



1 Getting Started

Welcome to Orinheim. Whether you have journeyed from distant reaches of Fantasia or have always called this city home, it is unwise to adventure unprepared. Before creating your Avatar, read the [#lore](#) channel to learn the world's deep history and the [#rules](#) channel to understand how to conduct yourself. Let this guide be your primary reference for the server's systems. If you cannot find an answer here, check the [#faq](#) channel.

2 Avatar Creation

Who are you? Designing your **Avatar** is your chance to express yourself in this new world. Follow this step-by-step guide carefully. You must use the template located in the [#guides](#) channel, as the server relies on its systems to function.

The first step is to choose your **Lineage**. Each Lineage comes with its own history and abilities that affect combat. While the mechanics are fixed, you are free to flavor your Avatar's appearance and style as you see fit.

2.1 Lineage List

	LINEAGE	PASSIVES
	1 HUMAN MORTAL The short-lived Lineage that burns bright and dies even faster. Humans are one of the newer races within the world, yet they have staked their claims and accomplished many great feats despite their limitations. Some claim that humans are future candidates for divinity due to their sheer ambition alone.	Empty Vessel: Your unexceptional nature leads you to compensate in other ways. Choose a second Inherit Patronage. Might of a Mortal: Do not falter. Upon hitting 0 Stamina, you rebound to 1 Stamina in a desperate last stand. You cannot be reduced to 0 Stamina again until your next turn.
	2 FEROX BEAST With the arrival of Magic into the Realm, so too came the gift (or curse) of sentience for certain Beasts. These humanoid animals retain some of their wilder characteristics, but have inherited the same free will as any other Lineage. They have integrated into society after centuries of marginalization, lending to their skittish nature.	Wild Heart: Nature is your friend. Once per battle, you can cast Find Familiar for no Mana or attack cost. Rapid Pursuit: Someone's coming out of that fight dead, and it damn well won't be you. You always act first in the Turn Order.
	3 AUTOMATON MACHINE Constructs of all types, given sentience whether by Magic, mysterious technology, or the Gods themselves, are known throughout the Realm as Automatons. Originally used only for war, times of peace have led these machinations to find a new purpose in an ever-changing world.	Steel Body: Your metal skeleton absorbs incoming attacks. You gain 1 Damage Reduction for every 2 levels achieved. Technological Advances: You and technology are one. You can carry an extra Relic.



4 MUTANT

MUTANT

Usually the result of magical or scientific experiments, Mutants are a human-adjacent lineage that have only recently inhabited the world. Due to their superior genetics, they boast a rare battle prowess that has made them feared throughout the Realm.



5 PHANTOM

UNDEAD

Walking the line between life and death, these supernatural entities are the result of a magical interference between the plane of the living and dead. Whether it be through curses, divine intervention, or sheer chance, these beings have found themselves in spiritual limbo. Some can suppress their ghostly form, while others are doomed to be walking nightmares.



6 CHOSEN

FIEND

The Chosen descend from the among the very first humans to be gifted magic by the gods - the upper echelon. They can take many forms, but typically are reminiscent of angels, and sometimes even demons. Their divine powers lead many to pursue justice, though there are those that channel a more corrupt oath.



7 FAIRY

ANCIENT

Fairies are one of the original progenitors of magic created by the Titans at the beginning of all things, tasked with keeping watch over the skies and fending off abyssal forces through trickery. Though most have devolved into insects as technology began to overshadow the planet's magic, some retain their primordial form and integrate with mortal society.



8 TERRA

PRIMAL

Before the Titans staked claim over Gaia, her children roamed the land in peace - half spirit, half soil. These beings come in many forms, some sprout leaves, others flicker with fire or drip with streams, others are sturdy like stone. Even so, all share an innate connection to the planet itself.

Strength of a Hundred: Your enhanced perception lends itself to heightened combat ability. You can get a critical result one value lower on your Avatar Die.

Combat Reputation: Your skills are well known. Start with a +3 bonus to Form. You also have access to the Black Market.

Ghastly Visage: Your presence is haunting. Monsters ignore required conditions to flee.

Ethereal: Your spectral form is difficult to harm. You have Extreme Resistance to normal attacks.

Blessed Blood: The blood of the Gods courses through you. Whenever you cast a Spell, restore Stamina equal to half the Mana you spent (rounded up).

Divine Will: You embody the creation of magic. Start with a +3 bonus to Will.

High Skies: Take to the skies. You are always casting Flight, ignoring enemy attacks that target all creatures.

Ancient Entity: You have the wisdom of the ancients. Start with a +3 bonus to Mind.

Elemental: You are attuned to the primordial elements. Choose an Element (except Holy & Dark). You gain Immunity to that Element and can always infuse it into your attacks.

Rooted Resilience: Your flesh is born of the World Tree. Start with a +3 bonus to Body.

2.2 Dual Lineage

You may choose to be of a **Dual Lineage**. When picking two Lineages, you must designate a First and a Second Lineage. You will receive the first (upper) Passive from your First Lineage and the second (lower) Passive from your Second Lineage. You cannot have two upper or two lower Passives. Designate your Lineages correctly on your Avatar Sheet, as this informs the Passives your sheet generates.

A Human (First) / Automaton (Second) would have Empty Vessel and Technological Advances.

2.3 Attributes

What are your specialties? At Avatar creation, you have **5** points total to invest in **Attributes**. Choose wisely, as these choices cannot be changed later.

2.4 Attribute List

ATTRIBUTE	DESCRIPTION
1 WILL 	Influences your magic reserves and the ability to rally others. +10 Mana for each point invested.
2 BODY 	Influences your physical fitness and your body's resilience. +10 Stamina for each point invested.
3 MIND 	Influences your intelligence and effectiveness with magic. Determines your Spell Bonus (Reputation Level x Mind).
4 FORM 	Influences your dexterity and effectiveness with basic attacks. +1 to normal attacks and normal defenses for each point invested.
5 LUCK 	Influences your favor with the gods and chance to find rare loot. Determines how many extra Avatar Die you roll on a critical result.

2.5 Patronage

Every inhabitant of Fantasia descends from an ancient God. At Avatar creation, you have 5 points to invest in these Patronages. Investing points earns you special abilities and makes you more effective with that Patron's Spells. The number next to a Patron Ability indicates how many points you need to invest to earn it.

You must choose one **Inherit Patron**. Casting Spells from Patrons that are not your Inherit Patron costs double Mana.

2.6 Patronage List



1

THE HUNT

To see your enemies fall like autumn leaves is your sole focus. Engage vivaciously in an endless pursuit of the abominations that dare to harm you and your friends. Focus that strength, and channel it into a single deadly strike.

Roleplay: Vengeance, Destruction, Justice

COMPLEXITY: ★

1	Discipline: Your senses are sharpened. You can get a critical result one value lower on your Avatar Die.
5	Bloodhunt: The hunt is on. At the start of battle, choose an enemy creature. That creature becomes your Prey . Attacks against your Prey gain 1 Favor, and their attacks against you gain 1 Dread.
10	Predator's Adrenaline: The thrill of the kill invigorates you. Whenever a creature that is your Prey is defeated, you can temporarily get a critical result one value lower on your Avatar Die. Additionally, you can choose an additional creature at the start of combat to be your Prey.
15	Dread Ambusher: They'll never see it coming. On your first attack against your Prey, pay no attack cost and receive a critical bonus. Additionally, you can choose an additional creature at the start of combat to be your Prey.
20	Geralt's Revenge: You'll stop at nothing to have their head. You always add a critical bonus to attacks against creatures that are your Prey.



2

THE TOME

The understanding of the arcane is your obsession and you take it to the extreme. Your spells are destructive and your versatility is unmatched in a battle of magic. Through proper study, you can bring great change - or great destruction.

Roleplay: Knowledge, Magic, Wisdom

COMPLEXITY: ★

1	Expanded Knowledge: You've widened your scope of study. You can Focus on two different Spells at once.
5	One For All: Your research is no longer bound by loyalty. Casting Spells from outside of your Inherit Patronage does not incur a Mana penalty.
10	Arcane Overload: Your magic is overflowing. You can choose to overcast a Spell, paying twice the Mana cost. If so, double the bonus multiplier.
15	Perfect Understanding: You've seen the truth of the gift. Double your Mana.
20	All For One: You have mastered the arcane. Your Codex contains every Spell.



3 THE SOURCE

Sevela smiles upon those who ground themselves to the planet and channel its healing energy. Restore life lost, and give those you touch the strength to keep fighting. As long as you live, you are your allies' source of spirit.

Roleplay: Restoration, Selflessness, Nature

COMPLEXITY: ★

1	Guiding Light: Your grace lights the way. Whenever you attempt a Trial, gain 1 Favor.
5	Radiant Pool: You are a fountain of life. Whenever you cast a healing spell, you can target an additional creature (except yourself).
10	Gaia's Grace: The planet aligns itself with your purpose. You restore 10 Stamina and Mana at the start of your turn.
15	Ancient Blessing: You share an unexplainable connection with the ancients. Whenever you or your allies gain Favor, gain 1 more.
20	Divine Favors: The divinities are willing to meddle on your behalf. Whenever you or an ally would drop below 1 Stamina, you can temporarily decrease your Favor Die by one step to keep them at 1. Additionally, whenever you cast a healing spell, you can target an additional creature (except yourself).



4 THE DREG

You are a dreg of society and the 1000 Faced Fool finds that quite amusing. Whether you are an assassin, thief, or some other scoundrel, you find solace in using trickery to your advantage.

Roleplay: Deception, Stealth, Connections

COMPLEXITY: ★★

1	Misdirection: Others serve as a distraction. When you have an ally in the battle, your Dread Die increases by one step.
5	Charlatan: You blend into the shadows. Whenever you become Hidden, you become Cloaked instead. While Cloaked, Monsters will ignore you whenever possible, and you don't reveal yourself by attacking. Additionally, enemies gain 1 more Dread when attacking you while Cloaked.
10	Dirty Tactics: You don't believe in a fair fight. You can choose to drop your Cloaked status when you make an attack against a target to perform a cheap shot. If so, gain 1 more Favor for every 5 points invested in The Dreg and ignore Damage Reduction, Resistance, and Immunity.
15	Puppet Master: You pull the strings from the shadows. Whenever you are Cloaked, any Familiars or Monsters fighting on your side also receive the benefits of being Cloaked. Additionally, enemies gain 1 more Dread when attacking you while Cloaked.
20	1000 Faces: Your true appearance is a mystery. You benefit from all Lineage Abilities.



5

THE FORGE

Steel your heart and flesh against those who clamor to see you fall. You are a shield against darkness or light, and when the ground quakes, you do not quake with it. Shake off even the most devastating attacks and guard your allies with pure might alone.

Roleplay: Protection, Constitution, Intimidation

COMPLEXITY: ★

1	Protector: You are bolstered by your comrades. When you have an ally in the battle, your Favor Die increases by one step.
5	Stoneflesh: Your skin hardens like stone. You gain 1 Damage Reduction for every 2 points you've invested in The Forge.
10	Steelflesh: You are immovable. You ignore all Conditions except Cursed.
15	Ward: You will not let them fall. Your allies gain 1 Damage Reduction for every 2 points you've invested in The Forge.
20	Undying: You are unbreakable. You become immune to damage from normal attacks.



6

THE BLADE

The steel you wield is entangled with your own spirit. Whether it's swinging a blade, nocking an arrow, or firing a gun, you handle your favored weapons with expert precision. Ready your arms, and unleash a devastating flurry upon those who challenge your ideals.

Roleplay: Travel, Honor, Weaponry

COMPLEXITY: ★

1	Armed: You always have your favored weapon. You can carry an extra Relic.
5	Unending Strength: Your blade strikes true. Whenever you make a normal attack, add 1 AP for every 2 points invested in The Blade. Additionally, your normal attacks can target an additional creature.
10	Giant Slayer: There is no might that can withstand your blade. Your normal attacks ignore Difficulty. Additionally, your normal attacks can target an additional creature.
15	Call to Arms: Your blade rallies others. Your Familiars benefit from Unending Strength. Additionally, your normal attacks can target an additional creature.
20	Death's Promise: Keep cutting until they all fall. Your normal attacks can target all enemy creatures.



7

THE CURSE

Whether you like it or not, the Seer has its eye on you. Understanding the foul arts that make even the strongest of men shiver is a mundane part of your life. Just remember, delve too deep and you will never return to see the light of day.

Roleplay: Darkness, Sacrifice, Madness

COMPLEXITY: ★★

1	The Price: You've embraced the whispers. When casting a Spell, you can pay its cost using Stamina instead of, or in addition to, Mana.
5	Masochism: The pain empowers you. Whenever you cast a Spell fully through The Price, you can choose to temporarily reduce your maximum Stamina by its cost. If so, add the cost to the AP.
10	Agony: You flourish in suffering. Whenever you inflict a Condition, you can inflict the same Condition on another creature in the battle.

15	Blood Engine: You convert pain to vitality. Whenever you cast a Spell fully through The Price and deal damage, recover half that damage in Stamina (rounded up).
20	The Greatest Mistake: [REDACTED]



8 THE WEAVE 	
Though most refer to the Patron Bahamut as a scholar of magic with infinite knowledge, some instead see him as a master alchemist who could use their craft to alter the magic of others by manipulating the atomic weave connecting all magic itself.	
Roleplay: Creation, Alchemy, Manipulation	
COMPLEXITY: ★★ ★	
1	Probability Manipulation: You subtly influence your own fate. Once per turn, when you roll a Die in battle, you can reroll once. You must take the new result.
5	Thread the Needle: You can redesign magic. Once per turn, when you cast a Spell, you can weave its fundamental properties in one of the following ways: • Fate: The Spell gains 1 Favor and removes 1 Dread. • Potency: The Spell's bonus multiplier is increased by 1. • Complexity: The Spell is not affected by Mana penalties. • Range: The Spell can target an additional creature (damage halved, rounded up).
10	Quantum Influence: You bend the universe to your will. Once per turn, when you roll a Die in battle, you may substitute the result of a Die you roll with any result of your choice. This substitution cannot create critical results.
15	Infinite Possibilities: You are no longer limited by reality. When you use Thread the Needle, you can now choose two options. You also gain access to new options: • Tempo: If the Spell is a Utility, cast it for no attack cost. • Polarity: Any bolded words in the Spell's effect become their opposite. • Reality: The Spell ignores Difficulty. • Chemistry: The Spell inflicts a Condition of your choice (except Cursed).
20	Convergent Selves: All realities now work for you in tandem. Whenever you roll your Avatar Die, roll two instead of one. You may sacrifice this extra Avatar Die temporarily to activate the Grand Weave , allowing you to weave your next Spell any number of ways.



9 THE VOICE 	
Some followers of the Patron Sevela use her gifts to speak to the essence of life itself, allowing them to forge deep bonds with the creatures of Fantasia, and use them as their thralls.	
Roleplay: Control, Companionship, Persuasion	
COMPLEXITY: ★ ★	
1	Beast Tamer: You have an affinity for forging bonds. Whenever you cast Find Familiar, you can summon two Familiars instead of one.
5	Always With Me: Your companions are always at your side. Casting Find Familiar does not require Focus, and Familiars no longer suffer Summoning Sickness. Additionally, choose an Element (including Holy or Dark). Your Familiar's attacks always inflict damage of that Element in addition to other types of damage. This decision cannot be changed by normal means.
10	Guardian Angel: Your servants would die for your cause. Whenever you or an ally takes damage, you can redirect it to a Familiar or Monster you control instead as direct damage. Any over-damage must be redirected to another Familiar/Monster or it is applied to the original target.
15	Wild Army: You have amassed a small army. Whenever you cast Find Familiar, you can summon three Familiars instead of one. Additionally, choose an Element (including Holy or Dark). Your Familiar's attacks always inflict damage of that Element in addition to other types of damage. This decision cannot be changed by normal means.
20	Mythic Beasts: You command creatures of immense power. Your Familiar's AP is not

halved.



10

THE BLOOD

Whether by bloodline, supernatural influence, or cosmic forces, you have been gifted raw, destructive magic. Wild and untamed, not even you can predict what consequences your magic will have once released - just as Geralt felt after the loss of his kin.

Roleplay: Danger, Instability, Sorcery

COMPLEXITY: ★★★★★

1

Innate Sorcery: Power is in your blood. Choose three Spells from your Codex and designate them as Innate. Raw roll a d6 **Blood Die** and add the result to the AP of Innate Spells. Choose wisely, as your Innate Spells cannot be changed by normal means. Spells remain Innate even if they leave your Codex.

5

Wild Surge: Your magic is raw and untamed. Whenever you cast an Innate Spell, generate a random effect from the table below based on the value of your Blood Die. Additionally, you gain another Blood Die, and add their results when determining the AP bonus. Whenever you use Wild Surge, each Blood Die causes its own effect.

1	Fizzle: Your magic fizzles out and does nothing, and your turn ends.	4	Protective: Until your next turn, receive Damage Reduction equal to your Blood Die results.
2	Prismatic: All other enemy creatures take direct damage equal to your Blood Die results.	5	Magnetic: You may target an additional creature with the attack.
3	Blessed: You gain 1 Favor.	6	Deadly: You gain a critical bonus (once per turn).

10

Connective Tissue: You become even more destructive and unpredictable. Your Blood Die increases to a d12, and your Wild Surges have more effects. Additionally, you gain another Blood Die.

7	Persistent: Inflict a random Condition (except Cursed).	10	Ethereal: You vanish momentarily, becoming immune to normal damage until the start of your next turn.
8	Weaved: The Spell also has the effect of another Spell in your Codex, which you may choose.	11	Terrifying: Force the target to forgo their next attack.
9	Vampiric: Restore your own Stamina equal to your Blood Die results.	12	Quick: You can make an additional attack this turn (once per turn).

15

Raw Talent: Whispers of your instability draw fear. Once per turn, when you roll a 1 on a Blood Die, you can ignore the result and discard that Blood Die temporarily. Additionally, you gain another Blood Die.

20

Divine Blood: Your blood is a vessel for divine chaos. You can designate three additional Innate Spells and receive a Patron Blood (once only). Additionally, you gain another Blood Die.



11

THE FLOW

In your search for balance and harmony with the universe, you tapped into a hidden state created by the Patron Lars herself. With every movement and breath, your oneness with the spirit of battle grows deeper, allowing you to command the rhythms of power and peace.

Roleplay: Monk, Pugilism, Harmony

COMPLEXITY: ★★★

1

Flow State: Enter a flow state in combat. At the start of your turn and whenever you hit with an attack or win with a defense, generate 1 **Flow**. For every point of Flow you hold, add +1 to the result of any Die you roll. You can hold a maximum of 5 Flow.

5

Perfect Balance: You are mastering your own mind. You can hold a maximum of 10 Flow, and you unlock the ability to spend Flow at any point during your turn to utilize **Flow Moves** (see below).

1	Footwork: The next attack made against you gains 1 Dread.
2	Concentration: Your next attack gains 1 Favor.
3	Defusion: Your next attack inflicts Restrained.

10

Martial Master: You strike with an unparalleled grace. You can hold a maximum of 15 Flow and utilize additional Flow Moves.

5	Health: Clear a Condition from yourself (except Cursed).
8	Trust: Give an ally an extra attack on their next turn.
10	Understanding: Your next attack inflicts Silenced.

15

Total Harmony: Your body and spirit sync perfectly. You can hold a maximum of 30 Flow and utilize additional Flow Moves. Additionally, your Familiars share your Flow.

12	Influx: If not attacked or damaged until your next turn, restore half of your maximum Mana (rounded up).
15	Conversion: If your next defense wins, restore Stamina equal to the attack's AP. You can go beyond your maximum Stamina this way.
25	Truth: Multiply the AP of your next attack by however much Flow you have left over, and then discard all of your Flow. (once per battle).

20

True Enlightenment: You've come to know the truth of the universe. All Flow gains are doubled.

12 THE MAW

Many claim that not only could Ganon forge new life, but could also reforge his own body. Your connection to him grants you a natural talent for changing forms, reshaping cells at a molecular level and adapting to the forces of nature in a way that others simply cannot.

Roleplay: Ranger, Adaptation, Animalistic

COMPLEXITY: ★★ ★

1

Survival Instincts: You can adapt on the fly. At the start of a battle, raw roll a d4 **Maw Die**. You gain a number of points equal to the result which you can temporarily invest into any Attributes of your choice.

Totem Spirits: Your form has become fluid and adaptive. You can choose from six additional Shapes when casting Shapeshift, and your Familiars share your Shapeshift abilities.

Haunter 	You take the form of a ghostly undead, like a spirit or wraith. While channeling this Shape, your attacks drain Mana from the target equal to AP halved (rounded up).
Stalker 	You take the form of a vampiric creature, stalking its prey from the shadows. While channeling this Shape, your attacks restore Stamina on a hit equal to the AP halved (rounded up).
Howler 	You take the form of a were-creature that howls to the moon, like a werewolf or werebear. While channeling this Shape, your attacks restore Mana on a hit equal to the AP halved (rounded up).
Blighter 	You take the form of a necrotic undead, like a zombie or ghoul. While channeling this Shape, all enemy creatures lose 5 Stamina and Mana at the start of their turn.
Grinder 	You take the form of a living machine, like a robot or droid. While channeling this Shape, Monster Difficulty is halved against your attacks (rounded up).
Destroyer 	You take the form of a titanous creature that can wreak havoc across wide areas, like a whale or giant. While channeling this Shape, your attacks deal direct damage to all other enemy creatures at ¼ AP (rounded up).

5

Natural Evolution: Your cells mutate to give you the edge you need. Your Maw die increases to a d6. Additionally, whenever you roll the Maw Die, you can utilize a number of Adaptation abilities for the duration of combat, so long as your result is equal to or above their corresponding value.

10

1	Scales: Become Resistant to an Element of your choice.	4	Tail: Once per battle, make an additional attack on your turn.
2	Shell: Once per battle, evade an incoming attack.	5	Exoskeleton: Gain 5 Damage Reduction.
3	Wings: Ignore AOE attacks.	6	Stinger: Once per battle, give your next attack a critical bonus.



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Ranger's Wisdom: Your body is becoming destabilized. Your Maw Die increases to a d12. See below for the list of Adaptations.

7	Plasticity: Add your Maw Die result to the AP of your defenses.	10	Brood: Once per battle, summon a Monster equal to or below your Reputation that fights on your side.
8	Regeneration: Once per battle, after dropping to 0 Stamina, come back to 1.	11	Element: Become Immune to an Element of your choice.
9	Claws: Add your Maw Die result to the AP of your attacks.	12	Reproduction: Once per combat, after dropping to 0 Stamina, spawn a copy of yourself with ½ your base stats (Attributes and Patronages).

Apex Predator: You have become the monster. You can utilize the stealable Skills of any Monster in the battle.



13

THE CHORD

The first primal scream of creation had threatened to thrust the world into chaos. Only when it was contained within the vessel of the 1000 Faced Fool did that scream turn into a harmonious song. Through merriment and your vast range of talents, create a grand concert of mayhem which only few will be able to keep pace with.

Roleplay: Diversity, Music, Versatility

COMPLEXITY: ★★★★★

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Concerto: You know your way around an instrument. Gain a **Chord Die** which starts at a d4. Raw roll your Chord Die before battle begins to determine the complexity of your song. During the battle, your party adds the result of the Chord Die to the AP of all attacks and defenses.

Aficionado: You're a jack of all trades. Your Chord Die increases by one step for every two unique Patrons you have invested in outside of the Chord, up to a d20.

Additionally, take the rank 5 Passive from a different Patron of your choice. Once you make this decision, it cannot be changed by normal means. Having the same Patron Passive twice does not compound its effects.

Portamento: The divines hear your tune and change fate. At any point during the battle, you can reduce your Chord Die by 1 to give an ally 1 Favor or an enemy 1 Dread on their next attack or defense.

Additionally, take the rank 10 Passive from a different Patron of your choice (must be different than 5). Once you make this decision, it cannot be changed by normal means.

Crescendo: You've perfected your performance. You can reroll your Chord Die once and take the higher result.

Additionally, take the rank 15 Passive from a different Patron of your choice (must be different than 5 and 10). Once you make this decision, it cannot be changed by normal means.

Virtuoso: Your song transcends time and space. Gain an additional Chord Die.

Additionally, take the rank 20 Passive from a different Patron of your choice (must be different than 5, 10, and 15). Once you make this decision, it cannot be changed by normal means.

2.7 Final Notes on Avatar Creation

After choosing a Lineage and investing your points in Attributes and Patronage, your Avatar's mechanics are complete. Remember, you can flavor your character's look, attacks, and Spells however you deem fit (within reason). We're also giving

you a potion and a magic mirror to start you on your journey. Be sure to check the Items List for what else could aid you on your adventure!

3 Combat

The world of Fantasia is a beautiful but dangerous place. Combat functions on a dice + modifier system. Your Avatar Die is determined by your Reputation: a d6 as a **Novice**, a d8 as an **Adept**, a d10 as an **Expert**, a d12 as a **Master**, and a d20 as a **Legend**. You roll this die at the start of your turn for your **Turn Roll**.

An avatar can take the following actions on their turn:

- ▶ Make an attack (includes casting Spell) or make defenses (if attacked).
- ▶ Use an item.
- ▶ Flee from the battle.

When an Avatar makes an attack, casts a Spell, or makes a defense, they use their Turn Roll value and add any relevant modifiers to determine its effectiveness. The total result is your AP, or Attack Points, for that action. The maximum AP for any attack is 999.

At the start of combat, all players roll their Avatar Die and add their Form modifier to determine Turn Order (higher roll goes first). Monsters' Turn Order is equal to their Difficulty.

3.1 Attacks & Defenses

An Avatar can make 1 attack and a number of defenses based on their Reputation. Mythic Avatars can make 2 attacks.

REPUTATION	ATTACKS	DEFENSES
NOVICE	1	1
ADEPT	1	2
EXPERT	1	3
MASTER	1	4
LEGEND	1	5
MYTHIC	2	5

Normal attacks use your Form modifier. Spell attacks use the modifier for the Patron you are casting from. Defenses are responses to attacks. A single defense responds to a single attack. If you are faced with more attacks than you have defenses, those attacks automatically hit.

When a creature makes an attack and another creature makes a defense, the AP of both is compared.

- ▶ If the attack wins, the defender takes damage equal to the AP of the attack.
- ▶ If the defense wins, no damage is done.
- ▶ In a tie, the defense wins.

Attacks and defenses can be flavored however one wishes (within reason). Express yourself!

Volt goes first in the Turn Order. He rolls his Avatar Die (d8) and gets a 7. This is the Turn Roll for any attacks or defenses he makes this turn. He has nothing to defend against, so he'll just attack. He swings his fist at a Wolf as an attack. Since this is a normal attack, he adds the relevant modifier (Form, 1). He rolls a 7, adds 1, and so his total AP is 8. The Wolf's Difficulty is 5, so the attack hits. It's the Wolf's turn now. The Wolf leaps back at Volt with bared fangs and attacks him for 5 AP. It's Volt's turn again, and this time he rolls 1 for his Turn Roll. Volt decides just to jump out of the way, so he adds his Form for the defense, for a total of 3 AP. Volt fails to avoid the attack, taking 5 damage from a tiny Wolf. Now, he can make an attack, but he decides to flee instead.

3.2 Favor and Dread

Some effects grant a Favor Die (a die based on your Reputation) that you add to your total AP. Others impose a Dread Die (a die based on your Reputation) that you subtract from your total AP. Abilities can alter the type or amount of dice used.

Sometimes you can gain more than 1 Favor or Dread. In that case, you roll a number of Die equal to the amount of Favor or Dread you have.

Whenever a Die is increased a step beyond 20, add a new Die that starts at a d6.

Resistances and Weaknesses add additional dice, following the same rules as Favor and Dread.

3.3 Criticals

When you roll the highest number on your Avatar Die, you score a critical result. On a critical result roll a number of Critical Die (which are the same type as your Avatar Die) equal to your Luck and add their results to your Turn Roll. When an attack or defense gains a **critical bonus**, you only add the extra dice to that attack or defense. An attack or defense can receive any amount of critical bonuses.

Yoshiro rolls a 12 on his d12 Avatar Die, scoring a critical result. His Luck is 2, so he rolls 2 d12s (getting a 2 and an 8) and adds them to his Turn Roll. He adds his Form modifier of 3 for a normal attack. His total AP is 12 + 2 + 8 + 3 = 25.

3.4 Items

Items can be consumed on your turn for powerful effects. Items are tracked on your Avatar sheet and deleted once consumed, unless otherwise stated. You can purchase and sell goods, including items and Relics in the **Shop**, located in the [#shop](#) channel. You can buy items and add them to your inventory even in the middle of a Quest, so take advantage of this feature to adapt on the fly. See the Appendix for the full list of items.

Additionally, you can **synthesize** items in [#orders](#) by paying the Shop a fee based on the rarity of the item crafted. For more information, see the Synthesize Spell and Recipe List.

RARITY	FEE
★	50
★★	100
★★★	250
★★★★	500
★★★★★	1000
★★★★★★	1500

3.5 Synergy

Friendship is the foundation of any adventuring party worth their salt. Each time you complete a Quest with another Avatar, you gain 1 Synergy point with them. These points can be harnessed to perform powerful Synergy Attacks. Failed Quests do not reward Synergy.

A Synergy Attack is a type of attack an Avatar can initiate with another Avatar **once per battle**. When performing one, describe how you combine your skills, then **raw** roll a number of Synergy Die (which are the same type as your Avatar Die) equal to your Synergy with that Avatar and add the result to the total AP of the attack.

Path is Adept and has 5 Synergy with Rixu. He initiates a Synergy Attack, and adds 5 d8 to the total AP of his attack.

You can perform a Synergy Attack as a normal attack or a Spell attack. The maximum Synergy you can have with another Avatar is 20. Synergy points are not spent when used.

3.6 Summoning Sickness

When a new actor (Familiar, Summon, Monster) is added to a battle, they gain **Summoning Sickness** and cannot take an action in their first round of combat. Signal Flares ignore Summoning Sickness.

3.6 Hordes

Whenever there are five or more of the same Monster in a battle, the GM can designate them as a **Horde** on their turn. A Horde has combined Stamina and Mana, gains the Boss ability based on the Reputation of the Monsters that formed it, and acts as a single entity. A Horde receives Summoning Sickness when formed and cannot be split. Effects that count Monsters use the original quantity that formed the Horde.

Seventeen Gorenets are combined into a Horde with 170 Stamina. The Horde of Gorenets cast Sting, so the number of Gorenets used for the effect is 17. The Horde is defeated when its combined Stamina is reduced to 0.

4 Spells

The world of Fantasia is filled with magic. Spells cost Mana to cast, but can be immensely powerful. Your Codex Spells are the Spells you know, and you can choose any from the Spell List (see the Appendix). The number of Spells you can have in your Codex is based on Reputation: 3 (Novice), 5 (Adept), 7 (Expert), 10 (Master), 15 (Legend). You can only change your Codex Spells by using a Codex Tuner or increasing your Reputation. Spells not in your Codex cost double Mana to cast.

When casting Spells, add your points invested in the Patron you are casting from as the modifier. Spells can only be cast from the Patrons listed in their entry. Spells cast outside of your Inherit Patronage cost double Mana to cast. When casting a Spell not in your Codex that is *a/so* outside of your Inherit Patronage, triple the Mana cost. Only Avatars with the Mythic Reputation can cast Mythic Spells, unless otherwise stated.

Additionally, Spells get a Spell Bonus which is based on the Reputation of the Spell and the caster’s Mind.

SPELL LEVEL	MANA COST	SPELL BONUS
NOVICE	10	1 x MIND
ADEPT	20	2 x MIND
EXPERT	30	3 x MIND
MASTER	40	4 x MIND
LEGEND	50	5 x MIND
MYTHIC	75	6 x MIND

Railah rolls a 5 on her Avatar Die and then casts an Expert level Spell from the Blood Patron. She's invested 10 points in Blood, and she has 6 Mind. Her total AP for the Spell is $5 + 10 + (3 \times 6) = 33$ AP.

Certain Spells have tags that change their properties.

- **Utility:** Does not deal damage and always hits. Cannot be cast as defenses.
- **Defense:** Can only be cast as defenses.
- **Healing:** Restores Stamina equal to the Spell's AP and always hits allies.
- **Focus:** Requires concentration. Casting another Focus Spell, receiving a Condition (including one you already have), or dropping to 0 Stamina breaks concentration.
- **Exploration:** Can be cast outside of a battle.

When a Spell or ability uses the term *ally*, it refers to any friendly creature in the battle, while the term *party member* refers only to other Avatars. Targeted Spells cannot target the caster unless explicitly stated. Whenever a Spell or effect calls for a *raw* roll, that die is rolled and resolved exactly as shown. No rerolls, modifiers, or other game effects can alter its result.

If a creature is immune to an Element, attacks with that Element can still hit, but any damage is brought down to 0. If an attack consists of multiple Elements and the creature is not immune to all of them, they still take the portion of the damage they are not immune to.

The Chimera hits Julius with Ω Ray, dealing 75 Fire, Bio and Thunder damage. Julius is immune to Fire, so he takes 50 ($\frac{1}{3}$ of 75) damage instead (before Damage Reduction).

4.1 Conditions

Conditions last **temporarily** (whenever an effect says temporarily, it means the effect lasts for the duration of a battle or instance) or until removed by an effect. Receiving a Condition breaks Focus. For Monsters, Conditions are removed when the Monster rolls the same Target Roll twice consecutively. Unlike other conditions, Forsaken is permanent.

CONDITION	EFFECT
AFFLICTED	Take 5 direct Mana damage at the end of your turn.
SUFFERING	Take 5 direct Stamina damage at the end of your turn.
VULNERABLE	Become Extremely Weak to normal attacks.
VEXED	Become Extremely Weak to Spells.
RESTRAINED	Become unable to make normal attacks or defenses.
SILENCED	Become unable to cast Spells.
CURSED	Become unable to do anything.
FORSAKEN	Become unable to use Mana. Cannot be removed by normal means.

5 Avatar Progression

Experience is the determining factor in most battles. Avatars gain XP by completing quests. Whenever you level up (every 100 XP), you gain 1 Attribute point and 1 Patronage point (a progression point), which must be invested immediately. At Level 20, you earn an extra progression point.

The standard level cap is 20. Your Reputation increases at Levels 5 (Adept), 10 (Expert), 15 (Master), and 20 (Legend). Whenever you increase your Reputation, your Avatar, Favor, Dread, Resistance, and Weakness dice increase to the next step (except when ascending to Mythic).

To surpass Level 20, you must use a Limit Break in combat. Each Limit Break allows you to gain one level past 20 until level 25, after which you become Mythic, gaining an extra attack and the ability to cast Mythic Spells.

You also receive a Level Reward when leveling up for the first twenty levels (see Appendix).

You can have a maximum of two active Avatars at any time. They do not share inventories or XP.

5.1 Retirement

When you retire an Avatar, you will receive 100 Crown for each of their achieved levels to distribute to your other Avatars. Additionally, you will receive one Patron Blood for every 10 full levels achieved (e.g., a Level 17 Avatar grants 1, a Level 20 Avatar grants 2).

6 Relics

There are many powerful artifacts throughout the world of Fantasia, blessed by the Patrons themselves. Relics are powerful artifacts that provide bonuses. You can only carry one Relic at a time, unless otherwise stated. You cannot switch Relics during a Quest.

6.1 Summoning Relics

Summoning Relics are absurdly rare Relics that allow you to call forth an ancient creature to manifest and aid you in combat, called a Summon. When carrying one and rolling the number in its Pledge on your Avatar Die, you can summon it on that turn. If you roll a two-digit number, ignore the first digit when matching your pledge (e.g., a pledge of 7 is triggered by a roll of 7, 17, 27, etc.). The party can only summon once per battle.

6.2 Trading

To trade, both participants must post in **#orders** stating what is being traded. A trading tax is imposed, scaling to the most expensive item in the trade. Both participants must pay this tax. You cannot trade Crown. You can trade between your own Avatars.

RARITY	TAX
★	25
★★	50
★★★	100
★★★★	250
★★★★★	500
★★★★★★	1000

7 Quests

You've come here for adventure, right? Quests are the main way to earn XP and progress your Avatar in Fables of Fantasia. They are PVE-focused prompts where one or more players go on a short adventure. The Bestiary has information about the Monsters you will face on a Quest. Quests vary in difficulty, which determines the Monsters and the difficulty of Trials.

Completing a quest gives XP based on difficulty (25 for Novice, 50 for Adept, 75 for Expert, 100 for Master, 150 for Legend). You can only claim Quest XP once a day. Quests also reward loot in the form of Crown and items. You also earn 25 extra XP when questing with any number of other players. **Teamwork is key!**

Mythic Quests are special, staff-GM'd adventures that advance the Main Story. They reward 300 XP (without any bonuses) and unique rewards.

7.1 How to GM Quests & Monsters

To start a Quest, choose a Quest Prompt from the Quest Boards and create a thread in the [#quest-grounds](#) channel. Every Quest has three **Trials** and one **Battle**. The Trials are detailed in the Quest Prompt and must be completed in-RP, never more than one per post. To take on a Trial, roll your Avatar Die and add the listed Attribute, then compare your result to the DC. Then, roleplay your Avatar either succeeding or failing. Trials must be completed in order. Any player can attempt a Trial, but it can only be attempted once. Trials should be split between players when possible. Failing a Trial leads to a more difficult Battle.

Once all Trials are passed or failed, the Battle begins. Flip a coin for the enemy type. For every Trial failed, add one more of the Monster listed (or two more if they have the Minion Ability). For Quests with Bosses, never add an additional Boss; add the other Monster instead. Add an additional Monster for every player over the party limit of three.

Any player in a Quest can GM it.

7.2 Monsters

Since the corruption of the gift, Monsters have terrorized the lands. Monsters do not have defenses. Any attack with an AP equal to or higher than the Monster's Difficulty will hit. Monsters have Monster Skills (which can be stolen if the name is marked green). Red Skills are Normal, Blue are Spell, Purple are Utility, Green are Ability.

Monsters have Resistances and Weaknesses, which function like Dread and Favor Dice, respectively. Extreme Weakness/Resistance means you roll two dice. Attackers use their own Weakness Die, while the one being attacked uses their own Resistance Die. One instance of Weakness cancels out one instance of Resistance. Just like Avatars, Monsters Favor, Dread, Weakness, and Resistance dice start at a d6 and increase in step as their Reputation increases.

Summoned Monsters will typically fight on the side of whoever summoned them unless otherwise stated. A Monster is considered outnumbered when it has more enemy creatures than allied creatures in the battle.

7.3 Running the Battle

Time for battle. Battles come after the three Trials. Players roll Avatar Die + Form for Turn Order. Monster Turn Order is their Difficulty. Monsters scale with the highest-level player in the quest, up to their maximum level and never below their minimum. For each Monster, the GM rolls a d6 for its Turn Roll to determine which Skill it uses. Monsters clear a Condition when they roll the same Skill twice in a row.

If all Monsters drop to 0 Stamina, the players win. If all players drop to 0 Stamina, the quest fails and the party flees or is rescued. A failed quest nets 10 XP and no loot.

7.4 Honor System

Once a Quest is completed or failed, each player posts a wrap-up and awards their own XP. Announce your XP reward at the end of the thread. If completed, send a link to your thread in [#loot](#) and use the /loot command to generate loot.

Failed Quests net 10 XP. Completed quests net 25 / 50 / 75 / 100 XP based on Reputation. High-effort RP scenes between two players net 25 XP. Quests always net +25 XP when attempted in a party.

Staff perform random audits to ensure XP is correctly awarded.

7.5 Avatar Quests

Tell your story. Upon reaching levels 1, 5, 10, 15, 20, and 25, you earn an Avatar Quest. You create the prompt, trials, and battles! Upon completion, you gain double the base XP reward. You cannot submit an Avatar Quest with a Reputation higher than your own. To create an Avatar Quest, use the provided template and adhere to the rules for DCs and battles. Submit them in the [#quest-submissions](#) channel for approval. An Avatar Quest can only be attempted once. When completing an Avatar Quest, you can take a point in any Guild.

``Quest Name [Reputation] | Region

Insert the narrative description of your Quest here. The background of the Quest should be related to your Avatar’s personal journey.

Trial 1 - Describe the first test here. (DC X Attribute) (Patron Favor)

Trial 2 - Describe the second test here. (DC X Different Attribute) (Different Patron Favor)

Trial 3 - Describe the third test here. (DC X Different Attribute) (Different Patron Favor)

Battle- 3 Monsters [or 5 Minion Monsters] (Heads) or 1 Boss Monster (Tails).``

Legend and Mythic Quests don’t follow the standard rules of Quest creation, so get ready to break the limits!

When creating a Legend Quest, you have a lot more freedom in creating the Battle. Legend Quests only have a single Battle option, but this Battle can have a variety of Monsters or even multiple Bosses for an extra challenge. The criteria that these legendary showdowns must meet are outlined below:

- The total Difficulty Points must be a **minimum of 24**. The Difficulty Point of a Monster is equal to their Reputation (1 for Novice), which is doubled for Bosses, and halved for Minions. For example, your Battle could have three Master Bosses, or three Expert Bosses and two Expert Monsters. Legend Bosses are an exception, as they count for 24 points alone.
- The Quest must include a Legendary Modifier that increases combat difficulty as Trials are failed. This can be as simple as spawning extra Monsters or increasing the AP of Monsters, or as complex as giving Monsters new abilities.

Mythic Quests are in-depth adventures that are narrated by the staff. Submit a prompt, and let the staff know of any details or narrative threads you wish to see play out in this extensive finale for your Avatar. These Quests do not award double XP, but like other Mythic Quests, give rare rewards.

7.6 Achievements

There's so much to do in the world of Fantasia, and plenty of rewards await those who are up to the task of doing it all. Complete entries on the Achievement List (found in the Appendix) to earn 250 Crown each. For every 20 you complete, you also earn a Patron Blood. Completing them all earns a special server role. Achievements are shared between all of your Avatars and can only be claimed once.

8 Guilds

Find your place among the most famous guilds in Fantasia. Whenever you pass a Quest associated with one of the five Guilds, you earn one point of influence in that Guild. At 5 points, you can pledge to them to benefit from all levels of their abilities. You cannot benefit from other Guilds' abilities after pledging. You can resign from a Guild at any time, but you will lose all accrued influence. You can still benefit from the level 1 ability of all Guilds if you stay unaffiliated.

When performing a Synergy Attack with a member pledged to the same Guild, add your Guild influence to the AP (up to 20).

8.1 Guild List



1 DAWNBREAKERS

The Dawnbreakers are a sea and sky-faring coalition of pirates who sometimes steal from the elite and give to themselves, choosing to see life as a one great, big adventure.

Roleplay: Pirate, Explorer, Rebel

1 / 5 / 10 /
15 / 20

Dungeon Delver: You receive a + 1 / 3 / 5 / 7 / 10 bonus to Trials. At 20, you find your Fated Treasure (once only).

Lucky Seas: You receive + 1 / 2 / 3 / 4 / 5 Luck.



2 PATHFINDERS

The Pathfinders are the world's most prominent warrior faction, enforcing the law with an iron fist and purging monsters wherever they find them.

Roleplay: Paladin, Witchhunter, Mercenary

1 / 5 / 10 /
15 / 20

Monster Hunter: You can roll 1 / 2 / 3 / 4 / 5 additional Weakness Die.

Battle Hardened: You receive + 1 / 2 / 3 / 4 / 5 Body.



3 STARSEEKERS

The Starseekers are a conglomerate of powerful minds, engaging in the endless pursuit of knowledge and supreme understanding of magic.

Roleplay: Academic, Mystic, Elitist

1 / 5 / 10 /
15 / 20

Knowledge Unlimited: You can cast a **Novice** / **Adept** / **Expert** / **Master** / **Legend** Spell for no Mana once per battle.

Akashic Records: You receive + 1 / 2 / 3 / 4 / 5 Mind.



4 GROVEKEEPERS

The Grovekeepers are an order of vitalists that value the sanctity of nature above all else, and deject the destruction of the planet in the name of progress.

Roleplay: Outlander, Druid, Naturalist

1 / 5 / 10 /
15 / 20

Nature's Friend: At 1, 5, 10, and 15, choose an Element to become Extremely Resistant to (excluding Holy and Dark). At 20, choose a previously chosen Element to gain Immunity to instead.

Planet's Blessing: You receive + 1 / 2 / 3 / 4 / 5 Will.



5 SHADOWRUNNERS

The Shadowrunners are the largest criminal organization in the world, skilled operatives that embrace deception and cunning to pursue whatever goals they see fit at any cost.

Roleplay: Thief, Assassin, Smuggler

1 / 5 / 10 /
15 / 20

Crime Syndicate: You find 10% / 20% / 30% / 40% / 50% more Crown. At 5 and beyond, you have access to the Black Market. At 20, you receive a Patron Blood (once only).

Nimble Hands: You receive + 1 / 2 / 3 / 4 / 5 Form.

Appendix

A.1 Item List

ITEM	EFFECT
CROWN	Used to purchase goods from the Shop.

MAGIC MIRROR	Allows you to remake your Avatar (reinvest points, change Lineage or Inherit Patron).
POTION ★	Restore 25 Stamina.
GREATER POTION ★★	Restore 50 Stamina.
SUPREME POTION ★★★	Restore 100 Stamina.
ULTIMATE POTION ★★★★★	Restore 150 Stamina.
ETHER ★	Restore 25 Mana.
GREATER ETHER ★★	Restore 50 Mana.
SUPREME ETHER ★★★	Restore 100 Mana.
ULTIMATE ETHER ★★★★★	Restore 150 Mana.
ELIXIR ★	Restore 10 Stamina and Mana.
GREATER ELIXIR ★★	Restore 25 Stamina and Mana.
SUPREME ELIXIR ★★★	Restore 50 Stamina and Mana.
ULTIMATE ELIXIR ★★★★★	Restore 100 Stamina and Mana.
FEATHER ★	Revive a creature a downed creature at 1 Stamina.
TUFT ★★	Revive a downed creature at 25 Stamina.
PLUME ★★★★★	Revive a downed creature at full Stamina.
ANTIDOTE ★★	Cleanse a Condition.
MEDICINE ★★★	Cleanse all Conditions.
PANACEA ★★★★★	Cleanse all Conditions (<i>can be used while Cursed</i>).
DRAGON SCALE ★★★★★★	Fully restore Stamina and Mana.
DEVIL SCALE ★★★★★★	Drop a creature's Stamina to 0 (excluding Bosses).
COMBUST ★	Add +5 AP to your next Fire Spell.
GREATER COMBUST ★★	Add +10 AP to your next Fire Spell.
SUPREME COMBUST ★★★	Add +25 AP to your next Fire Spell.
ULTIMATE COMBUST ★★★★	Add a critical bonus to your next Fire Spell.
SUBZERO ★	Add +5 AP to your next Ice Spell.
GREATER SUBZERO ★★	Add +10 AP to your next Ice Spell.
SUPREME SUBZERO ★★★	Add +25 AP to your next Ice Spell.
ULTIMATE SUBZERO ★★★★	Add a critical bonus to your next Ice Spell.
GALE ★	Add +5 AP to your next Wind Spell.
GREATER GALE ★★	Add +10 AP to your next Wind Spell.
SUPREME GALE ★★★	Add +25 AP to your next Wind Spell.
ULTIMATE GALE ★★★★★	Add a critical bonus to your next Wind Spell.
HOLLOW ★	Add +5 AP to your next Earth Spell.
GREATER HOLLOW ★★	Add +10 AP to your next Earth Spell.
SUPREME HOLLOW ★★★	Add +25 AP to your next Earth Spell.
ULTIMATE HOLLOW ★★★★★	Add a critical bonus to your next Earth Spell.
BOLT ★	Add +5 AP to your next Thunder Spell.
GREATER BOLT ★★	Add +10 AP to your next Thunder Spell.
SUPREME BOLT ★★★	Add +25 AP to your next Thunder Spell.
ULTIMATE BOLT ★★★★★	Add a critical bonus to your next Thunder Spell.
DOWNPOUR ★	Add +5 AP to your next Water Spell.

GREATER DOWNPOUR ★★	Add +10 AP to your next Water Spell.
SUPREME DOWNPOUR ★★ ★	Add +25 AP to your next Water Spell.
ULTIMATE DOWNPOUR ★★ ★ ★	Add a critical bonus to your next Water Spell.
ACID ★	Add +5 AP to your next Bio Spell.
GREATER ACID ★★	Add +10 AP to your next Bio Spell.
SUPREME ACID ★★ ★	Add +25 AP to your next Bio Spell.
ULTIMATE ACID ★★ ★ ★	Add a critical bonus to your next Bio Spell.
SHRINE ★	Add +5 AP to your next Holy Spell.
GREATER SHRINE ★★	Add +10 AP to your next Holy Spell.
SUPREME SHRINE ★★ ★	Add +25 AP to your next Holy Spell.
ULTIMATE SHRINE ★★ ★ ★	Add a critical bonus to your next Holy Spell.
SACRIFICE ★	Add +5 AP to your next Dark Spell.
GREATER SACRIFICE ★★	Add +10 AP to your next Dark Spell.
SUPREME SACRIFICE ★★ ★	Add +25 AP to your next Dark Spell.
ULTIMATE SACRIFICE ★★ ★ ★	Add a critical bonus to your next Dark Spell.
FLAWED SCALE ★	Become Resistant to Fire temporarily. <i>Focus.</i>
SCALE ★★	Become Extremely Resistant to Fire temporarily. <i>Focus.</i>
PRISTINE SCALE ★★ ★	Become immune to Fire temporarily. <i>Focus.</i>
FLAWED FANG ★	Become Resistant to Ice temporarily. <i>Focus.</i>
FANG ★★	Become Extremely Resistant to Ice temporarily. <i>Focus.</i>
PRISTINE FANG ★★ ★	Become immune to Ice temporarily. <i>Focus.</i>
FLAWED ANCHOR ★	Become Resistant to Wind temporarily. <i>Focus.</i>
ANCHOR ★★	Become Extremely Resistant to Wind temporarily. <i>Focus.</i>
PRISTINE ANCHOR ★★ ★	Become immune to Wind temporarily. <i>Focus.</i>
FLAWED BALANCE ★	Become Resistant to Earth temporarily. <i>Focus.</i>
BALANCE ★★	Become Extremely Resistant to Earth temporarily. <i>Focus.</i>
PRISTINE BALANCE ★★ ★	Become immune to Earth temporarily. <i>Focus.</i>
FLAWED METAL ★	Become Resistant to Thunder temporarily. <i>Focus.</i>
METAL ★★	Become Extremely Resistant to Thunder temporarily. <i>Focus.</i>
PRISTINE METAL ★★ ★	Become immune to Thunder temporarily. <i>Focus.</i>
FLAWED OIL ★	Become Resistant to Water temporarily. <i>Focus.</i>
OIL ★★	Become Extremely Resistant to Water temporarily. <i>Focus.</i>
PRISTINE OIL ★★ ★	Become immune to Water temporarily. <i>Focus.</i>
FLAWED BONE ★	Become Resistant to Bio temporarily. <i>Focus.</i>
BONE ★★	Become Extremely Resistant to Bio temporarily. <i>Focus.</i>
PRISTINE BONE ★★ ★	Become immune to Bio temporarily. <i>Focus.</i>
FLESH ★★	Ignore Dread temporarily. <i>Focus.</i>
WINGS ★★ ★ ★	Ignore AOE attacks temporarily. <i>Focus.</i>

FLAWED AURA ★★	Become Resistant to Spell attacks temporarily. <i>Focus.</i>
AURA ★★★	Become Extremely Resistant to Spell attacks temporarily. <i>Focus.</i>
PRISTINE AURA ★★★★★	Become immune to Spell damage temporarily. <i>Focus.</i>
BARK ★★	Become Resistant to normal damage temporarily. <i>Focus.</i>
BARK ★★★	Become Extremely Resistant to normal attacks temporarily. <i>Focus.</i>
PRISTINE BARK ★★★★★	Become immune to normal damage temporarily. <i>Focus.</i>
FLAWED SILK ★★	Lower a Monster’s Difficulty by 5 temporarily. <i>Focus.</i>
SILK ★★★	Lower a Monster’s Difficulty by 15 temporarily. <i>Focus.</i>
PRISTINE SILK ★★★★★	Lower a Monster’s Difficulty to 0 temporarily. <i>Focus.</i>
DEFLECT ★★★	Ignore an incoming attack.
STEEL ★★★	Ignore Restrained, Vexed, and Vulnerable temporarily. <i>Focus.</i>
WARD ★★★	Ignore Silenced temporarily. <i>Focus.</i>
TALISMAN ★★★★★	Ignore Cursed temporarily. <i>Focus.</i>
STABILIZE ★★★	Used when you drop to 0 Stamina to revive at 1.
REVIVE ★★★★★	Used when you drop to 0 Stamina to revive up to 25.
RESSURECT ★★★★★	Used when you drop to 0 Stamina to revive at full Stamina.
FADE ★★★	Prevent yourself from being targeted until your next turn.
EVIL EYE ★★★	Deal direct damage to a creature equal to half the amount they dealt to you on their last turn (rounded up).
MALEVOLENT EYE ★★★★★	Deal direct damage to a creature equal to the amount they dealt to you on their last turn.
ENERGY ★★★	Make an extra attack and defense on this turn.
VIGOR ★★★★★	Make an extra attack and defense temporarily. <i>Focus.</i>
DIVINE OFFERING ★★★	When used during a Quest, pass a Trail (<i>Master and below</i>).
DIVINE TRIBUTE ★★★★★	When used during a Quest, pass all Trails (<i>Master and below</i>).
SIGNAL FLARE ★★★	When used in battle, allows a player not in the Quest to join the battle next in the Turn Order. Players that join this way only earn reduced Quest XP (10, 25, 50, 75, 100).
CODEX TUNER ★★★	Allows you to change your Codex.
HEART STRING ★★★	Permanently increase your Synergy with an Avatar of your choice by 1. Can be used outside of combat in #orders .
SOUL STRING ★★★★★	Permanently increase your Synergy with an Avatar of your choice by 3. Can be used outside of combat in #orders .
VR PASS ★★★★★	Allows you use the VR Room to take on simulated challenges.
MONSTER SPRAY ★★★★★	When used during a Quest before the Battle, lowers the number of Monsters you will face by 1 (cannot lower the number of Monsters to 0).

MONSTER BAIT ★★★★★	When used during a Quest before the Battle, add a Monster of your choice to the battle (excluding Legendary or Raid Bosses).
TRAINING MANUAL ★★★★★	For every three in your inventory, gain an extra progression point.
GUILD DONATION ★★★★★	When consumed in #orders , increases your influence in a Guild of your choice by 1.
HORN ★★★★★★	Call forth a Mount temporarily. <i>Focus.</i>
CONSTRUCTION PLANS ★★★★★★	Allows you to upgrade a Stronghold without casting Construct.
TABULA ★★★★★★	Allows you to cast any Spell for no Mana or attack cost (<i>except Mythic</i>).
LIMIT BREAK ★★★★★★	Add a critical bonus to all of your attacks and defenses for the duration of the battle. Upon use, your Avatar breaks a limit.
PATRON BLOOD ☆☆☆☆☆☆	Priceless divine blood that upon use, allows you to cast a Mythic Spell without being Mythic. Exchanged for rare rewards in the Secret Shop.

A.2 Level Reward List

LEVEL	REWARD
1	POTION ★
2	ETHER ★
3	ELIXIR ★
4	FEATHER ★
5	DOROGAN CACHE [★★]
6	STABILIZE ★★★
7	TRAINING MANUAL ★★★★★
8	GREATER POTION ★★
9	FADE ★★★
10	DOROGAN CACHE [★★★]
11	GREATER ETHER ★★
12	STEEL ★★★
13	GREATER ELIXIR ★★
14	TRAINING MANUAL ★★★★★
15	DOROGAN CACHE [★★★★]
16	EVIL EYE ★★★
17	MONSTER SPRAY ★★★★★
18	GUILD DONATION ★★★★★
19	TRAINING MANUAL ★★★★★
20	DOROGAN CACHE [★★★★★]
21	RESURRECT ★★★★★★
22	SOUL STRING ★★★★★★
23	DIVINE TRIBUTE ★★★★★★
24	DOROGAN CACHE [★★★★★★]
25	PATRON BLOOD ☆☆☆☆☆☆

A.3 Spell List

SPELL	LEVEL	EFFECT	PATRONS
Fire	NOVICE	Elemental.	Any
Water	NOVICE	Elemental.	Any
Wind	NOVICE	Elemental.	Any
Ice	NOVICE	Elemental.	Any
Earth	NOVICE	Elemental. This Spell can target every enemy at the cost of only doing ¼ the AP in damage (rounded up).	Any
Thunder	NOVICE	Elemental.	Any
Bio	NOVICE	Elemental.	Any
Holy	NOVICE	Elemental. On a hit, the enemy has a 10% chance to flee. Does not work on Boss enemies.	Any
Dark	NOVICE	Elemental. On a hit, the enemy has a 10% chance to fight on your side temporarily unless you attack them again or they are the only enemy left. Does not work on Boss enemies.	Any
Cure	NOVICE	Healing. Target an ally and heal them. You can target yourself.	Any
Shield	NOVICE	Defense. Increase this Spell's bonus multiplier by 1. Can be upcast to Master .	Any
Parry	NOVICE	Utility. Reduce damage taken by 5 until your next turn. Reduce an additional 5 damage for every level upcast. Can be upcast to Master .	Forge, Blade, Dreg
Light	NOVICE	Exploration. Focus. Utility. Summon a guiding ball of light. Add a +1 to any Trial your party attempts in this Quest, and an additional +1 for every level upcast. Can be upcast to Master .	Source, Weave
First Blood	NOVICE	If using on an enemy with full Stamina, increase the bonus multiplier by 1. Can be upcast to Master .	Dreg, Blade, Blood
Blood Mark	NOVICE	Focus. Utility. Mark an enemy. Your attacks against them gain 1 Favor. You may upcast this Spell to Expert . If so, it does not cost an attack. If the enemy you are currently marking is defeated, you can recast this Spell to a new target for no Mana cost.	Hunt, Curse, Blood
Seeing Double	NOVICE	Utility. Focus. Create an illusory copy of yourself. Any attacks against you gain 1 Dread. This effect ends when you take damage .	Dreg, Blade, Weave
Inspiration	NOVICE	Utility. Focus. Target an ally . Their attacks gain 1 Favor .	Source, Weave, Voice
Hide	NOVICE	Utility. Become Hidden. While Hidden, you gain 1 Favor on attacks and impose 1 Dread on attacks against you. Attacking, taking damage, or having a Condition reveals you.	Any
Backstab	NOVICE	If using while Hidden, increase the bonus multiplier by 1. Can be upcast to Master .	Dreg, Curse, Blade
Culling Snare	NOVICE	You can upcast this Spell to any level if the target is marked by any Blood Mark.	Hunt, Curse, Blood
Clobber	NOVICE	On a hit, your next attack against the same creature gains 1 Favor.	Blade, Forge, Flow

Quickstep	NOVICE	Defense. Swiftly reposition yourself. If this defense wins, you gain 1 Favor on your next normal attack.	Dreg, Blade, Flow																				
Compel to Duel	NOVICE	Taunt an enemy as you attack. If this Spell attack hits , the target creature must target you with their next attack.	Forge, Voice																				
Reckless Attack	NOVICE	Put it all on the line. You gain 1 Favor on this attack, but all attacks against you gain 1 Favor until your next turn. Can be upcast to Master .	Blade, Forge, Maw																				
Shot-Lock	NOVICE	Unleash a flurry of attacks. You may split this attack between two targets and halve the damage on a hit (rounded up). You can upcast this Spell to Master . If so, choose up to 4 targets, and still only halve the damage.	Dreg, Blade																				
Feint	NOVICE	Fake your enemy out. On a hit, this attack does half damage (rounded up), but the same amount is subtracted from the target's next attack.	Any																				
Sacrificial Knife	NOVICE	A sanitary blade. If casted from The Price, can be upcast to Master .	Curse																				
Mockery	NOVICE	If this attack hits, the target gains 1 Dread on their next attack.	Dreg																				
Familiar Sacrifice	NOVICE	<i>Utility.</i> Choose a Familiar under your control and destroy it. Your next attack gains a critical bonus. You can upcast this Spell to Expert . If so, it does not cost an attack.	Voice, Maw																				
Elemental Strike	NOVICE	Make a normal attack, and infuse an elemental energy (Fire, Ice, Thunder, Water, Bio, Earth) into your attack. Do not add a Spell or Patron bonus.	Blade, Hunt, Dreg																				
Trade	NOVICE	<i>Focus. Utility.</i> Choose a party member. Your Codex contains all of their Spells (and vice versa).	Weave, Maw																				
Trained Eye	NOVICE	<i>Exploration. Utility.</i> Detect any Hidden enemies, causing them to lose their Hidden status. If there are no Hidden enemies, you can target an enemy creature and give them a random Weakness for the duration of the battle by rolling a d10 and using the table below. Casting this Spell again for this purpose will end its original effect. <table><tr><td>1</td><td>Fire</td><td>6</td><td>Thunder</td></tr><tr><td>2</td><td>Water</td><td>7</td><td>Wind</td></tr><tr><td>3</td><td>Ice</td><td>8</td><td>Holy</td></tr><tr><td>4</td><td>Earth</td><td>9</td><td>Dark</td></tr><tr><td>5</td><td>Bio</td><td>10</td><td>Normal</td></tr></table> You may upcast this Spell to Expert . If so, you can choose the Weakness you apply.	1	Fire	6	Thunder	2	Water	7	Wind	3	Ice	8	Holy	4	Earth	9	Dark	5	Bio	10	Normal	Hunt, Blade, Voice
1	Fire	6	Thunder																				
2	Water	7	Wind																				
3	Ice	8	Holy																				
4	Earth	9	Dark																				
5	Bio	10	Normal																				
Weavework	NOVICE	<i>Utility.</i> Create any ★ item for you or a party member that disappears on your next turn.	Weave																				
Intercept	NOVICE	<i>Utility.</i> If an ally is targeted by an attack and your turn falls between theirs and the attacker's in the Turn Order, you may cast this Spell and sacrifice one of your defenses to become the new target of the attack. You cannot make a defense against the intercepted attack, unless you upcast this Spell to Expert (and have the defenses to do so).	Any																				
Fish	NOVICE	On a hit, the target's Difficulty is lowered by 1 temporarily, plus 1 for each level upcast. Can be upcast to Master .	Voice, Maw																				

		If this Spell attack misses, roll a raw d100 and choose an effect from the table below. <table><tr><td>1 - 47</td><td>Nothing happens</td></tr><tr><td>48 - 67</td><td>Catch a random ★ item</td></tr><tr><td>68 - 81</td><td>Catch a random ★★ item</td></tr><tr><td>82 - 96</td><td>Catch a random ★★★ item</td></tr><tr><td>97 - 99</td><td>Catch a Limit Break ★★★★★</td></tr><tr><td>100</td><td>Catch a Lucky Fish ★★★★★★, which greatly increases your chance to find rare loot while in your inventory (add 5 to Luck when rolling loot or caches)</td></tr></table>	1 - 47	Nothing happens	48 - 67	Catch a random ★ item	68 - 81	Catch a random ★★ item	82 - 96	Catch a random ★★★ item	97 - 99	Catch a Limit Break ★★★★★	100	Catch a Lucky Fish ★★★★★★, which greatly increases your chance to find rare loot while in your inventory (add 5 to Luck when rolling loot or caches)	
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97 - 99	Catch a Limit Break ★★★★★														
100	Catch a Lucky Fish ★★★★★★, which greatly increases your chance to find rare loot while in your inventory (add 5 to Luck when rolling loot or caches)														
Track Down	NOVICE	Exploration. Utility. Once per instance, when casted before the start of a battle, attempt to guess the result of the coin flip. If correct , gain a critical bonus to your first attack.	Hunt, Blade, Maw												
Lucky Number	NOVICE	Utility. Designate a value on your Avatar Die. For the duration of the battle, whenever you roll that number by normal means, you achieve a critical result. You can only have one Lucky Number at once, unless otherwise stated. If rolling that number would achieve a critical result anyway, the effect does nothing, unless you upcast this Spell to Expert , in which case you add an additional critical bonus.	Weave, Chord												
Blaze	ADEPT	Elemental. Your Codex must contain Fire.	Hunt, Tome, Blood												
Flood	ADEPT	Elemental. Your Codex must contain Water.	Hunt, Tome, Blood												
Gust	ADEPT	Elemental. Your Codex must contain Wind.	Hunt, Tome, Blood												
Hail	ADEPT	Elemental. Your Codex must contain Ice.	Hunt, Tome, Blood												
Tremor	ADEPT	Elemental. This Spell can target every enemy at the cost of only doing ⅓ AP in damage (rounded up). Your Codex must contain Earth.	Hunt, Tome, Blood												
Shock	ADEPT	Elemental. Your Codex must contain Thunder.	Hunt, Tome, Blood												
Toxin	ADEPT	Elemental. Your Codex must contain Bio.	Hunt, Tome, Blood												
Judgment	ADEPT	Elemental. On a hit, the enemy has a 20% chance to flee. Does not work on Boss enemies. Your Codex must contain Holy.	Source, Voice												
Damnation	ADEPT	Elemental. On a hit, the enemy has a 20% chance to fight on your side temporarily unless you attack them again or they are the only enemy left. Does not work on Boss enemies.Your Codex must contain Dark.	Hunt, Curse												
Chain Element	ADEPT	Utility. The next single-target Elemental Spell you cast can target an additional creature. You may upcast this Spell to Master . If so, this Spell does not cost an attack.	Hunt, Tome, Blood												
Cleanse	ADEPT	Healing. Target an ally and heal them, clearing a Condition. You can target yourself.	Source, Weave												
Double Tap	ADEPT	On a hit, you may make a normal attack to a different target. You may upcast this Spell to Master . If so, you can choose the same target.	Blade, Dreg, Flow												

Find Familiar	ADEPT	<i>Utility. Focus.</i> Summon a familiar ally that has your Stamina halved (rounded up). It can attack and cast Spells (using your Mana and Codex, except at Mythic), but its AP is halved (rounded up) and it has no defenses. It is destroyed if you lose focus or if its Stamina reaches 0, and you must pay the Mana cost to summon it again. Familiars do not share your Abilities unless explicitly stated. You can only summon one Familiar at once unless otherwise stated.	Any
Heat Up	ADEPT	<i>Focus.</i> Maintain your tempo. While focused on this Spell, gain +2 AP to your attacks each time you hit with an attack, up to a maximum of +10 AP. This effect ends if you do not attack on your turn.	Blade, Hunt, Maw
No Shame	ADEPT	<i>Focus.</i> Never give up. While focused on this Spell, gain +2 AP to your attacks each time you are hit, up to a maximum of +10 AP. This effect ends if you are not attacked on your turn.	Blade, Forge, Flow
Moonbeam	ADEPT	<i>Focus. Utility. Healing.</i> The party restores 5 Mana and Stamina at the start of their turns. This Spell can be upcast to Master to increase the amount to 10.	Source, Forge, Voice
Mana Drain	ADEPT	This Spell attack does no damage, but the target creature loses Mana for the same amount on a hit.	Source, Curse, Voice, Blood
Cross Guard	ADEPT	<i>Defense.</i> Stand steadfast against an attack. This Spell costs 5 less Mana to cast for each subsequent time you cast it in a battle, to a minimum of 5.	Blade, Forge
Great Hammer	ADEPT	Bring down the might. If this Spell attack hits , the next attack against you gains 1 Dread.	Forge
Gaping Wounds	ADEPT	Attempt to bleed your enemy. If this Spell attack hits, the target creature is Suffering.	Blade, Blood, Maw
Mana Sick	ADEPT	<i>Focus. Utility.</i> Target an enemy creature. They must pay twice the Mana cost for Spells.	Weave
Surge	ADEPT	<i>Utility.</i> Target a party member. The next Spell they cast costs double Mana, but it gains a critical bonus.	Weave
Karma	ADEPT	<i>Defense.</i> If this defense wins , any Conditions the attack would inflict are inflicted on the caster instead.	Weave, Curse, Voice, Flow
Spectral Hand	ADEPT	<i>Utility.</i> Summon a faux Familiar that has your Stamina quartered (rounded up) and can only make normal attacks at half AP (rounded up). There is no limit to the number of Spectral Hands you can summon, but all other Familiar rules apply. If you have a Spiritual Hand, you can cast this Spell for no Mana cost.	Voice, Weave, Forge, Flow
Flight	ADEPT	<i>Exploration. Utility. Focus.</i> Ignore enemy attacks that target all creatures (AOE). You can target an ally instead. Can be upcast to Legend . If so, it does not require Focus.	Source, Blood, Maw
Net	ADEPT	Stop your enemy in their tracks. On a successful Spell attack, the target is Restrained.	Hunt, Blade, Weave
Synthesize	ADEPT	<i>Exploration. Utility.</i> Combine two items in your inventory to create a new item. Can be upcast to Legend . For every level upcast, you can include an additional item in the synthesis. For the list of items you can synthesize and their recipes, refer to the Recipe List in the Appendix. This	Weave, Forge

		Spell can also be used to break down an item into its synthesis components.	
Meditate	ADEPT	<i>Utility.</i> If you are not attacked until your next turn, you clear any Conditions on yourself (except Cursed) and generate 5 Flow. You can cast this Spell while Silenced.	Flow
Blood Sacrifice	ADEPT	<i>Utility.</i> Discard a Blood Die temporarily. In exchange, add a critical bonus to your next attack.	Blood
Shapeshift	ADEPT	<i>Exploration. Utility. Focus.</i> Embody one of six Shapes from the table below, each granting a different ability. You can cast this Spell before making defenses on your turn. You can upcast this Spell to Master. If so, it has no attack cost.	Dreg, Weave, Maw
		Flier  You take the form of an avian creature zooming through the sky, like a hawk or an eagle. While channeling this form, you can ignore enemy attacks that target all creatures (AOE).	
		Strider  You take the form of a creature built for speed and distance, like a gazelle or cheetah. While channeling this form, you can move yourself anywhere in the Turn Order (once, upon casting) and your effects always resolve first (also allowing you to attack before you defend).	
		Prowler  You take the form of a natural predator that hunts to survive, like a panther or bear. While channeling this form, you gain 5 Damage Reduction.	
		Crawler  You take the form of an insectoid creature, like an ant or spider. While channeling this form, your normal attacks inflict Suffering and Afflicted.	
		Swimmer  You take the form of an aquatic creature, like a fish or dolphin. While channeling this form, you are Vexed, but Extremely Resistant to normal attacks.	
		Critter  You take the form of a tiny creature that scurries out of sight, like a squirrel or mouse. While channeling this form, you can cast Hide for no Mana cost.	
Revert	ADEPT	<i>Defense.</i> If using this Spell while casting Shapeshift, you can stop casting Shapeshift to avoid the attack completely, even if this defense loses.	Maw
Barter	ADEPT	On a hit, this Spell attack does no damage, but you can discard an item from your inventory to receive a random item in return. Once a creature is targeted with this Spell, it can't be targeted again for the duration of the battle, unless upcast to Legend or after rolling your Lucky Number on your Avatar Die.	Weave, Voice, Chord
Perform	ADEPT	<i>Utility.</i> All of your allies gain 1 Favor on their next attack. You can upcast this Spell to Master. If so, find Crown equal to AP halved (rounded up), or equal to AP if you rolled your Lucky Number.	Chord
Blood Clot	EXPERT	<i>Focus.</i> On a hit, the target cannot regain Stamina as long as you keep focus on this Spell.	Curse, Blood, Maw
Word of Death	EXPERT	This attack receives a critical bonus against targets	Voice

		you are controlling.	
Magma	EXPERT	<i>Elemental.</i> On a hit, the enemy is Suffering. Your Codex must contain Blaze. Can be upcast to Legend.	Tome
Tsunami	EXPERT	<i>Elemental.</i> On a hit, the enemy is Vexed. Your Codex must contain Flood. Can be upcast to Legend.	Tome
Tornado	EXPERT	<i>Elemental.</i> On a hit, the enemy is Vulnerable. Your Codex must contain Gust. Can be upcast to Legend.	Tome
Blizzard	EXPERT	<i>Elemental.</i> On a hit, the enemy is Restrained. Your Codex must contain Hail. Can be upcast to Legend.	Tome
Quake	EXPERT	<i>Elemental.</i> This Spell can target every enemy at the cost of only doing ½ AP in damage (rounded up). Your Codex must contain Tremor. Can be upcast to Legend.	Tome
Wrath	EXPERT	<i>Elemental.</i> On a hit, the enemy is Silenced. Your Codex must contain Shock. Can be upcast to Legend.	Tome
Scourge	EXPERT	<i>Elemental.</i> On a hit, the enemy is Afflicted. Your Codex must contain Toxin. Can be upcast to Legend.	Tome
Excalibur	EXPERT	<i>Elemental.</i> On a hit, the enemy has a 30% chance to flee. Does not work on Bosses. Your Codex must contain Judgement. Can be upcast to Mythic. If so, it works on Bosses.	Source
Apocalypse	EXPERT	<i>Elemental.</i> On a hit, the enemy has a 30% chance to fight on your side temporarily unless you attack them again or they are the only enemy left. Your Codex must contain Damnation. Can be upcast to Mythic. If so, it works on Bosses.	Curse
Rebirth	EXPERT	<i>Healing.</i> Restores Stamina and Mana. Can be upcast to Legend.	Source
Steal	EXPERT	If this attack hits a Monster, steal a Spell Skill or Utility Skill the target used on its last turn, and add it to your Codex temporarily. Monster Skills that can be stolen have green names in the Bestiary. You may upcast this Spell to Legend. If so, add the stolen Monster Skill to your Codex permanently, assuming you have the space. You can forget stolen Monster Skills at any time.	Dreg, Weave, Maw
Compulsion	EXPERT	If this attack hits, the caster can choose what Target Roll a Monster will make on its next attack, assuming the caster’s Reputation is equal to or higher than the Monster.	Voice
Vital Severance	EXPERT	Deliver a severe magical attack. On a hit, the target is Vexed.	Hunt, Dreg, Curse, Blood
Skysplit	EXPERT	Their arrows blotted out the sky. Defending against this attack will always incur 1 Dread. For Monsters, their Difficulty against the attack is halved (rounded up).	Hunt
Nest	EXPERT	<i>Utility. Focus.</i> While focused on this Spell, you are Vexed, but your Spell attacks gain 1 Favor.	Tome, Hunt
Bahamut’s Eye	EXPERT	<i>Utility.</i> The next single-target Spell you cast can target an additional creature. You may upcast this Spell to Legend. If so, this Spell does not cost an attack.	Tome
Shared Bond	EXPERT	<i>Utility. Focus.</i> Our bonds define us. Choose a creature in the battle. While you are focusing on this Spell, whenever that creature is healed, you are healed the same amount, or vice versa. You can only target one creature at a time.	Source, Forge, Voice

Stabilize	EXPERT	Utility. Keep them alive. Target a creature with 0 Stamina and bring them back to 1 .	Source, Weave
Transfer Life	EXPERT	On a hit, this Spell attack restores half AP in Stamina to an ally of your choice (rounded up).	Source, Voice
Defensive Stance	EXPERT	Utility. Focus. While focused on this Spell, attacks against you gain 1 Dread .	Blade, Forge
Perseverance	EXPERT	Utility. You may cast this Spell whenever an attack brings you to 0 Stamina (assuming you have the Mana) and restore 1 Stamina to yourself .	Blade, Forge, Dreg
Shield Bash	EXPERT	Defense. This Spell defense deals damage to the attacker equal to its AP halved (rounded up).	Forge
Blade Pact	EXPERT	Focus. Utility. Channel magical energy into your weapon. For the duration of the battle, your normal attacks are treated as Spell attacks.	Blade, Dreg, Forge
Shadow Strike	EXPERT	Hit and then blend with the shadows. You become Hidden after using this Spell attack, even if you miss.	Dreg
Plague	EXPERT	On a hit, deal half damage (rounded up), but the target is Suffering and Afflicted.	Curse, Blood
Magic Suppression	EXPERT	To cut off magic is a matter of life and death. On a hit, the target is Silenced.	Curse, Weave, Voice
Soul Link	EXPERT	Focus. Utility. This is gonna hurt. While focused on this Spell, all damage you receive is inflicted back towards your attacker at ¼ AP (rounded up) in direct damage .	Curse, Voice
Bahamut’s Law	EXPERT	Utility. Destroy an item from your inventory and increase your bonus multiplier of your next Spell by 1 for every ★.	Weave
Tricky Illusion	EXPERT	Defense. If this defense wins, a different target of your choice takes ½ the AP in damage (rounded up).	Dreg
Forced Empathy	EXPERT	Utility. Choose an ally with a Condition and give the same Condition to an enemy creature (excluding Forsaken).	Curse, Source, Weave
Giving Tree	EXPERT	Utility. Focus. Your allies can draw from your Mana pool.	Weave, Source, Tome
Trauma Bond	EXPERT	On a hit, choose any Condition (except Cursed) and give that Condition to yourself and the target.	Curse, Hunt, Blood
Eldritch Force	EXPERT	This Spell attack inflicts both Holy and Dark damage. When used as a defense against Holy or Dark damage, it nullifies the damage completely (but the attack can still hit). Can be upcast to Mythic.	Curse, Source, Tome
Grease	EXPERT	Utility. Focus. Summon a pool of grease under your enemies . Targets all enemy creatures and gives them 1 Dread on normal attacks and Weakness to Fire until they cast or are targeted by a Water or Ice Spell. If casted on an Automaton or Machine, has the alternative effect of restoring Mana equal to AP.	Forge, Hunt, Blade
Disguise	EXPERT	Exploration. Utility. Focus. Give yourself the physical characteristics of another creature. You are considered identical to that creature and share their type. This effect ends when you take damage, unless you cast this Spell at Mythic. In this case, it lasts until you cast this Spell again. Monsters will ignore identical creatures whenever possible.	Dreg, Weave, Maw

Shadow Walk	EXPERT	Utility. You and your party become Hidden .	Dreg, Hunt, Curse
Advanced Weavework	EXPERT	Utility. Create any ★★ item for you or a party member that disappears on your next turn.	Weave
Fury	EXPERT	Utility. Focus. Enter a berserker state. You are Vulnerable, Vexed, and Silenced, but damage you take is halved (rounded up) (after Damage Reduction) and your attacks and defenses gain 1 Favor. Conditions from this Spell cannot be removed. You can upcast this Spell to Legend . If so, it does not require Focus.	Blade, Forge, Maw
Skulk	EXPERT	Defense. If you are targeted by an attack and an ally 's turn falls between yours and the attacker's in the Turn Order, you may cast this Spell to make your ally the new target of the attack.	Dreg, Curse. Maw
Clairvoyance	EXPERT	Defense. You can use this Spell as a <i>Utility</i> instead of a defense. If so, force the Game Master to roll the next Monster attack in advance and announce the result.	Weave, Flow
Pelt	EXPERT	If this attack reduces a Monster to 0 Stamina, it guarantees a drop in your Quest loot. This effect does not reward additional drops.	Hunt, Maw
Entangle	EXPERT	Utility. Focus. Cover the area in difficult terrain. While focusing on this Spell, all enemies gain 1 Dread on their attacks.	Hunt, Blood, Maw
Converse	EXPERT	On a hit, this Spell inflicts no damage, but the target loses their next attack. Cannot be cast on the same target for consecutive turns, unless upcast to Legend or after rolling your Lucky Number.	Voice, Chord
Adrenaline	MASTER	Utility. This Spell does not cost an attack. You can make an extra attack this turn. You become Vexed and Vulnerable, and you cannot make any defenses on your next turn. This Spell can only be cast once per turn.	Blade, Hunt, Dreg
Gravity	MASTER	Focus. Hold an enemy against their will. On a hit, the enemy cannot make any attacks until you cast a different Spell or the creature is hit by an attack. Does not work on Bosses, unless casted at Legend .	Tome
Comet	MASTER	This attack inflicts ¼ AP in direct damage to all enemies that aren't the target (rounded up).	Tome, Hunt
Last Resort	MASTER	You can choose to cast this Spell for no Mana. If so, it does damage to the caster equal to AP, ignoring Damage Reduction.	Curse, Forge
Reflect	MASTER	Defense. Deflect a creature's attack back at them. If this defense wins , this defense deals damage equal to AP.	Forge, Weave, Tome, Flow
All or Nothing	MASTER	This will be their grave. If the target is marked by any Blood Mark, this Spell attack receives a critical bonus.	Hunt, Curse
Element Storm	MASTER	Utility. Your next Elemental Spell receives a critical bonus.	Tome, Weave, Blood
Way of the Avatar	MASTER	Focus. Utility. Choose an Element. (except for Holy and Dark). Your party's attacks inflict damage of that type.	Tome, Flow
Sanctuary	MASTER	Focus. Utility. Choose an ally. That creature cannot be the target of attacks. This does not protect the creature from AOE or direct damage. Being targeted by Sanctuary prevents a creature from casting Sanctuary.	Source, Forge, Flow

Sayonara	MASTER	Defense. Switch places with an object. Even if this defense loses, reduce damage taken from the attack by ½ of its total AP. To avoid all damage taken if this defense loses, add an additional Mana cost to this Spell equal to ½ of the attack’s total AP (rounded up).	Dreg
Indomitable Might	MASTER	Crush them. If this attack hits, you are Resistant to all damage types until your next turn.	Forge
Killshot	MASTER	End it swiftly. If this is your first attack in this battle or if you are Hidden, cast it for no attack cost. If this Spell is used again during this battle, it always costs an attack.	Blade, Dreg, Hunt
Ancient Voice	MASTER	Focus. On a hit, the target Monster fights on your side until it is hit by an attack, as long as that Monster is equal to or below your Reputation. Does not work on Bosses.	Voice
Rat Queen’s Call	MASTER	Utility. Summon any non-Boss Monster equal to or below your Reputation into the battle. Monsters summoned this way align with identical creatures. If casted at Mythic, you can summon a Boss.	Voice, Dreg
Animate Dead	MASTER	Utility. Focus. Target a downed Monster and bring them back to 1 Stamina. They will fight by your side temporarily, unless someone in your party hits them with an attack or they take Holy damage. If casted fully through The Price, they come back with Stamina equal to AP.	Curse
Lone Wolf	MASTER	Utility. Focus. You can make an extra attack each turn, assuming you have no allies in the battle. This effect ends whenever an ally appears.	Hunt, Curse, Dreg
Last Stand	MASTER	If you are at 1 Stamina, this attack costs no Mana. You must still pay any penalty costs.	Blade, Forge, Voice
Telekinesis	MASTER	On a hit, the target is Restrained and Vulnerable.	Tome, Weave, Flow
Sanguine Rush	MASTER	Utility. Steer your fate. This Spell does not cost an attack. Reroll one of your Blood Die and take the new result. You lose the Innate Spell that had its Blood Die rerolled temporarily.	Blood
Meridian Willow	MASTER	Strike their core. For every 25 Mana the enemy creature has remaining, this Spell’s multiplier is increased by 1, up to 5.	Flow
Feast	MASTER	Can only be casted while Shapeshifted. Devour your enemies. If this attack brings an enemy creature to 0 Stamina, choose an extra Adaptation for the duration of the battle. You must be able to use the Adaptation normally to choose it this way. Choosing an Adaptation you already have will not compound its effects.	Maw
Off Tempo	MASTER	Utility. Focus. Requires your Codex to contain Lucky Number. While focused on this Spell, at the start of your turn, three random numbers on your Avatar Die are designated as your Lucky Number.	Chord
Lich King’s Chains	LEGEND	On a hit, if casted fully through The Price, the target is Cursed.	Curse
Geralt’s Execution	LEGEND	Bring down the judgment. If the target is below half Stamina (rounded up) and this Spell attack hits, they drop to 0 Stamina. If the target is a Boss, they must be below ¼ Stamina (rounded up) instead. If casted at Mythic, ignore this condition for Bosses.	Hunt
Call of Bahamut	LEGEND	Focus. Utility. Your Elemental Spell attacks deal ¼ AP (rounded up) in direct damage to all enemies in the battle that aren’t the target. You can also upcast Elemental Spells to Mythic.	Tome

Sevela’s Touch	LEGEND	Utility. Healing. Target an ally and heal them (including yourself). The bonus multiplier for this Spell is doubled.	Source
Martyr of Ganon	LEGEND	Focus. Utility. All damage is halved (rounded up) (after Damage Reduction), but you are Vulnerable and Vexed temporarily (this Spell ignores Condition immunity). Conditions from this Spell cannot be removed.	Forge
Devastation of Lars	LEGEND	Utility. Focus. Ensure your enemies are eviscerated. You can make an additional normal attack and defense each turn.	Blade
Bahamut’s Design	LEGEND	If this attack drops the target to 0 Stamina, turn it into a random ★★ or lower item. Boss enemies provide a ★★★ or lower item.	Weave
Fool’s Trick	LEGEND	Exploration. Utility. Focus. Transform into any Monster below or equal to your Reputation. You retain your Stamina and Mana. <i>Whenever transformed into a Monster, you use Monster mechanics instead of Avatar mechanics.</i>	Dreg
Sevela’s Glade	LEGEND	Focus. Utility. You can summon an additional Familiar whenever you cast Find Familiar.	Voice
Pulse of Life	LEGEND	Utility. Drop your Mana and Stamina to 0 (and any Familiars), calculate how many points you had to subtract for each, and total them. You can disperse that much Mana and Stamina to your party however you see fit (except yourself). If casted at Mythic , double the total points.	Voice, Source
Mythic Blade	LEGEND	Utility. Focus. Your attacks ignore Difficulty, Damage Reduction, Resistance, and Immunity. If casted at Mythic , this Spell does not require Focus.	Hunt, Blade
Black Hole	LEGEND	On a hit, you fully drain the Mana of the target. Does not work on Boss enemies, unless casted at Mythic . If casted at Mythic , you gain any Mana drained .	Tome, Weave
Devil Mouth	LEGEND	If this Spell attack brings a Monster to 0 Stamina, you consume their essence and permanently gain one of their stealable Ability Skills . You can only learn a number of Monster Abilities equal to your defenses. Does not work on Boss enemies, unless casted at Mythic . You can forget stolen Monster Abilities at any time.	Dreg, Curse, Maw
Chronos Legacy	LEGEND	Utility. Focus. You gain an additional Favor whenever you gain Favor . If casted at Mythic , this Spell does not require Focus.	Forge
Weather Control	LEGEND	Utility. Focus. All enemy creatures drop Focus and any Counters are reset. Additionally, while focused on this Spell, all creatures in the battle become Weak to an Element of your choice.	Tome, Weave, Voice
Self Control	LEGEND	Utility. Focus. You can choose the Wild Surge effect of one Blood Die rolled on your turn. This Spell cannot be Innate.	Blood
Lotus	LEGEND	If casting this Spell attack while at your maximum Flow, gain a critical bonus.	Flow
Reforge	LEGEND	On a hit, you can remove any Skill from the target creature temporarily (except Normal Skills). When casted on Bosses, requires Focus to keep the Skill removed . Cannot remove Abilities, unless casted at Mythic .	Forge, Maw
Ranger’s Horn	LEGEND	Summon a stampede to mow down your enemies.	Maw

		After casting this Spell, you benefit from the effect of all Shapes until the end of your next turn (including Shapes from Totem Spirits, if applicable). Alternatively, you can cast this Spell in place of a Signal Flare.	
Swan Song	LEGEND	<i>Utility.</i> Reduce your Chord die to 0 temporarily and drop to 0 Stamina. For every point on your Chord Die that was reduced, restore 25 Mana and Stamina to the entire party (except yourself).	Chord
Throw Money	LEGEND	You can discard any number of Crown from your inventory when you make this attack. If so, add 1 AP for every 10 Crown discarded.	Dreg, Weave, Chord
Divine Intervention	MYTHIC	<i>Exploration. Utility.</i> You call to the Patrons themselves for help, choosing to receive one of three blessings: • You fully restore the Stamina and Mana of your entire party and clear any Conditions on them, including Forsaken. • You receive a Mythic Relic that befits your present situation and is forged by the Patrons. • The entire party receives the wisdom of the Patrons in the form of 300 XP. You can only cast this Spell once.	Source
Meteor	MYTHIC	This Spell targets all enemy creatures. On a hit, the targets are Suffering. This Spell can target enemy creatures in other on-going battles that are occurring in the same Region, should all participants in those battles agree. The other battles cannot contain any of the same Avatars in the battle this Spell is casted from. The effect is resolved on the next GM turn.	Tome
Flawless Hunt	MYTHIC	If this attack brings the target Monster to 0 Stamina, you collect a piece of them as a trophy. Whenever you face a Monster of the same type, you roll an additional Weakness Die against them. Whenever you collect a trophy for every Monster type, you can attempt the Final Hunt.	Hunt
Devour Soul	MYTHIC	<i>Utility.</i> Target a defeated creature and consume their soul, receiving a permanent +1 to Curse, or +2 if casted through The Price. Each time you consume a soul, you have a 5% chance to go completely mad. If so, you must retire your Avatar.	Curse
Total Domination	MYTHIC	On a hit, if the target is a Monster, they will fight by your side permanently, unless they drop to 0 Stamina or you choose to release them. You can only have one Monster dominated at a time. Your party attacking the Monster will cause it to see you as an enemy again. The dominated Monster retains its Mana and Stamina between battles.	Voice
Forbidden Alchemy	MYTHIC	<i>Exploration. Utility.</i> Whenever you cast this Spell, you “weave” together two of your currently equipped Relics, combining their effects into one Relic. Once a Relic is combined, it cannot be combined again. The	Weave

		rarity of the new Relic scales to the higher Relic. You can rename the Relic upon “weaving” it. Casting this Spell more than once will cause you to become Forsaken, for the Patrons don’t take kindly to you messing with reality. You cannot cast this spell through The Price.																			
Infinity Blade	MYTHIC	<i>Exploration. Utility.</i> The warriors of old gift you a legendary “weapon” of your choice, permanently infusing your normal attacks and defenses with an elemental property and adding an Infinity Die (d6) to all normal attacks and defenses. The Infinity Die increases a step for each subsequent weapon collected. Once you have collected all weapons, you are gifted with the Ultima Blade, which allows you to make an extra normal attack and defense each turn. <table><tr><td>Xiuhcoatl</td><td>Fire</td></tr><tr><td>Triaina</td><td>Water</td></tr><tr><td>Excalibur</td><td>Ice</td></tr><tr><td>Fragarach</td><td>Wind</td></tr><tr><td>Mjolnir</td><td>Thunder</td></tr><tr><td>Gungnir</td><td>Earth</td></tr><tr><td>Kusanagi</td><td>Bio</td></tr><tr><td>Vajra</td><td>Holy</td></tr><tr><td>Tyrfing</td><td>Dark</td></tr></table>	Xiuhcoatl	Fire	Triaina	Water	Excalibur	Ice	Fragarach	Wind	Mjolnir	Thunder	Gungnir	Earth	Kusanagi	Bio	Vajra	Holy	Tyrfing	Dark	Blade
Xiuhcoatl	Fire																				
Triaina	Water																				
Excalibur	Ice																				
Fragarach	Wind																				
Mjolnir	Thunder																				
Gungnir	Earth																				
Kusanagi	Bio																				
Vajra	Holy																				
Tyrfing	Dark																				
Eternal Bond	MYTHIC	<i>Exploration. Utility.</i> You forge an eternal bond with a party member of your choice that transcends time and space. Once the bond is formed, you permanently receive the following benefits: - You gain double XP when completing Quests with that Avatar (except Avatar or Mythic Quests). Extra XP is not doubled. - You can perform a Synergy Attack with them even when they’re not in the party. - You share their Inherit Patron. You only can share an Eternal Bond with one other Avatar at once. Any Avatar you attempt to forge an Eternal Bond with must consent.	Forge																		
Slime Party	MYTHIC	<i>Utility. Focus.</i> Raw roll your Avatar Die and summon that many Slimes, which will be hostile to any non-identical creature. While focusing on this Spell, you are identical to a Slime.	Dreg																		
Blood Transfer	MYTHIC	<i>Utility. Defense.</i> If this defense wins against a Spell, you may replace one of your Wild Surge effects with that Spell’s effect (except for Fizzle). Alternatively, you can cast this Spell to choose new Innate Spells.	Blood																		
Construct	MYTHIC	<i>Exploration. Utility.</i> Create a permanent Stronghold in this Region, choosing between one of five types, which each grant a unique bonus (that increases with your Stronghold’s Reputation) whenever you are in battle in this Region. You can only have one Stronghold unless otherwise stated, and can choose to demolish your Stronghold at any time. This Spell cannot be cast within city limits.	Forge, Weave																		

Mobile



+1 / 2 / 3 / 4 / 5
Luck.

Whether by ground, air, or water, your base is constantly on the move, speaking to your adventurous and nomadic lifestyle.

Fortress



+1 / 2 / 3 / 4 / 5
Body.

Your stronghold will defend against any threat, unmoving and unstoppable - just as you are.

Tower



+1 / 2 / 3 / 4 / 5
Mind.

Your base is a place of higher learning, art, and sophistication. It's not that you think you're above everyone else - though you literally are.

Sanctuary



+1 / 2 / 3 / 4 / 5
Will.

Your base is a peaceful sanctuary, where those you deem worthy can come to find respite from the harshness of the world.

Hideout



+1 / 2 / 3 / 4 / 5
Form.

Away from prying eyes, your base flies under the radar. Whatever happens here is your business and yours alone.

Your constructed Stronghold also receives an additional effect based on your Inherit Patron and Guild (if applicable) in the form of a Room.

Choose two Spells that you can cast and combine their effects, creating a new Spell and adding it to your Codex. The Reputation of the Spell scales to the higher one. You must refuel your Laboratory with Patron Blood each time you do this again.

Armory (Blade)	Add a d20 Armory Die to all normal attacks and defenses.	Laboratory (Weave)	
Barrier (Forge)	Your entire party receives 10 Damage Reduction.	Library (Tome)	Your party can utilize your Codex.
Exhibit (Hunt)	On your first attack in battle, receive a critical bonus.	Pen (Voice)	You can summon an additional Familiar at once.
Fence (Shadow-runner)	Find 50% more Crown.	Telescope (Starseeker)	Earn an additional 10 XP.
Fountain (Source)	Your restoring Spells also target yourself for half AP (rounded up).	Vault (Dawn-breaker)	Carry an extra Relic.
Garden (Grovekeeper)	Your Resistances become Extreme Resistances.	Watch-tower (Pathfinder)	Enemy Resistances become Weaknesses instead.
Graveyard (Curse)	Once per battle, cast Reanimate Dead for no Mana or attack	Sanctum (Blood)	Once per battle, reroll one of your Blood Die.

		<table><tr><td></td><td>cost.</td><td></td><td></td></tr><tr><td>Dojo (Flow)</td><td>Start combat with 5 Flow.</td><td>Den (Maw)</td><td>Once per battle, cast Shapeshift for no Mana or attack cost.</td></tr><tr><td>Slime Ranch (Dreg)</td><td>Raw roll a d6 and summon that many Slimes at the start of battle.</td><td>Studio (Chord)</td><td>Gain an additional Chord Die.</td></tr></table> When casting this Spell in a Region you already have a Stronghold, you upgrade the Stronghold instead, increasing its Reputation by one. You can upgrade a Stronghold a maximum of 4 times, up to Legend. At Legend, you can construct one additional Room for your Stronghold, even if you don't meet the Inherit Patron or Guild requirement.		cost.			Dojo (Flow)	Start combat with 5 Flow.	Den (Maw)	Once per battle, cast Shapeshift for no Mana or attack cost.	Slime Ranch (Dreg)	Raw roll a d6 and summon that many Slimes at the start of battle.	Studio (Chord)	Gain an additional Chord Die.	
	cost.														
Dojo (Flow)	Start combat with 5 Flow.	Den (Maw)	Once per battle, cast Shapeshift for no Mana or attack cost.												
Slime Ranch (Dreg)	Raw roll a d6 and summon that many Slimes at the start of battle.	Studio (Chord)	Gain an additional Chord Die.												
A Thousand Arms	MYTHIC	Summon a Spiritual Hand to guide your path to enlightenment. Upon casting this Spell, instantly max out your Flow and permanently increase your maximum Flow by 1. Additionally, gain 1 Flow at the start of combat for each Spiritual Hand you possess. You can possess a number of Spiritual Hands equal to your Avatar Die.	Flow												
Mount	MYTHIC	Exploration. Utility. Summon a permanent Mount that enhances your capabilities based on the type chosen, granting you a Stamina shield, extra Mana pool, and a unique ability whenever you spend an attack to call it forth in battle. Whenever your Mount is reduced to 0 Stamina, it is temporarily destroyed. Damage to you from attacks must go through your Mount first. You can only have one Mount (unless otherwise stated). Casting this Spell again will replace your current Mount. <table><tr><td>Beast 25 Stamina 50 Mana </td><td>Summon a proud creature of the wild, its gait as fluid as the wind and its loyalty unwavering. You can get a critical result one value lower on your Avatar Die.</td></tr><tr><td>Aerial 50 Stamina 25 Mana </td><td>Call forth a mount that pierces the skies, its wings or thrusters leaving a trail of freedom in its wake. Gain Flight, ignoring enemy effects that target all creatures (AOE).</td></tr><tr><td>Conveyance 50 Stamina 25 Mana </td><td>Forge a path across land and sea with a summoned vessel, steady and unstoppable. Once per battle, you can make an extra attack and defense on your turn.</td></tr><tr><td>Titan 50 Stamina 50 Mana </td><td>Summon forth an indomitable machine of war, its steps shaking the ground as you wield its immense power. Your attacks ignore Resistance, Immunity and Damage Reduction.</td></tr><tr><td>Behemoth 100 Stamina </td><td>Manifest a gargantuan force of nature - a true apex of power that eclipses all others. Gain immunity to all</td></tr></table>	Beast 25 Stamina 50 Mana 	Summon a proud creature of the wild, its gait as fluid as the wind and its loyalty unwavering. You can get a critical result one value lower on your Avatar Die.	Aerial 50 Stamina 25 Mana 	Call forth a mount that pierces the skies, its wings or thrusters leaving a trail of freedom in its wake. Gain Flight, ignoring enemy effects that target all creatures (AOE).	Conveyance 50 Stamina 25 Mana 	Forge a path across land and sea with a summoned vessel, steady and unstoppable. Once per battle, you can make an extra attack and defense on your turn.	Titan 50 Stamina 50 Mana 	Summon forth an indomitable machine of war, its steps shaking the ground as you wield its immense power. Your attacks ignore Resistance, Immunity and Damage Reduction.	Behemoth 100 Stamina 	Manifest a gargantuan force of nature - a true apex of power that eclipses all others. Gain immunity to all	Blade, Maw, Voice		
Beast 25 Stamina 50 Mana 	Summon a proud creature of the wild, its gait as fluid as the wind and its loyalty unwavering. You can get a critical result one value lower on your Avatar Die.														
Aerial 50 Stamina 25 Mana 	Call forth a mount that pierces the skies, its wings or thrusters leaving a trail of freedom in its wake. Gain Flight, ignoring enemy effects that target all creatures (AOE).														
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Behemoth 100 Stamina 	Manifest a gargantuan force of nature - a true apex of power that eclipses all others. Gain immunity to all														

			Conditions (except Cursed).		
Mega Evolution	MYTHIC	<i>Utility.</i> After casting this Spell, points you have invested into your Attributes from your Maw Die during this battle become permanent. Every subsequent time you cast this Spell after the first, the strain of the mutations has a half a chance to Devolve you instead, subtracting those points from your Attributes permanently instead of adding them.			Maw
Song of the Universe	MYTHIC	<i>Utility.</i> Master a Movement of your choice from the Song of the Universe, granting you a unique Passive. Once you learn all three Movements, you play the Song of the Universe whenever you cast Perform, giving your allies all three effects on their next attack in addition to Favor.			Chord
		I: Life	Your attacks restore Stamina to the party equal to your Chord Die.		
		II: Death	Your attacks inflict direct damage to all enemies equal to your Chord Die.		
		III: Rebirth	Your attacks restore Mana to the party equal to your Chord Die.		

A.4 Bestiary

A.5 Summons

A.6 Recipe List

INGREDIENTS	SYNTHESIZED ITEM
IDENTICAL ITEM, IDENTICAL ITEM	CREATES THE NEXT TIER OF AN IDENTICAL ITEM <i>(if applicable)</i> For instance, two Greater Potions create a Supreme Potion.
FEATHER x 3	TUFT ★★★
TUFT x 3	RESURRECT ★★★★★
ULTIMATE ELIXIR, PRISTINE SCALE	DRAGON SCALE ★★★★★
MALEVOLENT EYE, PRISTINE SCALE	DEVIL SCALE ★★★★★
METAL, SCALE, COMBUST	DEFLECT ★★★
BALANCE, METAL, SUBZERO	STEEL ★★★
FEATHER, TUSK, ELIXIR	STABILIZE ★★★
ANCHOR, HOLLOW, ETHER	FADE ★★★
FANG, SCALE, SACRIFICE	EVIL EYE ★★★
GALE, BONE, BOLT	ENERGY ★★★

FEATHER, AURA	DIVINE OFFERING ★★★
DIVINE OFFERING, ULTIMATE SHRINE	DIVINE TRIBUTE ★★★★★
PRISTINE ACID, SUPREME GALE, PRISTINE FANG	MONSTER SPRAY ★★★★★
PRISTINE FLESH, SUPREME SACRIFICE, PRISTINE ANCHOR	MONSTER BAIT ★★★★★
OIL, COMBUST, BOLT	SIGNAL FLARE ★★★
DEVIL SCALE, DRAGON SCALE, VIGOR, DIVINE TRIBUTE	LIMIT BREAK ★★★★★★

A.7 Achievement List

Achievement	Requirement
Worldbreaker	Deal a 300 AP attack.
Crafty	Synthesize a Limit Break.
Limitless	Break all the limits.
Stuff of Legends	Become a Legend.
Just a Myth?	Become Mythic.
Exterminator	Defeat 20 Gorenets in a single turn, or witness a party member do it.
Treasure Hunter	Find a Relic as Quest loot.
Godfall	Call forth a Summon from a Summoning Relic.
Full Regalia	Equip three ★★★★★ Relics at once.
Big Spender	Spend 5000 Crown.
Haggler	Sell 5000 Crown worth of goods.
Rich	Carry 5,000 Crown.
Winter's Over	Defeat an Elder Frostgnaw by draining its Mana, or witness a party member do it.
Partners in Crime	Reach 20 Synergy with another Avatar.
Seasoned Adventurer	Complete a Quest in every Region.
I Was There	As a party, defeat an Event Boss.
Darwin's Dream	Witness a Dragon Leech become a False Dragon.
Fallout	Survive an Airbuster's Nuclear Option.
Dragon Rider	Cast Total Domination on a False Dragon, or witness a party member do it.
You Should See a Doctor	As a party, inflict an enemy with every Condition at once (except Forsaken).
Honorable Duel	Defeat a Wandering Swordsman with only Normal Attacks between the entire party.
I'll Be Taking That	As a party, defeat a Scavenger while it's holding a Limit Break.
Blargh!	Get turned into a Zombie.
Rainbow Worm	Give a Duneworm Resistance to every Element by letting it Swallow you, or witness a party member do it.

No Peeking	Force a creature to see the “end of all things”, or witness a party member do it.
The Greatest Mistake	Become a Lich.
Self Reflection	Defeat your Shadow and receive the Patron's Gift.
A Little Help?	Cast Divine Intervention.
Rare Finds	Purchase an item from the Secret Shop.
Now You See Me	Destroy a Scourge's Eye, or witness a party member do it.
Not On My Watch	As a party, defeat three Cultists before they summon anything.
Cheating Death	Survive a Goboo King's Death Sentence.
Face of Death	As a party, make every enemy flee on their first turn.
No Hugs Allowed	Give a Cactus the Afflicted Condition from hugging you, or witness a party member do it.
Frankenstein	Hold five Monster Skills.
Taste Your Own Medicine	Defeat a Monster with one of its own Skills.
Slime the World	Witness 20 Slimes in one battle.
Fool in the Flesh	Cast Disguise at Mythical to permanently look like a Slime.
Population Control	Defeat a Skyjelly without allowing it to spawn a Polyp, or witness a party member do it.
Big Game Hunter	Complete the Final Hunt.
Fairy Tale Ending	Slay a False Dragon, or witness a party member do it.
Armed and Dangerous	Forge the Ultima Blade.
Did We Just Become Best Friends?	Forge an Eternal Bond with someone who has forged an Eternal Bond with you.
Hero's Journey	Complete all of your Avatar Quests.
Private Army	Summon five Familiars at once.
Instigator	Witness a Monster you summoned attack a different Monster.
Prison Break	Get hit by Cuff 'Em from an Officer, and then defeat that Officer, or witness a party member do it.
Humbled	Battle a Raid Boss.
Minefield	As a party, defeat three Tumbleweeds without their seeds exploding.
RNG Pro	Find a Mythical Relic in a cache.
Making a Mark	Complete a Legend Quest.
When the World Needed Them Most	Cast every Element in one battle.
Critical Situation	Roll a critical result three turns in a row, or witness a party member do it.
Clutching Up	Win a battle while two allies are downed.
Gaming the System	Equip three “weaved” Relics at once.
Trader	Trade with another player.
This Feels Familiar	Roll a d20 Avatar Die.
Who's in Charge Around Here?	Reach 20 Influence in a Guild you're pledged to.

Tailor Made	Find your Fated Treasure.
Eagle Eye	Defeat an enemy while they are hidden.
Dedication	Invest 20 points into a Patron.
Jack of all Trades	Invest a point into every Patron.
Healer Main	Restore 300 points of Stamina to yourself and/or others in a single battle.
Back for Blood	Complete a Quest you previously failed.
Highly Favored	Roll three Favor Die in a single turn.
Barely Feel It	Become Resistant to every Element and Immune to every Condition (counts if temporary).
Punching Bag	Take 300 damage in a single battle, or witness a party member do it.
Knock Knock	Hit a Pharaoh while it's in a Tomb, or witness a party member do it.
Against All Odds	Fail every Trial on a Quest and still complete it.
The Master	Complete a Master Quest solo.
Homemaker	Fully upgrade a Stronghold.
Must Have Been the Wind	Remain Hidden throughout an entire battle, or witness a party member do it.
I Liked You Better the Other Way	Defeat a Crone after she becomes a Wretched Fleshbag.
Bag of Holding	Use 10 items in a single battle.
Fellowship	Complete a Quest with 10 different players.
Multitalented	Cast a Spell from every Patron in a single battle.
Secret Handshake	Perform a Synergy Attack with someone pledged to the same Guild.
Just Barely	Down an enemy while at 1 Stamina.
Shopaholic	Purchase every general item in the Shop and Black Market once (excluding rotating items).
Need Nerfs	Complete a solo Quest without taking damage.
Unpopular	Take a hit from five enemies in the same round, or witness a party member do it.
Monster Mash	As a party, defeat 30 Monsters in the same Quest.
This Feels Different	Complete a randomized Quest.
Don't Test Me	Pass every trial on a Master Quest while solo and without using items.
Like A Nightmare	Complete a randomized Master Quest.
Every Last One	Summon a False Dragon and then defeat it, or witness a party member do it.
Filler Episode	Roleplay a high-effort scene outside of a Quest.
From the Other Side	GM a Quest.
Spammer	Cast 5 different Spells in one turn.
Get Off	Drop yourself to 0 Stamina while a Wretched Fleshbag is grafted to you, or witness a party member do it.
Jack and the Beanstalk	Steal a Monster Skill from a

	Summon, or witness a party member do it.
Power of Friendship	As a party, perform 3 Synergy Attacks in a single battle.
Main Character Moment	Join a Quest by Signal Flare.
Unlimited Reserve	Have a maximum Mana of 500.
Brainiac	Reach 20 Mind.
The Sky is Falling	Witness a Boss be defeated from a Meteor cast from a different battle.
The Good Ending	Retire a Legendary Avatar.
Hero of Fantasia	Collect all achievements.

EXTRA ACHIEVEMENT	REQUIREMENT
Black Flash	Multiply your attack by 10 using the Truth Flow Move.
Song of the Universe	Master all three Movements of the Song of the Universe.
Making a Change	Shapeshift into every Shape in a single battle (not including Totem Spirits).
Chaos Magic	Activate five different effects from one Wild Surge.
Patience is a Virtue	Catch a Lucky Fish.
Friendly Neighborhood	Simultaneously Restrain five enemies by casting Web.
Clear Skies	Force a Boss to lose Charges using Weather Control.
Pop Star	Earn 1000 Crown using Perform.
Loss of Faith	Force an Ancient Priest or Cultist to flee.
The Count	Become a Blood Baron.
Multiversal Madness	Survive an Incursion.
The Story Unfolds	Complete a Mythic Quest.
Mutual Understanding	Witness an AI Overlord find the solution to all conflict (flee).
Home Run	Throw a Gremblin at an ally and have them down it before it hits them, or vice versa.
Trusty Steed	Summon a Mount.
Hunting Trophy	Wield a Monster Relic.
Thanks For The Memories	Fight a Raid Boss in VR.
Working Late	Complete a Midnight Shift Quest.
The Golden Crown	Collect 10 Monster Relics.
That Wasn’t Supposed to Happen	Devolve as a result of using Mega Evolution.
True Alpha	Master your Lycanthropy.
Divinity Unlocked	Reach level 100 with an Avatar.

Credits

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Gameplay	joey7darko

	mochasaur whoomstafloomf
Story	joey7darko mochasaur whoomstafloomf
Art	joey7darko sinthulu kularian
Moderation	joey7darko mochasaur whoomstafloomf

Secrets

If you have found this section of the guide, it is highly encouraged not to share these secrets, and avoid reading further if you’d like to be surprised. The purpose of this section is to allow Game Masters and dedicated players to manage certain events on their own.

The Greatest Mistake

The first time an Avatar enters combat after reaching Curse 20, they will be visited by the Lich King and presented with a choice: become a Lich, or face their Shadow. If they accept his offer and become Lich, they gain one point in the secret Abyss Patron below. This decision can never be reversed (even with an Avatar Remake). Afterwards, they can invest progression points freely into the Abyss Patron as they gain them.

If the Avatar refuses, they fight the Accursed Shadow (hidden in the Bestiary). If they lose the Battle, they become Forsaken, a condition which can only be removed by Divine Intervention. If they win, they are visited by the Patrons themselves, who thank them and offer them a Patron Blood, as well the Patron’s Gift, which allows them to cast Divine Intervention for free one time, whenever they should need it. Additionally, the Avatar is also afforded the option to reinvest any points they have put into Curse.

This event only triggers once per Avatar.



SECRET THE ABYSS	
You have completely given your soul to the Lich King, becoming corrupted beyond repair. You are now a blight on the world, abandoned by the Patrons and left only to pursue endless power until the end of all things - a fate you may just bring to the world in your hubris.	
Roleplay: Scourge, Immortality, Undeath	
1	Lichdom: You have abandoned the divine and are irrevocably Forsaken beyond even Divine Intervention. Whenever you cast Spells from the Curse, add your Abyss Patronage to the AP.
5	Living Nightmare: Whenever you inflict a Condition, inflict it to another creature in the battle.
10	Total Corruption: You can cast any Spell in your Codex from the Curse.
15	Unlife: Double your Stamina.
20	Immortality: Whenever you drop to 0 Stamina, you come back to 1 on your next turn, assuming the battle continues.

The Final Hunt

Whenever an Avatar collects a trophy for every Monster type using Flawless Hunt, they can attempt a secret Quest called the Final Hunt, where they will discover that not all Dragons are extinct - for they will face one themselves.

In this Quest, there is only one Battle, that being with a True Dragon (hidden in the Bestiary). Failing Trials on this Quest will not spawn other Monsters, but will empower the True Dragon, giving it access to more terrifying passives.

The Final Hunt [Legend] | Anywhere
Millenia ago, Dragons ruled over Fantasia with humanity as their thralls. Though it was once thought that the Patron Novus had driven them all extinct, yet you have caught one’s scent, shaking your faith in the reality you thought you knew. Every second honing your hunt has led to this moment, one where you just may claim the head of the most terrifying beast this world has ever known, and by doing so, free all mortals from their proverbial chains.

First Trial - Bravely enter the primordial lair. (DC 30 Body) (Hunt Favor)
Second Trial - Falter not in the face of true power. (DC 30 Will) (Hunt Favor)
Third Trial - Pray for the Patrons to be with you. (DC 30 Luck) (Hunt Favor)

Battle - 1 True Dragon

If the party manages to defeat the True Dragon, they receive 300 XP and legendary loot. Additionally, the Avatar that completed their Final Hunt will earn a Patron Blood and the Dragon-Bone Mantle [★★★★★]: You can get a critical result three values lower on your Avatar Die. The Final Hunt can only be attempted once. If multiple Avatars in the party are eligible for The Final Hunt, they can complete it at the same time.

Reaching Divinity

Whenever an Avatar reaches level 100, they become *Divine*, earning that player a special server role and a Patron Heart, worth 5 Patron Blood. Whenever a player chooses to retire this Avatar, they can choose to have them immortalized in game forever in the form of a Summon. Additionally, Divine Avatars can make an extra attack on their turn.