

Herein lies Firehearth's Tome, a mystical creation where you will find our adventurer's level, gold, magical capabilities, armor, and talents. As relics are unveiled, they will be posted here. Welcome to Fireheart.



|4250 | 4375 | 4500 | 4625 | 4750 | 4875 | 5000 | 5125 | 5375 | 5500|

LEVEL EIGHT - 4568.9/5500 pts

Updated 11/17/2017 1:40pm CST

XP Guide:

- **1 post = 50 pts**
- **1000 words = 50 pts**
- **1 DT post = 10 pts**
- **Complete SB Challenge = 50 pts**



Level	Achieved	Total Points	Rewards
1		200	100 Gold 2 Bending Arts 1 Common Weapon Slot
2		500	12 Gold 1 Talent
3		850	13 Gold 1 Hextech Slot
4		1300	15 Gold 1 Bending Art
5		1850	20 Gold Uncommon Weapon Slot Uncommon Armor Slot
6		2500	150 Gold Uncommon Armor Slot
7		3250	30 Gold 1 Hextech Slot Uncommon Armor Slot

8		4250	35 Gold 1 Talent Uncommon Armor Slot
9		5500	250 Gold Uncommon Armor Slot
10		7000	50 Gold 1 Bending Art Rare Weapon Upgrade Rare Armor Upgrade
11		9000	? Mystery Rewards ?
12		11250	100 Gold 2 Rare Armor Upgrades 1 Hextech Slot
13		13500	150 Gold 2 Rare Armor Upgrades 1 Talent
14		16000	750 Gold 2 Rare Armor Upgrades
15		20000	? Mystery Rewards ?

All Rewards So Far
100 gold 2 Bending Arts 1 Common Weapon Slot
12 gold 1 Talent
13 gold 1 Hextech Slot
15 gold 1 Bending Art
20 gold Uncommon Weapon Upgrade Uncommon Armor Slot
150 gold Uncommon Armor Slot
30 Gold 1 Hextech Slot Uncommon Armor Slot
35 Gold 1 Talent Uncommon Armor Slot



Adventurers	Corrick	Malek	Rakan	Halona	Aracelis
Gold (1:100 words)	314 gold (464 earned)	450 gold (470 earned)	391 gold (391 gold earned)	432 gold (432 earned)	469 gold (489 earned)
XP Earned	1396.85 XP earned	1057 XP earned	310.15 XP earned	716 XP earned	1088.9XP earned
Relics Revealed	0	0	0	0	0

Current SB Challenge Progress:					
Adventurers	Corrick	Malek	Rakan	Halona	Aracelis
Challenge 1	✓	✓	✓	✓	✓
Challenge 2			✓		
Challenge 3		✗	✓	✓	✓
Total Points Earned	1/3 Point(s)	1/3 Point(s)	3/3 Point(s)	2/3 Point(s)	2/3 Point(s)
Post Deadline	0 Posts(s)	0 Posts(s)	0 Post(s)	0 Post(s)	0 Post(s)

Notes:
For Writers - Allude to the Future *again* during Ball or Finale for a bonus point.
For Relic Hunters - Another bonus point for whoever collects it in-story.



Each person may be able to bend one of four elements: Fire, Earth, Air, or Water.
A Bending Art is a special move, unique to your character.

Corrick	Malek	Rakan	Halona	Aracelis
Iron Fists: *Corrick can use the earth around him to wrap around his hands, creating gloves. He can do this with metal as well.*	**Burning Man:** *Malek creates an aura of fire around him that applies burning damage-over-time to his physical attacks for a short duration. It also illuminates the area around him.*	**Smoke Hollow:** *Rakan creates a dense cloud of smoke and can use it in several ways. It can be used to conceal for retreating or to set up sneak attacks. In addition, Rakan can also attempt to suffocate someone by forming it around them. It can only retain the shape of a cloud.*	**(Un)Steam powered:** *Halona builds up heat and pressure in a closed source of water until she sees fit to release it. Can be useful for traps. On the reverse, she can also freeze and expand water in restricted containers, breaking through even the sturdiest of them. She can form explosive bullets from this unique combination for her gun.*	**Fog Whip:** *Acarelis can add humidity into a stream of air, creating thick fog that she can manipulate and use as a whip for a short duration. She can also control the temperature of her whip. After only a few strikes of the whip, it breaks, but that can be lengthened with practice.*
Tremors: *Corrick bends the earth through waves if he's in contact with it. While mainly used to survey things or set someone off-balance, with enough concentration he can cause serious damage.*	**Serpent's Bite:** *Malek strikes with his daggers, leaving poison in the enemy's body and cauterizing the wound, sealing it in.*	**Searing Air:** *Rakan creates spears of extremely hot smoke that rushes toward the enemy with severe speed and can cause intense burns. Once set on its path, it only stops once it collides with something*	**Dancing Discs:** *Halona creates hollow, vertical discs of razor-thin water and hurls them in front of her, one at a time. If they aren't broken or pass the target she was aiming for, she can force them to rebound with even*	**Serpent's Gaze:** *Aracelis creates a blast of air that strikes multiple times at a location. Meant for keeping unsuspecting victims light on their feet.*

		--or someone.	*more speed.*	
Hardened Stars: *Corrick forms metal into sharp and aerodynamic throwing knives. With concentration, he can form multiple ones at once and fling them with deadly precision. Requires metal.*	**Wasteland Jet:** *Malek focuses his spirit, allowing him to produce flames from his feet, allowing for some elevation. Unreliable at the moment, but with time and practice, could allow him into the land's finest circuses.*	**Clouds of Demise:** *With concentration, Rakan forms several dense pockets of smoke around him during combat, to which he can use defensively --to provide small cover from bending attacks-- or offensively --striking with spears or whips of smoke--. Once one cloud is used, it's gone until he forms them all again.*	**Hextech Healing:** *With enough concentration, Halona can combine boiling, purified water with melted refined Hextech crystals. This creates a potent healing salve that, while extremely painful, can cauterize and disinfect even the most stubborn of wounds.*	**Hidden Gale:** *Aracelis creates pockets of condensed air she wears like bracelets around her arm. With a small amount of these pockets, she can do quite a punch. With a large amount, she can create gusts of wind akin to storms. With practice and enough concentration, she could effectively set up traps around her arms for unsuspecting aggressors.*



Talents are out-of-combat skills that provide use for a group on-the-go. Before you pick any talents, make sure to pick a profession first (e.g. cooking, smithing, foraging)

Corrick (Weaponsmaster)	**Malek** (Herbalist)	**Rakan** (Miner)	**Halona** (Engineer)	**Acarelis** (Thief)

Quick Repair: *Corrick can use his Earthbending to repair minor chinks in a weapon and strengthen it by removing any impurities from the metals.*	**Savannah Heat:** *Malek increases the potency of herbs by naturally drying their non-essential oils.*	**Earthen Sense:** *Rakan can sense of the ground is unstable in certain areas, or if something like a landslide is about to occur. He can also tell if the ground is hollow (as in, locating caverns or underground bases), and he can feel minor tremors in the ground that no one else can feel.*	**Light Repair:** *Halona can use her quick thinking and ingenuity to apply light and temporary fixes to armor and contraptions.*	**Charm:** *Acarelis has proven herself over the years to be quite the sweet-talker. She's charmed her way out of Dressuin, into homes and beds, and into a large fortune that she has since used up.*
Sharpen: *Using rare metals from the stone he gathers, Corrick can instantly sharpen and/or add a sharp edge to any dull blades or surfaces.*				



Hextech items are inputted in your armor to provide unique perks to your combat prowess.

Corrick	Malek	Rakan	Halona	Aracelis
Metal Enforcer: *A Hextech fiber of cheap design woven into gloves. When it comes into contact with bent stone or metal, provides a suction to the gloves.*	**Nimbus Fibril:** *A Hextech fiber of cheap design that, when woven into the lower part of the body's clothing, slightly increases movement speed while in combat.*	**Clean Breath:** *A Hextech fiber woven into the fabric of his scarf. When held over his mouth, it can completely filter all smoke out of the air he breathes.*	**Clear-Sight:** *A Hextech port engineered into Halona's goggles. Currently unused, but some kind of Hextech modification can be inserted with ease inside.*	**Shock-Metal:** *A Hextech-infused gem inserted into a bracelet that gives a small chance to shock the enemy when using airbending.*
Metal Rebreather: *A Hextech crystal embedded within a stud earring that allows Corrick the ability to breath an extended amount of time when in normally unbreathable situations.*	**Chemical Panic:** *A Hextech fibril woven as tattoo ink in the skin that adds a fear effect to enemies when fire makes skin or eye contact.*	**Force Booster:** *A Hextech fiber of cheap design woven into the fabric of one sleeve. Slightly increases physical performance in that arm when used.*	**Waterproof:** *A Hextech mesh inserted into Halona's Hextech Rifle that allows it to work through even the heaviest of downpours.*	



You can receive a weapon/armor piece each weapon/armor slot or upgrade you unlock. These are retconned in but you can write about it if you want. Each upgrade only counts for one slot, so choose wisely! As the Storybook goes along, you'll get better gear.

Here's the list of color meanings:

- **Black = Common**
- **Green = Uncommon**
- **Blue = Rare**
- **Purple = Epic**
- **Yellow = Mythical**

Slots	Corrick	Malek	Rakan	Halona	Aracelis
Main Weapon	**N/A:** *Mainly uses his fists.*	**Blacksun Janbiya:** *A wickedly curved dagger of Myaran design. Capable of conducting flame more easily than typical metals, thus ideal for firebenders. Hidden veins delve deep inside to contain venom.*	**Graywood Pickaxe:** *A black metal pickaxe with a handle of gray wood. In the middle of the two halves of the pickaxe is a deep blue gemstone.*	**Hextech Rifle:** *A hand-crafted gun that uses Hextech energy as fuel source and weapon. Can be overcharged by different elements for various effects.*	**Fleeting Whip:** *A leather whip. Doubles as a stylish belt.*
Offhand Weapon	**Throwing Daggers:** *Metal daggers refined by earthbending for deadly aerial precision. Corrick can currently carry six at a time.*	**Daggers:** *Double daggers, often dipped in poison of Malek's own creation.*	**Light Mace:** *A small, light, one handed mace in which the end is no bigger than a fist.*	**Bola:** *A set of cheap bolas. Meant for tripping foes.*	**Dagger:** *There seems to be a trend going on here.*

Head		**Mouth of the Basilisk:** *A flexible, breathable bandit's mask made of basilisk skin and cotton fiber. It contains a chemical that enhances the power of fire as it passes through.*	**Cross Steel Helm:** *A heavy steel miner helmet with an X on the top which is designed to block head trauma should a rock from the roof of the cavern fall onto the miner. It also has a small light on the front, but that's usually dead.*	**Hextech Goggles:** *Halona carries with her worn Hextech Goggles that act as both a stylish accessory and enhances her vision in combat.*	
Chest	**Ironstark Mesh:** *A metal mesh under the shirt. This will moderately reduce damage from melee weapons and a chance to block stabs.*		**Cross Steel Plate:** *Two heavy plates strapped to the chest below the shirt. Together they form an X shape. They're originally designed to prevent the pickaxe bouncing back and hitting the miner's chest from killing them.*	**Hextech Corset:** *A mesh-corset with that extends any Hextech capabilities to Halona. Not capable of protecting Halona besides very minor damage.*	**Scaled Corset:** *A leather corset with added scales from a Nathernusk Wyvern for reduced impact from bending and easier movement against high winds.*
Arms	**Ironstark Bracer:** *Bracers that support his Iron Fists ability.*				**Fleeting Bracer:** *A metal bracer with clasps on her left hand, perfect for storing her whip in between battles.*
Legs	**Ironstark Leggings:** *Heavy*	**Blacksun Leggings:** *Lightweight*		**Hextech Pads:** *Handmade*	

	polished armor connected by mesh adorns his legs, protecting vital regions. Restricts movement minimally.	*basilisk-skin leg-guards scavenged from a Nadiri agent. Meant for quick and agile maneuvers in combat, and gives more of a free range of fighting than traditional armor.*		*and lightweight armor of Halona's own design that fit snugly around her legs while still allowing for easy movement and flexibility within fights.*	
Feet	**Ironstark Boots:** *Heavy strapped boots with iron bracings up the leg. Sturdy and allows the wearer good stability in a multitude of terrains.*	**Blacksun Leather Sprinters:** *Lightweight and tight-knit shoes meant for extended and rough fights, these basilisk-skin sprinters*	**Cross Steel Boots:** *Steel-toed boots with Xs on the front. These too came from the mines and are meant to support the feet through all the walking of the mines.*		
Accessories					



Relics are powerful items that affect the team, often as a reward from quests.

Current Relic Hunt
Hint:
"Six hearts charge the land and fuel the skies, but only one needs to stop for the net to crumble into ashes."

- **Current Relic Status: Found - Rakan**
- **Location: *Leviathan*'s Lightning Net**
- **Physical Attributes: Unknown**
- **Obtained: No**

Relics Discovered	Earth Perks	Fire Perks	Water Perks	Air Perks	Universal Perks

CHANGELOG

Date/	Changes
11/17	**XP** • **+** 10 DT Points - Corrick
10/19	**XP** • **+** 129.45 SB Points - Aracelis **GOLD** • **+** 16 Gold - Aracelis
8/26	**XP** • **+** 122.15 SB Points - Corrick • **+** 130.15 SB Points - Rakan • **+** 117.55 SB Points - Malek • **+** 20 DT Points - Malek • **+** 30 DT Points - Corrick **GOLD** • **+** 35 Gold - Everyone • **+** 15 Gold - Corrick • **+** 16 Gold - Rakan • **+** 14 Gold - Malek **LEVEL** • Level Up - Level 8 • **+** Level 8 to "Rewards So Far" **SB CHALLENGES**

	• + Challenge 1 Checkmark - Corrick • + Challenge 1 Checkmark - Malek • + Challenge 1 X-mark - Malek • + Challenge 1 Checkmark - Rakan • + Challenge 2 Checkmark - Rakan • + Challenge 3 Checkmark - Rakan • + Challenge 1 Checkmark - Halona • + Challenge 3 Checkmark - Halona • + Challenge 1 Checkmark - Aracelis • + Challenge 3 Checkmark - Aracelis • "Notes" Section Updated **PROFESSION & TALENTS** • + "Sharpen" - Corrick **WEAPONS & ARMOR** • + "Ironstark Leggings" - Corrick
7/23	**XP** • + 132.7 SB Points - Halona • + 99.5 SB Points - Malek • + 118.45 SB Points - Aracelis • + 10 DT Points - Corrick **MISC** • Name Change: Rakel -> Rakan
5/2	**XP** • + 10 DT Points - Rakan • + 10 DT Points - Malek **BENDING ARTS** • + "Smoke Hollow" - Rakan • + "Searing Air" - Rakan • + "Clouds of Demise" - Rakan **PROFESSION & TALENTS** • "Keen Eye" Changed to "Earthen Sense" - Rakan **HEXTECH SLOTS** • + "Clean Breath" - Rakan • + "Force Booster: - Rakan • + "Chemical Panic" - Rakan **WEAPONS & ARMOR** • + "Graywood Pickaxe" Uncommon Weapon - Rakan • + "Light Mace" Common Weapon - Rakan • + "Mouth of the Basilisk" Uncommon Armor - Malek • + "Cross Steel Helm" Uncommon Armor - Rakan • + "Cross Steel Plate" Uncommon Armor - Rakan • + "Cross Steel Boots" Uncommon Armor - Rakan **SB CHALLENGES.** • + New SB Challenge Link • All SB Challenge Progress Refreshed
5/1	**XP** • + 181.49 SB Points - Halona • + 20 DT Points - Corrick • + 10 DT Points - Aracelis • + 91.95 SB Points - Aracelis • + 50 SB Challenge Points - Everyone **GOLD**

	• + 30 Gold - Everyone • - 50 Gold - Corrick • + 26 Gold - Halona • + 8 Gold - Aracelis **LEVEL** • Level Up - Level 7 • + Level 7 to “Rewards So Far” **PROFESSIONS & TALENTS** • + Miner Profession - Rakan • + “Keen Eye” Talent - Rakan **HEXTECH SLOTS** • + “Metal Rebreather” - Corrick • + “Waterproof” - Halona **ARMOR & WEAPONS** • + “Ironstark Boots” Uncommon Armor - Corrick • + “Hextech Corset” Uncommon Armor - Halona **SB CHALLENGES** • + Bonus Point - Rakan • + Challenge 2 & 3 Checkmark - Halona (Omnom) • + Challenge 1 Checkmark - Rakan
4/30	**XP** • + 10 DT Points - Corrick • + 10 DT Points - Rakan • + 100 Relic Points - Rakan **RELICS & MYSTERIES** • + Current Relic Hunt, Hint, Status, Location, Physical Attributes, Obtained • Updated current Relic Status: Location Found!
4/22	**SB CHALLENGES** • + Challenge 3 Checkmark - Rakan
4/21	**XP** • + 152.45 SB Points - Aracelis • + 30 DT Points - Corrick • + 20 DT Points - Malek • Matched Ind. XP to Tot. XP **GOLD** • + 20 Gold - Aracelis • - 20 Gold - Malek • - 20 Gold - Aracelis **ARMOR & WEAPONS** • + “Scaled Corset” Uncommon Armor - Aracelis • Darkened Uncommon color **SB CHALLENGES** • + SB Challenge Hub • All progress updated • “Notes” Section updated **MISC.** • + Point markers to bottom of Level Meter • Darkened Bending Colors • + Changelog