

**Welcome to the Antarian Werekinds Guide. Here with in you will find all you need to know about the Antarian Werekind. There are several types of werekind with in the Antarian World. You will find the classes that are most used by the Werekind as well. They have a tad different character sheet, but it still works as any other Antarian Character Sheet, with just a few additions to it. You still build the Sheet in the Same Manner as you would any other sheet. Just you work in the few modifications. I have spent awhile figuring out how the Werekind Should be played with in this sytem. So as i said you use a general sheet. The following additions to it are as follows:**

**Additions to the General Sheet for the Werekind: Here you will find racial abilities and skills, as well as finding inherent traits to the Werekind.:**

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**Racial Abilities: These are based on racial points.:**

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**Regeneration: This will allow the Werekind to Regenerate 1 hitpoints, per round, every 6 racial points used. This is limited to 6 Hitpoints ,per turn, even if they have the Racial points to Regenerate more. This is a costly ability in the use of racial points. They regain 1 racial point, per every 3 turns. You must used racial points each turn you wish to heal the hitpoints. Such as say 4 points in one turn cost 24 racial points. Your Next turn ,if you wish to use it to heal. Cost you 24 more racial points.**

**Absorb Normal Damage: This will allow the Werekind to Negate 1 point in normal damage, per every 4 racial points Spent. Notes: Werekind inherently take half the damage , from normal damage as a race anyway. If a normal long sword does 16 points normal damage, it would do 8 points damage to a werekind, then minus his defense. They take full damage from silver based weapons. This can not be used against silver damage.**

**Inherent Natural Traits of the Werekind:**

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**1. All werekind get a +2 base to strength. This is do to their curse, or blessing depending on how they look at it. They get a boost in strength for being the werekind in which they are. All werekind types get this base of plus 2. Each type of werekind will have their own strength ,and weaknesses beyone this plus 2 to strength.**

**2. Claws damage: This starts out with a 6 points damage base: Then 1 point, per level of the werekind. This maxs out at 120 points damage, unless they become immortal by game terms, or gain that of a deity.**

**3. Bite Damage: This starts out with a 8 point damage base: Then you get 2 points, per level of the werekind to it. This is max out at 150 points damage, unless they become immortal level, by game terms, or gain that of a deity.**

**4.Keen Hearing:**All werekind can hear everything around them with in a 20 feet radius base,then you get 2 feet, per level of the werekind.This is up to 300 feet.

**5.Keen Smell:**All werekind can smell everything around them with in a 20 feet radius base, Then you get 2 feet ,per level of the werekind.This is up to 300 feet.

**6.Howl:**This will allow the Werekind to possibly stun their victim into 1 turn of inaction,per every 8 levels of the werekind, up to 4 turns.

**7.Turning other races into WereKind:**This starts out with needing +4 base on the 1d30.This makes them needing a 26 on the 1d30 to turn another race into a werekind.Then you add the victims resistance to it.Say the victim has a 2 resistance.The werekind would need a 28 or better on the d30.They get a +1 to the 1d30 ,every 3 levels of the werekind.So say a 9th level werekind , has a +3 to turn.So the 26 becomes a 23 or better on the 1d30.Then you add say the humans resistance of say a +3, you would need a 26, etc.I find this is the fairest way for all characters,because some characters will except becoming wherekind if the roll is made,but they wouldnt want it

**8.Enhanced Magic Defense:**All Werekind get a +3 to magic defense to start.This is a one shot deal,then they progress at 1 point, per every 4 points, as all other characters get.This helps them in their defense against the spellcasters, and magic using types who hunt them.

**9.Summoning Werekind Allies:**This will allow them to summon the aid of one of there kind.This is one of their kind, every 7 levels of advancement.This is very useful when they find themselves out numbered.

The above skills are for all werekind.They are genetic traits of all the werekind.They have the following skills and abilities, in which they can choose from.All werekind get a max 10 of these skills and abilities.These are at 1 skill/ability ,per every 4 levels of the werekind.So at first you choose one, at 5th you choose another, etc.The skills/abilities ,are based on Werekind Points.

**Werekind Points:**These are the points they have to use the following skills/abilities.They start at 20 points base, then you get 2 points, per level of the werekind.These points are used for all werekind point skills/abilities,Werekind points replenish at the rate of 1 werekind point, per real time minute.

#### **Werekind Point Skills/Abilities:**

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**1.Enhance Claw Damage:**This will allow them to add 10 points damage, in a single strike.This cost 5 werekind points.This is highly effective, when it comes to a creature ,or opponent, who has a high defense power.This is 5 werekind points, per time this ability is used,if you dont have the points at the time, you can use it.

**2.Enhance Bite Damage:**This allows them to add 15 points damage, in a single bite.This cost 7 werekind points.This cost 7 Werekind Points ,everytime this ability is used,if you dont have the points at the time.You can not use it.

**3.Calling of the Spirit Guide:**This will allow the Werekind to summon a spirit guide .This spirit guide will inform them all all dangers around them with in 100 feet.This is good when they are with in areas with unseen dangers.This cost 12 Werekind Points.This cost 12 Werekind Points, per everytime it is used.The Spirit will stay for 1 turn ,every 8 levels of the Werekind(What the spirit tells them of the dangers ,is up to the game master ).

**4.Heal Silver Damage:**This will allow the Werekind to heal 3 points of Silver Damage.This cost 16 Werekind points, per every 3 points Healed.This is a highly costly Ability yes,but this is one of the only ways that a werekind, Can heal him or herself from silver done damage.

**5.Spirit World Connection:**This determines the level of rites, and Magics in which a Werekind can use.They usually use Elemental and Spiritual magicks, through rites and rituals.All Werekind Start with a 1st level spirit world Connection .Then it cost 40 Ability Points, Per Spirit World Connection Level.In a Spirit World Connection Level .Say Level One of example.This has a Minor Rite of Healing :This rite will heal a 3 points damage base, plus 1 point, per level of the Werekind.They would advance in this rite, as they would advance in the level of the werekind.Spirit World Connection Level,is Not the level of advancement.Spirit World Connection Level, just opens you up to more rites,and Magicks.

**6.Rank:** This is the rank you hold with in Clan of the Werekind.This started with Rank One.The lowest of the Ranks.Then it is 40 Rank points, per Rank.Rank Two gives you more power with in the Clan.Rank Twenty would make you an Alpha of the Clan,or atleast give you the backing to challenge the Alpha of the Clan.

**7.Fury:** This will Add 2 points more damage, to any given strike, per every 8 skill points used.This will enrage the werekind giving him slightly extra strength, for one strike, per every time skill points are used.

**8.Sense Unseen Presence:**This will allow the werekind to sense any unseen presence.This has a limited range of 50 feet.This will last 2 turns, per every 10 Werekind Skill points used.This makes it harder to surprise any werekind, or ambush them.

**9.Gutting:** This will allow the Werekind to do +5 damage, once pre combat, if they connect.This cost 15 werekind skill points.This is a very useful ability indeed,even though it can be attempted only once per combat.

**10.Crippling Blow:**This will allow the Werekind to do +7 damage, once per combat .This cost 18 Werekind Skill points.This is also an Effective Tool.

**11.Maiming Blow:**This will do +9 in damage, once per combat.This can only be attempted once per combat.This cost 21 Werekind skill points.

**12.Critical Blow:**This is the best of the best of the hard blows in which they get.This can be attempted once per combat.This will add +12 to damage, if this connects.This cost 25 Werekind Skill points.

## ***The Werekind Character Sheet:***

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### ***Experience Points:***

***Level:***

***Class:***

***Race:***

***Sex:***

***Height:***

***Weight:***

***Age:***

***Str:***

***Int:***

***Dex:***

***Wis:***

***Con:***

***End:***

***Speed:***

***Evade:***

***Resistance:***

***Stamina:***

***Werekind Discipline Points:***

***Special ability Points:***

***Magic Attack Power:***

***Magice Defense Power:***

***Attack Power:***

***Defense Power:***

***Racial Points:***

***Werekind Skill Points:(20 all werekind start out with 20 ,then 2 per level,Once werekind skill points, are spent.they are gone.You must earn more)***

***Spirit World Connection Level:***

***Rite Points:This works like werekind skill points .starts with 20, then 2 per level.Once these points are used,they are gone.You must earn more.***

***Spiritual Magic base Points:starts with 20 ,then 2 per level.Once these are used they are gone.You must earn more.***

***Rank:***

### ***Werekind Inhirent Traits:***

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***Claw Damage:***

***Bite Damage:***

***Keen Hearing:***

***Keen Smell:***

***Enhanced Magic Defense:***

***Turning Race into Werekind:***

***Howl:***

**Summon Pack Allies:**

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**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.
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- 9.
- 10.
- 11.
- 12.
- 13.
- 14.
- 15.
- 16.
- 17.
- 18.
- 19.
- 20.

***Magic Weapons:***

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- 3.
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- 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:***

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**Relics:**

- 1.
- 2.
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- 4.
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**Artifacts:**

- 1.
- 2.
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- 5.

**Racial Skills:**

- 1.
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- 8.
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12.

***Class Skills:***

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2.

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6.

7.

***Mental Attacks:***

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***Mental Defense:***

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***Mental Miscellenous:***

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5.

***Special Abilities:***

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***Other Skills:***

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***Character nature:***

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Character Description:

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Character Background:

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How to build your Sheet:

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**Experience Points:** These are the points you need to advance in level. The higher the level in which you 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 characther 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 is 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:**Intelligence:You get a +1 point,every 4 points to the following modifiers.You get a +1 to magic attack power

,per every 4 points of intelligence.Natural Magic Defense Power:You get a +1 to this,per every 4 points of Intelligence.

Negate Spell Damage:You get a +1 point,in negation of take damage,per every 4 points of intelligence(depends on success/fail).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.

**Dex:**Dexterity:You get 1 point,to the following modifiers for dexterity,per every 4 points of dexterity.Natural Defense power:

You get +1 point to this,per every 4 points of dexterity.Dodge Damage:You get a + 1 to this,per every 4 points of dexterity.Natural accuracy:You get a plus +1 to hit,per every 4 points of dexterity bows,crossbows,etc.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:**Wisdom:You get a +1 to Modifiers,every 4 points of wisdom.Learn Foreign

**language:**You can know 1 for language, every 4 points of wisdom. **Know lore:**You can know 1 lore, every 4 points of wisdom. **Spell Enhancement:**You get a +1 to damage of spells, or effects, 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:Constitution:**You get a +1 to the following Modifiers, every 4 points of constitution. **Ressurrection:**You get 1 chance to be ressurected, per every 4 points of constitution (This is limited to 5 times, 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:**, every 4 points of Endurance. **Strenuous Activity:**You get a +1 to this, per every 4 points of endurance (1 point equals 25 minutes without rest). **resist heat:**You can resist 1 point of heat damage, per every 4 points of strength. **Speed:**This is where your stamina comes from as well.

**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 they 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 resist 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 equipment. 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. That's +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 off 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 let's say you did a 12 intelligence, using your extra 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.

**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.

#### **Werekind Types:**

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**WereWolf:**These are the most common of the werekind types.They usually weigh between 600 to 750 pounds when they are in their warrior forms.They usually stand about 6 feet five inches to 7 feet two inches in height.When they are with in their warrior forms.They are humanoid wolf types in their warrior forms.They can take 3 forms, their human form, which is will your human form, elven form, etc.Animal form would be that of a large wolf ,warrir form is that of a humanoid wolf .They get a +2 to strength,and constitution.

**WereCat:**These are your werocats.They are similar in most ways to the other werekind, but they take a humanoid cat form.as well as a tiger, panther, etc in their animal forms.They get a +2 to strength,and Dexterity.These are the second most common of all werekind found upon the Antarian World.

**WereBear:**These are the 3rd most common of all the werekind found upon the antarian world.They get a plus 3 to strength,and a plus 1 to constitution.These are the second largest of all of the werekind types.They take the form of a humanoid bear with in warrior form.They vary in antarian bear types as in animal forms.

**WereBoar:** These are the 4th most common of the werkind time. They get a +1 to strength, and constitution. These are the more foul tempered werkind. They take the form of a humanoid boar. They have the animal form of that of a wild boar, a very large wild boar.

**WereRat:** These get a +2 to dexterity, and speed. These are the smaller of the werkind types. They are faster than most of the werkind types. They take the form of a humanoid rat. They also take the form of a rat with in their animal form. These are usually the Shadowwalkers of the werkind world.

**WereBadger:** These take the form a humanoid badgers with in its warrior form. These are very territorial types of werkind. They are usually warrioristic in nature. They get a +2 to intelligence, and they get a +2 to strength. These are mean cunning creatures. These live with in the forest regions of the antarian world. They have their own great cities, and villages as well.

**WereWeasel:** These are you basic humanoid weasel type with in warrior form. They get a +2 to dexterity, and speed. These are most cunning werkind types as well. These live with in the pairie regions of the antarian world. They have there own cities, villages, and the like. These are more your shadowwalker types as well.

**WereFox:** These are you humanoid fox type werkind with in warrior form. They get a +1 to intelligence, and they get a +1 to speed. These are tricksters, and shadowwalkers, they also have their healing type classes as well. These Live with in most forest regions of the Antarian World. These are sly type of werkind.

**WereCoyote:** These large humanoid Coyotes live with in the desert the dry regions of the Antarian World. They get a +1 to strength, +1 to intelligence, and a +1 to dexterity. These are a rare type of werkind. These are up to game master approval, because they also have a shamanistic type nature. They get a +1 to magic attack, and Magic defense to start with. These types are up to the game masters, if he wishes them to be played with in his group.

**WereDragons:** These are the rarest types found they are the largest and most powerful of all the werkind. They are few and far between. They get a +4 to strength, plus 2 to intelligence, and wisdom. You must get approval by the game master to play one of these. These are the top of the werkind food chain. You might find one in out of every 200,000 werkind to be this type. They will take the form of a humanoid dragon, while in warrior form. There animal for would be that of a full grown dragon. They also carry all the traits of the dragon while in animal form. This is the traits at their given level. These are rare and special werkind. They are up to Game Master Approval, these are the only type of werkind, you just can't pick.

#### **WereKind Forms:**

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**Human:** This is your humanoid form. This is your elven, human, dwarven forms. The form they were before they were inflicted with the curse of the werkind. They have normal stats as their racial type while in this form. This is one of their few

**weaknesses in which they have.**

**Animal:** This is simply the full animal form in which they take, cat, bear, wolf, rat, etc. These are the second form in which they take.

**Warrior:** These are their humanoid animal form. These are the most powerful form in which they possess. They get all their pluses to stats etc, while in this form. They are much harder to kill while they are in this form. Then the other two forms.

**Spirit World Connections:** These are the connects they have to Gaia, Mother Earth, in which they have sworn to protect. They are self-proclaimed Guardians of Mother Earth. They only hold blackland over her. They respect Yanira for being the goddess of nature, but they respect the earth more. The Spirit World Connection level gives them their magic, rites, and runes.. depending on the level of the connection. All werekind start with spirit world connection level one.

**Spirit world connections** is something that all werekind get. They are inherent to the cursed ones, as they are defenders of Gaia the earth. They get these 5 levels of spirit world connections. Then they will have other things in which they can choose .

**Spirit World Connection Level One:**

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**Rites:**

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**1. Rite of Minor Healing:** This will allow the werekind to heal 3 points damage, plus 1 point, per level up to 50 points healed in damage. This depends on if the rite succeeds or fails by the roll on the 1d30.

**2. Rite of Minor Mystical Force:** This will do 3 points damage, plus 1 point, per level... up to 50 points damage. This depends on if the rite succeeds or fails by the roll on the 1d30.

**3. Rite of Minor Magical Defense:** This will add 5 points to magic defense temporarily. This will last for 1 round, every 6 levels of the character. This depends on if the rite succeeds or fails by the roll on a 1d30.

**4. Rite of the Steel Claws:** This will add 1 point to the damage of any given one strike, once per combat. This is one point to damage, per every level of advancement. For one strike, per combat. This is provided that it succeeds on a roll of a 1d30.

**5. Rite of Minor Fire Defense :** This will protect the werekind from 2 points, in magical fire damage. This will last for 1 round, per every 7 levels of the werekind. This is maxed at 10 rounds or turns. This is provided that it succeeds on a roll of a 1d30.



### **Spells:**

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**1.Mystical Force wave :***This will allow the werekind to do 4 points damage, plus 1 point ,per every 4 levels of the werekind in mystical force damage.Provided they have the 5 magic base points it cost, and makes a successful roll on summoning.Using the 1d30.*

**2.Spiritual Blade :***This will allow the werekind to cast a blade of pure spiritual energy.This spiritual energy blade will do 4 points damage, plus 1 point, per every 4 levels of the werekind.This is provided the have the 6 magic base points that they need,and they make a successful roll on the 1d30.*

**3.Mystical Shield:***This will allow them to form a mystical shield.This will give them 3 points, plus 1 point, per every 4 levels of the werekind.This is to their physical defense power.This is provided they have the 6 magic base points ,and they make a successful roll on the 1d30.*

**4.Spiritual Shrouding:***This will allow them to blend in with their surrounding.This will last 1 round/turn ,per every 4 levels of the werekind.This is provided that they have the 6 magic base points, and they make the successful roll on the 1d30.*

**5.Spiritual Cleansing :***This will allow them to cleanse themselves of 1 point silver damage done, per every 5 levels of the werekind.This is provided that they have the 12 magic base points, and that they make a successful roll on the 1d30.*

### **Spirit World Connection Level Two:**

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#### **Rites:**

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**1.Rite of the Fangs:***This will allow them to bite once ,per combat for +15 in damage.this is provided that they make a successful roll on the 1d30 .*

**2.Rite of Major Fire defense:***This will allow them to advoid 4 points in fire damage, every time they make a successful roll of a 1d30 .To use this rite.*

**3.Rite of Howling:***This will allow them to paralyze the victim for 1 round ,per every time the success on the 1d30 is made.Provided they have a higher intelligence, then the one they use this against.*

**4.Rite of Bleeding:***This will allow them to make a victim bleed 1 hitpoint damage, for 3 rounds, from any open wound they might have.provided the werekind using this right makes his success roll.*

**5.Rite of Fortification:***This will allow the werekind to strengthen their magic defense by 5 ,per every time the success roll is made,but once this rite fails once it can not be used again, for 8 turns.*

### **Spells:**

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**1.Spiritual Fire:***This will do 6 points damage base, plus 1 point, damage, per every 3 levels of the werewolf.This cost 10 magic base points, and you have to make your success roll.*

**2.Spiritual Arrows:***These will fire 6 arrows for 3 points damage, per arrow, for 18 points damage, in magical damage.this cost 10 magic base points,and you have to make your success roll.*

**3.Spiritual Minor armor:***This will add 6 points to the defense power of the werewolf, every time the success roll is made.if this fails, you can not use it for 8 turns.This cost 10 magic base points, and you must make your success roll.*

**4.Spiritual Darts:***This will allow the werewolf to cast 2 darts as a base of pure spiritual energy.Each will do 3 points damage,per spiritual Dart.They can add 1 dart to this ,per every 3 levels of the werewolf up to 12 darts.This cost 10 magic base points, and you still have to make your success roll.*

**5.Mystical Hammer:***This will do 7 points damage as a base, then it will do 2 point damage, per level up to 40 points damage.This cost 10 magical base points, and you must make your success roll.*

### **Spirit World Connection Level Three:**

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#### **Rites:**

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**1.Rite of The Quarter Moon:***This will allow the werewolf to heal 8 points non silver damage, to themselves, or another.provided the success roll is made.if the roll fails then you can not use it again for another 8 turns.*

**2.Rite of the Dead:***This will allow the werewolf to speak with the a spirit of a fallen werewolf.This is provided the success roll is made.This will last for 4 turns, per time this is successful.*

**3.Rite of The Calling:***This will allow the werewolf to summon 2 minor spirits to his aid.The damage each spirit can do is 12 points damage.their defense is 12 points.They would have 8 hitpoints each.These are used in defense of a werewolf.This is provided that the success roll is made.The hitpoints of the spirits increase by 1 , per level of the one summoning them.These spirits will last for 10 turns ,or until death by loss of hitpoints.*

**4.Rite of Battle:***This will allow the werewolf to take 1 point in hitpoints less, per every time they are hit with damage.for one full battle,provided their is a successful roll.if the roll fails then this rite can not be invoked again ,during the course of that battle.*

**5.Rite of Glory:***This will give the werewolf 4 points to their werewolf points, after a*

**successful battle. This is provided the success roll for this is made, this can be attempted once per battle.**

#### **Spells:**

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**1. Spell of Honor: This will add 1 point to the characters stamina ,and magic defense. This can be used once ,per every 8 levels of the werewolf. Provided the success roll is made. This can only be attempted once, per every 8 levels as well, fail or succeed. This cost 18 magic base points.**

**2. Spell of Rage: This will allow the werewolf to magically enrage himself higher then his normal rage status. This will do +8 to damage ,per strike, for 2 rounds or turn in combat. This is provided their success roll is made, and they have the 20 magic base points. that this cost.**

**3. Spell of Weapon Enhancement: This will allow the werewolf to infuse a normal weapon with 1 point more damage, per level of the werewolf. This cost 15 magic base points. This can be done once ,per normal weapon. This is provided the roll is successful. This can only be attempted one time, per normal weapon, success or failure.**

**4. Spell of Armor Enhancement: This works like the weapon one would. This cost 15 magic base points, and it depends if you make your success roll or not.**

**5. Spell of Wealth : This will allow the werewolf to create 5 darpas, per level up to 125 darpas, once per real time week. This cost 13 magic base points, and a successful roll.**

#### **Spirit World Connection Level Four:**

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##### **Rites:**

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**1. Rite of Werewolf Blessing: This will bless a werewolf with +2 to fire defense, +2 to ice defense, +2 to lingering damage defense, for 2 rounds ,during a combat. This is provided the roll is successful. if the roll fails, this can not be attempted again in that combat.**

**2. Rite of The half Moon: This will allow the werewolf to instantly heal 10 points non silver damage, per attempt if successful on the 1d30. if this rite fails, it can not be attempted for 8 turns.**

**3. Rite of The Bounty: This will allow the werewolf to invoke a blood hunt upon one who has offended him. This has a 8 mile radius . This works that all werewolf with in the 8 mile area will hunt, the offending one. This depends upon a successful roll. If this fails it can not be attempted against the offending one again. Unless he makes a new offense.**

**4.Rite of the Spirit Hand:***This will allow the werekind to lay his hands on a wounded werekind.This will heal 6 points in silver damage done.this can only be attempted once, per victim of this .this depends on success or failure.*

**5.Rite of Spirit Sight:***This will allow the werekind to invoke a spirit to see all things with in a 1 mile radius.This is provided that the success roll is made.This can only be attempted once ,per any given 1 mile region.*

#### **Spells:**

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**1.Spell of silver Negation:***This will allow the werekind to totally negate 5 points damage done in silver.This cost 25 magic base points, and a successful roll.This can be attempted one time ,per werekind who is damaged.*

**2.Spell of Fire Damage negation:***This will allow the werekind to negate 5 points damage, done in fire.This cost 25 magic base points, and a successful roll.This can be attempted one time, per werekind damaged.*

**3.Spell of the Spirit Furies :***These will invoke a storm of spiritual energy.This will do 30 points damage, in magical damage, to all things with in 12 feet, save the caster.This cost 30 magic base points.This can be attempted once every 8 turns, regardless if success or fail.*

**4.Spell of transporting:***This allows the werekind to magically move from one point to the other instantly.This has the range of a mile radius,and provided that the werekind type knows the area he is with in fully.This can work once every 8 turns of the werekind.Regardless if it succeeds or fails.You can only make 1 attempt every 8 turns.This cost 30 magic base points as well.*

**5.Spell of Spiritual rift:***This will allow them to travel the spiritual planes of the antarian world, for 1 round, per every 4 levels of advancement, up to 12 rounds.This allows them to walk with the spirits and gain information that they otherwise would not have.This can be attempted once per day ,real time day, success or failure, only one attempt daily.This also cost 30 magic base points.*

#### **Spirit World Connection Level Five:**

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#### **Rites:**

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**1.Rite of Gaias Favor:***This rite can be used once every 4 real time days.success or failure does not matter.This will give the Werekind 10 magic base points, 10 werekind skill points, 10 werekind rite points,10 werekind Discipline points.This can be attempted once every 4 real time days.*

**2.Rite of the Full Moon:***This will allow the werekind to heal 6 points in silver damage.This can be attempted once ,per real time day.Rather it succeeds or fails.One shot attempt ,per day can only be taken.*

**3.Rite of the Iron Paw:***This will allow the werekind to add +3 to a weapons damage, per every 4 levels of advancement, up to a +12 damage to said given weapon.This is a max of 12 points added to the damage of the weapon.This can only be done to a weapon up to 12 points max.*

**4.Rite of Gaia's Armor:***This will allow the werekind to add +3 to any armors defense,per every 4 levels of advancement.This is up to +12 to the defense power of the armor max.This can not go beyond 12 points, on any given suit of armor.This still must have a success roll made to do this.*

**5.Rite of The Pack:***This will allow the werekind to add 2 hitpoints to them, once per real time week.This is up to 40 points in hitpoints.Provided that the success roll is made. say you get 20 attempts to do this max.. and 12 of them succeed.well then your character only get 24 of the 40 hitpoints extra period.*

#### **Spells:**

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**1.Spirit of Gaia Major Healing:***This will allow the werekind to heal a 7 point base, plus 1 point ,per every 3 levels of the werekind.This cost 35 spiritual magic base points.Plus there must be a successful roll made.*

**2.Spiritual Lance :***This will allow the Werekind to cast a lance of spiritual energy .This will do 7 points base damage, plus 1 point damage, per every 3 levels of the caster.This cost 35 Spiritual magic base points, and you must make a successful roll.*

**3.Spiritual Armor:***This will allow the werekind to add 20 points defense to there magic defense ,for 1 round every 15 levels of the caster.This cost 50 spiritual magic base points, and you must make a successful roll.*

*These are the levels of Spiritual connection that a werekind gets automatically ,they are inhirent to all werekind.These above are given to them by Yanira ,and Jace the goddess of the werekind.They are given to them by both the goddesses .*

**Spiritual Gifts:** *These are gifts that a werekind can take one of these gifts given to them by the earth, and yanira for their service ,per every 3 levels of advancements.These are gifts that are limited to 3 gifts given per werekind max.They can not be anymore given.These also must be rolled for ,on the 1d30.*

#### **Spiritual Gifts:**

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- 1.Silver Protection;***This will protect from 1 point silver damage, per every 10 levels of the werewolf.*
- 2.Fire Protection;***This will protect from 1 point in fire damage, per every 10 levels of the werewolf.*
- 3.Electrical Protection;***This will protect from 1 electrical damage,per every 10 levels of the werewolf.*
- 4.Acids Protection;***This will protect from 1 point acid damage, per every 10 levels of the werewolf.*
- 5.Extra Damage;***This will allow them to do 1 point, extra damage ,with claws and bite ,per every 10 levels of the werewolf.*
- 6.Advanced Regeneration;***This will allow them to regenerate 1 point done in silver damage, per every 15 levels of the werewolf.*
- 7.Advanced tracking;***This will allow them to track anything with in a 1 mile radius, per every 8 levels of the werewolf.*
- 8.Advanced Healing;***This will allow them to heal 2 points damage in non silver damage done, per every 8 levels of the werewolf up to 80 hitpoints damage.*
- 9.Empathy;***This will allow them to feel all emotions, with in a 100 feet radius.*
- 10.Telepathy;***This will allow them to mind speak to all things with in 100 feet radius.*
- 11.Esp;***This will allow them to read the minds of all things with in a 20 feet radius.*
- 12.Iron Claws;***This will allow them to add permanently +5 to damage of claws,per every 20 levels of advancement, up to 30 points damage.*
- 13.Iron Bite;***This will allow them to add +5 to damage of bite, per every 20 levels of advancement,up to 30 points damage.*
- 14.Archery;***This will allow them to do +1 point damage ,per every 6 levels of advancement, up to 12 points damage , with any arrow.*
- 15.Swordsmanship;***This will allow them to add +1 to damage, per every 6 levels of advancement, up to 12 points damage, with any given sword.*
- 16.Axe Wielding;***This will allow them to add +1 to damage, per every 6 levels of advancement, up to 12 points damage, with any given axe.*
- 17.Know History;***This will allow them to know 1 part of history, per every 4 levels of advancement.*
- 18.Mythology;***This will allow them to know one mythology, per every 4 levels of advancement.*

**19.Herbology:***This will allow them to know 1 herb,root, plant, per every 4 levels of advancement.*

**20.Theology:***This will allow them to know 1 religion, per every 4 levels of advancement.*

**21.Armor repair:***This will allow them to restore 1 point to damaged armor, per every 5 levels of advancement.*

**22.Weapons Repair:***This will allow them to restore 1 point, to damaged weapons, per every 5 levels of advancement.*

**23.Weapons Smithing:***This will allow them to make 1 weapon type, per every 5 levels of advancement.*

**24.Armor Smithing:***This will allow them to make 1 type of armor, per every 5 levels of advancement.*

**25.Advanced Stamina:***This will allow them to add 1 point to stamina, per every 15 levels of advancement.*

**26.Alchemy:***This will allow them to make 1 type potion, per every 6 levels of advancement.*

**27.archeology:***This will allow them to know one artifact, or relic ,per ever 4 levels of advancement.*

**28.Infravision:***This gives them the ability to see heat, with in 40 feet of them.*

**29.Strength bonus:***This gives them a +1 to strength, per every 20 levels of advancement, up to 5 points in strength.*

**30.Dexterity bonus:***This gives them a +1 to dexterity, per every 20 levels of advancement, up to 5 points extra in dexterity.*

**Flaws:**

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**1.proned to silver:***They take +3 damage more then most werekind.*

**2.proned to fire:***They take+3 damage more then most werekind.*

**3.proned to acid:***They take +3 damage more, then most werekind.*

**4.proned to electricity:***They take +3 damage more ,then most werekind.*

**5.weakened spirit:***They make all rolls for rite succession with a -1 penalty.*

**6.Proned to Frenzy:***They have a 50/50 chance to frenzy , at any given moment.*

**7.Prone to ice damage:***They take +3 damage more in ice, then most werekind.*

**8.Prone to magic:***They take +3 damage more then most werekind in magical damage.*

**9.Gambling:***With this the werekind is a compulsive gambler*

**10.Paranoia :***This makes the werekind think all are out to get him.*

**11.Kleptomania:***This gives them the uncontrollable urge to steal things, regardless of their value.*

**12.Anti-Social:***This alienates them from most of the pack in alot of ways.*

**13.bad breath:***This makes it where even most werekind are reluctant to be around you.*

**14.Clumsiness:***This makes them have a -1 to hit with weapons, in battle.*

**15.Arrogance:***This can be rather annoying to most around you.You think your better then everyone else.*

**16.Narcassism:***This makes you compulsive about your appearence.*

**17.Low tolerance:***This makes you snap in fits of rage, at the slightest offense.*

**18.Territorial:***This makes you very territorial ,and will drive others out of your area.*

**19.Sarcasm:***This will make you act like a jerk ,even to your werekind elders.*

**20.Prankster:***This will have you always pulling practical jokes.*

**21.Allergic to silver:***This makes you take 5 more damage, then most werekind.*

**22.allergic to fire:***This makes you take 5 more damage, then most werekind.*

**23.allergic to cold:***This makes you take 5 more damage in cold, then most werekind.*

**24.allergic to acid:***This makes you take 5 more damage in acid, then most werekind.*

**25.Allergic to garlic:***This makes you take 2 damage, from garlic.*

**26.Allergic to gold:***This makes you take 5 points damage in gold .*

**27.Weakened Spiritual connection:***This has you roll for success with a minus 1 penalty.*

**28.Phobia:***This gives you a extreme fear of something.*



**29.Narcalepsy:***This makes you go to sleep, at any given moment.*

**30.Stubbornness:***This makes you right in your eyes, even when you're wrong.*

**The Flaws must be rolled for.***each werewolf character must have at least two. Game Masters might ask them to have 3 .*

#### **WereKind Clans:**

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**1.Silverbane:***This is the top werewolf clan. These hold the most honored position within the werewolf ranks. They are the royalty so to speak. They are the master clan of the werewolves. All other clans will protect them. These are the purest of the bloodlines so to speak. They hold the most power of any of the werewolf clans. These are usually werewolves, but they have other weretypes within their ranks.*

**2.SilverPaws:***These are the sworn protectors of the Silverbane. These are the champions of the royal clan, They have sworn a oath to do what is best for the royal clan. They believe that the SilverBane's right to rule, is given to them by birth right. They will give their lives for the SilverBane.*

**3.SilverMaw:***These are usually made up of shaman, and healers. These are trained priests and priestesses within the arts of healing, and spiritual matters. They follow the Silverbane, as it is natural to do so with in their beliefs. They are sworn protectors of the earth above all else, even that of the Silverbane Clan. This is the most spiritual of the clans.*

**4.GreyPaws:***There isn't much known about this clan, but they are an independent, and anarchistic type clan. They do not believe in a central government. They have radical extremist views.*

**5.MoonLancers:***These are your werewolf mages. They believe in magic, and the use of it. They are highly trained in the use of spiritual rites, and magicks.*

**6.Night Howlers:***These are an assassin clan, that's all that is known of them.*

**7.MoonMancers:***These are a warrioristic clan, they believe in honor of the blade. They believe in might makes right.*

**8.NightProwlers:***These are keepers of the werewolf law. They keep the law of the silverbane. They rule the courts usually. They are the judges of the werewolf clans.*

**9.SilentPaws:***These are your shadowwalker types. These are nothing more than thieves bent on their own personal gain. These are a clan that most werewolf clans do not even trust. They would actually rob their mother for profit.*

**10.DeathFangs:***These are a most evil and corrupt clan of the werewolf, They are the most offensive to most werewolf. They would strip the earth for profit, and*

*financial gain with wanton carelessness.*

*11.DeathMaw:These are a trader nomadic clan.They are wanderers and drifters.they have no real lands in which they call home.*

*12.JaggedFangs:These are political opposition to the silverbanes right to rule .They believe that the Alpha should be elected or won, by a challenge.*

*13.BrokenPaw:These are the holiest of all the werekind.They believe in good and righteousness.Even though they have been cursed.They believe in the path of light, not the path of darkness.*

*14.GreyFur:There is no information about these.They have a completely closed society.The few that do venture out.Do not give much information of their kin.*

*15.DarkFur:These are the outcast of the werekind clans.The banished ones.The shamed ones if you will.they have the weakest connections to the earth.There ability in magicks is lacking for most werekind.*

#### *WereKind Ranks:*

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*Rank One:This is the rank all werekind start with.*

*Rank Two:This gives them their first position in society.*

*Rank Three:This gives them some influence in most mundane things.*

*Rank Four:This gives them their first bit of power.*

*Rank Five:This gives them their first political position.*

*Rank Six:This gives them their first financially independent position*

*Rank Seven:This gets them into the first of the circles of the werekind.*

*Rank Eight:This gets them into the second of the circles of the werekind.*

*Rank Nine:This gets them into the third of the circles of the werekind.*

*Rank Ten:this gets them into the fourth of the circles of the werekind.*

*Rank Eleven:This gets them into the fifth of the circles of the werekind.*

*Rank Twelve:this gets them into the circle of the warriors.*

*Rank Thirteen:This gets them into the first circle of the priests/priestesses of jace.*

*Rank Fourteen:This gets them into the second circle of the priests/priestesses of*

*jace.*

***Rank Fifteen:****This gets them into the third of the circles of the priests/priestesses of jace.*

***Rank Sixteen:****This gets them into the inner circle of the priest/priestesses of jace.*

***Rank Eighteen:****This gets them a high priest/priestess of jace.*

***Rank Nineteen:****This gets them a shot at sub Alpha of a Pack.*

***Rank Twenty:****This gets them the right to challenge Pack Alpha.*

***WereKind classes:****Werekind are allowed to take on the classes that any living creature can take on,except that of a holyknight.They are cursed ,they can not take on a pure good class.They are forbidden to the Class of Holyknight .They can take on the other classes however if they choose too.Werekind Must have a class.Like all other characters.*

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

**32.Leaner 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.Leaner 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 dapras.

**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 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. 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 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 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 appearance 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 skill points 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.*

#### **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:***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 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.*

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**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 NightWalker.cost 75 darpas.

**32.L 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.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 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/Experiecence 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 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 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**

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**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:***2 rounds(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:***2 rounds(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**

**darpa 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**

**darpa 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**

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**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.**

**darpa 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**

**darpa 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

**darpa 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

**darpa 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

**darpa 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.

**darpa 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**

#### **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*

*darpa 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*

*darpa 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*

*darpa 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*

*darpa 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**

**darpa 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**

**darpa 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**

**darpa 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**

**darpa 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**

**darpa 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**

**darpa 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**

**darpa 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**

**darpa 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**

**darpa 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**

**darpa 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**

**darpa 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**

**darpa 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**

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**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**

**darpa 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**

**darpa 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**

**darpa 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**

**darpa 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**

**darpa 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**

**darpa 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**

**darpa cost:300**

**components:iron,or steel gauntlet**

**discription:This will allow the caster to strike victim 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**

### **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



***darapas 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 verses the undead, or deads ability to resistance control.This last 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 verses the Undead,or Deads 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 right points used.This is a one shot deal,every time rite points are used.This is a reversible Rite,which come in handy for them.**

**4.Rite of Defense against Good:This will protect them against all good things, with in a 5 feet radius,per every 5 skill points used.This will inflict 1 point damage,**

**to all good things, with in the given radius.This is a one shot ,per everytime 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 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, everytime rite points are used.Remember this is the damage, verses the victims 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 everytime 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 cost 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 cost 50 Rune Points.**

**2.Rune of Wounding:This will do 45 points damage, per every time this is used.This cost 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 within a 4 foot radius of the caster, this is a 4 foot 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

**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**

**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 fire 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 if 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 salve,compress**

**discription:**This allows the caster 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 darpas.**

**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**

**darpa cost:300 darpa**

**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**

**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.

**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**

**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:Demoses Heal spell**

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

**damage/effect:**This will heal 16 points to start,then an addtional 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 language ,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**

**darpa 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.earmple: 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.earmple: 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.**

**darpa cost:4 darpa 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 darpa 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 .**

**darpa 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*

*darpa cost:7*

*components:This spell requires an emerald of at least 200 darpa in value,a small mirror,and 3 ounces of dragons blood(dragons blood is 8 darpa ,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 mallet 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 permanent.*

*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

**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 darpa**

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

**damage/effect:**this will allow the spellcaster to detect any ,and all darpa,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

**darpa cost:**2 darpa.

**components:**this requires a silk glove worth 12 darpa 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 handy 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 through 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**

**darpas 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**

**darpas 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**

**darpas 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**

**darpas 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**

**darpas 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 within 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

**darpa 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 within range of the effects.now let's say you are a 24th level spell caster you would do,16 points damage to all things,that are within 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

**darpa cost:**12

**components:**normal sword(of any type),vial of tengurium extract,and diamond dust(500 darpa 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 3 levels of the spellcaster.let's 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

**darpa cost:**10

**components:**phosphorous powder,a piece of charcoal,and a emerald of 300 darpa 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

**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:**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 aquiring 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.

**Darpar 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: lysuria'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

**darpar 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

**darpar 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

darpa 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

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 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*

*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 than 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 maximum 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 Mist**

*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*

*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

**darpa cost:**35

**components:**small lantern 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**

**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 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 asorb 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**

**darpa 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:lordin'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 for a cloud that is 10 feet by 10 feet,any creature ,or being that is with in the clouds 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 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,light blue:blocking,orange:defense power,ivory:attack power,firey 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 revere,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**

**Darpa 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 emmit 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**

**Darpa 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**

**Darpa 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  
**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 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**

**darpa 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**

**darpa cost:90**

**components:air sac of an antarian wind wryn**

**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**

**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 forget any single 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 wyrm**

**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 said 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 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 spinning 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 achieved,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**

**Darpa 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 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 advancment,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 gon. 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.Their 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 permenantly.***cost 20 rite points.can only be used once ,per character.*

**2.+1 to Magic attack Power ,permenently.***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 premanent.*

*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.Permanent .cost 35 rite points.*

*2.+1 to ice damage with spells.permanent.cost 35 rite points.*

*3.+1 to electrical damage with spells.permanent.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

**darpa 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.**example:** 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.**example:** 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.

**darpa cost:**4 darpa 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 towards 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 darpa 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 .

**darpa 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

**darpa cost:**7

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

**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 permanent.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**

**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 darpa**

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

**damage/effect:this will allow the spellcaster to detect any ,and all darpa,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**

**darpa cost:2 darpa.**

**components:this requires a silk glove worth 12 darpa 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 darpa are hidden from view.This spell will lead the spellcaster right to the source of the darpa 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**

**darpa 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

**darpa 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

**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 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

**darpas 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

**darpas cost:**12

**components:**normal sword(of any type),vial of tengurius extract,and diamond dust(500 darpas 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

**darpas cost:**10

**components:**phosperous powder,a piece of charcoal,and a emerald of 300 darpas 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:**nysra'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

**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:**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 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 magic 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 you are 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: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:** Lysuria'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 treasure 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**

**darpa 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**

**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 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**

**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 Mist**

**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 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

**darpa cost:**35

**components:**small lantern 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 posts 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***

***Darpa 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***

***Darpa 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***

***Darpa 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 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 for a cloud that is 10 feet by 10 feet,any creature ,or being that is with in the clouds 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 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,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 emmit 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,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 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 within 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 heat 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*

**darkpas 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**

**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 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**

**darpa 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**

**darpa 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**

**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 said 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 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 than 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 let's 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 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 within 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 giving 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 encrusted.*

*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 spinning barrier of swords around the caster,anything that comes within 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 within 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 achieved,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 Iyrusia'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*

*darpas 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 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 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.

**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 within 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 background.***

***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.**

**darpa 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.**

**darpa 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 darpa 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,nightvision.**

## **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.*

**darps 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 darpas that is not there.This last for 2 rounds ,every 4 levels of the caster.*

**darps needed:20**

**mbp/dmp needed:7**

**discription:***This will all the caster ,to trick the victim into chasing a chest of darpas,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.*

**darps 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 missile weapons,undr 9 points damage,this last 1 round,per every 4 levels of the caster*

**darps needed:20**

**mbp/dmp needed:8**

**discription:***This will form a mist of protective nature,this will surround the caster,protecting him form all missile 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.**

**darps 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.**

**darps 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.**

**darps 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.**

**darps 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.**

**darpa 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.**

**darpa 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.**

**darpa 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.**

**darpa 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.**

**darpa 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 weapondry,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 destory 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 advancment.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 .*

*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.

**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:**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

***darapas 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***

***darapas 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***

***darapas 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***

***darapas 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

**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 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*

**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*

**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.*

**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**

**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.

**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 pertification**

***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***

***darpa 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***

***darpa 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***

***darpa 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 darpa production***

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

***damage/effect:This will produce 3 darpa.per level of the healer..***

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

***darpa cost:6***

***components:prayer***

***discription:this is a limited form of darpa production.This will produce 3 darpa ,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***

***darapas 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***

***darapas 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***

***darapas 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***

***darapas 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 point,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**

**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

**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

**darpa 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**

**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 Vengence 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**

**darpas 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*

*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 pertification 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**

**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**

**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**

**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 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.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**

**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 Darpa**

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

**damage/effect:this will allow the healer to create 500 darpa, plus 1 per level of the caster.**

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

**darpa 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*

**darpas 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*

**darpas 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 Cleansing***

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

***damage/effect:This will cleanse 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*

*darapas 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*

*darapas 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,permenantly to their allotted points constantly used..*

*magic base points/dark magic points:13*

*darapas cost:140*

*components:prayer*

*discription:This will allow the healer to add 20 points to magical base points permementally.*

**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***

***darpa cost:250***

***components:target victim,antarite gauntlet(cost about 25 to 125 darpa)***

***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***

***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.*

**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*

**darpa 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**

**darpa 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**

**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 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.Annihilate Undead:**This will kill or annihilate 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 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.Atonement:***This will allow the healer one shot ,per use to turn an evil being good.this is the healers atonement 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 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 cleanse 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.*

*Werekind Rites: These are rites in which they Werekind can choose from. They get 1 rites, per every 3 levels of the werekind, they will get a max of 4 rite total. No where kind can or shall have any more then eight of these rites.*

#### *1. Rite Name: Spirit blade*

*Function: Does 4 points damage base, then 1 point, per level of the werekind, up to 100 points damage. Cost 4 rite points.*

*Description: This will cast a blade of pure spiritual energy. This unseen force will cause a physical wound to the victim. provided that the successful roll is made, and the defender doesnt have a higher magical defense, then the damage it causes.*

#### *2. Rite Name: Spirit of the Venestreaa*

*Function: This will allow them to deflect one missile type weapon, once per combat. This will cost 4 rite points.*

*Description: This is a defense rite for werekind, against the others using silver arrows or missile type weapons against them. They can use this once ,per combat. This protects them from long ranged attacks. This is a very useful rite to have for the werekind.*

#### *3. Rite Name: Rite of the Silver Resistance*



**Function:** This will allow them to be resistant to 4 points in silver damage, for 1 round, per every 4 levels of the werewolf. This costs 6 rite points to invoke this. Provided their success roll is made.

**Description:** This rite if picked up by the werewolf, will protect him from 4 points in silver damage. This is a very useful rite in their defense, against the metal alloy that plagues them so much.

#### **4. Rite Name: Rite of Jaces Minor Healing**

**Function:** This will heal 10 hitpoints damage, done in silver damage. This will cost 7 rite points. This is provided if the roll on the 1d30 is successful in using this. You can use this as many times, as you have rite points to do so.

**Description:** This was given to them the rite to heal 10 silver damage points done to them. This is a rite given to them by the goddess of the werewolf. This will only work if the necromancy rite points to use this, and a successful roll is made on the 1d30.

#### **5. Rite Name: Rite of the Xanstraa**

**Function:** This gives them the ability to sense all danger within 25 feet of them. This will last 1 round, per every 4 levels of the werewolf. This costs 4 rite points.

**Description:** This is given to them by a lesser spirit of the earth. This gives them the rite to sense all danger around them seen or unseen, within a 25 feet radius. Provided that a successful roll on a 1d30 is made, and they have the necromancy rites to do this rite.

#### **6. Rite Name: Rite of Fire Defense**

**Function:** This will protect them from 8 points damage, per every time this rite is successfully invoked. This costs 8 rite points.

**Description:** This is given to them as a minor rite of Jace the goddess of the werewolf. This will give them protection from fire damage that is done to them. This is provided that a successful invocation of the rite is made, and the werewolf does have the necromancy rite points to use this.

#### **7. Rite Name: Rite of the Spirit Path**

**Function:** This will allow the werewolf to choose one of the 9 paths of enlightenment for the werewolf. This rite must be taken as your first rites of this level. You must have a spiritual path. This costs 3 rite points. There is no need for a success or failure roll here, because a werewolf, must take a spiritual path.

**Description:** This is ordained that all werewolves shall choose one of the spiritual paths of enlightenment. All werewolves must do this it is the will of Jace and Yanira to do so. Any werewolf who does not choose a spiritual path, is seen as

*corrupt, and will be hunted, and destroyed by all werewolves.*

#### **8. Rite Name: Rite of Iron Will**

**Function:** This will add 1 point, to a werewolves wisdom, and intelligence. This can only work, once per werewolf. This costs 10 rite points.

**Description:** This will invoke a rite to increase the character's intelligence and wisdom, therefore giving them a strong will, to stay with his beliefs, and such. This is provided that there is a successful roll being made.

#### **9. Rite Name: Rite of Truth**

**Function:** This will allow them to know if someone is lying to them. This has a 10 feet radius. This costs 7 rite points.

**Description:** This allows them to know when they are being lied to. Provided if a success roll is made, and the proper points are spent.

#### **10. Rite Name: Rite of the Spiritual Claws**

**Function:** This will allow them to do 12 points damage, in spiritual rite damage, to the victim. This costs 12 rite points. This will add 1 point to the damage, per every 3 levels of advancement as well.

**Description:** This will invoke claws of spiritual energy. This will do the above stated damage. This is provided that this rite makes a successful roll, and the necessary rite points are used. This rite is one of the more powerful level two rites.

#### **11. Rite Name: Rite of the Bristling Fur**

**Function:** This will allow them to harden their fur, and give them a +5 to defense power, for 1 round, per every 3 levels of the werewolf.

**Description:** This will allow them to invoke a rite, that gives them extra defense power. This is limited by rounds or turns based on the level of the werewolf. This is also provided that they make their successful roll on the 1d30.

#### **12. Rite Name: Rite of the Blood Moon**

**Function:** This will allow them to invoke the rite of the blood moon. This will allow them to do 10 points damage in lunar beam damage, mystical force damage to their victim. This will add 1 point, to this per every 4 levels of the werewolf. This costs 10 rite points to invoke this rite.

**Description:** This was given to them by Jace. This is a rite that they will invoke given them the power to do the said stated damage above, in lunar damage, and

*instense mystical force damage.This is provided that they make a successful roll on the 1d30.*

**13.Rite Name:Rite of The Night**

*Function:This will give the werkind the rite to make any area with in 100 feet radius .Totally dark,this will last 1 round, per every 3 levels of the werkind.This cost 10 rite points.*

*Description:This will allow the werkind to shroud any 100 feet radius in total absolute darkness.This will hide them from most non nightvision creatures.This is provided that the success roll for the rite is made.This will also only last x amount of rounds, or turns, depending upon the level of the werkind whom invokes this rite.*

**14.Rite Name:Rite of Glorious Battle**

*Function:This will give the werkind +3 to attack power, permenently .this is a one shot gain, success or fail.it can only be attempted once ,per werkind.This cost 14 rite points.*

*Description:This will give a werkind a +3 to attack power, if the rite is successful.if the rite should fail, it can not be tried again on the same werkind.Each werkind,gets one shot at this rite,the werkind how every can try it on those werkind, who have not gotten a chance at this rite.*

**15.Rite Name:Rite of the Alpha**

*Function:This will rite will allow the alpha to add 2 more werkind to his pack.This cost 16 rite points.This can be attempted up to 10 times.meaning that 10 successes would add a max of 20 werkind to an alphas pack.*

*Description:This rite is given to those who are alphas,or those who are becoming alphas.This helps them build their respective packs.This will allow them to strength there numbers with in their pack.Provided the werkinds rolls are successful, and they have enough rite points to do this.*

**16.Rite Name:rite of bleeding**

*Function:This will allow the werkind to cause 30 points damage in internal bleeding to its victim.this cost 23 rite points.*

*Description:This rite will cause internal bleeding with in the victim.this is provided that the success roll is made and the nessecery rite points are spent.*

**17.Rite Name:Rite of bonecrushing**

*Function:this will allow the werkind to do 40 points damage, to any victim.This cost 25 rite points.*

**Description:** this will allow the werekind to break bones for damage. this is provided that the rite is successful, and they have the necessary rite points.

**18. Rite Name:** rite of the fire shaft

**Function:** this will allow the werekind to fire a shaft of spiritual fire. this will do 10 points damage, plus 1 point, per every 4 levels of the werekind. this rite cost 20 rite points.

**Description:** this will invoke a shaft of spiritual fire. this will do the above stated damage, provided that the success roll is made, and the rite points are spent.

**19. Rite Name:** rite of binding

**Function:** This will hold a victim for 1 turn, per every 10 levels of the werekind. this cost 20 rite points.

**Description:** this will hold any given target for the said stated rounds above. this is provided that the success roll is made. and the necessary rite points are spent.

**20. Rite Name:** Rite of the Shadow bolt

**Function:** This will allow the werekind to invoke a rite of shadow magic. This will do 10 points damage base, then it will do 1 point damage, per every 4 levels of the werekind. This cost 18 rite points.

**Description:** This will give the werekind the ability to invoke a rite of intense shadow magic. This will fire a bolt of shadow energy at any given victim. This is provided that they make a successful rite roll on the 1d30, and that they have enough in the rite points to summon or invoke this rite.

**Werekind Spiritual Spells:** You as any werekind can take 2 spells from each spell level of the naturalist. These are given to all werekind. You get 1 spell level, per every 3 levels of the werekind. You get 2 first level naturalist spells, at the first level, you get 2 2nd level spells at the 4th level, etc.

Here with in this section you will find the 9 spiritual paths. You must take one of the spiritual paths, to even be a werekind. These are something that is absolutely required. There is no way of not having one. If you choose not to take on a spiritual path, then all werekind must hunt you down, and destroy you. It is that simple. The paths are as follows:

**1. Path Name:** Path of The healer

**Path Gifts:**

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1. You get a +1 to all healing spells.
  2. You get a +1 to turning all vampires.
  3. You get a +1 to magic defense.
  4. You get a +1 to intelligence.

**Description:** This is the path of the healer. You must take on this path, if you are to be that of a healer with in the werekind packs. You must have this path to use healing magicks. This Path makes it so that you have a firm belief not only in yanira, and Jace, but a firm belief in Findel the goddess of all healing.

## **2. Path Name: Path of the Warrior**

### **Path Gifts:**

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1. You get a +1 to all weapon damage.
2. You get a +1 to strength.
3. You get a +1 to stamina
4. You get a +1 to constitution

**Description:** This is the path of the honorable warrior. These are the fighting types for the werekind clans. These are an honored position with in the werekind. They have a strong belief in Draline the god of war. These are noble and honorable werekind.

## **3. Path Name: Path of the Shadow Walker**

### **Path Gifts:**

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1. You get a +1 to dexterity
2. You get a +1 to speed
3. You get a +1 to lift pouch
4. You get a +1 one to Pick lock

**Description:** This is the path of the werekind shadowWalker. These are considered shady characters with in the werekind, but they have very useful skills to the pack. They would rob their own mother if the she had something they wanted, but

***they would never sell out the pack. They have a strong belief in Ryea or rygore.***

#### ***4.Path Name:Path of the NightWalker***

##### ***Path Gifts:***

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- 1.You get a +1 to dexterity***
- 2.You get a +1 to speed***
- 3.You get a +1 to back stab***
- 4.You get a +1 to damage of weapons***

***Description:This is the path of the nightwalker.They are hired killers, but they will defend their pack.They have a strong belief in rygore, or ryea.They kill for profit, they will have ever kill to defend the pack in which they serve.They do have some honor.***

#### ***5.Path Name:Path of the Path Walker***

##### ***Path Gifts:***

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- 1.They get a +1 to strength***
- 2.They get a +1 to constitution***
- 3.They get a +1 to tracking***
- 4.They get a +1 to first aid***

***Description:These are your survivalist warriors.These are you would land warriors.They have a strong belief with in draline, and yanira.They are warriors of nature.They will defend the forest homes of the packs.***

#### ***6.Path Name:Path of the SpellCaster***

##### ***Path Gifts:***

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- 1.You get a +1 to magic attack***
- 2.You get a +1 to magic defense***
- 3.You get a +1 to intelligence***

#### **4. You get a +1 to wisdom**

**Description:** *This is the path of the spellcaster. These are your magic wielding werekind. They specialize in the use of magics. They are the werekind magic users. They have a strong belief in Pamula or Max. They will defend the pack with their lives.*

#### **7. Path Name: Path of the Optimage**

##### **Path Gifts:**

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**1. +1 to intelligence**

**2. +1 to wisdom**

**3. +1 to dexterity**

**4. +1 to speed**

**Description:** *These are your illusionary magic slinging werekind. They use illusion as their weapon of choice. They are honorable enough. They have the belief in Pamula or Max. They will defend the pack with honor.*

#### **8. Path Name: Path of the Arcane Mage**

##### **Path Gifts:**

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**1. +1 to intelligence**

**2. +1 to wisdom**

**3. +1 to magic attack**

**4. +1 to magic defense**

**Description:** *These are your corrupted werekind spell slingers. They are evil they will only defend their evil pack brethren. They will seek to corrupt any werekind in which they can get in the clutches. They are the most evil and dishonorable of the werekind.*

#### **9. Path Name: Path of the Arcane Shaman**

##### **Path Gifts:**

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**1.+1 to healing**

**2.+1 to intelligence**

**3.+1 to wisdom**

**4.+1 to magic defense**

**Description:**These are your more evil healing types.They will only use their healing magick to benifit the forces of evil.They are corrupt shaman.They are bent on controlling the pack.They will however listen to their corrupt alpha, but they will try to bend and twist his mind to their advantage.

**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.*

*You will find the weapons, armor, and items with in the players hand book.You will also find races with in that too.You can be of any humaniod race as a werekind ,save giants, and ogres.All other humaniod types you can become werekind in.*

*The werekind are followers of jace and yanira.They are with in there core belief system.They have a vast history with in the antarian world.They also have their own culture, art, musical and ritualistic practices.They are living creatures of the antarian world.They are of the mortal world, even though they are considered cursed, that does not mean that they are all evil.They do have a religious belief ,and some have a good heart ,and nature.They are not the evil that plagues the world nessecerily.They are the sworn enemies, of the wolfkind, the gyrannatti, and the vampires of the Antarian World.They are constantly at war with them.*