level of the healer, in hitpoints, this is through a major surgery.this is up to 48 hitpoints.this will cost 12 skill points.

**4.Stop infection:**This will allow the healer to stop infections, that inflict 3 points damage base, plus 1 point, per level of the healer.this is up to 40 points in infection.this cost 10 skill points.

**5.Stop bleeding:**This will allow the healer to stop bleeding from any wound, this will stop 3 points bleeding damage, plus 1 point, per level up to 40 points bleeding damage. this cost 10 skill points.

**6.advanced healing:**This will allow the healer through non magical means, to restore 3 hitpoints damage, per every 5 skill points used.

**7.Faith:**This will allow the healer, to add 1 point,to ther magic base points, per every 3 skill points used.this is a permanent add.

**8.Blessing:**this is a non magical form of blessing.this will give the healer the skill to bless any object, that will do 1 point damage, more to all evil things, per every 2 skill points used, up to 20 points damage, per item it is used on.

**9.Antonement:**This will allow the healer one shot ,per use to turn an evil being good.this is the healers antonement skill level, verses the creatures resistance

**atonement.the healers skill level advances by 1 skill level, per every 3 levels of the healer.cost 3 skill points, per skill level.**

#### **Healer Potion Making:**

**1.Cure poison potion:this will cure 1 strength poison, per every 3 skill points used.**

**2.cure disruption,this will cure 1 point of disruption, per every 3 skill points used.**

**3.cure wounding:this will cure 1 point in wounding damage, per every 3 skill points used.this works this way ,if a healer uses 30 skill points, in said potion,this said potion will cure 10 points of wounding.**

**4.cure burning damage:this will cure 1 point in burn damage, per every 3 skill points used, this works like cure wounding ,but for burns, this works like all other potions.**

**5.cure acid damage:this will cure 1 point in acid damage, per every 3 skill points used,this works like all other potions.**

**6.cure disease potion:this will cure 1 strain of disease, per every 3 skill points used, this works like all other potions.**

**7.Healing potion:this will heal 1 hitpoint, damage, per every 1 skill point used.this works like all other potions.**

#### **Healer Salve Making:**

**1.Cure burning salves:this will cure 1 point in burning damage, per 2 skill points used.this will make 4 applications.**

**2.cure acid damage salve:this will cure 1 point in acid damage, per every 2 skill points used,this will make 4 applications.**

**3.seal wounds:this will seal a wound of 3 points damage, every 4 skill points used.this makes 4 applications.**

**4.anti infection salve:This will prevent 1 point of infection, per every 3 skill points used. this will make 4 applications.**

**5.stop bleeding salve:**This will stop 1 point,in bleeding damage, per every 3 skill points used,this will make 4 applications.

#### **Healer Items:**

**1.cross:**this is used in various spells, or will do 1 point damage, to any cursed, or evil being, per every 2 levels of the healer, this is based on faith.cost 10 darpas, to 30 darpas, depending where bought.

**2.Vial of holy water:**This has 6 doses.this is used in various spells, and the like, will do 4 points damage, to all evil beings, cursed being or dead or undead beings,per dose.cost 45 to 75 darpas, depending on demand.

**3.juralla root:**this is used in healing potions,and salves, as well as various spells.this cost 3 to 12 darpas per root depending on demand.

**4.juralla berries:**this is used in cure poison potions, salves, and various spells.cost 3 to 15 darpas, depending on demand.

**5.silver spike:**this will do 10 points damage to all werekind, per spike.this cost 5 to 20 darpas per spike depending where it is bought.

**6.steel hammer:**this is used in various spells ,and the like. this cost 2 to 4 darpas, depending where it is bought.

**7.juthralla root:**this is used in various spells, this cost 2 to 9 darpas ,depending on demand.

**8.Guraandis Root:**this is used in various cure disease potions. cost 1 to 6 darpas per root, depending where bought.

**9.salve jar:**these cost 2 darpas each.these will hold 4 applications per jar.

**10.potion vial:**this will hold 1 potion per vial.these cost 1 darpas, per vial.

**11.stitching kit:**these will hold enough stitching for 6 surgeries, and sterilized needles.cost 3 darpas per kit.

**12.bandages:**these come in a set of twelve sterilized bandages.this are used to place over wounds, when salves have been used, or surgery has been done.cost 5 darpas, per kit. they help prevent infections.

**13.AntiPoison kit:**this will allow the healer to use this , 6 times, this will remove toxins from a victims body.this cost 15 darpas per kit.

**14.scapals:**these are used for incisions for surgeries.this cost 3 darpas each, can be used for 4 surgeries of sterilized, and prevented from rust ,and the like.

**15.Sterlization kit:**this will sterlize 20 items per kit.this cost 10 darpas per kit.sometimes 12 darpas, depending on demand.



**The Holy Knight:**These are the Pure Good Warriors of the Antarian World. They are the law keepers.They are ruled ,and governed by Lord Jandarth Lord of The Holy Knights.They are sworn to protect the mortals,from all the evil minions of Etragan.They are Eternal Enemies of the Etyraks,they are sworn to keep them off the face of antaria.They get a plus 1 point damage,to there weapons, against all etyraks,  
per every 3 levels of advancement.They are the Gaurdians of the mortal world, against all that is evil.They are the Justice in a world ,that might not seem to be just.  
They are Sworn to help all of those who are in need.They only have as much wealth as it take them,to live the moderate standards of the Antarian World.They are not ones to seek money and power,only to Guard the World , against the Evil forces of Etragan.

**The Healer:**

**Level/Experience Points:**

**1st:0**

**2nd:5,500**

**3rd:14,000**

**4th:32,000**

**5th:68,000**

**6th:135,000**

**7th:285,000**

**8th:535,000**

**9th:1,285,000**

**10th:1,995,000**

**11th:2,750,000**

**12th:5,550,000**

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**You must gain 1,800,000 exp ,per level after the 12th level, to advance any level ,after the 12th.You get 7 hitpoints per level of advancement,until you reach the 12th level.then you get 1 hitpoint ,per level after the 12th level .You must have a 9 intelligence,and a 9 wisdom ,to be that of a healer.You get a plus 1 to int ,and wis to start, you get a minus one 1 str, and con to start**

#### **Healer Skills/Abilities:**

**1.Learn Spells:**This allows the Healer, to learn 1 level of their spells,per every 3 levels of advancement.This is the basis for all healers, to learn the art of healing magic .

**2.Herbology:**This allows the Healer,The ability to know one plant,herb,root,etc.This is 1 of each,per every 2 levels of advancement.This allows them to learn all of there properties.

**3.Pray:**This allows the Healer, The ability to ask their god or goddess,for said spell.They get there spells through pray,not through the cosmic stream,even though they tap into the stream,to use said spells.

**4.Alchemy:**This allows the Healer ,The ability to make a potion,this is a 1 strength,per every 4 levels of the healer.This is 5 points per strength of the potion,this is very useful ,in making healing potions ,cure disease potion,and cure poison potions,etc.

**5.Dispel Undead:**This gives the Healer ,The ability to turn away any undead creature.This is 1 point ,in turning ability,per every 3 levels of the Healer.This is vs,the undeads dispel resistance.

**6.Destroy Undead:**this gives the healer,The ability to destroy any undead creature,This will do 4 points damage ,to any undead creature, per every 3 levels of advancement,this is minus the undeads, resistance in points, to destroy undead.

**7.Mend:**This will allow the Healer,The ability to Mend any wounds done,This is through non magical means.This will heal 2 hitpoints to the wounded,per every 4 levels of the Healer.

**8.Weapons Skill:**this will allow the Healer to add 1 point to the damage, of any weapon,per every 6 levels of the healer.This is sort of like the warriors,but it takes the healer ,a longer time to learn this,because they are not fighters really.This helps them in there fight against the evil,and the undead.This is Limited to a +10 points Damage.

**9.Know History:**This will allow the Healer .The Skill to know 1 part of history,per every 3 levels of advancement.They are scholars,they are men and women of great knowledge and studies.

**10.Know Religions:**This will allow the healer, to know one Antarian Faith ,per every 3 levels of advancement.This is the Teaching of gods ,and goddesses,etc.

**1st level**

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**1.name:**Talk Deity

**time to cast:**instant(1 post if played online)

**damage/effect:**this is a instant spell ,this allows the Healer to recieve their spells,from their god or goddess.

**magic base points/dark magic points:**4 magic base points.

**darkpas cost:**0

**components:**0

**discription:**This is a prayer if you will,this is to ask the god or goddess in question,to give them the spell ,in which they seek.This has the range of the god or goddesses hearing,which is anywhere the god or goddess is worshipped for even thought of by an individual.

**2.name:**minor heal spell.

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**This will allow the healer to restore 3 hitpoints to start,then will allow the healer,to heal 1 additional point ,every 4 levels of advancement.

**magic base points/dark magic points:4**

**darpa cost:4**

**components:guru Root**

**discription:**this will allow the healer to heal said amount of damage,to anyone or thing ,that has suffered any damage.this has the range of touch.This spell can allow be used in reverse to inflict damage ,in case the healer is in great need of it.

**3.name:mystical hammer**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this will do 3 points damage to start,then this will do 1 point damage,every 4 levels of the cast.

**magic base points/dark magic points:5**

**darpa cost:5**

**components:Steel WarHammer**

**discription::**This will allow the Healer to send forth a mystical force in the form of a warhammer.This will do the above stated damage,this has the range of 3 feet ,per every 4 levels of the caster.This is one of the few offensive spell in which the healer gets.

**4.name:holy symbol**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will protect the caster,and his party from all evil being,this last 2 rounds ,per every 4 levels of the caster.Any evil being who enters this field will take.3 points damage to start,then will take 1 point ,per every 4 levels of the caster.

**magic base points/dark magic points:5**

**darpa cost:6**

**components:Silver Cross**

**discription:**This spell will allow the Caster to summon a barrier,this barrier will protect all with in a 4 feet radius of the caster,this is a 4 feet radius per every 5 levels of the caster,for all things that are evil.Provided that the healer is high enough level to protect against the evil being.For example: a first level healer would not let have the faith ,to protect against a etryak,but a 15th level would.

**5.name:Seal minor wound**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**This will allow the Healer to seal all minor wounds.this is a wound under 10 hitpoints damage.this stops the wound from causing anymore damage,but the hitpoints still need to be healed.

**magic base points/dark magic points:6**

**darpa cost:7**

**components:healing salve**

**discription:**This will allow the healer to close ,any and all wounds that are under 10 hitpoints in damage.This has the range of touch.The healer then must use an heal spell to restore all hitpoints that were lost,Sealing a wound is only to stop it from causing anymore damage,by infection and the like.

**6. name:Clarity**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**negates sleep of most kinds for 1 round per 2 levels

**magic base points/dark magic points:4**

**darpa cost:10**

**components:vial of purified water**

**discription:**this is very good against sleep based, or drug based attack, this lessens the effects of them, or negates them altogether.this will not negate poisons, but will slow them down, by adding one round to their time to effect for damage.

**7. name:wings of the hawk**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**allows the healer to fly for 1 round, ever 2 levels

**magic base points/dark magic points:6**

**darpa cost:10**

**components:2 hawk feathers**

**discription:**allows healers to fly for 1 round, every 2 levels

**8. name:spell of the guaanduas**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will allow the healer, to heal 20 points damage, done by magic,then 3 points, per level up to 50 points damage, limited to 50 points healed.**

**magic base points/dark magic points:14**

**darpa cost:300**

**components:holy symbol**

**discription:this was past down by the demigod of healing, to help his healers, heal those who have been,assulted by arcane shaman.**

**9. name:Spell of concern**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will make any creature, confused for 1 round, per every 2 levels of the healer.**

**magic base points/dark magic points:6**

**darpa cost:12**

**components:tears of a rhinoscorp**

**discription:will confuse opponent for 1 round, every 2 levels of healer.making them slow to attack, giving them a minus 2 to attack**

**10. name:paw of the shadow monkey**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will remove minor curses of 3 potency or lesser.**

**magic base points/dark magic points:6**

**darpa cost:12**

**components:paw of a shadow monkey**

**discription:negates minor curses of 3 potency or less.**

**11. name:fangs of the jackal**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will invoke a mystical jackals head, to bite for 4 points**

damage, plus 1 point, per level of the healer

magic base points/dark magic points:5

darpa cost:10

components:Fangs of a jackal

discription:invokes a mystical jackals head, to bite victim, for 4 points damage base, plus 1 point, per level of the healer.

12. name:findel's minor blessing

time to cast:2 rounds(2 posts if played online)

damage/effect:this will give 1 point, to the repell/destroy undead,or dead, per every 2 levels of the healer.can only be used once, per healer.

magic base points/dark magic points:8

darpa cost:40

components:cross,or holy water.or healers book

discription:this will give 1 point, to the repell/destroy undead,or dead, per every 2 levels of the healer.can only be used once, per healer.

13. name:Hand of the Healer

time to cast:2 rounds(2 posts if played online)

damage/effect:this will heal a 4 point base,plus 1 point, per level of the healer.this is laying hand upon damaged victim.

magic base points/dark magic points:7

darpa cost:1

components:pray

discription:

14. name:Dagger of Magical Fire

time to cast:2 rounds(2 posts if played online)

damage/effect:does 6 points damage, plus 1 point, per level of the healer, up to 36 points.

magic base points/dark magic points:8

**darpas cost:1**

**components:dagger**

**discription:**

**15. name:enhanced self defense**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:adds 1 point to physical defense, of healer, per every 2 levels of the caster**

**magic base points/dark magic points:10**

**darpas cost:varies by armor+4 darpas for spell**

**components:armor**

**discription:**

**17. name:Arrows of lingering damage**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will do damage of normal arrows+3 points damage, every 2 levels of the caster, for 1 round, every 3 levels of the caster.in lingering damage**

**magic base points/dark magic points:6**

**darpas cost:8**

**components:arrows**

**discription:**

**18. name:vanity**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:this will make victim ,become to confident. attacking at a minus 3**

**magic base points/dark magic points:7**

**darpas cost:12**

**components:mirror**

**discription:**



## **2nd level**

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**1.name:moderate heal spell**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**this will allow the healer to heal 5 points to start,then 1 points ,per every 4 levels of the healer.

**magic base points/dark magic points:7**

**darpa cost:9**

**components:guru root**

**discription:**this will allow the healer to heal said damage above.this is a more powerful version of the minor heal spell.this has the range of touch.this can also be used in the reverse ,to inflict the damage ,if it is a must.

**2.name:moderate seal wounds**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**This will allow the caster to seal any wound under 20 points damage.this will protect it from all disease ,or any further damage.

**magic base points/dark magic points:7**

**darpa cost:10**

**components:healing salve**

**discription:**This will allow the healer to close a wound that is of 20 points ,or under.This spell will not heal the damage,a healing spell must be used to seal said damage.this only stop the wound from causing any more harm.This has the range of touch.

**3.name:light**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow healer to summon a light.this will illuminate an area of 6 feet,per every 4 levels of the user.This will last 2 rounds,per every 4 levels of the caster

**magic base points/dark magic points:6**

**darpa cost:11**

**components:phosphorous**

**discription::**This will allow the user to summon a light,this light will last four 2 rounds,per every 4 levels of the caster.this will allow the user to light up an are of six feet,per every four levels of the caster.This spell is very good when in total darkness.

**4.name:Enhance defense**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the caster to add 1 point ,per every 4 levels ,to any normal armors defense power.This can only work once per suit of normal armor.

**magic base points/dark magic points:10 magic base points**

**darpas cost:12(plus cost of armor)**

**components:**Suit of normal armor of any type

**discription:**This will allow the healer to magically enhance the defense power,of any suit of normal armor.this bring up its defense capabilities.This can only be used on any given suit of armor once.This can not be used on any magical armor what soever.

**5.name:Purify Water**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the healer to purify 1 gallon of water,per every 4 levels of advancement.

**magic base points/dark magic points:10**

**darpas cost:12**

**components:**gallon of water

**discription:**This will allow the caster to remove all poisons,disease,or any contaminates from said amount of water listed above.This is a good spell,when the party is in a plague infested swamp,or surrounded by salt water.

**6.name:negate poisons**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the Healer to negate a 2 strength poison to start,the 1 more strength,per every 4 levels of the healer.

**magic base points/dark magic points:13**

**darpas cost:14**

**components:**poisoned victim,juralla root

**discription:**This will allow the healer to stop and disperse any said strength poison,mentioned above.This will allow the healer to negate said poison.This has the range of touch.

**7.name:**negate disease

**time to cast:**2 rounds (2 posts if played online)

**damage/effect:**this will allow the healer to negate a 2 strain disease to start,then 1 more strain strength,per every 4 levels of the healer.

**magic base points/dark magic points:**14

**darpas cost:**16

**components:**diseased victim,hurithan berries

**discription:**This will allow the user to negate said strain strength of a disease.This will cure the victim .this has the range of touch.

**8.name:**enhance resistance

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the healer to add 1 point ,to the resistance of him/herself,or that of a friend.this is 1 point,per every 4 levels of advancement.

**magic base points/dark magic points:**14

**darpas cost:**20

**components:**target of said spell

**discription::**This will allow the caster to increase the resistance of any one persons.This can only be used once on any given individual.this can not be used time ,and time again on a single individual.this spell has the range of touch.

**9.name:**minor restoration

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will restore 4 points to all stats.this spell is limited to four points only.

**magic base points/dark magic points:**18

**darpas cost:**25

**components:**target of restoration

**discription:**this is a limited form of restoration.This will only restore up to 4 points of the lost stats of any given person.this has the range of touch.this will only restore up to the points that the said person had,before taking damage to stats.this will not add any to stats.this has the range of touch.

**11.name:Holy Vengeance**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the caster to inflict 6 points to start,then to do 1 more point damage,per every 4 levels of the caster.this damages only cursed ,or evil beings.

**magic base points/dark magic points:15**

**darpa cost:16**

**components:prayer**

**discription:**This will allow the user to do said damage,to all evil things,this has the range of 5 feet ,per every 2 levels of advancement.up to 50 feet.

**12.name:negate disruption**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the Healer to negate a 2 strength disruption to start,the 1 more strength,per every 4 levels of the healer.

**magic base points/dark magic points:13**

**darpa cost:14**

**components:poisoned victim,juralla root**

**discription:**This will allow the healer to stop and disperse any said strength disruption,mentioned above.This will allow the healer to negate said poison.This has the range of touch.

**13.name:negate wounding**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will allow the healer to negate a 2 strength wounding to start,then 1 more strength,per every 4 levels of the healer.

**magic base points/dark magic points:14**

**darpa cost:16**

**components:wounded victim,kuredaars berries**

**discription:**This will allow the user to negate said strength of a wounding.This will cure the victim .this has the range of touch.

**14.name:mystical oracle**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the healer to add 1 point ,to intelligence

him/herself, or that of a friend. this is 1 point, per every 8 levels of advancement.

magic base points/dark magic points:14

darpa cost:20

components:target of said spell

discription::This will allow the caster to increase the resistance of any one persons. This can only be used once on any given individual. this can not be used time ,and time again on a single individual. this spell has the range of touch.

15.name:Nadderristras Healing

time to cast:2 rounds(2 posts if played online)

damage/effect:This will restore 1 level taken from a victim of a deathlord, or deathknight. this spell is limited to 1 level only.

magic base points/dark magic points:18

darpa cost:25

components:target of healing

discription:this is a limited form of level restoration. This will only restore up to 1 level of the lost of any given person. this has the range of touch. this will only restore up to the levels that the said person had, before taking damage to level. this will not add any to levels. this has the range of touch.

16.name:Holy Shield

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the caster to invoke a Shield 6 points to start, then to do 1 more point defense, per every 2 levels of the caster. this will last 1 round, per every 3 levels of the caster.

magic base points/dark magic points:15

darpa cost:16

components:Steel shield

discription:This will allow the user to form a shield, this has the range of 5 feet ,per every 4 levels of advancement. this is 5 feet around the user.

17.name:negate petrification

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the Healer to negate a 2 strength petrification to start, the 1 more strength, per every 1 level of the healer.

**magic base points/dark magic points:13**

**darpas cost:14**

**components:petrified victim,juthralla root**

**discription:**This will allow the healer to stop and disperse any said strength petrification,mentioned above.This will allow the healer to negate said petrification.This has the range of touch.

**18.name:negate acid damage**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will allow the healer to negate a 2 points acid damage to start,then 1 more point,per every 1 level of the healer.

**magic base points/dark magic points:14**

**darpas cost:16**

**components:diseased victim,hurithan berries**

**discription:**This will allow the user to negate said acid damage.This will cure the victim .this has the range of touch.

**3rd level**

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**1.name:negate burn damage**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the Healer to negate a 2 points of burn damage to start,the 1 more point,per every 1 level of the healer.

**magic base points/dark magic points:13**

**darpas cost:14**

**components:burned victim,prayer**

**discription:**This will allow the healer to stop and disperse any said burn damage,mentioned above.This will allow the healer to negate said burn.This has the range of touch.

**2.name:negate frost bite**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will allow the healer to negate 2 points of frostbite damage to

**start,then 1 more point,per every 1 level of the healer.**

**magic base points/dark magic points:14**

**darpas cost:16**

**components:frostbite victim,prayer**

**discription:This will allow the user to negate said frost bite damage,or ice damage.This will cure the victim .this has the range of touch.**

**3.name:enhanced healing**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will allow the healer to add 1 point ,to one heal spell that it is invoked for,.this is 1 point,per every 3 levels of advancement.**

**magic base points/dark magic points:14**

**darpas cost:20**

**components:target self**

**discription::This will allow the caster to increase the healing of any one healing spell it is used for.This can only be used once on any given individual.this can not be used time ,and time again on a single individual.this spell has the range of touch.**

**4.name:minor darpas production**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will produce 3 darpas.per level of the healer..**

**magic base points/dark magic points:18**

**darpas cost:6**

**components:prayer**

**discription:this is a limited form of darpa production.This will produce 3 darpas ,per level of the healer.**

**5.name:major Wounding**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will allow the caster to inflict 8 points to start,then to do 1 more point damage,per every 1 levels of the caster.**

**magic base points/dark magic points:15**

**darpas cost:16**

**components:Silver talisman**

**discription:**This will allow the user to do said damage,to all things,this has the range of 5 feet ,per every 4 levels of advancement.

**6.name:negate confusion**

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the Healer to negate a 2 rounds to start,the 1 more round,per every 4 levels of the healer.

**magic base points/dark magic points:**13

**darpas cost:**14

**components:**confused victim, prayer

**discription:**This will allow the healer to stop and disperse any said rounds of confusion,mentioned above.This will allow the healer to negate said rounds of confusion.This has the range of touch.

**7.name:negate Silver Damage**

**time to cast:**2 rounds (2 posts if played online)

**damage/effect:**this will allow the healer to negate a 2 silver damage to start,then 1 more ,per every 1 levels of the healer.

**magic base points/dark magic points:**14

**darpas cost:**16

**components:**damaged victim,prayer

**discription:**This will allow the user to negate said strain silver damage.This will cure the victim .this has the range of touch.This is mainly used to heal werekind, who are more of a neutral nature,and are part of the party.

**8.name:Major Mystical War Hammer**

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the healer to do 10 points,then 1 point,per every 1 levels of advancement.

**magic base points/dark magic points:**14

**darpas cost:**20

**components:**target of said spell

**discription::**This will allow the caster to cast a more potent form of mystical hammer.This has the range of 12 feet.



**9.name:minor storm of magical daggers**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will do 1 point per dagger to start, which there are 8 daggers in this spell,then it will add 1 point damage, per level of the caster to each dagger, up to 80 points damage.

**magic base points/dark magic points:18**

**darpa cost:25**

**components:**target of spell,8 daggers

**discription:**this will cast a storm of magical daggers, doing above mentioned damage, range 15 feet from caster.

**11.name:veil of truth**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the caster to know if someone is lying or telling the truth, with in 5 feet of them,this can be used for 5 rounds, each time it is invoked.

**magic base points/dark magic points:15**

**darpa cost:16**

**components:**prayer

**discription:**This will allow the user to know if someone is telling the truth or not.with in 5 feet of them, for 5 rounds, when invoked.

**12.name:negate Major Curse**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the Healer to negate a 6 strength of a curse to start,the 1 more strength,per every 2 levels of the healer.

**magic base points/dark magic points:13**

**darpa cost:14**

**components:**cursed victim, prayer

**discription:**This will allow the healer to stop and disperse any said strength of curse,mentioned above.This will allow the healer to negate said curse.This has the range of touch.

**13.name:negate blood loss**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will allow the healer to negate a 2 points of blood loss to

**start,then 1 more strength,per every 1 level of the healer.**

**magic base points/dark magic points:14**

**darpa cost:16**

**components:wounded victim,prayer**

**discription:This will allow the user to negate said points of blood loss.This will cure the victim .this has the range of touch.**

**14.name:Major Heal Spell I**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will allow the healer to heal 8 points damage base,plus 1 point per level of the healer.**

**magic base points/dark magic points:14**

**darpa cost:20**

**components:target of said spell**

**discription::This will allow the caster to heal more damage, then the previous level of healing spells.this spell has the range of touch.**

**15.name:Vauuunstraa Gift**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will give the healer 8 magic base points,this is a limited spell.**

**magic base points/dark magic points:1**

**darpa cost:25**

**components:target Self**

**discription:this will increase the healers magic base points, by 8 points, permienently.this spell helps them in the use of magics.**

**16.name:Holy Sword**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will allow the caster to invoke a mystical sword that does 8 points damage base, plus 1 point, per level of the healer.**

**magic base points/dark magic points:15**

**darpa cost:16**

**components:any normal sword.**

**discription:**This will allow the user to strike enemy with a mystical sword.this has the range of 10 feet.

**17.name:**negate internal damage

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the Healer to negate 8 points in internal damage, plus 1 point, per level of the healer.

**magic base points/dark magic points:**13

**darpas cost:**14

**components:**damaged victim,prayer

**discription:**This will allow the healer to stop and disperse any said internal damage, range is that of touch.

**18.name:**Holy Fire

**time to cast:**2 rounds (2 posts if played online)

**damage/effect:**this will do 8 points damage, plus 1 point damage, per level of the healer,to all evil, or cursed creatures, or being, 6 points damage, plus 1 point damage, per level of the healer, to all neutral beings, 4 points damage, plus 1 point damage, per level of the healer, to all good beings.

**magic base points/dark magic points:**14

**darpas cost:**16

**components:**diseased victim,hurithan berries

**discription:**This will allow the user to do said damage.this has the range of 10 feet.

**4th level**

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**1.name:**major seal wound

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will allow the caster to seal a wound of 30 points ,or less.this will only stop the wound from doing any more damage.

**magic base points/dark magic points:**18

**darpas cost:**23

**components:target persons**

**discription:**This spell has the range of touch.this will seal any wound taken,that is 30 points or less.this will only stop the wound from causing any further damage.to restore the hitpoints that were done ,you need to cast a heal spell.

**2.name:major heal spell**

**time to cast:**2 rounds(2 post if played online)

**damage/effect:**This will heal 7 points to start,then one additional point,per every 4 levels of the caster.

**magic base points/dark magic points:**18

**darpas cost:**25

**components:target persons**

**discription:**This is a more powerful form of the heal moderate heal spell.this has the range of touch.this is a more potent form of the other two heal spells.

**3.name:myst**

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will form a cloud of mist,hidding all with in 12 feet of the user,from everyones view.this will last 2 rounds,per every 4 levels of the caster.

**magic base points/dark magic points:**16

**darpas cost:**20

**components:gallon of dark liquid**

**discription::**This will allow the cast to summon a cloud of mist.this will hide the party with in 12 feet of the caster.This can be penetrated by infravison,or nightvision.

**4.name:rite of binding**

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will hold any person of the same level of the healer ,or lower,for 2 rounds ,every 4 levels of advancement.

**magic base points/dark magic points:**19

**darpas cost:**20

**components:piece of sturdy rope**

**discription:**This spell will hold the victim in there tracks,without movement.This will last for indicated rounds ,or time with in the effects slot.this has the range of

6 feet ,per every 4 levels of the user.this will hold only 1 persons ,at a time.

5.name:stop bleeding

time to cast:2 rounds (2 posts if played online)

damage/effect:This will stop the wounding damage,at the rate of 1 point ,per every 2 levels of the caster.

magic base points/dark magic points:20

darpa cost:25

components:compress

discription:This will allow the caster to heal all magical wounding damage,that causes bleeding.this has the range of touch.

6.name:negate poisons II

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the Healer to negate a 5 strength poison to start,the 1 more strength,per every 1 levels of the healer.

magic base points/dark magic points:18

darpa cost:14

components:poisoned victim,juralla root

discription:This will allow the healer to stop and disperse any said strength poison,mentioned above.This will allow the healer to negate said poison.This has the range of touch.

7.name:negate disease II

time to cast:2 rounds (2 posts if played online)

damage/effect:this will allow the healer to negate a 5 strain disease to start,then 1 more strain strength,per every 1 level of the healer.

magic base points/dark magic points:14

darpa cost:16

components:diseased victim,hurithan berries

discription:This will allow the user to negate said strain strength of a disease.This will cure the victim .this has the range of touch.

8.name:enhance resistance II

time to cast:2 rounds(2 posts if played online)

**damage/effect:**This will allow the healer to add 2 point ,to the resistance of him/herself,or that of a friend.this is 1 point,per every 2 levels of advancement.this is limited to 20 points.

**magic base points/dark magic points:**14

**darpa cost:**20

**components:**target of said spell

**discription::**This will allow the caster to increase the resistance of any one persons.This can only be used once on any given individual.this can not be used time ,and time again on a single individual.this spell has the range of touch.

**9.name:**minor restoration II

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will restore 8 points to all stats.this spell is limited to four points only.

**magic base points/dark magic points:**22

**darpa cost:**25

**components:**target of restoration

**discription:**this is a limited form of restoration.This will only restore up to 8 points of the lost stats of any given person.this has the range of touch.this will only restore up to the points that the said person had,before taking damage to stats.this will not add any to stats.this has the range of touch.

**11.name:**Holy Vengeance II

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the caster to inflict 8 points to start,then to do 1 more point damage,per every 2 levels of the caster.this damages only cursed ,or evil beings.

**magic base points/dark magic points:**15

**darpa cost:**16

**components:**prayer

**discription:**This will allow the user to do said damage,to all evil things,this has the range of 5 feet ,per every 2 levels of advancement.up to 50 feet.

**12.name:**negate disruption II

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the Healer to negate a 5 strength disruption to

**start,the 1 more strength,per every 1 levels of the healer.**

**magic base points/dark magic points:19**

**darpas cost:14**

**components:poisoned victim,juralla root**

**discription:**This will allow the healer to stop and disperse any said strength disruption,mentioned above.This will allow the healer to negate said poison.This has the range of touch.

**13.name:negate wounding II**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will allow the healer to negate a 5 strength wounding to start,then 1 more strength,per every 1 levels of the healer.

**magic base points/dark magic points:19**

**darpas cost:16**

**components:wounded victim,kuredaars berries**

**discription:**This will allow the user to negate said strength of a wounding.This will cure the victim .this has the range of touch.

**14.name:mystical oracle II**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the healer to add 2 point ,to intelligence him/herself,or that of a friend.this is 2 point,per every 8 levels of advancement.This is limted to 12 points, the first one is limited to 8 points.

**magic base points/dark magic points:14**

**darpas cost:20**

**components:target of said spell**

**discription::**This will allow the caster to increase the resistance of any one persons.This can only be used once on any given individual.this can not be used time ,and time again on a single individual.this spell has the range of touch.

**15.name:Nadderristras Healing II**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will restore 2 level taken from a victim of a deathlord, or deathknight.this spell is limited to 2 level only.

**magic base points/dark magic points:18**

**darpa cost:25**

**components:target of healing**

**discription:**this is a limited form of level restoration.This will only restore up to 1 level of the lost of any given person.this has the range of touch.this will only restore up to the levels that the said person had,before taking damage to level.this will not add any to levels.this has the range of touch.

**16.name:Holy Shield II**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the caster to invoke a Shield 8 points to start,then to do 1 more point defense,per every 2 levels of the caster.this will last 1 round, per every 3 levels of the caster.

**magic base points/dark magic points:20**

**darpa cost:16**

**components:Steel shield**

**discription:**This will allow the user to form a shield,this has the range of 5 feet ,per every 4 levels of advancement.this is 5 feet around the user.

**17.name:negate petrification II**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the Healer to negate a 5 strength petrification to start,the 1 more strength,per every 1 level of the healer.

**magic base points/dark magic points:20**

**darpa cost:14**

**components:petrified victim,juthralla root**

**discription:**This will allow the healer to stop and disperse any said strength petrification,mentioned above.This will allow the healer to negate said petrification.This has the range of touch.

**18.name:negate acid damage II**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will allow the healer to negate a 5 points acid damage to start,then 1 more point,per every 1 level of the healer.

**magic base points/dark magic points:14**

**darpa cost:16**



**components:diseased victim,hurithan berries**

**discription:**This will allow the user to negate said acid damage.This will cure the victim .this has the range of touch.

**5th level**

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**1.name:Staashaars Hand of Healing**

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will heal 10 points, plus 1 point, per level of the healer.

**magic base points/dark magic points:**24

**darpa cost:**26

**components:**target person,prayer

**discription:**This is given from the great demigod Staashaar, the smalling demigod of healing,and life.this will do given said healing.the range is touch.

**2.name:Findel's Fire Storm II**

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:** does 10 points to start, Then this does 1 point ,per Every 1 levels of Advancement.

**magic base points/dark magic points:**

**darpa cost:**44

**components:**obsidian,hot embers.

**discription:**This will allow the caster to send for a fires storm.This fire storm will damage ,all thing with in a 7 feet radius,per every 4 levels of the caster.this will harm all but the caster.so please make sure that the party is out of range .

**3.name:Ultimate Heal Spell**

**time to cast:**2 rounds(2 posts inf played online)

**damage/effect:**This will heal 12 points to start,then 1 additional point,per every 1 levels of the caster.

**magic base points/dark magic points:**20

**darpa cost:**50

**components:healing salve,target persons**

**discription::This is most likely one of the most powerful of all healing spells ,on the face of the antarian world.This has the range of touch.**

**4.name:Ultimate Seal wounds**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will allow the caster to seal ,any wound that is 50 points or under.this seals the wound from any further damage,does not heal the damage.**

**magic base points/dark magic points:28**

**darpas cost:100**

**components:healing slave,compress**

**discription:This allows the caster to to seal any wounds ,that are under 50 points in damage.this will not restore ,any taken hitpoints.This spell has the range of touch.**

**6.name:Disrupt magical Armor**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This spell will drain 10 points magic from any given suit of armor, plus 1 point, every 1 level of the healer, up to 75 points.**

**magic base points/dark magic points:27**

**darpas cost:140**

**components:target person,Prayer**

**discription:This will allow the healer to drain a magical armor for above said points.This has the range of 10 feet.**

**7.name:Major Hand of Striking**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:This will do 10 points damage, plus 1 point damage, per level of the healer.**

**magic base points/dark magic points:28**

**darpas cost:95**

**components:target victim ,steel gauntlet**

**discription:This will allow the user to cast a hand of pure energy and strike the victim, for the above said damage.this has the range of 10 feet.**

**8.name:Atonement**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the healer to cast a spell, that will have an evil creature, commit good acts, for 1 round, per every 3 levels of the healer.

**magic base points/dark magic points:28**

**darpa cost:90**

**components:**target of said spell

**discription::**This will allow the caster to have evil being commit good acts, possible even having the evil being turn from there evil ways completely(10 percent chance of this happening).

**9.name:minor restoration III**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will restore 12 points to all stats.this spell is limited to twelve points only.

**magic base points/dark magic points:28**

**darpa cost:125**

**components:**target of restoration

**discription:**this is a limited form of restoration.This will only restore up to 12 points of the lost stats of any given person.this has the range of touch.this will only restore up to the points that the said person had,before taking damage to stats.this will not add any to stats.this has the range of touch.

**11.name:Holy Vengeance III**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the caster to inflict 12 points to start,then to do 1 more point damage,per every 1 levels of the caster.this damages only cursed ,or evil beings.

**magic base points/dark magic points:28**

**darpa cost:116**

**components:**prayer

**discription:**This will allow the user to do said damage,to all evil things,this has the range of 5 feet ,per every 2 levels of advancement.up to 50 feet.

**12.name:negate disruption III**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the Healer to negate a 7 strength disruption to start,the 1 more strength,per every 1 levels of the healer.

**magic base points/dark magic points:23**

**darpas cost:14**

**components:**poisoned victim,juralla root

**discription:**This will allow the healer to stop and disperse any said strength disruption,mentioned above.This will allow the healer to negate said poison.This has the range of touch.

**13.name:negate wounding III**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will allow the healer to negate a 7 strength wounding to start,then 1 more strength,per every 1 level of the healer.

**magic base points/dark magic points:24**

**darpas cost:116**

**components:**wounded victim,kuredaars berries

**discription:**This will allow the user to negate said strength of a wounding.This will cure the victim .this has the range of touch.

**14.name:mystical Spear**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the healer to cast a mystical spear, that does 12 points damage base, plus 1 point, per level of the healer.

**magic base points/dark magic points:24**

**darpas cost:120**

**components:**target of said spell,spear

**discription::**This will allow the caster to increase the resistance of any one persons.This can only be used once on any given individual.this can not be used time ,and time again on a single individual.this spell has the range of touch.

**15.name:Nadderristras Healing III**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will restore 3 level taken from a victim of a deathlord, or deathknight.this spell is limited to 3 level only.

**magic base points/dark magic points:28**

**darpa cost:125**

**components:target of healing**

**discription:**this is a limited form of level restoration.This will only restore up to 3 level of the lost of any given person.this has the range of touch.this will only restore up to the levels that the said person had,before taking damage to level.this will not add any to levels.this has the range of touch.

**16.name:Self Preservation**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the caster to invoke a Spell that will restore 12 hitpoints, to the healer themselves,plus 1 point, per every level of the healer,up to the max allowed hitpoints, to the healer.

**magic base points/dark magic points:25**

**darpa cost:116**

**components:prayer**

**discription:**This will allow the user to restore damage taken to themselves, in any given combat.or hazzardeous action.

**17.name:negate petrification III**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the Healer to negate a 7 strength petrification to start,the 1 more strength,per every 1 level of the healer.

**magic base points/dark magic points:23**

**darpa cost:114**

**components:petrified victim,juthralla root**

**discription:**This will allow the healer to stop and disperse any said strength petrification,mentioned above.This will allow the healer to negate said petrification.This has the range of touch.

**18.name:negate acid damage III**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will allow the healer to negate a 7 points acid damage to start,then 1 more point,per every 1 level of the healer.

**magic base points/dark magic points:24**

**darpa cost:116**

**components:diseased victim,hurithan berries**

**discription:**This will allow the user to negate said acid damage.This will cure the victim .this has the range of touch.

**6th level**

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**1.name:Jace's Mystical Mace**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will do 13 points to start,then this will do 2 points every 4 levels of the caster.

**magic base points/dark magic points:30**

**darpa cost:150**

**components:Antarite Mace,mystical dust of the Antarian Silver Unicorn**

**discription:**This is one of the most Power spells that the caster possesses ,in this class.This has the range of 8 feet ,per every 4 levels of the caster.This is named ,and given to the caster by Jace the goddess of the Moon,The Night,and Darkness.This spell is a very powerful one ,as well as Expensive,Since the Dust of an Silver Unicorn costs 2,500 darpa.

**2.name:Nana's Seal Wounds**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will seal any wounds under 75 points damage.

**magic base points/dark magic points:33**

**darpa cost:140**

**components:Healing, Salve Compress,Tears of a Kydarrian kuifan**

**discription:**This is the highest of all Seal Wounds spells,that the caster,can possess.This has the range of touch.This spell was developed by Nana Queen of the Kydarr.This can be highly Expensive as well,since the tears go for about 1,800 darpa.

**3.name:Brendolf Blessing**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the caster to bless any normal weapon,letting it do

10 points damage to start,then 1 additional point damage,per ever 4 levels of the wielder,up to 125 points damage.

magic base points/dark magic points:35

darpas cost:200

components:This requires a Normal weapon of any type.

discription::This will allow the Caster the ability to infuse the weapon with the blessing of the goddess.This can only be done to one weapon ,one time,but that is all that needs to be.The damage does increase,with every 4 levels of the wielder,up to 125 points damage,as stated above.The caster must physically lay his/her hands upon the weapon to infuse it.

4.name:Morgan's Jusctice

time to cast:2 rounds(2 posts if played online)

damage/effect:this will do 13 points to all evil things to start,then this will do 2 points ,per every 4 levels of the caster.

magic base points/dark magic points:40

darpas cost:300 darpas

components:Holy Rune of the Holyknights and justice.

discription:This will allow the caster to summon the power of an Holy Rune.This is one of the best weapons,against combating the evil with in the Antarian World.This has a range of 13 feet,per every 4 levels of the caster.This was given to the Mortals by the God Morgan himself,to fight the evils that plague Antaria.

6. .name:Ressurrection

time to cast:2 rounds(2 posts if played online)

damage/effect:This will bring back any dead persons,giving them 1 hitpoint,and 0 points to stats.

magic base points/dark magic points:36

darpas cost:500

components:The Dead body intacted.

discription:This will allow the caster to infuse any dead body,bring it back to the living.this only bring life back.This will allow the cast,to ressurect any falling friend,provided most of the vital parts of the body are intacted.such as the head,or heart.

7.name: meeleena's negate disease

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will allow the healer to negate a 15 strain disease to start,then 1 more strain strength,per every 1 levels of the healer.

**magic base points/dark magic points:34**

**darpas cost:16**

**components:**diseased victim,hurithan berries

**discription:**This will allow the user to negate said strain strength of a disease.This will cure the victim .this has the range of touch.This will given by the lesser goddess Neeleena .

**8.name:**Rygores enhance Armor

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the healer to add 10 point ,to the natural defense power of him/herself,or that of a friend.this is limited to 10 points,in natural defense power to any given character.

**magic base points/dark magic points:30**

**darpas cost:200**

**components:**target of said spell

**discription::**This will allow the caster to increase the natural defense of any one persons.This can only be used once on any given individual.this can not be used time ,and time again on a single individual.this spell has the range of touch.

**9.name:**minor restoration IV

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will restore 16 points to all stats.this spell is limited to sixteen points only.

**magic base points/dark magic points:28**

**darpas cost:200**

**components:**target of restoration

**discription:**this is a limited form of restoration.This will only restore up to 16 points of the lost stats of any given person.this has the range of touch.this will only restore up to the points that the said person had,before taking damage to stats.this will not add any to stats.this has the range of touch.

**11.name:** Jandarths Holy Vengeance

**time to cast:2 rounds(2 posts if played online)**



**damage/effect:**This will allow the caster to inflict 15 points to start,then to do 1 more point damage,per every 1 levels of the caster.this damages only cursed ,or evil beings.

**magic base points/dark magic points:**30

**darpa cost:**160

**components:**prayer

**discription:**This will allow the user to do said damage,to all evil things,this has the range of 5 feet ,per every 2 levels of advancement.up to 50 feet.

**12.name:** Findel's negate disruption

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the Healer to negate a 15 strength disruption to start,the 1 more strength,per every 1 level of the healer.

**magic base points/dark magic points:**33

**darpa cost:**140

**components:**poisoned victim,juralla root

**discription:**This will allow the healer to stop and disperse any said strength disruption,mentioned above.This will allow the healer to negate said poison.This has the range of touch.

**13.name:**Findel's negate wounding

**time to cast:**2 rounds (2 posts if played online)

**damage/effect:**this will allow the healer to negate a 15 strength wounding to start,then 1 more strength,per every 4 levels of the healer.

**magic base points/dark magic points:**34

**darpa cost:**160

**components:**wounded victim,kuredaars berries

**discription:**This will allow the user to negate said strength of a wounding.This will cure the victim .this has the range of touch.

**14.name:** Findel's mystical Mace

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the healer to cast a mystical mace that does 15 points damage, plus 1 point per level of the healer.

**magic base points/dark magic points:**34

**darpa cost:200**

**components:target of said spell**

**discription::This will allow the caster to do damage to any one persons.this spell has the range of 20 feet.This is given to each healer as a offensive spells used against the evil and corrupt things, as well as a tool to self preservation of the healer**

**15.name:Findel's Healing**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will restore 5 level taken from a victim of a deathlord, or deathknight.this spell is limited to 5 level only.**

**magic base points/dark magic points:35**

**darpa cost:250**

**components:target of healing**

**discription:this is a limited form of level restoration.This will only restore up to 5 level of the lost of any given person.this has the range of touch.this will only restore up to the levels that the said person had,before taking damage to level.this will not add any to levels.this has the range of touch.**

**16.name: Findels Holy Shield**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will allow the caster to invoke a Shield 15 points to start,then to do 1 more point defense,per every 2 levels of the caster.this will last 1 round, per every 3 levels of the caster.**

**magic base points/dark magic points:35**

**darpa cost:160**

**components:Steel shield**

**discription:This will allow the user to form a shield,this has the range of 5 feet ,per every 4 levels of advancement.this is 5 feet around the user.**

**17.name: Findel's negate petrification**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will allow the Healer to negate a 15 strength petrification to start,the 1 more strength,per every 1 level of the healer.**

**magic base points/dark magic points:33**

**darpa cost:140**

**components:** petrified victim, juthralla root

**discription:** This will allow the healer to stop and disperse any said strength petrification, mentioned above. This will allow the healer to negate said petrification. This has the range of touch.

**18.name:** Findel's negate acid damage

**time to cast:** 2 rounds (2 posts if played online)

**damage/effect:** this will allow the healer to negate a 15 points acid damage to start, then 1 more point, per every 1 level of the healer.

**magic base points/dark magic points:** 34

**darpa cost:** 160

**components:** diseased victim, hurithan berries

**discription:** This will allow the user to negate said acid damage. This will cure the victim. This has the range of touch.

**7th level**

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**1.name:** Mass Ressurection

**time to cast:** 2 rounds (2 posts if played online)

**damage/effect:** This will bring back any dead persons, giving them 1 hitpoint, and 0 points to stats.

**magic base points/dark magic points:** 72

**darpa cost:** 500

**components:** The Dead body intact.

**discription:** This will allow the caster to infuse any dead body, bring it back to the living. This only bring life back. This will allow the cast, to ressurect any falling friend, provided most of the vital parts of the body are intact. Such as the head, or heart. This will allow the healer to ressurect 2 persons at once, if they are successful.

**2.name:** Restoration

**time to cast:** 2 rounds (2 posts if played online)

**damage/effect:** This will allow the cast to restore all stats, this is accompanied, by the ressurection spell.

**magic base points/dark magic points:40**

**darpa cost:500**

**components:**this requires a body that has been,brought back to life,through resurrection.

**discription:**This spell has the range of touch.This will restore all stats,for a victim who has just ,been brought back to life,through the spell of resurrection.This spell can not add anymore ,only restore all damage to stats ,and hitpoints that they vitcim has suffered,this can also be used on any living being,that has suffered any damage to stats.

**3.name:Findels Heal spell**

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This spell will heal 18 points to start,then it will heal 2 points,every 1 levels of the caster.

**magic base points/dark magic points:35**

**darpa cost:400**

**components:**Healing Salve

**discription::**This is the most powerful healing spell that a healer can possess.This spell does have the range of touch.This spell was given to the healers,by Findel Herself.

**4.name:Findels Fire**

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will do 16 points to start,then this will do 2 points damage,every 1 levels of the caster.

**magic base points/dark magic points:50**

**darpa cost:475**

**components:**hot embers,hot liquid from a lava flow.

**5.name:Hanaastraa's Clarity Spell**

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the Healer to Remove any curse of 18 points strength,plus 1 point, per level of the healer.

**magic base points/dark magic points:35**

**darpa cost:140**

**components:**Cursed Victim, Prayer

**discription:**This will allow the healer to stop and disperse any said strength curse,mentioned above.This will allow the healer to negate said curse.This has the range of touch.This was given to healers by the lesser Goddess Hanaastraa, the Human Goddess of healing,and good fortune.

**7.name:**Nakkaariths Pouch of Plentiful Darpas

**time to cast:**2 rounds (2 posts if played online)

**damage/effect:**this will allow the healer to create 500 darpas, plus 1 per level of the caster.

**magic base points/dark magic points:**35

**darpas cost:**50

**components:**Empty Pouch

**discription:**This will allow the healer to create 500 darpas, plus 1 per level of the healer.This was given to healer, by the Nakkaarith The lesser God of Wealth,and Prosperity.(He is a smalling God).

**8.name:**Findels Superior Amor

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the healer to infuse a suit of armor with a defense power of 30 points, plus its normal defense power.plus 1 point, per level of the healer,up to 75 defense power.

**magic base points/dark magic points:**14

**darpas cost:**200

**components:**Any normal suit of armor, pray.

**discription::**This will allow the healer to infuse armors with 30 points defense, plus the normal defense power of the armor,plus 1 point, per level of the healer,up to 75 points in defense power.This was pasted down by Findel the Elder Goddess of Healing, Child Birth,and Marriage,this is to aid her healers,in the fight against their sworn enemies, the Arcane Shaman.This can only be used once, per any given suit of armor.

**9.name:**Findels Hand of Vengeance

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will do 18 points damage, plus 1 point ,per level of the healer.this has the range of 12 feet.

**magic base points/dark magic points:**28

**darpa cost:125**

**components:target victim.**

**discription:this will allow the caster to cast a stronger version of the hand of striking.this has a range of twelve feet.**

**11.name:Holy Vengeance V**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will allow the caster to inflict 18 points to start,then to do 1 more point damage,per every 1 levels of the caster.this damages only cursed ,or evil beings.**

**magic base points/dark magic points:25**

**darpa cost:160**

**components:prayer**

**discription:This will allow the user to do said damage,to all evil things,this has the range of 5 feet ,per every 2 levels of advancement.up to 50 feet.**

**12.name:Cure Mass disease**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:This will allow the Healer to negate a 4 strains of disease as a base,then 1 strain ,per level there after, with in 2 diseased victims,per every 4 levels of the healer.this has the range of 20 feet.**

**magic base points/dark magic points:23**

**darpa cost:140**

**components:disease victims,juurkaalla root**

**discription:This will allow the healer to stop and disperse any said strain of disease,mentioned above.This will allow the healer to negate said disease.This has the range of touch.**

**13.name:Cure Mass Wounding**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:this will allow the healer to negate a 4 strength wounding to start,then 1 more strength,per every 2 levels of the healer.this will cure 2 victims of wounding, per 3 levels of the caster.the range of the spell has a max range of 20 feet.**

**magic base points/dark magic points:24**

**darpa cost:160**

**components:wounded victim,kuredaars berries**

**discription:**This will allow the user to negate said strength of a wounding.This will cure the victim .this has the range of touch.

**14.name:mystical vail**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the healer to increase their magic defense power by 12 points,for 2 rounds, per every 4 levels of the healer.

**magic base points/dark magic points:24**

**darpas cost:20**

**components:target of said spell**

**discription::**This will allow the caster to increase their magic defense power temporarily,for said amount of rounds.

**15.name:Nadderristras Healing (mass)**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will restore 1 level taken from a victim of a deathlord, or deathknight.this spell is limited to 1 level only.

**magic base points/dark magic points:18**

**darpas cost:25**

**components:target of healing**

**discription:**this is a limited form of level restoration.This will only restore up to 1 level of the lost lost of any given person.this has the range of touch.this will only restore up to the levels that the said person had,before taking damage to level.this will not add any to levels.this has the range of 12 feet.this will restore levels to multiple victims of level drain, up to 3 members in a party,1 level each victim.

**16.name:Mass Holy Shield**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the caster to invoke a Shield 6 points to start,then to do 1 more point defense,per every 2 levels of the caster.this will last 1 round, per every 3 levels of the caster.this will encompass a party of up to 5 members, with in 15 feet of each other,they must be with in 15 feet of the healer.

**magic base points/dark magic points:25**

**darpas cost:160**

**components:Steel shield**

**discription:**This will allow the user to form a shield,this has the range of 5 feet ,per every 4 levels of advancement.this is 15 feet around the user.

**17.name:**negate pertification(mass)

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the Healer to negate a 5 strength petrification to start,the 1 more strength,per every 1 level of the healer.this will cure perfication in up to 5 victims.

**magic base points/dark magic points:**23

**darpas cost:**140

**components:**petrified victim,juthralla root

**discription:**This will allow the healer to stop and disperse any said strength petrification,mentioned above.This will allow the healer to negate said petrification.This has the range of twenty feet.

**18.name:**negate acid damage(mass)

**time to cast:**2 rounds (2 posts if played online)

**damage/effect:**this will allow the healer to negate a 6 points acid damage to start,then 1 more point,per every 1 level of the healer.

**magic base points/dark magic points:**24

**darpas cost:**160

**components:**diseased victim,hurithan berries

**discription:**This will allow the user to negate said acid damage.This will cure the victim .this has the range of 20 feet.will negate acid damage of 5 damaged victims with in a 20 feet radius.

**8th Level**

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**1.name:**blacklands Clensing

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will clense any victims damaged stats to full including up to 12 lost levels.

**magic base points/dark magic points:**100

**darpas cost:**500



**components:**The Dead body intacted.

**discription:**This will allow the caster to infuse any effected victim in the discribed manner, in the damage and effect part of this spell.this has the range of touch.

**2.name:**Level Restoration

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the cast to restore all levels up to 15 levels lost, by the touch of a deathknight,deathlord etc.

**magic base points/dark magic points:**100

**darpa cost:**500

**components:**this requires a body that has been,brought back to life,through ressurection.

**discription:**This spell has the range of touch.This will restore all levels up to 15 lost levels..This spell can not add anymore ,only restore all damage to stats ,and hitpoints that they vitcim has suffered,this can also be used on any living being,that has suffered any damage to stats.

**3.name:**Findels Heal spell II

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This spell will heal 25 points to start,then it will heal 2 points,every 1 levels of the caster.

**magic base points/dark magic points:**50

**darpa cost:**400

**components:**Healing Salve

**discription::**This is the most powerful healing spell that a healer can possess.This spell does have the range of touch.This spell was given to the healers,by Findel Herself.

**4.name:**Findels Fire II

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**this will do 24 points to start,then this will do 2 points damage,every 1 levels of the caster.this is limited to 150 points damage.

**magic base points/dark magic points:**50

**darpa cost:**475

**components:**hot embers,hot liquid from a lava flow.

**6.name:Magic Base Points Increase**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the Healer to add 20 usable magic base points, permanently to their allotted points constantly used..

**magic base points/dark magic points:13**

**darpa cost:140**

**components:prayer**

**discription:**This will allow the healer to add 20 points to magical base points permanently.

**7.name:Findels Negate Disease Spell (Mass)**

**time to cast:2 rounds (2 posts if played online)**

**damage/effect:**this will allow the healer to negate a 6 strain disease to start,then 1 more strain strength,per every 1 levels of the healer.

**magic base points/dark magic points:54**

**darpa cost:160**

**components:diseased victim,hurithan berries**

**discription:**This will allow the user to negate said strain strength of a disease.This will cure the victim .this has the range of 20 feet, will cure up to 5 diseased victims..

**8.name:Findels Enhance Resistance.**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the healer to add 3 point ,to the resistance of him/herself,or that of a friend.this is 1 point,per every 1 levels of advancement.This is limited to 40 points to resistance.

**magic base points/dark magic points:38**

**darpa cost:200**

**components:target of said spell**

**discription::**This will allow the caster to increase the resistance of any one persons.This can only be used once on any given individual.this can not be used time ,and time again on a single individual.this spell has the range of touch.

**9.name:Findels Avenging Hand**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will do 24 points base damage, plus it will do 1 point damage, per every level of the healer..

**magic base points/dark magic points:**38

**darpas cost:**250

**components:**target victim,antarite gauntlet(cost about 25 to 125 darpas)

**discription:**this will do said damage as above.this invokes a powerful mystical hand, that will strike the opponent, with in the range of 12 feet.

**10.name:**Holy Vengeance

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the caster to inflict 6 points to start,then to do 1 more point damage,per every 4 levels of the caster.this damages only cursed ,or evil beings.

**magic base points/dark magic points:**15

**darpas cost:**16

**components:**prayer

**discription:**This will allow the user to do said damage,to all evil things,this has the range of 5 feet ,per every 2 levels of advancement.up to 50 feet.

**11.name:** Findel's negate disruption

**time to cast:**2 rounds(2 posts if played online)

**damage/effect:**This will allow the Healer to negate a 20 strength disruption to start,the 1 more strength,per every 1 levels of the healer.

**magic base points/dark magic points:**45

**darpas cost:**140

**components:**disruption victim,juralla root

**discription:**This will allow the healer to stop and disperse any said strength disruption,mentioned above.This will allow the healer to negate said disruption.This has the range of touch.

**12.name:** Findel's negate wounding

**time to cast:**2 rounds (2 posts if played online)

**damage/effect:**this will allow the healer to negate a 20 strength wounding to start,then 1 more strength,per every 1 levels of the healer.

**magic base points/dark magic points:**44

**darpa cost:160**

**components:wounded victim,kuredaars berries**

**discription:**This will allow the user to negate said strength of a wounding.This will cure the victim .this has the range of touch.

**13.name:Findel's Mystical Hammer**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the healer to Form a Mystical Hammer that does 20 points damage, plus 1 point, per level of the healer, up to 160 points damage.

**magic base points/dark magic points:44**

**darpa cost:200**

**components:target of said spell,Steel Hammer**

**discription::**This will allow the caster to a Hammer in the form of pure mystical Energy.This is the best form of the Mystical Hammer Spells.This Spell has the range of 20 feet.

**9th Level**

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**1.name:Findels Shaft of Light**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will do 25 points damage, plus 1 point, per level of the healer, up to 180 points damage to all evil things,this is up to 150 points damage to all neutral things.

**magic base points/dark magic points:48**

**darpa cost:240**

**components:target of spell,and pray ,as well as an oak staff of no less then 100 darpa value.**

**discription:**This spell was set down to findel's healers to mainly protect them from all evil things, this spell might be a costly one, but it does have the range of 60 feet.

**2.name:Purification**

**time to cast:2 rounds(2 posts if played online)**

**damage/effect:**This will allow the the healer, to restore the original nature of any

being.this spell is good, especially when a holyknight,has been inflicted with evil tendencies.

magic base points/dark magic points:49

darpas cost:200

components:This requires pray, holywater, a cross,and the inflicted victim.

discription:This spell has the range of touch.this will restore said original nature, to any effected victim.this spell is highly useful to restore good being, to their good natures.

3.name:Findels Ultimate Heal spell

time to cast:2 rounds(2 posts if played online)

damage/effect:This spell will heal 28 points to start,then it will heal 2 points,every 1 levels of the caster.

magic base points/dark magic points:60

darpas cost:400

components:Healing Salve

discription:This is the most powerful healing spell that a healer can possess.This spell does have the range of touch.This spell was given to the healers,by Findel Herself.

4.name:Findels Ultimate Fire

time to cast:2 rounds(2 posts if played online)

damage/effect:this will do 26 points to start,then this will do 2 points damage,every 1 level of the caster.

magic base points/dark magic points:60

darpas cost:475

components:hot embers,hot liquid from a lava flow.

6.name: Ultimate negate poisons

time to cast:2 rounds(2 posts if played online)

damage/effect:This will allow the Healer to negate a 26 strength poison to start,the 1 more strength,per every 1 levels of the healer.

magic base points/dark magic points:60

darpas cost:340

components:poisoned victim,juralla root

**discription:**This will allow the healer to stop and disperse any said strength poison,mentioned above.This will allow the healer to negate said poison.This has the range of touch.

**7.name:** Ultimate negate disease

**time to cast:**2 rounds (2 posts if played online)

**damage/effect:**this will allow the healer to negate a 26 strain disease to start,then 1 more strain strength,per every 1 level of the healer.

**magic base points/dark magic points:**60

**darpas cost:**360

**components:**diseased victim,hurithan berries

**discription:**This will allow the user to negate said strain strength of a disease.This will cure the victim .this has the range of touch.

**Healer Rites:**

**1.Dispel Undead:**This will allow the healer to get a 1 strength of dispelling undead, per every 2 levels of the healer.this is verses the undead creatures, or dead beings resistance to dispel.This will compell them to leave the area.This cost 10 rite points.

**2.Anihilate Undead:**This will kill or anihilate any undead, or dead being.this is at 1 strength,per every 3 levels of the healer.this will literally disentergate the undead ,or dead being, if successful.this is verses the creatures, resistance anihilation.this cost 20 rite points.

**3.Rite of Healing:**this will heal 50 hitpoints, to any given target of the healer.this cost 25 rite points.

**4.Rite of the Etryak:**This will dispel any etryak,at 1 strength, per level of the healer.this is verses the etryaks, resistance to be dispelled.this cost 30 rite points.

**5.Rite of the Werekind:**This will drive off any werekind , this is at the strength of 1 ,per level of the healer, this is verses the resistance of the werekinds to be driven away.this cost 33 rite points.

**6.Rite of the Vampire:**this is at a 1 strength ,per level of the healer, this will dispel any vampire, provided the strength of this, is over the resistance of the vampire,

to be dispelled.this cost 36 rite points.

**7.Rite of Multiple Targets:**this will invoke a field in which the healer can heal multiple targets up to 20 , with in a 50 feet radius, this last for one casting of a heal spell,this this dissapates.this cost 38 rite points.

**8.Rite of Muujarraan:**This will allow the healer to invoke the rite of Muujarraan.this will do 50 points damage, to all evil things with in a 100 feet radius, this last for 2 rounds.this cost 40 rite points.

**9.Rite of Calling :**This will allow the healer to summon one good creature, to his aid, per every 2 levels of the healer.this will allow the healer to have them with them, for 1 round, per every 3 levels of the healer.this cost 42 rite points.

**10.Rite of Sense Curse:**This will allow the healer to sense any curse with in a 120 feet radius,this last 1 round, per every 3 levels of the healer, this cost 44 rite points.

**11.Rite of Sense Evil:**this will allow the healer, to sense all evil things, with in 100 feet radius,this last 1 round, per every 3 levels of the healer.this cost 46 rite points.

**12.Rite of Repelling Evil:**this begins with a 1 strength, then you add 1 strength, per level of the healer, this will allow them to repel all evil things, out of the area.this has an area effect of 120 feet.this is verses the evil being resistance to this. this cost 48 rite rite points.

**13.Rite of Binding:**this will hold any creature, for 1 round ,per every 2 levels of the healer, this gives them a 1 strength, plus 1 strength ,per level of the healer, this is verses the creatures resistance to being bound.this cost 48 rite points.

**14.Rite of Mending:**this will mend any broken bone, and restore all damage done by the severe break.this cost 33 rite rite points.

**15.Rite of Wandering:**this will allow the healer to send any creature ,on a meanless, adventure, for 1 round, per every 3 levels of the healer. this cost 36 rite

points..this gives 1 strength, plus 1 strength per level of the healer, this is verses the creatures resistance wandering magics.

#### **Healer Runes:**

**1.Rune of Disruption:**This will inflict 40 points damage of disruption , for 1 round, per every 8 levels of the healer.this cost 48 rune points.this is maxed at 160 points damage.

**2.Rune of Wounding:**This will inflict 40 points damage in wounding damage, for 1 round, per every 8 levels of the healer.this cost 48 rune points.this is maxed at 160 points damage.

**3.Rune of Dispelling Pain Damage:**This will cure 40 pain damage,this is once ,per everytime the rune is used.this cost 44 rune points.

**4.Rune of Mystical Forces:**This will give the healer 80 rune points, this cost 40 rune points.this gives them rune points, this can be used as many times ,and the healer, has the basic 40 rune points, to use it.

**5.Rune of the Hawk:**This will allow the healer to see all things with in a half mile radius from their location,this will last 1 round, per every 3 levels of the healer.this cost 44 rune points.

**6.Rune of Findels Mystical Fire:**This will do 75 points damage, in mystical fire damage, this cost 60 rune points.

**7.Rune of Night:**This will allow the healer to cast shadows over any 500 feet area, this will last 1 round, per every 2 levels of the healer.this cost 10 rune points.

**8.Rune of Light:**this will allow the healer to cast a mass light rune, this will cover an area of 1,000 feet radius, for 1 round, per every 2 levels of the healer,this will cost 15 rune points.

**9.Rune of Blinding:**This will allow the healer to blind any given creature, for 1 round, per every 2 levels of the healer, this cost 25 rune points. this works only if



the healers magic attack, is above that of the opponents magic defense.

**10.Rune of negation:**This will negate any adverse magical effects done to a victim one time, per used rune.this cost 80 rune points.

**11.Rune of Guurraandurraas:**This will allow the healer to bind a creature for 2 rounds per every 3 levels of advancement.this is the healers magic attack, verses the victims, magic defense.this cost 65 run points.

**12.Rune of Trapping:**This will allow the healer to set an explosive trap on any object, that will do 65 points damage, per rune set.this cost 50 rune points.

**13.Rune of Altering Appearance:**This will allow the change there appearence , to one being they see, their status ,and such are still the same of their character, they do not get the status of the creature, this is appearence only.this cost 25 rune points, this will last 1 round, per every 2 levels of the healer.

**14.Rune of Forgetfulness:**This will allow the healer to make one being forget that they party is there, or forget events that are taking place,this lasts for 4 rounds only.this cost 30 rune points.

#### **Healer Skills:**

**1.Minor Surgery:**This will restore 4 points base, plus 1 point in hitpoints,per level of the healer, through surgical skill,this is up to 24 points damage healed.This cost 4 skill points(skill points are a new addition to this, some skills do require skill points.the twenty skills in this listing do)

**2.Moderate Surgery:**This will restore 6 points base, plus 1 point ,per level of the healer, in hitpoints, through surgery.this cost 7 skill points.this is up to 36 points.

**3.Major Surgery:**this will restore 8 points base, plus 1 point, per level of the healer, in hitpoints, this is through a major surgery.this is up to 48 hitpoints.this will cost 12 skill points.

**4.Stop infection:**This will allow the healer to stop infections, that inflict 3 points

damage base, plus 1 point, per level of the healer.this is up to 40 points in infection.this cost 10 skill points.

**5.Stop bleeding:**This will allow the healer to stop bleeding from any wound, this will stop 3 points bleeding damage, plus 1 point, per level up to 40 points bleeding damage. this cost 10 skill points.

**6.advanced healing:**This will allow the healer through non magical means, to restore 3 hitpoints damage, per every 5 skill points used.

**7.Faith:**This will allow the healer, to add 1 point,to ther magic base points, per every 3 skill points used.this is a permanent add.

**8.Blessing:**this is a non magical form of blessing.this will give the healer the skill to bless any object, that will do 1 point damage, more to all evil things, per every 2 skill points used, up to 20 points damage, per item it is used on.

**9.Antonement:**This will allow the healer one shot ,per use to turn an evil being good.this is the healers antonement skill level, verses the creatures resistance atonement.the healers skill level advances by 1 skill level, per every 3 levels of the healer.cost 3 skill points, per skill level.

#### **Healer Potion Making:**

**1.Cure poison potion:**this will cure 1 strength poison, per every 3 skill points used.

**2.cure disruption,**this will cure 1 point of disruption, per every 3 skill points used.

**3.cure wounding:**this will cure 1 point in wounding damage, per every 3 skill points used.this works this way ,if a healer uses 30 skill points, in said potion,this said potion will cure 10 points of wounding.

**4.cure burning damage:**this will cure 1 point in burn damage, per every 3 skill points used, this works like cure wounding ,but for burns, this works like all other potions.

**5.cure acid damage:**this will cure 1 point in acid damage, per every 3 skill points

used, this works like all other potions.

6. cure disease potion: this will cure 1 strain of disease, per every 3 skill points used, this works like all other potions.

7. Healing potion: this will heal 1 hitpoint, damage, per every 1 skill point used. this works like all other potions.

#### **Healer Salve Making:**

1. Cure burning salves: this will cure 1 point in burning damage, per 2 skill points used. this will make 4 applications.

2. cure acid damage salve: this will cure 1 point in acid damage, per every 2 skill points used, this will make 4 applications.

3. seal wounds: this will seal a wound of 3 points damage, every 4 skill points used. this makes 4 applications.

4. anti infection salve: This will prevent 1 point of infection, per every 3 skill points used. this will make 4 applications.

5. stop bleeding salve: This will stop 1 point, in bleeding damage, per every 3 skill points used, this will make 4 applications.

#### **Healer Items:**

1. cross: this is used in various spells, or will do 1 point damage, to any cursed, or evil being, per every 2 levels of the healer, this is based on faith. cost 10 darpas, to 30 darpas, depending where bought.

2. Vial of holy water: This has 6 doses. this is used in various spells, and the like, will do 4 points damage, to all evil beings, cursed being or dead or undead beings, per dose. cost 45 to 75 darpas, depending on demand.

3. juralla root: this is used in healing potions, and salves, as well as various spells. this cost 3 to 12 darpas per root depending on demand.

4. juralla berries: this is used in cure poison potions, salves, and various spells. cost 3 to 15 darpas, depending on demand.

5. silver spike: this will do 10 points damage to all werewolf, per spike. this cost 5 to 20 darpas per spike depending where it is bought.

6.steel hammer:this is used in various spells ,and the like. this cost 2 to 4 darpas, depending where it is bought.

7.juthralla root:this is used in various spells, this cost 2 to 9 darpas ,depending on demand.

8.Guraandis Root:this is used in various cure disease potions. cost 1 to 6 darpas per root, depending where bought.

9.salve jar:these cost 2 darpas each.these will hold 4 applications per jar.

10.potion vial:this will hold 1 potion per vial.these cost 1 darpas, per vial.

11.stitching kit:these will hold enough stitching for 6 surgeries, and sterilized needles.cost 3 darpas per kit.

12.bandages:these come in a set of twelve sterilized bandages.this are used to place over wounds, when salves have been used, or surgery has been done.cost 5 darpas, per kit. they help prevent infections.

13.AntiPoison kit:this will allow the healer to use this , 6 times, this will remove toxins from a victims body.this cost 15 darpas per kit.

14.scapals:these are used for incisions for surgeries.this cost 3 dapras each, can be used for 4 surgeries of sterilized, and prevented from rust ,and the like.

15.Sterlization kit:this will sterlize 20 items per kit.this cost 10 darpas per kit.sometimes 12 darpas, depending on demand.

**The Healers Oath:**We the Healer of Findel, We heal the sick ,and make them well, We do this with her blessing,We the Healer of findel, we fight the evil that doest dwell.Our eternal fight is against evils might.We are the warriors of findel.Our enemy are the Arcane shaman,who wish to do all harm.We fight the fight that is so right,We swear to do no other harm.For we are the Healers of Findel.

**The Healer:**The Healers are the Physicals the Doctors if you will of the Antarian World.They heal all the sick.They are the Enemies of the Evil ones,they seek to clense the Mortal Realm ,from that of the Arcane Shaman.They are in the constant fight with there foe.They believe that the Arcane Shaman has ,perverted ,and twists the sacred art of healing .They do have the ability to fight with the sword,as well as heal with the magic.They are not only the Healers, of Findel ,but they are Also Her Warriors.They healers can use any weapon,armor or item ,unless it is an evil one,or stated otherwise.

## **The Humans**

Welcome to The Antarian Humans. These are your Basic Human Race. They stand between 5 feet to 6'7". This is the Average Height Range. They Weight Between 105 to 325 pounds. They Very in All Shapes and Sizes. From the Well Muscled ,Athletic type, to the Very Large type.

Males: they tend to be larger ,and heavier then the Average Female Human. They are usually Stronger then most of the Females by Nature. They are the hunters, builder, and Protectors, in most Human Societies. Their Hair Colors are usually the Following

Colors: Red, Blue, Blonde, Brown, Silver Color, black. Eyes

Colors: Green, Blue, grey.

Females: They are usually lighter more slender, they are usually the healers, and magic wielders. They wield magicks ,like the Human males Wield the Swords. They are more dexterious as well, do to their more slender size. They are not as strong as the average human male, but this does not mean they are weak, far from it. They are more cunning, then the Average Male Human. They use there feminity as a weapon as well. they usually have the same hair and eyes colors as the males. Skin Tones: These are Regional based. They are as follows:

North: They have a paler type skin tone. They get a plus 10 point protection ,versus cold damage, meaning the first 10 points of cold damage, done to them, they are not effected, due to the Fact, they live with in a harsh cold climate. They have a higher resistance to cold, then most of the other human type peoples. they are usually between five feet ,and 10 inches, to 6 feet and 7 inches. they have to be larger, and more sturdy to withstand the harsh climates, of the north.

East: They are a yellowish color in skin, this is to to there region. they are shorter, they are between 4 feet 10 inches, and 5 feet ,seven iches usually. They have a higher resistance to natural poisons then more. they get a plus 2 to resistance to start.

West: This is a more golden skined, tanned human ,they are from the warmer regions of the antarian world. they get a 10 point, resistance to any heat based attack. they vary in height and weights.

south: These are you nomadic type peoples. they move from area to area. they have a darker type skin tone. they get a plus 10 resistance to most heat based attacks, and a 5 resistance to most cold based attacks. they very in height and weight.

Midwest: These are you browner skin toned peoples, they live with in dry

desert regions,they have get a plus 2 to magic defense power, and a minus 2 on stamina.they live upon the high plateaus in great cities ,with in these deserts,they get a 8 point resistance to all heat based attacks.

Central:These live with in the Antarian Realm proper.they vary in colors, and skin tones,they are you common humans.They get a plus 1 to magic resistance.a plus one to dex ,and speed,and a minus one to str,end, and con.They are usually a light tan in skin tone, and have brown, or blonde hair color.Most of them are merchants, and the like.

#### **Skills/Racial Abilities:**

##### **Skills:**

Leather Working:they can make one suit of leather.this is one suit, every seven real time days, per every 3 levels of advancement,they make the best leather saddles as well.

weaponsmithing:this allows them to make 1 type of weapon, every seven real time days,this is 1 per every 4 levels of advancement.

armorsmithing:this will allow them to make one of each type armor, every seven real time days,this is one ,per every 4 levels of advancement.

engineering:this will allow them to build one piece of artillery, every 8 real time days, every 4 levels of advancement.this is the only superior skill,they get over other races,they might not have designed artillery, but they have found a way, to mass produce it.with high quality.

Swordman ship:They get 1 point, to the damage of any sword, per every 4 levels of advancement.

##### **Racial Abilities:**

Self Healing:this will allow the human to heal, one hitpoint ,per every 3 racial points used,they must have the points, for this to work.

enhance resistance:this will allow the humans,to enhance their resistance, by one point, every 10 of these points, used,this is a one shot deal, to stop one poison ,etc.this must have the points, to use this.

**enrage:**this will allow the Human to add 2 points, every 8 points, used, this is 2 points damage, to any weapon they use,they must have the points to use this.

**Fire Stream:**this will allow the human, to launch a stream of hot fire.this will do 3 points damage, as a base, then 1 point more, every 4 racial points used, you must have to points, to use this.  
**armored skin:**this will allows them to add 2 points, temporarily ,every 10 racial points used,you must have the points to use this,this is for 1 round, every 8 levels of the user.

**History:**The Humans are the youngest of the old races.They were the last of the first races, every created by Blackland.They might be the youngest of the races, but this does not mean that ,they havent made there contributions to the world,around them.They have there own art, language, and culture as well.They are just as good as the other races.

## **The Elves**

### **Elves:**

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**The Elves:**They Elves of the Antarian World are the eldest of all Races.They usually Stand between 4 feet 9 inches,and 5'11" they usually weight between 70 to 120 pounds.They have more narrow pointed ears, then most of the humans do,as they have different skin tones, according to the different types of the Antarian Elves.The Elves are Master Craftsmen men and women.Elves are more adapted to the Cosmic Stream,that magical stream ,then most races.Some of the Elven types live longer then others, but even the shortest life span is longer then most creatures,save the Dragons.They Elves are highly Intelligent,and very nimble.They get a plus 1 to int,wis,speed,and dexterity,and they get a minus one to str,con,and end.

They Elves are also very fun loving ,and almost child like at times, they have an arrogance about them,that makes them believe that they are the only superior race on Antarian,as they are the first Race in which Blackland Created.

## **The Emerald Elves**

Welcome to the Emerald Elves, of the Antarian World.Here with in you will find,that there is much to learn about the Emerald Elves.The Emerald Elves are The One of the Four Highest Royal Elven Clans, That Make up the House of The Shadowwind.They are one of the Most honorable Types of the Elves.They have the Warrior Spirit.They are not Only Noble,

they are one of the most Trustworth, of all of the Elven Types,for most of them See Deciet, as Dishonorable.They live by the Code of Blackland to the Letter.

**Emerald Elves:**They are Emerald Green color in skin.They have a light Blue colored hair,with Blue Grey colored eyes.They Stand between 4'11" and 5'8".They are one of the Taller elven types.They weight between 85 to 140 pounds usually.They females, are with in the same range ,as the males.

They have there own unique culture,they have their own arts, music ,and so forth,They are some of the finest weaponsmiths ,in all of the elven nations.

They get a plus one to dexterity ,speed, and strength, a minus one to con,and end.They are warriors mostly, Elven Rangers for the most part,they are truly an race to be dealt with.They are the Gaurdians of the Elven world.They get a plus one point to all arrow damage, every 4 levels of advancement,do to their superior archery skills.

This is the Elves That Started the Clan know has Shadowwind ,with Jurai the first, the most honored of all of the Shadowwind.

### **The Silver Elves**

Welcome to the Silver Elves.The Silver Elves are of Silver Skin tone, with a Silver Type color hair.They have smokey Grey Eyes.They stand about 4'8" to 5'7" usually,they weight between 70 to 140 pounds usually.They females, are about an inch shorter then most males, and about 3 to 8 pounds less.They are the most beautiful of all Elven Females.

The Silver Elven are usually that of the ShadowWalkers, and NightWalkers, they see Deciet ,as just another Tool ,for financial gain.They have this type of Neutral nature.

They get a plus 1 to dex, and speed, they get a plus one to evade to start, they get a minus one to end, strength, and con.They are the master elves, when it comes, to theft, or asassination, they are just made that way.

They have the atitude that they will ,try to get the best, out of every deal. they are masters of Deception ,for they have been doing it, since the birth of the Antarian World, and the Antarian World, being the oldest of all worlds, that is a very long time.They have there own culture,as well.The Ruler of the Silver Elves is Ryndell Shadowwind, whom shares rulership with his lady Terra Shadowwind.



## **The Ruby Elves**

**They Ruby Elves:They are Ruby in colored skin,they have light Reddish orange colored hair.They have light Red colored eyes.They are Between 4'6" and 5'5".They weight Between 65 pounds, and 115 pounds,The Females Are about an inch or two shorter then the males, and weight about 5 to 8 pounds less.**

**They live with in the Ruby Vallies of the antarian World.They get a plus 1 to int, and wisdom.These usually take on the trade of Spellcaster, or Naturalist.**

**They have a neutral type nature, and they do not trust anyone that is not elven usually, they do not make friends, with many of the other races, they are kind of snobbish ,as if the Elves are the most Superior race on the World.they are head strong individuals, they have them highest of Intellects of most of the common types of elves.**

**[p]The Amythiest Elves  
amethyst elves**

**Welcome to the world of amethyst elves.they are amethyst in color.they have reddish hair,and red colored eyes.**

**They stand about 4'11" to 5'9",and weight 60 to 120 pounds.They are lean and muscular elves.they are very secretive in nature.they are of a neutral nature.**

**they get a plus 1 points to all stats.this happens once when they are starting out as a class.they are the earth magic mages.they use earth spells only usually.**

**They are the enemies of the sky elves.they have been in a war with them since time began.they consider this some type of a holy war.they will kill any sky elf on sight if they get there way.they only ones they hate more the sky elves.are the dark elves for all elves hate the dark elves. They live in huts made from the earth.they use the earth as there home.they respect the earth,and they will replace something in the earth .for every thing that they take out.**

**They have there artist,craftsmen,warriors and such.but they ones who are mages are most abundant.they have a strong hatred for the house of shadowwind for they believe it is the amethyst elves who should rule all**

the elves.not the shadowwinds.

They have there own large cities as well.they have there own commerce and all the like.they are very mysterious and you would be lucky to have seen 3 of these in a life time.if you are not of the amythest elven race.they have the common skills of the elves.they also have the common abilities.

As said they are enemies of the Sky Elves.They have been at war for the past four thousand years.This war started over a dispute over a kingdom.Their hatred for each other just grew,and flourished into the imense hatred you see now.Either one of the types of elves.Are more then willing to kill the other one on sight.

They have a very interesting culture.You will see that they are some of the best gem cutters on the face of antaria,as well as being master craftsmen.They are trained in these trades from small children.

They are very suseptable to lightning ,or electrical energy.They take one point more damage per level of the lightning spell that they are hit with.They live with in small groups usually 4 to 16.they like the villiage life,as they are more wilderness types.Then that of city dwellers,but they will visit cities for supplies that they need.  
The amythiest elves have a high sense of loyalty to their friends ,but they also have a strong hatred for their enemies as well.  
The Amythest elves travel usually in group of 3 to 7 as npc characters.they do find safety in number. .

### **The Opal Elves**

Welcome to the Opal Elves.These Elves are Dark in color ,they are a oil colored type black.They live with in the Opal Mountains of the Antarian world.They are of a Dark Nature,and will kill anything that is not Dark Opal ,or at least evil types.They are Cruel and Demented.The only Redeeming Value about them is, they will not kill one another ,or family.but all that are not opal Elve ,better watch your back.They make outstanding ShadowWalker,and NightWalkers.

The Opal Elf:They Stand about 4'5" to 5'2",even though they are one of the Smallest elven types,this makes them the lighest ,and quickest.They weight about 60 to 100 pounds,The Females about the same height and weight as the Males.They get a plus 2 to speed,and Dexterity to start,but they get a minus to str,con,and end.

They Perfect The night ,to do their work in th cover of Darkness,but they have been know to Rob you blind, in pure Daylight.They have there own arts, cultures and music,They Practice the Dark Arcane magick Arts, as well,and there Own Twisted Form of Kaajitsu.

## **The Shapphire Elves**

**The Shapphire Elves are of Green colored type skin.They have shapphire colored eyes.They have one of the Largest of all Elven Kingdoms.They are culture of traders,and merchants.They are most common of all the Elves of the Antarian World.They stand about 4'11" to 5'7",and they are between 90 to 130 pounds in weight.**

**They are Travellers ,so they are more open with the other Races.They are more open,and Friendly with all of the other Races,but this does not Mean they are Stupid.They really dont Trust anyone.They are Always looking for just a fair honest deal.They have a fair sense of play,and very practical Nature as well.**

**They are the very friendly in nature,but they are also cautions as well,they do not trust non elves all that much.They have a master merchant as there ruler.They are a economic based society. They get a Plus one to Int ,and Wisdom.They get a minus one to Str,and con.They in the arts, are usually warriors,or Magicking using types.You Do Find you Occassional NightWalker or Shadowwalker though.**

## **The Dark Elves**

**Welcome to the dark elves world.they are the evil and cruel elves of the antarian world.they live underground.they have been driven from the surface by those other elves who live upon the surface.they have a strong hatred for the surface dwelling elves.they are bent on revenge upon those above.this hatred has grown for many millions of eons.they have sworn an oath to slay all those elves above. They are very decietful and cunning.they are very inventive in the ways of torture.they have built great dark elven cities underground.they are a world unto themselves.they have craftsmen,healers,asassins,and all the other such classes and occupations.they have developed there own elven language,art,music and such.even though they are evil they are a magnificent type of the elven.they hate humans.**

**The dark elves are various tones of black in skin.they have jet black eyes.they have ash grey hair.they get 1 extra points to all starts to start.they are about 4'11" to 5'8" in height.they weight about 60 to 120 pounds.they have there own social order and hiearchy.there lord is Brylenn\_Shadowmyst for he is the lord of all the dark elven.they get a plus 2 to start to all thieving and asassins abilities.they get 3 extra**

arcance magic points to start.they get 1 point to damage every other level when they use there longsword.they travel in groups of 4 to 12 when they go upon the surface.but you will find many underground.they get the following abilities like most other elves:

1.they get infravision up to 120 feet.this allows them to see with in total darkness.

2.craftsmanship:this allows the them make bows,sword and such.

3.armor making:this allows them to make one type of armor per level of the user up to 50th level.

4.gem cutting:this allows them the ability to add 10 darpas to the value of gems per level of the dark elf.

5.posion making:this allows them to start out with being able to make a 2 strength poison.then one points to the strength of the poison.per every 5 level of advancement in the Dark Elf.

This is the dark elves of the antarian world as they stand today.

### **The Shadow Elves**

The Shadow Elves:These are dark grey colored ,like that of a Shadow.They are about 4'7" to 5'8" .They weight Between 70 to 140 pounds.They have well muscled Frames.They are usually that of a Dark Nature.They are Not Evil,but Shadow Walkers, and NightWalker Types by Trade.They have Develope There own Magicks as well,Thus they call the Shadow Elven Mage. They Are Rules By the Clan ShadowBane.They get a plus 2 to all stats to start.They get a plus 3 to magic attack,and magic Defense.They get a plus 1 to Resistance to Start.

These Types of Elves are the Third oldest of all of the Elven Types.They Live with in the Shadow Elven empire ,which is now only just a Realm.They have there own arts, culture,music and law.The Regent word is law, as long as it does not conflict, with the Law of blackland. They are Now Ruled By Tygenn ShadowBane,whom has gotten them into a War ,for the First time in 250,000 years.

### **The Celestial Elves**

The Celestial Elves:This is the first of all Races, ever to come into

Exsistence.They were First Created By Blackland.There is no other race of being found anywhere,before them.They have a whitish colored/blue type skin.They have Grey eyes.They have Silver colored Hair.they stand between 4'11" to 5'9".they have slender muscled Frames.They weight Between 80 to 140 pounds.They Are the Greatest of in all of the Arts,for they first Created them.they are now since passed on mostly as a Type of elf.Therefore they are few and far between.There are about 100,000 to 150,000 of these Type Elves left upon the Antarian World.They now are mostly Found of the Continent of Gyanthronus, in 4 major cities.

They Being the First Race,get a plus 2 to all stats.They get 5 points extra in both magic attack power, and magic defense power.  
The Greatest Two Being of This race when they were mortals, were Draline and Yanira.These being have long since Ascended to the Gods And Goddess, and sit on the right And left side of The Creator Blackland.  
They have a long and vast history ,as a elven type, and as the first race.They have developed the first of all languages, arts ,and so on.Each Race, has taken from these, and added ,and Changed these thing, to fit them,and their own peoples.Never Forget, these are the most honored Race of Being with in all the Worlds,for they were The First Ones.

### The Topaz Elves

#### Topaz Elves:

Welcome to the aquatic elves page, these elves stand between 4'11" and 5'8", and weight between 60 and 120 lbs. They have light blue eyes and almost white hair. They are the sworn enemies of the ruby elves.They have sworn an oath to drive them off the face of antaria if they can. They live in huge underwater cities.they have a highly advanced culture.they are water mages.they are also great scholars.they can walk upon land for a day.then they must return to water for 3 days.if this does not happen they will die.

They have a highly sofisticated social order.where the scholars and mages and such rule.they are of a council based rule.they raid the cities that are upon dry land .they also sink ships for new supplies and such.

They do have a emporor and emperess,but none of the surface have seen them.there power is limited by the council of elders.

They also get the following skills as elves ,as a

**race:**

**Skills/Abilities:**

**1.NightVision:**this allows the elves to see up to 120 feet, in total darkness.This is a very useful skill when there is no light.This allows them to see within that 120 feet, as if it were complete day light.

**2.Archery:**this gives them 1 point damage, to any arrow, per every 4 levels of advancement.this is due to there training with the bow.They are better marksmen then most Archers on the Antarian World.

**3.Sword Smithing:**this will allow the elf to make 1 sword, every 4 levels,every 7 real time days.This is a very useful skill in itself.

**4.Armor Making:**This will allow the elf to make one type of armor,every 4 levels of advancement.This is 1 suit every 7 real time days ,per every 4 level of advancement.This is a very useful craft,especially ,if they elven nations are in a forced state of war.

**5.Jewelry making:**This starts out as having a base of 80 darpas in value,then you add 5 darpas to this every 2 levels of advancement.This is a highly skilled craft,as they elves are some of the finest of all jewelers.

**6.Gem Cutting:**This will allow the Elf the ability,to cut a gems ,and give it smoother edges,and a purer quality to it.This will add 10 darpas to the value of any gem,per every 4 levels of the elf.

**7.Self Healing:**This will allow the Elf to heal 2 hitpoints damage, that have been done to him/herself ,this cost 1 racial point per every 2 points in racial points.This can be done once ,during any combat,and then anytime in non combat,provided they have the Elven Points to do so.

**8.Temporary Magic Defense Power:**This will allow the Elf to add 1 point to magic defense power, per every 2 points in Elven points(racial points)spent.This will last 1 round ,for every 2 Elven points spent in this.This can only be used ,if you have the Elven Points to do so.

**9.Temporary Magic Attack Power:**This will allow the Elf ,to add 1 point

to the magic attack power,per every 2 points ,in Elven Points spent.This will last 1 round,per every 2 Elven Points spent in this.This Can only be used ,if you have the Elven Points to do so.

**10.Elven Chant :**This will allow the Elf the ability ,to sing in a magical alluring voice,this will hyptnotize victim,for 1 rounds ,every 2 Elven Points used.This is provided that the elfs intelligence,is higher then that of the victims.This can only be used,if your character has enough elven points to do so.

**11.Negate Poison in Self:**This will allow the Elf the ability ,to negate,cure any strength points ,within there own system.You can negate 1 strength,points ,every 3 elven points used.You must have the Elven points, to negate said strength of poison,as such if it is a 4 strength poison,you must have, and spend 12 Elven points to negate it.This only works, if the elf in question ,has the nessecery Elven Points, to negate said strength of poison.

**12.Negate Disease:**This will allow the Elf the ability,to negate any given strain of Disease.This is 1 strain of disease ,every 3 Elven points Spent.You must have the required Elven Points ,to negate said strain of disease,if the disease is that of a 5 strain,you must have ,and spend 15 Elven points to negated,this said strain.

These are the Common Properties ,that go with all Elves with in the Antarian World,and its Universe.this is a General Description of What the Elves are,and then you will find with in ,that there are several Types of Elves as well.Notes:Do to the number of Elven Types,Dwarven Types,and the Smalling types.I have decided to put them in Vol.One of the AntarianRHB.(Antarian Racial Handbook).Which this first volume that is an suppliment to the Antarian Players Handbook.This book will be given free as well.

#### **The Dwarves:**

Welcome to the World of The Antarian Dwarf.Here with in This section you will Find the Various Types of Dwarves,In Which you will find with in the Antarian World.This a very good Race to play as well.

**The Dwarves:**Dwarves are usually between three feet tall, and four feet, eleven inch.Even a Four feet eleven inch Dwarf is very rare.They average mal dwarf is around three feet,and ten inches.The Average female is about three feet ,and six inches tall.The Male Dwarves weight between 40 to about 100 pounds.The Female Weight Between 37 to 95 pounds in weight.

**Skin Tone:** The color depends on the Type in which the Dwarf is,but the tone of skin for the Male is usually a rough textured tone,as for the Females ,there tone or texture of skin is ,not as rough, it is more

smooth.

**Dwarven Beards:**All Dwarves love Their beards, the fuller it is, the More Status they have Achieve in Dwarven Society.Male Dwarves have full bush beards,these are not all wild, for the are Well groomed.Dwarven Males Take Alot of Time ,to make sure That there Fine Beards are Well Kept.Females:The have Very sort well Trimmed Beards, if they have one At all.The Beards are usually a Male Thing.A Sign of Manhood sort of thing.The Females more or less, well they have one or not.Up to the Individual Female Dwarves.

**Eye Brows:**Most Male Dwarves have Big Bushy Eye Brows.This are Thick well groomed,and Lush.These are Full Status Symbols of Dwarven Adulthood.The Fuller The Brows,The Older ,more Mature,and More Wise the Dwarf is.The Females:There Eye Brows are well thinner, but they are no more less distinct.These are a sign of beauty to Dwarven Females.

**Temperments:**This Depends upon the Type of Dwarf.This ranges from Very Evil and Cruel,to Very Good and Noble.But the few things all Dwarves have in common.They are Short Tempered,Not always looking for a fight,but if you make one mad, you are going to know about it,because they are going to let you have it.Either Physically or Verbally,they might be short,but they are like Bulls when it comes to Temper,they are not Easily bullied, or pushed around.

**Physical Build:**These Range from stocky to well muscled,to Round of Belly ,and Heavy.They come in all Shapes and sizes.The Females well they are the same as the Dwarves,in the Physical range,but they are usually just a few pounds lighter,and a Few inches Shorter.

**Physical Characteristics:**They have broader faces then most of the Other Races,This does not mean Fat Facees, this wider structured.The Female Faces are about the same as the Males in width.They have round O shaped eyes,both male and Female.They have broad Flat Stubby Noses.The Females noses are not as Broad,or as Stubby, they are more button like.

#### **Dwarven Skills:**

**1.Axe/hammer Wielding:**They get a 1 point to the damage, of Any axe or hammer, every 4 levels of advancement.

**2.Mining:**This starts out with a base of being able to mine 3,000 darpas ,every seven real time days,then you add 250 darpas, every 3 levels, up to 100,000 darpas, every seven real time days.



**3.Gem Cutting:**This will allow the Dwarf to add 100 darpas,per every 4 levels of advancement, to the Value of any gem.

**4.Forging:**This will allow the Dwarf to make 1 suit of armor,one Weapon,one shield,and one helm,every seven real time days.This is 1 of each of these items, every 2 level of the Dwarf.These are normal items.

**5.Armor/Weapon Repair:**This will allow the Dwarf to repair one point to any damaged item,per every 4 levels of the Dwarf.

**6.NightVision:**this will allow the Dwarf to see all things around him/her,within 120 feet of them,this is in total Darkness.which means they can see in total blackness, as if it were light,for 120 feet.

**7.Kneen Hearing:**this allows the Dwarf to hear all thing even a Whisper ,with in 40 feet of them,as if it was right next to their ear.This makes them hard to Surprise,but not impossible.

**Dwarven Racial Abilities:**These are the ones that cost points to use:

**1.Armor Rune:**This will allow the Dwarf to add one point, to the Defense power of any armor, every 4 racial points used, up to 25 points, per any given suit of armor.

**2.Weapons Rune:**This will allow the Dwarf to add 1 point damage ,in magical physical damage, per every 4 racial points used, up to 30 points, per any given weapon.

**3.Take Blow:**This will allow the Dwarf to Absorb 1 point damage, every 5 points, in racial points used, before they take any damage,but they must have the racial points to use this ability.

**4.Find Darpas:**this allows a Dwarf to find any Darpas, within 10 feet, for every 5 racial points used,which is for a 30 feet radius ,15 racial points must be,used for this.you must have the racial points at the time,to use this one.

**5.Find concealed door or Shaft:**This will allow the dwarf, to find any

concealed door, or shaft, of one complexity, per every 6 racial points used. you must have the points to use this ability.

Notes: you regain one Racial point, at the Rate of 1 point, every 5 real time minutes, so you would gain 12 back, every real time hour.

these are the Dwarves of the Antarian World. They are fighters mostly, most of them do not care for the use of magic, unless it is magical weapons, armor, or helm. Though it is Rumor that there is a Order of Dwarven Mages, and Healers. These are very few, and Far between, but There it is, Still there are reports, that Say The Dwarves have Developed there own Magics. And Why not, any Race can learn to use, and Employ the Use of magicks.

Dwarves Love Mead, Wine, Song, and Fighting mostly. They are Very Hard working, and always are willing to put in a Hard Days work.

#### **The Emerald Dwarves**

The Emerald Dwarves: Welcome to the Emerald Dwarves of the Antarian world. They stand about 3' to 4'11". Although a four feet eleven inch dwarf is very rare. They weight between 45 to 100 pounds. Some are very muscular, some have round pot bellies. Even though they are Short, they are very stout. This makes them some of the Greatest warriors on the antarian World.

They get a plus one to strength, con, and end, a minus one to speed, dexterity. They get a plus 2 points damage, with any hammer or axe to start. For these are the weapons of choice. they are of Emerald Green colore in skin. They have short Stubby flat noses. They are a wide based nose. they have a keen sense of hearing as well. They can hear all things with in 40 feet of them, even the slightest of whispers. They have nightvision as all Dwarves do. They can see in completely darkness, up to 120 feet, as if it were complete daylight.

They live with in the Dwarven nations of Tiva. They are ruled by Regent bogerdan of Rath. He is a hard working honest lord, who would never ask anyone to do, anything he would not do himself. He is honest in fair, but do not try to pull anything over on him, he is a wise old Dwarf. Emerald Dwarves live to be about 1,200 years old. They are warriors mostly. They love metal working, and are the best on antaria at it. They loves the mines of Tiva. Tiva is a mountain realm. Therefore it is naturally highly defended.

They also love darpas, pardas ,and gems of all types.They have a strong love of Mead and song.They are always looking for a Scrap.They live underground, or in mines,they have Great Cities with in the Caves of Tiva.

### **The Silver Dwarves**

**The Silver Dwarves:**These are silver colored in skin.they are between 3 feet, and 4 feet 8 inches.they have short stubby noses.They have silver hair, and Silver beards, full thick beards.They have large silver ,bushy eye brows.They are the Assassins, Rangers,ShadowWalkers,and Mages of the Dwarven World.They get a plus 2 to damage, with any hammer used.They are fierce warriors as well ,and they are always looking for a good fight.They have keen hearing like all Dwarves, and they have the infravision as well.they get a plus one to speed,strength and dex,they get a minus one to end ,and con.

They live with in the Silver Mines ,of the Silver Mountain of the Mythagor Realm.They are ruled by Gyrendan SilverMane.He is a wily old dwarf who know much about everything,sometimes more then he should,about certain things, but he likes to keep em guessin,about how much he knows.

### **The Ice Dwarves**

Welcome to the Home of The Antarian Ice Dwarves.They live with in the Ice Caves, of the Antarian Northern Regions.They have Ice Colored Skin.They have Large Cities, with in these Caves.They are just as hard working ,as any other Kind of Dwarf.They Live to be about 1,250 years old.They are usually Suspicious of all of those who are non Dwarven.they are Very Cautious.

They get a plus 1 to resistance to start.they get a plus one to strength, con, and end.they get a minus one to wisdom ,and int to start.These are usually NightWalkers, or warriors by trade.They can resistance 2 points cold damage, every 4 levels of the Dwarf.This is due to there natural ability to withstand cold damage, magical ,or otherwise.They how every will take 1 point extra in fire damage, per every 4 levels of the one ,who used said fire against them.

They have there own arts, music, culture.They have always thought that there is safety in numbers, so you will usually find 4 to 12 of these at any given time, if they are used as non player character types.They have a Strong Hatred for All orc, or giant types, like most dwarves do.They do have a strong love of mead, song, and the fight.

## **The Dark Dwarves**

welcome to the dark dwarven page there are the evil elves of the antarian world.they are usually the nightwalkers and the shadowwalkers of the antarian world.they get a plus one to dexterity and to speed,they get a minus one to str and con.they are jet black in skin,they have silver eyes.they stand between 3'5" to 4'9" ,and they weigth between 60 pounds and 100 pounds.they get all of the skills that are common to the dwarven race.they strive for power ,and they are driven by greed.they are the bad ones of the dwarven world in the world of antaria.

they usually are alone except when they are in there dwarven guilds.they will do anything to gain a quick buck.they would sell of their own mother if it meant that they would make a gain by it.they love there dwarven ale almost as much as they do their wealth.they are heavy drinkers and not many races can put a dark dwarven under the table. they are fine craftsmen they are fine blacksmiths they usually make their own weapons and the like.they are fine metal workers,and they have the uncanny abilty to create the best axes known on the antarian world.many come to them for this ability . they will make a fine blade for anyone who meets their price,and they usually overcharge for their work.they have a strong tie to the earth.they love mother earth as it is their mother and blackland is their father this is there belief system.they live to be about 2000 years old.

all dwarves have the following abilities.these are as such:  
they have the ability to find any percious metal deposit with in 100 feet of them.they have the ability to do 1 point per every 4 levels extra in damage with a normal axe to all kind that are of human size or larger.

## **The Platinum Dwarves**

Welcome to the Home of The Platinum Dwarves, of the Antarian World.You will find that this type of Dwarf in one of the Eldest of the Dwarven types.They are the 3rd oldest type of Dwarf ever on the World of Antaria.

They have a platinum colored skin tone,they weight about 40 to 90 pounds, they are about 3 feet to 4 feet tall.They are more muscular then most of the dwarves.

They live with in the Platinum mountains, to the East of the Antarian Continent.they Are a hard working no non sense type of dwarf. They are NightWalkers, ShadowWalkers, and Warriors.They get a plus one to dex, speed, and strength,and a minus one to con, end, and wis.

They live with in Great cities, with in their mountain realm.They love mead, fighting, and a good joke.But they are cunning, and it is hard to pull anything over on them.

They are Explosive Experts, they deal with cannons, and so on.they are very good at blowing things up.they are master artillerist, in this kind of thing.

There motto"if you cant move it, go around it, or over it, blow it up,and go through it."

They have a Strong hatred for all orc, and giant types, who are always trying to take over, their mountain home. Which they never let the Bad guys do.

They have a very strong love of the Darpas, and Pardas in which they mine, and they are fine Metal smiths.

#### **The Golden Dwarves**

Welcome to the Home of the Antarian Golden Dwarf.These Dwarves Stand about 3 feet, to 4 feet tall.They weight between 40 and 95 pounds.These are you Dwarves whom are The Thinkers,the Scholars,if you will over most of the Dwarven Types.

They have the Rounder Type Belly then most Dwarves.They are of an Extremely good Nature,and joyful disposition.But Do not Mistake their very good natures ,for being Push overs, for they still are Dwarves,they are just the most Patient the most tolerate, of those who are around them.

They are of a Golden colored Skin ,as you might have guest, by their name.They are usually Holyknight,that is right, i said Holyknights,or Healers of a Sort.Some Take on PathWalker, and use it for the Cause of Good.

#### **The Fire Dwarves**

Welcome To The Home of The Antarian Fire Dwarves.These Dwarves are Reddish Lava Type Skin Tones.They live with in the Fire Mountain Regions.They have Extremely Hot Tempers.They are always Looking for a Scrap.They will find a Reason to Get into a fight,with anyone who is not ,of Fire Dwarves.

They Are not effected by any heat based attack,as much as most other Dwarves.They can naturally Resist one point damage, in Fire damage every 4 levels of advancement,up to 12 points.This is a Minor Protection

against Extreme Extreme Heat, but at least it is something. They are affected by Cold Based attacks, more than most Dwarves. They will take one point in Cold Damage extra, per every 4 levels, of the Caster, or opponent. This is up to 12 points Extra Damage, then they will learn to Adjust, and just take Normal Cold Damage, for the Combat in question.

They stand about 3 feet, to 4'4" in height. They weigh about 50 to 80 pounds in weight. They are Rock Solid in Build. They work the Mines of the Fire Mountains, in Extreme heat, of about 95 to 110 degrees, usually. They mine Lava Rock, which in turn is used to make various powders, for Mages and the like. They do have several Dwarven mines, and well as Gem mines, with in their vast Fire Mountain homes.

They live with in Great Cities within, A vast Network of Caves, with in the Fire Mountains OF Antaria. They have a Strong Hatred for Most Goblins, Trolls, Orcs, and the like. They have a Strong Love of Mining, Hard Work, Mead and Song.

#### **The Celestial Dwarves**

Welcome to the Home of The Antarian Celestial Dwarves. These are the Eldest of all of The Dwarves. These were the Third Race, ever to Exist. They have a Stark White Skin. They have Grey Cloud type Eyes. They are about 4 feet to 4'7". They are Very Well Built.

They have a hard working nature, they are the first inventors, of the Dwarven Nations, They are few and far between. There are only about 3 million left across all of Antaria.

They get a plus 2 points, damage, to all Axes, and Hammers. They get a plus 1 to strength and con. they get a minus one to end.

They live with in the Far Mountain regions, of Antaria, they have Their own Great Cities. They are master builders, if they can't build it, no one can most likely. They have a long friendship, with those of the Celestial Elves, the first race ever to Exist.

**Celestial Dwarven Nature:** These are Very hard working, and one of the brightest of all racial types. They are honest, they believe in honest pay for an honest days work, they will never try to cheat someone.

#### **The Smallings**

The Antarian Smallings, they stand about 3 feet tall, they are round of body. They weigh about 75 to 80 pounds. They come in various color types; red, green, brown, silver, the neutral ones. Gold, platinum, and emerald are the good ones. Dark, opal, and grey are the Evil ones. The males have

hair on there hands and feet.The females have no hair except on the top of there head.The males have short curly hair,While the Females have long Curly hair.They are a fun Loving race.They are very fond of treasure of any kind,They get 2 points to dex,and speed,due to their size.

They live in mounds,they have comfortable cozy little homes,built with in the mounds.The do love their mead ,as well as their pipes.They are very family oriented.They are of a curious nature as well.They are always wanting to know everything.

#### **The Smalling Racial Skills/Abilities:**

1.Gem Cutting:They can add 10 darpas, to the value of any gem, per every level of advancement.this is due to their craftsmanship, in the art of gem cutting.

2.they can do a plus 1 point damage, with any dagger, to all larger then humaniod types,every 4 levels of advancement.this is normal daggers only.

3.infravision:This is a natural ability.they can see in total darkness up to 10 feet, every 2 ,levels of advancement, up to 120 feet.as if it were plain day.

4.Detect Sound:They can hear all things ,within in 30 feet,as a base ,plus 4 feet ,every 2 levels up to 240 feet,as if it were right there,next to their ear.they have a keen sense of hearing.

5.nimbleness:due to there size, they get a plus 1 point ,to evade power, every 4 levels of advancement,starting at the 5th level.this is a natural gift, due to their size.

6.story telling/Fables:they are great story tellers, they know 1 story or fable completely, every 3 levels of advancement.This is a Natural trait ,that is inbreed into them.

7.Lifting Pouch:due to their size,they get a plus one point, to every attempt ,they make,at the art of stealing a pouch.this is 1 point, every 5 levels of the Smalling, this is natural, due to their size.

**8.Smalling tumble attack:**the smalling due to their size, and surprising flexibility ,can roll them selves, into a ball, and roll into an opponent.this does the amount of damage, to the opponent, as the Smalling has points in strength,so if a Smalling has a 15 strength, he does 15 points damage, minus the defense power of the opponent.this takes 1 racial point.

**9.Read Magic Rune:**this allows the Smalling to read the magic runes, from one Magic area.May it be spellcaster,arcane mage,healer etc.This is 1 rune, every 5 levels of advancement.This cost 5 racial points to use.

**10.resist elemental magicks:**this will allow the Smalling the ability ,to absord 1 point, in fire ,lightning, water,or cold damage, per every 4 levels of the Smalling.This cost 18 racial points, per use.

**11.Deflect Damage:**this will allow the Smalling, the Ability to deflect, one point damage, per every 4 levels of advancement,away from them,as to more or less soften to blow ,if you will.this cost 20 racial points.

**12.Self Healing:**This will allow The Smalling, to heal 1 point damage, to themselves, per every 5 levels of advancement,kid of a self healing.this cost 28 racial points.

The Smalling due live in earth mound homes,they love the earth, for they believe, it is there only true friend.They are the best of the Thieving Races due to Their size.They live with in small communities, usually of about 10 to 120.These are Smalling villages.Their are how ever some major Smalling Cities, on the Face of The Antarian World.Here with in this world, you find the Facinating, World of the Antarian Smallings. The Males have a darker ,rougher skin tone, compared to the females.The males are usually 1 to 2 inches taller ,then the females,the Males are rounder of belly as well.The males live to be about 1,000 to 1,800. The Females:They are usually shorter, and slimmer, than the males, they have lighter skin,and smoother skin tone.They have slightly longer ,cruly hair.The curls to their hair,our less pronounced,they have a slimmer face,and well ,as not as round of belly,as the male.They live to be between 1,100 to 1825.they usually out live the males,for that is the way of Blackland.

The Antarian Smalling has a vast culture of their own, they have their own arts, history, trades, and skills.They Greatest of all of the Smalling Heros was Guuruallen Fynnerjaar.He was the first of the Smallings To Develope the Smalling Ranger Class,this was a system of



Complex acrobatics, and Great Weapons skills, with the smaller of the weapons, this also included, a hand to hand combat skill, as well as several others. Gruurualen was the Greatest of all of the Smalling Heros, because he taught them, the ability to Defend themselves, against their greatest of enemies, The orcs, and the Trolls.

This is the world of the Antarian Smalling, as it stands upon the Antarian World I do hope that you, Enjoy using this Race.

### **The Half Elf the half elves**

welcome to the world of the antarian half elves. this is a mix between the human and the elves. the human and elf matings are the most common of these but you do find a few crosses of dwarf and elven and the like. they are between 5'7" and 6'. they are usually taller than your average elf. they weight between 130 to 200 pounds. they have light green skin. they have dark hair. they usually have bluish green eyes.

they get the following abilities:

1. infravision: this is up to 80 feet even in total darkness. they get this from the elven half.

2. gem cutting: they can add 5 darpas to the value of any gem. this is per level up to 35th level.

3. armor repair: they can repair one point per level of the halfelf to their own or someone else's armor. this is up to the 55th level.

4. blacksmithing: they can make 3 of one type of weapon per level of advancement. they learn how to make one type of weapon per level of advancement up to the 50th level.

5. armor making: this allows them to make one type of armor per level of advancement. this is up to the 35th level.

6. armor enchancement: they can add one point to any defense power value of any armor per level 3rd level of advancement. this is up to the 55th level.

weapon enchancement: they can add 1 point to the damage of the weapon per

every 3rd level of advancement.this is up to the 55th level.  
they live with in all regions of the antarian world.they live with the human as well as the elves.they are one of the more common races you will find.they do have there own language and there own culture.they usually have many of their own cities too.that is inhabited by halfelves.

### The Orcs

the orcs and half orcs page

welcome to the world of the antarian orcs.they are all pretty much the same,but they come is 3 colors :grey,green,and red.they are about 3'5" to 4'5" in height,and they weigth between 45 and 65 pounds.they have large 2 foot tusks.they are rough of skin.they have reddish eyes.they are nasty in temperment.they have 4 inch claws.they are many in numbers.they try to over run kings by numbers.they have the intelligence of 9 to 13.so they are of average intelligence.they are greedy in nature.they live in large hordes.the strongest of them surpress and dominate the weaker.

they get a plus 2 to speed and dex.they are small and agile creatures.they get a plus on to strength.they may be small,but they are strong.

they live in the orcish mountians as they are refered too.for these mountians only inhabit the orcish hordes.they are very territorial.they raid the smallings colonies often.the Smallings are there worst enemies.they feel they can bully the Smallings due to there size.they hate the dwarves next.but they pretty much stay clear of the dwarven armies.for it takes one dwarf for every 2 orcs in a combat.this is the orcs as they stand in the antarian world.

welcome to the half orc world.they are of about 5'7" to 6'3".they are a mix between orcs and humans mostly.they weigth between 130 to 220 pounds.they have orcish features as well as human ones.they have all the skills of the human.they get infravisions like there orcish kin.they usually are warriors,shadowwalkers,or nightwalkers.most of these stay away from the magic arts.but you do have a few of these who are involvedi n magic.

most of these vary in nature but the most common in all the nature to them.is that of the neutral nature.they are of a michievous nature though.

they have large cities of there own.they have their own art,music language and such.they also speak the common tongue of the antarian

world.

they have there own sense of honor.they will not kill a child no matter the price.

they are very family oriented unlike there orcish ancestors,this is all we have on these two types as races for now .more will be added.

## **The Giants**

### **the giants**

welcome to the land of the antarian giants.there are various types of these large being upon the face of the antarian world.they inhabit many regions of this world.they range in size and weight also.

they range in height between.9' and 23' tall.they weight between 300 to 600 pounds.they are large muscular being.they pretty much live in all regions of the antarian world.depending on the type of giant that you encounter.they range from evil to good in nature.now here are the following 7 giant types:

ice giant:these live in the cold regions of the antarian world.they stand at 18 to 19 feet.they weigth about 440 pounds on average.they are very intelligence unlike some of the other giants.they start with 5 points extra to their strength.they are very strong.

they are ice blue in color.they have large ivory tusk inside the bottom of their mouth.they protrude outward.they have ice blue eyes.they usually favor larges maces or clubs.these are there weapons of choice.they get 6 follow abilities to this type of giant:

1.the can hurl boulders:this does 60 points damage to opponent.this can be done once per combat.

2.they can speak one foreign language per level.they can speak one animal language per level.

3.they can use all ice magic.provided they have the magic points to use the spell.

4.know truth:they have the ability to know when they are being lied too.they can tell who is trying to decieve them.

**5.call friend:they can summon 4 animals that they have befriended to there aid .this is in case they are out number.**

**6.forge weapons:they can forge one excellent weapon.one weapon of high quality per every 5 levels they advance.**

**the ice giant is that of a neutral nature.they are sworn enemies of the flame giants.they have large ice cities.for where they live it is always cold.**

**flame giant:these giants live in the fire mountains of antaria.they stand at 18 feet to 20 feet in high.they are of fire red skin.they also have tusk .these tusk are firey red.**

**they are of evil nature.they have the same abilities as the ice giant.they have great cities forged from lava rock.they favor large axes as their weapon of choice.they can use all fire magic provided they have the magic points.they have a strong hatred for the ice giants.**

**Sky giant:these live with in the cloud kingdom of the mortal world of antaria.they are of cloud colored skin.they have tusk that are black in color.they get 5 points extra to start in strength.they stand at 23 feet tall.they weight about 600 pounds.they have all the abilities as they other giants have.**

**they live in large stone castles in the clouds.they are of good nature.they can use all airspells.provided they have the points.they have taken an oath to destory all evil.they can use all healing spells.provided they have the magic points to use them.  
they are masters at the art of combat also.they favor large swords ,and large crossbows.they are protections of the righteous,and defenders of the innocent.**

**swamp giants:these are giants that range from 9 feet to 12 feet in height.they are some of the smaller of the giants.they get 3 points extra to strength.they are of a swamp grey color.they have an intelligence of about 9 to 11.they are pretty much big and stupid.but they have brute force.they have the following 3 skills:**

**1.hurl boulder:this does 40 points to victim.they can do this once per combat.**

2.poison bite:this is a poison that is produced naturally from their tusk.this is of 3 strength.

they can use all water spells.this is provided they have the points to do so.

they are very evil.they will kill all for their darpas.they are greedy giants.they hate all elven and human folk.they prey upon them.they are big bullies.they live in mud hut type colonies in the swamp lands of antaria.

earth giants:this are the more comon giant type.they are of 10 feet to 14 feet tall.they weigth about 400 pounds.they are slightly more intelligence then the swamp giant but not by much.they have the same abilities as they swamp giant.

they are of a neutral nature.they are some what bullies to the races that are smaller then them.for they believe that bigger the more superior.they hate the swamp gaints and are in conflict with them.  
forest giants:these are good giants in nature.they live in all forest regions of antaria.they are that of 12 to 17 feet tall.they weigth about 450 pounds.they have large tusk.they have forest green skin.they are builders by nature.engineers if you will.they are very intelligent.they love great structures.they are the kindnest of all the giants.they have the all the abilities above :they also have the following 3 abilities:

1.they can use explosive.they are great demolitionist.  
they can build any structure in half the time it takes the other races.  
they can use all elemental spells .provided they have the points to do so.they can use all healing spells.

they live in great magnificent cities.these are some of the greatest built cities on the face of antaria.they have no malice twords any race.but they do not care for evil.they produce 5 times the lumber of any other race on antaria.their race alone produces 22 percent of all the lumber produced a year on the world of antaria.most other races average about 6 to 8 percent.

these are the gaints that they antarian world has to offer.there will be more added sometime soon.but for now i only wished to get the most common of the giants in the antarian world for now.

## Antarian Ogres

Welcome to the Antarian Ogres world. here with in you will find all. That there is to know about the Antarian Ogre. here you will find there unique abilities, there skills, and those who are intelligence enough to use magic.

the Antarian Ogres are mean cruel and vicious. they are very nasty in temperament. they are extremely rude, spiteful and the like. they get a plus 3 point to strength to start out. they are some of the strongest of all mortal humanoid races on antaria. most of these creatures are not very bright. they have an intelligence of 6 to 8. although there are few who are more intelligent. there is one every 40 that has an intelligence of 9 to 10. one out of every 65 who has a 11 to 12. the one with 9 to 10 are the arcane shaman. the ones with 11 and 12 intelligence are the arcane mages. you find one with a 13 to 15. these are the lords of them. they are the leader, you find one per 250 with the intelligence of 13 to 15.

they are of tan or grey skin. they are of about 17 to 18 feet tall. they weigh about 550 pounds. they have larger tusks then their giant cousins. they are stronger then the giants too. they believe that brute force will solve any problem. they are of a large round belly. they make excellent guards.

they are a evil type of nature. you will find a few who are neutral. but they all have a nasty temper. they love gold and shiny things. they speak there own language. mostly different tone grunts and such. they have a rudimentary knowledge of common language. they favor large clubs or maces in combat. some will carry large spears in which they can hurl up to 200 feet with extreme accuracy. they are large and smelly creatures. they have a hatred for most other being or creatures on antaria, even their own kind. they will fight amongst themselves most often.

they are slower then most. they have a dexterity between 7 to 10. and a speed of 6 to 9. they live in large cavern cities. they have the knowlege to build large stone cities.

they will eat just about anything. but they are very found of elves. humans or second. they have the following seven abilities:

1.they can hurl large boulders.up to 50 feet.these boulder will do 30 points damage to victim.they can do this 2 per combat.

2.they can punch for 60 points damage per fist.they can do this when ever they wish in combat.

3.they can smell any one who is not of ogre.they can do this with in 300 feet of them.they have an extremely keen sense of smell.

4.they can charge for 70 points damage.they can do this 3 times per combat.the use their large head as a battering ram.

5.they can jump any reven that is 30 feet or less.

6.they can use 3 mage spells of there choice.they are limited to 50 magic points though.

7.they can regenerate 10 hitpoints a day.they can do this once per day even in combat.

they are masters with the large spear they carry.  
they love to cause trouble.they love to pilleage and plunder.  
they are very very greedy.they will kill their own family if there were profit in it.

they have an extreme fear of all fire.this will do double damage then normal to them.  
they are impervious to cold spells and lightning magic.  
this is the antarian ogre as they stand with in the antarian world.thank you for taking the time to check this race out.

## **WolfKind**

The WolfKind are Humaniod wolf beings.They are highly intelligent.They speak all canine languages,as well as common.They stand between 5 feet and 6 feet ,3 inches.They weigh between 100 and 280 pounds.They have very sharp hearing,and they can hear all things with in 300 feet of them,even a pin drop.They have an acute sense of smell,as they can smell even they slightest of odors.They are very hard to poisons for this reason.They have good eye sight as well.

They are very pack oriented.they live for the pack.They will give their life for the pack.They have there own kingdoms as well,that are usually found in high forests region of the antarian world.they get a plus one to speed,and dexterity.a plus 2 to strength when they begin.a minus one to wisdom,and intelligence.they Live in great cities.

## **Centaurs**

Welcome to the world of the Antarian Centaur.The centaur is that of half horse and half men/woman.They have a large horses body.They have the arms,head and torso of a human.From hoove to head they stand around 7'6".They weight in total rough between 300 and 310 pounds in weight.They have long hair upon there heads.They can speak centaur ,common and some elven . they do not trust humaniods to much.for they have a long history of trouble between the humaniods and their kind.there are 5 abilities the the centaurs get.these are natural abilities.they are as follows:

1.hoove strike:this is done with there front hooves.this is 2 points damage per every 4 level of the centaur.

2.hind kick:this allows a powerful kick with there hind hooves.this does 3 points per every 4 level of the centaur.

3.trample:this allows the centaur to charge ,and to trampel his victim.this does 11 points damage of the centaur.This adds one points to damage ,every 4 levels of the centaur.

4.archery:they are excellent bowmen.they get a plus 2 points for every 3 level of the centaur to damage with any bow.up to 48 points.

5.fists:they have large massive arms.they will do 5 points per level of the user per punch.this is up to 65 points damage.

There are seven types of Centaurs.they are found in diffent regions of antaria,and they are as follows:

fire centaurs:they are firey red in color of skin and body.they live with in the fire mountains and vallies of the antarian world.they have their own great centaur cities.they are of neutral nature.



**watercentaurs:**they are of aqua colored skin of skin and body.they live with in the river plain of the antarian world.they have their own cities and culture.they are of good nature.

**earth centaurs:**they are of earth colored skin.they live with in the vallies of the earth mounds of southern antaria.they have greate centaur cities.they are of neutral nature.

**ice centaurs:**they are of a ice blue in skin color and body.they live with in the artc regions of the antarian world.they live in great ice cities.they are of that of a evil nature.

**desert centaurs:**they are sand brown colored skin and body.they live with in the deserts of the antarian world.they are of a good nature.they have great cities with in the sand plain of the antarian world.

**dark centaurs:**they are of a jet black skin.they are very very evil in nature.they live in the swamp regions of the antarian world.with in these swamps you will see great cities.

**golden centaurs:**these centaurs of that of a golden skin and body.they will with in the mountain regions of antaria.they are of neutral nature.they live with in great fortified cities with in the mountain vallies in their mountain regions.they are the most intelligence of all centaurs types.

the centaur live between 180 to 300 years of age.they have there own art language and much much more.

#### **Trolls:**

The Antarian Troll are about 5 feet ,to five feet and eleven inches.they tend to be very very nasty tempered.they are pyschotic.they have long protruding tusk of about 4 inches.they live with in dark caves,or dark places.they ddo not care for the light.they live with in there own troll cities.they have the skin tones of yellow,greys,black,red,and blue.

#### **Troll skills:**

**Infravision:**this allows them to pick up the body heat of any creature.to see with in 200 feet this heat.

**nightvision:**allows them to see in complete darkness,up to 200 feet.

**axe mastery:**this will allow them to add 1 point to the damage, of any axe,per every 4 levels.

## **Racial Abilities:**

**Regenerate:** this will allow them to regenerate 1 hitpoint, per every 3 points used in racial points. it costs 12 racial points, to regenerate any single lost limb. except for the head, they lose that, they are dead.  
**Frenzy:** this will allow them to go into a berserk rage. this will allow them to do 2 points damage, every 6 racial points used.

**Troll Breathe:** this will allow them to stun the victim for 1 round, every 14 points used.

This is the Antarian troll of the Antarian world. I hope that you enjoy using them.

## **Fae**

Welcome to the World of the Fae. They are the faeries, sprites and the like. They are between 1 foot, and 2 feet in height. They have tiny wings, these wings are like butterfly wings, but they are clear in color. They are usually tan, green, blue, or red depending on the individual in which you run into. They are a magic creature. They have magical dust that will allow them to put to sleep any one, for 1 round, per every 4 levels of the Fae. provided that the number of rounds is over the magic defense power of the victim. They have the ability to turn invisible, for 1 round, per every 4 levels of the Fae.

The Fae usually live within the woodlands of Antaria. They are usually friendly, and very helpful, except those who are the red Fae, they are evil, vicious, and extremely cruel. The fae may be a very small race, but they can pack a powerful punch.

## **Iguanamen**

The Iguanamen. Within you will find out what they are, their skills and abilities and they like where they live and all this kind of thing.

Humanoid iguana like being. They are of green or grey in skin. They stand on average of about 6 feet tall. They have long forked tongues. They have a rough texture to their skin. They have thick 4 foot tails. These tails are used as great weapons. ability to bite and cause 6 points damage, per every 4 levels of the Iguanamen, plus 5 points in poisoning every 4 rounds, this will do 2

strength damage to start ,and 1 strength more to the poisoning per every 3 levels of the Iguana man.

**Tail Strike:**this can do 7 points damage ,per every 3 levels of the Iguana man ,up to 75 points damage.  
the ability to regenerate severed limbs.they can regenerate 50 hitpoints a day.they get a plus 4 to strength to start.they get a plus 2 to speed and dexterity.

**trident:**they can skewer any creature for 6 points damage extra with any trident,this is 6 points damage ,per every 4 levels of the Iguana man,up to 120 points damage.

they are all part of the Antaria world.they have great walled cities.for in their appearance they are feared and hated by most of the races.they are of neutral nature.they have sects of assassins,warriors,mages and healer.they have their thieves sects.they are ruled by a council of elder Igaunnamen.they live to be that of 850 to 1200 in age.they have there builders,artist,craftsmen,and the like. you will find these in groups of 3 to 4 as hunting parties.but there is usually 4 groups of these with in a quarter miles of each other.most of the inhabit the desert regions of Antaria.

### **The Etryak**

Etryak are the demons of the Antarian world.They are the minions of Etragan.They are of demonic nature.They are generally of evil in nature.You will although find an neutral Etryak ,like one in every 2 million of them.As it stands,there are more 10 million etryaks,that are known to the mortals of Antaria.

They are usually between 9 feet,and 14 feet tall.They have large pot bellies,they weight about 400 pounds.They have hoofed feet.They have about a 3 foot tail.They have glowing red,or dull grey eyes,depending on the Etryak encountered.They have a large fists the three times the size of a normal humanoid.they have rather larger orcish snouts as well.  
the etryak get a plus 2 points to all of the first seven stats.Since etryaks are non souled creatures,save a few the neutral ones.they get there mental disciplines at the effect rate of half.Etryaks live in unholy temples,cities,dimensions and so on

## **The Kydarr**

Welcome to the kydarr race page. They are about 5'11" to 6'9". They are between 170 pounds to 285 pounds. They have light blue skin. They have ice colored eyes usually. They have colors of hair that vary between blue and dark red. They get a plus two to strength as a beginning character. They get a plus one to constitution and endurance. They get a minus one to intellect and wisdom, but this does not mean that they are less intelligent.

They are more of warriors, assassins and the sort then mages and shaman; they do have these things though. They have the following abilities as such. They have abilities that are native to their race: They have a tail that will inject poison into victim. Starts at 3 strength. This grows by one point. Up to the 16th level. So in strength a 19 poison strength can be achieved.

They can breathe a cold blast naturally. That does 5 points, per every 5 levels of the kydarr. This achieves its highest level at 40th level. If they are caught with out a weapon. They can claw for 15 points damage, and bite for 20 points damage. They can use their tail to constrict for 90 points damage once per combat. They can summon up to 20 of their kind to their aid. One per level up to the twentieth level. They can find and detect any under ground water source with in 300 feet of them. They can restore natural 35 hit points to themselves once per combat. They can make healing points that restore 40 hit points from their own blood. They can do this once per week real time. They often sale these for 700 darpas each. They also keep about 6 to 10 for themselves.

More about their appearance: they are large, and muscular creatures. They have long lower fangs about 6 and half inches long. But they are tremendously beautiful for any race of creature or character. They are of neutral natural. But when it comes to the

jukarri they  
have the utmost hatred for them. They have long flowing hair. Especially the  
women of  
this race they are sought after for mating by most of the races. For the women are  
absolutely faithful to there mate until death. But they women are as fierce of  
warriors as  
the men. They women are usually the mages and shaman of this race. There is  
absolute  
social equality for both sexes and the different clans. They are ruled by nana a  
benevolent  
and kind ruler, as she is one of the most beautiful women on the face of the world  
of  
Antaria.

Many who dwell with in the world. The men they are just waiting for her to choose  
her  
life long mate. For she is very picky about whom she mates. They live to be about  
2400  
years old. They are friendly to all who treat them with respect and kindness. But  
do not  
cross them for they can easily turn into your worst enemy and your worst  
nightmare. They  
are not a race that is to be messed with.

They live in the colder regions of the Antarian world. They have large cities and  
kingdoms with in the vaster cold plains of Antaria. They are great builders. They  
build  
some of the strongest fortress cities in the entire Antarian world. They are the  
finest  
architects that have ever been on the face of the Antarian world. They are a very  
technical  
race. They are also builders of some of the finest war machines on the face of  
Antaria.  
They also are builders of some of the finest aqueducts on the world of Antaria.  
They are group oriented: they are found in groups of 4 to 30,unless you are in a  
city then  
there are 50000 to 200000 of these creatures. They are also tradesmen and  
tradeswomen.  
They trade in lap oil, ice, silks and many other goods that are hard to find  
anywhere else,  
but in their kingdom. Thank you, Sean the creator of the Antarian world.

The Gyrannatti

Welcome to the wonderful world of the Gyrannatti.In the Antarian Language ,The  
World

Gyrannatti, means Animal people. Humans whom have the ability to take on the form of one Type of Animal. Such as the wolf, the panther, etc. It is almost like them and the animal are joined as own, whom can take each others form at will. They Range in height from 3 feet tall ,to 7 feet tall, depending on which animal ,in which they take on. They have two weights, in the human form, they are between 100 to 230 pounds in weight. then there is there animal form, in which could mean from 4 pounds, to 2,000 pounds, depending on which animal form ,in which they choose.

They Gyrannatti are not cursed, they are born the Animal peoples. They have a strong hatred for all werekind, as well as the Werekind hate them. They are mortal enemies, if two gyrannatti from rival clans who hate each other, see a werekind, they will join a truce, to take it on. The Gyrannatti are naturally this way, they are not cursed, they have no disease. This is what they are since birth. They Truly are the Animal People. the Gyrannatti Are as follows: some of there damage, and such might slightly vary animal to animal ,but here are the are the Gyrannatti in a nutshell so to speak, stats wise and such. we will get into the clans ,and such later: They get certain modifiers to stats ,and such, as well as getting certain abilities, rites, and skills ,That are usually found only with in, this race.  
Stat: Modifiers:

Strength: they get a plus 2 to strength to begin with. this is a bonus they get for being their race.

dexterity: they get a plus 3 to dexterity ,for taking on their animal form.

constitution: this has no modifier.

wisdom: they get a plus 1 to wisdom.

endurance: they get a plus 2 to endurance, due to their animal form.

intelligence: they get a plus 1 to intelligence.

speed: they get a plus 3 to speed.

**evade:no modifier.**

**blocking:no modifier**

**attack power:no modifier**

**defense power:no modifier.**

**magic defense power:they get a plus 2 to this .**

**magic attack power:they get a plus 1 to this ,to start.**

**resistence:they get a plus 1 to this to start.**

**Stamina:they get a plus 1 to this to start.**

### **Gyrannatti Skills:**

**Tracking:this will allow the to track someone, for 1 mile, every 3 levels of advancement.**

**Keen eye sight:this will allow them to see all things, with in 100 feet of the, per every 3 levels of advancement.this is up to 1,200 feet.**

**Keen Hearing:this will allow them to hear all things, with in 50 feet to start, then 2 feet, every 3 levels of advancement, this is up to 1,200 feet.**

**Keen Smell:this will allow them to smell all things, with in a 30 feet radius, as a base, then 3 feet, every 3 levels of advancement,up to 1,200 feet.**

**know langauge:this will allow them to know, one foreign language, every 4 levels of advancement.**

**know foreign script:this allows them to know 1 foreign script ,per every 4 levels of advancement.**

**know spell level:this allows them to know 1 spell level, every 3 levels of**

advancement.

know herbs:this allows them to know 1 herb, root ,and plant, every 4 levels of study.

Forage:this will allow them to know one edible plant, root ,herb, and grub, per every 4 levels of advancement.

### **Gyrannatti Abilities:**

**Regeneration:** This aillows them to regenerate 2 ,points, every round, per every 4 levels of advancement.this keeps them alive, when they are in combat, if you are 12th level, you can regenerate 6 points, every rounds, of the combat, this takes 8 gyrannatti race points, per combat.

**Fury:**this will add 2 points damage, every 3 levels of advancement, to bite, or claws, or paws damage, this can be done once, every 10 gyrannatti points used, you must have the race points, to use this.

**Self heal:**this will add 40 points damage, done to the Gyrannatti, this can be done once, every 25 racial points, used, you must have the points, to use this.

**Tracking:**Most of the Gyrannatti have a strong ability to track most things,they can track something for 1 mile ,every 3 levels of the Gyrannatti,up to 120 miles.This gives them a superior tracking ability,above all races.

**Keen Sight:**This is given to some of the Gyrannatti,depending on which animal form in which they have.This allows them to see for 200 feet, per every 3 levels, as if the persons, or object, were 2 feet infront of their face.

**Claws:**This is for those who have claws.These vary from 4 points damage, to 8 points damage, every 3 levels of advancement,depending on the animal in question.  
**bite:**this is for all Gyrannatti,this ranges from 6 points to 10 points,per every 3



levels of advancement, depending on animal type.

**tail:** this is for those who do have large powerful tails. this ranges from 8 points, to 12 points damage, every 3 levels of advancement. Depending on the Animal form, in which they take.

**horn:** This is for those who do have horns. This ranges from 7 points damage, to 11 points damage, per every 3 levels of advancement, depending on the animal form, in which they take.

**Trample:** this is for those who are larger animal forms, this will do a base of 20 points damage, plus 2 points damage, every level of advancement.

**Charge:** This is for larger animal forms, this will do a base of 20 points damage, then this will do 2 points damage, every level of advancement.

**Poison:** This is for those who take animal forms, that will do poison damage, this starts

out with a 2 strength poison, then you gain 1 strength in poison, every 3 levels of advancement, you start out doing 3 points damage, every 4 rounds, in poison damage, then you gain 1 point in damage, every 4 rounds, per strength of poison.

These are the basics for each of the things, in which make the Gyrannatti, the rest,

depends on the tribe, or clan, in which animal form you decide to take on.

This came from my dearest Denise, this was her idea, and I thank her so very much, because truly she is my heart, and I would be lost without her.

## **The Katargia**

Welcome to the Katargia, this is one of the clans of the Gyrannatti. This is the Wolf Clan, they are humans in which they take on wolf form. They are born this way, they are

linked with a wolf spirit at birth. They are the Warriors of the Gyrannatti Clans. They have

A Warriors Spirit. They are between 5' and 6'4". The Females are usually an inch or two

smaller. they average between 100 to 200 pounds. The females between 90 and 180

pounds, depending on height.

The Katargia Has the following Class.

**Level/Experience Points:**

1st:0  
2nd:1,500  
3rd:3,300  
4th:7,500  
5th:18,900  
6th:44,000  
7th:125,000  
8th:300,000  
9th:585,000  
10th:1,400,000  
11th:3,250,000  
12th:5,125,000

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You must get 1,350,000 exp,per level after the 12th level.You get 8 hitpoints,per level until the 12th level.then you get 2 hitpoints,per level after the 12th level.You must have at least an 9 strength,end,annd con to be this type of Katargia.

**Class Skills:**

1.Weapons skill:this gives them a 1 point to damage, of any weapon, per every 4 levels of advancement.

2.Enhance bite:this allows them to bite for one point extra damage, per every 4 racial points used.

3.armor repair:This will give them the ability to restore one point, to any damaged armor, per every 3 levels of advancement.

4.Weapons Repair:This will allow them to restore,one point to any damaged weapon,per every 3 levels of advancement.

**5.Advanced Evade:**this will allow them to add 1 extra point, to evade, per every 3 levels of advancement.

**6.howl:**This will stun the oponent for 1 round, every 4 levels of advancement,causing their opponent, to attack with 2 points ,less damage ,every 4 levels of the katargia.

**7.Advanced Keen Hearing:**These will allow them to hear all things with in 1,000 feet of them, even a faint whisper.

**8.Advanced keen sight:**This will allow them to see, all things with in 1,000 feet of them,as if it was 2 feet in front of their face.

**9.NightVision:**this will allow them to see all things with in 10 feet, every 4 levels of advancement,this is in complete total darkness,to see,as if it were light.

**10.Self Healing:**This will allow them to heal one hitpoint,to themselves,every 4 levels of advancement,this is through natural means,not magical.

**11.Advanced sense of Smell:**this will allow them to smell all things, with in 1,000 feet of them.even something faint.

**12.Danger Sense:**this will allow them to sense any threat or danger, with in 400 feet of them.this is a good thing, to have in advioding traps.

The Katargia, are the Warrior Clan of the Gyrannatti.They are those who fight, and defend the clans, of the Gyrannatti as whole.they will do eeverything in their power,to see that all gyrannatti survive.They hate all werekind,and they hate mens drive for war in general.They will fight to defend the Gyrannatti nations,but they do not have the lust for war, like most humaniods do.they have better things to do with their time.

**Notes:**You will find several other races,within the first volume of

the Antarian Racial handbook.

### **The Mental Disciplines:**

real time.

**3.Depression:**This will invoke a depression, in the victim,causing them to attack with a +2 needing to hit on the hit die.if you needed a 15 before you were effected,then you need a 17 or better on the d30, if you are effected.This will cost 15 mental points.if this is left active, it will cost you 15 mental points, until deactives, per every real minute.

**4.Pyschic Fire:**This will invoke a Mental fire.This will do 20 points damage, to the victim.This cost 25 mental points.This will drain 25 mental points, per every 1 minute real time.If this is left active.

**5.Pyschic Whip:**This will allow you to lower the intelligence by 2 points of the victim.This is permenent, until they gain levels.This will cost you 40 mental points, per every time this is used.if this is left active it will cost you 40 points ,per minute real time, in mental points.

**6.Nervous Breakdown:**This will cause the victim to suffer an nervous break down, for 20 points damage.This cost 25 mental points.Remember again , if this remains active,even if not directed.it will drain 25 mental points, per minute real time.

**7.Stroke:**This will invoke a stroke with in the victim.This will do 50 points damage.This cost 80 mental points.Remember if this is left active, it will drain you of 50 mental points, per minute real time.So please be sure to deactivate your mental abilities, after their use.

**8.Heart Attack:**This will Invoke a Heart Attack in the victim.This will do 50 points damage.This will cost 80 mental points.

**9.Bone Crush:**This will shatter bone with in the body.This will do 80 points damage.This cost 100 mental points, remember as all mental skills, if this is left active,and unfocused still it will cost 100 mental points, per every 1 real time minute.

**10.Mind Warp:**This will drain the victim 2 wisdom points.This cost 65 mental points.Remember again.This will drain 65 mental points as long is it is active, per minute.

### **Mental Defenses:**

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**1.Mental Force Shield:**This is your defense against Mental Force bolt.This protects you from the 10 points damage in which it does.This is the only defense against the Mental Force Bolt.This cost 7 Mental Points.This will if remained

active, will suck 7 mental points, per minute, until deactivated.

**2.Mental Stun Screen:**This will protect you from being stunned for the two rounds.This cost 10 mental points.This will drain 10 mental points ,per minute if it remains active.

**3.Anti Depression:**This protection you from the +2 penalty of the Depression mental attack.This cost 15 mental points.if this is left active, it will drain 15 mental points, per minute real time.

**4.Psychic Water Wall;**This will invoke a screen,that protects you from the 20 points damage, in Psychic Fire.This will cost 25 mental points.This will cost you 25 mental points, if it is still active,per every real time minute.

**5.Iron Will:**This will protect you from the 2 point loss of intelligence.This is the only defense against it.This will cost you 40 mental points, per everytime it is used.This will cost you 40 mental points, per minute, if this is left active.

**6.Nerves of Steel:**This will protect you from the 20 points damage done, by nervous break down.This mental defense ,is the only defense against it.This will cost you 25 mental points.This if it remains active will cost you 25 mental points ,per minute real time.even if it remains unfocused.

**7.Resistent Stroke:**This will allow the character to defend against the 50 points take by stroke.This is the only defense against it.This cost 80 mental points.Again like all mental disciplines if remained active, even if not focused.It will drain you of 80 mental points, per minute.So Please Deactivate it after use use.

**8.Resist Heart Attack;**This is your own defense against Heart attack.This will negate the 50 points done.This will cost 80 mental points, every time this is used.If it remains active.It will cost you 80 mental points, per real time minute.

**9.Strengthen Bone:**This will protect you from the 80 points damage of bone crush.This cost 100 mental points.Remember if left active this will cost you 100 mental points, per minute.

**10.Mind Screen:**This will protect you from the 2 points wisdom loss.from Mind Warp.This will cost 65 mental points, each time this is used.

**Notes:**You get 5 mental disciplines total.This is 5 collectively.Rather it is 3 attack, 2 defense.2 attack,2 defense ,1 misc.

#### **Mental Misc.**

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**1.ESP:**this will allow you to read the thoughts of others for 2 turns,every time you use the 10 mental points needed.Remember if this is left active.It will drain 10 mental points, per real time minute.

**2.Telepathy:**This will allow you to speak with the mind with someone.This will last

2 rounds. Every time the 10 mental points are used, remember this will drain 10 minute points per real time minute if left active.

3. Telekinesis: This will allow you to lift 3 pounds, with the will of the minds, per 1 mental point used. Remember this will take 1 mental point, per minute, if it remains active, and not being used.

4. Levitation: This will allow the user, to levitate for one round, per every 3 mental points used. Remember, this will drain 3 mental points, per minute, if remains active, and not used.

5. Empathy: This will allow the user to feel, or sense the emotions of another living being. For one round, per every 3 mental points used. Remember this again. will cost you 3 mental points, per real time minute in which it remains active.

6. Mind Cloak: this will allow the user to cloak themselves. This is to remain undetected by others. This is for 1 round, every 5 mental points used. Again if this is left active, being used or not. This will cost you 5 mental points, per every real time minute.

7. Regenerate: This will allow the user to regenerate 1 hitpoint, per every 6 mental points used, if this remains active, and you are at full hitpoints. You lose 6 mental points, per every real time minute, until this is deactivated.

Notes: The Mental Disciplines like magic do have a chance of failure. You do have to roll to see if they work. On the d30.

### **The Special Abilities**

the special abilities page

This is the page that describes all of the special abilities that are of the antarian world. you must have the special ability points. you start out 20 points at the first level. you get 10 special abilities points per level of advancement. you must have the points to use the ability. you get one special ability per every 5 levels of advancement. you may only have 2 special abilities per character max. now here is the list for the

1. Claws: This starts out as a 4 points base. Then 1 point per level in damage, per levels of the user. This is up to 50 points damage total. This cost 8 special ability, per use. Claws can stay out, but it drains you of 8 special ability points, per every 1 minute real time, as long as you have this active.

2. Hard Shell: This will allow you to add 1 point to defense power, per level, up to 50. This cost 10 special ability points, per every time this is used. This can always stay active. but this will cost you 10 special ability points, per every 1 minute, real time. As long as this is activated.

3. Shape Shift: This will allow the character to take 1 form in which they see. This will last 3 rounds period, per everytime the special ability points are spent. This takes 12 special ability points. Notes: If you leave this activate as in not saying you

have not deactivated this ability. It will cost you 12 special ability points, per every real time minute, that this special ability is used. No exceptions.

**4. Invisibility:** This will allow the character to turn invisible, for 5 rounds period, every time the special ability points are used. This cost 15 special ability points. If this is left one, and not deactivated. This will cost you 15 special ability points, per every real 1 minute of play.

**5. Keen Hearing:** This will allow the character to hear all things with in 100 feet of them. This can only be used once, per every time the special ability points are used. This cost 20 special ability points. If this is left active. This will cost 20 special ability points, per every real time minute.

**6. Keen Smell:** This will allow the character to smell all things with in 100 feet of them. This can only be used once, per every time special ability points are used. This cost 20 special ability points. If this is left active. This will cost 20 special ability points, per every real time minute.

**7. Keen Eye Sight:** This will allow the character to see all things with in 100 feet of them. This can only be used once, per every time special ability points are used. This cost 20 special ability points. If this is left active. This will cost 20 special ability points, per every real time minute.

**8. Enhanced Resistance:** This will allow the character to add 10 to resistance. This can only be used once, per every time special ability points are used. This cost 35 special ability points per use. This if left active. This will cost 35 special ability points, per every real time minute.

**9. Enhance Magic Defense:** This will allow you to add 10 points, to magic Defense. This works one time, per every 35 special ability points used. Remember if this is left active. This will cost 35 special ability points, per every 1 real time minute.

**10. Enhance Magic Attack Power:** This will allow you to add 10 points damage, to any spell. This works once, per every 40 special ability points used. Remember if this is left active. This will cost 40 special ability points, per every 1 real time minute.

**11. Danger Awareness:** This will allow the Character to sense any unseen damage, with in 200 feet of them. This can only be used once every 35 special ability points used. Remember if this is left active. This will cost 35 special ability points, per every real time minute.

**12. Negate Partial damage:** This will allow the character to negate 4 points damage to them, per every 40 special ability points used. This again if left active. Rather it is used or not, Will cost 40 special ability points, per every real time minute.

**13. Negate Partial Spell Damage:** This will allow the character to negate 4 points damage, done to them in magic damage, per every 40 special ability points used. Remember, this if left active. Rather it is used or not. Will cost you 40 special

ability points, every real time minute.

**14.Acid Defense:**This will protect character from 20 points damage, done to them in acid.This cost 50 special ability points, per time this is used.Remember as all special abilities.Used or not, if this stays active.This will drain you of 50 special ability points, per every real time minute.

**15.Fire Defense:**This will protect the Character from 20 points damage, done in fire damage.This cost 50 special ability points, per every time this is used.Remember like all special abilities.Used or not.If this is left active.This will drain you of 50 special ability points, every real time minute.

**16.Electrical defense:**This will protect the character, from 20 points damage, done in electrical damage.This will cost 50 special ability points, per every time this is used.Remember used or not, if left active.This will cost you 50 special ability points, every real time minute.

**17.Phasing:**This will allow the character to jump out of phase for 3 minutes real time, per every time special ability points are used.This cost 50 special ability points.Remember you can not hit or be attacked while in phase.Unless the creature is in the same phase you are.You can not pick up items, that are not with in the same phase you are.And as in all special abilities.for every 1 minute this remains active.It will cost you 50 special ability points.

**18.Flight:**This will allow the character to fly for 3 minutes real time.This cost 50 special ability points, per every time this is used.Remember this will cost 50 special ability points, per every real time minute, if it stays active.

**19.Produce Darpas:**This will allow the character to produce 1,000 darpas, per every 50 special ability points used.Remember as long as this stays active.it will cost you 50 special ability points, per ever 1 real time minute.

**20.Regenerate:**This will allow you to regenerate 2 hitpoints, per every 30 special ability points used.Remember , if this remains active.it cost you 30 special ability points, every 1 real time minute.If your character is at full hitpoints, and this remains after.This is a major waste of special ability points.So please watch the regenerated points need, verses the special ability points spent.

**21.Magic Absorbtion:**This will allow the character to absorb 4 points in magic damage, without taking any,per every time special ability points are used.This cost 60 special ability points.Remember again if left active.This will drain the character of 60 special abiliy points, per every 1 real time minute.

## **The Skills**

Welcome to the Skills Section of the Antarian roleplay Gaming System.Here with in you will find ,much of the skills ,in which a character can take on,other then their class skills.Each character can have up to fifteen of these.This is 1 every 5 levels of the



**Character.**The skills are as Follows:

**Skills:**

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**Fighting:**

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**1.Boxing:**This will allow the character to do 4 points damage , as a base.Then they will be able to do 1 point damage, every 2 levels of advancement,up to 50 points damage.

**2.Archery:**This will allow the character too add 1 point damage, per every 3 levels of the character.up to 25 points damage, with any bow.This is due to the fact with the skill and training with said weapon.This is for normal ,non magical bows only.

**3.Swordsmanship:**This will allow the character to add 1 point damage,every 3 levels of the character.This is up to 25 points damage, with any sword.This is due to the fact the training ,and skill they have with a sword.This is for normal non magical swords only.

**4.Axe Wielding:**This will allow the character to add 1 point damage, every 3 levels of the character.This is up to 25 points damage, with any axe.This is due to training and skill with the weapon.This is for normal ,non magical Axes only.

**5.Armor Peircing:**This will allow the character to damage any non magical, normal armor, by 1 point, per every 3 level of advancement, up to 10 points damage.This will allow them to damage any magical armors, by 1 point, every 5 levels of advancement, up to 15 points damage.

**6.Hammer wielding:**This will allow the character to add 1 point damage, to any non magical, normal hammer, every 3 levels of advancement, up to 25 points damage.

**7.Take Blow:**This will allow the character to lessen damage taken by 1 point, per every 3 levels of advancement, up to 10 points damage, per character.

**8.Take Fall:**This will allow the character to fall 5 feet, per every 3 levels of the character.without taking any damage.This is limited to a 50 feet fall, without any damage taken.

**9.Wounding blow:**This will allow the character to add 5 points more damage, to any strike ,once per any given combat.This can only be used once per combat.For one shot in the combat.This is done rather you hit or miss.You must call out using this skill,before you roll to see if you hit or miss.

**10.Maiming Blow:**This will allow the character to do 8 points more damage, with any strike ,once per any given combat.This can only be used for one shot,per any given combat.You must call out using this, before you roll, to see if you hit or miss.

**11.Crippling Blow:**This will allow the character to do 10 points more damage, with any given 1 strike.This can be done once per any given combat.This is a one shot deal,per combat.You must call out using this, before you roll to see if you hit or miss.

**12.Death Blow:**This will allow the character to do 12 points more damage, with any given 1 strike ,once per combat only.You must call out using this, before you roll to see if you hit or miss.

#### **Science:**

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**1.Alchemy:**This will allow the user to make 1 potion type, for 1 point strength, per every 2 levels up to 12 potion types.So if you make a healing potion, for every 1 point strength, it would heal 5 hitpoints.If you make a points, for every 1 point strength it would do 5 hitpoints damage, if the victim is effected.

**2.Metallurgy:**This will allow the character to know one metal type, per every 3 levels, up to 20 metal types, per character.

**3.Engineering:**This will allow the character to know how to build one building type, ship, and seige weapon, per every 4 levels of advancement, up to 15 .

#### **Survivalist:**

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**1.Foraging:**This will allow the character to know one edible berry, root, and grub,per every 2 levels of advancement, up to 20 in each.

**2.find fresh water:**this will allow the character to find fresh water, with in a 300 feet radius to start, then 25 feet, per level of advancement, up to 1 mile .

**3.Tracking:**This will allow the character to track a beast or person, with in a 500 feet radius as a base, then 25 feet, per level of advancement, up to 2 miles.

**4.Lessen Forst bite:**This will allow the character to negate 1 point, in frost bite damage, per every 2 levels of advancement.This is up to 20 points.

**5.Build Shelter:**This will allow the character to build a shelter, that will house 6 persons, this structure will last 1 day, per every 3 levels of the character.up to 12 days.

**6.know poisonous plant/herb/root:**This will allow the character to know one of each of these poisonous things, per every 2 levels of advancement,and know what to avoid.

**7.Split:**This is a non magical means of setting a broken bone.This will restore 2 hitpoints to the character in damage they have taken.This is not a cure all, but it helps keep the character living.

## **Historical:**

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- 1.Know Ancient History:**This allows them character to know one section of ancient history ,per every 3 levels of advancement.This is up to 20.
- 2.Know Ancient Lore:**This will allow the character to know of one ancient myth, per every 3 levels of advancement.This is up to 20.
- 3.Know Mythology:**This will allow the character to know one god or goddess, per every 3 levels of advancement.This is up to 20.
- 4.Know Legendary heroes:**This will allow the character to know 1 legendary hero,per every 3 levels of advancement.This is up to 20.
- 5.Archeology:**This allows them character to know of one relic, or artifact, or old item ,1 per every 3 levels of advancement, up to 20 items.
- 6.Know old history:**This allow them to know one old history, not ancient, per every 3 levels of advancement.This is up to 20.
- 7.Know Modern history:**This allows the character, to know of one history event, that happened with in the last 500 years.This is one, per every 3 levels of advancement.Up to 20.
- 8.Know Recent History:**This allows the character to know one recent historical even, that has happened with in the last 250 years.This is one ,per every 3 levels of advancement,This is up to 20.
- 9.Know Clan History:**This will allow the character to know the history of any 1 clan, per every 3 levels of advancement.This is up to 20 clans.
- 10.Know Region history:**This will allow the character to know when 1 land, or region came into being, per every 3 levels of advancement.This is up to 20 lands.

## **Technical:**

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- 1.BlackSmithing:**This allows the character to know ,and work with 1 metal type,per every 3 levels of advancement.This is up to 20 types of metal.This allows them to work with the metal.
- 2.Sword Smithing:**This will allow the user to make 1 type of sword, per every 3 levels of advancement.This is up to 20 types of sword.This is making 1 sword, per every 5 days real time.You can make 6 swords, normal swords in a month.
- 3.Bow Making:**This works very much like the sword smithing skill,but this is for bows.This works the same 1 bow type, per every 3 levels of advancement.This is

**you can make 6 bows in a month. This is up to 20 types of bows, normal bows.**

**4. Axe Making: This will allow the character, to make 1 type of axe, per every 3 levels of advancement. this is up to 20 types of axes. This allows you to make 6 normal types of axes, in any given real time month.**

**5. Hammer Making: This works like axe making, but this is for hammer types.**

## **The Antarian Weapons Section:**

### **Swords:**

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**1. Iron Shortsword: this is a sword with about an 18 inch blade. This is crafted from cast iron. This will do 3 points damage, per strike. This will break if a 4 or lower is rolled on the d30. This cost 20 darpas.**

**2. Steel Shortsword: This is forged with a common grade steel alloy. This will do 6 points damage per strike. This will Break if a 3 or lower is rolled, on the d30. This cost 65 darpas.**

**3. Xandrite Shortsword: This is forged with the second strongest of metals found on the antarian world. This will break if a 2 or lower is rolled on a d30. This will do 7 points damage, per strike. This cost 75 darpas.**

**4. Antarite Shortsword: This is forged with the strongest metal alloy found on the antarian world. This is the best of the best in shortswords. This will do 8 points damage, per strike. This will break only if a 1 on a d30 is rolled. This cost 90 darpas.**

**5. Iron Longsword: This sword has about a 26 inch blade. This is forged with cast iron. This will break on 4 or less. on the d30 . This will do 6 points damage, per strike. This cost 80 darpas.**

**6. Steel Longsword: This is forged with a common grade of steel. This will break on a 3 or less, on a d30. This will do 9 points damage per strike. This cost 95 darpas.**

**7. Xandrite Longsword; This is forged with the second strongest metal found on the antarian world. This will break on a 2 or less, on the d30. This does 11 points damage, per strike. This cost 115 darpas.**

**8. Antarite Longsword: This is the best of the best in longswords. This is forged with the highest quality of any of the longswords. This will only break on a 1 on a d30. This does 13 points damage, per strike. This cost 135 darpas.**

**9. iron broadsword: This is your first of your two handed weapons. This is forged with cast iron. This will break on a 4 or less, on a d30. This will do 8 points damage, per strike. This cost 100 darpas.**

**10.Steel broadsword:**This is forged with a common grade of tempered steel.This will break on a 3 or less on the d30.This will do 11 points damage, per strike.This cost 130 darpas.

**11.Xandrite Broadsword:**This sword is forged with the second strongest of metals.This has a 33 inch blade.This is made to be wielded with two hands.This will break with a 2 or lower on the d30.This will do 14 points damage per strike.This will cost 160 Darpas.

**12.Antarite Broadsword:**This is the elite in the broad sword.This will only break, if a 1 is rolled on the d30.This will do 17 points damage ,per strike.this cost 200 darpas.

**13.Iron Two-Handed Sword:**This is the first of the Two-Handed swords,as the two handed swords go.This is made from cast iron.This will break on a 4 or less on the d30.This will do 10 points damage.This cost 95 darpas.

**14.Steel Two-Handed Sword:**This is a Two-Handed sword Made from common tempered steel.This will break on a 3 or less on a d30.This will do 12 points damage.This cost 125 darpas.

**15.Xandrite Two-Handed Sword:**This is forged with the second strongest material found upon the antarian world.This Finely crafted Two-Handed sword will break on a 2 or less on a d30.This Will do 15 points damage.This cost 190 darpas.

**16.Antarite Two-Handed Sword:**This is Forged with the stronged material found upon any world.This strong alloy is called antarite.This will only break on a 1 on a d30.This will do 18 points damage.This cost 225 darpas.

**17.Iron Kuathall:**This sword is a light one handed Elven Crafted sword.This has a slightly curved blade.This has a finely sharpened edge to it.This is lighter and more leathal then your common longsword,for it is the Elven Blade of choice,and only forged by the elves of antaria.This will break on a 4 or less on a d30.This will do 9 points damage per strike.This will cost 100 darpas.

**18.Steel Kuathall:**This sword is forged with treated and tempered steel.This is forged by the great elven smiths of antaria.This will break on a 3 or less on a d30.This will do 11 points damage.This cost 135 darpas.

**19.Xandrite Kuathall:**This is forged with the second strongest of all metal on the antarian world.These are made by the master Swordsmiths in the elven communities.These will break on a 2 or less on a d30.These will do 14 points damage.These cost 200 darpas.

**20.Antarite Kuathall:**These are the elite of the elite in the Elven Kuathall's.These are forged with a fine quality of Antarite.These are the best of the best in Elven one handed sword.These will only break on a 1 on the d30.These will do 17 points damage per strike.These cost 250 darpas.

**21.Iron Katana:**This is one of the Human creations.This was forged by the human

smiths of the east. This is a long 26 inch blade, with a square hilt. This is a light weight one handed weapons. This weapon has a very razor sharp edge to it. This is made for a quick and lethal strike to its opponent. This will break on a 4 or less on the d30. This will do 9 points damage per strike. This cost 100 darpas .

22. Steel Katana: This is forged with a common grade of highly tempered steel allow. This has a smoother edge then the iron katana. This is a stronger katana then the iron one. This will break on a 3 or less on a d30. This will do 11 points damage. This cost 120 darpas.

23. Xandrite Katana: This is forged by the second strongest of all the metal found on any world. This has a sharper or lethal blade then its predecessors. This will break on a 2 or less on a d30. This will do 13 points damage. This cost 175 darpas .

24. Antarite Katana: This is the best of the best in the field of Katana's. This is forged by the Human sword masters of the east. The secret to making such katana's is only known to a few. This makes them sort of rare, and more costly then the others. This will break on a 1 on a d30. This will do 16 points damage, per strike. This cost 250 darpas.

25. Iron Scimitar: This has a finely crafted curved blade to it. This has a rounded hand gaurd. This is the lowest quality of scimitars, but a nice blade no doubt. This will break on a 4 or less on a d30. This will do 7 points damage, per strike. this cost 60 darpas.

26. Steel Scimitar: This is a highly temper steel blade. this is a more eloquent steel scimitar. This is stronger and more lethal then the iron one. this does 9 points damage. This will break on a 3 or less on a d30. This cost 80 darpas.

27. Xandrite Scimitar: This is forged with the second strongest of all metals found any where. This will break on a 2 or less on a d30. this will do 11 points damage. This cost 110 darpas.

28. Antarite Scimitar: This is the best of the best in all of the scimitars. This will only break on a 1 on a d30. This will do 14 points damage. This cost 180 darpas.

29. Iron Rapier: This is your standard light fencing sword. This has a thin swift blade. This will break on a 4 or less on a d30. This will do 5 points damage per strike. This cost 50 darpas.

30. Steel Rapier: This is made from a highly tempered still, this sword is made for quick fast strikes. This will break on 3 or less on a d30. This will do 7 points damage. This cost 80 darpas.

31. Xandrite Rapier: This is forged with the second strongest of all metals found on any world. This will break on a 2 or less on a d30. This will do 9 points damage per strike. This cost 110 darpas.

32. Antarite Rapier: This is the best of the best of all the Rapiers forged. This will only break on a 1 on a d30. This will do 12 points damage per strike. This cost 150

**darpas.**

**33.Gut Ripper:**This is a long 32 in blade.This has an extremely jagged blade.This sword is made for gutting.This is forged with steel .This is a sword that is only forged with steel.This was made by the orcish clans of the northern mountains of Daa 'arrgrall .This will break on a 3 or less.This will do 14 points damage.This will cost 200 darpas.

**34.Byrakkathall:**This sword is similar to the the Kuathall.This is just slightly heavier sword.This is forged with Antarite.This will only break on a 1 on a d30.This will do 16 points damage.This is just a slightly smaller version of the Kuathall.These are used for stabbing more then slashing the victim.This cost 180 darpas.

#### **Maces:**

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**1.Light Footman's Mace:**This is a standard footman's mace made of steel.This will give will break on a 3 or less on a d30.This will do 8 points damage, per strike.This will cost 85 darpas.

**2.Medium Footman's Mace:**This is forged with xandrite the second strongest alloy found on antaria.This will brak on a 2 or less on a d30.This will do 11 points damage per strike.This cost 110 darpas.

**3.Heavy Footmans's Mace:**This mace is forged with Antarite the strongest of all metals found anywhere.This will only break on a 1 on a d30.This will do 14 points damage.This cost 135 darpas.

**4.Light Horsemen's Mace:**This is a more advanced mace.This has a longer handle.With a larger head.This is forged with steel.This will break on a 3 or less on a d30.This does 10 points damage, in blunt force damage.This cost 100 darpas.

**5.Medium Horsemen's Mace:**This is forged with the second strongest metal, known as xandrite.This will break on a 2 or less on a d30.This will do 13 points damage, in blunt force damage.This cost 135 darpas.

**6.Heavy Horsemen's Mace:**This is forged with the strongest of all metals.This will only break on a 1 on a d30.This will do 16 points damage, per strike in blunt force damage.This cost 185 darpas.

#### **Daggers:**

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**1.Iron Dagger:**This is forged with cast iron .This will break on a 4 or less on a d30.This will do 3 points damage, per strike.This cost 20 darpas ,per dagger.

**2.Steel Dagger:**This is forged with a common quality of steel.This is tempered steel.This will break on a 3 or less on a d30.This will do 4 points damage per strike.This cost 30 darpas, per dagger.

**3.Xandrite Dagger:**This is forged with the second strongest of all metals.This will break on a 2 or less on a d30.This will do 5 points damage, per strike.This cost 40 darpas.

**4.Antarite Dagger:**This is forged with the strongest of all metals found with in the antarian universe.this will break only if a one is rolled on a d30.This will do 7 points damage ,per strike.This cost 60 darpas, per dagger.

#### **Staves:**

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**1.Oak Stave:**This is a finely crafted oak hard wood stave.this will break on a 5 or lower on a d30.this will do 5 points damage.this cost 50 darpas.

**2.Iron Stave:**this is a forged stave of cast iron.This will break on a 4 or lower on a d30.This does 6 points damage per strike.this cost 65 darpas.

**3.Steel Stave:**This is made with a common tempered steel alloy.This will break on a 3 or less on a d30.This will do 9 points damage.This cost 100 darpas.

**4.Xandrite Stave:**This is forged with the second strongest of all the alloys in the antarian universe.This will break on a 2 or less on a d30.This will do 12 points damage ,per strike.This cost 145 darpas.

**5.Antarite Stave:**This is forged with the strongest of all alloys found with in the antarian universe.This will break only on a 1 , on a d30.This will do 15 points damage, per strike.This cost 190 darpas.

#### **Axes:**

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**1.Iron Hand Axe:**This is your iron cast hand axe.This is a shorter handled axe.with a 5 inch wide blade.This will break on a 4 or less, on a d30.This does 5 points damage ,per strike.this cost 50 darpas.

**2.Steel Hand Axe:**This hand axe is forged with tempered steel.This will break on a 3 or less on a d30.this will do 7 points damage, per strike.this cost 70 darpas.

**3.Xandrite Hand Axe:**This is forged with the second strongest of all metals.This will break on a 2 or less, on a d30.This will do 8 points damage, per strike.This cost 85 darpas.



**4.Antarite Hand Axe:**This is forged with the strongest of all metals.This will break only if a 1 is rolled on a d30.This will do 10 points damage, per strike.This cost 100 darpas.

**5.Iron Throwing Axe:**This is a balanced axe, made for throwing.This has a 10 feet range with accuracy.this will break on a 4 or less on a d30.this does 5 points damage, per strike.This cost 70 darpas.

**6.Steel Throwing Axe:**This is a more balanced lighter throwing axe.this will break on a 3 or less on a d30.this will do 7 points damage.this has the range of 12 feet with accuracy.this cost 95 darpas.

**7.Xandrite Throwing Axe:**this is even a more balanced throwing axe.This has the range of 14 feet,this will break only on a 2 or less.this does 8 points damage per strike.this cost 115 darpas.

**8.Antarite Throwing axe:**This is forged with the strongest of all metals.This is the most balanced throwing axe.This has the range of 16 feet.This will only break on a 1 on a d30.This does 10 points damage.This cost 150 darpas.

**9.Iron Double Bladed War Axe:**This is a cast iron forged, two headed battle axe.This is the Dwarves perferred choice of weapons.This has two about 8 inch wide blades.With a 2 and a half feet, to 3 feet handle.This will break on a 4 or less, on a d30.This will do 8 points damage per strike.This cost 80 darpas.

**10.Steel Double Bladed War Axe:**This is forged with tempered common steel.This will break on a 3 or less on a d30.This will do 10 points damage ,per strike.This cost 110 darpas.

**11.Xandrite Double Bladed War Axe:**This is forged with the second strongest of all metals within the antarian universe.This will break on a 2 or less, on the d30.This does 13 points damage.This cost 165 darpas.

**12.Antarite Double Bladed War Axe:**This is the best of the best in all War Axes.This is forged with the strongest of all metals found with in the antarian universe.This does 16 points damage.This will break only on a 1 ,on the d30.This cost 200 darpas.

#### **Spears:**

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**1.Iron Tipped Spear:**This has a long wooden oak shaft.This has a cast iron forged head.This will break on a 4 or less on a d30.This will do 7 points damage, per strike.This cost 80 darpas.

**2.Steel Tipped Spear:**This has a common tempered steel spear head.This will break on a 3 or less on a d30.This will do 9 points damage.This cost 100 darpas.

**3.Xandrite Tipped Spear:**This has an xandrite spear head.This will break on a 2 or less on a d30.this will do 11 points damage.This cost 125 darpas.

**4.Antarite Tipped Spear:**This has the strongest metal in the antarian universe as a spear head.This will only break if a 1 is rolled, on a d30.This will do 14 points damage, per strike.All spears have the range of 14 feet when thrown.This cost 170 darpas.

#### **Tridents:**

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**1.Iron Trident:**This are made from cast iron .This are bout 4 feet shafts,with 3 pronged barded like a pitchfork.These will break on a 4 or less, on a d30.This will do 8 points damage per strike.This cost 90 darpas.

**2.Steel Trident:**These are common steel tempered tridents.They are stronger then your iron ones.They will break on a 3 or less on a d30.they will do 10 points damage, per strike.They cost 110 darpas.

**3.Xandrite Trident:**These are forged with the second strongest of metals found with in the antarian universe.They will break on a 2 or less on a d30.They will do 13 points damage.They cost 150 darpas.

**4.Antarite Trident:**This are forged with the highest ,and strongest of all metals.They will break only on a 1 on the d30.They will do 16 points damage. they cost 190 darpas.

#### **Javilins:**

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**1.Iron Javilin:**this are projectile type iron missile weapons.they are a long 3 feet shaft with a pointed end.This are forged with cast iron .they will break on a 4 or less on a d30.They will do 7 points damage,per strike.they cost 70 darpas.they have the accuracy as all javilins do of 20 feet.

**2.Steel Javilin:**These are forged with a steel alloy.they will break on a 3 or less on a d30.They will do 8 points damage, per strike.They cost 80 darpas.

**3.Xandrite Javilin:**These are forged with the second strongest of all metals.They will break on a 2 or less, on the d30.They will do 9 points damage. they cost 90 darpas.

**4.Antarite Javilin:**These are forged with the strongest of all metals.They will break only if a one is rolled on a d30.They will do 11 points damage.They cost 110 darpas.

## **Hammers:**

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**1.Iron War Hammer:**These are forged with cast iron.These have a 2 feet wound shaft.With a large square iron head.They have a circled leather strap at the end of the shaft.These will break on a 4 or less on a d30.they will do 8 points damage, per strike.they cost 90 darpas.

**2.Steel War Hammer:**This has a steel forged head .This will break on a 3 or less on a d30.These will do 10 points damage per strike.They cost 110 darpas.

**3.Xandrite War Hammer:**These have a Xandrite forged head.These will break on a 2 or less on a d30.These will do 13 points damage per strike.These cost 160 darpas.

**4.Antarite War Hammer:**These have an Antarite forged head.These will break only on a 1 on a d30.These will do 16 points per strike.These Cost 200 darpas.

## **Bolos:**

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**1.Steel Cord Bolo:**This is the only bolo made for the antarian world.This has a 15 feet accuracy.This has 2 steel orbs at each end of a steel cord.This will do 8 points damage, per strike when thrown.This also has a chance to bind the victim for 1 turn.This will break if a 3 or less on a d30 is rolled.This cost 75 darpas, per bolo.

## **Bows:**

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**1.Short Bow:**This is a short bow Made of a Light strong wood.This has the range of 40 feet.This will add 1 to the damage of any arrow ,by the force damage.This will break on a 3 or less on a d30.This cost 75 darpas.

**2.Medium Bow:**This is a Medium ranged bow.This has the range of 55 feet.This is made from a light strong wood.this will break on a 3 or less on a d30.This will add 1 to the damage of any arrow.This cost 100 darpas.

**3.Long Bow:**This bow is your longer ranged bows.This has a range of 65 feet.This is made from a light strong flexible wood.This will break on a 3 or less.This adds 1 to the damage of any arrow.This cost 125 darpas.

**4.Elven Short Bow:**This bow is made from the Elven Bow Smiths.This is made from Juralla tree wood.This has the range of 50 feet.These will break on a 2 or less on a d30.These will add 2 to the damage of any arrow.These cost 100 darpas.

**5.Elven Medium Bow:**These are made from the juralla tree wood.These have the range of 70 feet.They add 2 points to the damage of any arrow.They will break on a 2 or less on a d30.They cost 150 darpas.

**6.Elven Long Bow:**These are made from the juralla Tree wood.These have the range of 90 feet.They will break on a 2 or less on the d30.They add 2 points to the damage of any arrow.They cost 200 darpas, per bow.

#### **CrossBows:**

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**1.Hand Crossbow:**These are small one handed mini crossbows.They give a 1 to the damage of any hand bolt.these will break on a 3 or less on the d30.they have the range of 45 feet,they cost 70 darpas.

**2.Light Crossbow:**This is a light crossbow.This will break on a 3 or less.This gives 2 to damage of any bolt.This has the range of 60 feet.This cost 100 darpas.

**3.Medium CrossBow:**This is your medium crossbow.This will break on a 3 or less.This gives 2 points damage to any bolt.This has the range of 75 feet.This cost 135 darpas.

**4.Heavy Crossbow:**This is your heavy Crossbow.This will give a 3 to damage of any bolt.This is your large crossbows.This has the range of 90 feet.This will break on a 2 or less on a d30.These cost 175 darpas.

#### **Quiver of Arrows:**

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**1.Wooden Tipped Arrows:**This will break on a 5 or less on a d30.These will do 4 points damage.these cost 60 darpas per quiver.

**2.Iron Tipped Arrows:**These will break on a 4 or less on a d30.These will do 6 points damage.These cost 75 darpas per quiver.

**3.Steel Tipped Arrows:**These will break on a 3 or less on a d30.This will do 7 points damage, per arrow.These cost 90 darpas, per quiver.

**4.Xandrite Tipped Arrows:**These will break on a 2 or less on a d30.These will do 8 points damage, per arrow.These cost 110 darpas, per quiver.

**5.Antarite Tipped Arrows:**These will break only if a 1 is rolled on a d30.These will do 10 points damage, per arrow.These cost 135 darpas, per quiver.

**6.Silver Tipped Arrows:**These will break on a 2 or less on a d30.This will do 8 points damage, but these are good for werekind,because they can not regenerate this damage.These cost 185 darpas ,per quiver.

#### **Score of Bolts:**

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**1.Wooden Tipped Bolts:**These have a wooden head of hard cherry.These will

break on a 5 or less on a d30. These will do 5 points damage. These cost 80 darpas per score.

2. Iron Tipped Bolts: These will break on 4 or less on the d30. These will do 6 points damage, per bolt. These cost 100 darpas, per score.

3. Steel Tipped Bolts: These will break on a 3 or less on a d30. These will do 8 points damage, these cost 120 darpas per score.

4. Xandrite Tipped Bolts: These will break on a 2 or less on the d30. These will do 10 points damage, per bolt. These cost 150 darpas per score.

5. Antarite Tipped Bolts; These will break only on a 1 on the d30. These will do 12 points damage, per bolt. These cost 220 darpas.

6. Silver Tipped Bolts: These will break on a 3 or less on the d30. These will do 8 points damage, these are good against werewolf, for werewolf can not regenerate silver damage. It must be healed. This cost 250 darpas. Silver is very expensive.

7. Hand Crossbow Bolts: These will do 4 points damage. These will break on with a 3 or less on the d30. These cost 85 darpas per score.

## **The Armor Section**

### **The Antarian Armors:**

armor and shields:

Armor Section:

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Robes:

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1. Silk Robe: This is a fine silk type robe. This gives a 1 to defense power. This cost 35 darpas.

2. Cotton Robe: This is made from cotton fibers. This gives 3 to defense power. This cost 50 darpas.

3. Leather Robe: This is made from a hard leather. This gives 5 to defense power. This cost 75 darpas.

4. High Grade Leather Robe: This is made from a fine high grade leather. This will give 6 to defense power. This cost 95 darpas.

5. Antarite Engrained Leather Robe: This is infused with antarite. This is a very high quality robe. This gives 8 to defense power. This cost 170 darpas.

#### **Leather:**

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**1.Standard Leather:**This will give 4 to defense power.This is made from standard leather.This cost 90 darpas.

**2.High Grade Leather:**This is made from a high quality leather.This gives 5 to defense power.This cost 100 darpas.

**3.Imperial Grade Leather:**This is made from the strongest of all leathers with in the antarian universe.This gives 6 to defense power.This cost 140 darpas.

**4.Standard Studded Leather:**This is your standard studded leather.This has steel studs with in it.this gives 7 to defense power.This cost 165 darpas.This also has a bit more restrictive movement.Then the other leathers.

**5.High Grade Studded Leather:**This is made with a higher quality leather,with the same steel studs.This gives 8 to defense power.This cost 180 darpas.

**6.Xandrite Studded Leather:**This is made from a high quality leather.This has xandrite studs instead of steel studs, with in the armor.This gives 9 points to defense power.This cost 235 darpas.

**7.Antarite Studded Leather:**This is made from the same high quality leather.This has antarite studs with in it.This gives 10 to defense power.This cost 300 darpas.

#### **Banded:**

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**1.Standard Banded:**This gives 5 to defense power.This cost 60 darpas.

**2.High Grade Banded:**This gives 6 to defense power.Cost 85 darpas.

**3.Imperial Banded:**This gives 7 to defense power.Cost 100 darpas.

**4.Steel Engrained Banded:**This gives 8 to defense power.Cost 125 darpas.

**5.Mythranite Engrained Banded:**This gives 9 to defense power.cost 180 darpas.

**6.Xandrite Engrained Banded:**This gives 10 to defense power.260 darpas.

**7.Antarite Engrained Banded:**this gives 11 to defense power.this cost 325 darpas.

#### **Padded:**

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**1.Standard Padded:**this gives 4 to defense power.this cost 50 darpas.

2. **Common Padded:** this gives 5 to defense power. this cost 75 darpas.
3. **High Grade Padded:** this gives 6 to defense power. this cost 100 darpas.
4. **Steel engrained Padded:** This gives 7 to defense power. this cost 125 darpas.
5. **Mythranite Engrained Padded:** This gives 8 to defense power. This cost 175 darpas.
6. **Xandrite Engrained Padded:** This gives 9 to defense power. This cost 250 darpas.
7. **Antarite Engrained Padded:** This gives 10 to defense power. This cost 315 darpas.

**ChainMail:** This is linked together metallic rings. They are sewn into a metallic engrained shirt of mail.

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1. **iron Chainmail:** This gives 6 to defense power. this cost 100 darpas.
2. **Steel ChainMail:** this gives 7 to defense power. this cost 150 darpas.
3. **Mythranite ChainMail:** this gives 8 to defense power. this cost 200 darpas.
4. **Xandrite ChainMail:** This gives 9 to defense power.
5. **Antarite Chain Mail:** This gives 10 to defense power. this cost 250 darpas.
6. **Standard Elven ChainMail:** This gives 11 to defense power. this is highly crafted chainmail by the elves. This cost 300 darpas.
7. **Xandrite Elven ChainMail:** This gives 12 to defense power. This cost 380 darpas.
8. **Antarite Elven ChainMail:** This gives 13 to defense power. This cost 500 darpas.

**PlateMail:** This is a mixture of plates and chainmail a combination of the two types armor.

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1. **Standard PlateMail:** This gives 7 to defense power. This cost 175 darpas.
2. **Common PlateMail:** This gives 8 to defense power. This cost 275 darpas.
3. **High Grade PlateMail:** This gives 9 to defense power. This cost 375 darpas.
4. **Imperial Grade PlateMail:** This gives 10 to defense power. This cost 475 darpas.
5. **Mythranite PlateMail:** This gives 11 to defense power. This cost 575 darpas.
6. **Xandrite PlateMail:** This gives 13 to defense power. This cost 775 darpas.

**7.Antarite PlateMail:**This gives 14 to defense power.This cost 1,100 darpas.

#### **FullPlate:**

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**1.Standard Fullplate:**This gives 8 to defense power.This cost 700 darpas.

**2.Knight's Fullplate:**This gives 9 to defense power.This cost 900 darpas.

**3.High Grade Fullplate:**This gives 10 to defense power.This cost 1,100 darpas.

**4.Imperial Fullplate:**This gives 11 to defense power.This cost 1,300 darpas.

**5.Mythranite Fullplate:**This gives 13 to defense power.This cost 1,600 darpas.

**6.Xandrite Fullplate:**This gives 14 to defense power.This cost 1,900 darpas.

**7.Antarite Fullplate:**This gives 15 to defense power.This cost 2,500 darpas.

**Notes:**All armors can be pierced on a 29 or 30 on the d30.If the armor is pierced, it loses half its defense power.if it is peirced again.it loses all its defense power.

#### **Helms:**

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**1.Standard Helm:**This helm adds 1 to defense power.cost 80 darpas.

**2.Horsmen's Open Faced Helm:**This gives 2 to defense power.cost 100 darpas.

**3.Knights Helm:**this gives 3 to defense power.cost 150 darpas.

**4.High Grade Knights Helm:**this gives 4 to defense power.cost 200 darpas.

**5.Imperial Grade Knights Helm:**this gives 5 to defense power. this cost 250 darpas.

**Notes:**Helms are only good if the shot is too the head.Which means, the helm only adds defense to the head, not the over all defense of the body.

#### **Shields:**

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**1.Small Steel Shield:**this adds 1 to defense power.this can be pierced on a 25 or higher, on the attack d30.Thus damaging the sheild, and no longer adds to defense.this cost 90 darpas.

**2.Small Mythranite Shield:**This can be pierced on a 26 or higher on the attack d30.This gives 2 to defense power.This if pierced is no longer good for



defense.This cost 135 darpas.

3.Small Xandrite Shield:This is like all shield,but can be pierced at 27 or higher on the attack d30.this gives 3 to defense power.this cost 150 darpas.

4.Small Antarite Shield:this gives 4 to defense power.this can be pierced on a 28 or higher on the d30 attack die.this cost 200 darpas.

5.Medium Steel Shield:this can be pierced on a 25 or higher.this adds 2 to defense power.cost 125 darpas.

6.Medium Mythranite Shield:This can be pierced on a 26 or higher on the attack die.This adds 3 to defense power.this cost 175 darpas.

7.Medium Xandrite Shield:This can be pierced on a 27 or higher, on the attack die.This gives 4 to defense power.This cost 250 darpas.

8.Medium Antarite Shield:This can be pierced on a 28 or higher on the attack die 30.This gives 5 to defense power.This cost 300 darpas.

9.Large Steel Shield:This can be pierced at a 25 or higher on the attack d30.this gives 3 to defense power.This cost 150 darpas.

10.Large Mythranite Shield:this gives 4 to defense power.this can be pierced on a 26 or higher , on the d30.this cost 200 darpas.

11.Large Xandrite Shield:this gives 5 to defense power.this can be pierced on a 27 or higher on the d30.this cost 275 darpas.

12.Large Antarite Shield:This can be pierced on a 28 or higher on the attack d30.This gives 6 to defense power.This coist 335 darpas.

#### items

1.rope:50 feet:10 darpas.

2.rope 100 feet:20 darpas.

3.backpack:holds 12 items:30 darpas.

4.large backpack:holds 18 items:40 darpas.

5.small pouch:this holds 200 darpas:10 darpas.

6.medium pouch:this holds 300 darpas:20 darpas.

**7.large pouch:this holds 500 darpas:30 darpas.**

**8.wooden hammer:12 darpas.**

**9.steel hammer:20 darpas.**

**10.wooden stake:10 darpas.**

**11.steel stake:15 darpas.**

**12.silver stake:25 darpas.**

**13.antarite stake:35 darpas.**

**14.lock picks:25 darpas.**

**15.antarite lock picks:40 darpas.**

**16.remove trap kit:45 darpas.**

**17.scabbard and baldric:80 darpas.**

**18.cloak:30 darpas.**

**19.elven cloak:40 darpas.**

**20.hooded cloak:40 darpas.**

**21.elven hooded cloak:50 darpas.**

**22.beef jerky:30 pounds:20 darpas.**

**23.iron rations:12 pieces:10 darpas.**

**24.holywater:vial 3 uses:90 darpas.**

**25.healers kit:100 darpas.**

**26.grappling hook:70 darpas.**

**27.light riding horse:130 darpas.**

**28.medium riding horse:150 darpas.**

**29.war horse:170 darpas.**

**30.medium warhorse:190 darpas.**

**31.heavy warhorse:210 darpas.**

- 32.pack mule:100 darpas.
- 33.cart:holds 400 pounds:120 darpas.
- 34.cart:holds 600 pounds:140 darpas.
- 35.sewing kit:12 darpas.
- 36.cheese:1 pound:15 darpas.
- 37.cheese:3 pounds:20 darpas.
- 38.flask:12 darpas.
- 39.ale:1 pint:7 darpas.
- 40.elven ale:1 pint:9 darpas.
- 41.mead:1 pint:5 darpas.
- 42.brandy:1 pint:11 darpas.
- 43.elven brandy:1 pint:15 darpas.
- 44.pure blood:1 pint:25 darpas.
- 45.blood wine:1 pint:14 darpas.
- 46.blood brandy:1 pint:18 darpas.
- 47.soft boots:30 darpas.
- 48.hard boots:40 darpas.
- 49.leather soft boots:60 darpas.
- 50.leather hard boots:70 darpas.

#### Currency List:

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1.Carpas:These are Bronze coins.They have the face of blackland on them.They are the lowest form of currency.It takes 5 carpas, to make a Sarpa.

2.Sarpas:These are Silver Coins with the face of Blackland on them.These are the second lowest form of currency.It takes 5 Sarpas, to make a Darpa.

3.Darpas;These are you Gold Coins.They have the Face of Blackland on them.It

takes 5 Darpas to make a Parda.

4.Pardas:These are your Platinum Pieces.They have the face of Blackland On them.these are you highest form of standard currency with in the antarian Economic System.This coin will get you 5 darpas, 10 sarpas, or 15 carpas.

5.Double Sarpa:This is a coin worth two sarpas.

6.Double Darpa:This is a coin worth two Darpas.

7.Double Parda:This is a coin worth two Pardas.

8.Triple Sapa:This coin is worth Three Sarpas.

9.Triple Darpa:This coin is worth Three Darpas.

10.Triple Parda:This coin is worth Three Pardas.

The is list above is the Antarian Economic System as it stands as of now.There are gems and other valuables.That will be given out by the Game Masters.

The Following 4 Books of the System Will be completely Free.The ones needed to play the System:

1.Players Hand Book

2.Game Masters Guide

3.Magic Weapons ,Armor ,and Items Guide

4.The Monsters Guide volume I:

These are the 4 books you must have to play the system.They are given free.There will be an additional 356 books ,that are expansions of the system.They are optional.They will be set at 2 bucks each.Email Me Draline@Yahoo.com ,if you wish to purchase the other books.I will give you a link and info on how to send payments to me.As i said the other 356 books will be optional.They are nice to have, but not needed.

Thank you all, Sean Williams the creator of the Antarian Role Play gaming System.