

Spirit Beasts 3.0

The Spirit Beast system allows players to capture spectral avatars of common and exotic beings from across Elanthia, then pit these beings against one another in fights called Spirit Battles. First introduced in 2014, Spirit Beasts underwent a previous expansion with the addition of the globe-traveling Taltdown Arena in 2015, which added NPC beastmasters and ways to customize beasts.

This release, Spirit Beasts 3.0, represents a ground-up rewrite of the system with the aim of making the mini-game more accessible, more engaging, and more fun.

Acquiring a Beast

Before being able to engage in Spirit Battles, a player needs a Spirit Beast. There are two ways to acquire a Spirit Beast: capturing or trading. Trading is the simpler of the two options. Any player who already has a Spirit Beast can purchase an enchiridion or a soul cage and use BEAST EXPEL {object} to instill their Spirit Beast into that object. A player who does not already have that Spirit Beast can hold the object in their hands and use BEAST OFFER {object} to add the selected Spirit Beast into their collection.

New Spirit Beasts typically come from capturing. The capture process is simple: get a talisman. Then use BEAST SENSE to detect the Spirit Beasts in the immediate area, BEAST ATTUNE {beast name} to select one for capture, and BEAST CAPTURE to add it to your collection.

At first, you can only attune to common Spirit Beasts, but if you keep capturing beasts out in the world, you'll gain the ability to capture uncommon and even legendary Spirit Beasts. Spirit Beasts gained through trading do not count toward this counter. You can view your number of captures in BEAST STATUS.

Not every beast is available out in the world. Some highly prized creatures are reserved for special events. Most Spirit Beasts can be found outside of towns, but a few legendary Spirit Beasts may break the rules, lurking in popular areas within town boundaries.

Unlike the previous iterations of Spirit Beasts, you don't need to keep your talisman with you for Spirit Battles. If you wear it and RUB it, you'll receive notifications of Spirit Battles across the world.

Beast Particulars

Using the BEAST INFO verb gets you the statistics of a Spirit Beast within your collection. These include:

Level - Your Spirit Beast will gain levels as it fights. Levels range from 1 to 20.

Experience - It takes a certain amount of experience to rise to the next level. Beasts gain experience from participating in Spirit Battles with opponents. Experience gain is increased when battling higher-leveled Spirit Beasts, and diminished against lower-leveled Spirit Beasts. Experience gain is increased within Training Bouts. White Spirit Beast potions provide Spirit Beast experience.

Class - A classification of Spirit Beasts based on innate traits. The current classes are humanoid, beast, elemental, arthropod, aberration, undead, and beastman. Spirit Beast armaments are typically limited to a certain class of Spirit Beast.

Rarity - Beasts are common, uncommon, or legendary. Common beasts can be found throughout a realm. Uncommon beasts are typically confined to a contiguous range of rooms. Legendaries are found in a single room. Some uncommons and all legendaries have unique Special Abilities that can change up Spirit Battling. There are restrictions, at first, on the rarity of Spirit Beasts you can capture. You can begin capturing uncommon Spirit Beasts once you've captured 10 common Spirit Beasts, and can start capturing legendary Spirit Beasts once you've captured 25 total common or uncommon Spirit Beasts.

Loyalty - Your Spirit Beast becomes more loyal when it wins fights, and loses loyalty to you when it's defeated. Loyalty doesn't change in Training Bouts. When your Spirit Beast's loyalty hits "waning", it's probably wise to buy or collect blood from creatures using a syringe and vial from the Firebird so you can BEAST OFFER the vial to your Spirit Beast.

Primary Stats

Primary Stats determine how your Spirit Beast performs in battle. No one stat is better than any other, but Spirit Beasts strong in certain stats may suit certain playstyles better than others.

Power - Determines how much damage your Spirit Beast does with autoattacks. Power does not have any secondary stats associated with it. Spirit Beasts with very low Power will hit less often as well.

Defense - Mitigates damage from an enemy's autoattacks. Defense, along with level, is also responsible for calculating your Spirit Beast's *Health Points*. When your Spirit Beast uses the FORTIFY command, it gains an additional layer of defense that allows it to block enemy autoattacks at a rate equal to its *Focused Defense* secondary stat.

Insight - Insight is a measure of how good your Spirit Beast is at reading the field of battle and picking up when it's in an inferior stance to its opponent. Its first secondary stat, *Stance Detect*, is the rate at which your Spirit Beast will successfully detect its opponent's stance and switch to counter it when you give the DETECT command. Insight also informs your beast's *Flash of Insight* chance, which is the likelihood on any given turn that the beast will freely auto-switch to counter an opponent's superior stance without needing a command from you.

Accuracy - Your Spirit Beast's Accuracy is all about its precision in combat. It informs *Hit Rate*, which is the likelihood of your Spirit Beast to hit with autoattacks, and *Critical Strike*, which is the Spirit Beast's chance to do extra damage on any given autoattack.

Speed - While all Spirit Beasts have the same base roundtime, Speed gives your Spirit Beast the chance to gain a *Surge of Speed*, which drastically reduces the roundtime before its next turn. It also dictates your Spirit Beast's *Evasion*, which is a flat chance to dodge any autoattack that might have otherwise hit.

Skill - Naturally captured Spirit Beasts vary just a tad in their quality. It's rumored that some merchants may be able to enhance the Skill of a Spirit Beast, boosting all of their Primary Stats a small amount.

Cosmetics

Description - The 15/15/15 of your Spirit Beast. This can be altered by Spirit Beast merchants, but Spirit Beasts must always retain strong visual similarity to their original form. A kobold must always be a kobold, but a knight may be able to be altered into an armsman, for example. With all Spirit Beast cosmetics, no means **absolutely no**.

Examine: The LOOK description of your Spirit Beast.

Attacks 1 and 2, and Flavor Message: These should always be altered at the same time so that they make coherent sense together. You'll find that when your Spirit Beast autoattacks, its messaging is usually some combination of these messages. These should never imply a definite hit, as they're used when an attack misses or is blocked as well.

Stats and Growth

Each type of Spirit Beast (roltons, aardvarks, glacei, etc.) has a certain set of base stats. In addition, Spirit Beasts' stats grow as they level up. Stat growth is determined by the Spirit Beast's Class as follows:

	Power	Defense	Insight	Accuracy	Speed
	Growth	Growth	Growth	Growth	Growth
Humanoid	2	2	2	2	2
Beast	2	1	3	1	3
Elemental	2	2	1	3	2
Arthropod	1	3	2	3	1
Aberration	3	1	1	2	3
Undead	3	2	2	2	1
Beastman	2	2	3	1	2

Two Spirit Beasts that start with similar stats can end up very different by 20th level. You can also enhance stats with armaments and potions, which we'll go into later.

Spirit Battles

There are a couple of ways to get into a Spirit Battle. You can challenge other players. If no players want to engage in bestial carnage, you can use portals in or near a number of towns to travel to the Talondown Arena, a crossrealm zone aboard the Firebird that features NPC beastmasters and a few fun challenges for burgeoning beast tamers.

When you find someone willing to fight, be they man or machine, you'll use `BEAST CHALLENGE {person}` to initiate the challenge. They can then `BEAST CHALLENGE ACCEPT` to begin a Spirit Battle.

Spirit Battles can't begin in rooms where magic is not allowed, some merchant rooms, or in places where there is already a Spirit Battle going.

On a successful challenge, your Spirit Beasts will erupt into being. One of the Spirit Beasts will begin in a stance superior to the other's, giving it an immediate advantage. One will also have a Speed advantage. These are partially random, but Insight and Speed play roles in determining the victor, respectively.

After a few seconds, in which you can give your Spirit Beast an opening command, the Spirit Battle begins.

During a Spirit Battle, your goal is to give your Spirit Beast commands that will lead it toward success. Some commands cost Action Points, and others do not. Your Spirit Beast only gets 6 Action Points per battle, so use them carefully to get a leg up on your opponent. The commands are:

Command	Cost	Effect
ATTACK	none	Cancels other commands and tells a Spirit Beast to autoattack as normal instead. You should only ever need to use this if you give another command by mistake.
DETECT	none	Encourages your Spirit Beast to detect its opponent's stance and switch accordingly. Chance of success is based on your Spirit Beast's Insight. Has a lower roundtime than other commands.
FORTIFY	1AP	Your Spirit Beast gains a chance to block autoattacks equal to its Focused Defense chance for 3 rounds.
HEAL	1AP	Restores a moderate number of health points equal to a percentage of your beast's maximum health.
LASH	1AP	Does light damage to an enemy equal to a percentage of its maximum health. Your Spirit Beast also gains a Special Ability charge.
SPECIAL	xSC	Expend x Special Ability charges to perform a powerful maneuver that differs by Spirit Beast.

Success in a Spirit Battle is all about keeping your Spirit Beast alive long enough to take out its opponent. Since Spirit Beasts can't regain Action Points and always autoattack if they've been given nothing else to do, there's a war of attrition in each fight.

Your Spirit Beast is always in a stance. The stances themselves are not important, except to know that each counters two other stances and is countered by two other stances. If you notice your Spirit Beast doing less damage and taking more damage from autoattacks, you'll want to weave a BEAST COMMAND DETECT in with whatever else you're doing, or you risk allowing the fight to snowball out of your control.

If you're having trouble finding someone with a Spirit Beast of like level to challenge you, you may want to enable BEAST MATCH. If you and your opponent have BEAST MATCH enabled before making your challenge, both Spirit Beasts will perform at the level of the lower one.

The Talondown Arena

Located in the belly of the Firebird, a roving airship, the Talondown is a cross-realm zone that allows you to Spirit Battle with NPCs of different skill levels. The Talondown introduces some other considerations of which players should be aware:

Redsteel - Redsteel marks are a type of currency that allows you to purchase items from the arena cashier, including Spirit Beast potions, gem pouches, and Spirit Beast armaments.

Talondown Arena Level - Your Talondown Arena level determines how challenging your NPC opponents will be. At level 1, they'll take it easy on you. Fights with NPCs at level 7 are brutal, and will only be winnable by the most dedicated Spirit Beast enthusiasts.

There are four types of fight available through the Talondown Arena:

Blood Matches - In Blood Matches, you put your life on the line every time that you step into the fighting pit. Your Spirit Beast's health is tied to your own in these fights. On a defeat, there's a good chance that your body will give out, killing you and costing you a deed. There are healers and empaths employed by the Talondown, but you'll still suffer the effects of resurrection sickness afterward. You have about a 10% chance of winning Spirit Beast-centric prizes with each Blood Arena win. You can engage in Blood Matches against fellow players or NPCs.

Listed Fights - Listed Fights pit player versus player for a fabulous prize that is awarded at the end of the week. The goal of listed fights is to win as many fights as possible against other players in the arena. The catch is that once you are defeated three times, you're out for the week and your score can't further improve. Listed Fights are account-bound, so if you've already participated on one character, you can't participate on a different one until next week. Listed Fights are only against other players.

Weekly Challenge - Each week, seven NPC trainers are selected at random. Your challenge is to defeat all of them in order of ascending difficulty. These trainers do not level match, unlike the ones in Blood Matches or Training Bouts, so you may have to get your Spirit Beast to maximum level before you stand a chance against the higher-level trainers. Each trainer uses their own favorite Spirit Beast, so if you fail to defeat one, you can select a different Spirit Beast of your own that might better counter the trainer's standing choice. If you defeat all seven trainers, you'll earn a significant prize and a hefty chunk of character experience in the process. Weekly Challenges are only against NPCs.

Training Bouts - Training Bouts are the only arena fight type that costs silvers. This is because Training Bouts award additional Spirit Beast experience, meaning that your Spirit Beast will level faster. You can engage in Training Bouts against fellow players or NPCs.

Augmenting Your Spirit Beast

In addition to Spirit Beast merchant services, there are two main ways to boost your Spirit Beast's stats: potions and armaments.

Potions come in seven different types: Power (red), Defense (orange), Insight (yellow), Accuracy (green), Speed (blue), Beast Experience (white), and Stat Reset (black). They can be applied to Spirit Beasts. You can have a maximum of +10 bonus to any given stat, and a maximum of +20 bonus in total. Reset potions can only be used if you have at least one bonus applied. Experience potions can be used as long as your Spirit Beast is not yet level 20.

Armaments can be equipped and disarmed from your Spirit Beast so long as you're not engaged in a Spirit Battle or challenge. Armaments come in three tiers: Lesser, Sturdy, and Potent. Lesser armaments can be worn by any Spirit Beast that meets the armor piece's specific requirements, which can be determined by LOOKing at it. Sturdy armaments require a Spirit Beast to be at least level 10, and Potent armaments require level 20. Spirit Beast armaments often feature a stat tradeoff, meaning that they'll lower some stats and raise others. The tradeoff is always a net positive. Armaments can do unusual things like suppress your Spirit Beast's elemental attunement or give it the ability to resist death.