

Turtle/kappa tf

This tf aims to both add new nice encounters on beach and sea and fill up the toughness throne

Size

Skin color (green): Your skin suddenly changed shade to light green how weird.

Turtle Scales (require green skin): Your skin itches (if fur- as fur fall apparts) and covers itself with small scales the like of which reptiles have.

Hand webbed: Your hands suddenly feel weird. As you look down to examine them you discover they are now webbed like those of common amphibious creatures.

Feet webbed: Your feet suddenly feels weird. As you check them up you discover they now are webbed like those of common amphibious creatures. You guess you can now swim at high speed!

Tail: a small lump seems to break out from the back of your spine finally exploding into a short cute tapered tail that would fit on a turtle.

Shell (shell count for a back tf which means if you wanna troll go ahead and add a pair of white wing): You feel like your spine is being pulled out of your back as something huge and hard starts to form around your body like a chitin, or rather a shell! Looking around you indeed discover you now have a large shell up your back. Try not to fall backward, it will be very hard to get back up with **your turtle shell**.

Ears holes (turtle) - same as lizan

Face (turtle) - to do

Wet hole above head (kappa hair tf) - to do

Turtle girl/boy: ears, arms, feet, tail, skin color, carapace (6)

Turtle morph: same as girl include scales and face (8)

Kappa girl/boy: same as turtle girl but add the dish on your head

Kappa: same as turtle morph but add the dish on your head.

Turtle stat: +80 though -20 speed +10 strength +10 intelligence

Kappa stat: +80 though -20 speed +20 strength +20 intelligence

## Sentinel perkline (now moved to knight and defender)

Last stand: Once per battle reduce lust by 50%, recover 50% of fatigue and 50% of health.

Tower of iron will: long as PC wears a shield PC lust resistance is increased by 20% and pc is considered resistant to elemental attacks.

Perfect guard: Gain near invulnerability for 2 round once per 10 round

Shield Grandmastery: Increase shield block rate by an amount based on toughness up to 10%.  
Also decrease blocking cost by 50%

Armor master: heavy armor gains a part of agility ac increase.

## Eromancer perkline

Job Eromancer: increase max intelligence by 5 and libido by 5

Prerequisite: Job sorcerer, Job seducer, lvl 6

Arcane lash: Your whip act as a catalyst for your lust inducing spells as well as for magic weapon

Prerequisite: Job Eromancer, lvl 6

(Whip gain +40% modifier, succubus whip 80%, lethic fire whip 100%, Arouse +50%)

Transference: Your mastery of lust and desire allows you to transfer your own arousal to your opponent.

Prerequisite: Job Eromancer, Arouse spell, lvl 12

(Gain the special ability Transfer which take 5% of your own lust and send it back at your opponent)

Naked Truth: Opponent have a hard time dealing serious damage as the sight of your naked body distract them.

Prerequisite: Job Eromancer, unhindered, lvl 12

## Oni project

Big size, red skin, tattoo, yellow eyes pupils, ogre tooth, elfin ears, horn, human legs, human arms, at least good musculature, no wing, no tail.

Ability name: Rampage

Urta - Halberd  
Chi Chi - Master gloves  
Kiha - Blazing Axe  
Amily - Slayer dagger  
Ayane - Miko staff  
Alvina - Alvina locket (amulet)  
Siegweird - Siegweird signet ring (ring)  
Marble - Marble warhammer  
Diva - Vampiric dress and smoke bomb  
Samirah - Serpentine blade  
Helia - Helia Scimitar  
Arian - Blood magic toggle

Skinparseer = ((SkinType) + SkinTypeColor)

Skinparseer = ((HumanSkinColor + SkinScale/Fur/Chitin) + SkinTypeColor)

SkinType PartialSkin/FullFur = HumanSkinColor + (PartialSkinText/FullFurText) +  
(SkinScale/Fur/Chitin)

SkinType FullSkin = (SkinScale/Fur/Chitin)

Exemple

Skinparseer = ((HumanSkinColor + (PartialSkinText/FullFurText) + (SkinScale/Fur/Chitin)) +  
SkinTypeColor)

# Cai'lin

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## Monk perk

### Catch the blade

**Require:** Monk

**Effect:** Allow an extra chance to parry attacks with your fist (up to 15%).

### Combo

**Require:** Monk

**Effect:** Gain an extra attack with fist.

### **Combo master**

**Require:** Combo

**Effect:** Gain another extra attack with fist.

### **Power attack**

**Text:** Do a single way more powerfull strike.

**Battle:** You lift your -weapon name- with all of your strenght and smash it on your foe head. X damage

### **Summoning**

**Building (req 4 stone and 5 vial of blood of any kind or as well as 100 mana):** You get to building your arcane circle. You set a stone at each of the four cardinal point and draw a perfect circle with the blood. That done you inscribe the runes meant to facilitate the chosen entity passage to mareth punctuating each scribing with a word of power. After several hours of hard work your arcane circle is finally done ready to be used to summon various entity to mareth.

**Upgrade:** You decide to upgrade your circle in order to contain a stronger being should the binding ritual fail. You draw a second/third larger circle around the smaller one inscribing additional protections and ward. Satisfied you nod at the result. **You can now perform the rituals to release more of your minions powers!**

**In camp:** A large arcane circle is written at the edge of your camp. Its runes regularly glow with impulse of power.

**Summon:** As it will be your first time summoning an -elemental type- elemental, you begin the ritual by drawing a small circle of rune inside the larger arcane circle you already built, including runes for binding, and directive. That done you initiate the most dangerous part of the ritual, invoking the primal might of the elemental. The -elemental type- elemental appear within the circle. At first huge and terrifying, it fight against its binding trying to break through. The binding circle holds however acting as a mighty barrier the creature cannot breach. As the restraint rune takes hold it slowly shrink in size to something you can properly control. Their duty fulfilled the binding runes fades disappearing into the elemental until you call upon them again. **The ritual is finally complete congratulation is in order as you bound your very own -elemental type- elemental!**

**Empower summon:** It has been a while and your mastery of summoning has increased as a consequence. Now confident that you can contain it you head to the arcane circle and set up the ritual to release some of your servant restraints. You order your pet to stand still as you release the binding rune containing it. At first it trash in its prison with the clear intention to break free, kill and consume you but the ward holds. You write an additional arcane circle (if first upgrade) around the first(second upgrade) around the previous one(end of cut) and add new

directive and containment runes to the formula. Satisfied with the result you incant a final word of power.

(Failure) The enraged elemental struggle against its containment and to your horror find a breach beginning to grow to its full power and striking you in the process with a powerful barrage of energy.

*“You pitiful mortal... you though you could contain me forever! I’m going to make you regret ever summoning me by...”*

The elemental screams in dismay as your larger arcane circle unleash the full might of its last resort rune. Powerful discharge of energy strikes the wayward servants buying you enough time to rewrite its seal and force it back into servitude.

*“Someday you will attempt this ritual again and when you do I will..”*

Its final curse is silenced as its power are sealed again reducing it back to its former size. **Well this ritual is a failure you will have to try again when you achieved better control.**  
(Damage player for 50% of its health)

(Success)The outraged elemental start by struggling but unable to defeat its binding let go and stand still awaiting your commands. Their duty fulfilled, the binding runes fades disappearing into the elemental until you call upon them again. **The ritual is complete and your elemental empowered as such!**

**Cave:** You sigh in relief as the last guardian statue fall to rubble. Its arm tries to grab your leg but you step on it and smash the fingers. All that's left of the squad of golden is a piles of rocks.

**Journey to the East:** You enter the town local Inn ‘Journey to the East’ and look around. You can see many people enjoying a meal or drink in the dining hall, a barman standing by ready to serve drinks.

## **Hodr**

**Damage:** 2 about tainted bow

**Tooltip:** Once was a frost giant wielding this bow and boasting to be the best hunter. To punish him Fera cursed him and his weapon rendering him permanently blind. Regardless, arrows fire by this bow seems drawn to the eyes of its target.

**Goblin:** As you enter the arena you spot your opponent at the other edge of the battlefield. It's a goblin not unlike those you can meet in the wilderness, however she's armed with a set of throwing knife and other gear you don't see normally on those critters.  
The voice of the announcer ring into the stadium.

"Ladies and gentlemen today someone challenged the second ranking gladiatorial test. Can this would be hero defeat all three opponent and earn not only a large sum of gems as well as the right to brag for a full month?! LET'S FIND OUT!"

The gates open and the goblin charge at you weapon at the ready.

**Hellhound:** As the goblin falls unconscious to the ground the crowd cheer for you.

*"It would seems the hero squashed that midget good but were only beginning. If I may the next contestant has been sex starved for two consecutive month and is desperate to sow his seed hence now we release... THE HOUND!!!"*

A massive hellhound of proportion larger than normal rush out of an opening gate. Its eye burns with lust.

**Dridr:** The mutt fall defeated to the floor as the crowd scream your name. The announcer announce the next contestant.

*"The next opponent is a fighter known and loved by the public. You have heard her name told in shallow whispers for the next opponent is an expert of the terrible art known as BDSM. Yes you have all been waiting for her so cheer up for Malady the drider!!!"*

A drider in bondage suit comes out of the gate and eyes you amused.

*"You are my opponent uh? Doesn't look like much. Little pet, by the time I'm done binding you, you will seldom call me mistress!"*

Dridr beat: As the drider falls defeated the crowd cheer to your victory. That said the battle is far from over yet. A large amount of shadows mass behind the opposite gate and already you can guess what's coming up for you.

*"The final contestant is both a new opponent and a test! The town golemancer has been working extra shifts on these thing she calls her babies!! Using the traditional gargoyle model but deprived of soul so for the purpose of mass production these living weapons will mercilessly beat the hell out of the contestant. Who do you think will win the living or the artificial creation? LEEEEETS FIND OUT!!!!!"*

A full squad of stone gargoyle pour out of the gate their mace like tail trailing in the sands. Their claws are sharp and their soulless gaze tells you it will end poorly should you lose.

**Pc wins:** The last gargoyle crumble to rubble and you hold its head up toward the public in victory.

"The challenger defeated all of his opponent what a miracle! Challenger you may now exit the arena and claim your prize, well done!"

You make your way toward the exit and to your surprise meet face to face with the town golemancer. She grudgingly hands you your reward.

*"I'm supposed to reward you with this scepter and a full chest of soulstone. Tsk I guess my golems were not ready yet. Next time if you do show up be ready because my future creation will definitely make a bloody mess out of you."*

(Pc acquire items)

**Aether twin upgrade using a non legendary item:** You deposit the item on the ground and approach the aether twins from it. Not to your surprise the item begins to melt as if turning to sludge before being slowly assimilated into the twins.

Before you know it, whatever was left of the item is completely gone and the twins begin to alter their powers to match this new composite into their being acquiring new properties.