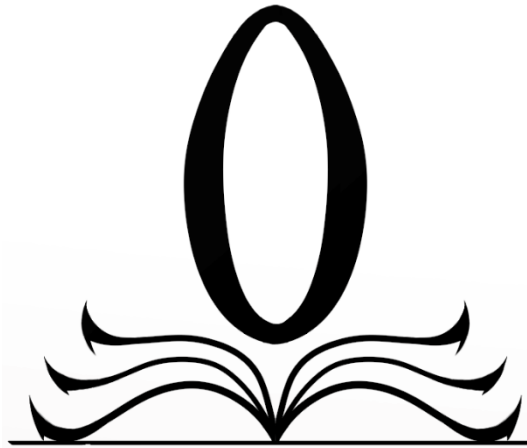




Supplemental Rulebook



Sojourners Portal LTD
Presents



Sustainable
Collapse

7/19/2022 - This is a live document. This world we are creating together is still being fleshed out as all of our stories emerge. As we discover and flesh out more areas of Mirhanan they will be added to this document. That being said, there will be a changelog right here any time we put out an update. Cheers!

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Sector One

...it was during the Second Accords that the globe got parsed up and passed out amongst those who had high seats at the table. One anchor at each pole and four spread out equidistant around the equator split the world into the eight sectors. Looking at the whole map, the Sectors don't make much sense, I know. But the Carcer Corporation gave them those designations in the order they acquired parcels of land within them.

Sector 1, of course, being where Carcer and the Planar Anchor Group call home. The old military base, back from when General Elias Carcer abandoned the Janeth Prime army and made his troops into a mercenary unit, was converted into the PAG research facility where they

figured out how to make the Anchors work. Only Carcer and PAG know exactly where the facility is, hidden away in the mountains.

Most of the folk in Sector 1, if not in the employ of Carcer or PAG, are certainly friendly towards them and their views... or at least smart enough to keep their mouths shut about it if they aren't.

Cultures

Acerubrum

Name: Acerubrum, nicknamed The Burning Town

Positive Traits: methodical, traditional, eco-minded

Negative Traits: insular, slow to change, stubborn

Consider This Culture If: You like Nature, Homesteading, and Wilderness Stories

Overview: "And it rained, it was nothing really new. And it blew, we've seen all that before. And it poured... the land began to strain. Chaos leaking through the door, tides at war. We will be back."

These words are carved in the bark of a massive, ancient red maple standing taller than the surrounding forest. This tree, known as Aceru, stands guard over a memory long out of human minds. It's generally assumed that whoever it was that wrote those words was an overconfident person spitting in the face of The Collapse, someone who didn't know that the very fabric of reality was changing.

Acerubrum is now a quaint place, rustic in appeal and simple in its desires. Log homes are the norm, with the occasional masonry the closer to the village center you go. Generally self-sufficient, homesteads and farms provide for the common good. There are also a number of crafters who have studios here; most of whom fell in love with the town during its yearly fair days and chose to stay.

Nicknamed the 'Burning Town' because of all of the red maples in the surrounding forest, each fall the town turns a glorious red as the leaves change color. And come spring, the red maples are the first to leaf out, ringing the valley that most of the people live in with a deep fringe of soft maroon leaves even while frost remains on the ground. The spring thaw also ushers in an Acerubrum tradition - the Sap Run. After a long, cold winter, it's easy to get swept up in the joy of spring and the sugar rush of fresh maple syrup.

The people of Acerubrum dress in natural linens and hides, often embellished with leaf motifs, animal tracks, or other organic designs. During the winter, furs and heavy outerwear are a must to keep warm, and the town is known for its fine wool caps and gloves. In the summer, cotton and linen layers are usually enough during the heat of the day. A common phrase in the town is 'if you don't like the weather, wait a minute!'.

Religion [Nature, Storm]: Aceru, the deity that is said to make its home in the tree, is one of protection, warding away those with ill intent. Maple medallions are common charms in Acerubrum, polished wooden discs hanging from lintels and over cribs. Many are created with lights in the center, representative of Aceru's ability to drive away danger and darkness.

Lyptyn

Region: The Tamed Lands

Name: Lyptyn

Positive Traits: Independent, Caring, Sturdy

Negative Traits: Passive aggressive, Lenient, Blasé

Consider This Culture If: You love Vikings, Universal Basic Income, and Horror Stories

Overview: Blessed by the tail-end of a tropical oceanic current, the land of Lyptyn is split in two: the temperate lowlands with soft sand beaches and even a small grove of coconut palms on the southernmost tip of the island, and the highlands, in perpetual winter from an arctic current that slips along the upper coast of the country. These two currents meet on the east coast and are known for savage storms and incredibly treacherous seas. The majority of the population lives along the southern half of the country, in the more temperate regions, and only a sparse few choose to live amongst the glaciers and frozen pines of the north. Despite the warm(ish) water of the coastal regions, it is not uncommon to see calved icebergs from the north inching their way past, leeching brisk air to give the towns an unusual chill.

While fostering a fiercely independent culture, children are encouraged to roam on their own or in packs of agemates (colloquially known as '*meirgiersi*' - 'little icecubes' literally). Many small businesses craft highly specific and niche items or services; there is a strong foundation of social wellness and mutual aid, thus enabling a single parent to provide for their family by selling, for example, exclusively left-handed corncob trimmers. Basic food, clothing, and housing are provided by the democratically elected parliament of Bergin, located in the capital city.

While the coast is relatively warm, inland rivers that run to the sea are shockingly cold, and many are deep and deceptively fast. Many people go missing in these rivers during the spring melting season, or after heavy rains. A local legend claims that bodies of those who die in the icy waters must be recovered or else they will be lost on their way to The Apothecary and become a type of ghoulish being known as "Fiann", ever searching for a healing warmth, and often taking it by force by drinking the blood of their victims. It is considered taboo to specifically ask for warm drinks or clothing in the cold, or to go to a stranger's door in cold weather and directly ask for access to their hearth, as these can be seen as inviting the Fiannen into your lives. Instead, innocuous and passive statements are used, such as "I've always loved a good cup of coffee," "The stonework of

your hearth is lovely," or "Oh my, I seem to have forgotten to put away my extra blankets". This sort of passive requesting habit has leached into much of Lyptyn life, and as such can cause cultural clash when speaking with foreigners who don't realize that something is requested, or that outright requesting things can be seen as rude or bad luck.

Non-Municipal Points of Interest

Lotus Beach

A strip of rocky shoreline, Lotus Beach seems poorly named until the night of the vernal equinox, when thousands of Stone Lotus plantforms bloom together. The sight is as enchanting as it is dangerous, with the pollen released causing paralysis and hallucinations, and an intense apathy for previous cares and responsibilities.

Once the night draws to a close, the Stone Lotus plantforms return to their dormant state, with the corpses of creatures under control of their pollen rotting on the beach to feed their roots.

Stone Lotus buds can make a powerful hypnotic draught, or paralytic powder, but collecting them can be perilous if done indelicately. Scavengers, human and animal alike, comb the tideline of the beach.

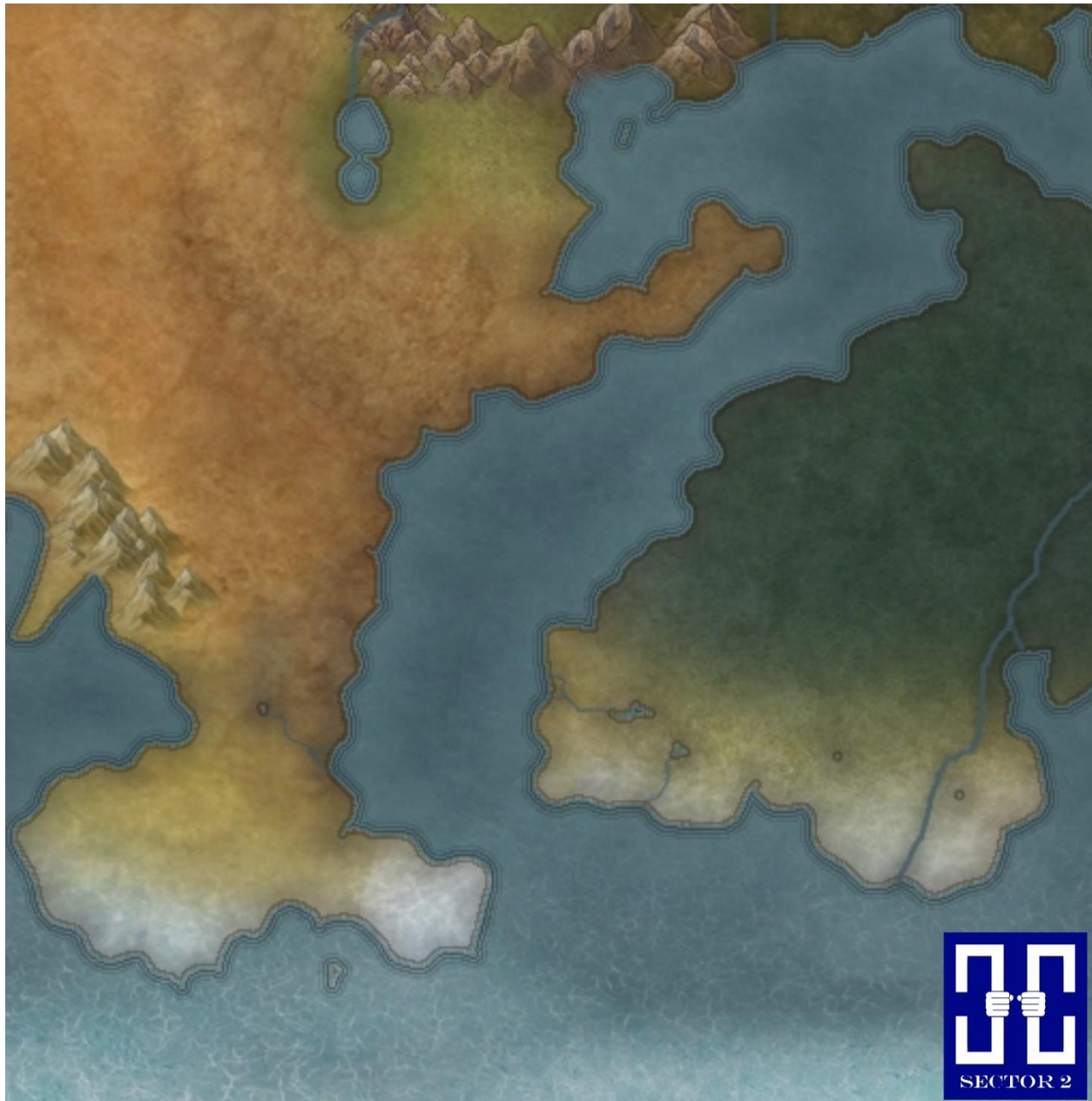
The River Walk

The River Walk is a deceptively picturesque area with little to no signs of human activity - outside, that is, for the long rambling boardwalks and trails that lead seemingly nowhere.

Adventurers claim there is a reason to the erratic trails: some believe them to follow latent elemental ley lines, lead to 'invisible PAG strongholds', or form a geographical scale runic spell; others theorize that during the Collapse (similar to the Dead Lands) it was simply a matter of like attracting like.

Though there is little overt danger in the area in the form of hostile creatures or particularly treacherous terrain, it has been so far impossible to create a truly accurate map of the region. Trails move at random, with entire boardwalks disappearing and reappearing overnight sometimes. There are a few 'bedrock' trails, so called because they have not moved since serious attempts to map the area started, and are generally believed to be safe to take your bearings from.

It gets dicey the farther from these bedrock trails you go, with adventurers going missing with alarming regularity. No rescue groups will go more than half a day's travel from bedrock in search of you, so if you do go, make sure your affairs are in order before you set out.



Sector Two

Sector 2, also known by some as Janeth Redux, is where those who still remembered the tales of the world of science went. They all claimed to have strong ties to Janeth Prime, but that was mostly just bluster... not a single person at the Second Accords really remembered Janeth Prime - or Thislan for that matter. By that time anyone who could claim to have been born on one of the worlds that were lost had long passed - dead to the Collapse, or the wars that followed - or were old, and done with the political bickering that came after the First Accords.

Research centers and schools of higher learning are abundant here. If you're looking to study the sciences, Janeth Redux is as good as it gets. Sure, the Planar Anchor Group has a lot of sway here, but not every facility was founded by them.

One of the oddities of Sector 2 is the way the entire sector is under one government. I can't say that I know a lot about it - other than it seems to have a fair hand at keeping everyone healthy and content. Hospitals are open to anyone at any time for everything, from an infected hangnail to full diagnostics for things the faith healers can't figure out. They don't give any of those body modifications away for free, but they certainly do have the best chop doctors in all of Mirhanan.

Cultures

Ghamar

Region: The Tamed Lands

Name: Ghamar, The Deluged Desert

Positive Traits: Artistic, Emotional, Thorough

Negative Traits: Dismissive, Self-Absorbed, Patronizing

Consider This Culture If: You love Art History, Desert Oases, and Epic Poetry

Overview: Ghamar is a large country that includes both a warm, arid desert region, and along the coast a seaside paradise bordering on subtropical. The central hub of civilization in the region is here, along the coast, with fewer cities of substantial size the further into the desert one goes.

Sculpture in general is highly popular in Ghamar, and the most famous is probably the entrance to the [Capital city] Bazaar; called The Wave, it depicts the hand of the ocean goddess Zahra quelling the tsunami that was sure to destroy the city in order to save her human beloved Amir who had been swept up in his boat.

This sculpture and legend have given birth to one of the most common Ghamarian hand gestures: 'Kiss', or 'Promise', among other nuanced meanings, it is not unusual to see someone tap their middle finger to their thumb with their other fingers outstretched. Touching the tip of your middle finger to another person's middle finger is also considered a relatively intimate touch, with romantic or oath-making associations as well.

The people of Ghamar are proud of their country and its rich history of mathematical and astronomical breakthroughs, as well as its prolific artists and poets. Beneath all of the embellishment and decoration are complex designs and architecture, perfectly adapted to the climate of Ghamar. Indeed, they are a people of a kind with Tsenoche, where if something must be done, it must also be done beautifully, though Ghammarians seem to focus more on the beauty of the mathematics that form such structures than the aesthetic as Tsenochians do.

Another popular attraction in Ghamar are the public bath houses, though there are strict social rules that foreigners may not find easy to understand. While there is no

segregation, modesty is still preserved by the thick clouds of steam, and large, thin towels known as Fouta used to cover one's body when moving from pool to pool. This is a common bonding activity among friends and family; and even bosses with their employees will take group trips to the bath house after the completion of a large or difficult project, or to welcome a new team member. Visitors might not understand the distinction between nudity within the bath house versus outside, but Ghammarian clerics believe in the sanctity of the water and its purifying effects, and as such, while one is in the water, their body is as Zahra's, and is therefore holy. This cultural perception of modesty can vary greatly, as need for looser, lightweight clothing in the dry interior heat opposes the fitted and sometimes more revealing clothes practical for the coast.

Religion [Creation, Inspiration]: While other deities dot the Ghamarian pantheon, none are so widely worshiped as Zahra, goddess of the Ocean. Zahra is a volatile goddess who spends most of her time below the waves asleep in her bed on the seafloor. She is responsible for creating the night as well as the sun, and her worshippers will often write poetry for her.

Kahlm

Region: The Tamed Lands

Name: Kahlm, City of Dragons

Positive Traits: Gregarious, Hospitable, Creative

Negative Traits: Desensitized, Stubborn, Unreliable

Consider This Culture If: You like Architecture, Dragons, & Stories about Perseverance

Overview: The City of Dragons is one of the few permanent cities in the Ghamarian desert, located where the harsh sands give way to even harsher mountainside. The cliffs are rich in highly pigmented black and white marble veins, lending to the city's signature monochromatic look. The city's first buildings were actually carved directly into the cliffs, which are now used as quasi-temperature-controlled storage for food, important relics, and the city's impressive library of pre-Collapse literature.

Unknown to the first residents of Kahlm, the black and white cliffs were home to a hibernating population of fierce rock drakes. These dragons awoke in the early days of Kahlm and wreaked havoc on the people there. Elderly resident Aaliyah Lahlou realized that the drakes were mistaking the tallest buildings of Kahlm for the cliffs in which the animals dug their dens.

Architect Mourad Aziza proposed the onion shaped rookery dome atop the already tall and imposing Black Gate to the city, arguing that the dragons would never build their nests in the open, and that the dome would be structurally sound enough to withstand the abuse of several hundred pounds of lizard.

The experiment worked beautifully. Within a few years, every building more than two stories tall had a rookery built atop a sturdy platform. This allowed the residents to continue to use their roofs as they had while protecting them from the misguided rock drakes. As an added bonus, the dragons became tourist attractions and ensured that no danger came to the city.

Nowadays, rock drakes are as common as pigeons in the area – and just as relatively tamed. They do have a bad habit of stealing food, and the outdoor food carts so prolific in other regions of Ghamar are nowhere to be found in the City of Dragons (though there is quite the popular underground (literal) cafe scene in the center of the city). The largest rookery dome, locally called the Great Black Onion, or just the Onion, is over the city's central market square, where fine marble carvings and other local specialties can be found.

The War House

Region: Janeth Redux

Name: The War House

Positive Traits: Familial, Accepting, Skilled

Negative Traits: Poverty, danger, criminally inclined

Consider This Culture If You Like: Melee Fighting, Revolution, and Found Family

Overview: In the slums of Janeth Redux, between the tech facilities, and polished buildings, those rejected by higher society gathered. Debtors, dropouts, criminals, misfits. The homeless, and the friendless seeking found family. It started as a shelter from the weather and a place to find help. A large, mostly empty building where anyone was welcome. A dilapidated place of peace. But that was before the raids. The government saw their gathering as a threat and violently cleared out the old warehouse under the guise of trespassing charges. Three were killed in the scuffle. Everyone scattered to save their skin, leading the government enforcers to think they had destroyed their community. They couldn't have been more wrong.

When the group of outcasts picked up the pieces and regrouped at what used to be their home; they vowed to never let that kind of violence be inflicted on their own ever again. Not without a fight. They drew inspiration from the shattered letters over the building, and the War House was born. Those who were able, went out into the city and gathered scraps of metal, pipes, old tools, and abandoned clothes. They began to piece together armor out of whatever they could, and weapons out of whatever would swing and leave a mark. It was slow going, but everyone at the War House learned to defend themselves. The War House community expanded to create a small camp surrounding the House, as more space was required. With each new addition to their family, they became more determined to become a force to be reckoned with.

Out of a necessity to hold order a hierarchy was formed, from Scavengers to Combat Teachers and Strategists. At the lowest of the order are the scavengers. Children are often sent to find scraps, as authorities rarely give them much thought. Next are the average fighters, who make up the majority of the group. They take shifts as sentries and guards and often serve other roles within the community as well. Everyone in the War House fights, but not all of them fight primarily physically. Some act as political strategists, planning ways to counteract harmful legislation. Others defend the War House by ensuring it is well hidden and throwing those who attempt to find them off the scent. Next in the hierarchy are the healers. Healers are always accompanied by guards, as they are too vital to the safety of the whole to lose. Above them are the crafters, those who piece together armor, and restore weapons. Lastly, the war house is led by the combat teachers and strategists. Those who train everyone who walks through their doors. They protect and defend those whom the city deems unworthy of protection.

Armor and weapons are used as a form of currency in a barter system within the War House, however the use of lethal force, and the use of any gun, is taboo. A gun makes anyone a weapon, a weapon does not make everyone a fighter. In the War House, you must be a fighter, not simply a weapon. If a crafter is found restoring or bartering guns, their right to distribute weapons is revoked.

Non-Municipal Points of Interest

The Dead Forest

Legend goes that on the day of the Collapse, the Dead Forest was a Janeth Prime park. Indeed, even now there are the overgrown remnants of benches and fountains, the barest hint of a path where the weeds have finally broken through ornate pavers and reclaimed the ground.

Flowering trees, once ornamental manicured things, reach for the sky with unkempt, blossom heavy claws. Fruit that was never meant to grow rots on the ground, a sickeningly delicious perfume that can be smelled long before you reach the tree. Vines and shrubs picked for their flowers grow rampant and uncowed across the understory.

But unlike that forgotten peaceful park where children and pets played, the Dead Forest now exudes an air of malice and menace. To stand in the unnatural silence of the woods is to hear the trees whisper that they want nothing more than for your moldering body to feed their roots. Vines full of tempting berries draw you close as they reach toward your neck, your ankle, sharp thorns aimed at your heart.

The day of the Collapse was like any other. The song of the birds was soft and gentle, and the breeze caused leaves to dance across the ground. Dogs barked and the whirring sound of bicycles cruising past was the backdrop of picture-perfect peace.

The light reached them first. Then the deafening silence. By the time the shock waves arrived, most people who had been in the park were already dead. There is still Janeth Prime graffiti to be found in the Dead Forest. Scrawled 'I love you's and 'forgive me's and other tiny, grasping attempts at making peace with oblivion while you watch yourself fade away. For the bravest of scrappers, there is a fortune in old world tech just waiting to be salvaged. For the historians, there is invaluable in situ first hand recordings of the collapse.

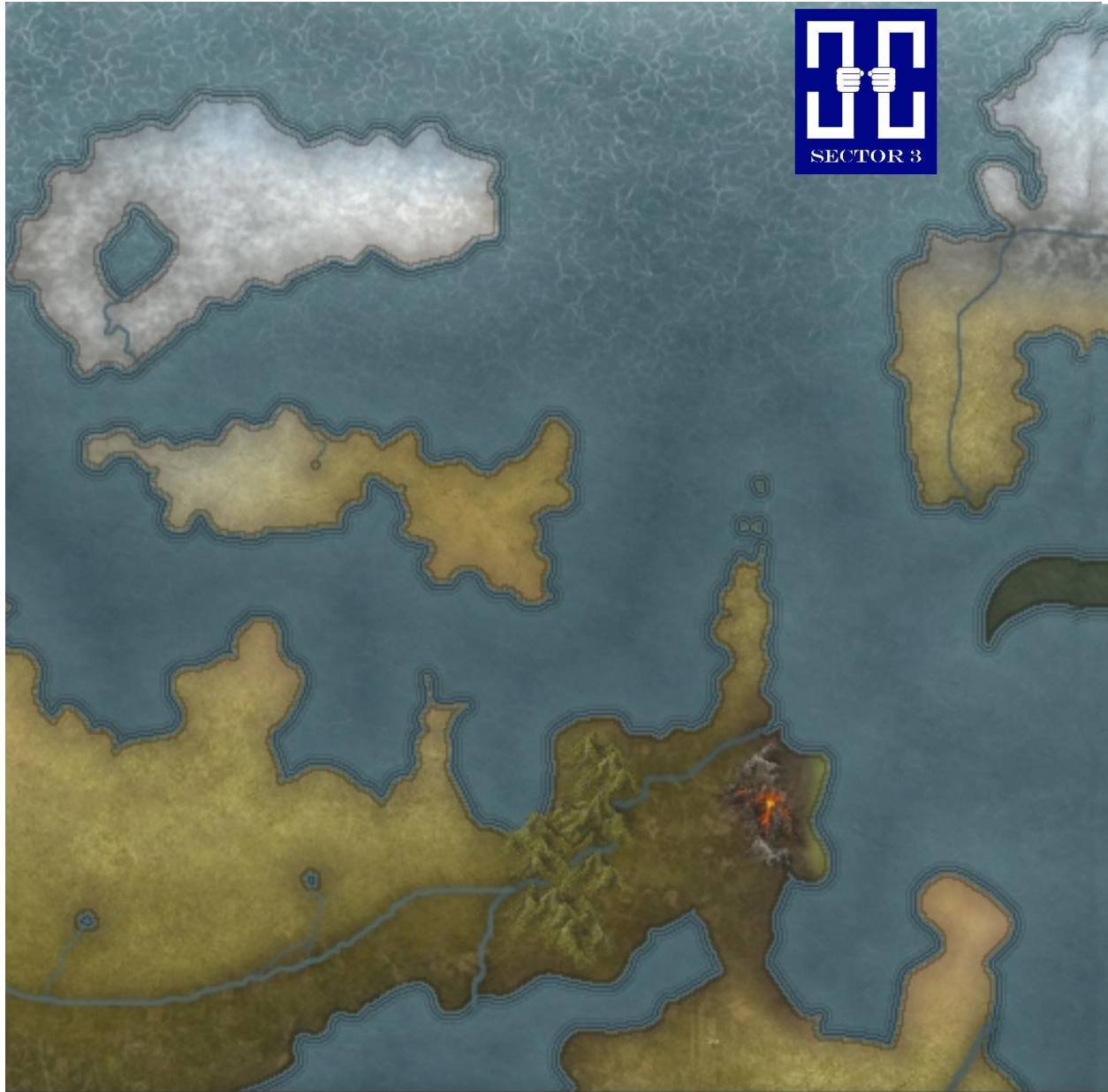
For the smart, there is only the warning to stay away from this deadly, almost sentient, certainly malevolent, forest.

Creag

Creag is a massive monolith found deep in the forests of Sector 2, made of a strange type of rock that was unknown to anyone prior to the Collapse. Even now, very few matching specimens have been found outside of the general area of Creag itself.

Locals speak of Creag as though it is alive, having a personality of a somewhat capricious relative; most people are fond of it, but give it a wide and superstitious berth, while others may claim it to be outright malicious and dangerous. Even disbelievers will eventually come around to speaking to it as though Creag can hear them after a while.

A sort of rite of passage for teens in the area, it's said if you manage to stay a whole night with both hands flat against the stone without turning around you will have good luck, or a wish granted, or a number of other vague omens. Pregnant women will also come to sit on the rock in an effort to induce birth, though doctors usually claim it's the physical exertion that rushes the tardy baby. Offerings can be found at the south face of the rock; plates of milk and honey, sprouted onions or potatoes, and milled flour being common.



Sector Three

Formally known as Sector 3, most of those in the region prefer to call it Irtana. Carcer doesn't like talking or even hearing about this sector. The Planar Anchor Group isn't too fond of it either.

About fifty years ago, Carcer was struggling with some internal issues. A lot of folks high up in the corporation were caught in some sort of scandal that nearly ruined them. No one outside of the organization knows exactly what went down, but it was common belief that there were some colonists that went missing and turned up dead and unrecognizable in some PAG facility. Me, I think it wasn't anything quite as macabre as that... probably just someone skimming a little extra off the top to line their own pockets with.

Anyway, a lot of the Carcer middle management in Sector 3, along with some PAG researchers, decided that they were done with the whole operation and went native inside their own colonies. Those in top management decided it wasn't worth the cost to send in troops to reestablish control.

All the dissenters who rejected "Carcer Dogma" hope you'll join them. One former colony is Findpeace Befree, drop in and leave your old life behind. Another is Hosconvi - nonstop party people and a couple of scientists still trying to work.

Cultures

Findpeace Befree

Region: The Wylds

Name: also Befree Findpeace, as everyone has the right to choose which comes first

Positive Traits: Self-expressive, Accepting, Intuitive

Negative Traits: Aloof, Paranoid, Disorganized

Consider This Culture If: You Are Anti-Authoritarian, A Free Spirit, or Smell Strongly of Patchouli

Overview: Dissenters of "Carcer Dogma" indeed. The people of Befree Findpeace claim it all began when those once confined by the rigid shadows of Carcer and PAG at last broke free in pursuit of a brighter future, guided by the ideals of the goddess Itanyash.

Regardless of how true, the Cult of Itanyash has since flourished in the high volcanic plains. At the heart of Findpeace Befree is the Commune, once a loose collection of canvas tents and firepits. Now a self-sufficient tent-city, the Commune even boasts a large, shared lodge, a few scattered 'temples' (precarious structures of fallen branches and woven vines), and free residence as a perpetual pain in corporate necks.

Since its beginning, the Cult has also been composed apparently solely of corporate rejects. Their beliefs are built in open opposition to corporate focuses; they claim to prioritize transparency and communal living, and coach their recruits to "follow their intuition" and "invest in emotion." There is only a very loose structure of organization, consisting of Initiates, the Initiated, and the Co-Op - an overseeing council of elder members who act as informal guides and peacekeepers. Any large decisions are made through collective compromises between all Initiated members. The discussion process for these compromises has been known to take up to six months. Initiates face but one trial. For the first month in its "walls," the aspiring Cultist may ask any question in regards to life on the outside of any other Cultist. They are given a journal in which to log the answers they receive and any connections they draw, though no means of communication to anyone outside the Commune.

At the end of the month, the Initiate is a guest of honor at a ritualistic bonfire. There, they are expected to shed not only any worldly belongings brought with them from the outside world, but to burn their journal, and in doing so become reborn. Should they do so, they are welcomed as fully-fledged Children of Itanyash, Goddess of Peace. These successful Cultists often choose new names they feel reflect a true facet of themselves, often things like 'Oakenheart' or 'Unchained Soul' ('Soul' for short), and begin their new life.

It isn't known what, exactly, happens to those who fail, or if any have. Cultists certainly aren't trapped afterwards; they can often be spotted proselytizing in communes and marketplaces, clad in signature ragged pastels with no weaponry, but a general excess of incense. When asked about Commune, they describe an idyllic place of complete collaboration and equity; where all is shared, and all are valued. These individuals never acknowledge their bureaucratic pasts, even to those who manage to recognize them from that previous life, and resist all reminders with a remarkably stubborn passivity.

Religion [Life, War]:The foundation atop which the Cult of Itanyash is built is, quite naturally, its goddess.

Often mistaken for a manifestation of creativity, Itanyash is a goddess not meant to be understood. To those who follow her, she is the chaotic light of the beginning and the last peaceful breath before the end; freedom, chaos, love and hate, peace in conflict.

There is but one formal creed: a disciple of Itanyash must be unafraid to pursue the impossible – and above all other impossibilities, peace. Even life in the shadow of a volcano is an intentional part of this belief, as it requires the Cultists' acceptance that, at any time, their choice to reside there could be wiped clean by fire.

Life is seen as both a gift and a blank canvas, while times of strife are Itanyash's challenges, her own self-expressions of turmoil, and often thought of as an opportunity – though not, in any way, a test – to determine the strength of one's dedication to peace. Depictions of Itanyash are left to the believer. Prevailing efforts include both a Mother Goddess draped in sheer silks and flowers blooming from her hair and a blinded, greatsword-wielding Warrior Queen.

Hosconvi

Region: The Tamed Lands, Wylds

Name: HOS'convee

Positive Traits: Optimistic, Welcoming, Project-Oriented

Negative Traits: Introvert? What's That?, Judgemental, Never *Ask* For Help

Consider This Culture If: You like Drinks, Parades, and Competitive Hospitality

Overview: Hosconvi was founded in the Tamed Lands or the Wylds and slowly expanded to the other region, beliefs vary. Renown as a place of constant partying overshadows a population of dedicated researchers and engineers. There are right and wrong ways to do everything, opinions vary. Spirited debates may begin if you ask one person a question within hearing of another. New residents are proud to absorb local expressions and customs well enough to pass as locals, until they display their heritage in a flash of expertise to win a contest, or a private gesture of deep friendship and love.

Hosting, whether a few guests for a meal or a large event spanning days, is a chance to display one's talent and knowledge. For anticipated and unexpected guests, hosts provide beverages of their own design - always fitting the time of day, in honor of the guest or anything the host chooses. An invitation to dine means a show of skill in both preparation and fusion of ingredients. Dancing in all forms is as much a part of life as food and drink: it should happen daily, and will be included in most gatherings.

While some artwork is permanent, most is designed to be ephemeral, appreciated and replaced. Each season boasts annual parades and parties honoring different themes. Locals may appreciate an audience of tourists or insist that observers join in. If you stay for any length of time, parties, performances, and organized activities will crowd your calendar - friendly (or bitter) rivalry over who can draw more attendees is common.

Children are seen as young adults to be given increasing autonomy as soon as possible, as self-sufficiency is a core value. Sole responsibility for simple family meals is normal from age eight. The people of Hosconvi prioritize giving children supplies, materials, and constant exposure to the heights of creativity and precision in art and science.

Adults may ask for help with a specific task, but will refrain from admitting difficulties, especially any struggle with their own needs. Hardworking and happy to collaborate on projects of research and art for months or years, they are equally unwilling to extend much time to those seeking help with chores or personal commitments. Displaying grief in a time of loss or sadness at an event's end are the exceptions to a norm of always (or only) emphasizing the good in all things, as the show and the work must go on.

Religion [All]: The Parade of the Divine is held yearly, cycling to the next season each time, always drawing crowds of visitors. While followers of all domains and myriad religions can be found, devotion ranges from deep to non-existent. Dedicating all or part of a performance or artwork to a deity or domain is usual, for luck if not devotion. It is common courtesy for guests to offer the first (or last) glass (or dish) to one's own religion (or the deity or domain most fitting the theme of the event or meal), for the luck of the host. As with everything in Hosconvi, options are many. Approval will vary.

Mava

Region: The Wylds

Name: Mava

Positive Traits: Calm, Polite, Dependable

Negative Traits: Isolation, Harsh, Unyielding

Consider This Culture If: You like Winter, Stoicism, and Stories about Internal Struggle

Overview: A mountainous region in the frozen northern expanse of what was once Thislan, the people of Mava are reclusive and secretive toward outsiders. Due to the epic landscapes of their perpetually frozen home, and the timeless nature of snow, the people have cultivated the concept of "Mava-Ki"- or meaning in the silence and lack of other substance. Mava-Ki is found in the sunlight filtering through icy tree boughs, or the silence of the blanketing of snow that covers Mava 3/4 of the year. It is the silence between cracks in the ice of the fjords, the silence of snowshoes on fresh powder instead of footsteps crunching through crusted ice, the stark blots of white on tall pine trees and dark mountains, making summits disappear into the fog. The people, characterized by their stocky builds, heavy-weather clothing made of animal hides and wool, and quiet dispositions, are hardy and well adapted to their peaceful lives of sublime contemplation. Even the region's music is characterized by the silences, or notes that are not played.

Children are given a birthname, derived from the date they are born, similar to a horoscope, that is used formally until the child reaches the age of ceremony ~13 years or so, and chooses their formal Mava-Ki name. Formal names are often long, poetic, and reflect an aspect of Mava-Ki the individual feels they either embody, or lack. Over a person's lifetime, it is not unusual for them to add to, change, or completely reinvent this formal name as their sense of inner self changes. People use shorter, familial nicknames with each other, and lacking a proper introduction or closeness with another person, will use the general honorific pronoun "Sūga". Outsiders are either referred to by their given names or lacking that, people will use "Saiga" to refer to any non-Mavian individual.

In the frozen land of Mava, Spring is not the gentle flowered thing it is in other lands. It comes on the heels of the harshest winters in Mirhannan, with cracking ice and exploding trees, treacherous mud and the sudden movements of animals hungry after the long winter. The short summer and fall seasons are relatively easy to survive, but are spent in large ways preparing for winter once again.

Religion [Nature]: Charr the God of Winter is depicted on tapestries in many ways, though always identified by the garland of golden elk-berries strung around his head. Some show him wizened with age, with skin like the craggy bark of the trees. Others depict a young, swift lad with skin as smooth and blue as the deep untouched ice of a frozen lake. Another aspect of Charr is the Spikehorn, seen more commonly in the southern lands where spring is a larger event, seeing him as a strongly muscled man with ragged, newly grown antlers and bloody fists.

Symphyta

Region: The Wylds

Name: Symphyta

Positive Traits: Vigilant, Introspective, Careful

Negative Traits: Superstitious, Vague, Deceitful

Consider This Culture If: You like Protective Rituals, Poltergeists, and Dark Fairy Tales

Overview: The City of Glass, or more accurately, mirrors. All exterior walls and entryways in this sprawling and maze-like City State are covered in large mirrors. People's outer clothing is decorated in small circular mirrors as well, resulting in a glittering and constantly shifting illusion of movement as they go about their business.

Symphyta is a disorienting place for outsiders to visit, but the alternative is much worse. When the Collapse happened, the land that Symphyta now found themselves upon was a dangerous one. Not content with simple dangers like poisonous gasses leaking from fissures in the sharp bedrock, nor wild creatures the likes of which had never been seen, but there is also a terrible intelligence to the darkness found in the forest around Symphyta.

Traveling by day is dicey enough, when the trees overhead blot the sunlight and wind howls with just-barely-there voices, begging you to stray from the path. But at night, if one finds themselves in the dark wood then they are unlikely to escape alive without a substantial protective light. Even then, the darkness clings to them, wrapping tendrils around their neck and slipping hooks of shadow into their eyes. Counting shadows isn't enough in Symphyta, because the darkness has learned to mimic the living.

What does work though, is shattering the darkness. By walking through the mirrored mazes of the city, the darkness clinging to yourself will become scattered and lose hold on your actual body when it tries to spread across the hundreds of partial reflections around you. Mirrors on your clothing will confuse and weaken its grip, and the distinctive mirrored double entrance to any building will rid you of the last traces of the darkness.

This protective reflection has become baked into the culture of Symphyta, with complex mirrored movements iconic in their dance, and a preference for geometric fractals and spirals in their artwork.

Religion [Inspiration, Knowledge]: Odraz, the two-faced god of reflection, is the main deity worshiped in Symphyta, but other religions are not unwelcome. With one face speaking of reality, Odraz's other face speaks of the reflection, and it is the job of the faithful to combine both interpretations to reveal the truth of a matter. Odraz has its roots in the Janeth Prime origins of Symphyta, but modern worship has changed in drastic ways from what historical texts remain.

Non-Municipal Points of Interest

The Agim's Swamp

The Agim's Swamp is a captivating place, sky forever displaying the undulating waves of the borealis lights, at times the treetops seem to be able to reach the scattering colors and patterns, with glimmering dewdrops pearling on leaf and twig.

Once, the swamp was like any other; a primordial feeling landscape of rotting logs covered in hanging moss, hardwood trees defying the instability of the soaked ground, alligators and catfish of equal size and opposite ferocity, and all manner of birds and scavengers and small, quick, creatures with eyes that glow at the edges of your campfire.

However, now, after such close contact with the Agim for so long, the very land and creatures have changed. Not content with reflective red eyes, the alligators have begun to shimmer as they swim through the dark water, a bit of the starry heavens disguised as a log. Fish below them dart with the bio-luminescence expected of the mysteries of the deep sea, and the trees sprout glowing flowers and leaves veined with stardust. Herons step carefully through the swamp, shielding the water from what light shines through the trees to catch water snakes whose skeletons glow beneath their skin.

It is a magical place, undeniably. It is also a wild, unpredictable ecosystem that has little to no human contact. Perhaps, at one time, elves also shared the space with the playful otters and soaring eagles, but not any longer.

The rumors that the swamp is haunted likely stem from the abundance of Agim who are so fond of this place. Indeed, seeing the glowing and faintly transparent form of someone walking just above the black waters would be shocking to the faint of heart, but the Agim are mostly friendly.

Arterial Rock

Arterial Rock is so named for the many pulsating aqueducts coursing through the region. Almost anywhere there is a break in the ground, pure spring water will bubble up, with many claiming special healing properties associated with specific fountains and pools. There are dozens of manmade and natural pools, fountains, and cisterns found in Arterial Rock.

Scientists have long studied the strange currents and water-tables of Arterial Rock, searching for a cause behind the eerily heartbeat-like pulse that causes the water to ebb and flow. If one stays still, they can even hear what sound like waves beneath the ground. While many people claim miraculous healing benefits from the waters, there are fountains that flow with caustic and even poisonous waters.

It isn't clear how this happens, as it appears that all of the water is coming from the same source, but it's always good to check your supplies before drinking.



Sector Four

While PAG gets the credit for creating the Anchors, they didn't nearly do it alone. A lot of resources went into it, and scientists aren't much good at collecting resources. Sure they can tell you where something came from, how it can be used, and what its made of... but actually going out there and getting their hands dirty? Well, maybe some of them, but certainly not enough.

That's why Sector 4 is so full of artisans and tradesmen. A lot of the old guilds from Thislan provided all of the materials and finished goods that the Planar Anchor Group required to get those Anchors built. They didn't do it for free, but its not like PAG had a lot of coin at the

time. In the end, the Guildmasters got their fair share - in land. They were pretty smart about picking their sector too. Rich in resources like ores and minerals. Fine soil for forestry too.

Sure, you can get things cheaper out of Sector 6 from the Redhat Mercantile - but if you're wanting something of quality, that'll probably out last you and your children's children, you'll be looking to have it brought in from here.

Cultures

Afifon

Region: The Tamed Lands

Name: Afifon

Positive Traits: Detailed, Hardworking, Industrious

Negative Traits: Fanatical, Fickle, Volatile

Consider This Culture If: You like Kites, Storms, & Stories about Overcoming Disaster

Overview: When the Collapse happened, the country of Afifon found themselves in a place with howling winds that blew near constantly. Fearing to be blown right from the edge of the cliffs they now clung to, the people of Afifon dug down into the unyielding earth like the Dwarves of fairy tales. They created impressive honeycombed labyrinths in the canyons, and learned to terrace the iron rich soil of the area. The caves they polished until they resembled cathedrals, and discovered these had the perfect ability to raise silk worms. Now known for their intricate and gossamer silk kites that rise above the canyon cliffs like a riot of wildflowers, dragons and fish and birds streaming through the fierce winds. They adapted just as well to the fascinating technology of this new world. What they had done by hand or through back breaking work could now be automated. And once they understood how to harness the power of the never-ending gales, and the strange lightning in the clouds above, their people quickly developed more and more technology.

There is a distinctive difference between those living in the upper rim of the canyons, and those living farther into the gorge itself. Known colloquially as High Town and The Lows, there are unique hardships for those living in either place. In High Town, the brunt of the gale force winds are a constant threat, and The Lows have a more physical danger from creatures living in the bottom of the canyon.

The people of Afifon tend to be very emotional, and prone to brash outbursts if bogged down by too much inaction. They are a country of swift decisions and ever-changing goal posts - success is defined largely by result, and not how many plans one discarded along the way. This can make Afifians difficult to work with, but they are also known for their dedication to their goals.

Religion [Storm]: Afifon originally believed in a monotheistic god known as Gloram, however, organized worship of this religion faltered after the collapse. Some called it the apocalypse, some called it Gloram's will - and punishment for the sinful lives of others - and others still took the collapse as proof that Gloram had not existed. Modern Afifon has an almost religious view of the neverending wind that plagues their new home, and a yearly holiday of pouring vast amounts of colored sands and flour into the winds in order to watch the colors streak through the canyon.

Some people call the wind Afefe, some in reverence, some in disdain, and some people believe the wind to be an unnatural occurrence caused by some type of creature or magic.

Brachyura

Region: The Tamed Lands

Name: Brachyura

Positive Traits: Tenacious, Adventurous, Collaborative

Negative Traits: Loyal to a Fault, Inconsistent, Self-Conscious

Consider This Culture If: You like Islands, Generational Stories, and Polyamory

Overview: Brachyura is an island nation consisting of a few closely related cultures that have agreed to join together and pool resources, as well as defend each other from common enemies. Across the archipelago, there are 3 large urban centers, and then scattered throughout the rest of the islands are smaller communities that consist of the various fishermen, farmers, and gatherers that supply the region's world-famous fresh food markets.

Aquaculture flourishes from crabs and other shellfish, to seaweed gardens, and fish pens; the Brachyura have learned to cultivate their ocean to the level of an artform.

Brachyurians value education, with robust resources for even the most isolated children to receive a quality primary education, and most going on to some sort of secondary schooling. The concept of alliance is also very important to the people of Brachyura, with friendships, blood ties, and even business arrangements being a large source of personal pride for the individual. As a nation, the Brachyurian people brag that they never betrayed an ally during post collapse conflicts.

In short, what other people in your community think of you is very important to the average Brachyurian, and this affects many other areas of Brachyurian social life.

Hospitality is joked to be the national language, with large communal meals in the early afternoon being common. Since it isn't unusual to see multiple generations of a family living together, most small towns and even city barrows will see their elder family taking care of the youngest children while preparing the afternoon meal for everyone - which is often followed by a siesta of sorts where people nap, read, or simply rest and enjoy the shade during the hottest part of the day.

With social standing and alliance being so ingrained into the Brachyura culture, arranged marriages are not uncommon, though in general young people control their dating lives with a large degree of freedom. Polyamory is also very common, with the concept of different types of spouses for fulfilling different roles in a person's life being universally accepted. This also allows for the looser definition of marriage that Brachyurians follow - what might be called a deep friendship or even business partners in other parts of the world is simply a type of marriage in Brachyura just as one between romantic or committed sexual partners would be.

Religion [Knowledge, Creation]: Brachyura's origin as many separate nations leads to a web of conflicting ceremony, belief, and superstition that changes island to island, and even village to village in some cases. Polytheism is common, with people worshipping at altars of highly specific patron saints. One nearly universal target of worship is Sain Angun, the patron of nets and knot tying, with popular charms called 'Knots of Sain Angun' being sold everywhere from temples to roadside vendors.

Tsenoche

Region: The Wylds

Name: Tsenoche (Sen-No-Ch)

Positive Traits: Artistic, Joyful, Devout

Negative Traits: Prideful, Mercurial, Presumptuous

Consider This Culture If: You love Colorful Art, Crafting, and Coming of Age Stories

Overview: A culture devoted to a quasi-hedonistic approach to life: if it must be done, let it be pleasurable; if it must be done, let it be beautiful; if it must be done, let it be done for the benefit of all. These core tenants of culture are upheld by communal education, care, and living, and the boundaries of such are explored by personal achievement in the arts, in creation, and in discovery. The people refer to this as their Sacred Tree - strong roots will enable branches to reach the stars.

Every city, town, and most large villages will have an Artisan Council which acts as its ruling body. These councils send representatives regularly to speak before the Council of Ch'aska ñawi in Lamanai, and they also regulate the education of young Tsenochians within their own communities.

When Tsenochian children grow old enough for formal schooling they become students of their community's Artisan Workshop. It is expected that the children will already know their glyphs and numbers, can read and write well, and are familiar with their family and town's history - all of this is learned in the home and in the creche, Tsenoche's communal childcare and early childhood education.

The Artisan Workshop will teach them all the basic skills of an artist. They will learn how to cook, and to mend clothing. How to repair dented metal and how to polish

gems. They will learn color and composition and how to handle basic ingredients and supplies. They will learn to make and take care of their tools. It does not matter what craft they end up following in the future, there is nothing in basic skill that is wasted in any craft.

It is often said in Tenoche that “A Mason who cannot bake bread will never know the beauty of a millstone,”

Religion: [Creation, The Black Path] The people of Tsenoche believe that they are the favored devotees of The Crafter, Ch’aska ñawi, a god of wealth, prosperity, and creativity. Their temples can be found in every quarter of Tsenoche cities and most homes will have small shrines that double as personal crafting areas or workshops.

Tsenoche is also a land of great reverence for the dearly departed, with Death considered not an end to life, but a great new chapter in a person's story, and so Tenders of the Black Path are in abundance.

Non-Municipal Points of Interest

Howl Caverns

Howl Caverns is called so because of the unearthly moaning that floats through the cave system. On stormy nights, brave adventurers claim it sounds like the shriek of a dying banshee. When the wind blows just right, it can also sound like singing - a lullaby, or a sweet love song in a language you've never heard.

Whatever you do... Don't answer the voices.

Superstition (or prudence) says these caves are 'greedy', and that they must eat regularly in order to prevent the spirits of the deeper caverns from coming to the surface to hunt their own prey. Locals call these spirits "Njala" - hungry.

Exceptionally large bats call Howl Caverns home, and these are no mere foxy fruit bats. Locally called 'Panay', or "AHHH!" With a taste for still bleeding flesh, it's a poor choice to go near Howl Caverns at dusk or dawn when hunting packs of these flying wolves are streaking through the mouth of the caverns.

Coral Canyons

During the Collapse, a massive swath of coral reef was deposited on dry land. Obviously this was a death blow to the aquatic creatures that made up this reef, but over time new and exciting organisms began to colonize the bleached remains of corals and take over.

Fungi, mosses, and lichens all crept up the bone like structures while ferns took the place of coral fans gently swaying in the breeze. In the shelter of dried barrel sponges,

new life came into the world of Mirhanan, echoing the ghosts of the former inhabitants of the reef.

These Coral Canyons grew wild and untamed, and mutations ran rampant in the flora and fauna that flowed through them.



Sector Five

Not to be outdone by the politicians of Janeth Prime, the noble lines of Thislan took one of the sectors for themselves. Much like their counterparts, those who could claim noble blood were mostly born of Mirhanan - but that didn't stop them from keeping their noses in the air like the rest of us were unwashed peasants... Come to think of it, a lot of us would have been unwashed peasants at the time...

Sector 5 was set up much like the old kingdoms of the lost world. Started small enough, a few scattered strongholds, surrounded by farmland worked by those who knew how while those who didn't lorded about inside their estates paid for with what was left of their family's money. While most professed disdaining the "modern luxuries" brought with Janeth Prime's know how,

in private it was a different matter. There's something to be said for plumbing and flushing toilets.

Four of the royal lines continue to this day and have divided the sector up between themselves. Only one of those four actually has control of all of the territory within their borders. The other three would be lucky to see their writ carried out more than two days' ride away from their capitals.

Cultures

Fēngjǐng

Region: The Tamed Lands

Name: Fēngjǐng

Positive Traits: Calm, Studious, Reliable

Negative Traits: Monotonous, Rigid, Critical

Consider This Culture If: You love being Methodical, Tradition, and Nostalgic Stories

Overview: A land forever shrouded by shadows and gentle rolling mists, Fēngjǐng is a simple place. The bamboo has grown so tall that their tops are lost to sight, and whether the sun still shines above the fog is no concern of the people that live in Fēngjǐng. Aside from being a clammy and gloomy looking place, the Fēngjǐngise people are characterized by a very even keeled peacefulness that compliments their rhythmic way of life.

Its people wake and go to their jobs in the fields and small towns scattered through the forest, and they come home to sleep at the end of the day. They have faires and feasts and while having handled their fair share of hardship they have their folk heroes too; in all, life in Fēngjǐng is one of peaceful repetition. Many communities maintain a calendar, celebrating births, remembering deaths, and dotted with other significant dates and the traditional times of planting, harvests, and even games.

Most distinctive is the region's yearly bamboo festival; in the spring the two largest cities Gongbi (in the mountains) and Shuǐ-mò (by the coast), are the start and finish of a great race where contestants must dash through the misty bamboo forest and collect as many bamboo blossoms as they can find. There are prizes, music, games, and delicious foods.

Along the coast, Shuǐ-mò has a growing population of 'technology enchanted' young people who are often at odds with their elders. A delicate cultural conversation between the traditional ways and the forward momentum of progress is always in the air in Fēngjǐng; with the future following a path somewhere in the middle.

It is not uncommon to see young people venturing out from Fēngjǐng in search of new adventures, but many will return after recognizing the comfort of their family's history

and traditions. Because of this, there is an influx of new technology being brought back to cities that have not changed much since the turbulence of the Collapse abated.

Change is not taken lightly in Fēngjǐng, be it the loss of the old or adoption of the new, but change does come - slowly, with great scrutiny, and as the cycle continues to turn, what was once new will become 'how it's always been' for the next change to rail against.

Nature's Bloom

Region: Wylds

Positive Traits: Spiritual, Crafting, Tradition

Negative Traits: Low tech, Oblivious, Easily Trustful

Consider This Culture If: You Like Old traditions, Teachings, Family

Overview: Nature's Bloom is a small city-state on the map, and truly only a large town which was once three separate villages linked with bridges over many shallow rivers. Farming is abundant in the wetlands, grasslands, and low mountain areas. Conservation is a way of life and at least one new sapling will be nurtured in place of each tree cut down.

The pace of life is laid back, and rambles like the rivers. Farming and crafting can't be rushed, or the lack of time will show in the lack of harvest and the poor quality of the work. While what can be held is valued, those who can be shared with are equally valued. The people work together to overcome everything. They are open to teach all they know and to receive teachings that don't go against their traditional beliefs. Just as the villages have connected into a larger town, the people seem connected as if all part of the same extended family. Visitors who stay for long enough will be embraced and folded in as if long-lost distant relations returning home (and will be viewed as family with responsibilities within the community rather than visitors to be hosted).

If you're visiting just be yourself. Lying and stealing has no merit here and will be dealt with. If you need something just ask, things can be accumulated and spread among those who are less fortunate. One of the most-known things is the School Show. The Students gather with costumes and their best attire to present dances and other short performance art pieces along with demonstrations of all they have learned as part of their graduation ceremony. The Creation Festival celebrates the founding of Nature's Bloom from the original interconnected villages and is looked forward to each year.

Noble House: Renge

The Renge family welcomes all who wish to learn. Heads of the house have areas that they teach. Spiritual lessons of Life and Death, Magic lessons of many elements and psionics, Martial teachings of close quarter combat and stealth, and their arts of Crafting

(Textiles, Farming, and Smithing are the most taught). The family takes its noble lineage seriously and keeps to traditions begun before the Collapse and never forgotten.

Religion [Life and Death]: In the archives, there is mention of Death gods who walk among the people. Sparing the dying or allowing those who wish to pass on a painless passing. They walk among spirits as guides or in temples as savours but their identities are never known.

Nucifera

Region: Wyldes

Name: Nucifera (The Drunkonuts)

Positive Traits: Strong Community, Celebrate all Aspects of Life, Resourceful

Negative Traits: Get things done in their own time, Drunk one season in three, Reckless

Consider This Culture If: You like Problem Solving, Seasonal Partying, Teamwork

Overview: Nucifera is a tropical culture along the southern coast of Sector 5. The area they inhabit is famous for its most notable feature: Its enormous coconut palm trees. They can reach heights of well over a mile, their leaves stretching hundreds of feet long. No one is certain what causes these trees to grow so large, as they don't do so anywhere else in the world, but the culture that has arisen in their shadow has learned to use every part.

The Nucifera people are resourceful, intelligent, and fun-loving. A close-knit community, they work together to utilize their surroundings to their advantage. They build houses and community buildings out of palm fronds and coconut husks, harvest coconut meat and water for food, create clothing, rope, and other materials out of the husk's fibers, and so much more.

Their life is a dangerous one, however. Living in the shadows of giants does not come easily. Coconuts falling from the canopy gouge massive, devastating craters wherever they land, and are absolutely deadly to anyone who gets caught unawares. Luckily, it is rare for them to fall during good weather, which results in a few quirks of the culture.

The Nucifera people divide their years into three seasons: The Fresh, the Frolic, and the Fray.

The Fresh is primarily hurricane season in their region. Constant, ravenous storms shake free larger numbers of coconuts than the other two seasons, leading to dangerous conditions but an ample supply of fresh food. The community works together to brave the storms, retrieve the coconuts from the Falling Grounds, and drag them back to the shelter of the village processing barns. There, the nuts are stripped down to their components for food and supplies. The Fresh is also a time for study, scientific advancement, politics, and anything that requires careful contemplation, thought, or can be done indoors while the storms rage.

The Frolic begins after the Fresh storms end. Its first day varies, but is marked by the day the last of the fresh coconut water from the storm coconuts is consumed. From that point onward, the community relies on their ample stores of quildian, a strong wine made from excess coconut water during previous Fresh seasons. Children drink quildian which has been significantly cut with fresh water, but as that is a rare commodity, adults spend most of the Frolic pleasantly drunk, a tradition that has earned them the name “Drunkonuts” from their neighbors. No one is allowed to make important decisions during the Frolic or the subsequent Fray; they must wait for the next Fresh. Even marriages- which may be undertaken during the other seasons- are not considered binding until they are ratified during the Fresh.

The final season is also the shortest. The Fray lasts only a few weeks, but it marks one of the most dangerous times of the year. It is the mating season for massive, clawed crabs called Titaceans, which emerge from their otherwise hermit-like lifestyles to find mates. Titaceans can be forty feet long, with claws the size of refrigerators, and never back down from a fight. The community spends the few weeks of the Fray at war, defending their villages and felling as many crabs as they can. The first few weeks of the Fresh is usually spent processing the harvest of the Fray to supplement their diet of coconuts for the coming year, as well as tending to the wounded and burying the dead.

With such a turbulent life, the Nucifera people anchor on to the one thing they can rely on- each other. During the fresh, everyone pitches in as much as they are able, part of every aspect of life, doing whatever they can. Roles are assigned based solely on ability, with little regard for age, gender, or lineage.

Ossidà

Region: The Wastelands

Name: Ossidà

Positive Traits: Peaceful, Reliable, Accepting

Negative Traits: Melancholy, Inattentive, Forgetful

Consider This Culture If: You like the Rain, Witches, and Urban Fantasy Stories

Overview: There is a city in the rain, with oxidized copper flashing on almost all of the buildings, pointed roofs peeking out from the tree tops, with the sounds of flute music and softly murmuring voices providing a melody while the ceaseless rain drums the beat. The people are slow, methodical. They respect the aspect of change within decay and find beauty in the result.

They are a people of simmering stews, and briny, pickled treats. The soft air is always fragrant with cooking food, with night blooming flowers, with the smell of mud and petrichor.

The trees grow thick along roads, their branches interlinked to create dry pockets where souls stop to rest. Peace gives a sleepy air to the people.

It is quiet, melancholic, a place of respite and reflection. Joy comes on the winds to stir hearts, but soon equilibrium is reached again.

Ossidà is a forgetful city, where the past is steadily washed down gutters and away into storm drains. The people there live and let live for the most part, hospitality as baked into the fiber of its populace as the green stain running down from the town hall's ornate copper dome. People are invited into homes, shop doors and entryways are always open. A fire burning in the hearth is a warm, welcoming glow to anyone in need.

For those that take advantage of the goodwill of Ossidà, their future is a cold, bleak ostracism; exclusion from both the communal tables and the family hearth. Ignored and stigmatized, people who have committed more serious transgressions and even violent crimes, and those who refuse to or are unable to make amends with those who they have wronged, will be washed away by the rain - they either leave Ossidà of their own free will when the isolation becomes unbearable, or are escorted by the Copper Guard.

Those born in Ossidà are accustomed to decay, drenched as they are. Abandoned buildings are left to return to forest completely before construction may begin on that spot again, all the while the life that took place within continues - in this way, one often sees meetings and tradesmen, even teachers, gathering in the overgrown foundation of a dilapidated home. The hearth is still good for fire, the anvil still prime to strike, one need not desks or black boards to read. It is a cultural tradition to not rush something to its end, as well as bear witness to the changes that happen inevitably with time.

Vargen

Region: The Wylds

Name: Vargen

Positive Traits: Peaceful, Beautiful, Gracious

Negative Traits: Shallow, Unhelpful, Avoidant

Consider This Culture If: You like Etiquette, Potion Making, & Period Romance Stories

Overview: A land of lush and rolling hills, weeping willows drinking from abundant groundwater resources, and ornate gardens filled with statues tended to by peaceful and quiet people, Vargen is also one of the world's leading suppliers of poisons.

Comparatively low tech and with few users of magic, Vargenese people tend to use physical skills and tools rather than any special augmentation abilities. With an especially vibrant ecology, potion making is an art as well as a craft here, with Vargenese potions selling for sometimes twice the value as other on the market options

in part due to excellent branding, and a long growing season for otherwise fickle components.

The climate is as the people are, with mild winters and comfortable summers. Vargen escaped much of the destruction that the Collapse wreaked upon neighboring lands, as well as staying more or less out of the ensuing war. It wasn't until Varganese alchemists and herbalists were called upon to work with the Accords that Vargen truly was involved with the outside world at all.

Its people viewed this cataclysmic history of the world with the same air as one might follow reports of a tsunami across the globe - tragic, yes, but all that came to your doorstep was more rain than normal, and a muddy shoe upon the coastline. Getting the Varganese to care about outside of their borders is a feat in itself, and getting them to take action is another matter entirely.

Vargen's government is a purposefully convoluted Bureaucracy that is so distinctly ineffective and confusing that the people know it is better to resolve disputes between aggrieved parties at all costs rather than involve the rigamarole of the local magistrates's circus of paperwork and red tape. With elegance even in its inefficiency, and a charming undercurrent of bribes, favors, and quid pro quo, the bureaucracy of Vargen flows slower than stone - it is always better here to seek forgiveness rather than permission.

These are a colorful people with a love of flowing, flowery, and highly decorated clothing and ornamentation. The language of flowers and dye was once second nature, but in today's high fashion world it's more about visual impact than the meaning behind a person's aesthetic.

Non-Municipal Points of Interest

The Petrified City

Arid scrubland and prairie rolls for miles around, a harsh environment but one filled with uniquely adapted life: bat-winged foxes and hellmouth lizards, sharp shinned hawks sitting atop cacti with 3 inch long spines.

What gives this area its name, however, are the multitude of crumbling, out of place monument-like pillars of stone. Monoliths of oxidized stone, looking like they were dropped completely out of place onto the otherwise non-obtrusive landscape. Most believe these to just be the remains of a canyon, or perhaps a mountain range that the Collapse deposited into the area. Others believe it is the petrified remains of a great cityscape, and when the wind howls through the looming edifices, sounding for all the world like voices screaming out in muffled agony... it is easy to imagine that it's true.

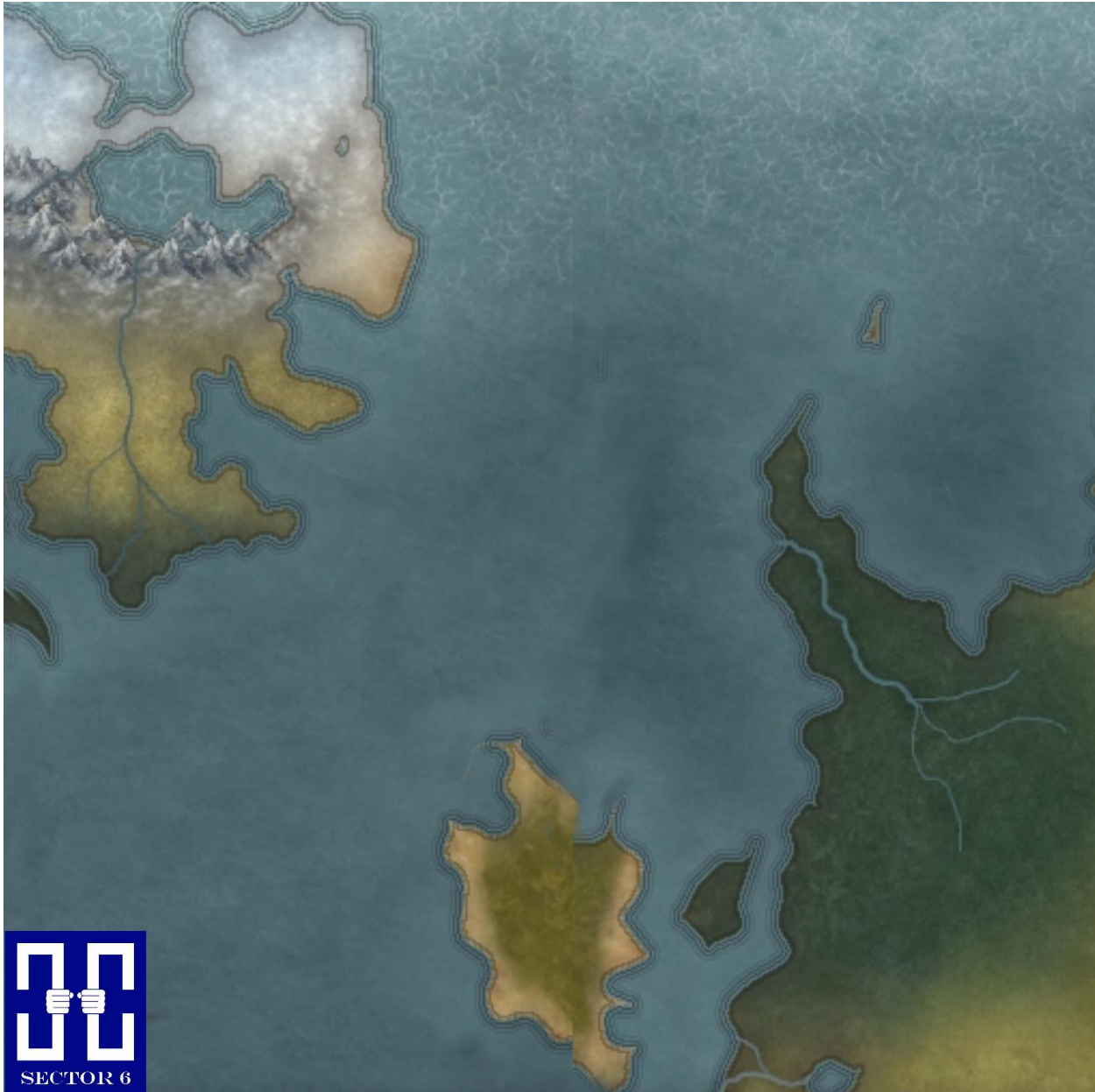
Tearburn Lake

Tearburn Lake used to be known as the Tearburn Sea, a fabled place of magic and abundance in Thislan prior to the Collapse.

In Mirhanan, however, it is but a shadow of its former glory. Cut off from other sources of water, Tearburn Lake has shrunk drastically, its water becoming so extremely salty that almost nothing can survive in it. There are a few types of algae that bloom in the heat of the region's summer, but no fish can survive the concentrated water. Each spring, a deluge of freshwater in the form of seasonal rains makes the lake boil with newly hatched Brine Dragons.

For weeks the entire region is impassable as the tiny terrors eat anything they can find in an effort to fatten up enough to make the migration from their nests to the actual ocean. No creature is safe, as a swarm of brine dragons can strip a horse in seconds, but they are a regional delicacy for the brave (or foolish), who set mist nets at the edges of the cratered lake.

Adult brine dragons return on alternating years to lay their eggs in the thick mud in the shallows of the lake, digging deep holes to deposit thousands of pearly, semi translucent eggs for their mate to fertilize. By the end of the breeding season (the week preceding and following the last full moon of the winter), the mud will be churned by hundreds of dragon claws, each attempting to bury their own eggs and unconcerned by the eggs of it's neighbor that end up drying exposed to the sun in the mess.



Sector Six

Remember back when I had mentioned that the artisans and guilds provided a lot of materials and finished goods for PAG to create them Anchors, and how they didn't do it for free? A lot of that money came from a lot of people with really deep pockets. A lot of folks were angry with the guilds for profiting off of the Accords, but I don't think the guilds had anything on those who had the money in the first place.

If one looks hard enough, it's not difficult to see that some of the funds went missing. Not terribly troubling to see where most of it likely ended up. A lot of the rich and powerful families in Sector 6 were definitely... well not war profiteers, but they certainly took advantage of the Collapse to line their pockets even further.

Now the sector is lined with petty fiefdoms, little better than company towns where everything from the cheap trinkets and resources found in a Redhat Mercantile to the heavy industrial machines and troop transports made by Corinth Heavy Industries. Most of the company towns aren't bad places for the workers to live. Nothing fancy, but a roof, indoor plumbing, food. Some companies treat their workers a little better, others, not so much.

The rich folks though? They got that little island of theirs all decked out with their "cutting edge" luxuries and resort towns, and all sorts of things the likes of you and I aren't likely to ever experience. Must be nice...

Cultures

Balistidae

Region: The Wilds

Name: Balistidae

Positive Traits: Honorable, Decisive, Loyal

Negative Traits: Abrasive, Confrontational, Impulsive

Consider This Culture If: You like Alliances, Guns, and Cyberpunk Stories

Overview: The Balistidae are a culture of advanced marksmen with deep loyalty lines and a highly ritualized society. Balistidians place value on family loyalty above most other relationships, with family being a more nuanced term than simply the people related to you by blood. Their culture is differentiated into multiple groups based around their specialized combat styles, all identified by very specific and colorful facial decorations.

Houses Aculeatus, Vetula, Rhinecanthus, Ringens, and the Gilded Auromarginatus are the most widespread groups, but there are smaller clans and houses that spring up across the country with their own markings and loyalties. Names that evoke skill in fighting, intelligence, or other nouns/adjectives like 'Stryk'r', 'Fyearce, or 'Stedi' are common.

As a people, the Balistidae are brightly ornamented and expertly outfitted with equally flashy weapons. Augmentations like lights, spines, frills, colorful tattoos, implants, and any other way to make themselves appear imposing and unmistakable are celebrated. Occasionally a fad of more modest and subdued counterculture will spring up, but more often than not you are well aware of even the most roguish Balistidian immediately upon their arrival.

Loud, raucous, brash, and aggressive, Balistidians will fight first and ask questions later if they feel threatened, but will respect treaties and terms of engagement to their death (or betrayal). An alliance formed with a Balistidian will last even generations after the original signers have passed, and treaties are guarded and treated as almost holy items.

These formal alliances are things that take care and precision in crafting, with ritualized and extremely time consuming processes, and can range from individual to alliances encompassing entire nations or clans.

Breaking of a treaty or alliance is the highest crime a Balistidian can commit, with offenders being brought back to the Preservers of Oaths who listen to both sides of the incident and pass their judgment; most often death, though if the defendant can convince the Preservers that their actions, while breaking the alliance, were unavoidable or holding a higher alliance to honor, their punishment may be banishment or incarceration.

Yetu

Region: The Tamed Lands

Name: Yetu

Positive Traits: Sociable, Prideful, Hardworking

Negative Traits: Overbearing, Self Sacrificing, Nosy

Consider This Culture If: You love Personal Growth Stories, Community, and Parental Figures

Overview: Yetu is the name of both the people and land of this small country, meaning 'Ours' in the native tongue. The Yetu people are fiercely patriotic, and form extremely close knit communities. While some of the Yetu people are quasi-nomadic, moving along with the seasons as their ancestors have historically done, Yetu is home to one of the first large scale cities to claw their way back into something resembling advanced civilization after The Collapse. Electricity and technology are abundant in the region, and even the nomadic peoples will tune in regularly to a national radio program that works as both news and general education for children unable to attend a formal school.

The Capital City of Asante glimmers at night with streetlights and shop signs, and the air is always filled with music denoted by heavy drum beats and chorus based lyrics. In fact, much of the country is more active at night than during the sweltering heat of the day, and those that do rise with the sun will still take a midday rest through the hottest part. The biggest cultural divide in the country is between the "alfajiri" (dawn risers) and the "jioni" (dusk risers). Though it is more apt to say that those who stick to an Alfajiri schedule wake up before midnight and experience dawn as their midday, while Jioni people wake up in the late afternoon, with dusk as their midday and go to bed sometime after midnight. This sort of split occurred mostly from a holdover from post-collapse working conditions as survivors worked around the clock to save as many people and buildings as possible, and has persisted still. For religious souls, there is overlap at midnight where Alfajiri, Jioni, or those who adhere to neither schedule can gather together for worship.

Religion [Life]: The main religion of the region is that of the Midnight Song. This community-oriented religion focuses on protecting those less fortunate than oneself, and also protecting the community as a whole. Some of the greatest preachers of the Midnight Song have also been the greatest innovators and business moguls of Yetu, passing their prodigious gifts and gains onto the communities that grew them. Worship occurs at midnight, and sermons are often long songs led by the preacher and answered by the congregation - the first of which is a lullaby of protection sung by the Mother to her Child.

A source of Asante pride is the central church, known as the Heart of Yetu, with the building transported to Mirhanan during the collapse in almost pristine condition. It glows when the sunlight hits its many stained-glass windows, and its distinctive shape is a comfort to all of Yetu that they are a people not easily buried.

Non-Municipal Points of Interest

The Dead Lands

In the Collapse, both Janeth Prime and Thislan were jumbled around like the blocks of a rubix cube. What once was red, became blue, and in turn became something else entirely by the time the Spires were erected and the world began to settle.

Some places were mere swaps; a meadow now prairie - fairly unnoticeable in change. In other places it was catastrophic in opposites; when cities drowned and forests froze in new arctic locations.

One place, however, seems to have escaped the upheaval insomuch that what was drawn together was already there.

The Dead Lands are dozens of graveyards laid atop one another. You can find ornate tombs and ossuaries alongside simple cairns and more natural gravesites. There are graves that have a dozen bodies stacked inside with no visible disturbance of the ground above, there are tombstones that read like scrolling holograms - a different name depending on how it catches the light.

Considered a pilgrimage site for those who worship Death and its many facets, this is also a magically and electrically unstable place in this world despite being in what many would consider 'Tamed' lands.

Many who pilgrimage to The Dead Lands do so in an effort to restore the loud dead that reside here to their former rest. Some graves burst forth with a mockery of the living that roam looking to fill the gnawing hunger in their rotten bellies, and in other rows of crumbling headstones the spectral prisoners of such a jumble bemoan their ill fate with voice that cause the living's blood to run cold. Some need simply to

understand, some seek revenge. There are those that seem to be a smashing together of all the lives that now lay in the tombs while others do not even know who they once were.

It is a sad place, a dangerous one as well, but one that draws the curious and pious and adventure seekers alike.

Grafton Halls

Grafton Halls began as 'graffiti town', as people found themselves displaced by the Collapse left messages and signs around them. Perhaps a vain hope of reconnecting with loved ones. Warnings, goodbyes, regrets, and hope, all adorn the crumbling remains of Grafton Halls.

This region has become a pilgrimage site of sorts over time, even as the chance of reconnecting dwindled. Grafton Halls is a liminal place where those who pass through feel drawn to add their own mark along the sprawling, scrawling, edifices.

Historians, artists, runaways, and smugglers alike flock to Grafton Halls in search of something tangible. After ages of disrepair and the ravages of war and time, Grafton Halls is uninhabitable, but any shelter is better than sleeping out in the open.

Just be careful where you make your camp in this colorful place of memories, you never know who - or what - is nearby.

Institutions of Note

Red Hat Mercantile

A Department store for all the world. The headquarters and flagship store are located on the small island in Sector Six. The flagship store is somewhat opulent and caters to wealthy clientele. RHM stores can be found in many capital cities including Asante in Yetu and [NAME] in Gamar, and in the ski resort of Sector 6 and [resort of other area].

RHM also operates a global chain of Hats Off stores, with a mix of inexpensive staples and midrange goods, but no true luxury items. Hats Off can be found all over the map, in every sector except Eight. The Hats Off in Hosconvi is notable for a greatly expanded selection of party supplies and home decor items.



Sector Seven

Sector 7 has the unfortunate reputation of being the one no one really wanted. More wastelands than anything else, it was left open for anyone who didn't agree with the ideologies of any of the other sectors. It wound up attracting a lot of doomsday cults and preppers... sprung up like mushrooms all over the sector like it was horse dung after the rains.

Where was it you said you were headed? Ayuh... Carcer 724 is on the big island, near the eastern shoreline. Most of that rock isn't fit for anything... too many rad zones... heard there was one of those fancy power plants out there that run on rad energy, but it went wonky during the Collapse. The colony is far enough away from the dangerous areas, but you hear whispers of things showing up there late at night - creeping out of the wastes...

It's not all doomsday cults and Carcer though. Some of the more civilized areas have churches and temples and whatnot, holding to worship of the various gods, or just teaching those who don't believe how to work with the Divine Domains.

Cultures

Athem Shards

Region: The Wylds

Name: Athem Shards

Positive Traits: Spiritual, Close Knit, Survivalists

Negative Traits: Grudge Holders, Standoffish, Overprotective

Consider This Culture If: You like Reincarnation, Wandering Nomads, and Stories about Rivalry

Overview: A nomadic and equestrian high altitude dwelling people, The Athem culture is often confusing to outsiders as from a distance the different tribes of people look and behave very similarly, despite having very ingrained differences. People belong to one of 9 core tribes, and these tribes live a nomadic life that only overlaps in the lower altitudes at the edges of their nation, or in the rare oasis or permanent settlement in the desert. The clearest way to tell which tribesman you are dealing with is to see the breed and decoration of the group's horses - and mistaken identity is a grave insult. Tourists are welcome by some of these tribes, and held in disdain by others, but intercultural trade booms in the lowland edges of the nation.

9 tribes, known as Shards, categorized by the primary color of their ornately patterned clothing (Red, Yellow, Orange, Blue, Green, Purple, Brown, Black, or White), and called so because the 9 tribes were born of a shattered family parting ways after conflict, each leaving with their own supporters. Each tribe has their own opinion on who was correct, and what the conflict was. Regardless, this original argument has been lost to the sands of time, and those of the Athem desert.

Religion [Creation, Inspiration]: The Athem people practice a form of Animism, believing that all things, from plant to animal to rock to air, has a spirit and life within, and that due respect must be shown when ending said life through use of the natural world. Similarly, the belief that through creative work one can imbue an object with its own spirit. When a person, horse, or other cherished soul dies, the surviving family will construct a delicately embroidered square flag to add to their horse's reins, or in some larger caravan's cases the sides of the main tent so that the deceased may always travel with their family by inhabiting the embroidery.

If a Shards tribesman comes across evidence of death - bodies of people who died unnaturally or from accidents, as well as at sites of natural disasters like rockslides, they

will complete a small and simple "faceless" embroidery, leaving it at the site so that any wandering spirits have a safe place. It is believed that spirits who do not find a space to inhabit in time will become ghouls, and seek out the living to enact revenge.

People of the Athem Shards believe that there are only a certain number of souls at any given time, and that they are constantly reborn in other forms. Deliberate, ritualistic even, creative acts being the only way to create 'new' souls, or repair damaged ones.

Black Birds

Region: The Wastelands

Name: The Nest

Positive Traits: Unpredictable, Creative, Lucky

Negative Traits: Impulsive, Selfish, Impatient

Consider This Culture If: You like Shiny Things, Petty Crimes, and Outlaw stories

Overview: The Blackbirds are a nation of people created not unlike how a landfill can transform into a thriving forest - time, compaction, and the indomitable will to survive found in all living things.

People who were banished to the wilds and wastelands, criminals, and those fleeing their pasts (or futures) have found their way to this small slice of barely hospitable outpost that glitters with fool's hope. The pyrite that encrusts the rocky outcroppings that protect "The Nest" from the elements and dangerous creatures is not the only false start in the area. Trees heavy with poisonous fruit, and groundwater that must be magically purified before drinking all stand testament to the stubbornness of those first souls who started the town that would turn into a collage of clashing colors, music, food, and personality.

The Nest watches out for its own; while certain individuals and families in The Nest will have their own rivalries and conflicts, in general as long as an individual contributes to the community as they are able to, what they do otherwise is left to their own judgment. Violence isn't unheard of, as most conflicts are resolved through some sort of fight or another, or bribes, or a Blackbird Classic - ignoring the existence of the other party indefinitely. Outright murder is rare, though conflicts can turn deadly. Most people will defer to the heads of their households, and the remnants of organized crime can be seen in many places in the Nest, though with so little of outside value to be stolen from each other, there is a lot less crime in The Nest than one would expect for a community of criminals.

The Nest spans the length of a now-dry river valley with hills and cave systems breaking the Blackbird people into three to four large population centers with more isolated families and individuals living between them. These areas are known as High

Nest, Sowst Nest, and Central Nest - also known as Old Nest, where the community first started.

Prophets of the Source

Region: Wastelands

Name: Prophets of the Source

Positive Traits: Survivalists, Close-knit families, Devoted

Negative Traits: Critical, Standoffish, Suspicious

Consider This Culture If: You like Stoicism, Devotion, Stories about the Time Before

Overview: The Prophets of the Source believe the energy that simultaneously broke and joined the worlds is an intelligent entity.

The main folly of those who sought to use this power to further their respective worlds was that they tried to take it without asking permission, and in great quantities. They observed ritual in this thievery, but they developed these rituals themselves, with little regard for the proper rites as relayed by the Source itself.

The Prophets have knowledge of those rituals, and use them to sustain their culture with carefully measured magic. The runes carefully inscribed during the casting of each spell are integral to the magic's stability, and any use of magic without use of these runes - and without the proper training - is strictly forbidden.

Some leniency is given to those outside their culture who use such magic, but not within the borders of their own villages.

They condemn any who seek to draw power from the Source without observing the proper rituals. They are themselves condemned, of course, by any who believe the magic from the Source should not be tampered with at all.

This is a theocratic culture that largely produces scholars, priests, and teachers. There are warriors in their ranks as well, who help protect their fellows as needed from overt threats. Some of these warriors wield magic of the Source, but not all.

The Prophets live in the Wastelands, and their lifestyle is best described as "partially nomadic".

Religion: [Knowledge, Life]

All Prophets are raised to know the Source as an intelligent being. This entity watches over the Prophets protectively, guiding them carefully along a path to greater wisdom and knowledge. The initial steps of this path are well documented, and those are the steps every person in this culture takes. While the overarching truths of this belief system are well heeded by all, this is a branching path, and as devotion deepens, individual paths diverge. This is especially true for those gifted with knowledge of the runic magic of the Source itself, who find their abilities leading them to greater

knowledge still, and the skills to preserve and maintain their life and the lives of their loved ones beyond what they can achieve with their survival skills alone.

Sixenna

Region: Wylds

Positive Traits: Cooperative, Ingenious, Adaptable

Negative Traits: Thieving, Calculating, No Permanent Address

Consider This Culture If: You Like Piracy, Mutual Survival, Cultural Exchange

Overview: A group of survivors from Janeth Prime & Thislan decided some years after the Collapse that more could be gained if they stopped fighting and used the remaining resources to defend against the challenges of the environment and other war parties.

Humans of Janeth Prime together with humans, plantforms, and other sentients of Thislan - a collection of many disparate cultures - focused on the common ground of mutual survival; they quickly discovered this method worked to their advantage. They began learning each other's skills as well as unintentionally experiencing ailments which led to a smaller population but a far more resilient populace. The core of this populace founded an organization that focused on acquisitions whether it be knowledge or resources. The corporation would be known as Anyx.

Over the decades a civilization would grow built on mutual survival. All species were accepted to support mutual survival and eventual prosperity. A few times some small groups would try to take over in greed or pride that they could lead better but each of these collapsed to infighting as the greater populace would diminish. As these uprisings collapsed over the years the people of Sixenna recognized such attempts only ever weakened their society and began to identify those with selfish tendencies and worked to educate them to change their ways.

Their culture would evolve into a mobile society, some other nations would welcome them, others would scoff. Those that scoffed inevitably would lose more resources than if fair trade had been established. Sixenna improved its mobile structure over time, moving from region to region and taking not only their homes and personal belongings but entire factories and refineries.

Noble family/Corporation: Anyx is the central (and only major) corporation in Sixenna. Anyx's corporate board has representatives with a focus on mutual prosperity between Sixenna and other nations and societies. They specialize in underground facilities, research facilities, and setting up trading networks of goods and even services.

Religion [All]: All religions that promote society and its survival/ prosperity are accepted. Any religion that encourages placing oneself ahead of one's society or the needs of the whole is forbidden and will be dealt with accordingly, including expulsion or termination of religious members who do not renounce or alter such a faith.

Non-Municipal Points of Interest

The Sulfur Flats

The Sulfur Flats are an expanse of the wilds that may as well be wasteland. Inhospitable to humans, but enticingly rich in various minerals that naturally leech in the 'brining pools' that dot this parched region.

Named for the overpowering smell on the wind, The Sulfur Flats can actually yield much more than just sulfur. In different pools, even gemstones can be found growing like barnacles on the craggy rocks. Whether one is able to withstand the scalding and corrosive water to Harvest such treasures is another thing entirely.

The Barren

The Barren is an expanse of inhospitable antarctic desert, encrusted with ice in miles thick sheets in most places. Adventurers and Researchers alike seldom visit the Barren without great cause, as the expense of exposure suits and magical items is astronomical, and all for very little of real worth.

Some animals have adapted to the climate, though most are ocean-going creatures like brine dragons, water spouts, and ice crabs, with very few spending much time on the ice shelf itself. Penguins can be found in some areas, with legend having that the waddling creatures having delighted a powerful Ice Elemental so much when they first appeared that it granted them as a species elemental resistance to the cold.

Considered a pilgrimage to some Ice Magic purists, The Barren is not the playground of the foolish nor unprepared, and what lurks in the ice fields is not entirely known to us even still.



Sector Eight

I suppose all that's left is Carcer Designation Sector 8. No one really knows what's going on in there, not even the Planar Anchor Group with their agreement with the Keepers. Rumor has it the PAG teams that are allowed in are kept in windowless transports until they reach their destination, kept at the site under armed guards - for their "protection" - and then taken out the same way they go in.

What is known is that a lot of those creatures that used to have free reign on Thislan... the magical ones, like dragons and whatnot... were transported to Sector 8 under the protection of the Keepers. A thinking person might assume that sector is more Wyllds than anything else, if those critters really do need magic to thrive.

Nope, not a lot known for sure there... but there is one thing. Don't ever go into Sector 8 uninvited. Those who do come back...are different. Wrong somehow. Like they ain't themselves anymore.

Cultures

The Keepers

Region: Wylds, Sector 8

Name of Culture: The Keepers

Positive Traits: Loyalty, Compassion, Determination

Negative Traits: Distrustful, Militant, Controlling

Consider This Culture If You Like: This culture is not available to players.

Before the Collapse, the elves played a large part in protecting magical species - especially those who were viewed as dangerous by the sentients of Thislan, or too weak to protect themselves. Part of this came in the form of training Rangers, humans to act as their eyes and ears in human controlled territories.

Rangers were always viewed with distrust - human children of Thislan who chose to serve the elves and elven interests first, and the magical species second. If ever a conflict arose, how could they be trusted? Their loyalties might cause them to side with the elves no matter what the humans needed.

When the elves died off during the Collapse, their Rangers saw the need for the elves' work to continue. They took upon themselves the mantle of Keeper, and in doing so estranged themselves even further from their own kind. Prioritizing the safety of Mythics over meeting the needs of surviving humans or stabilizing the rest of the shattered worlds, was proof to most humans that the Keepers had no respect for human lives at all.

During the Second Accords, the Keepers fought for a sector of their own - where beings that required magic to thrive could be kept safe, a refuge where they wouldn't be hunted and driven into extinction. While hailed as heroes by the mythic sentient species, this single-minded devotion and desire to live separately with non-humans spurred some humans to brand the Keepers as "trayalkin".

For their part, the Keepers shrug it off. They have a mission and purpose to serve - protect the refuge they created, keep the peace between the mythics who live there, and serve the land as the elves did as best they can. In serving these ideals they are cold and without remorse.

One of the few reasons Keepers are currently tolerated in the other sectors is because they can provide access to the only known safe form of fast travel in Mirhanan.

Non-Municipal Points of Interest

Toona, Land of the Red Trees

Toona 'began' as a logging camp, colonizers arriving to the seemingly untouched and uninhabited slice of paradise located in the center of long days' travel through wastelands. They called it "Camp Lifeblood", named for the desperation that would send a dozen mortals across the wastelands on a half-remembered rumor of arable land. What they found, however, was a swatch of rainforest cupping a waterfall. The river that fed the falls seemed to come directly from the ground a few hundred yards back from the edge, and it disappeared into a pool of cold crystalline water with no bottom. Though the falls were freshwater, the unmistakable smell of the ocean rose from the briny pool and tropical reef fish flitted like jewels under the surface.

Not the green pasture land they'd hoped for, but a fortune in hardwoods to the right buyer. The group left 3 behind to fortify their temporary encampment and begin logging, while the other 9 returned to [Home] to gather a larger force and supplies.

When the next group arrived, they found only the pristine campsite. With no signs of struggle, and very little personal effects left behind, the returning group assumed the people they'd left behind had simply abandoned the camp when they'd missed their expected return date.

So construction on Camp Lifeblood began in earnest. For a few days, things went smoothly. Aside from the bright fish, birds, and insects, they did not see any larger game. Thinking it strange but not something to worry over - after all, the construction and logging was a large disturbance in an otherwise peaceful slice of forest. Besides, they saw tracks in the forest, and assumed that eventually they would encounter one of the animals (and hopefully enjoy a meal of something other than fish and rice).

The Camp went smoothly for almost a month, and then equipment began to break. Things went missing, tools rusted seemingly out of nowhere, and one night, almost every sack of dried supplies writhed with bulbous maggots the size of a man's finger.

Suspecting foul play by perhaps a rival logging group, or even the original three that had been left behind, the loggers began to station a watch at night. A few more days passed with no incident, but then the first person went missing. Today the ruins of this camp are all but devoured again by Toona's lush greenery.

The Glade of Plenty

The Glade was discovered by Koraka Isika travelers close to the end of the Wars, and has more or less remained in the general control of various Isika since then - though others seek out the area in times of dire need for a certain type of diplomacy.

The Glade of Plenty is a region just on the bare edge of Sectors 6 and 8, and hosts an uneasy truce for all who enter this lush oasis.

Used by various groups as a true no-man's land, a place for parlay and deals to be made, as well as a vital source of food and water for animals and people alike, the Glade is unique in many ways.

First, the waters of this oasis have never run dry even in the hottest, driest months, nor has algae or bacteria ever clouded the jewel toned pool. Second, ringing the water's edge are trees that bear ripe, delicious fruit year round. A dragon could gorge itself daily and never put a dent in the laden bows of dates, oranges, pomegranates, and figs. Melons and grapes grow heavy on strong vines as big around as a person's forearm, and nuts such as almonds, cashews, and pistachios are plentiful.

The waters themselves are full of glittering fish, with only a casting net needed to fill your belly full by the fire.

This would be paradise, were it not for the scorching sands stretching miles on either side, and its proximity to untamed wilderness teeming with creatures that view humans as a welcome snack.

Another unique aspect of the Glade, and why it is so often used as a meeting place despite the harrowing journey there, is the curse that befalls any who eat or drink of its bounty. If someone betrays or attacks, even conspires against, another whom they formed an alliance with while within the confines of the Glade, they will find themselves dead within a year.

Global Cultures

Some cultures reach beyond the confines of a single sector. Vast networks of people brought together by common cause span the world of Mirhanan.

Hijery

Region: The Wastes

Name: Hijery (id-ZAIR-he)

Positive Traits: Adept Negotiators, Well-informed, Fiercely Loyal to Their Own

Negative Traits: Happy to follow the Letter not the Spirit, Secretive, Opportunistic

Consider This Culture If: You like Double-speak, Strict Codes of Conduct, and Options

Note: If you choose this Culture for your character creation, you will have the option of beginning with or -for any number of reasons- without an Isika tattoo. Either way, you will receive a Culture Packet with personal Isika details.

Overview: The Hijery existed for centuries on Thislan, comprising a vast network whose hard-won alliances and fierce loyalty to all Hijery of every Isika are the start of endless stories. They were adaptable by nature, insidious by default, and able to whisper in powerful ears world-over. They also were quite welcoming to all individuals - regardless of species, background, or any other demographic - provided the individual would be completely loyal and had talents or abilities to offer. This, more than anything, is what saved them through the Collapse and the wars that followed.

Not to mention, in the right hands, wars mean profit. People need supplies- food, weapons, medicine- and can rarely afford to ask where they came from. The Hijery served Thislan and Janeth Prime indiscriminately, and so were some of the first from Thislan to have a solid grasp of Janeth Prime's languages and cultures. When it came time for the Accords, they offered themselves as neutral mediators, for a price: They would be allowed to continue their existence relatively unencumbered in both Janeth Prime and Thislan territories. At the time, it seemed a small detail, one both parties- with the fate of the planet on their minds- barely blinked at. However, it cemented the Hijery in every region, kingdom, and country across the globe, where they remain to this day, largely in the shadows. A spattering of plants interconnected by a root system more vast and deep than any outsiders realize.

Annual Manohy is what holds the Hijery together as a people. While Isika may be wide-ranging and competitive, there are laws they abide by, and Manohy both defines these laws, and adjusts them as needed. Manohy is held in a different location every year, and good luck to any outsider who wants to find it before it begins.

The Laws of Manohy

- No Isika will injure another Isika
- An injury to an Isika is an injury to the Hijery
- Every voice will be civil

The Hijery are divided into numerous smaller groups called Isika (id-SEEK, lit. 'we'), a sort of clan or family. Every Isika has its own mark, which is tattooed onto each official member of the clan on the day they are recognized. Anyone of age (fourteen or older) can join an Isika if they prove their worth to the senior members, though what 'proving their worth' might involve does vary quite a bit.

Children born to members of an Isika are not automatically members, but are raised with respect by all members until their coming of age. At this point they may leave the Isika, or try to earn their mark. If they choose to leave, they can still visit, or even try for their mark at a later time, but after they come of age and until they earn their mark they will receive no information, supplies, or assistance from the Isika- just friendly camaraderie. They are also welcome to try and earn their mark with another Isika.

There is nothing against relationships within the clan, and relationships with someone in another Isika are also welcomed. While friendships and physicality with *vahiny* (va-EE-ny)- outsiders- is fine, true emotional relationships of this sort are frowned upon, as this risks the secrets of the Hijery. In the case where such a relationship seems unavoidable, the besotted party will encourage their vahiny to try for their mark with an Isika, and become Hijery.

Today, each Isika contains folks of all ages, backgrounds (some were raised in other cultures), species, and professions. As a culture, they value personal freedom and agency, as well as the ability to subvert the laws of other cultures. They are disarmingly civil and value Debate as an art form.

Yet the Hijery are, at their heart, still a criminal network. Unlike Isika tattoos, it is impossible to tell just by looking who actively works in the network, let alone what their specialty is. Fences, assassins, thieves, spies- any criminal you could think of, the Hijery can provide. They work with local thieves' guilds, providing outside help, international fencing, and specialist work as needed.

The Old Rocks

Region: Wastelands, Tamed Lands

Name: The Old Rocks

Positive Traits: Resourceful, Survivor, Independent

Negative Traits: Insensitive, Suspicious, Distant

Consider This Culture If: You like Pirates, Rust, and Survival Stories

Overview: The Old Rocks are a primitive form of energy collection native to pre-collapse Janeth Prime - what historians might recognize as Oil Rigs. While already outdated at the time of the Collapse, some of the rigs had been used as scientific outposts or fishery platforms, while others had just been left to disrepair in the harsh elements of the Janeth Prime ocean.

The people who congregate on The Old Rocks are tough, resilient and resourceful. They are naturally distrustful of outsiders but will help anyone in distress at sea. Those who visit The Old Rocks agree to The Truce - enabling it to be a safe haven for criminal and lawful alike.

In the early days of Mirhanan, these platforms were a place of frequent bloodshed as warring navies, opportunistic privateers, and just outright pirates vied for control over them. Legend has it, Tullabra, the patron saint of the Old Rocks, brokered The Truce in order to save the life of a sea captain who was doomed at sea but would surely have been killed by those on the nearest rig. To this day those who draw the blood of another resident of the Old Rocks are banished. This means that The Old Rocks are a haven for criminal and lawful folks alike.

This doesn't mean that the Rocks are an idyllic home of comfort and safety: prone to sea monsters, deadly weather patterns, and rare attacks from outsiders, on top of the scarcity living on a rusting metal platform in the middle of the ocean brings. The people of the Old Rocks are toughened by hardship, and though each tends to look out for themselves, all share a grudging bond with one another that can only come from knowing that there is no one else there.

People generally find themselves on the Old Rocks against their will, or best interests. Shipwrecked, lost at sea, running from the law or worse - the people of the Old Rocks are often compared to the trash that congregates as flotsam atop the ocean currents.

Religion [Storm, Nature]: The people of the Old Rocks are a superstitious lot, and many have brought their own beliefs with them. Water deities, patron gods of ships and sailors, and weather spirits from around the world are worshiped in pockets across all of the Rocks. The one homegrown religion of the region is the following of Saint Tullabra. Tullabra is known to have taken a shine to the gruff people of the Old Rocks and warns them of storms and rogue waves, and occasionally walks among them in mortal form.

Don't see a culture that speaks to you?

We're willing to help with that. Email us at characters@sustainablecollapse.com and ask for a Culture Template Worksheet. Once you've filled it out, we'll work with you to make any changes necessary for your culture to fit within the world of Mirhanan.

Complete Spell Lists

Earth

Focused on protection, the school of Earth is densely packed with spells that are defensive in nature. Shields are the Earth wielder's specialty and there are few attacks they can't stand against.

Beginner

Bark Skin

Cost: 2 Mana

Delivery: Touch

Incantation: Earth, Bestow 1 to Health Pool

Gives your target a temporary Health Point. This Health Point is the first to be used and cannot be healed.

Balanced Stance

Cost: 1 Mana

Delivery: Self Only

Prerequisite: Stone Helm

Incantation: Earth, Shield Against Knockdown or Push

Resist the next Knockdown or Push effect

Mire

Cost: 1 Mana

Delivery: Packet

Incantation: Earth, Snare

Resist Earth

Cost: 2 Mana

Delivery: Touch

Incantation: Earth, Shield Against Earth

Resist Fire

Cost: 2 Mana

Delivery: Touch

Incantation: Earth, Shield Against Fire

Resist Water

Cost: 2 Mana

Delivery: Touch

Incantation: Earth, Shield Against Water

Resist Wind

Delivery: Touch

Cost: 2 Mana

Incantation: Earth, Shield Against Wind

Scree

Cost: 1 Mana

Delivery: Packet

Incantation: Earth, Push

Secure

Cost: 1 + X Mana

Delivery: Touch

Incantation: Earth, Secure

Requires a tag that says "Secured X" where x is the number of mana spent on the secure spell. Can only be cast upon an object that can be closed with a clasp or lock. Secured items can only be opened by the person who cast them or with a Pry spell.

Strengthen Bones

Cost: 1 Mana

Delivery: Touch

Incantation: Earth, Shield Against Maim

Stone Blast

Cost: 1 Mana

Delivery: Packet

Incantation: Earth, Damage 1

*Intermediate***Aura of Earth**

Cost: 3 Mana

Delivery: Self Only

Incantation: Earth, Aura of Earth

Once per casting, when struck with a melee weapon, state "Backlash, Earth, Snare."

Circle of Protection

Cost: 3 Mana

Incantation: Earth, Circle of Protection

Delivery: Self Only

By creating a circle 3 feet in diameter on the ground (must be visible, preferably with a rope but can be drawn in the dirt) and stating the incantation you are protected from both magic and physical attacks. However, the circle is not a single direction barrier. You are also unable to attack or cast spells outside of the circle. The Circle of Protection lasts for 5 minutes, or until part of your body breaks the circle.

Dispel Circle

Cost: 4 Mana

Delivery: Packet

Incantation: Earth, Dispel Circle

Deaden Nerves

Cost: 3 Mana

Delivery: Touch

Incantation: Earth, Barrier Against Pain, 5 Minutes

Stone Helm

Cost: 1 Mana

Delivery: Touch

Incantation: Earth, Shield Against Slumber

Spell Shield

Cost: 3 Mana

Delivery: Touch

Prerequisite: 2 Basic Shield Spells

Incantation: Earth, Shield Against Magic

Resist one spell or prayer of your choosing.

Stone Form

Cost: 3 Mana

Delivery: Self Only

Incantation: Earth, Petrify to Self

While in Stone Form you have a barrier against Physical Attacks. The spell ends after 5 minutes or when you move.

Stone Skin

Cost: 4 Mana

Delivery: Touch

Incantation: Earth, Bestow 2 to Health Pool

Gives your target 2 temporary Health Points. These Health Points are the first to be used and cannot be healed.

Stone to Flesh

Cost: 3 Mana

Delivery: Touch

Incantation: Earth, Dispel Petrify

Release someone from a Petrify effect.

Tectonic Instability

Cost: 2 Mana

Delivery: Packet

Prerequisite: Balanced Stance

Incantation: Earth, Knockdown

Advanced

Anchor

Cost: 5 Mana

Delivery: Touch

Prerequisite: Secure

Incantation: Earth, Anchor

Makes an inanimate object unmovable until the end of the event. Requires a red sticker.

Dispel Magic

Cost: 6 Mana

Delivery: Packet

Prerequisite: Dispel Circle

Incantation: Earth, Dispel Magic

Dispels all magic effects on the target.

Earthquake

Cost: 4 Mana

Delivery: Cluster Packets, 5

Prerequisite: Tectonic Instability

Incantation: Earth, Knockdown

Elemental Barrier

Cost: 5 Mana

Delivery: Touch

Prerequisite: Resist Earth, Resist Fire, Resist Water, Resist Wind

Incantation: Earth, Barrier Against Earth, Fire, Water, and Wind, 5 Minutes

Purist Only

Restricted to characters who have taken the appropriate Specialized skill tree

Fortification

Cost: 4 Mana

Delivery: Touch

Prerequisite: Embankment

Incantation: Earth, Barrier Against Gun Attacks, 5 Minutes

Embankment

Cost: 3 Mana

Delivery: Touch

Prerequisite: Strengthen Bones

Incantation: Earth, Shield against

Artillery

Allows you to resist the next called Guns attack.

Greater Circle of Protection

Cost: 4 Mana

Delivery: Special

Prerequisite: Circle of Protection

Incantation: Earth, Greater Circle of Protection

By creating a circle 10 feet in diameter on the ground (must be visible, preferably with a rope but can be drawn in the dirt) and stating the incantation you and anyone inside the circle are protected from both magic and physical attacks. However, the circle is not a single direction barrier. No one inside the circle is able to attack or cast spells outside of the circle. The Greater Circle of Protection lasts for 5 minutes, or until someone breaks the circle.

Petrify

Cost: 5 Mana

Delivery: Packet

Prerequisite: Stone Form

Incantation: Earth, Petrify until death, 5 minutes

Sliding Stone Form

Cost: 6 Mana

Delivery: Self Only

Prerequisite: Stone Form

Incantation: Earth, Barrier Against Physical Harm, 5 Minutes

You have a barrier against all Physical attacks. You must cross both arms over your chest. You may only move without lifting your feet from the ground. The spell ends after 5 minutes or when you uncross your arms or lift a foot off the ground.

Fire

The destructive nature of Fire lends itself well to forcefully removing obstacles from its path. Those interested in offensive magic tend to find themselves attuned to the flames.

Beginner

Awaken

Cost: 1 Mana

Delivery: Touch

Incantation: Fire, Awaken

Blinding Smoke

Cost: 1 Mana

Delivery: Packet

Incantation: Fire, Snare

Charred Exterior

Cost: 1 Mana

Delivery: Touch

Incantation: Fire, Shield against Pain

Cleansing Fire

Cost: 1 Mana

Delivery: Touch

Incantation: Fire, Remove Poison, Pain

Flame Strike

Cost: 1 Mana

Delivery: Packet

Incantation: Fire, Damage 1

Heat Weapon

Cost: 2 Mana

Delivery: Packet

Incantation: Fire, Disarm [right/left] hand.

Ignite Forge

Cost: 2 Mana

Delivery: Touch

Incantation: Fire, Ignite Forge, 10 Minutes

Removes the need for a wood component for kilnworks and metal works.

Pain

Cost: 1 Mana

Delivery: Packet

Incantation: Fire, Pain

Pry

Cost: 1 + X Mana

Delivery: Touch

Incantation: Fire, Remove Secure

Allows you to remove a Secure [X] tag. [X] is the number of mana you must expend to remove the tag.

Resist Fire

Cost: 2 Mana

Delivery: Touch

Incantation: Fire, Shield Against Fire

Smokescreen

Cost: 2 Mana

*Intermediate***Aura of Fire**

Cost: 3 Mana

Delivery: Self Only

Incantation: Fire, Aura of Fire

Once per casting, when struck with a melee weapon, state "Backlash, Fire, Pain."

Cremate

Cost: 2 Mana

Delivery: Touch

Incantation: Fire, Cremate

Immediately ends the target's death count and sends them to the Apothecary.

Cold Fire

Cost: 1

Delivery: Packet

Prerequisite: Flame Strike

Incantation: Fire, Damage 3 to Platform

Flame Barrier

Cost: 4 Mana

Delivery: Touch

Prerequisite: Resist Fire

Incantation: Fire, Barrier Against Fire, 5 Minutes

Delivery: Touch

Incantation: Fire, Shield Against Melee

Sudden Sparks

Cost: 1 Mana

Delivery: Packet

Incantation: Fire, Push

Flame Blade

Cost: 2 Mana

Delivery: Touch

Prerequisite: Heat Weapon

Incantation: Fire, Enchant Fire

Enchants a melee weapon with Fire. Call "Fire" on your next attack. May be paired with a called melee or stealth attack.

Heat Wave

Cost: 3 Mana

Delivery: Chain Packets, 5

Prerequisite: Flame Strike

Incantation: Fire, Damage 1, Fire, Damage 1, Fire, Damage 1, Fire, Damage 1, Fire, Damage 1

Light of Day

Cost: 2 Mana

Delivery: Packet

Incantation: Fire, Damage 5 to Undead

Promising Embers

Cost: 3 Mana

Delivery: Special

Components: 3 raw wood

Incantation: Fire, Refine Wood

This spell allows you to refine 3 pieces of raw wood into 1 piece of charcoal.

Turn the raw wood into the operations center to get the charcoal.

Purifying Flame

Cost: 2 Mana

Delivery: Touch

Advanced

Ashes to Ashes

Cost: 4 Mana

Delivery: Chain Touch, 5

Prerequisite: Cremate

Incantation: Fire, Ashes to Ashes, Fire, Cremate, Fire, Cremate, Fire, Cremate, Fire, Cremate, Fire, Cremate

Immediately ends the targets' death counts and sends them to the

Apothecary.

Burst of Flame

Cost: 3 Mana

Delivery, Chain Packet, 5

Prerequisite: Sudden Sparks

Incantation: Fire, Burst of Flame, Fire, Push, Fire, Push, Fire, Push, Fire, Push, Fire, Push

Glittering Embers

Cost: 3 Mana

Delivery: Special

Incantation: Fire, Create Raw Glass

This spell allows you to create a piece of raw glass. It may only be used at Check

In of the event, and the Mana spent creating it cannot be recovered by any means during the weekend.

Purist Only

Restricted to characters who have taken the appropriate Specialized skill tree

Aura of the Phoenix

Cost: 7 Mana

Prerequisite: Aura of Fire

Incantation: Fire, Aura of the Phoenix

When your bleed out count runs out, instead of dying you are restored to full

Prerequisite: Cleansing Fire

Incantation: Fire, Remove Disease, Pain

Ignite Charcoal Forge

Cost: 4 Mana

Delivery: Touch

Prerequisite: Ignite Forge

Incantation: Fire, Ignite Charcoal Forge, 10 Minutes

Removes the need for a charcoal component for kilnworks and metal works.

Molten Embers

Cost: 5 Mana

Delivery: Special

Components: 3 raw ore

Prerequisite: Promising Embers

Incantation: Fire, Refine Ore

This spell allows you to refine 3 pieces of raw ore into 1 ingot. Turn the ore into the operations center to get the ingot.

Wildfire

Cost: 3 Mana

Delivery: Packet

Prerequisite: Cold Fire

Incantation: Fire Damage 5 to Platform

vitality. This effect will not trigger if you are hit with a death effect, or if you have a radiation count.

Conflagration

Cost: 5 Mana

Delivery: Packet

Prerequisite: Heat Wave

Incantation: Fire, Death

Flashover

Cost: 6 Mana

Prerequisite: Heat Weapon

Delivery: Chain Packets, 5

Incantation: Fire, Flashover, Disarm

[right/left] hand, Fire, Disarm

[right/left] hand, Fire, Disarm

[right/left] hand, Fire, Disarm

[right/left] hand, Fire, Disarm

[right/left] hand.

Water

The fluidity of Water, and its ability to take the form of whatever vessel holds it, lends this school a lot of utility. While it lacks the same focus as the other schools of magic, it does lend itself well to filling in gaps.

*Beginner***Awaken**

Cost: 1 Mana

Delivery: Touch

Incantation: Water, Awaken

Freeze Limb

Cost: 1 Mana

Delivery: Packet

Incantation: Water, Freeze [left/right]
[arm/leg]**Brace of Ice**

Cost: 1 Mana

Delivery: Touch

Incantation: Water, Shield Against
Maim**Frost Dagger**

Cost: 2 Mana

Delivery: Touch

Incantation: Water, Quickdeath

May only be used on an unconscious or
immobile target.**Cold Water**

Cost: 1 Mana

Delivery: Touch

Incantation: Water, Remove Charm

Ice Dart

Cost: 1 Mana

Delivery: Packet

Incantation: Water, Damage 1

Fluid Grace

Cost: 1 Mana

Delivery: Touch

Incantation: Water, Shield Against
Magical BondsThis shield protects against Bind, Snare,
Paralyze and Petrify effects.**Resist Fire**

Cost: 2 Mana

Delivery: Touch

Incantation: Water, Shield Against Fire

Resist Water

Cost: 2 Mana

Delivery: Touch

Incantation: Water, Shield Against Water

Crushing Depths

Cost: 1 Mana

Delivery: Packet

Incantation: Water, Pain

*Intermediate***Aura of Water**

Cost: 3 Mana

Delivery: Self Only

Incantation: Water, Aura of Water

Once per casting, when struck with a melee weapon, state "Backlash, Water, Knockdown."

Freeze Body

Cost: 4 Mana

Delivery: Packet

Prerequisite: Freeze Limb

Incantation: Water, Paralyze

Hoarfrost

Cost: 3 Mana

Delivery: Packet

Prerequisite: Ice Dart

Incantation: Water, Damage 5 to Platform

Ice Blade

Cost: 2 Mana

Delivery: Touch

Prerequisite: Ice Dart

Incantation: Water, Enchant Water

Enchants a hand to hand weapon with Water. Call "Water" on your next attack.

Slow Poison

Cost: 2 Mana

Delivery: Touch

Incantation: Water, Reset Poison Counter

Resets the target's Poison Count to 5 minutes.

Weakness

Cost: 2 Mana

Delivery: Packet

Incantation: Water, Weakness

May be paired with a called melee or stealth attack.

Laminar Flow

Cost: 3 Mana

Delivery: Touch

Incantation: Water, Shield Against Trap

Red Tide

Cost: 3 Mana

Delivery: Touch

Incantation: Water, Poison

Spell Shield

Cost: 3 Mana

Delivery: Touch

Prerequisite: Resist Water

Incantation: Water, Spell Shield

Tide

Cost: 2 Mana

Delivery: Touch

Incantation: Water, Bestow 1 to Health Pool

Gives your target a temporary Health Point. This Health Point is the first to be used and cannot be healed.

Water Barrier

Cost: 4 Mana

Delivery: Touch

Prerequisite: Resist Water

Incantation: Water, Barrier Against Water, 5 Minutes

*Advanced***Current**

Cost: 2 + [X] Mana

Delivery: Touch

Incantation: Water, Transfer [X] Mana

Allows you to transfer a portion of your mana to your target.

When you are hit by a spell, you may choose to resist it and cast it back immediately. State "Resist" followed by the resisted spell's incantation.

Float

Cost: 3 Mana

Delivery: Touch

Incantation: Water, Reduce Weight 1, 5 Minutes

Reduces the number on a red stickered (Heavy) item by 1. This spell cannot reduce the sticker number to zero.

Stasis

Cost: 3 Mana

Delivery: Touch

Incantation: Water, Stabilize

The target's bleed out count is suspended as long as you stay within arm's length and take no actions besides role playing applying pressure to the wound. You may move the stabilized person at a slow walk with the assistance of another person to carry them. The target's bleed out count resumes if they take any damage, or you stop "applying pressure to the wound" for any reason.

Shallow Well

Cost: 4 Mana

Delivery: Touch

Prerequisite: Red Tide

Incantation: Water, Disease

Withering Frost

Cost: 4 Mana

Delivery: Packet

Incantation: Water, Maim [right/left] [arm/leg]

Reflection Shield

Cost: 4 Mana

Delivery: Touch

Prerequisite: Spell Shield

Incantation: Water, Reflect Shield

*Purist Only**Restricted to characters who have taken the appropriate Specialized skill tree***Drown**

Cost: 6 Mana

Delivery: Packet

Prerequisite: Ice Dart

Incantation: Water, Death

Erosion

Cost: 6
 Delivery: Touch
 Prerequisite: Float
 Incantation: Water, Suspend Anchor
 Spell causes a targeted red sticker
 Anchored item to be treated as a red
 sticker Heavy 6 item for 1 hour.

Holy Water

Cost: 2 + [X] Mana
 Delivery: Touch
 Incantation: Water, Restore Conviction
 [X]
 Allows you to restore a target's
 Conviction Pool by [X]. This cannot
 increase their pool beyond their own
 capacity.

Wind

Colloquially known as the School of Motion, Wind is all about controlling movement and direction. Need a path cleared? Need to silence a pesky spell caster? Need to get your friends free of pesky binding magics? The Wind is at your back.

*Beginner***Bind**

Cost: 1 Mana
 Delivery: Packet
 Incantation: Wind, Bind

Disarm

Cost: 1 Mana
 Delivery: Packet
 Incantation: Wind, Disarm [right/left]
 hand.

Entangle

Cost: 1 Mana
 Delivery: Packet
 Incantation: Wind, Snare

Gust

Cost: 1 Mana
 Delivery: Packet
 Incantation: Wind, Push

Lightning

Cost: 1 Mana
 Delivery: Packet
 Incantation: Wind, Damage 1

Pry

Cost: 1 + [X] Mana
 Delivery: Touch
 Incantation: Wind, Remove Secure
 Allows you to remove a Secure [X] tag.
 [X] is the number of mana you must
 expend to remove the tag.

Release

Cost: 1 Mana
 Delivery: Touch
 Incantation: Wind, Remove Magical
 Bonds
 This spell cancels the effects of Bind,
 Snare, and Paralyze

Resist Push

Cost: 1 Mana
 Delivery: Touch
 Incantation: Wind, Shield Against Push

Resist Silence

Cost: 1 Mana
 Delivery: Touch
 Incantation: Wind, Shield Against
 Silence

Resist Wind

Cost: 2 Mana
 Delivery: Touch
 Incantation: Wind, Shield Against Wind

*Intermediate***Aura of Wind**

Cost: 3 Mana
 Delivery: Self Only
 Incantation: Wind, Aura of Wind
 Once per casting, when struck with a
 melee (non-ranged) weapon, state
 "Backlash, Wind, Push."

Bullet Dodge

Cost: 3 Mana
 Delivery: Touch
 Prerequisite: Resist Wind
 Incantation: Wind, Shield Against
 Called Gun Skill

Chain Lightning

Cost: 3 Mana
 Delivery: Chain Packets, 5
 Incantation: Wind, Chain Lightning,
 Wind, Damage 1, Wind, Damage 1,
 Wind, Damage 1, Wind, Damage 1,
 Wind, Damage 1

Crosswind

Cost: 4 Mana
 Delivery: Packet
 Incantation: Wind, Weakness

Spin

Cost: 1 Mana
 Delivery: Packet
 Incantation: Wind, Spin 5 Times

Sweep

Cost: 2 Mana
 Delivery: Packet
 Incantation: Wind, Knockdown

Gale

Cost: 3 Mana
 Delivery: Chain Packets, 5
 Incantation: Wind, Gale, Wind
 Knockdown, Wind, Knockdown, Wind,
 Knockdown, Wind, Knockdown, Wind,
 Knockdown, Wind, Knockdown

Silence

Cost: 2 Mana
 Delivery: Packet
 Incantation: Wind, Silence

Tornado

Cost: 3
 Delivery: Cluster Packets, 5
 Incantation: Wind, Push

Unattainable

Cost: 3
 Delivery: Self Only
 Prerequisite: Wind Barrier
 Incantation: Wind, Barrier Against
 Magical Bonds, 5 Minutes
 Provides a 5 minute barrier against
 Bind, Snare, Paralyze and Petrify effects.

Wind Barrier

Cost: 4 Mana

Delivery: Touch

Prerequisite: Resist Wind

Incantation: Wind, Barrier Against Wind, 5 Minutes

*Advanced***Barrier of Deflection**

Cost: 6 Mana

Delivery: Self Only

Prerequisite: Unattainable

Incantation: Wind, Barrier Against Guns, 5 Minutes

Fallout

Cost: 4 Mana

Delivery: Touch

Incantation: Wind, Bestow Double Damage to Next Gravrad Spell

Fanning the Flames

Cost: 4 Mana

Delivery: Touch

Incantation: Wind, Bestow Double Damage to Next Fire Spell

*Purist Only**Restricted to characters who have taken the appropriate Specialized skill tree***Breath of Life**

Cost: 7 Mana

Delivery: Touch

Incantation: Wind, Restore Life, Full Vitality

This spell will restore someone who has recently died to life and full Health Pool. There must be a corpse to cast this spell on, it cannot target a spirit on the Black Path. The spell takes one minute to cast, but the target's death count pauses while you are casting it.

Slumber

Cost: 5 Mana

Delivery: Packet

Incantation: Wind, Slumber, 5 Minutes

Updraft

Cost: 3 Mana

Delivery: Touch

Incantation: Wind, Bestow Reduce

Agility cost by 1 on next Stealth Skill

This spell cannot reduce an Agility cost to 0.

Vacuum

Cost: 3 Mana

Delivery: Cluster Packets (5)

Incantation: Wind, Silence

Buffet

Cost: 5 Mana

Delivery: Self Only

Prerequisite: Bullet Dodge

Incantation: Wind, Barrier Against

Melee Weapons, 5 Minutes

Suffocate

Cost: 6 Mana

Delivery: Packet

Prerequisite: Silence

Incantation: Wind, Silence until death, 5 minutes

Bardic

This school of magic takes performance arts to a whole new level. Through the act of performing, be it song, spoken word, or a musical instrument, those who practice Bardic magic are able to inspire people to push beyond their normal limits. Unlike more traditional schools of magic, the duration of Bardic spells last until the Bard's performance comes to a close. You do not need to stand still while performing and must keep your target within sight. While performing a Bardic spell, you may restate the incantation as needed to inform others without causing an interruption of the spell.

Beginner

A Tempo

Cost: 2 Mana

Delivery: Touch

Incantation: Bardic, Performance, Cure

Weakness

Ballad of Thislan

Cost: 1 Mana

Delivery: Bardic Chain Touch

Incantation: Bardic, Barrier against

Silence, Extended Performance

Caesura

Cost: 1 Mana

Delivery: packet

Incantation: Bardic, Snare, Extended

Performance

Coda

Cost: 2 Mana

Delivery: Touch

Incantation: Bardic, Performance, Last

Rites

Perfect Performance

Cost: 1 Mana

Delivery: Self Only

Incantation: Bardic, Shield Against

Silence

If you are targeted with Silence while performing a Bardic spell, you may state

“Resist” and continue your performance.

March of Alleviation

Cost: 1 Mana

Delivery: Bardic Chain Touch

Incantation: Bardic, Barrier against Pain,

Extended Performance

March of the Fortress

Cost: 1 Mana

Delivery: Bardic Chain Touch

Incantation: Bardic, Barrier against

Terror, Extended Performance

Ossia

Cost: 1 Mana

Delivery: Self Only

Incantation: Bardic, Performance, Self Sacrifice [Effect]

You cannot self-sacrifice damage, curses, other permanent effects, Sojourn, Death or Final Death. You cannot transfer a status effect to yourself if you already are suffering that effect. You may not resist in any way the negative status effect that you have Self-Sacrificed. Once taken on, this effect may however be cured in any normal way.

Reprise

Cost: 1 Mana
 Delivery: Touch
 Incantation: Bardic, Performance,
 Bestow Karma

Sostenuto

Cost: 1 Mana
 Delivery: Touch
 Incantation: Bardic, Performance,
 Restore One Health

*Intermediate***Vivace**

Cost: 2 Mana
 Delivery: Touch
 Prerequisite: Sostenuto
 Incantation: Bardic, Performance,
 Restore Three Health

March of Clarity

Cost: 2 Mana
 Delivery: Bardic Chain Touch
 Incantation: Bardic, Barrier against
 Charm and Enslave, Extended
 Performance

March of the Fountain

Cost: 2 Mana
 Delivery: Bardic Chain Touch
 Incantation: Bardic, Barrier against
 Poison and Venom, Extended
 Performance

March of the Horizon

Cost: 2 Mana
 Delivery: Bardic Chain Touch
 Incantation: Bardic, Barrier Against
 Magical Bonds, Extended Performance

Sonnet

Cost: 1 Mana
 Delivery: Packet
 Incantation: Bardic, Pacify, Extended
 Performance

Tenuto

Cost: 2 Mana
 Delivery: Touch
 Incantation: Bardic, Performance,
 Increase Duration of next [Spell/
 Prayer] by Two Minutes
 This cannot increase the duration of a
 Bardic spell.

Morendo

Cost: 3 Mana
 Delivery: Touch
 Incantation: Bardic, Performance,
 Quickdeath

Rehearsal

Cost: 2 Mana
 Delivery: Self Only
 Incantation: Bardic, Circle of Protection,
 Extended Performance
 By creating a circle 3 feet in diameter on
 the ground (must be visible, preferably
 with a rope but can be drawn in the dirt)
 and stating the incantation you are
 protected from both magic and physical
 attacks. However the circle is not a
 single direction barrier. You are also
 unable to attack or cast spells outside of
 the circle. The Circle of Protection lasts
 until your performance ends, or until
 part of your body breaks the circle.

Sestina

Cost: 2 Mana
 Delivery: Packet
 Incantation: Bardic, Slumber, Extended
 Performance

Soliloquy

Cost: 1 Mana

Delivery: Packet

Incantation: Bardic, Silence, Extended Performance

Villanelle

Cost: 3 Mana

Delivery: Touch

*Advanced***Dies Irae**

Cost: 3 Mana

Delivery: Bardic, Chain Touch

Incantation: Bardic, Reduce Stamina cost by 1, Extended Performance

This spell cannot reduce a Stamina cost to 0.

Cadenza of Chaos

Cost: 5 Mana

Delivery: Bardic, Chain Touch

Incantation: Bardic, Reduce Artillery cost by 1, Extended Performance

This spell cannot reduce an Artillery cost to 0.

Scherzo of Distraction

Cost: 3 Mana

Delivery: Bardic, Chain Touch

Incantation: Bardic, Reduce Agility cost by 1, Extended Performance

This spell cannot reduce an Agility cost to 0.

Overture of Energy

Cost: 4 Mana

Delivery: Bardic, Chain Touch

Incantation: Bardic, Reduce Mana cost by 1, Extended Performance

Incantation: Bardic, Stabilize, Extended Performance

The target's bleed out count is suspended. The stabilized target can be moved at a slow walk with the assistance of another person to carry them. The target's bleed out count resumes if they take any damage, or your performance ends.

This spell cannot reduce a Mana cost to 0.

Chant of Faith

Cost: 4 Mana

Delivery: Bardic, Chain Touch

Incantation: Bardic, Reduce Conviction cost by 1, Extended Performance

This spell cannot reduce a Conviction cost to 0.

Sheltered Stage

Cost: 4 Mana

Delivery: Special

Prerequisite: Rehearsal

Incantation: Bardic, Greater Circle of Protection, Extended Performance

By creating a circle 10 feet in diameter on the ground (must be visible, preferably with a rope but can be drawn in the dirt) and stating the incantation you and anyone inside the circle are protected from both magic and physical attacks. However, the circle is not a single direction barrier. No one inside the circle is able to attack or cast spells outside of the circle. The Greater Circle of Protection lasts as long as you perform, or until someone breaks the circle.

Purist Only

Restricted to characters who have taken the appropriate Specialized skill tree

March of the Storm

Cost: 3

Delivery: Bardic Chain Touch

Incantation: Bardic, Barrier Against Guns, Extended Performance

Targets must cross arms over their chests. This spell lasts until the targets uncross their arms or your performance ends.

Da Capo

Cost: 2 Mana

Delivery: Touch

Incantation: Bardic, Performance, Remove Psionic Influence

This spell Removes Charm, Enslave, Infect Emotion, and Betrayal.

Saga

Cost: 5 Mana

Delivery: Touch

Incantation: Bardic, Restore One Health Repeatingly, Extended Performance

This spell restores one Health point after one minute of performance. After each additional minute of performance the target is healed one Health Point. This spell lasts until your performance ends or the target begins a death count.

During your performance, If the target is at full health they do not receive an effect for a completed minute of performance, however if they receive damage this spell will heal one Health Point after your next full minute of performance. Diseased or petrified targets cannot receive healing until those effects are removed.

Gravrad

Founded by the Planar Anchor Group shortly after the time of the Collapse, the [Radiation/Gravity] School draws on the ambient Radiation levels of the world and subverts the sciences into magic. Mainly focused on redistributing radiation and producing gravitational effects, the practitioners of this school have recently made discoveries that assist with the medical arts.

Beginner

Decrease Gravitational Bond

Cost: 1 + [X] Mana

Delivery: Touch

Incantation: Gravrad, Reduce Weight by [X], 10 Minutes

Reduces the weight of an object that requires multiple people to move by [X].

Diagnose Radiation Sickness

Cost: 1 Mana

Delivery: Touch

Incantation: Gravrad, Diagnose, What is your Radiation Count?

Gravitational Binding

Cost: 1 Mana

Delivery: Packet

Incantation: Gravrad, Bind

Gravitational Jump

Cost: 2 Mana

Delivery: Touch

Incantation: Gravrad, Shield Against Trap

Gravitational Lock

Cost: 1 + [X] Mana

Delivery: Touch

Incantation: Gravrad, Secure

Requires a tag that says "Secured X" where x is the number of mana spent on the secure spell. Can only be cast upon an object that can be closed with a clasp or lock. Secured items can only be opened by the person who cast them or with a Pry spell.

Gravitational Snap

Cost: 1 + [X] Mana

Delivery: Touch

Incantation: Gravrad, Remove Secure

Allows you to remove a Secure [X] tag. [X] is the number of mana you must expend to remove the tag.

Increase Gravitational Bond

Cost: 1 Mana

Delivery: Packet

Incantation: Gravrad, Snare

*Intermediate***Radial Fracture**

Cost: 3 Mana

Delivery: Packet

Incantation: Gravrad, Maim [Right/Left] [Arm/Leg]

Lead Shielding

Cost: 2 Mana

Delivery: Touch

Incant: Gravrad, Shield against Gravrad

Radiation Burn

Cost: 1 Mana

Delivery: Packet

Incantation: Gravrad, Damage 1

Reduce Radiation

Cost: 1 Mana

Delivery: Touch

Prerequisite: Diagnose Radiation

Sickness

Incantation: Gravrad, Reduce Radiation Count by 1

Thermal Coating

Cost: 2 Mana

Delivery: Touch

Incantation: Gravrad, Shield Against Fire

X-Ray

Cost: 1 Mana

Delivery: Touch

Incantation: Gravrad, Bestow Rapid First Aid

If the target receives first aid in the next five minutes, they must inform the person performing it that it will only take half the amount of time.

Aura of Gravity

Cost: 3 Mana

Delivery: Self Only

Incantation: Gravrad, Aura of Gravity

Once per casting, when struck with a melee (non-ranged) weapon, state "Backlash, Gravrad, Snare."

Flush Radiation

Cost: 1 + [X] Mana

Delivery: Touch

Prerequisite: Reduce Radiation

Incantation: Gravrad, Reduce Radiation Count by [X]

Gravity Well

Cost: 3 Mana

Delivery: Cluster Packets, 5

Prerequisite: Increase Gravitational Bond

Incantation: Gravrad, Snare

Heat Sink

Cost: 4 Mana

Delivery: Touch

Prerequisite: Thermal Coating

Incantation: Gravrad, Barrier Against Fire, 5 Minutes

*Advanced***Levitation**

Cost: 6 Mana

Delivery: Chain Touch, 5

Prerequisite: Gravitational Jump

Incantation: Gravrad, Levitation, Gravrad, Barrier Against Trap, Gravrad, Barrier Against Trap, Gravrad, Barrier Against Trap, Gravrad, Barrier Against Trap, Gravrad, Barrier Against Trap

Induce Radiation

Cost: 2 Mana

Delivery: Packet

Incantation: Gravrad, Radiation Count 1

Increases the target's radiation count by 1

Lead Casement

Cost: 4 Mana

Delivery: Touch

Prerequisite: Lead Shielding

Incantation: Gravrad, Barrier Against Gravrad, 5 Minutes

Radiation Therapy

Cost: 2 Mana

Delivery: Touch

Incantation: Gravrad, Remove Disease

Radiation Wave

Cost: 3 Mana

Delivery: Chain Packets, 5

Prerequisite: Radiation Burn

Incantation: Gravrad, Radiation Wave, Gravrad, Damage 1, Gravrad, Damage 1, Gravrad, Damage 1, Gravrad, Damage 1, Gravrad, Damage 1

Absorb Radiation

Cost: 1 Mana

Delivery: Touch

Prerequisite: Flush Radiation

Incantation: Gravrad, Absorb Radiation Count

Allows you to absorb someone's radiation count to restore your mana.

Gravitational Anchor

Cost: 5 Mana

Delivery: Touch (Special)

Prerequisite: Decrease Gravitational Bond

Incantation: Gravrad, Anchor Object

This spell allows you to anchor an inanimate object to its current location. The spell lasts until the end of the event and requires a red sticker to be placed somewhere visible on the object.

Gravitational Shift

Cost: 4 Mana

Delivery: Packet

Incantation: Gravrad, Magnetize to [Object]

Target must move to the named object and remain within arm's length of it for the duration of this spell. The object must be stationary, within 25 feet of the target, and safely reachable.

Radiation Ghost

Cost: 4 Mana

Delivery: Self Only

Incantation: Gravrad, Suspend Damage, 5 Minutes

This provides a five minute barrier against damage attacks. If you are struck by a weapon, bullet, or spell packet that deals damage, state "Barrier". You still take non-damage effects from spells and prayers. For each minute of this spell your Radiation Count increases by 1. This increase cannot be prevented in any way, however your radiation count may be reduced as normal when the spell ends. This spell ends after five minutes or when it is canceled. If you are unconscious, silenced, or otherwise unable to state "I cancel my spell", you may not cancel this spell yourself.

Radiation Sickness

Cost: 5 Mana

Delivery: Packet

Prerequisite: Induce Radiation

Incantation: Gravrad, Increase Radiation Count 3

Purist Only

Restricted to characters who have taken the appropriate Specialized skill tree

Aura of Radiation

Cost: 5 Mana

Delivery: Self Only

Incantation: Gravrad, Aura of Radiation

Once per casting, when struck with a melee (non-ranged) weapon, state "Backlash, Gravrad, Increase Radiation Count 3."

Command

Cost: 5 Mana

Delivery: Packet

Incantation: Gravrad, Command

This spell will force the target to obey one command. Choose your words carefully, after the command is obeyed the target regains free will.

Last Resort

Cost: 7 Mana (special)

Delivery: Cluster Packet 5

Incantation: Gravrad, Damage 5

You may increase the number of packets in the cluster by spending 2 mana PER packet. When this spell takes effect, you must immediately begin a Bleed Out Count. This effect may not be prevented in any way, though you may be healed as normal during the Bleed Out Count.

Psionics

Mental manipulation and altering emotions are at the heart of those who practice Psionics. Shortcuts to making temporary allies aren't without their costs, but those of this school tend to find them worth it.

Beginner

Communicate

Cost: 1 Mana

Delivery: Self Only

Incantation: Mind, Communicate, 5 Minutes

Detect Psionic Influence

Cost: 2 Mana

Delivery: Touch

Incantation: Mind, Detect Psionic Influence

Allows you to ask the following questions:

Are you Charmed?

Are you Pacified?

Are you Enslaved?

Are you under the effects of Betrayal?

Entice

Cost: 1 Mana

Delivery: Packet

Incantation: Mind, Approach Me

Target is compelled to approach you.

The spell ends when they are within touching distance or they are attacked.

Mend Limb

Cost: 2 Mana

Delivery: Self Only

Incantation: Mind, Heal Limb, Instantly

Mind Shield

Cost: 2 Mana

Delivery: Touch

Incantation: Mind, Shield against Mind

Minor Vision

Cost: 1 Mana

Delivery: Special

Incantation: Mind, Send Minor Vision

This spell allows you to give someone a prepared vision. The vision must be written out and can be no longer than 100 words. They will receive the vision the next time they sleep.

Pacify

Cost: 2 Mana

Delivery: Packet

Incantation: Mind, Pacify

Psi Strike

Cost: 1 Mana

Delivery: Packet

Incantation: Mind, Damage 1

Pain Shield

Cost: 1 Mana

Delivery: Touch

Incantation: Mind, Shield against Pain

Strength

Cost: 2 + [X] Mana

Delivery: Self Only

Incantation: Mind, Increase Strength [X]

This spell gives you the strength required to lift objects with a carry

*Intermediate***Deaden Limb**

Cost: 3 Mana

Prerequisite: Mend Limb

Delivery: Packet

Incantation: Mind, Maim [Right/Left] [Arm/Leg]

Greater Vision

Cost: 3 Mana

Delivery: Special

Prerequisite: Minor Vision

Incantation: Mind, Send Greater Vision

This spell allows you to give someone a prepared vision. The vision must be written out and can be no longer than 400 words. They will receive the vision the next time they sleep.

Mind Barrier

Cost: 4 Mana

Delivery: Touch

Prerequisite: Mind Shield

Incantation: Mind, Barrier Against Mind, 5 Minutes

requirement of more than one person. For each Mana spent on top of the costing cast, your strength is increased by 1 person.

Telekinetic Push

Cost: 1 Mana

Delivery: Packet

Incantation: Mind, Push

Terror

Cost: 2 Mana

Delivery: Packet

Incantation: Mind, Terror, One Minute

Mind Flay

Cost: 3 Mana

Delivery: Chain

Prerequisite: Psi Strike

Incantation: Mind, Flay, Mind, Damage 1, Mind, Damage 1, Mind, Damage 1, Mind, Damage 1, Mind, Damage 1,

Mind Wipe

Cost: 4 Mana

Delivery: Packet

Incantation: Mind, Feeblemind

Pain

Cost: 2 Mana

Delivery: Packet

Incantation: Mind, Pain

Pain Barrier

Cost: 2 Mana

Delivery: Touch

Prerequisite: Pain Shield

Incantation: Mind, Barrier Against Pain, 5 Minutes

Silence

Cost: 3 Mana

Delivery: Packet

Incantation: Mind, Silence

*Advanced***Charm**

Cost: 4 Mana

Delivery: Packet

Incantation: Mind, Charm

Identity Theft

Cost: 4 Mana

Delivery: Packet

Prerequisite: Mind Wipe

Incantation: Mind, Amnesia, 5 Minutes

Your target is unable to remember anything about themselves for 5 minutes, this includes any skills or abilities.

Infect Emotion

Cost: 4 Mana

Delivery: Packet

Incantation: Mind, Overwhelming [Emotion]

Purist Only

Restricted to characters who have taken the appropriate Specialized skill tree

Betrayal

Cost: 6 Mana

Delivery: Packet

Prerequisite: Charm

Incantation: Mind, Betray your friends, 1 hour

The nature of the betrayal and the people betrayed is entirely up to the target, however they must betray their friends to the greatest extent they can.

Telekinetic Blast

Cost: 3 Mana

Delivery: Cluster

Incantation: Mind, Push

Target suffers the effects of the emotion you suggest. The emotion must be expressed in one word.

Paralyze

Cost: 5 Mana

Delivery: Packet

Incantation: Mind, Paralyze

Slumber

Cost: 5 Mana

Delivery: Packet

Incantation: Mind, Slumber, 5 Minutes

Remove Psionic Influence

Cost: 4 Mana

Delivery: Touch

Prerequisite: Detect Psionic Influence

Incantation: Mind, Remove Psionic Influence

Cures Charm, Enslave, Infect Emotion, and Betrayal

The target will have full memories of their time under this effect.

Enslave

Cost: 6 Mana

Delivery: Packet

Prerequisite: Charm

Incantation: Mind, Enslave, 5 Minutes

This spell will force the target to be loyal to you, and obey your commands to the best of their ability, for 5 minutes.

Choose your words carefully, after the spell ends the target is free to do as they please.

Mind Erase

Cost: 5 Mana

Delivery: Touch

Prerequisite: Identity Theft

Incantation: Mind, Forget the last 5 minutes, permanently.

Causes the target to completely forget everything that happened in the 5 minutes previous to you casting the spell.

Runic

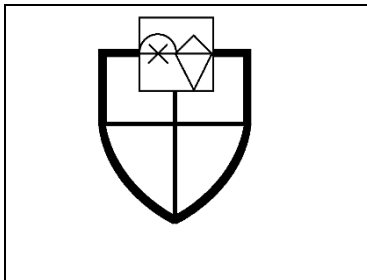
Preparation goes a long way towards a successful encounter, and none are more prepared than those who know the Runes. Being able to set a spell in waiting for the perfect moment to use it, there is a Rune for almost every situation.

Rune Magic ignores the standard rules for spell stacking, but this ability comes at a price. All runes expire at the end of the night and must be removed even if not activated. A target may have multiple runes of a single type cast upon them at a time.

To activate a Runic Barrier or Bestow, smudge the rune drawn on you and then state the incantation. To activate a Runic Aura or Shield, state the call and then smudge the rune as soon as safely possible (you do not need to pause combat for example).

Only one Barrier may be active at a time. Only one Bestow may be active at a time.

Beginner

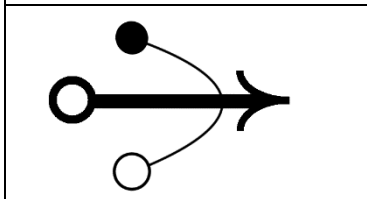


Mark of Rhan'on Para'de

Cost: 2 Mana

Delivery: Drawn

Incantation: Rune, Shield Against Earth, Fire, Wind, or Water

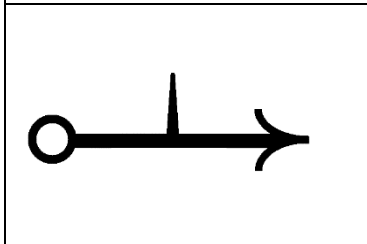


Rune of Yu'no'di

Cost: 2 Mana

Delivery: Drawn

Incantation: Rune, Bestow Karma



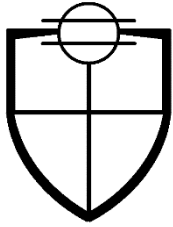
Mark of Ho'el Dis

Cost: 2 Mana

Delivery: Drawn

Incantation: Rune, Bestow Spell

Immediately after drawing this rune, another spell must be cast into it for holding.

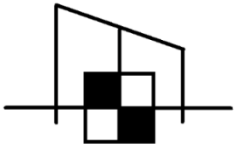


Rune of Blyn'Ther'dye

Cost: 1 Mana

Delivery: Drawn

Incantation: Rune, Shield Against Psionics



Rune of Uhn'lo Khet

Cost: 1 + X Mana

Delivery: Drawn

Incantation: Rune, Remove Secure

Allows you to remove a Secure [X] tag. [X] is the number of mana you must expend to remove the tag.



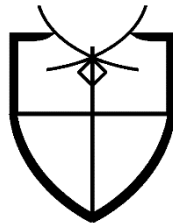
Rune of Har'sit

Cost: 2 Mana

Delivery: Drawn

Incantation: Rune, Bestow Knockdown

Bestows the target with a single use of the combat skill call "Knockdown".

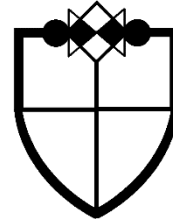


Rune of Nola'Go

Cost: 1 Mana

Delivery: Drawn

Incantation: Rune, Shield Against Disarm

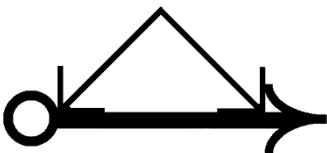


Rune of Stae'dao'en

Cost: 1 Mana

Delivery: Drawn

Incantation: Rune, Shield Against Revenant



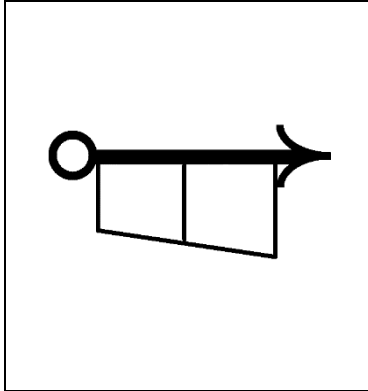
Rune of Y'yeet

Cost: 1 Mana

Delivery: Drawn

Incantation: Rune, Bestow Push

Bestows the target with a single use of the combat skill call "Push".



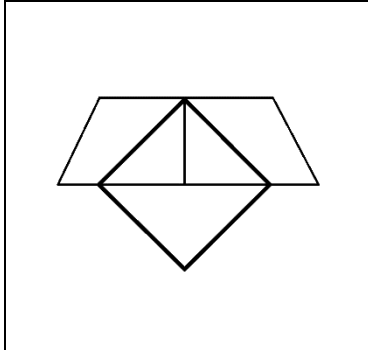
Rune of Lohkt'itt

Cost: 1 + [X] Mana

Delivery: Drawn

Incantation: Rune, Secure [X]

Requires a tag that says "Secured X" where x is the number of mana spent on the secure spell. Can only be cast upon an object that can be closed with a clasp or lock. Secured items can only be opened by the person who cast them or with a Pry spell.



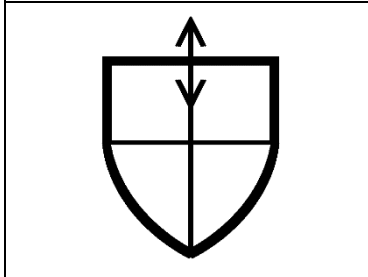
Rune of L'ehgdae

Cost: 1 + [X] Mana

Delivery: Drawn

Incantation: Rune, Increase Strength [X]

This spell gives your target the strength required to lift objects with a carry requirement of more than one person. For each Mana spent on top of the costing cast, your target's strength is increased by 1 person.



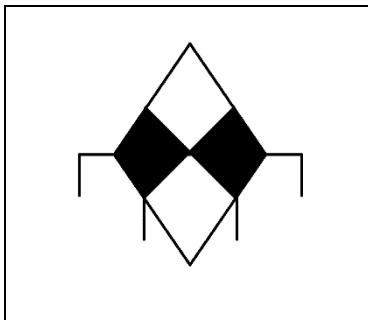
Rune of Suhn'scriin

Cost: 1 Mana

Delivery: Drawn

Incantation: Rune, Shield Against Gravrad

Intermediate



Rune of Uhn'nuv Hus

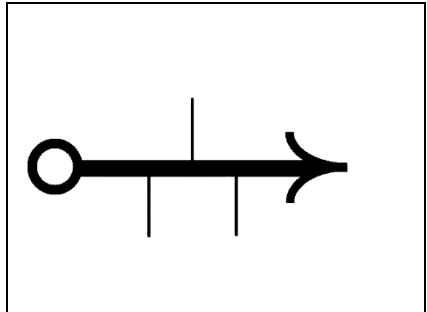
Cost: 2 mana

Delivery: Drawn, Special

Prerequisite: Strength

Incantation: Rune, Hive Strength, 10 minutes

This rune may be given to up to 5 people in one "hive". For each person with the mark, your targets gain +1 strength, for a max of 4.



Mark of Mark'ov

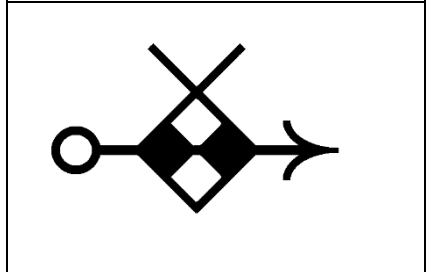
Cost: 4 Mana

Delivery: Drawn

Prerequisite: Cache

Incantation: Rune, Bestow Spell, Echo

This spell allows the storage of a single spell that can be cast twice in rapid succession.



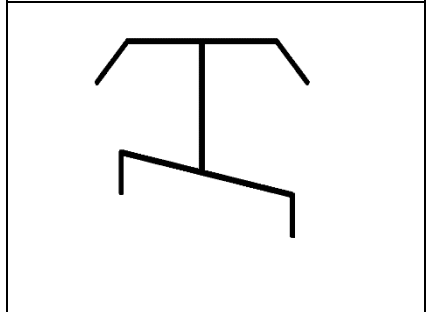
Rune of Yu'bre'khet

Cost: 4 Mana

Delivery: Drawn

Incantation: Rune, Bestow Maim

Bestows the target with a single use of the combat skill call "Maim".



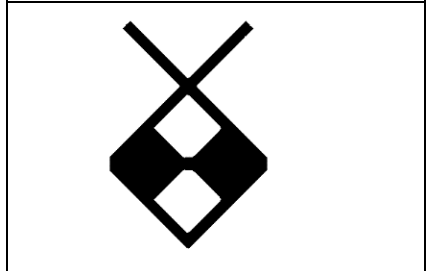
Rune of B'daunc

Cost: 2 + [X] Mana

Delivery: Drawn

Incantation: Rune, Increase Weight [X]

Increases the weight of an object that requires multiple people to move by [X]. Requires a red sticker with the number on it.



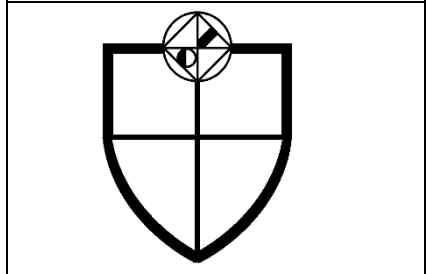
Rune of K'Runsh

Cost: 3 Mana

Delivery: Drawn

Incantation: Rune, Maim

This rune maims the limb it was drawn on, until healed, or the rune expires.

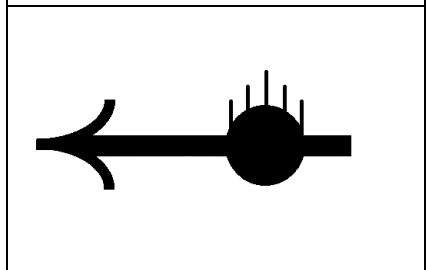


Rune of Piik'siis

Cost: 3 Mana

Delivery: Drawn

Incantation: Rune, Shield Against Slumber and Stealth damage



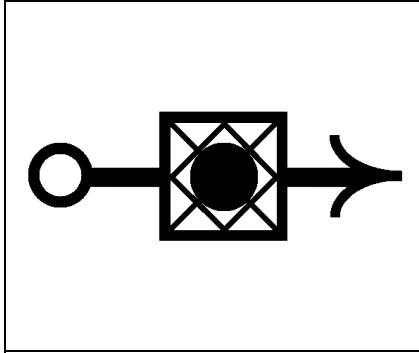
Rune of Yu'wat Ta'no

Cost: 3 Mana

Delivery: Drawn

Incantation: Rune, Remember Death

This rune allows you to retain the 5 minutes of memory of your death normally removed by the Apothecary.



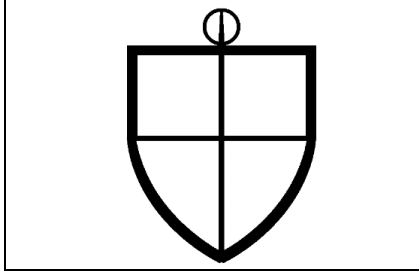
Rune of Waek'i Na'pohv'r

Cost: 4 Mana

Delivery: Drawn

Incantation: Rune, Bestow Second Wind

Instead of dying and starting your death count at the end of your bleed out count, you are restored to full health. This takes priority over Karma, but does not replace it.



Rune of N'ohpe

Cost: 3 Mana

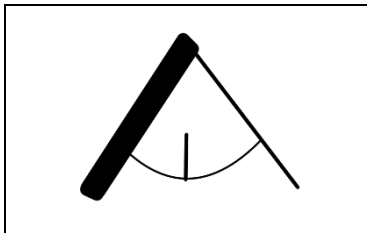
Delivery: Drawn

Prerequisite: 2 beginner shield spells

Incantation: Rune, Spell Shield

Resist one spell or prayer of your choosing.

Advanced



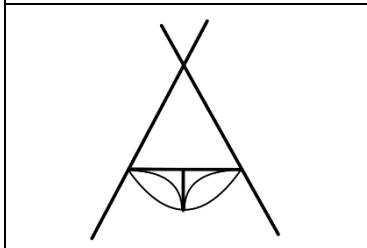
Mark of Sa'no Mohr

Cost: 5 Mana

Delivery: Drawn

Prerequisite: Mark of Markov

Incantation: Rune, Silence, 1 Hour



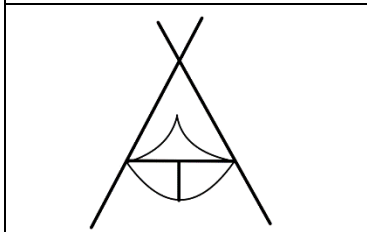
Mark of By'gohds

Cost: 5 Mana

Delivery: Drawn

Prerequisite: Mark of Markov

Incantation: Rune, Sever Conviction, 1 Hour



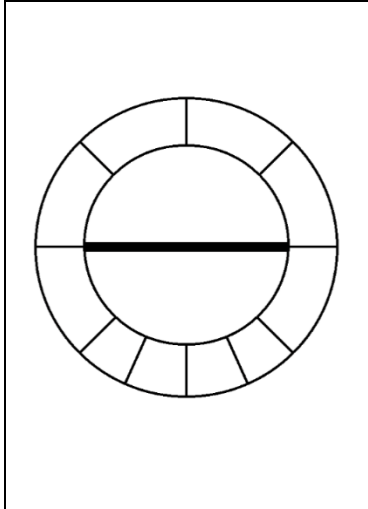
Mark of Noh'spelz

Cost: 5 Mana

Delivery: Drawn

Prerequisite: Mark of Markov

Incantation: Rune, Sever Mana, 1 Hour



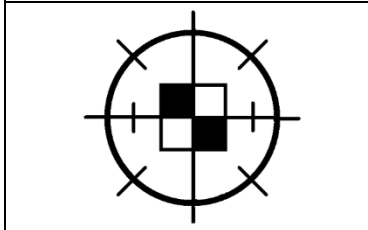
Rune of Hy'di'ol

Cost: 5 Mana

Delivery: Drawn

Incantation: Rune, Greater Circle of Protection

By creating a circle 10 feet in diameter on the ground (must be visible, preferably with a rope but can be drawn in the dirt) and stating the incantation you and anyone inside the circle are protected from both magic and physical attacks. However, the circle is not a single direction barrier. No one inside the circle is able to attack or cast spells outside of the circle. The Greater Circle of Protection lasts for 5 minutes, or until someone breaks the circle.

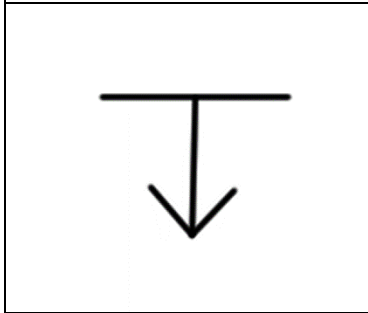


Rune of Leh'my Ihnn

Cost: 4 Mana

Delivery: Drawn

Incantation: Rune, Dispel Circle



Rune of Ste'khet Thar

Cost: 5 Mana

Delivery: Drawn

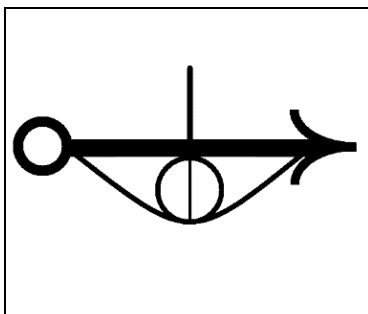
Prerequisite: Secure

Incantation: Rune, Anchor

Makes an inanimate object unmovable until the end of the event. Requires a red sticker.

Purist Only

Restricted to characters who have taken the appropriate Specialized skill tree



Mark of Iken'do Tha

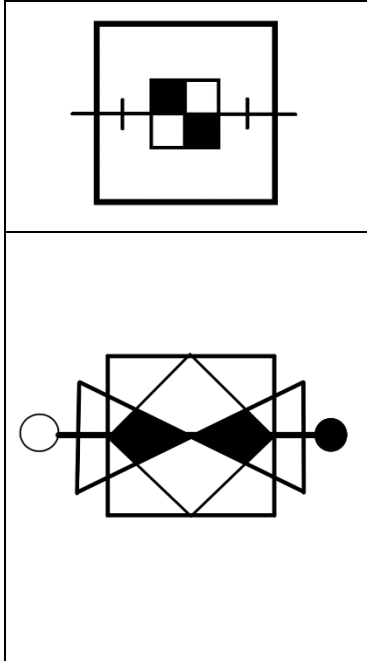
Cost: 5 Mana

Delivery: Drawn, Self Only

Prerequisite: Rune of Remembrance

Incantation: Rune, Mimic

This rune bestows the use of one spell that you have witnessed being cast in the last hour.



Rune of Rh'uen

Cost: 5 Mana

Delivery: Drawn

Prerequisite: Spell Shield

Incantation: Rune, Dispel Rune

Rune of Geht'oop

Cost: 6 Mana and 1 Health Point

Delivery: Drawn

Prerequisite: Rune of Stae'dao'en

Incantation: Rune, Create Revenant

This Spell requires a corpse. The target will raise from the dead for 10 minutes, have all of its memories and skills, and be eager for revenge on whatever killed it. The health point spent may not be recovered or healed in any way for the rest of the event. Put use of this Spell in your pel.

Religious Roleplay

Sustainable Collapse takes its pledge for collaborative storytelling seriously, and though there are premade religions in the section that follows, we wholly welcome players to create their own faith systems, beliefs, codes of conduct, and any other personal roleplay options that they would like as part of their character creation (So long as they adhere to the out of game standards of Sustainable Collapse).

This could be as complex as a large, organized religion, or as simple as a personal relationship with a specific aspect of the world. You will work with our writers to make sure your ideals fit in the overall game story, but we genuinely encourage you to stretch your creative wings and create something special to share with the world of Mirhanan. Just remember, once you've introduced something to others, it has the same ability to grow and change as your characters themselves.

We also acknowledge that near limitless freedom can be daunting, so if you prefer, you can follow the premade religions in this section, or use them as starting points. As the world of Sustainable Collapse grows, and stories develop, we hope that players and plot writers alike will see their creations flourish.

World Religions

The following religions are centered around faith in particular deities and concepts. Followers of a single religion often focus on different tenets and practice their faith in various ways. While they may have a greater number of followers in some Cultures,

these are all known across Mirhanan and are not restricted to specific people or areas. Some people channel divine skills and Conviction of one or more Divine Domains as part of their faith, while others see no need for such abilities as part of their devotion.

Community

During The Collapse, followers of this religion from Janeth Prime found incredible comfort and focus in their faith. Among those of Thislan, the new religion offered guidance on navigating an unfathomable present in search of a better future. For some survivors, faith urged them to protect their own to the utmost. For others, faith called them to make their communities larger, enfolding outsiders in a welcoming embrace. As the world of Mirhanan took shape, the religion of Community grew in many places.

Tenets:

- Membership
- Influence
- Reinforcement
- Emotional Connection

Worship:

People can worship the spirit of community in dozens of small and large ways:

- Protection: Militia and town guards are the most visible lines of protection in any given community, but ensuring that all members of the community are clothed, housed, and fed is also a way to protect them that doesn't require fighting monsters.
- Support: As simple as being someone to talk to, or making sure that those with needs are connected with those with the means to help, or helping others rebound after ill-fated luck befalls them are all ways to support a community.
- Prevention: "An Ounce of Prevention is Worth a Pound of Cure" is a common phrase uttered by those who worship the spirit of community via the path of Prevention. Sometimes viewed as the harshest faces of those who worship the spirit of community, as they are just as apt to prevent hardship by killing threats as they are by stockpiling potions and grain.

Membership:

Feeling of belonging or of sharing a sense of personal relatedness. A community is of people who all live in the same area, or are related to one another by their identity, or come together as an organization of some type. Food, language, clothing; there are dozens of ways to foster this sense of belonging and membership, and a good community is welcoming to newcomers while also staunchly defending against those who have ill will toward the community itself.

Influence:

Mattering, making a difference to a group and of the group mattering to its members. It is seldom enough to simply exist in a community - being a resident of an area or paying one's dues to an organization. One must feel empowered to contribute, to make changes, and have one's voice heard by the community as a whole and taken seriously by those within the community that have more power or leadership.

Reinforcement:

Integration and fulfillment of needs. A community must work together to provide for all, and oftentimes even assisting those outside of the core community itself. If people are to feel like they belong as part of a community, and that they are valued within it, and know their needs are expected and met by the community they are a part of, then the whole community and those connected with it will continue to prosper and flourish.

Emotional Connection:

There are many types of communities; those based around identity and culture, based around physical or emotional needs of the people involved, others are disparate people united against a common foe or in support of a universal goal. Community even exists outside of literal proximity, all because those involved have the emotional connection needed to preserve the community. Often communities are built from love and affection, or brotherhood, some from hunger and desperate survival. Bonds form in many emotional situations, and such bonds are necessary for the longevity of any community.

Righteousness and Justice

Equals should be treated equally, and un-equals, unequally.

Janeth Prime embraced science, observable and repeatable facts, to such an extent that no belief in myth, superstition, or the existence of a higher sentient power seemed logical. Yet, just as with the religion of Community, some raised up the concepts of Righteousness and Justice into a system of belief indistinguishable in practice from old-fashioned faiths. In the Collapse, when access to the Divine was both observable and repeatable, some survivors and converts eagerly honed their Conviction as part of their adherence to this religion. And in Mirhanan, even as before in Janeth Prime, some worshipers stray into heresy and perversions of the faith.

Tenets:

- Equality
- Fairness
- Access

Worship:

Justice and Righteousness may at times seem as different as night and day, yet both paths, when followed faithfully, will follow the tenets of Equality, Fairness, and Access.

The Path of Justice:

Those that follow the ideal of Justice are operating within and around the laws of mortals. They are the ones who seek loopholes for the now, and work toward changing the laws for the future. Many public defenders, lawyers, and militia members speak of Justice in terms of following and cultivating the described laws of a society for the betterment of all.

Without Justice, laws may be purposely written with the intent to divide and isolate, fracturing nations into easily controlled and exploited groups, while consolidating the power of individuals who make laws for others to follow while they live above or outside of the same laws. A common insight among those who follow Justice is the realization that over time, laws must also evolve or grow to govern new circumstances, and sometimes the people who are not directly affected by such circumstances will need to be forcibly shown the need for evolution.

The Path of Righteousness:

Regardless of the laws of mortals, those who champion Righteousness seek to deliver their own interpretation of what is just and fair. Those that preach Righteousness suffer the harrowing risk of becoming so engrossed in their own internal codes that they forget those they are meant to serve. Travel, understanding, and experience is the most important part of maintaining a healthy Righteous attitude, because what is fair and equal does indeed evolve with the people these concepts affect. Access as well is a mutable concept depending on who, and where, in the world you are.

Followers of both paths must take heed that they do not become stagnant in their views, and must remember that this is a path of service to others, and protecting those that are in difficulty. It is not a path of personal glory, riches, or unchecked power. Both greed and a desire to punish those whose actions run counter to one's own codes can overcome any sense of justice and corrupt the righteous. It is only through constant supervision of our own thoughts and motivations that followers of this path can fight against becoming what they often rail against.

Equality:

Equal and Equitable treatment of people is fundamental to the concept of Justice. That all beings are equal is both an obvious fact of this world, and a gross misinterpretation of its reality. Those that are unduly imprisoned, those that fall to disadvantage, and those whose only crime is living and suffering in this imperfect world will not magically nor naturally find themselves on equal footing as the person born in a warm home, who sleeps with a full belly, and who hears not the throng of war outside their window. Followers of Righteous Justice must meet others on common ground, and this often means bringing others up from their misfortune before addressing the problems born of this inequality.

Fairness:

Fair treatment is the oldest philosophical debate of those who follow the paths of Righteousness and Justice, and is often at odds with how the letter of the law is written. Is it Fair to punish someone for actions they had no choice but to take? What is this illusion of choice in any regard? What is abstract thought to one person is the dire reality of existence to another. Each person defines Fairness as their own intrinsic moral judgment based on what they view deserves understanding or contempt, in accordance to the rules and standards they view as normal or correct. Normal in itself is just as flimsy a concept of Fairness, and those that travel and acclimate to other 'normals' will naturally have the most robust sense of fairness, since they have the largest pool of experience to draw from.

Access:

In order for people to be treated with Equality and Fairness, they must be given access to Justice. This means they must have the ability to bring their grievances to a higher authority which has the power and willingness to enact appropriate responses. This is where the distinction between Justice and Righteousness will become most apparent in followers of these paths - Those who seek Justice set matters to the just and fair balance as defined by laws of mortals. Those who are bent toward Righteousness will see themselves or their ideals as the final arbiter of what is fair and equal treatment of others. This access can come in the form of access to the simple requirements of life - food, shelter, clothing, and other material resources that lead to peace of mind. It can also be in the form of retribution, administered via legal punishments, duels, or other means of confronting the other party.

Regional Religions

Yetu - The Midnight Song

A person's first memory will be one of their caregivers, will be one of love and comfort and safety. No matter the wild world of dangers we grow into, that first memory will be there as a safe space in our heart and past to return to.

The lullaby that we fall asleep to, that we sing when we are sick, the song that is ours before the blood in our veins is even ours. This is what we sing together in the safe darkness of night. In the midnight hour, beneath the watching eye of the moon in its freckled sky, the singers of the Midnight Song gather together to recenter themselves, remind each other of the bonds of community, and reassure each other that they are there, they are protected, they are loved.

Tenets:

- Love one another
- Protect one another

- Believe one another
- Understand one another

Each of these tenets rests squarely on the rest - In order to protect someone, you must love them. In order to love them, you must understand them. Understanding comes from believing them, and believing someone is a way of protecting them. And so on the cycle continues.

When someone fails to uphold these tenets, it is not the job of the community to punish them - for in the words of our priests:

"I hated what I did not understand,
And I did not understand because of your lies.

What I could not love I would not protect

And because you lacked protection, you had no choice but to lie."

At any point in this cycle, anyone can break free and stop the spiral - but it is immensely difficult to put aside the ego and do so. That is why instead of suffering alone, those who worship the Midnight Song will come together, speak of grievances and air out misconceptions. Strong communication is the founding skill this church is built upon, and there is seldom a good reason to keep things to yourself.

Worship:

Practitioners will most commonly gather together at midnight to sing songs, have community discussions, and teach children parables by way of skits and small theatre productions with songs.

Popular skits center around the importance of telling the truth and rewarding the truth no matter what it is (ie, reminding parents that if they want their children to be honest, they must love, believe, and protect their children when they come forward to tell them things), sticking up for one another against harm (physical, emotional, or whatever the source), and the importance of different types of love (familial, romantic, platonic, etc).

Outsiders:

It is almost unheard of in Yetu society to mistreat or abandon children, though as Yetu had more contact with other cultures and learned that not everyone valued community and communication as they did, it became apparent that there are those in this world whose first memories are of pain, loss, fear, and anger.

In order to convert to the Midnight Path, or during the induction ceremony of Yetu worshipers, the participant drinks a special concoction of [ingredient], sweetened with mango nectar and flavored with bold spices. It allows a type of trance-like state and the participant is able to reconnect with the so-called First Memory. For those who knew hardship as children, they are able to direct their journey to a more fitting memory - oftentimes the memory of finding their first real community with support and

acceptance, while others pick the meeting of their partners or even memories of tranquil solitude in a place that makes them feel secure.

The Midnight Path does not demand that we all share the same experience, it spins us together as voices in a song to reveal the commonalities we can create in our world with love and acceptance, and communication.

Afifon - Gloram and The Cult of Afefe

Historical Sect of Gloram:

What we know of Gloram comes from the few pre-collapse records and oral history that has survived into Modern Afifon. We know that Gloram was a harsh, oftentimes mercurial god who's subjects worshiped them via daily prayer and offerings at meal times.

We know that the color yellow was considered sacred, and such many illustrations depicting Gloram are of or decorated by yellow flowers resembling daffodils.

Cult of Afefe:

One such Cult of Breath is that of Afifon's Wind. Called Afefe, the wind has become such a permanent fixture of Afifon that there is even a national celebration every year where brilliantly colored sands and flour is dropped into the canyon to dazzle onlookers with the streaks of color.

But even further than the love hate relationship that most citizens have with the wind, there are those who believe that Afefe is ... more. Alive, cunning, with wants and desires that it needs servants to achieve.

Followers of this cult believe that Afefe speaks to them in the howling, constant gale of Afifon's canyon. They take their orders as given by the wind, or meet out to others via cultist leaders.

Whether these cultists actually are hearing instructions, or are using the eerily voice-like nature of the wind itself for their own gain is under debate. Many, many people have reported hearing screaming, crying, and even what sounds like prayer or desperate begging in the wind. Most will claim it is a trick of the human mind, similar to how we are predisposed to see faces in the patterns of the sand.

Whatever the truth, the Wind of Afefe is becoming a real problem in Afifon, as more and more people flock to the cult's charismatic leader, known just as Afefe's Voice, who never shows their face. Afefe's Voice leads their cultists in an ever escalating conflict with the local law enforcement and citizens of High Town and has been steadily traveling lower, and hatching bigger schemes. Quite a few people have gone missing when Afefe's Voice has been challenged, and nobody's body has been recovered nor signs that they left Afifon alive have been found.

Athem Shards - Animism

Animism, believing that all things, from plant to animal to rock to air, has a spirit and life within, and that due respect must be shown when ending said life through use of the natural world. Similarly, the belief that through creative work one can imbue an object with its own spirit.

When a person, horse, or other cherished soul dies, the surviving family will construct a delicately embroidered square flag to add to their horse's reins, or in some larger caravan's cases the sides of the main tent so that the deceased may always travel with their family by inhabiting the embroidery.

If a Shards tribesman comes across evidence of death - bodies of people who died unnaturally or from accidents, as well as at sites of natural disasters like rockslides, they will complete a small and simple "faceless" embroidery, leaving it at the site so that any wandering spirits have a safe place. It is believed that spirits who do not find a space to inhabit in time will become ghouls, and seek out the living to enact revenge.

It is believed that there are only a certain number of souls, and that they are constantly reborn in other forms, with deliberate creative acts being the only way to create 'new' souls, or repair damaged ones.

There are no formal deities within the Athem Shards form of animism, but some venerated ancestors might hold more significance to certain groups than others.

Acerubrum - Aceru

And it rained, it was nothing really new. And it blew, we've seen all that before. And it poured... the land began to strain. Chaos leaking through the door, tides at war. We will be back.

These words are carved in the bark of a massive, ancient Red Maple Tree standing taller than the surrounding forest. This tree, known as Aceru, stands guard over a memory long out of human minds. It's generally assumed that whoever it was that wrote those words was an overconfident person spitting in the face of The Collapse, someone who didn't know that the very fabric of reality was changing.

Aceru, the deity that is said to make its home in the tree, is one of protection, warding away those with ill intent. Maple medallions are common charms in Acerubrum, polished wooden discs hanging from lintels and over cribs. Many are created with lights in the center, representative of Aceru's ability to drive away danger and darkness.

Mava - Charr, the Faces of Winter

Charr, the Mavanese God of Winter, is depicted on tapestries in many ways, though always betrayed by the garland of golden elk-berries strung around his head. Some show him wizened with age, with skin like the craggy bark of the trees. Others depict a

young, swift man with skin as smooth and blue as the deep untouched ice in the frozen lake. Another aspect of Charr is the Spikehorn, seen more commonly in the southern lands where he is depicted as a strong muscled man with ragged, newly grown antlers and bloody fists.

Tenets:

- Balance within Nature
- Patience
- Quiet
- Pursuit of Wisdom

Worship:

Charr does not expect more from humans than he does of the rest of the animals in his care, but he does take note of offerings left at his various altars in the wood. Large glacial erratics are common in Mava, and humans have carved many into ornate altars depicting Carr in his various states of Stag, Spikehorn, and his elderly and youthful humanoid forms.

Favored offerings are a local dish made of animal fat and juniper berries, breads made with seeds and dried fruits, and will take any remaining seeds or tubers left from a harvest to sow among the forest.

If angered, Charr can drive the game from an area, cause dangerous weather, or delay the spring thaw as he sees fit.

Balance within Nature:

Charr is also depicted as the Stag itself, an animal that neatly encapsulates both the predator and prey aspects of nature, as well as encapsulating the cycle of the seasons with such distinct growth and shedding of its antlers each year. As well, with Mava being a country entrenched in the cold most of the year, Charr's winter is the stasis to which life retreats to decay, and from which it bursts forth again in the spring, a neat resting equilibrium that the rest of the year balances upon.

By maintaining the balance of nature, and being mindful that mankind's place is still one within nature, followers of the Winter God ensure that there will always be more to harvest, more to sow, and more to be.

Patience:

Legend has it that Charr is who carries the sun across the sky in his antlers. When his antlers are strong, the days are long and warm. In the fall, his antlers weaken, and eventually fall with the snow. These herald the short, cold days of winter, until spring returns and his antlers regrow and the days grow longer.

We must have patience with this cycle, and as Charr and the rest of nature has patience and simply exists in the moment, instead of wishing away the winter for spring and

rushing the heat of summer for the fall harvest. Patience allows us to live and appreciate the breaths we take for what they are - the life that Charr has gifted us.

Quiet:

The Stag is a creature that spends much of its time watching, listening. Alert and aware of its surroundings. We emulate this by not cluttering our world with needless noise and action, and allow the quiet to ground us in the present. By keeping ourselves quiet, we are able to hear what the world around us has to say, and even hear Charr's voice.

Pursuit of Wisdom:

The Stag is widely viewed as an animal of great wisdom, often seen in the company of Ravens (it is said trading gossip for secrets). As Charr roams the forest, he communes with the animals in their hibernational dens, speaks with the creatures that dare the freeze of winter. He plants the seeds that will bloom with the first rays of the spring sun, and he listens to what the creaking pines have hidden away in the cracks of their bark. He is able to hear what has never been spoken, for when one goes deep enough into the forest your heart is laid bare for him to see. Charr will bless those who pursue wisdom with the signs of where to look for experiences that will change them. It is also possible to ritualistically call upon the Insight of Charr to answer questions.

Ghamar - Ocean Goddess Zahra

Zahra is the primary deity worshiped in the Ghamarian Pantheon. Other minor deities are paid homage to, but none are as actively worshiped as Zahra is - even in the inner, dry desert areas of the country.

Tenets:

- Adaptability
- Modesty
- Emotional Honesty

Adaptability:

Zahra created us from the ocean she controls, and as such we are creatures of constant adaptation and change. What perils come our way, we meet with the knowledge that we will adapt and overcome - or outright defeat. The ocean can destroy a soaring cliff if given enough time, but can also be fluid and move around obstacles that come towards it. Humankind embodies Zahra's teachings when refusing to be cowed by adversity.

Modesty:

Zahra, unlike many other deities, never brags or flaunts her power. She is self-assured, confident in her abilities, and she teaches us that this is wherein lies true strength. Boasting and bragging are shallow emotions, often masking fear, jealousy, or other double-edged emotions. Humankind embodies Zahra's teachings when letting their

actions speak louder than their words. Some Ghamarians will include modest dress to further emulate Zahra's flowing waves.

Emotional Honesty:

Zahra wears her emotions on her shoreline, the waves and winds and even color of the sea a giveaway to her moods at any given time. Zahra teaches us that being open, and honest, with one another is the only path to harmony and spiritual enlightenment. The prevalence of poetry and the expressive arts is in part due to this tenet of Zahran worship, as Humankind embodies Zahra's teachings when we lay our souls for others to understand.

Tsenoche - The Crafter, Ch'aska ñawi

Depicted as a shadowed figure with golden hands and palms of silver, sometimes with bronzed or gemstone fingernails. Their eyes are depicted as glittering - sometimes reminiscent of the night sky, other times as various gemstones depending on what situation Ch'aska ñawi is being called upon in. They are exclusively referred to in they/them pronouns.

Tenets:

- Truth of Message
- Beauty of Form
- Freedom of Expression
- Love of All

Worship:

Most worship of Ch'aska ñawi occurs in the home space, at dedicated crafting and work stations. A sculptor might inscribe their prayers into the clay or upon marble before beginning, a painter might write them in fine script before even a rough sketch is begun upon the canvas.

Those who face struggles, internal or external, will speak with their instructors or the town council, and seek their guidance. Many trades will begin their days with prayer as a group before settling into the day's work.

Truth of Message:

Ch'aska ñawi teaches us that in whatever we create, there is a message. Be it one of simple pleasure, the joy of creation, or be it a world shaking conviction, the Truth of one's Message is the most important aspect of creation.

Beauty of Form:

Ch'aska ñawi teaches us that there is equal beauty in all forms, it is the duty of us ourselves to seek it out and experience it. From the grotesque that fascinates, to the

sublime that terrifies, the form that which our works take will always be beautiful to its creator, but must be shown to others.

Freedom of Expression:

Ch'aska ñawi has given us infinite tools and infinite paths to follow. We must not treat our beginnings as our only option, and allow ourselves to grow and flourish in all directions.

Love of All:

Ch'aska ñawi, who lifts us up with golden hands and silver palms, who has given us the world in which to create, wishes above all else that we believe in Love. Love for our craft, love for ourselves, love for others. Ch'aska ñawi, who created us, loves us as we learn to love like them.

The Old Rocks - Sain Tullabra and Superstitions

Sain Tullabra

Sain Tullabra, also known to followers as Saint Tullabra, Patron of Lightning, and more informally, "Firefly", is an Agim of the Southern Lights who has taken a real shine to the people of The Old Rocks. Ze had actually been inhabiting one of the larger Rocks long before people arrived, with shipwreck survivors being zer first followers after Tullabra rescued them from certain watery doom.

Tullabra is invoked before battle, in the heat of storms, and especially when gunpowder is being handled; armorers and artillery makers will also seek Tullabra's blessing of their work, and anyone who goes 'Off Rock' will invoke zer name - believing that this blessing will keep them alive until they return home, and not be lost at sea. Given zer aptitude for the stars and navigation, even engineers beseech Tullabra's guidance with particularly difficult equations.

As an Agim of the Southern Lights, Tullabra is gifted with the powers of foresight, and has used them in predicting storms and other disasters that were heading toward the Old Rocks. Everything from sea monster attacks to water spouts, or marauders, if Tullabra has a vision of danger to come ze warn zer followers and those followers in turn relay the message to other Rocks.

Ze is fond of sweet things, and shrines to zem are often covered in candies, as well as the standard candles and other offerings, as well as figures of cats.

Good Luck:

1. Figureheads and bow markings with eyes should always be depicted as Open Eyes to keep the craft from becoming lost
2. Birds in the rigging are good luck, birds flying past are omens of souls traveling the Black Path, but a bird flying toward but then turning away from you is a bad omen

3. Tattoos and piercing ward off various spirits and bad luck
4. It's good luck to spit in the ocean before you sail, always look to either side of the water when crossing a bridge over any body of water
5. Throw a coin away before going on any journey as payment for your safe return
6. Iron wards away storms
7. Cats bring luck. If a Rock Cat comes to you, it means good luck for the rest of the day
8. Children born in the winter are good luck
9. St. Elmo's fire is the discharge of static electricity from points on a ship, such as masts and spars. According to some superstitious sea stories, if one flame appears, it means bad weather is coming. If two flames appear, it means the weather will be clear.
10. Always pour some of whatever you're drinking on the deck for the spirits

Bad Luck:

1. Cutting your hair or nails during a voyage is bad luck, always cut before, or just after.
2. Redheads are unlucky, unless you speak to them before they speak to you
3. Whistling aimlessly will call up ill winds, and even whistling a tune is considered risky
4. Always put your boots on left foot first, and lead with your left foot when entering or exiting a ship, building, or gate
5. It is bad luck to name a ship for an engaged or married woman
this will make the ship jealous
6. Sailors believed that if a cat licked its fur against the grain it meant a hail storm was coming; if it sneezed, rain was on the way; and if it was frisky, the wind would soon blow.
7. Killing a swallow, albatross, gull or dolphin will bring bad luck, as well as killing seabirds was thought to offend the Apothecaries
8. Tenders of the Black Path are unlucky to have aboard, as they are emissaries of death
9. Name Changes are a complicated thing on The Old Rocks. If a name must be changed: write the soon-to-be-exorcised name on a piece of paper, fold the paper, and place it in a small cardboard or wooden box. Burn the box. Scoop up the ashes and throw them into the sea on an outgoing tide. If you live on a lake, do it at night and only during a new moon. River dwellers should send the ashes downstream.
10. Sailors believed cats could start storms with the magic stored in their tails so they always kept them well fed and contented
11. A rabbit is an unlucky omen to see at the beginning of a voyage
12. Wearing the dead's clothes within a year of their passing is bad luck.

13. To see rats leaving a ship is bad luck

14. White travel bags are unlucky

Death Omens:

1. Bells that ring on their own are a herald of death

2. Throwing a stone overboard before a voyage means you will never return

3. Killing a ship's cat is sure to bring disaster

4. The word "drown" can never be spoken at sea or it may summon up the actual event

5. Thread, yarn, rope, or other string (or a necklace chain or cord) breaking unexpectedly is an omen that you will die soon, and if it is not repaired quickly then your soul will wander from the Black Path

Symphyta - Odraz

Odraz is a two faced god of reflection. One face will speak of the reality, one will speak of the reflection. It is the job of those faithful to combine both to reveal the truth.

Odraz has his roots in the Janeth Prime origins of Symphyta, but modern worship is almost unrecognizable compared to the few historical readings left behind. His name has persevered, but what once was a god of inner contemplation and humble inner peace, has now become as fractured as the reflections of Symphtha's present.

Tenets:

- Mastery of Emotion
- Clarity of Thought
- Duality of Existence

Worship:

The faithful will pray most commonly by gazing into the mirror at their own reflection, comparing what they see to the feeling of self that exists within us. For those who these two views do not align, Odraz will guide us toward peace or change as is needed.

Odraz requires piety in the form of prayer, adherence to his tenets of worship, and in our struggle and success to find the truths of this world and ourselves. By examining our emotions, organizing our thoughts, and using this to shape our existence, we are guided to act in Odraz's name to achieve our own truths, and help others. This may mean assisting others in paths of study, examining all options before making a plan of action, or even the most mundane of life advice. It is often said that followers of Odraz give excellent dating advice.

Mastery of Emotion:

We can either control, or be controlled by, our emotions. Letting emotions get the better of us only clouds our sight and prevents us from seeing beyond the immediate information. We cannot make plans or predictions when entrenched in wild emotions.

Clarity of Thought:

Once our emotions are under control, we are able to think clearly and objectively. This is not to act without deference to how we feel, for that leads to needless cruelty, but instead to examine what our emotions may be hiding, or reveal to us about a situation. Once we have thought on all sides of a matter, we are free to make a choice that we will not regret later.

The Duality of Existence:

Odras is a being of two faces. One speaks of the reality, the hard and concrete. The other shows us the reflection, the emotion that dwells beneath the surface. It is our task to combine both images into what is known as the truth. Odras does not only give us single truths to find, though, for just as two mirrors faced against one another, there can be magnitudes of truths to a situation. We must accept that sometimes there is no definitive answer we can cling to, and in this we may find peace in knowing that our actions have been informed by the examined emotion and the polished thoughts of our best efforts.

Brachyura - Sain Angun

Brachyura has as many minor deities as it does islands, but one sticks out as a favorite amongst the atoll.

Sain Angun, with his dominion over knots and nets, is said to feed both the hearts and souls of the Brachyura people. Whether in literal worship by fishermen as they tie lures and mend nets, or metaphorical need in the form of knitting close bonds with those in a community or distant loved ones, small charms of intricately tied knots can be found everywhere in the islands.

Made of brightly colored threads or cords, and embellished with charms, beads, and even gems or precious metals, these 'Knots of Sain Angun' are given as common gifts, and even made into friendship bracelets. Families will even have personal designs passed down over generations, and different knot patterns historically hold specific meaning, though at times aesthetic takes precedence over tradition when it comes to fashionable charms.

Cults

With the exception of the Cult of Itanyash which is open to all players, new players who are interested in joining established cults must make contact in game, but are welcome to write an interest or minor connection to such cults into their backstories.

These are widespread and (to a degree) well known entities and as such players may be as familiar or unfamiliar with them as desired. Membership however must be navigated In Game.

Cult, Noun:

- a system of religious veneration and devotion directed toward a particular figure or object.
- a relatively small group of people having religious beliefs or practices regarded by others as strange or sinister.
- a misplaced or excessive admiration for a particular person or thing.

Cults are not new. They're not even particularly uncommon. Certain sects of religions, employees of businesses, and even members of guilds can be considered cultists. Some cults are simply an evil act of manipulative humans. Others hold real Power.

When the worlds collided, there was chaos. Rivers became forests, entire nations disappeared, volcanoes and earthquakes and wind ravaged the world. Creatures were displaced en masse, entire herds of beings adapted to life on the plains suddenly appeared in the cobbled corridors of a walled city, or subterranean creatures that had never seen the light of day were as vampires condemned by the sun. Most such transplants died, but some flourished. Evolution spurred by the ooze of magic in the land, and fantastic metamorphosis abounded. Creatures that had never been seen by those of either world began to appear, some striking wonder and others fear in those that beheld them.

In what one might call an aberrant mutation, another might recognize the painted over face of a forgotten god. No longer merely animals, possessed of whatever level of sentience you might admit, these new creatures - some that did not even know the truth of a beating heart - roared into power with the planting of the spires. The swirling vortices of chaos have been hammered into line, into lightning bolts, and have struck with deadly accuracy to bring new animation to life, and as all new powers, they must flex to learn their limits.

Cults of the Religions:

Abandoned sects and heretics alike, some were branded cults from the new world's PR facelift and are left in the shadows and ruins of their former pews. Some are merely idiosyncratic systems of belief, some are legitimate branches of their faith just lost in the briars, others are twisted and rotting limbs that cause the downfall of those who stumble into their ranks - take care when interacting with them, for it is often impossible to tell the difference.

Cult of Itanyash

Within Findpeace Befree is the Commune, where all members of the Cult of Itanyash are initiated. Initiates face but one trial. For the first month inside its “walls,” the aspiring Cultist may ask any question in regards to life on the outside of any other Cultist. They are given a journal in which to log the answers they receive and any connections they draw, though no means of communication to anyone outside the Commune.

At the end of the month, the Initiate is a guest of honor at a ritualistic bonfire. There, they are expected to shed not only any worldly belongings brought with them from the outside world, but to burn their journal, and in doing so become reborn. Should they do so, they are welcomed as fully-fledged Children of Itanyash, Goddess of Peace. These successful Cultists often choose new names they feel reflect a true facet of themselves, often things like ‘Oakenheart’ or ‘Unchained Soul’ (‘Soul’ for short), and begin their new life.

Often mistaken for a manifestation of creativity, Itanyash is a goddess not meant to be understood. To those who follow her, she is the chaotic light of the beginning and the last peaceful breath before the end; freedom, chaos, love and hate, peace in conflict.

There is but one formal creed: a disciple of Itanyash must be unafraid to pursue the impossible – and above all other impossibilities, peace. Even life in the shadow of a volcano is an intentional part of this belief, as it requires the Cultists’ acceptance that, at any time, their choice to reside there could be wiped clean by fire.

Life is seen as both a gift and a blank canvas, while times of strife are Itanyash’s challenges, her own self-expressions of turmoil, and often thought of as an opportunity – though not, in any way, a test – to determine the strength of one’s dedication to peace. Depictions of Itanyash are left to the believer. Prevailing efforts include both a Mother Goddess draped in sheer silks and flowers blooming from her hair and a blinded, greatsword-wielding Warrior Queen.

Cult of the Source

The Prophets of the Source live within the wastelands of Sector Seven. All Prophets are raised to know the Source as an intelligent being. This entity watches over the Prophets protectively, guiding them carefully along a path to greater wisdom and knowledge.

The initial steps of this path are well documented, and those are the steps every person in this culture takes. While the overarching truths of this belief system are well heeded by all, this is a branching path, and as devotion deepens, individual paths diverge. This is especially true for those gifted with knowledge of the runic magic of the Source itself, who find their abilities leading them to greater knowledge still, and the skills to preserve and maintain their life and the lives of their loved ones beyond what they can achieve with their survival skills alone.

Cult of Erunar

The Sheppard family founded the famous Wayfinder Institute on the grounds of a historic monastery. The school's theological foundations are, in theory, only part of its history, and the unbelieving are said to be as welcome as any unwanted prodigy. However, its Headmasters and the Sheppard family are all devotees of Erunar, God of the Unknown, patron of scholars.

Erunar is often depicted solely as a shadowed figure formed of mist, holding an unlit lantern in his left hand. It is believed that upon death, Erunar's worshippers are to present him with all they have learned in life. If they bring him at least one learning he has yet to hear, his lantern will alight and lead them to a desirable afterlife; if they fail, they are instead fated to wander his dark mists alone and unaided.

Erunar's worship reaches in a few shadows beyond the Institute, from the crannies of some scholarly sects to the children of the prestigious students who once lived within their benefactor's walls.

Cults of Breath

Rarely, there are cults that follow entities that were neither present in Janeth Prime nor Thislan prior to the Collapse. Some people say these entities do not exist at all, and are simply the manufactured lies of charismatic and warped humans.

Cult of Onas

Celestial Cult

*"The Stars Guide
The Moon Changes
The Sun Acts"*

The Cult of Onas follows Gafine, an Agim of the Northern Lights who preaches the Will of the Universe, claiming to hear the echoes of the Collapse as a scream of pain they are determined to soothe. The Cult is small, but travels across Mirhanan to places of turmoil and unrest, offering their advanced magic and understanding of the past as assistance to the lost and wandering.

The Senders Cult

Cult of a Denizen of the Black Path

*"We will show you the true End,
your place in the web of Death"*

Members of the Senders Cult believe that The End, a denizen of the Black Path otherwise known as a Grimnaught, is the true destiny of a soul - they believe that the

Apothecary is actually profane, and causing untold damage to our souls with each return.

Senders will attack souls on the Black Path and try to convince them to walk into the In Between world of mist and eternal wandering rather than continue toward the Apothecary. It is unknown how Senders are able to spend so much time away from their corporeal bodies without suffering the normal degradation of the spirit, but they are not to be underestimated, even in mortal combat.

Cults of Blood

There are many different 'Blood Cults' - those who worship and follow the direction of mutated animals. These are 'real' creatures, visible and corporeal. Some of these Cults and their members are widely known and held in a negative light, while others are somewhat ignored, if not appreciated.

The Fox

The Fox is easily amused, and flits from interest to interest. A muse to some, a terrible influence to others, The Fox is least destructive of the Blood Cults by genuine confusion - nobody but The Fox knows its endgame, and little can be conclusively tied to its work. Formally recognized as an Illegal Cult only fairly recently, following the spectacular Factory Incident, it wasn't always so. Many so-called 'guerilla artists' have often attributed their defacement of various buildings or monuments to their worship and service of the Fox, and a desire to express social change in large and flashy ways. Other large-scale embarrassments of high profile and high-power people have been accredited to the Fox Cult by the media, but little can be proven enough to convict anyone not caught red handed.

The Beetle

The Beetle often attracts the dregs of society and functions as a last handhold to those unfortunate souls circling the drain. The most widespread of cults we know about, and one that is often turned a blind eye towards by law enforcement worldwide. Described by some as the last-ditch sieve that those lost and broken by society cling to, the cult has taken up a mantle of being a safety net across Mirhanan. While the main body of the cult is large and highly organized, especially along the caravan routes, fringe groups and new members cause the majority of trouble but are swiftly reined in by the main Cultists.

The Hummingbird

Swift, quick to anger, newer and full of bravado to claim a place in the world. Specializing in precise, and violent, attacks, the Hummingbird is a bloodthirsty creature to follow, and its cultists are of a like mind. Prone to infighting, the leadership of the Cult changes quickly, but The Hummingbird keeps tight control over the tantalizing power it meets out, ensuring a constant line of people vying for its favor.

The Axolotl

Unlike the other cults, The Axolotl has not spread its sphere of influence quite so far. The creature seems to bruminate in the colder months. Its followers are tasked, primarily, with collecting food for the creature's immense hunger, and if they are unable to gather a large enough store, the Axolotl will rampage upon awakening. On the other hand, during times of tumult or great natural disaster, the Axolotl will grace survivors with its regenerative and healing powers. For this reason, the legality of following the Axolotl is still murky.

The Cicada

Included here with other blood cults because the Cicada is indeed a creature of flesh (carapace) and blood, however it remains distinct from the others listed in that the Cicada's followers are mindless drones controlled directly by the creature. When the Cicada emerges, the swarms are so large and fast that nobody has been able to find the Cicada itself, much less attempt to kill it.

The Shark

The Shark Cult is inescapable, filling its ranks with powerful mages and fighters, and keeping some of the most influential scientists and politicians on payroll if the need should ever arise. The cult works smoothly, efficiently, and it boasts a remarkable retention rate. Whether this means that few people ever want to leave it, or, that the ones who successfully do turn up dead shortly after, is uncertain. Found across Mirhanan, they are less likely to resort to violence when a bribe will work, and why waste the money when flattery will do the job.

Divine Domain Religions

The following religions are centered around faith in each of the eight Domains. It is certainly not the case that every person with Conviction is also a follower of that Domain's religion. Some who do not have divine skills or Conviction choose to follow these religions as well. Followers of a single religion often focus on different tenets and

practice their faith in various ways. While they may have a greater number of followers in some Cultures, these are all known across Mirhanan and are not restricted to specific people or areas.

Creation

To create is to wield power of the divine in its truest form, one action of mortals that begs to stand beside the power of the supernatural and unnatural alike.

Tenets:

- Differentiation
- Imperfection
- Duality
- Sacrifice

Worship:

The folk that flock to the Divine Domain of Creation are myriad and colorful, from all different walks of life and with as many motivations as there are stars in the sky. Not only are there artisans, but scientists, merchants, and warriors all find meaning following the paths of Creation.

Differentiation:

Creation is the novel and new that bubbles up from the homogenized 'before' - new ideas from tired ideals, new technology from the accepted normal, new experiences from threadbare histories. Creation is what caused there to be Something, what caused the motion and the noise and the trembling of the sky and ground below.

Followers of the path of Differentiation focus on disrupting the status quo, on creating out of nothing, and the divine energy of potential found inherent in all that exists ready to be transformed.

Imperfection:

Gods and mortals alike make mistakes. Imperfection is the indelible maker's mark of intent - and is required for there to be meaning and growth in creation. For if one succeeded exactly in what they set out to do, there could be no reason to continue. Followers of the path of Imperfection delight in the unexpected and the distorted, seeing not failure nor success but excitement and discovery; and above all a reason to try again.

Duality:

Creation and destruction are twins, neither able to exist without the other. Just as life and death dance with one another, just as the elements coil around in endless cycles, just as there must be Something to justify Nothing, there is Duality in all actions and ideas.

Followers of the path of Duality fixate on the meaning and oppositional themes found in acts of creation. They speak of philosophical differences, examine both sides of conflict, and sieve through interpretation in search of delicate and transitional truths.

Sacrifice:

In all acts of creation, there must be sacrifice - the shattering of a whole to create new via Differentiation, the loss of the ideal in the fingerprints of Imperfection, and the struggle of intent to rise above meaning evident in Duality. Sacrifice is the cost we must pay in order to harness the divine font of Creation.

Followers of the path of Sacrifice are those who find more meaning in the action of creation itself than the product or its reception by others. Many will take vows of poverty, silence, or isolation in their search for creation's gifts. They experience their crafts as giving of themselves more than generating 'things', and are often enamored with the idea of creation more so than the process.

Death

Those who worship and hold sacred Death and all of its gravity are acolytes of The Black Path - named so for that which leads us to The Apothecary. The Black Path is the only firm connection we can have in the hazy veil between life and death. To stray from this path is to chance wandering forever in the mists, to become a ghost or ghoul or worse - to be preyed upon by those enemies both mortal and supernatural that have no respect for the sacredness of death.

Some aid the fallen by performing last rites and prayers. Others see this as subverting the sanctity of The Apothecary. All followers agree that providing the fallen with Black Threads to help them along the Black Path is an act of service and devotion.

Tenets:

- A good death to all
- Appropriate handling of the dead
- Protecting the spirits of the dead
- War against amoral use of the dead

In Game Objects:

The Black Thread - this specially woven black thread (paracord) is roughly 5 inches in length and has the ability to help spirits resist the temptation to stray from the Black Path, and will also defend against some of the lesser creatures that stalk in the mists around it.

Worship:

Followers carry specially woven threads that represent the Black Path -and our ability to travel along it- to leave on bodies of the fallen that they find. If time allows, they will

enact funerary rights of the individual, or even stay to protect the body until it dissipates and the spirit begins the journey to the Apothecary.

They will take the opportunity to speak with the dead at any chance, asking for their last wishes or regrets, or information vital to their still living comrades in the event that the deceased does not return from the Apothecary.

While some take their vow to preserve the sanctity of the Apothecary so severely that they will not give last rights or boons, some highly trained acolytes are adept at wiping clean a minor curse from the soul, leaving it once again neutral. Truly powerful followers will even be able to train themselves to see those souls walking along the Black Path, converse with them, help them from being led astray, or even do combat with entities that wish to spirit such souls away.

Many choose to complete their prayers or religious obligations in the early morning, when the world is still soft and new, and most resembles the effect of walking along the Black Path.

A Good Death to All:

This means that even the worst enemies should be allowed the dignity of a proper, quick, death. Excessive cruelty, such as torture until death, or the successive stabilization and rewounding of an opponent, are seen as taboo and railed against by members of the church.

In some interpretations, a good death would even be marred by tampering with one's experience with The Apothecary. Some followers of the Black Path will refuse last rights, and actively campaign against skills that curse a soul or guarantee its return to the living. For them, this chance of fate within The Apothecary is the most sacred, and raw, moment a person can have. There can be no lies between them and the Apothecary, so they do not wish outside magics to attempt to control the experience either.

Appropriate Handling of the Dead:

There are dozens of cultures around the world with strict funerary traditions, and it is important that a good acolyte of the Black Path understands them (or at least understands those of their own home). Lacking knowledge of a person's homeland or preference, a timely speak with dead spell can be used to clarify the deceased's desire in case their spirit does not return from The Apothecary. If this is not possible and a final death has occurred, the simple stone cairn and black string which is the most common field burial known will always be a safe bet.

Protecting Spirits of the Dead:

The Black Path that we all follow from the site of our death to The Apothecary's door is, itself, a solid and welcoming place. It is peaceful, and the stones are warm beneath even the most ragged feet. It leads us through a clouded and unnerving void, a too bright but almost entirely obscured space with its own share of inhabitants that tempt us from the

safety of the Black Path. Much of the world concentrates on what happens within The Apothecary, but those of the Black Path will do their best to eliminate threats in the only place we are truly on our own. The black threads they carry with them to leave on bodies they come across are the only tampering they all agree to allow with one's fate, as it gives the spirit a tangible hold to that path, and helps them resist being lured off of it.

War Against the Amoral Use of the Dead:

It is commonly known that once you have reached your final death, you do not return to the world of the living; at least, not as a mortal. Some cultures have sophisticated ways of embalming that allows partial reanimation of the corpse, and gives the spirit a vessel to inhabit, but these are not what a priest of the Black Path rails against.

Those who raise the dead from their graves against the will of the spirit, those who corrupt and steal spirits from the Black Path itself, and those who pervert the natural cycle of life and death outside of dignity; these wretched villains are to whom the Black Path pledges eternal conflict.

Inspiration

The Divine Domain of Inspiration is an emotional storm of potential, a source of power that requires will and faith to manipulate, and is found in all places.

Tenets:

- Meaning
- Source and Target
- The Past, Present, and Future

Worship:

Inspiration is the bread and butter of the bards, a bedfellow of creation, the song that stirs warrior's hearts, the very spark that pushes flowers to reach for the sunlight. Grandiose or Humble, Inspiration guides us all and those who harness it can drive the world around them as they see fit.

Meaning:

To Inspire others is simply an action; What you inspire in others is the important thing. A symptom of the mortal condition is to seek meaning in the world around you, to find beliefs and esoteric truths to devote oneself to.

Followers of Meaning say to others "Believe It! And it Will come true!" They inspire their foes to ruin, inspire allies to overcome the odds and triumph, inspire feelings of peace, or even fear.

Source and Target:

Divine Inspiration is two part: it is drawn from a Source, and it is directed at a Target. Songs, Poetry, Art, Dance... each finds their own way to harness Inspiration. Much of Inspiration is devoted to finding one's own muse and building the relationship between worshiper and this source of power, but power gathered must go somewhere, and the Target of Inspiration is as much a participant in divinity as the caster.

Followers of the Source and Target excel in directing this power outside of themselves, sometimes captivating entire crowds. They can stir the masses with words of Might and Righteous Fury, sooth the pain others feel, move an audience to tears with pure emotion. While others may look within for both Source and Target, and focus on themselves or smaller ranges of influence.

The Past, Present, and Future:

Inspiration is a mutable, dynamic creature. It defies permanence, rails against any constraints you may try to contain it with, and mutates as soon as it leaves your grip. What meaning you intended it to have is soon lost, the time and place you found that secret seed of inspiration is revealed, and you have no control over the future's opinion of it.

Followers of the Past, Present, and Future are in constant flux. They are aware that context changes meaning, that sources of inspiration run dry, that a gift is as much about the recipient as the one that bestows it, and that the actions we take now shape the future in ever fraying ripples. Those who walk this path must be at home in the chaos of possibility as much as they are in the peace of a single moment.

Knowledge

Those who worship knowledge can be found in any culture of Mirhanan, often even in the branches of other religions. After all, what is worship of something without seeking to understand?

Some scholars seek knowledge of specific skills and abilities, deepening their understanding of magical and scientific power. Others study the natural or supernatural world, devoting themselves to tangible life sciences. More still can choose to study themselves and their place in this world, or the Collapse, or even history that predates the world.

Tenets:

- Clarity
- Objectiveness
- Integrity

Worship:

In the past, those of Thislan spoke of Gods who would bless their scholars with divine insight. They continue to claim that their gods speak to them through their work and

dreams, often putting them onto the path to discover a profound new truth of the world; while the descendants of Janeth Prime simply call this the fruits of their hard labor and experimentation. But who can call either right, and what is the difference whether the insight came from within or above in the end?

The unifying tenets of these devotees of knowledge are what define them; a scholar is one who acts with integrity while seeking knowledge, retains their objectivity while interpreting the results of research and experimentation, and does their best to use this knowledge to provide clarity to those who ask similar questions of the world we live in.

Clarity:

The mark of a true scholar is the ability to observe and research the most obscure and complicated of our world, and deliver clear, readily understood results to the layman. A scholar who can understand the secrets of the universe is useless if they cannot share this wisdom with the curious child. Clarity is a double edged sword, though, in the scholar's worship. If they have unskillfully delivered this information, and the meaning of their research has become twisted, then a cascade of harm will arise from the misunderstanding.

Objectiveness:

To be objective is to not favor any one side of an issue over others, being free from bias. Humans are fraught with internal biases, and brimming with emotional reactions to what they hold dear. It is a mark of an excellent scholar to make their observations and draw conclusions without allowing their own preconceived notions or biases to hinder the objectivity of their results. Research, experimentation, discovery - we are all asking Questions. Sometimes the answer is the one we expected, the one we wanted. But when the data shows we were mistaken, we must make sure to present the findings regardless. However, this tenet does not end with simply the reporting of findings. How one collects their data, the questions asked and the sources used, the actual methods of research employed by the scholar - all of this is connected and can change how the results are perceived.

Integrity:

The integrity of the scholar is firmly rooted in a reverence for both truth seeking, and truth telling. This truth may be known only to the gods in its ultimate form, but the process of finding and sharing what we are able to glean is sacred, and depends on a universal commitment to trust in the honesty of our research, the validity of our methods, and the free sharing of the fruits of our seeking. We are the stewards of the future, the chroniclers of the past, and the uneasy witnesses to the present.

Life

The Divine Domain of Life is all encompassing, and walks Hand in Hand with its complement of Death. Those who worship Life know that to live is more difficult than

dying, and that life can be painful and confusing. Worshipers of Life strive to make theirs and their followers' lives as worthwhile and fulfilling as possible. Healers and clerics flock to this domain in droves.

Tenets:

- Body
- Mind
- Spirit

Worship:

There is a delicate Balance to be found between a sound body, mind, and spirit, one that devotees of the Life Domain learn to manipulate to the benefit of themselves and others. Because we all experience this world in different ways, there are no one stop solutions; Life Domain followers grow and evolve with the world around them.

Path of the Living Body:

The body is the foundation of our living selves. And like any other foundation, it may be strong and bear the weight of many years with grace, or it may crumble and collapse. There are even those whose bodies are the enemy of their mind and spirit instead.

Those who follow the Path of the Living Body seek to mend physical ailments, yes, but they also assist those whose bodies will never mend by finding ways to bring them that which others take for granted.

Path of the Living Mind:

The mind: our selves, our thoughts, cannot be seen nor held but has a heavy effect on both our bodies and our spirits. A sound mind requires rest and diversion in equal measure, a body fueled by nutritious food, and a spirit that is free of corruption; but even so our minds may yet falter in this turbulent world.

Those who follow the Path of the Living Mind excel in restoring a fraying mind to its former state, strengthening a person's will, and helping those whose minds wear upon their own body and spirit.

Path of the Living Spirit:

The spirit is what remains of us once our bodies fail and our minds can no longer cling to the world of the living. It is a pure representation of ourselves; our wants and wills, carrying signs of our life just as our bodies and minds bore scars. The spirit can become corrupted and become weak.

Those who follow the Path of the Living Spirit are concerned with ensuring that when a person comes back from visiting the Apothecary, that they are whole and well. The adept can even ensure a spirit's safe return to its body.

Nature

Nature Worship is one of the oldest forms of religion in Mirhanan, whether you consult the histories of Thislan or Janeth Prime. It takes many forms, and can be found everywhere in the world. There are some specific religions with more organized worship, but all come from a shared root of respecting and existing in concert with the natural world.

Tenets:

- Environmental Stewardship
- As Ourselves, As Nature
- Cycle of Life, Death, and Rebirth

Worship:

The Divine Domain of Nature encompasses the elements of Water, Fire, Air, and Earth, as well as those who focus their attention on the flora and fauna of the world around us.

Environmental Stewardship:

Those who worship the natural world believe that it is their duty to be a protector and steward of their environment. From curbing pollution, to restoring natural spaces, to the elimination of invasive species, it is the general duty of a worshiper to promote the conditions necessary for their natural spaces to flourish. This is different depending on what part of the world, and a common mistake new devotees will make is traveling to other biomes and insisting that their way is correct, rather than taking their cues from the local environment.

Those who follow the Path of Environmental Stewardship are known as Guardians: those who raise their own weapons to defend what lies sacred in their hearts, Guardians will protect their home range by any means necessary. Guardians seldom leave the area they are born, though some will follow a strict, almost migratory, pattern as they patrol larger areas. Those that guard a small territory are often called Defenders, or in the case of villages all protecting the same area there may be regional names given to these types of Guardians. These are the people who truly see themselves as an integral part of their environment, and hold that duty to defend it as any other creature would defend their den.

As Ourselves, As Nature:

All sentient species are a part of Nature. Though we may think ourselves possessed of some immutable difference, we are just as the lesser plants and animals around us are. Some, especially those who are ensconced in their high towers away from the dirt and sunlight, pretend that they are outside of this truth. A core belief that one is indeed an equal creature, not a superior being, in this world is ultimately necessary for proper connection to the Natural world.

'We are not ghosts, or ideas, walking without turning a leaf; indeed the ghost must come from flesh and blood and ideas from a growling mouth, and so we are no different from the rabbit,' - Darlene Kascak, celebrated naturalist, pioneer of Post Collapse Nature Worship.

Those who follow this path are known as Cultivators: those who hold truest to the concept of Environmental Stewardship, Cultivators may travel far or remain in a single region, but are always tending to the area as though taking the role of gardener. They will clear blighted areas of a forest, or eradicate an introduced species that has disrupted a fragile ecological area, but have spent long hours learning to tell the difference between an invasive entity, and one that is simply non-endemic. They also help propagate useful native plants in the area, with a sure sign of their presence being edible fruits or components growing on well tended trails.

The Cycle of Life, Death, and Rebirth:

Building upon the first two tenets, if it is our duty to protect and tend to the environment and all that inhabit it; and if it is our truth of existence that we are of one whole with nature as creatures ourselves, then we are intrinsic to the continuation of the cycle of life, death, and rebirth found everywhere. It is an affront to nature to remove ourselves from this cycle by presuming ourselves to be above death, just as it is egotistical to see ourselves as in control of life itself. The renewal of the land, and the living things within it, is a mirror of our own growth, rebirth, and eventual death in this world. To tap powers outside of this natural world is what almost caused its destruction - to continue to pry at the weakened seams is heresy.

Those who follow the path of the Cycle are known as Harvesters: those who see the cycle of Life, Death, and Rebirth and ensure that it continues, even in the face of such so-called progress that halts the ever-overlooked importance of death. The Guardian will fight until staggering to save their home, the Cultivator will bleed their own self into the soil to make it bear fruit, but the Harvester sees when this spiral of growth must come to an end in order to begin anew. Life wears on both tooth and mind, and in the end we will starve or go mad unless we return to the soil that gave rise to us. Just as the wildfire renews the plains, or a sandstorm makes clean the dunes for new tracks and trails, or a landslide reveals new foraging grounds, the Harvester will travel to where the sacred Cycle has stalled, and restart it.

Storm

Though the Storm is a part of nature, it is an elevated power unto itself. It is the overflow of Divine growth, run rampant and blown into huge proportion by the world straining under its torrential onslaught of might.

Tenets:

- Struggle

- Transformation
- Catharsis

Worship:

Those who bow their heads to the Divine Domain of the Storm are those who seek power, who wish to prove themselves against not mortal opponents, but the very world itself. They bend this power to their will, and they personify the cleansing nature of cataclysm.

Struggle:

Struggle is inescapable, a constant part of this world. Whether that struggle is internal, against one's own mind and limitations; or external, against an adversary; or even transcendental struggle - such as that against the world itself, against the literal Storm, struggle is eternal.

Those who follow the path of Struggle seek out power, and harness it, wield it in grandiose and skilled ways. They fight on the front lines and single handedly shape the tides of war, or they stand one on one against forces others fear to face.

Transformation:

What always comes after Struggle is Transformation. We cannot weather a Storm unscathed, and no experience leaves us unchanged. Change is another constant of this world, and not always a welcome one. One can be built up by The Storm as easily as one can be shattered.

Those who follow the path of Transformation seek to control the uncontrollable change this world has on themselves and others. They also act as an agent of that change itself. By engaging in the struggle, by opening themselves to the transformations that come, and by steering their own destiny by seeking out The Storm, they experience the Divine in many forms.

Catharsis:

The cycle balances for but a moment in Catharsis. After the struggle, and after the changes quiet, there is clarity. There is time for reflection, and words. Catharsis often tastes of blood, or tears, but it also tastes of victory and lessons hard learned.

Those who follow the path of Catharsis call for reparations of wrongdoings, and travel to right injustices - or at least to enact revenge for them. They are characterized by a surety of their place in this world, small and delicate as it may be, and are confident in their actions. They are the breath before struggle begins anew, and The Storm continues.

War

War is a pure form of existence. From all that lives to all that is, this world exists in constant flux and the desire to survive permeates everything. It is only natural that this drive manifests itself in us as well.

Tenets:

- Protect that which you care about
- Deference to your Teachers, Duty to your Students
- Use one's strength with purpose
- Adhere to one's own code

Worship:

The paths of conflict intertwine in many ways, but there are three core schools of thought. Survival, Battle, and Victory - or defeat.

Survival:

To survive is the basest of all natural urges. All living things, and arguably even those that are inanimate, are driven by the urge, and struggle, to survive. From plants and lichens that destroy the very bedrock below them, to the animals of the natural world in constant flux of predator, prey, and the unlucky, all know what it means to survive. Those that do survive, succeed.

Many Survivalists will eschew any conventional practices when it comes to battle standards, or code of conduct between warriors. If it is a matter of survival, they say, there are no out of bounds moves or dirty tricks. Survival is survival.

Battle:

Battle, conflict, the actual action of fighting against another adversary, is often thrilling, often bloody, and should always be approached with conviction. Followers of Battle will worship in their own ways and many argue over what it truly means to be a warrior, a fighter, or a defender. Some even show their faith by avoiding all but the most necessary of bloodshed, or vow to take no lives even while honing their power.

Victory:

Victory is the fickle sibling of Survival - many a battle may be lost but the war is still won, or those who lived may have any chance of victory soured by what needed to be done in order to survive. Victory is defined intentionally by the participant who seeks it, but it is also a fragile concept, easily marred by circumstance or folly. Followers of Victory adhere to their own precise code of honor and conduct, and would rather die than sully their victory by betraying such personal morals.

Complete Prayer Lists

Creation

Artisans of all types, those who devote themselves to the Domain of Creation look for divine inspiration to evolve their craft beyond what is normally thought possible.

Beginner

Balance Weapon

Cost: 1 Conviction

Delivery: Touch

Incantation: Creation, Reduce Agility

Cost by 1

This reduction can only be used for a skill or effect delivered by the target weapon/object. This cannot reduce the cost to less than 1.

Ignite Forge

Cost: 2 Mana Conviction

Delivery: Touch

Incantation: Creation, Ignite Forge, 10 Minutes

Removes the need for a wood component for kilnworks and metal works.

Improve Grip

Cost: 1 Conviction

Delivery: Touch

Incantation: Creation, Shield Against Disarm

Resist the next Disarm attack

Mend Limb

Cost: 1 Conviction

Delivery: Touch

Incantation: Creation, Heal Limb, Instantly

Allows you to instantly heal a maimed or broken limb. Does not increase Health.

Oil Gun

Cost: 1 Conviction

Delivery: Touch

Incantation: Creation, Reduce Artillery

Cost by 1

This reduction can only be used for a skill or effect delivered by the target weapon/object. This cannot reduce the cost to less than 1.

Sample

Cost: 2 Conviction

Delivery: Self Only

Incantation: Creation, Sample [Edible Item]

You may take the effect from an edible item without expending the effect tag. Instead, read the effect tag and return it to the item. This may be used once per item. This may not be used on Alchemical Powders, Pharmaceuticals, or other non food/drink items.

Sharpen Blade

Cost: 1 Conviction

Delivery: Touch

Incantation: Creation, Reduce Stamina

Cost by 1

This reduction can only be used for a skill or effect delivered by the target weapon/object. This cannot reduce the cost to less than 1.

Summon Antidote

Cost: 1 Conviction

Delivery: Touch

Incantation: Creation, Remove Poison

This prayer takes 30 seconds to cast.

Summon Base Component

Cost: 2 Conviction

Delivery: Special

Incantation: Create Base Component

This prayer allows you to create a piece of iron ore, raw glass, raw wood, or a pelt. It may only be used at Check In of the event, and the Conviction spent creating it cannot be recovered by any means during the weekend.

Intermediate

Aid Research - Crafting

Cost: 3 Conviction

Delivery: Special

Prerequisite: Research - Crafting

Incantation: Creation, Aid Crafting Research

This prayer provides valuable assistance to someone with a crafting research project and allows them to get more information from a research attempt. You will receive a copy of their research results and bonus information will be granted if you are skilled in the area being researched. To use this prayer, put it in your pel. The Conviction will be spent at Check In of your next event and cannot be recovered by any means during the weekend.

Ignite Charcoal Forge

Cost: 3 Conviction

Summon Throwing Dagger

Cost: 1 Conviction

Delivery: Packet

Incantation: Creation, Holy Damage 1

Tend Minor Wound

Cost: 1 Conviction

Delivery: Touch

Incantation: Creation, Restore One Health

This prayer takes 30 seconds to cast, and restores one Health Point

Weighted Boots

Cost: 1 Conviction

Delivery: Touch

Incantation: Creation, Shield Against Push

Resist the next Push effect

Delivery: Touch

Prerequisite: Ignite Forge

Incantation: Creation, Ignite Charcoal Forge, 10 Minutes

Removes the need for a charcoal component for kilnworks and metal works.

Share

Cost: 2 Conviction

Delivery: Touch

Prerequisite: Sample

Incantation: Creation, Share [Edible Item]

The target may take the effect from an edible item without expending the effect tag. The target will read the effect tag and return it to the item. This may be used once per target per event. This may not be used on Alchemical Powders, Pharmaceuticals, or other non food/drink items.

**Summon Common Creature
Component**

Cost: 3 Conviction
Delivery: Special
Prerequisite: Summon Base Component
Incantation: Create Common Creature Component
This prayer allows you to create a common animal or insect component (common list TBD). It may only be used at Check In of the event, and the Conviction spent creating it cannot be recovered by any means during the weekend

**Summon Common Mineral
Component**

Cost: 4 Conviction
Delivery: Special
Prerequisite: Summon Base Component
Incantation: Create Common Mineral Component
This prayer allows you to create a common Mineral component (common list TBD). It may only be used at Check In of the event, and the Conviction spent creating it cannot be recovered by any means during the weekend.

Summon Common Plant Component

Cost: 3 Conviction
Delivery: Special
Prerequisite: Summon Base Component

Advanced

Forge of Creation

Cost: 5 Conviction
Delivery: Touch
Incantation: Creation, Ignite Forge of [Domain]
This is needed to bless the forge/ proper crafting medium to create holy items

Incantation: Create Common Plant Component

This prayer allows you to create a common plant component (common list TBD). It may only be used at Check In of the event, and the Conviction spent creating it cannot be recovered by any means during the weekend

Summon Cure

Cost: 4 Conviction
Delivery: Touch
Incantation: Creation, Remove Disease
This prayer takes 30 seconds to cast, and will cure the target of the Disease Effect

Summon Throwing Spikes

Cost: 3 Conviction
Delivery: Chain Packets, 5
Prerequisite: Summon Throwing Dagger
Incantation: Creation, Summon Throwing Spikes, Holy Damage 1, Holy Damage 1, Holy Damage 1, Holy Damage 1

Tend Wound

Cost: 2 Conviction
Delivery: Touch
Incantation: Creation, Restore Two Health
This prayer takes 30 seconds to cast, and restores one Health Point

dedicated to a Domain. Weapons cannot be crafted with a forge or crafting tools dedicated to Inspiration, Knowledge, or Life through this prayer.

Market

Cost: 4 Conviction

Delivery: Special

Incantation: Creation, Contact Merchant

This prayer allows you to contact someone of importance in the merchanting world who can get you information and/or assistance with most things dealing with the buying and selling of legitimate goods. The merchant contact can be of specific types of items, or one who sells a wide range of goods, the tradeoff being you're more likely to get better results from a specialist than a generalist.

To use this prayer, put it in your pel. The Conviction will be spent at that check in and can be recovered by any means during the weekend.

Refine

Cost: 2 Conviction

Delivery: Special

Components: 3 of the same base or common components

Incantation: Creation, Refine
[Component]

This prayer allows you to refine 3 pieces of a base or common component into 1 refined component. Turn the base or common components into the operations center to get 1 refined component.

Summon Uncommon Creature Component

Cost: 5 Conviction

Delivery: Special

Prerequisite: Summon Common Creature Component

Incantation: Create Uncommon Creature Component

This prayer allows you to create an uncommon animal or insect component (uncommon list TBD). It may only be used at Check In of the event, and the Conviction spent creating it cannot be recovered by any means during the weekend

Summon Uncommon Mineral Component

Cost: 6 Conviction

Delivery: Special

Prerequisite: Summon Common Mineral Component

Incantation: Create Uncommon Mineral Component

This prayer allows you to create an uncommon mineral component (uncommon list TBD). It may only be used at Check In of the event, and the Conviction spent creating it cannot be recovered by any means during the weekend.

Summon Uncommon Plant Component

Cost: 5 Conviction

Delivery: Special

Prerequisite: Summon Common Plant Component

Incantation: Create Uncommon Plant Component

This prayer allows you to create an uncommon plant component (uncommon list TBD). It may only be used at Check In of the event, and the Conviction spent creating it cannot be recovered by any means during the weekend

Aspect Only

Restricted to characters who have taken the appropriate Specialized skill tree

Research - Crafting

Cost: 4 Conviction

Delivery: Special

Incantation: Creation, Research Crafting

This prayer allows you to complete one research attempt on a crafting subject.

The quality of the response will depend on several factors - how broad or focused the inquiry is, if you have any components associated with the research, if you are skilled in the area being researched, etc. To use this prayer, put it in your pel. The Conviction will be spent at Check In of your next event and cannot be recovered by any means during the weekend. This may be used once per event.

Summon Rare Component

Cost: 6 Conviction

Delivery: Special

Prerequisite: Summon Uncommon Creature Component, Summon

Uncommon Plant Component, Summon

Uncommon Mineral Component

Incantation: Create Rare Creature Component

This prayer allows you to create a rare component (rare list TBD). It may only be used at Check In of the event, and the Conviction spent creating it cannot be recovered by any means during the weekend

Trash to Treasure

Cost: 6 Conviction

Delivery: Special

Incantation: Creation, Deconstruct [Item]

This prayer allows you to deconstruct crafted items to salvage components between events. Items must be turned in at check out. If the item is magical, there may be additional effects. The Conviction is spent at check in of your next event and cannot be recovered by any means.

Death

Guides along the Black Path, or those wishing to interfere with the ones who tread it, draw their strength from this Domain.

Beginner

Death Shield

Cost: 2 Conviction

Delivery: Touch

Incantation: Twilight, Resist Death

This shield allows you to resist any spell or skill with the word Death in its call

Incantation: Twilight, Weakness

Lamplighter

Cost: 2 Conviction

Delivery: Touch

Incantation: Twilight, Show the way.

Must be cast on a spirit, allows you to redirect a lost/wandering spirit to the Black Path

Drain Strength

Cost: 2 Conviction

Lance of the Grey

Cost: 1 Conviction

Delivery: Packet

Incantation: Twilight, Damage 1

Maim Undead

Cost: 2 Conviction

Delivery: Packet

Incantation: Twilight, Maim Undead
[right/left] [arm/leg]**Mend Undead**

Cost: 1 Conviction and 1 Health Point

Delivery: Touch

Incantation: Twilight, restore undead instantly This spell restores an undead to full vitality. The health point spent may not be recovered or healed in any way for the rest of the event. Put use of this prayer in your pel.

Pacify Undead

Cost: 1 Conviction

Delivery: Packet

Incantation: Twilight, Pacify Undead

Speak With Dead

Cost: 1 Conviction

Delivery: Self Only

Incantation: Twilight, Speak with Dead

This prayer allows you to speak with the recently deceased. It will only work

*Intermediate***Bolster Undead**

Casting Cost: 2 Conviction and 1 Health Point

Delivery: Touch

Prerequisite: Mend Undead

Incantation: Twilight, Shield against Holy

on a sentient species whose body is still present (before they banshee to the Black Path). The target is under no obligation to respond, let alone tell the truth. The target will be allowed to remember all words spoken within the duration of this prayer upon their return from the Apothecary.

Snare Undead

Cost: 1 Conviction

Delivery: Packet

Incantation: Twilight, Snare Undead

Tend Minor Wound

Cost: 1 Conviction

Delivery: Touch

Incantation: Twilight, Restore One Health

This prayer takes 30 seconds to cast, and restores one Health Point

Turn Undead

Cost: 1 Conviction

Delivery: Packet

Incantation: Twilight, Push Undead

Twilight Shield

Cost: 2 Conviction

Delivery: Touch

Incantation: Twilight, Shield against Twilight

Can only be used on the undead. Grants them a shield against the next Holy effect. The health point spent may not be recovered or healed in any way for the rest of the event. Put use of this prayer in your pel.

Feign Death

Casting Cost: 3 Conviction

Delivery: Self Only

Incantation: Twilight, Feign Death

For 5 minutes, your pulse becomes undetectable. If someone uses a diagnose effect and asks if you are dead, you may reply “yes” while under this prayer.

Last Gasp

Cost: 2 Conviction

Delivery: Self Only

Incantation: Twilight, I set this prayer in waiting, [cast spell]

This prayer allows you to cast another prayer that will activate at the moment your bleed out count ends, or you are affected by a Death effect.

Lance of the Light

Cost: 2 Conviction

Delivery: Packet

Incantation: Twilight, Holy Damage 1

Quiet the Dead

Cost: 3 Conviction

Delivery: Touch

Prerequisite: Lamplighter

Incantation: Twilight, Stay the Path

Must be cast upon a spirit. Prevents the target from being led away from the Black Path

Advanced

Calm the Horde

Cost: 3 Conviction

Delivery: Cluster 5

Prerequisite: Pacify Undead

Incantation: Twilight, Pacify Undead

Speak With Spirit

Cost: 3 Conviction

Delivery: Self Only

Prerequisite: Speak With Dead

Incantation: Twilight, Speak with Spirit

This prayer allows you to speak with a spirit on the Black Path. The target is under no obligation to respond, let alone tell the truth. The target will be allowed to remember all words spoken within the duration of this prayer upon their return from the Apothecary.

Tend Wound

Cost: 2 Conviction

Delivery: Touch

Prerequisite: Tend Lesser Wound

Incantation: Twilight, Restore Two Health

This prayer takes 30 seconds to cast, and restores three Health Points

Turn the Horde

Cost: 3 Conviction

Delivery: Cluster 5

Prerequisite: Turn Undead

Incantation: Twilight, Push Undead

Volley of the Grey

Cost: 3 Conviction

Delivery: Chain 5

Prerequisite: Spear of the Grey

Incantation: Twilight, Volley, Twilight, Damage 1, Twilight, Damage 1, Twilight, Damage 1, Twilight, Damage 1, Twilight, Damage 1

Empower Undead

Cost: 4 Conviction and 1 Health Point

Delivery: Touch

Prerequisite: Bolster the Dead

Incantation: Twilight, Barrier Against Holy, 5 Minutes

This prayer grants a 5-minute barrier against Holy effects to an Undead target. The health point spent may not be recovered or healed in any way for the rest of the event. Put use of this prayer in your pel.

Lance of the Black Path

Cost: 5 Conviction and 1 Health Point

Delivery: Packet

Prerequisite: Volley of the Grey

Incantation: Twilight, Death

The health point spent may not be recovered or healed in any way for the rest of the event. Put use of this prayer in your pel.

Forge of Death

Cost: 5 Conviction

Delivery: Touch

Incantation: Twilight, Ignite Forge of Death

This is needed to bless the forge/proper crafting medium to create holy items dedicated to Death.

Spirit Form

Cost: 5 Conviction

Delivery: Self Only

Incantation: Twilight, Barrier Against Physical Attacks, 5 Minutes

This prayer gives you a five-minute barrier against physical attacks. If you are struck by a weapon or bullet, state "barrier". You still take damage from spells, and any Holy damage delivered by spells is doubled.

Wide Path

Cost: 5 Conviction

Delivery: Touch

Incantation: Twilight, Remove Cursed Soul

This prayer must be cast on a living target. If the target has a weakened soul, that effect is canceled.

Aspect Only

Restricted to characters who have taken the appropriate Specialized skill tree

Revenant

Cost: 6 Conviction and 1 Health Point

Delivery: Touch

Prerequisite: Empower Undead

Incantation: Twilight, Create Revenant, 10 Minutes

This prayer requires a corpse. The target will raise from the dead for 10 minutes, have all of its memories and skills, and be eager for revenge on whatever killed it. The health point spent may not be recovered or healed in any way for the rest of the event. Put use of this prayer in your pel.

Sure Path

Cost: 6 Conviction

Delivery: Touch

Prerequisite: Wide Path

Incantation: Twilight, Greater Last Rites

This prayer may only be cast on a dead body, or a spirit on the Black Path. The target will inform the Apothecary and return Blessed.

Wraith Walk

Cost: 5 Conviction and 1 Health Point

Delivery: Self Only

Prerequisite: Spirit Form, Wide Path

Incantation: Twilight, Wraith Walk

Player is able to escort a specific soul from its place of death to the doors of the Apothecary. While using this skill,

the player may interact with other spirits, but will not enter the Apothecary themselves, and must remain within 5 paces of the spirit they are escorting. The health point spent may not be recovered or healed in any way for the rest of the event. Put use of this prayer in your pel.

Inspiration

Followers of Inspiration often have the right words or actions to help others achieve their goals and often take satisfaction from playing a support role.

Beginner

Bestow Disarm

Cost: 1 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow one use of Disarm

Bestows the target with a single use of the combat skill call "Disarm".

Bestow Health

Cost: 2 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow 1 to Health Pool

Gives your target a temporary Health Point. This Health Point is the first to be used and cannot be healed.

Bestow Karma

Cost: 1 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow Karma

Bestows a single use of Karma: instead of starting their death count at the end of their bleed out count, the target is restored to 1 health. To use this bestowal, state "Inspiration, Karma".

Bestow Linguistics

Cost: 1 Conviction

Delivery: Touch

Incantation: Knowledge, Bestow Communicate

Allows the target to understand and speak the languages of other sentient species for 15 minutes. To use this bestowal, state "Inspiration, Communicate, 5 minutes".

Bestow Push

Cost: 1 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow Push

Bestows the target with a single use of the combat skill call "Push".

Bestow Resilience

Cost: 1 Conviction

Delivery: Touch

Incantation: Inspiration, Shield Against Slumber

Bestow Stabilize

Cost: 1 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow Stabilize

Pacify

Cost: 2 Conviction

Delivery: Packet

Incantation: Inspiration, Pacify

Pep Talk

Cost: 2 Conviction

Delivery: Touch

Incantation: Inspiration, Reduce [Pool]

Cost of next [Skill/ Spell/ Prayer] by One

This cannot reduce the cost to 0.

Reassurance

Cost: 1 Conviction

Intermediate

Bestow Diagnose

Cost: 3 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow Diagnose

Bestow Knockdown

Cost: 3 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow Knockdown

Bestows the target with a single use of the combat skill call "Knockdown".

Bestow Pain

Cost: 4 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow Pain

Bestows the target with a single use of the combat skill call "Pain".

Delivery: Touch

Incantation: Inspiration, Shield Against Terror

Share Burden

Cost: 2 Conviction

Delivery: Touch

Incantation: Inspiration, Increase

Duration of next [Spell/ Prayer] by One Minute

Tend Minor Wound

Cost: 1 Conviction

Delivery: Touch

Incantation: Inspiration, Restore One Health

This prayer takes 30 seconds to cast, and restores one Health Point

Bestow Set Break

Cost: 3 Conviction

Delivery: Touch

Usage: via Bandage

Incantation: Inspiration, Bestow Set Break

Bestow Subdue

Cost: 3 Conviction

Delivery: Touch

Usage: via Subdue Packet

Incantation: Inspiration, Bestow Subdue

Bestow Shield Skill - One Hour

Cost: 4 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow Shield Skill, One Hour

Bestow Waylay

Cost: 4 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow Waylay

Grants the target one use of the skill Waylay. State "Slumber" before striking with your weapon. Strike must be delivered from behind and with both feet planted.

Shared Conviction

Cost: 1 + [X] Conviction

Delivery: Touch

Incantation: Knowledge, Transfer

*Advanced***Hype**

Cost: 4 Conviction

Delivery: Touch

Incantation: Inspiration, Suspend

Damage, 1 Minute

This prayer suspends all damage to the target for 1 minute. At the end of this prayer the target loses Health Points equal to the amount of damage suspended during the prayer. This loss of Health Points cannot be prevented in any way, though the target may be healed by any normal means after the damage is taken.

Fight Song

Cost: 4 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow Double Damage to Next [Prayer/ Skill/ Spell]

Bestow Avoid Trap

Cost: 3 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow Avoid Trap

Conviction [X]

Allows you to restore a target's Conviction Pool by X. This cannot increase their pool beyond their own capacity.

Tend Wound

Cost: 2 Conviction

Delivery: Touch

Prerequisite: Tend Lesser Wound

Incantation: Inspiration, Restore Two Health

This prayer takes 30 seconds to cast, and restores three Health Point

Bestow First Aid - One Hour

Cost: 5 Conviction

Delivery: Touch

Useage: via Bandage

Incantation: Inspiration, Bestow First Aid, One Hour

Forge of Inspiration

Cost: 5 Conviction

Delivery: Touch

Incantation: Inspiration, Ignite Forge of [Domain]

This is needed to bless the forge/ proper crafting medium to create holy items dedicated to a Domain. Weapons cannot be crafted with a forge or crafting tools dedicated to Inspiration, Knowledge, or Life through this prayer.

Tend Grievous Wound

Cost: 3 Conviction

Prerequisite: Tend Wound

Delivery: Touch

Incantation: Inspiration, Restore 4 Health

This prayer takes 30 seconds to cast.

Aspect Only

Restricted to characters who have taken the appropriate Specialized skill tree

Adrenaline Rush

Cost: 6 Conviction

Delivery: Touch

Prerequisite: Hype

Incantation: Inspiration, Suspend

Damage and Effects, 1 Minute

This prayer provides a one-minute barrier against all attacks and effects. If you are struck by a weapon, bullet, or spell packet, state "Barrier". When this prayer ends you immediately begin a Bleed Out Count and any prayers/skills/spells which were suspended take effect. Neither the start of your Bleed Out Count nor these effects may be prevented in any way, though you may be healed and take additional effects as normal during your Bleed Out Count.

Inspirit

Cost: 7 Conviction

Delivery: Chain Touch, 10

Prerequisite: Tend Minor Wound

Incantation: Inspiration, Inspirit, Restore One Health

This prayer takes 30 seconds to cast, and restores one Health Point to each target touched within that 30 seconds.

Rousing Cheer

Cost: 3 + [X] Conviction

Delivery: Touch

Incantation: Inspiration, Restore [Agility/ Artillery/ Conviction/ Mana/ Stamina] Pool X

This prayer allows you to restore [X] Agility, Artillery, Conviction, Mana, or Stamina points to a target. This cannot increase their action pool beyond their own capacity.

Knowledge

The axiom "knowledge is power" reaches new heights when applied to those who devote themselves to this Domain. Whether amassing knowledge for oneself or to share with others, the only real tenet is preservation of what is known.

Beginner

Bestow Communicate

Cost: 2 Conviction

Delivery: touch

Prerequisite: Communicate

Incantation: Knowledge, Bestow Communicate

Allows the target to understand and speak the languages of other sentient species for 5 minutes. To use this

bestowal state "Knowledge, Communicate, 5 minutes"

Borrow Divine Knowledge

Cost: 1 + [X] Conviction

Delivery: Touch

Prerequisite: Bestow Communicate

Incantation: Knowledge, Bestow [Prayer] to Self, [Prayer Incantation]

This prayer allows you to touch a willing target and bestow one use of a beginner or intermediate prayer they know to yourself. [X] is the cost of the prayer bestowed. You do not expend points when casting the bestowed prayer.

Borrow Magic Knowledge

Cost: 1 + [X] Conviction

Delivery: Touch

Prerequisite: Bestow Communicate

Incantation: Knowledge, Bestow [Spell] to Self, [Spell Incantation]

This prayer allows you to touch a willing target and bestow one use of a beginner or intermediate spell they know to yourself. [X] is the cost of the spell bestowed. You do not expend points when casting the bestowed spell.

Borrow Melee Knowledge

Cost: 1 + [X] Conviction

Delivery: Touch

Prerequisite: Bestow Communicate

Incantation: Knowledge, Bestow [Melee Skill] to Self, [Melee Skill Call]

This prayer allows you to touch a willing target and bestow one use of a basic called melee skill they know to yourself. [X] is the Stamina cost of the skill bestowed. You do not expend points when casting the bestowed skill.

Borrow Stealth Knowledge

Cost: 1 + [X] Conviction

Delivery: Touch

Prerequisite: Bestow Communicate

Incantation: Knowledge, Bestow [Stealth Skill] to Self, [Stealth Skill Call]

This prayer allows you to touch a willing target and bestow one use of a basic called stealth skill they know to

yourself. [X] is the Agility cost of the skill bestowed. You do not expend points when casting the bestowed skill.

Cleanse Poison

Cost: 1 Conviction

Delivery: Touch

Incantation: Knowledge, Remove Poison

Communicate

Cost: 1 Conviction

Delivery: Self Only

Incantation: Knowledge, Communicate, 5 Minutes

Allows you to understand and speak the languages of other sentient species for 5 minutes.

Guiding Prayer

Cost: 2 Conviction

Delivery: Touch

Incantation: Knowledge, Reduce

Conviction Cost of Next Prayer by 1

This cannot reduce the cost to 0

Conviction.

Lecture

Cost: 2 Conviction

Delivery: Packet

Incantation: Knowledge, Silence

Lend Divine Knowledge

Cost: 2 + [X] Conviction

Delivery: Touch

Prerequisite: Borrow Divine Knowledge

Incantation: Knowledge, Bestow

[Prayer], [Prayer Incantation]

This prayer bestows one use of a basic or intermediate prayer to a target you touch. You may bestow a prayer you know, or touch a willing person and bestow a prayer they know to the target. [X] is the Conviction cost of the spell

bestowed. The target does not expend points when casting the bestowed prayer.

Open Book

Cost: 2 Conviction

Delivery: Touch

Incantation: Knowledge, Reduce Mana

Cost of Next Spell by 1

Intermediate

Aid Research

Cost: 3 Conviction

Delivery: Special

Incantation: Knowledge, Aid Research

This prayer provides valuable assistance to someone with a research project and allows them to get more information from a research attempt. You will receive a copy of their research results and bonus information will be granted if you are skilled in the area being researched. To use this prayer, put it in your pel. The Conviction will be spent at Check In of your next event and cannot be recovered by any means during the weekend.

Analyze Alchemical Powder

Cost: 2 Conviction

Delivery: Touch

Incantation: Knowledge, Analyze Alchemical Powder

This prayer allows you to identify an alchemical powder. You may open the vial and read the tag without expending the powder.

Borrow Gun Knowledge

Cost: 1 + [X] Conviction

Delivery: Touch

Prerequisite: Bestow Communicate

This cannot reduce the cost to 0 Mana.

Tend Minor Wound

Cost: 1 Conviction

Delivery: Touch

Incantation: Knowledge, Restore One Health

This prayer takes 30 seconds to cast, and restores one Health Point

Incantation: Knowledge, Bestow [Gun Skill] to Self, [Gun Skill Call]

You may only use this prayer if you have purchased at least one Gun Use skill. This prayer allows you to touch a willing target and bestow one use of a basic called gun skill they know to yourself. [X] is the Artillery cost of the skill bestowed. You do not expend points when casting the bestowed skill.

Cure Disease

Cost: 2 Conviction

Delivery: Touch

Incantation: Knowledge, Remove Disease

Lend Magic Knowledge

Cost: 1 + [X] Conviction

Delivery: Touch

Prerequisite: Borrow Magic Knowledge

Incantation: Bestow [Spell], [Spell Incantation]

This prayer bestows one use of a basic or intermediate spell to a target you touch. You may bestow a spell you know, or touch a willing person and bestow a spell they know to the target. [X] is the Mana cost of the spell bestowed. The target does not expend points when casting the bestowed spell.

Lend Melee Knowledge

Cost: 1 + [X] Conviction

Delivery: Touch

Prerequisite: Borrow Melee Knowledge

Incantation: Knowledge, Bestow [Melee Skill], [Melee Skill Call]

This prayer bestows one use of a basic called melee skill to a target you touch.

You may bestow a skill you know, or touch a willing person and bestow a skill they know to the target. [X] is the Stamina cost of the skill bestowed. The target does not expend points when casting the bestowed skill.

Lend Stealth Knowledge

Cost: 1 + [X] Conviction

Delivery: Touch

Prerequisite: Borrow Stealth Knowledge

Incantation: Knowledge, Bestow [Stealth Skill], [Stealth Skill Call]

This prayer bestows one use of a basic called stealth skill to a target you touch.

You may bestow a skill you know, or touch a willing person and bestow a skill they know to the target. [X] is the Agility cost of the skill bestowed. The

target does not expend points when casting the bestowed skill.

Shared Conviction

Cost: 1 + [X] Conviction

Delivery: Touch

Incantation: Knowledge, Transfer Conviction [X]

Allows you to restore a target's Conviction Pool by X. This cannot increase their pool beyond their own capacity.

Truth and Fiction

Cost: 4 Conviction

Delivery: Special

Incantation: Knowledge, Bestow Rumor Monger

This prayer allows you to know any rumors currently circulating. The knowledge of how true or false a rumor is will not be provided. To use this prayer, put it in your pel. If there are rumors you will receive them at your next check in. The Conviction will be spent at that check in and can be recovered by any means during the weekend.

Advanced

Direct Report

Cost: 4 Conviction

Delivery: Special

Incantation: Knowledge, Direct Report
200 words will be received by any target you can name. This prayer does not guarantee a response. The written words must be turned in at Check Out. The Conviction will be spent at Check In of your next event and can be recovered by any means during the weekend

Dull Lecture

Cost: 4 Conviction

Delivery: Packet

Incantation: Knowledge, Slumber, 5 Minutes

Forge of Knowledge

Cost: 5 Conviction

Delivery: Touch

Incantation: Knowledge, Ignite Forge of Knowledge

This is needed to bless the forge/proper crafting medium to create holy items dedicated to Knowledge. Weapons cannot be crafted with a forge or crafting tools dedicated to Knowledge.

Lend Gun Knowledge

Cost: 1 + [X] Conviction

Delivery: Touch

Prerequisite: Borrow Gun Knowledge

Incantation: Knowledge, Bestow [Gun Skill], [Gun Skill Call]

The target of this prayer must have purchased at least one Gun Use skill. This prayer bestows one use of a basic called gun skill to a target you touch. You may bestow a skill you know, or touch a willing person and bestow a skill they know to the target. [X] is the Artillery cost of the skill bestowed. The target does not expend points when casting the bestowed skill.

Aspect Only

Restricted to characters who have taken the appropriate Specialized skill tree

Borrow Knowledge

Cost: 3 + [X] Conviction

Delivery: Touch

Prerequisite: Borrow Divine Knowledge

Incantation: Knowledge, Bestow [Prayer/Spell/Called Skill] to Self, [Prayer/Spell Incantation] or [Called Skill]

You may touch a willing target and bestow the ability to cast one prayer/skill/spell they know to yourself. [X] is the numeric cost of the prayer/spell/called skill bestowed. You

Research

Cost: 4 Conviction

Delivery: Special

Incantation: Knowledge, Bestow Research

This prayer allows you to complete one research attempt on a subject. The quality of the response will depend on several factors - how broad or focused the inquiry is, if you have any components associated with the research, if you are skilled in the area being researched, etc. To use this prayer, put it in your pel. The Conviction will be spent at Check In of your next event and cannot be recovered by any means during the weekend.

Restore Mana

Cost: 2 + [X] Conviction

Delivery: Touch

Incantation: Knowledge, Restore Mana [X]

Allows you to restore a target's Mana Pool by [X]. This cannot increase their pool beyond their own capacity.

do not expend additional Conviction when casting the bestowed prayer, spell, or called skill. This cannot be used to bestow Purist prayers, spells, advanced or specialized skills.

Leaked Report

Cost: 5 Conviction

Delivery: Special

Incantation: Knowledge, Leaked Report

This prayer will deliver a copy of one report issued at Check In of your next event to you. This prayer does not

guarantee that you will know who received the original report. To use this prayer, put it in your pel. If a report is generated, the Conviction will be spent at Check In of your next event and cannot be recovered by any means during the weekend. If no report is generated you will not spend any Conviction at Check In.

Share Knowledge

Cost: 5 + [X] Conviction

Delivery: Touch, Chain Touch, 5

Life

Of all the Divine Domains, none lends itself better to the healing arts than Life. The most devout of this domain are rumored to be able to restore life to those who have died.

Beginner

Awaken

Cost: 1 Conviction

Delivery: Touch

Incantation: Life, Awaken

This spell cancels the effects of Slumber

Bestow Health

Cost: 2 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow 1 to Health Pool

Gives your target a temporary Health Point. This Health Point is the first to be used and cannot be healed.

Cleanse Poison

Cost: 1 Conviction

Delivery: Touch

Incantation: Life, Remove Poison

Prerequisite: Lend Divine Knowledge and Lend Magic Knowledge

Incantation: Knowledge, Share [Prayer/Spell], [Prayer/Spell Incantation]

This prayer allows you to touch a willing target (including yourself) and bestow the ability to use one prayer or spell they know to 5 targets. [X] is the cost of the prayer bestowed. The targets do not expend Conviction or Mana when casting the bestowed prayer or spell. This cannot be used to bestow Purist prayers or spells.

Communicate

Cost: 1 Conviction

Delivery: Self Only

Incantation: Life, Communicate, 5 Minutes

Allows you to understand and speak the languages of other sentient species for 5 minutes.

Cure Disease

Cost: 2 Conviction

Delivery: Touch

Incantation: Life, Remove Disease

Death Shield

Cost: 2 Conviction

Delivery: Touch

Incantation: Life, Shield Against Death

This shield allows you to resist any spell or skill with the word Death in its call

Heal Minor Wound

Cost: 1 Conviction

Delivery: Touch

Incantation: Life, Restore 1 Health, Instant

Restores 1 health point to target.

Pacify

Cost: 2 Conviction

Delivery: Packet

Incantation: Life, Pacify

The target is unable to attack or be aggressive towards you. This spell ends when the target is dealt damage or your performance ends.

Reduce Radiation

Cost: 1 Conviction

Delivery: Touch

Incantation: Life, Reduce Radiation
Count by 1**Release**

Cost: 1 Conviction

Delivery: Touch

*Intermediate***Aura of Life**

Cost: 3 Conviction

Delivery: Self Only

Prerequisite: Pacify

Incantation: Life, Aura of Life

Once per casting, when struck with a melee (non-ranged) weapon, state "Backlash, Life, Pacify."

Cure Radiation Sickness

Cost: 4 Conviction

Delivery: Touch

Prerequisite: Reduce Radiation

Incantation: Life, Reduce Radiation
Count to Zero

Incantation: Life, Remove Magical Bonds

This spell cancels the effects of Bind, Snare, and Paralyze

Speak With Dead

Cost: 1 Conviction

Delivery: Self Only

Incantation: Life, Speak with Dead, 5 Minutes

This prayer allows you to speak with the recently deceased. It will only work on a sentient species whose body is still present (before they banish to the Black Path). The target is under no obligation to respond, let alone tell the truth. However, any conversation had the target will be allowed to remember upon their return from the Apothecary.

Turn Undead

Cost: 1 Conviction

Delivery: Packet

Incantation: Life, Push Undead

Greater Bestow Health

Cost: 3 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow 2 to Health Pool

Gives your target a temporary Health Point. This Health Point is the first to be used and cannot be healed.

Heal the Masses

Cost: 3

Delivery: Chain Touch 5

Incantation: Life, Restore 1 Health, Instant, Restore 1 Health, Instant,

Restore 1 Health, Instant, Restore 1 Health, Instant, Restore 1 Health, Instant

Heal Wound

Cost: 2 Conviction

Prerequisite: Heal Minor Wound

Delivery: Touch

Incantation: Life, Restore 3 Health, Instant

Lance of the Light

Cost: 2 Conviction

Delivery: Packet

Incantation: Life, Holy Damage 1

Pacify Revenant

Cost: 4 Conviction

Delivery: Packet

Prerequisite: Pacify

Incantation: Life, Pacify Revenant

Advanced

Death Barrier

Cost: 3

Delivery: Touch

Prerequisite: Resist Death

Incantation: Life, Barrier Against Death, 5 Minutes

Forge of Life

Cost: 5 Conviction

Delivery: Touch

Incantation: Life, Ignite Forge of Life

This is needed to bless the forge/proper crafting medium to create holy items dedicated to Life. Weapons cannot be crafted with a forge or crafting tools dedicated to Life.

This spell only works on a Revenant, not any other form of undead.

Resist Twilight

Cost: 2 Conviction

Delivery: Touch

Prerequisite: Death Shield

Incantation: Life, Shield Against Twilight

Shared Conviction

Cost: 1 + [X] Conviction

Delivery: Touch

Incantation: Life, Transfer Conviction [X]

Allows you to restore a target's Conviction Pool by X. This cannot increase their pool beyond their own capacity.

Greater Heal the Masses

Cost: 6 Conviction

Delivery: Chain Touch 5

Prerequisite: Heal the Masses

Incantation: Life, Restore 3 Health, Instant, Restore 3 Health, Instant, Restore 3 Health, Instant, Restore 3 Health, Instant, Restore 3 Health, Instant.

Heal Grievous Wound

Cost: 3 Conviction

Prerequisite: Heal Wound

Delivery: Touch

Incantation: Life, Restore 5 Health, Instant

Safe Passage

Cost: 5 Conviction

Delivery: Touch

Incantation: Life, Remove Cursed Soul

This prayer must be cast on a living target. If the target has a weakened soul, that effect is canceled.

Volley of the Light

Cost: 6 Conviction

Prerequisite: Lance of the Light

Delivery: Chain 5

Incantation, Life, Volley of Light, Holy, Damage 1, Holy, Damage 1, Holy, Damage 1, Holy, Damage 1, Holy, Damage 1.

Aspect Only

Restricted to characters who have taken the appropriate Specialized skill tree

Aura of Rebirth

Cost: 6 Conviction

Prerequisite: Aura of Life

Delivery: Self Only

Incantation: Life, Aura of Rebirth

When your bleed out count runs out, instead of dying you are restored to full vitality. This effect will not trigger if you are hit with a death effect, or if you have a radiation count.

paralyzed. One Health Point is restored per minute for anyone inside the circle who is not diseased or paralyzed, until their Health Pool is at capacity. The circle is not a single direction barrier. No one inside the circle is able to attack or cast spells outside of the circle. The spell lasts for 5 minutes, or until someone breaks the circle.

Circle of Life

Cost: 7 Conviction

Incantation: Life, Greater Circle of Healing

By creating a circle 10 feet in diameter on the ground (must be visible, preferably with a rope but can be drawn in the dirt) and stating the incantation, anyone inside the circle is protected from both magical and physical attacks. In addition, Death and Bleed Out Counts are suspended for anyone inside the circle, even if they are diseased or

Resurrection

Cost: 8 Conviction

Prerequisite: Heal Major Wound

Delivery: Touch

Incantation: Life, Restore Life, Full Vitality

This prayer will restore someone who has recently died to life and full Health Pool. There must be a corpse to cast this spell on, it cannot target a spirit on the Black Path. The prayer takes one minute to cast, but the target's death count pauses while you are casting it.

Nature

Typically embraced by those of Druidic or Ranger mindsets, those who live a life in harmony with the world around them learn the ways of the flora and fauna.

Beginner

Charm Lesser Beast

Cost: 2 Conviction

Delivery: Packet

Incantation: Nature, Charm Lesser Beast, 5 Minutes

This prayer will form a temporary bond of loyalty between you and a lesser beast that lasts for 5 minutes. You may command it to perform simple tasks within its physical capabilities.

Charm Lesser Plantform

Cost: 2 Conviction

Delivery: Packet

Incantation: Nature, Charm Lesser Plantform, 5 Minutes

This prayer will form a temporary bond of loyalty between you and a lesser plantform that lasts for 5 minutes. You may command it to perform simple tasks within its physical capabilities.

Cleanse Poison

Cost: 1 Conviction

Delivery: Touch

Incantation: Nature, Remove Poison

Communicate

Cost: 1 Conviction

Delivery: Self Only

Incantation: Nature, Communicate, 5 Minutes

Allows you to understand and speak the languages of other sentient species for 5 minutes.

Cure Disease

Cost: 2 Conviction

Delivery: Touch

Incantation: Nature, Remove Disease

Ensnaring Roots

Cost: 1 Conviction

Delivery: Packet

Incantation: Nature, Snare

Pacify Primal

Cost: 2 Conviction

Delivery: Packet

Incantation: Nature, Pacify Primal

Resist Disease

Cost: 1 Conviction

Delivery: Touch

Incantation: Nature, Shield Against Disease

Resist Nature

Cost: 2 Conviction

Delivery: Touch

Incantation: Nature, Shield Against Nature

Resist Poison

Cost: 1 Conviction

Delivery: Touch

Incantation: Nature, Shield Against Poison and Venom

Shared Conviction

Cost: 1 + [X] Conviction

Delivery: Touch

Incantation: Nature, Transfer Conviction [X]

Allows you to restore a target's Conviction Pool by X. This cannot increase their pool beyond their own capacity.

Tend Minor Wound

Cost: 1 Conviction

Delivery: Touch

*Intermediate***Aura of Nature**

Cost: 3 Conviction

Delivery: Self Only

Prerequisite: Ensnaring Roots

Incantation: Nature, Aura of Nature

Once per casting, when struck with a melee (non-ranged) weapon, state "Backlash, Life, Snare."

Charm Greater Beast

Cost: 4 Conviction

Prerequisite: Charm Lesser Beast

Delivery: Packet

Incantation: Nature, Charm Greater Beast, 5 Minutes

This prayer will form a temporary bond of loyalty between you and a greater beast that lasts for 5 minutes. You may command it to perform simple tasks within its physical capabilities.

Charm Greater Plantform

Cost: 4 Conviction

Delivery: Packet

Incantation: Nature, Charm Greater Plantform, 5 Minutes

This prayer will form a temporary bond of loyalty between you and a greater plantform that lasts for 5 minutes. You may command it to perform simple tasks within its physical capabilities.

Disease

Cost: 3

Delivery: Packet

Prerequisite: Cure Disease

Incantation: Nature, Restore One Health

This prayer takes 30 seconds to cast, and restores one Health Point

Incantation: Nature, Disease

Disease Barrier

Cost: 3 Conviction

Delivery: Touch

Prerequisite: Cure Disease

Incantation: Nature, Barrier Against Disease, 5 Minutes

Poison

Cost: 3 Conviction

Delivery: Packet

Prerequisite: Cleanse Poison

Incantation: Nature, Poison

Poison Barrier

Cost: 3 Conviction

Delivery: Touch

Prerequisite: Cleanse Poison

Incantation: Nature, Barrier Against Poison and Venom, 5 Minutes

Tend Wound

Cost: 2 Conviction

Delivery: Touch

Prerequisite: Tend Lesser Wound

Incantation: Nature, Restore Two Health
This prayer takes 30 seconds to cast, and restores two Health Point

Voice of the Hive Queen

Cost: 4 Conviction

Delivery: Packet

Incantation: Nature, Charm Insect, 5 Minutes

Advanced

Command Sentient Beast

Cost: 6 Conviction

Prerequisite: Charm Greater Beast

Delivery: Packet

Incantation: Nature, Command Sentient Beast

This prayer will force a sentient beast to obey one command. Choose your words carefully, after the command is obeyed the beast is free to do as it pleases.

Command Sentient Platform

Cost: 6 Conviction

Delivery: Packet

Incantation: Nature, Command Sentient Platform

This prayer will force a sentient platform to obey one command. Choose your words carefully, after the command is obeyed the platform is free to do as it pleases.

Forge of Nature

Cost: 5 Conviction

Delivery: Touch

Incantation: Nature, Ignite Forge of Nature

This is needed to bless the forge/proper crafting medium to create holy items dedicated to Nature.

Nature's Resilience

Cost: 4 Conviction

Delivery: Touch

Prerequisite: Resist Nature

Incantation: Nature, Barrier Against Nature, 5 Minutes

Preserve Component

Cost: 4 Conviction

Delivery: Special

Incantation: Nature, Preserve

This prayer requires a clean vial. Turn in the vial and component to be preserved at Check Out.

Tend Greater Wound

Cost: 3 Conviction

Delivery: Touch

Prerequisite: Tend Wound

Incantation: Nature, Restore Four Health

This prayer takes 30 seconds to cast, and restores four Health Point

Aspect Only

Restricted to characters who have taken the appropriate Specialized skill tree

Apex Predator

Cost: 5 Conviction

Delivery: Packet

Incantation: Nature, Bleed

Command Primal

Cost: 7 Conviction

Delivery: Packet

Prerequisite: Pacify Primal

Incantation: Nature, Command Primal

This prayer will force a Primal to obey one command. Choose your words carefully, after the command is obeyed the Primal is free to do as it pleases.

Regeneration

Cost: 4 Conviction

Delivery: Touch

Prerequisite: Tend Wound

Incantation: Nature, Restore 1 health per minute, 5 minutes.

Storm

Tornado and Hurricane, Sirocco and Scouring Sand Storms, Lightning and the concussive blast of Thunder. There is raw power in the heart of every storm, and those who choose this path need to be strong enough to embrace it.

*Beginner***Calm Winds**

Cost: 2 Conviction

Delivery: Packet

Incantation: Storm, Pacify Primal

Rolling Thunder

Cost: 2 Conviction

Delivery: Touch

Incantation: Storm, Bestow Subdue

Dust Devil

Cost: 2 Conviction

Delivery: Packet

Incantation: Storm, Pain

Sea Legs

Cost: 1 Conviction

Delivery: Touch

Incantation: Storm, Shield Against Knockdown

Elemental Shield

Cost: 3 Conviction

Delivery: Touch

Incantation: Storm, Shield Against Earth, Fire, Water, or Wind

Squall

Cost: 1 Conviction

Delivery: Packet

Incantation: Storm, Damage 1

Gale

Cost: 1 Conviction

Delivery: Packet

Incantation: Storm, Push

Sure Footed

Cost: 1 Conviction

Delivery: Touch

Incantation: Storm, Shield Against Push

Resist Storm

Cost: 2 Conviction

Delivery: Touch

Incantation: Storm, Shield Against Storm

Turbulence

Cost: 1 Conviction

Delivery: Touch

Incantation: Storm, Awaken

Upheaval

Cost: 2 Conviction

Delivery: Packet

Incantation: Storm, Knockdown

Tend Minor Wound

Cost: 1 Conviction

Delivery: Touch

Intermediate

Aura of the Storm

Cost: 3 Conviction

Delivery: Self Only

Incantation: Storm, Aura of Storm

Once per casting, when struck with a melee (non-ranged) weapon, state "Backlash, Storm, Knockdown."

Becalm

Cost: 4 Conviction

Delivery: Touch

Prerequisite: Resist Storm

Incantation: Storm, Barrier Against Storm, 5 Minutes

Deluge

Cost: 3 Conviction

Delivery: Chain Packet, 5

Prerequisite: Squall

Incantation: Storm, Deluge, Storm, Damage 1, Deluge, Storm, Damage 1, Deluge, Storm, Damage 1, Deluge, Storm, Damage 1, Deluge, Storm, Damage 1

Eye of the Hurricane

Cost: 3 Conviction

Delivery: Special

Incantation: Storm, Circle of Protection, 5 Minutes

By creating a circle 3 feet in diameter on the ground (must be visible, preferably with a rope but can be drawn in the dirt) and stating the incantation you are protected from both magic and physical attacks. However, the circle is not a single direction barrier. You are also

Incantation: Storm, Restore One Health

This prayer takes 30 seconds to cast, and restores one Health Point

unable to attack or cast spells outside of the circle. The Circle of Protection lasts for 5 minutes, or until part of your body breaks the circle.

Surge

Cost: 2 Conviction

Delivery: Packet

Incantation: Storm, [Element] Damage 1
Replace [Element] with Earth, Fire, Water, or Wind for the type of elemental damage you wish.

Tend Wound

Cost: 2 Conviction

Delivery: Touch

Prerequisite: Tend Lesser Wound

Incantation: Storm, Restore Two Health
This prayer takes 30 seconds to cast, and restores two Health Points

Tied In

Cost: 3

Delivery: Touch

Prerequisite: Sea Legs and Squall

Incantation: Storm, Barrier Against Knockdown and Push, 5 Minutes

Tornado

Cost: 6

Delivery: Cluster Packet, 5

Prerequisite: Upheaval

Incantation: Storm, Knockdown

Typhoon

Cost: 3

Delivery: Chain Packet, 5

Prerequisite: Squall

Advanced

Forge of Storm

Cost: 5 Conviction

Delivery: Touch

Incantation: Storm, Ignite Forge of Storm

This is needed to bless the forge/proper crafting medium to create holy items dedicated to Storm.

Halcyon

Cost: 4 Conviction

Delivery: Packet

Prerequisite: Calm Winds

Incantation: Storm, Charm Primal, 5 Minutes

The Primal target of this spell believes that you are their best friend and will act accordingly. While you cannot force them to do anything, they will do things that they would normally do to make a good friend happy.

Safe Harbor

Cost: 5 Conviction

Delivery: Special

Prerequisite: Circle of Protection

Incantation: Storm, Greater Circle of Protection, 5 Minutes

By creating a circle 10 feet in diameter on the ground (must be visible, preferably with a rope but can be drawn in the dirt) and stating the incantation you and anyone inside the circle are protected from both magic and physical

Incantation: Storm, Typhoon, Storm, Push, Storm, Push, Storm, Push, Storm, Push, Storm, Push.

attacks. However, the circle is not a single direction barrier. No one inside the circle is able to attack or cast spells outside of the circle. The Greater Circle of Protection lasts for 5 minutes, or until someone breaks the circle.

Sand Storm

Cost: 6 Conviction

Delivery: Chain Packet, 5

Prerequisite: Dust Devil

Incantation: Storm, Sand Storm, Storm, Pain, Storm, Pain, Storm, Pain, Storm, Pain, Storm, Pain.

Sirocco

Cost: 6 Conviction

Delivery: Chain Packet, 5

Prerequisite: Surge

Incantation: Storm, Sirocco, [Element] Damage 1, [Element] Damage 1, [Element] Damage 1, [Element] Damage 1, [Element] Damage 1.

Replace [Element] with Earth, Fire, Water, or Wind. You can change the [Element] with every packet.

Tempest in a Teapot

Cost: 6 Conviction

Delivery: Touch

Prerequisite: Elemental Shield

Incantation: Storm, Barrier Against Earth, Fire, Water, and Wind, 5 Minutes

Aspect Only

Restricted to characters who have taken the appropriate Specialized skill tree

Heart of the Storm

Cost: 7 Conviction

Delivery: Self Only

Prerequisite: Safe Harbor

Incantation: Storm, Barrier Against

Physical Harm, 5 Minutes

Trident of the Storm Lord

Cost: 5 Conviction

Delivery: Packet

Prerequisite: Sirocco

Incantation: Storm, Death

Voice of the Storm Lord

Cost: 6 Conviction

Delivery: Packet

Prerequisite: Halcyon

Incantation: Storm, Command Primal

This prayer will force a Primal to obey one command. Choose your words carefully, after the command is obeyed the Primal is free to do as it pleases.

War

While losing favor in this current age of peace, there is always the clarion call of this Domain bringing in Devout in preparations for the day that war breaks out again. Warrior priests are constantly honing their skills with the blessings of this domain.

Beginner

Adjust Sight

Cost: 1 Conviction

Delivery: Touch

Incantation: War, Enchant War

Enchants a gun with War. Call "War" on your next attack. May be paired with a called artillery attack.

Challenge

Cost: 1 Conviction

Delivery: Packet

Incantation: War, Approach Me

Coldcock

Cost: 2 Conviction

Delivery: Subdue Packet

Incantation: War, Subdue

Crowd Control

Cost: 1 Conviction

Delivery: Touch

Incantation: War, Bestow Push

Bestows the target with a single use of the combat skill call "Push".

Fearless

Cost: 1 Conviction

Delivery: Touch

Incantation: War, Shield Against Terror

Iron Grip

Cost: 1 Conviction

Delivery: Touch

Incantation: War, Shield Against Disarm

Make it Hurt

Cost: 2 Conviction

Delivery: Touch

Incantation: War, Bestow Pain

Bestows the target with a single use of the combat skill call "Pain".

Not Today

Cost: 1 Conviction

Delivery: Touch

Incantation: War, Shield Against Death

Pure Adrenaline

Cost: 1 Conviction

Delivery: Touch

Incantation: War, Shield Against Slumber

Sanctify

Cost: 1 Conviction

Delivery: Touch

*Intermediate***Aura of War**

Cost: 3 Conviction

Delivery: Self Only

Incantation: War, Aura of War

Once per casting, when struck with a melee (non-ranged) weapon, state "Backlash, War, Disarm."

Hold the Line

Cost: 3 Conviction

Delivery: Touch

Incantation: War, Bestow Shield Use, 1 hour.

Lay Them Out

Cost: 3 Conviction

Delivery: Touch

Incantation: War, Bestow Knockdown

Incantation: War, Enchant Holy

Enchants a hand-to-hand weapon with Holy. Call "Holy" on your next attack.

May be paired with a called melee or stealth attack.

Tend Minor Wound

Cost: 1 Conviction

Delivery: Touch

Incantation: War, Restore One Health

This prayer takes 30 seconds to cast, and restores one Health Point

Whetstone

Cost: 1

Delivery: Touch

Incantation: War, Enchant War

Enchants a hand-to-hand weapon with War. Call "War" on your next attack.

May be paired with a called melee or stealth attack.

Bestows the target with a single use of the combat skill call "Knockdown".

Locked and Loaded

Cost: 4 Conviction

Delivery: Touch

Incantation: War, Bestow Guns 2, 1 Hour

Plowshares

Cost: 3 Conviction

Delivery: Touch

Incantation: War, Bestow Disarm

Bestows the target with a single use of the combat skill call "Disarm".

Spike Pit

Cost: 4 Conviction

Delivery: Touch

Incantation: War, Bestow Maim
Bestows the target with a single use of the combat skill call "Maim".

Tend Wound

Cost: 2 Conviction
Delivery: Touch
Prerequisite: Tend Lesser Wound
Incantation: War, Restore Two Health
This prayer takes 30 seconds to cast, and restores two Health Point

Advanced

Aura of the Warlord

Cost: 3 Conviction
Delivery: Self Only
Prerequisite: Aura of War
Incantation: War, Aura of the Warlord
Once per casting, when struck with a melee (non-ranged) weapon, state "Backlash, War, Terror."

Cannibalize Healing

Cost: 1 Conviction + [X]
[Stamina/Agility/Artillery]
Delivery: Self Only
Incantation: War, Heal [X] Health, Instant
This prayer instantly restores [X] Health Points to you. [X] is the number of Stamina, Agility, or Artillery Points spent to cast this prayer.

Forge of The Armorer

Cost: 6 Conviction
Delivery: Touch
Incantation: War, Ignite Forge of [Domain]

Walk It Off

Cost: 2 Conviction
Delivery: Touch
Incantation: War, Heal Limb Instantly

War Cry

Cost: 2 Conviction
Delivery: Packet
Incantation: War, Terror

This is needed to bless the forge/proper crafting medium to create holy items dedicated to a Domain. This may be used to craft weapons dedicated to Inspiration, Knowledge, and Life.

Forge of War

Cost: 4 Conviction
Delivery: Touch
Incantation: War, Ignite Forge of War
This is needed to bless the forge/proper crafting medium to create holy items dedicated to War.

Hand of the Divine

Cost: 4 Conviction
Delivery: Packet
Incantation: War, Holy Damage 5

Stand Tall

Cost: 4 Conviction
Delivery: Touch
Incantation: War, Barrier Against Knockdown and Push, 5 Minutes

Aspect Only

Restricted to characters who have taken the appropriate Specialized skill tree

Aura of the Champion

Cost: 6 Conviction

Delivery: Self Only

Prerequisite: Aura of the Warlord

Incantation: War, Aura of the Champion

Once per casting, this Aura can be activated by challenging a target to a duel. So long as you are engaged in combat with the target you have a barrier against physical attacks from everything except your target.

Finish It

Cost: 5 Conviction

Delivery: Self Only

Incantation: War, Bestow Death

This bestowal allows you to call "Death" on your next stealth, melee, or gun attack.

Let There Be Carnage

Cost: 5 Conviction

Delivery: Touch

Incantation: War, Bestow Slay

Bestows the target with a single use of the combat skill call "Slay 5".

Specialized Skill Trees

Archmage Specialized Skill Tree

Prereqs - 300 Points Spent on Basic Magic Skills, Additional School.

Restrictions - No Divine Skills

The Archmage is one who has achieved enlightenment in all forms of magic. While they may never surpass the mastery of one school like the Purist, they possess a vast amount of utility by drawing from all of the schools.

Arcane Awareness - Multiple Purchase, non-increasing, max 2, 50 CP

Each purchase allows you to learn spells from an additional school of magic.

Arcane Mastery - Single Purchase, 50 CP

Prerequisite - Arcane Awareness x2

This skill allows you to learn spells from all of the schools of magic.

Extend Shield - Multiple Purchase, Increasing, 40 CP

Usage: Special

For each purchase of this skill you may pay double the casting cost of any lesser shield spell you know and cast it on 5 targets.

Heightened Intellect - Single Purchase, 60 CP

Usage: Special

With this skill you are able to learn two spells between events.

Spell Crafting - Multiple Purchase, Increasing, 50 CP

Once per season, you may craft a new spell that is unique to you. The spell will be reviewed between seasons by the rules team to ensure that it is balanced and fits within the magic system.

Aspect Specialized Skill Tree

Prereqs - 300 points spent in Divine Basic Skills

Restrictions - Only one Divine Domain

To be an Aspect is to achieve a perfect understanding of a Divine Domain, and demonstrate the focus of that domain at a level beyond mortal limits. Aspects may resist or even absorb and be healed by any prayers of their own domain. As living extensions of their domain, Aspects exert their will in the world with prayers of incredible strength, sometimes with incantations never before spoken.

See the complete prayer list for Aspect-tier prayers available for each Divine Domain.

Absorb Domain - Single Purchase, 60 CP

Prerequisite - Immunity to Domain

Your soul is fully attuned to channel your Divine Domain in such a way that when you are hit with a spell from your Divine Domain you may absorb and convert it to restore one health instead of taking its effect.

Divine Wrath - Single Purchase, 40 CP

Usage: Special

Once per event, you may convert all of your remaining Conviction into a single burst of divine damage. Incantation "Divine Wrath, [Divine Domain] damage [x]." If you know more than one Divine Domain you must choose which domain you are using for Divine Wrath when you cast it. The damage [x] is equal to the amount of Conviction used to power Divine Wrath

Immunity to Domain - Single Purchase, 50 CP

Prerequisite - Resist School x 5

You have reached a new depth of understanding of your Divine Domain that allows you to ignore its effects when it is directed against you. When hit by a spell of your Divine Domain, state "no effect."

Resist Domain - Multiple Purchase, Non-Increasing, Max 5, 30 CP

The depth of your conviction within your Divine Domain has made you somewhat resistant to its effects. For each purchase of this skill you may resist one spell cast at you from your Divine Domain

Spell Crafting - Multiple Purchase, Increase per purchase, 50 CP

Each purchase of this skill allows you to create a new spell that is unique to you. This spell may not be taught to, or learned by, anyone else. You may purchase this skill once

per season and draft a spell for the rules team to review. The final incantation and casting cost of the spell is decided by the rules team, and must fit thematically within your Divine Domain

Assassin Specialized Skill Tree

Prerequisites: 300 points in Basic Stealth Skills

The hidden knife, the one who quietly solves problems, the unseen hand that performs the will of those able to pay.

Assassinate - Multiple Purchase, Increase Every 5, 50 CP

Usage: Once Per Purchase

State "Death" before striking. Strike must hit the torso.

Double Dose - Single Purchase, 40 CP

Prerequisite - Apply Poison

Usage: As components allow

Allows for two called poison attacks from one application of poison. Self only.

Luck - Single Purchase, 40 CP

Once per event, if your called stealth attack is resisted by any means you are able to reuse it immediately without paying its Agility cost.

Paralyze - Single Purchase, 40 CP

Prerequisite - Nerve Strike

Usage: 5 AGI

State "Paralyze" before attacking. Blow must land on the torso. Paralyzes the target for 5 minutes.

Throat Punch - Single Purchase 50 CP

Prerequisite: Subdue

Usage: 3 AGI

Using a subdue packet, state "Silence" before throwing.

Bulwark Specialized Skill Tree

Prerequisites - 300 points spent on Basic Melee Skills

Restrictions - No Guns Skills

Guardian, protector, all humble names that define the Bulwark. With shield in hand, when the Bulwark decides to make their stand no force in the world can move them.

Ebb and Flow - Single Purchase, 60 CP

Prerequisite - Parry

If an opponent uses the same called skill on you twice in a row, you may parry the second one without paying the Stamina cost.

Force of Will - Single Purchase, 50 CP

Once per event, when your Health Pool is reduced to one, you may plant one foot and state "Force of Will". For one minute you have a barrier against all melee and gun attacks. At the end of that minute you fall over dead with no bleed out count.

Hold Ground - Multiple Purchase (Non-Increasing), 50 CP

Prerequisite - Shield

Each purchase of this skill grants you a one-minute barrier against skills or spell effects that would force you to move. State "I will hold this ground!" to activate it.

Make Some Room - Single Purchase, 40 CP

Prerequisite - Push

Usage: 3 STA

This skill allows you to swing the Push skill 5 times.

Vitality - Multiple Purchase, Increasing, Max 4, 40 CP

Prerequisite - 4 Health Pool

Each purchase of this skill increases your Max Health Pool by 1

Butcher Specialized Skill Tree

Prerequisites: 200 Points spent in Basic Medical Skills and 200 points spent in Basic Melee Skills

Restrictions:

An in-depth understanding of anatomy combined with exceptional weapon skills results in techniques that most forms of combat specialists fail to achieve. While there is something to be said for brute force, sometimes a more surgical approach is needed.

Biology: Cryptid - Multiple Purchase (Increase Every 5 Purchases), 40 CP

Usage: Between Games

Prerequisite: Research: Medical

Once per purchase, with use of the Research: Medical, you can learn the biology of one species of living mythical or primal creature. This knowledge allows you to apply any Medical or Melee skills you know to those specific species.

Bleed - Single Purchase, 40 CP

Prerequisite - Maim

Usage: 4 STA

State "Bleed" before your strike. Strike must land on an arm or leg, and if successful the target will be reduced to zero health in one minute and fall unconscious.

Organ Harvester - Single Purchase, 50 CP

Prerequisite - Harvest Organ

Usage: Special

Prop requirement: 2 Small Coolers or 1 cooler with capacity of 2 or more

This skill allows you to harvest two organs from a recently dead body with two minutes of role play.

Paralyze - Single Purchase, 40 CP

Prerequisite - Pain

Usage: 5 STA

State "Paralyze" before attacking. Blow must land on the torso. Paralyzes the target for 5 minutes.

Vitality - Multiple Purchase, Increasing, Max 2, 40 CP

Prerequisite - 4 Health Pool

Each purchase of this skill increases your Max Health Pool by 1.

Diplomat Specialized Skill Tree

Prerequisites: 300 points in Basic Social Skills

Restrictions: Role play gated

Not everything can be solved at the point of a sword or the barrel of a gun. Sometimes it takes de-escalation, someone who can talk everyone down from the ledge. Swimming in the political waters can oftentimes be more dangerous than wading through a battlefield. This is where the Diplomat shines.

Letters of Introduction - Multiple Purchase, Increasing, 30 CP

Prerequisite: Social Networking for Contact: Political

Usage: Special

Each purchase of this skill grants you credentials from a political contact. These credentials will open the door for making contact with cultures and people that won't often waste their time on someone unknown.

Parlay - Multiple Purchase, Increasing, 40 CP

Usage: Once Per Purchase

State "All within [designate area], Pacify 5 minutes." Everyone within the designated area affected will be non-hostile for the duration of the effect unless attacked by something that was outside the area of effect when the skill was initially used.

Polyglot - Single Purchase, 40 CP

Prerequisite - Linguistics x 5

Your depth of knowledge in linguistics allows you to be able to pick up on enough cues to be able to communicate with anyone. You may use Linguistics without expending the skill.

Rapid Response: Political - Single Purchase, 40 CP

Prerequisite - Contact: Political

Once per event, you are able to get a message to your Political Contact that requires a fast response. Deliver your message to the plot center in writing, and a response will be sent out to you within an hour.

Social Networking - Multiple Purchase, Increasing, 50 CP

Prerequisite - A contact from the Basic Social Skill Tree

Each purchase of this skill increases the reliability and access to one of your contacts. You may purchase this skill once for each of your contacts.

Duelist Specialized Skill Tree

Prereqs - 300 points spent in Basic Melee Skills

Restrictions - No Guns Skills

The Duelist is a master of offensive melee. Where the Bulwark stands their ground, the Duelist is always moving to the next fight.

All Fall Down - Single Purchase, 50 CP

Prerequisite - Knockdown

Usage: 9 STA

This skill allows you to swing the Knockdown skill 5 times in succession

Counter Strike - Multiple Purchase, Increasing, 50 CP

Prerequisite - Parry

Once per purchase, when you use the skill parry, you may immediately use the skill you parried at no cost.

Deathblow - Multiple Purchase, Increases every 5, 60 CP

Prerequisite - Slay

Usage: Once Per Purchase

State "Death" before striking. Strike must hit the torso.

True Strike - Single Purchase, 40 CP

If your called melee attack is resisted by any means, you may immediately reuse the skill once without paying its Stamina cost.

Vitality - Multiple Purchase, Increasing, Max 2, 40 CP

Prerequisite - 4 Health Pool

Each purchase of this skill increases your Max Health Pool by 1.

Fixer Specialized Skill Tree

Prerequisites: 300 points spent in Basic Social Skills

Restrictions: Role-play Gated

What do you need? A Fixer knows someone who can get it for you. No matter how valuable or hard to obtain, be it product or a service, the Fixer can take care of you - so long as you can pay. Sometimes payment is straight forward, goods for goods, a basic barter. Other times the payment can be something nebulous - like a favor to be called in later.

Acquisitions - Single Purchase, 40 CP

Prerequisite - Contact: Merchant

Once per event you may put in an order for supplies, and get it delivered the next day, for 150% of common market value.

Blackmail - Single Purchase, 50 CP

You are privy to one of your contact's dirty little secrets and this makes them more eager to help you out. Be cautious on how hard or often you try to apply this, lest your contact decide they'd be better off removing you.

Rapid Response: Merchant - Single Purchase, 40 CP

Prerequisite - Contact: Merchant

Once per event, you are able to get a message to your Merchant Contact that requires a fast response. Deliver your message to the plot center in writing, and a response will be sent out to you within an hour.

Rapid Response: Underground - Single Purchase, 50 CP

Prerequisite - Contact: Underground

Once per event, you are able to get a message to your Underground Contact that requires a fast response. Deliver your message to the plot center in writing, and a response will be sent out to you within an hour.

Social Networking - Multiple Purchase, Increasing, 50 CP

Prerequisite - A contact from the Basic Social Skill Tree

Each purchase of this skill increases the reliability and access to one of your contacts. You may purchase this skill once for each of your contacts.

Gun Mage Specialized Skill Tree

Prereqs - 200 Points spent on Basic Gun Skills, 200 Points spent on Basic Magic Skills

Restrictions - Only one school of magic. Gun Mage Skills require a special gun crafted in game to use.

Long before the Collapse, warriors of Thislan learned how to wield weapons and magic in tandem - enchanting their blades in order to bring down a foe more effectively. It didn't take long before the descendents of Janeth Prime learned to do the same with firearms, and the first Gun Mages ascended.

Energy Blast - Single Purchase, 60 CP

Usage Cost: 5 Mana

Use of this skill allows you to charge your gun with 5 points of damage from your school of magic. State "[School], Damage 5".

Mage Killer Ammo - Single Purchase, 40 CP

Usage Cost: 2 Mana

Use of this skill allows you to use "Silence" as a called gun attack.

Null Shot - Single Purchase, 40 CP

Usage: 1 Mana

State "Null, Damage 1" before shooting. Hit does special damage to certain magical based species.

Nullify Circle - Single Purchase, 50 CP

Usage: 5 Mana

State "Dispel Circle" before shooting. Shot must hit the target inside the circle. Shot does not damage the target, but does dispel their Circle of Protection.

True Strike - Single Purchase, 40 CP

Usage: Special

Once per event, if your called melee attack is resisted by any means, you may immediately reuse the skill without paying its Stamina cost.

Gunslinger Specialized Skill Tree

Prereqs - 300 Points in Basic Guns Skills

Restrictions - No Melee or Stealth Skills

Knights of the Way of the Gun, nerves as cold as the iron they wield, the gunslinger is a force of nature.

Double Tap - Single Purchase, 40 CP

Once per event, if your called gun attack is resisted by any means, you may immediately use it again without paying its Artillery Point cost.

Dual Wield Pistols - Single Purchase, 40 CP

This skill allows you to wield two pistols at the same time.

Guns 3 - Single Purchase, 50 CP

With this skill you may use semi-automatic motorized Nerf Rival or equivalent blasters.

Head Shot - Multiple Purchase, Increasing, 50 CP

You may call "Death" as a gun attack once per purchase. Skill is not used if you miss your target.

Last Stand - Single Purchase, 60 CP

Once per event, when you are reduced to zero health you may plant one foot and continue shooting until your gun(s if dual wielding) run out of ammunition. You may not reload. After you run out of ammunition you fall down dead (no bleed out count).

Heavy Gunner Specialized Skill Tree

Prereqs 300 Points in Basic Guns skills

Restrictions - Skills Require the use of a specially crafted Automatic Rifle

Sometimes shooting a few rounds down field simply isn't enough. Sometimes there is a need to make so much noise that no one dares come out from under cover. The Heavy Gunner knows the intricacies of automatic weapons and how to lay down suppressive fire.

Cover Fire - Single Purchase, 50 CP

Choose who you are covering. State "Suppressive Fire" and begin shooting. The person you are covering has a 10 second barrier against damage from gun attacks.

Crowd Control - Single Purchase, 40 CP

Prerequisite: Rubber Bullets

Usage: 3 Artillery Points

This skill allows you to rapid fire 5 shots of the skill Rubber Bullets.

Dug In - Single Purchase, 40 CP

Once per event, so long as you are prone and have ammo in your Automatic Rifle, you have a barrier against damage from gun attacks.

Guns 3 - Single Purchase, 50 CP

With this skill you may use semi-automatic motorized Nerf Rival or equivalent blasters.

Guns 4 - Single Purchase, 60 CP

With this skill you may use a fully automatic motorized Nerf Rival or equivalent blasters.

Hierophant Specialized Skill Tree

Prereqs - 300 points spent in Basic Divine Skills, Additional Divine Domain

Restrictions - No Magic Skills

Reaching further than any mere mortal would normally dare, the Hierophant has obtained an understanding of the Divine Domains that is only superseded by that of the Aspects themselves.

Divine Inspiration - Single Purchase, 60 CP

Usage: Special

With this skill you are able to learn two spells between events.

Divine Instrument - Multiple Purchase, non-increasing, max 2, 50 CP

Each purchase of this skill allows you to learn prayers from a new Divine Domain

Divine Understanding - Single Purchase, 50 CP

Prerequisite - Divine Instrument x2

This skill gives you the ability to learn prayers from all eight Divine Domains.

Eyes of the All Seer - Single Purchase, 50 CP

Usage: 5 Conviction

Once per event you may cast a single spell or prayer that you have observed someone else casting.

Spell Crafting - Multiple Purchase, Increase per purchase, 50 CP

Each purchase of this skill allows you to create a new spell that is unique to you. This spell may not be taught to, or learned by, anyone else. You may purchase this skill once per season and draft a spell for the rules team to review. The final incantation and casting cost of the spell is decided by the rules team, and must fit thematically within your Divine Domain.

Mad Scientist Specialized Skill Tree

Prereqs - 200 points spent in Alchemy Skills, 200 points spent in Chemistry Skills

Reaching further than anyone would normally dare, the Mad Scientist delights in transforming components and items in ingenious ways. The transformed components and items may be used by anyone with the appropriate Skill. There may be additional effects for those who attempt use of a Mad Scientist's work without proper knowledge.

Aerosol - Single Purchase, 50 CP

Prerequisite: Explosives

With a special deployment casing you can turn powders with Packet delivery to powders with Cluster 5 delivery.

Injectable - Single Purchase, 50 CP

With this skill you are able to turn potions into a form that can be used in conjunction with the Administer Pharmaceuticals skill.

Reclamation - Single Purchase, 50 CP

Usage: Between Events

With this skill you may revert potions, pharmaceuticals, and certain other items to their original components. Items must be turned in at check out to use this skill.

Transmogrification - Multiple Purchase, Increase per purchase, 40 CP

Prerequisite: Research: Alchemy and Research: Chemistry

With the first purchase of this skill you may combine 2 common components to synthesize 1 uncommon component. With a second purchase of this skill you may combine 2 uncommon components to synthesize 1 rare component.

Recipes used with this skill must be researched. You may purchase this skill twice.

Weird Science - Single Purchase, 50 CP

With this skill you may combine one Alchemy process with one Chemistry process to produce new mixtures. Recipes used with this skill must be researched.

Modification Specialist Specialized Skill Tree

Prereqs - 300 points spent in Basic Medical Skills

Restrictions - Most Modification Specialist skills require the use of items crafted in game.

Chop doc, biohacker, plastic surgeon, all terms often associated with the Modification Specialist. These artists are masters of the canvas known as the human body.

Cosmetic Body Modification, single purchase, 40 CP

This skill allows you to add, alter, or remove cosmetic body modifications. Depending on the type of modification it may require the use of specially crafted items.

Magical Prosthetics, single purchase, 50 CP

This skill allows you to modify someone with magical based items.

Mechanical Prosthetics, single purchase, 50 CP

This skill allows you to modify someone with mechanical based items.

Reclaim Prosthetic - Single Purchase, 40 CP

Prerequisite - Harvest Organ

Usage: Requires Prop, Organ Cooler

Allows you to remove a Magical or Mechanical prosthetic from someone who is willing or unable to resist (dead, unconscious, magically bound) with 5 minutes of role play

Research: Modification Interactions, single purchase, 50 CP

This skill will let you find out between events if there would be complications from adding multiple magical or mechanical modifications to one person.

Monk Specialized Skill Tree

Prereqs - 200 Points Spent in Basic Melee Skills, 200 Points Spent in Basic Stealth Skills

Restrictions - No Guns Skills

While viewed as archaic - or little more than a sport - by both worlds, the discipline of unarmed combat still finds its place in modern Mirhanan. Mastery of mind and body brings control of what is popularly thought of as automatic systems, and can slow even the eventual death that bleeding out brings.

Crouching Tiger - Single Purchase, 40 CP

Prerequisite - [x] points spent in Basic Melee Skills

This skill allows you to deliver called melee attacks with a subdue packet instead of a weapon.

Hidden Dragon - Single Purchase, 40 CP

Prerequisite - [x] points spent in Basic Stealth Skills

This skill allows you to deliver called stealth attacks with a subdue packet instead of a weapon.

Stasis - Single Purchase, 50 CP

If you are reduced to zero health and are on the ground bleeding out, you may enter a trance state. So long as you do not/are not moved your bleed out count is paused.

Throat Punch - Single Purchase 50 CP

Prerequisite: Subdue

Usage: 3 AGI or 3 STA

Using a subdue packet, state "Silence" before throwing.

Vitality - Multiple Purchase, Increasing, Max 2, 40 CP

Prerequisite - 4 Health Pool

Each purchase of this skill increases your Max Health Pool by 1.

Paladin Specialized Skill Tree

Prereqs - 200 points spent on Basic Melee Skills, 200 points spent on Basic Divine Skills

Restrictions - Only one divine domain

The paladin is called by their understanding the Divine to take up arms in defense of their faith. This path often means that the paladin is the last, or only one standing between in the gap, a defender of the weak, a champion of principles. This is not an easy calling, so the Divine grants paladins the strength to fight the good fight, and to protect those who cannot.

Blessed Weapon - Single Purchase, 30 CP

You may expend 2 conviction to enchant your weapon with holy energy. Call "Holy" on your next attack. It may be combined with a called attack (i.e. Holy Maim).

Divine Bulwark - Single Purchase, 50 CP

Prerequisite - Shield

You may expend 5 conviction to enhance your shield with a one minute barrier against magic and conviction.

Lay On Hands - Single Purchase, 50 CP

Prerequisite - Empathic Healing

Once per event, you may instantly heal someone to full health. State "I Restore you to full health."

Smite Undead - Single Purchase, 40 CP

Usage: 3 Conviction

State "Holy Damage 5 to Undead", strike may land anywhere on the target. Only affects the undead.

Vitality - Multiple Purchase, Increasing, Max 2, 40 CP

Prerequisite - 4 Health Pool

Each purchase of this skill increases your Max Health Pool by 1.

Purist Specialized Skill Tree

Prereqs: 300 points spent on Basic Mage Skills

Restrictions: Only one school of magic

Purists have the mastery to channel the power of one school of magic at a level beyond mortal limits. Purists may resist or even absorb and be healed by any spells of their own school. As embodiments of magical energy, Purists demonstrate their expertise with spells of incredible strength, sometimes with incantations never before spoken.

See the complete spell list for Purist-tier spells available for each School of Magic.

Absorb School - Single Purchase, 60 CP

Prerequisite - Immunity to School

Your body is fully attuned to channel your school of magic in such a way that, when you are hit with a spell from your school, you may absorb and convert it to restore one health instead of taking its effect.

Immunity to School - Single Purchase, 50 CP

Prerequisite - Resist School x 5

You have reached a new depth of understanding of your school of magic that allows you to ignore its effects when it is directed against you. When hit by a spell of your school, state "no effect."

Mana Flare - Single Purchase, 40 CP

Usage: Special

Once per event, you may convert all of your remaining mana into a single burst of damage. Incantation "Mana Flare, [school] damage [x]." The damage [x] is equal to the amount of mana used to power the Mana Flare.

Resist School - Multiple Purchase, Non-Increasing, Max 5, 30 CP

Your extended work with your school of magic has made you somewhat resistant to its effects. For each purchase of this skill you may resist one spell cast at you from your school.

Spell Crafting - Multiple Purchase, Increase per purchase, 50 CP

Each purchase of this skill allows you to create a new spell that is unique to you. This spell may not be taught to, or learned by, anyone else. You may purchase this skill once per season and draft a spell for the rules team to review. The final incantation and casting cost of the spell is decided by the rules team, and must fit thematically within the school of magic.

Spellblade Specialized Skill Tree

Prereqs - 200 points spent on Basic Magic Skills, 200 points spent on Basic Melee Skills

Restrictions - Only one school of magic. Spell blade skills require the use of a special in game crafted weapon.

Long before the Collapse, warriors of Thislan learned how to wield weapons and magic in tandem - enchanting their blades in order to bring down a foe more effectively. Spellblades not only cast magic upon their weapons, but channel magic through their weapons to devastating effect.

Energy Weapon - Single purchase, 40 CP

Usage: 2 Mana

You may expend 2 mana to enchant your weapon with your school of magic. Call [school] on your next attack. It may be combined with a called attack (i.e. Fire Maim)

Nullblade - Single Purchase, 50 CP

Prerequisite - Energy Weapon

Usage: 2 Mana

State "Null" before your next attack. Attack may land on any valid target. Does special damage to certain magical based species.

Resist School - Multiple Purchase, Increasing, 40 CP

Each purchase allows you to resist a spell of your school.

Spell Strike - Multiple Purchase, Increasing, 50 CP

Prerequisite - Energy Weapon

For each purchase of this skill, you learn how to cast a spell through your weapon. Once you choose a spell it is locked in and cannot be changed.

Vitality - Multiple Purchase, Increasing, Max 2, 40 CP

Prerequisite - 4 Health Pool

Each purchase of this skill increases your Max Health Pool by 1

Spy Specialized Skill Tree

Prerequisites - 200 points spent on Basic Clandestine Skills, and 200 Spent on Basic Stealth Skills

Telling lies that sound more true than truth itself, knowing how to get the most use out of every secret, the Spy wields information like a sharpened blade or psionic spell.

Blackmail - Single Purchase, 50 CP

You are privy to one of your contact's dirty little secrets and this makes them more eager to help you out. Be cautious on how hard or often you try to apply this, lest your contact decide they'd be better off removing you.

Forgery - Single Purchase, 50 CP

You may attempt to forge a document between events with any means available to you (computer, printer, scanner, etc)

Rapid Response: Underground - Single Purchase, 40 CP

Prerequisite - Contact: Underground

Once per event, you are able to get a message to your Political Contact that requires a fast response. Deliver your message to the plot center in writing, and a response will be sent out to you within an hour.

Secret Stash - Single Purchase, 50 CP

Prerequisite - Deep Pockets

A second 6" x 6" x 2" pouch that cannot be searched. A Secret Stash pouch cannot be searched by any means, including by those with Deep Pockets or Secret Stash. Deep pockets pouch is still detectable by someone with the skill Deep Pockets.

Threshing - Single Purchase, 40 CP

Prerequisite - Rumormonger x3

You will know which rumors are patently false. Any rumors you spread will always be read as true by anyone who does not have this skill.

Street Rat Specialized Skill Tree

Prerequisites: 300 points spent in Basic Survival Skills

While some prefer magpie, squirrel, or crow, one thing all Street Rats have in common is the urge to collect things, and an uncanny ability to find them. While most pride themselves in being scavengers, it isn't uncommon to find one's missing possessions in their hoard. Honestly, they just found these items and were holding onto them until they could find their proper owner...

Advanced Scavenger - Single Purchase, 40 CP

Prerequisite - One of the Scavenger skills

Usage: Once Per Purchase

You may choose to return two of your scavenged items in exchange for another pull from one of the Scavenger bags.

Advanced Scavenging Urban - Single Purchase, 50 CP

Prerequisite - Scavenging Urban x3

Usage: At Check In

This skill allows you to pull two more items from the Urban bag, for a total of 5 pulls.

Advanced Scavenging Woodlands - Single Purchase, 50 CP

Prerequisite - Scavenging Woodlands x3

Usage: At Check In

This skill allows you to pull two more items from the Woodlands bag, for a total of 5 pulls.

Secret Stash - Single Purchase, 50 CP

Prerequisite - Deep Pockets

A second 6" x 6" x 2" pouch that cannot be searched. A Secret Stash pouch cannot be searched by any means, including by those with Deep Pockets or Secret Stash. A Deep Pockets pouch is still detectable by someone with the skill Deep Pockets.

Something Shiny - Single Purchase, 50 CP

Prerequisite - Advanced Scavenger

Usage: At Check In

This skill allows you to pull from the Shiny Bag, guaranteeing a rare item.

Thief Specialized Skill Tree

Prerequisites - 300 in Basic Clandestine Skills

Able to pick their way through secure spells and around any trap, Thieves can make just about anything disappear.

Avoid Trap - Multiple Purchase (Increase Per Purchase), 50 CP

Usage: Once Per Purchase

State "Avoid" after triggering a trap to resist the effect.

Bypass Security - Multiple Purchase, Increasing, 40 CP

Prerequisite: Lock Picking

Usage: Once Per Purchase

With enough time, and a little bit of luck, you can work your way around a secure spell. For each point of mana spent on the secure, you must role play for one minute trying to "pick" the spell. Multiple thieves can pool their talents to shorten the amount of time spent on the secure, but everyone assisting must have this skill and expend it on the attempt.

Contact: Fence - Single Purchase, 30 CP

Usage: Between Games

Gives you a contact that can be used to unload contraband items between games. While you may be able to get a better price by finding someone to sell them to in game, this guarantees you will be able to move them with less attention. Items being fenced must be turned in at checkout.

Knockout - Multiple Purchase, Increasing, 30 CP

Usage: Once Per Purchase

State "Slumber" before striking. Strike must be delivered from behind and both feet planted.

Secret Stash - Single Purchase, 50 CP

Prerequisite - Deep Pockets

A second 6" x 6" x 2" pouch that cannot be searched. A Secret Stash pouch cannot be searched by any means, including by those with Deep Pockets or Secret Stash. A Deep Pockets pouch is still detectable by someone with the skill Deep Pockets.

Character Death and Retirement

Every story reaches its conclusion, even in LARPs. Sometimes that conclusion is an untimely death, sometimes it just means that you've achieved all of your goals and you're ready to bow out to try something new.

Those who draw Final Death during a visit to the Apothecary are gone from the world. As sad as it is, the character is no more. At this point you can start a new character.

Your spending cap for your new character will start at one third of your current spending cap, rounded up to the next level, or 150 points - whichever is greater. You will receive 100 points to spend, and will retain any unspent points you had while playing your previous character. For example, if your character draws Final Death with a 600 CP spending cap, you would be able to spend up to 210 CP (150 CP + an additional 60 CP for standard point cap with 2 events) on your new character (100 CP to start with, plus any unspent points up to 210 CP total)

Dwarven Cultural Notes

And across a land that had been home, the great stone doors of Kavonyuln'Hals shuddered shut for a final time; and so the Dwarves laid themselves in a tomb of their own making, rather than face the uncertain life beyond the mountains' reach.

A Merchant's Recollection of the Dwarffolk

Overview: For the entirety of their known existence, the Dwarves centered themselves in Kavonyuln'Hals (literally, 'Home in the Living Mountains,' or more commonly 'Mountain Halls'). This massive web of mines, workshops, residences and other halls burrowed itself deep in the cradle of an ancient mountain range. When the Dwarves either found or began to carve out this ancestral home was never made clear; they were a deeply private and very, very old people, who did not take kindly to strangers.

However, they were not forever private. On Thislan, Dwarves were known as incredible engineers and artisans, and their merchants periodically ventured out to traverse the outside world. A calendar, it was said, could be set by the arrival of Dwarven caravans, and Thislan's other peoples often looked forward to the times of year when the bearded folk arrived for trade and exchanges of scholarship.

This was until The Collapse. Their mountains were broken and scattered by the collision of worlds; many caverns and tunnels, as it was found on later expeditions, were cut off in strange places or lost entirely. Those merchants who had been traversing the outerlands of Thislan at the time fled towards Kavonyuln'Hals' entries, only to find them leagues away from their original points - if they found them again at all.

Thus, the Dwarven people chose the certainty of death over the uncertainty of a new world, and sealed Kavonyuln'Hals' doors forevermore.

Culture: "Dwarf" derives from *dwarvys*; or, in the Dwarven language, 'experimenters.' Fittingly, what remains of the Dwarves today is not who they were; but rather, what they knew. Reconstructing Dwarven culture is nigh-impossible, as any recovered relics make very little mention of anything beyond the work and experiments they conducted. Though word-of-mouth tales passed down through the ages suggest they certainly had lives fuller than mere work, though exactly what those lives were full of seems to be lost to time.

Castes: Today's understanding of the Dwarven caste system has been compiled primarily from contemporary scholars' notes on the matter. The intense privacy of their people lends some doubt to how authentic these compilations are, and the only circumstantial evidence in recovered artifacts suggests whatever system used was so innate in Dwarven culture they felt no need to record it in etching. It is thought most Dwarves perhaps cycled through the three core castes throughout their life, depending on the needs of the collective, but this is largely speculative and lacks any conclusive support.

Peakside

Agricultural laborers, hunter/gatherers. Cultivators of the mountain land and guardians of the Halls within.

Midtier

Messaging, accounting, scribing. Those who designed the crafts, took the notes, and compiled the learnings.

Depths-Within

Experimentation, craftsmanship. The makers of famous Dwarven crafts and conductors of experiments.

Beyonders

Merchants and travelers. Likely the only Dwarves who understood deception, and responsible for bringing back new understandings from the outside realm.

Deception: There were no lies among Dwarves. Deception was futile; any statement made to a Dwarf not already known to be factual will, without a doubt, be repeatedly and methodically tested.

With this mutual expectation, most Dwarves didn't even have a concept of what it was to lie. No word for 'deception' has been found in the native language.

However, the select merchants' caste *was* well-educated on matters of deception, as their purpose involved regular interaction with the other people of Thislan. Very few recorded encounters of Dwarves recall them lying; however, many bards' tales feature some foolhardy swindler attempting to lie to a Dwarf, only for their falsehood to be unraveled in the ensuing interrogation.

Language: All modern understanding of the Dwarven language comes from a few surviving Thislan records and a number of excavations into near-surface ruins. From what prevailing scholars understand, Dwarves primarily communicated through etched tablets, which were sent throughout the caverns to their intended recipients. These tablets, in their various states of completion, show what is more process of elimination than conventional communication. Written in well-structured lines, these 'letters' between Dwarves read like lab notes, with many abbreviations for locations, components, and even people, all written as equations detailing how each factor affects another. Dwarven gossip could easily be mistaken for algebra.

How this language translated to speech remains one of the many lost secrets of the Old Worlds. Modern attempts at recreation have all been forced to recognize that Dwarven written language simply does not translate to the spoken, and lacks everything from greetings to the cadence which Dwarves were known to use when speaking in their native tongue. With only anecdotal records and no surviving transcripts, it is unlikely it will ever be resurrected in full.

The closest ties to true Dwarven language currently available is through runic magic, as runes themselves are adapted from the Dwarven alphabet.

Goblin Cultural Notes



[REDACTED], phd Cultural Studies, phd Mythic Species Studies, Chief Researcher Goblin Studies

Research Report A36922, Goblankind

There are not many legends or records about Goblankind from before the Collapse. That the species lived on Thislan is known. Aside from that there is precious little information, save what was found in a discovered dwarven journal referencing [REDACTED]

The first reliable reports come from the time immediately following the Collapse. These include various accounts of instances of a lone goblin showing up and warning people that an area was unstable and about to come to ruin in some form, and instances when groups of five to ten goblins would arrive declaring a place safe with uncanny certainty. Those who heeded the advice survived and there are no reports of the goblins having ever been wrong.

Most of our own reports about the goblins have been redacted into a nearly useless state and anyone who may have been able to fill in those blanks are long gone. [REDACTED]. We know that they provided the means to craft the Planar Anchors, but not how. We know that they were the inspiration for Gravrad, but again the reason - the how of it - is lost to us.

[REDACTED] goblins [REDACTED]
[REDACTED] humans working with them before this point [REDACTED]
[REDACTED] rarely ended badly.

The modern goblin claims to be no different than that of the Pre-Accords Goblins. [REDACTED], their capacity for engineering has increased significantly since the introduction of more advanced building materials. We are still no closer to being able to explain their "intuition" than they are. Worse, we have had no luck in discovering why they seem to lose this insight when properly trained in scientific principles. Most of the goblins who work with PAG avoid learning the sciences (except for chemistry, in the words of one of my subjects - they like the "boom".)

From a cultural standpoint, Goblankind seem to almost be born with a flair for deception. On the surface it appears to be a cultural obsession to embellish stories. The tales of the goblin matrons alone call the survival of the species into question. [REDACTED]

[REDACTED] while matters of science, particularly with engineering and physics, almost hold a religious need to be forthright.

Another common trait to the species is their gallows humor. The more dire or stressful the situation becomes, the more the goblins make light of it with off-color jokes or puns as to the fate everyone will face if the situation goes badly. The only thing more unnerving is when the humor abruptly ceases and the goblins go completely still. [REDACTED]

In closing, there are no new insights in this report for anyone who has spent time around the species. It is frustrating to this researcher to find all previous studies into the subject redacted into oblivion, or completely missing from the PAG archives.

The Collective Cultural Notes

Region: Wylds

Positive Traits: Loyalty, Compassion, Determination

Negative Traits: Distrustful, Militant, Controlling

Consider This Culture If You Like: This culture is not available to players.

Overview: Long ago, in Thislan, there was a colony of large ant-like insectoid beings. It was said that these creatures were at the beginning of their evolutionary track, having only gained the loosest sense of sentience. Over time, these beings began to develop tools in their most basic forms. Thanks to their hive mind, they were able to share these innovations quickly across the colony. Then, the Collapse changed things.

For some reason, that many within The Collective are currently researching and hypothesizing, The Collective had a sudden surge in innovation and intelligence after the Collapse. Not only had their intelligence evolved, but so too did their hive mind. Before, members of The Collective had to discuss with each other when sharing knowledge, their hive mind simply helped expedite the process. After the Collapse, however, it seemed that their Hive Mind evolved in turn with them and suddenly all members of The Collective shared a truly psychic link with one another. This period has been referred to as the “Enlightenment of the Overmind”. It was after this enlightenment period that The Collective truly began carving their own path.

Today, The Collective continues their pursuit of knowledge in all forms. Due to their mountainous region, very few scholars have attempted to seek out The Collective, outside of the times one is found wandering Mirhanan. Some researchers claim that such beings couldn’t exist and are merely flights of fancy by philosophers and storytellers alike. Those scholars who have interacted with The Collective claim that in order to earn the right of knowledge requires a variety of means; sometimes this includes sharing knowledge new to The Collective, but often includes more esoteric methods.

Each member of The Collective chooses to study a new facet of information to add to the entirety of The Collective’s knowledge. It’s also said that any language can be found within the knowledge of The Collective, so long as one of the members of The Collective knows it.

Star Map: The Agim

Region: Space, found as individuals globally

Positive Traits: Insightful, Knowledgeable, Adaptable

Negative Traits: Trusting, Naive, Indifferent

Consider This Culture If You Like: This culture is not available to players.

Overview: Polaris, Borealis, and Australis were the first three Agim to set foot upon this planet. They had long watched from above, and on the rare darkest nights been able to slip amongst the humans as a shimmering haze. They longed to touch and speak and feel as these creatures of flesh and blood did, and so used their connection to magic to weave the starlight of their home into gossamer fabrics, imbued with power enough to contain and protect their true forms, and sealed with silver in order to let them walk upon the dirt and breathe the air.

The Agim as a whole are inquisitive, trusting, peaceful. They possess the power of true sight that enables them to act with clear decisiveness in most situations, and occasionally one is born with true powers of premonition. Their species came into being in conjunction with the Collapse, when the chaotic solar winds and electromagnetism caused by such interplanar upheaval began to think, and feel, and the colorful proof of a broken sky shattered into quasi-individual minds. This beautiful species owes its existence to a catastrophe, and this knowledge has firmly implanted within the minds of the Agim as a fundamental truth of the world: existence, destruction; all action or inaction begets change, and for every change there is an equal and opposite reaction.

There are also three general groupings of the Agim when they are in their true forms - the central, the northern, and the southern. Aside from temperament and difference in nosiness, the largest difference in the three groups of Agim is that their powers of True Sight are largely based on their region. Those in the Southern group are more sensitive to the Future, those in the Northern see the past as one sees pictures in a book. Central Agim are able to see through the now and pick their way through the present like a weaver carding wool. That being said, a particularly gifted Agim of any region may be able to hone their skills in the direction they so choose, though it is rather rare.

Names are still a novel thing to the Agim, and may form some right of passage in coming to the ground in their own form in order to find such a personal name. The Agim also do not have a concept of biological gender, and when making their corporeal bodies simply choose the forms they find most pleasing. It isn't unheard of though that an Agim who spends an excessive amount of time on the surface will eventually come to associate with the Human's strange views on gender.