



# Forsaken Isle

A FANTASY – SURVIVAL LARP  
CHARACTER CREATION  
GUIDE  
v1.0

# Forsaken Isle LARP - Character Creation Guide

## Table of Contents

<i>FORSAKEN ISLE</i> .....	3
<b>THE SETTING BASICS</b> .....	3
Kingdom of Taldroon .....	5
<b>BUILDING A CHARACTER</b> .....	6
<b>SPECIES</b> .....	8
Elf.....	8
Faun .....	10
Human .....	12
Leshy.....	14
<b>CLASSES</b> .....	17
Artisan .....	17
Berserker .....	19
Hunter.....	21
Ja’Muir Monk .....	24
Knight .....	26
Priest.....	28
Thief.....	29
Wizard.....	31
<b>CONVICTIONS</b> .....	32
Murder.....	32
Assaulting Nobility .....	32
Treason .....	32
Impersonation of Clergy .....	32

Slavery .....	33
Arson.....	33
Assassination.....	33
Dark Magic .....	33
Exsanguination .....	33
Mad Science .....	33
Dark Enchantment.....	34
Ritual Sacrifice.....	34
Contaminating Water .....	34
<b>GODS OF TALDROON</b> .....	35
Cernus .....	35
Hyla.....	35
Eva .....	35
Oswennah .....	35
Zytex .....	35
Talis.....	35
Kytor .....	35
Rowena .....	36
Amos.....	36
Rashalta .....	36
Bjorn .....	36
Shade .....	36
Celestria .....	36

## FORSAKEN ISLE

Welcome to the live action roleplaying (LARP) Forsaken Isle. This game has elements of fantasy, survival, and horror. It uses boffer (foam weapon) combat as a method of conflict resolution in a campaign (ongoing story) style. It's designed as a cooperative game but has the potential for character vs character action (not player vs player).

When designing Forsaken Isle, I wanted a game where you didn't have to be present for every event to make progress. Instead I wanted a game that was about the fun and experience of playing, over leveling up. That's not to say you won't advance your character; there are secrets to uncover, items to find, people to meet, and a story to explore... if you survive.

This book contains all the basics needed to make a character in Forsaken Isle. It does not include specific combat mechanics or even general rules. To see those, please visit our website [www.4thdimensionlabs.com](http://www.4thdimensionlabs.com).

Online you will find our emotional and physical safety rules, online community guidelines, harassment policy, as well as mechanics for combat, effects, crafting,

magic. The game lore will also be expanded over time and any new stories or tidbits will be posted to the website or published as separate documents.

If you have any questions, you can contact us through our [website](#) or join our online community on [Facebook](#).

**Author/Writer:** Derrick Ferry

**Editor:** Kristina Drozdiak, Lisa Clare

**Cover Artist:** George Grie

Interested in this artwork? Check out his website by clicking [here!](#)

**Contributors:** Lisa Clare, Jason Scott, Kristin Klassen, Brian Matthews, Matt Jemmett, Cory Cass, Sam Froese, George Wells, Chris McGaffin, Shaed Greenwood, Jordan Burnham, Robert Sheets, Aaron Coates, and everyone else that sent in feedback on the draft.

Thanks to everyone who has contributed to the Forsaken Isle project.

## THE SETTING BASICS

"Welcome to the Forsaken Isle," says a disembodied male voice. It sounds familiar, but try as you might you just can't place it.

The pain in your head says you're alive, but are you? The last thing you remember, what was it? It starts to come back, and realization hits you like the

flash of pain when the hammer fell: you were executed. It was brutal, violent, and completely unjustified – you were innocent.

Your hand instinctively slides up along your body. You feel wet sand rub against the back of your hand, must be a beach. Your hand reaches the back of your head where a life-taking wound should be, but there's nothing, just hair and smooth unbroken skin.

Surprise combined with fear muddle your senses, but you decide it's time to open your eyes, slowly. As they creak open, the light isn't as painful as you thought it might be. The world starts to come into focus. You start to notice sounds, like the light splashing of waves along the shore and the gentle hum of the magical crystal, not two feet in front of you.

The crystal pulses an orange glow. "It's time to get up, unless you all want to die when the storm hits," the crystal says. All? You think, pushing yourself up. There are others, 5 in total, all lying around the crystal, all struggling as you had. You watch as their absent hands check for invisible wounds. One woman rubs her throat, another pats at her shins as if they itched, or perhaps burned. The wind picks up as the others try to put pieces of the puzzle together.

The woman who patted her shins speaks first. "What's going on?"

"This some kind of trick?" a large Faun says, his hands feeling at his antlers as if surprised they are still intact.

"No trick," says the crystal, "but a test, a second chance." The sky issues a loud clap of thunder; it shakes the ground. Lightning comes next, and if you had to guess, rain will be close behind. "I estimate that you have five minutes to reach Camp Darkhold before the entropic storm begins," the crystal says.

"The what? The where?" you can't help but ask.

"Entropic storms unmake items and entities not yet attuned to the isle. A single drop will put you to rest forever, as was your original intended fate. Camp Darkhold is a 6 minute run to the north. Good luck, Forsaken." The crystal goes dark; thunder shakes the ground.

You run...

This is just a glimpse into the setting of the Forsaken Isle. Each character will get their own introduction to the world, but there are some similarities between characters.

- You all appear around a crystal just south of Camp Darkhold.
- You were all executed for a crime.

- You were all innocent of that crime, or had no other choice.
- You all start with a single item that was buried with you.
- You sense that you have been given a second chance, but are unsure of what that means.
- You all recognized the voice in the crystal, but are unsure of where you've heard it before.
- You all came from the Kingdom of Taldroon

### Kingdom of Taldroon

The story in Forsaken Isle doesn't take place in the Kingdom of Taldroon, but it did start there.

### A brief history of Taldroon

Elves settle these lands.

Human tribes worshiping draconic demi-gods and guided spiritually by the goddess Rashalta invade by sea to conquer the Elven homeland.

The Elves ultimately win the war but fail to completely purge the Humans from their lands.

Humans are considered lesser beings by the Elven people for hundreds of years. The Humans exist in tribes throughout northern Taldroon while the Elves occupy the south.

The gods of Elves and Humans fall, and divine war breaks out. Led by the goddess Celestria, the Elves battle the Humans united under Rashalta. The war in Taldroon ends in the Elven capital Astrona when Rashalta slays the Elven goddess and takes the throne. Rashalta declares herself the Divine Empress of Taldroon, while the Divine war between the other gods continues to rage outside Taldroon's borders. Rashalta spares the lives of the Elven royal family and allows them to stay in a servant role.

Rashalta negotiates peace with the other gods, ending her involvement in the Divine war.

Over the next century equality between Elves and Humans is reached. Gods in other parts of the world are growing weary of the war. Rashalta calls them all together, declaring Taldroon a sanctuary.

The Godsmoot takes place and a set of complicated laws, called the Immortal Code, are set down. Rashalta makes the following decrees:

- The calendar is to be reset from this day as I.C. (Immortal Code)
- The original Elven royal family and one of Humans are appointed her successors, to rule together in harmony.

- The gods each get a newly built temple within the lands of Taldroon
- She abdicates the throne

Many years later, Rashalta and three other gods (Amos, Bjorn, and Shade) request volunteers for a crusade. She would not say where, but hundreds take up her call of war. Using her divine will, she imbues her force with draconic power, warping their bodies. The Dravik host come into being. The God Crusade begins as Rashalta takes her host and marches south through Rasmyst, Varso, and into the Beastlands.

A year later panic erupts throughout the Kingdom. No word has been heard and Priests of the crusading gods lose their power.

Ten years after the crusades began with no word from the front, the ruling families declare the gods dead. They rename Astrona to Rashalta in memory of the goddess who had done so much. During these 10 years the other gods become more reclusive and are rarely seen amongst the people, relying instead on their Priests.

Five years later, the University Arcana in Rashalta present a Fae visitor to the royal families. It seems the Fae realm has been invaded by a powerful enemy. The Fae lord forces are pushed

back. The Faun, a relatively peaceful species, lose faith in the Fae lords to protect them. Caught in the middle, the Faun reach out to Taldroon for refuge. Approximately 20,000 Faun all have nowhere to go.

After months of deliberation and preparing, the two ruling families grant the Faun refuge.

The Fae lords banish the Fauns, magically blocking their entry to the Fae realm.

*Current Year: 117 I.C.*

## BUILDING A CHARACTER

Now that you know a little bit about the world and have read through the [safety](#) and [general mechanics](#), you can step into building an actual character! The decisions you will need to make are laid out below.

**Step #1:** Think about a concept. Before you even begin to look through the different species and classes, put what you already know about fantasy to use. Think about those heroes you've read about or seen on the big screen. Perhaps you have a beloved table-top character or villain. Pick and choose different concepts from different sources, try to imagine yourself doing those things, and decide very loosely

## Forsaken Isle LARP - Character Creation Guide

what areas of fantasy you may want to explore.

**Step #2:** Pick your species.

**Step #3:** Pick your primary class and choose 7 skills.

**Step #4:** Pick your secondary class and choose 3 skills from it. You may choose the same class as your primary; doing this gives you a total of 10 skills and makes you a master of that class.

**Step #5:** Pick the crime that got you executed. The isle twists that hardship into power that grants you a specific ability. If you are a Leshy, skip this step (you get more species abilities because you weren't brought here through execution).

**Step #6:** Pick your starting item. This could be a weapon, some armour, holy symbol, grimoire (with all the spells you know), recipe book (with all the recipes you learned), or even a set of workshop tools. This is the item your family (or some bureaucrat from the Kingdom) buried you with. If you have other item ideas, speak to the organization team.

**Step #7:** Pick your goddess or god. Not choosing one or choosing one that's not on the list is also acceptable. It's totally okay to design your own, though it won't grant Priestly power, at least not

initially. The choice of who you follow has a direct effect on Priest spells, specifically ones that curse or gift the (un)faithful.

**Step #8:** Write your backstory. This doesn't have to be long, and it doesn't even have to be in writing; an audio file detailing a few items we should know about your character could suffice. This might be difficult with the limited lore information in this guide, but you can also speak to your organization team to get a better idea on a direction.

**Step #9:** Send it all to your organization team! Then have a blast getting your costume together and preparing for the event.

## SPECIES

These are the four primary species found in Camp Darkhold. Many other species exist in the world, especially outside the Kingdom of Taldroon, but these are the ones currently on the Isle.

Becoming a resident of the Forsaken Isle changes you. Each species manifests a single ability. The Leshy, having spent large amounts of time here, gain an additional one but don't gain a conviction ability.

### Elf

The Elven people were originally created by the Goddess Eva.

Some say the Elves were actually the first upon Hyla's world. Eva, ever preoccupied with the weaving of fate and ruling over the deities, passed on stewardship of the species to her sister Celestria, goddess of stars.

This explains the Elves' fascination towards the study of astronomy and other realms.

Science proved slow compared to magic and so the Elves studied the arcane arts, discovering both light and darkness. As the night sky was a combination of both, so, too, were the Elven people.

Necromancers dined with Astromancers, both accepting the other as part of the natural order.

Even after the death of Celestria and the expulsion of the dark arts from the Arcane University, Elves tend to be more tolerant of exploratory studies regardless of ethical oversight. A common Elven saying is that "it will all balance out in the end."

Elves live longer lives than any of the other species in Taldroon. An Elf reaches adulthood at 18, just like Humans, but they usually aren't in danger of dying from old age until well over 300.

Living longer than the other species tends to give them a slightly snobbish attitude.

Elven taste in food, entertainment, and style tends to differ depending on whether the Elf lives in an urban or rural setting and can change as Elves go through different phases of their life.

An Elf can find themselves in various trades or professional roles.

### Forsaken Isle Ability

**Call Skyfire:** Your hands glow with a blue/green light. You can expend all your remaining stamina (minimum 1) to grant the heal effect to yourself or another target through touch.

### Costume Requirements

Long pointed ears.

### Known class combinations

#### ***Knight / Wizard***

**Star Knight** - A knightly order sworn to track down and imprison Void Walkers and their servants.

#### ***Knight / Priest of Eva***

**Guardian** - Named after the constellation. They are usually the protectors of the Elven royal family.

#### ***Hunter / Priest of Hyla***

**Ranger** - These individuals roam the Kingdom, helping those who get lost and keeping monster numbers in check.

#### ***Wizard (Underworld) / Any Class***

**Void Walkers** - They usually capture children and train them in the ways of the darkness between stars. They call it the snuffing of the light.

### Languages

Common, Elven

## Faun

Refugees of the Fae realm, the generally peaceful Faun have spent the last year attempting to find where they fit in Taldroon.

Many are still looking for work or a patch of forest to call home. Many Fauns have taken up wandering from place to place, looking for odd jobs to do. Some have taken up residence in the forests of Hyla, helping to steward the natural world. Others have fallen to the seedier side of society, either taking to ships or living in squalor in the larger cities.

The arrangement made between the Kingdom of Taldroon and the Faun leaders was that an area would be designated to establish the foundations of a Faun settlement.

The Kingdom did one better (at least in their opinion) and gifted the Fauns title to one of the islands.

The settlement of Freeport was founded and contains about 40% of the Faun population of Taldroon.

Fauns are naturally gifted with manual dexterity and cultivating the land, which makes them desirable for most trades.

Their sometimes timid nature makes them poor choices for soldiers or

knights, but some Fauns are proving that old stereotype wrong.

A faction has emerged in the last few months. Fauns insulted by their banishment have decided not only to fight to take back their Fae homes, but also to ensure that they are never placed in this position again.

Faun applications to knightly orders, gladiatorial training, and enlistment in militias and the Taldroon military have been rising steadily. They have even formed a knightly order of their own.

Fauns mature at 18 and before they left the Fae realm lived for thousands of years.

Since leaving the Fae realm, experts estimate their life spans to be only slightly greater than humans on the material plane.

They can most likely live to see 150. For Fae that just arrived to this realm, the timer starts at day 1, year 1. Fae could be thousands of years old, but when they come to the Material realm, their 150 year timer starts,

### **Forsaken Isle Ability**

**Backfire:** When someone attempts to use the dominate effect on you, you can expend all your remaining stamina (minimum of 1) to reverse the effect. This ability works even if you are in an undead state.

E.g. Timon the Necromancer turns Jed the Faun into a Zombie. Since this creation automatically triggers a dominate effect on the zombie, Jed can use his backfire ability to instead dominate Timon (even though Timon isn't a zombie, the dominate component is backfired, not the spell). Timon is now dominated by a zombie and must stand and await orders. Goodbye, Timon.

### **Costume Requirements**

Antlers (additional deer like face make-up is suggested)

### **Known Class Combinations**

#### ***Berserker / Hunter***

**Warden** - This newly assembled knightly order has made amazing progress in the last year. They help patrol the roads, keeping them clear of bandits.

#### ***Priest of Hyla / Wizard***

**Lore keeper** - These are the lore keepers of the Faun. Their recent acceptance of Hyla has given them the task of

collecting and guarding her lore and the lore of all Taldroon.

#### ***Thief / Priest of Kytor***

**Twisted** - These lost Fauns have given up on society. They prowl the woods as beasts, devouring the flesh of those who wronged them and spreading Lycanthropy to whoever they find and don't eat.

#### ***Ja'Muir Monk / Wizard***

**Seeker** - These Fauns continue to seek a way to destroy the Aranea (spider like invaders of the Fae realm). They believe that by combining these opposing disciplines, the Aranea can be defeated.

### **Languages**

Common, Fae

## Human

The Humans of Taldroon now have the highest population of the four species.

They also have the shortest life spans in Taldroon. With magical assistance they can reach upwards of 100 years in age.

They mature at the same rate as the other species native to Taldroon, reaching adulthood at 18.

The Humans have always revered the mother of dragons (Rashalta), and even with her gone, many humans still pay attention to the culture of their ancestors, at least in spirit if not practical application.

There are 10 draconic patrons in Rashalta's religion, and they trace back to 10 of the original 11 clans.

Krukal - "Hard as scales; sharp as claws."

Sal-Koom - "Faith is sharper than any edge."

Hextal - "Shadows are where the mighty fall."

Ryelictus - "Truth even in death."

Umbah - "Hope for peace; prepare for war."

Eccatas - "The power is in the flame."

Isoth - "We watch; we defend."

Doruda - "No rest until the dead rest."

Liliwrendi - "Untamed, wild, free."

Aurora - "Sure steps in all things."

It is rare in this day and age, to find a Human that still sports the marks of a draconic patron, but some Humans swear that the old power can still be felt.

Devout Humans tend to follow career paths within Taldroon that line up with their interpretation of their patron's ideals.

While many humans still pay homage to the ancient ways, even more have flocked towards other goddesses and gods, becoming powerful Priests.

Others have earned commission in the Taldroon military, entered into city politics, or work an honest trade such as farming, sailing, or smithing.

## Forsaken Isle Ability

**Divine Echo:** A small bit of dragon fire burns within you. Regardless of which god you worship, the echo of Rashalta watches over you and protects you from the curses of other gods.

You may expend all your remaining stamina (minimum 1) to resist a divine spell.

## Costume Requirements

None

### Known Class Combinations

#### *Berserker / Berserker*

**Reaver** - The berserker method of combat was developed by the members of Clan Krukal, who were known for their raiding/reaving prowess.

#### *Berserker / Thief*

**Gladiator** - These are the most common techniques taught at Ludus Bistoni in Roldin.

#### *Knight / Priest of Talis*

**Paladin** - These warriors are the epitome of good. They travel all of Taldroon, aiding when called from their home on the frozen shores in the city of Varis.

#### *Artisan (Enchanter) / Artisan*

#### *(Enchanter)*

**Thaumaturgist** - These wonder makers practice their craft at a small elite guild in Hopglynn. They are credited with some of the finest enchanted items in all of Taldroon.

### Languages

Common

## Leshy

Leshy is the only playable species native to the Forsaken Isle.

Leshy are created from the spirits of human children abandoned by their parents in the woods to die.

These spirits are collected by the forest and sent to the Forsaken Isle to eventually gain a second chance at life.

On the isle they exist as a will o' the wisp (a small glowing ball of spectral light), taking out their vengeance, anger, and hatred on the other denizens of the isle.

When their parents die, they transform once more, from a will o' the wisp to a human adolescent spirit.

They wander until reaching a river and there they sit and weep. The spirit weeps for their dead parents and the choices they had to make. They weep for all the evil they did as a wisp, and as the spectral tears run down their face, their pain drains away.

This process can take hours, days, or even years, but eventually the children undergo a final transformation into a fully corporeal adult known as a Leshy.

They become drained of all pain, guilt, anger, and purge all memories of their past life.

The Leshy are strange creatures. They learned in their previous form so they know what things are, they know about Taldroon (sort of), but they also know they don't fit there.

They belong to the Forsaken Isle, but lately many Leshy have been feeling drawn towards the three camps, and some have started to arrive at Camp Darkhold.

Leshy don't experience feelings like those of you from Taldroon do.

A classic example of this is that their transformation has taken away their ability to feel pain, so instead pain generates a tickling sensation. The greater the wound or stimulus, the harder it is for the Leshy not to cackle in mad laughter.

In a lot of ways they are opposite to everything their will o' the wisp form once stood for. They are usually kind, compassionate, and caring creatures with the intelligence to learn, but just like other races they still have the capacity to hate and develop some pretty heavy evil.

A Leshy without tears is a Leshy that has given back into that hate. It is extremely rare, but possible.

Leshy are also extremely curious and quick learners. They are capable of doing any job or task with practice, but they tend to get bored quickly.

They also love to help those who are lost (most likely due to their initial form loving to lead others to become lost). It's a very strong compulsion for a Leshy to resist not giving aid to someone lost, even one who has wiped away his/her/their tears.

Because Leshy are from the Forsaken Isle, they do not get to choose a conviction ability.

#### **Forsaken Isle Abilities**

**Swamp Light:** You are able to summon lights (glow sticks) at will and can hand them out as much as you like.

**Wisp Teleport:** If the Leshy enters their wounded phase they instantly teleport to anywhere within line-of-sight (Leshy's choice). If the Leshy has 0 stamina then this ability does not trigger. The wounded count does not stop while the player moves to the new location.

**True Face:** Regardless of your seemingly harmless and kind demeanor, there is true evil underneath.

You can spend your remaining stamina (minimum 1) to reveal the darkness inside. You tap the target on the

shoulder or stand directly in front of them and point, saying, "True Face - Mental Knock out effect." This ability can be activated during your wounded phase.

#### **Costume Requirements**

White hair, 2-5 blue streams running from under each eye to the chin. These blue lines (streams) represent the channels the streams of tears formed during the Leshy's second stage of life.

#### **Known Class Combinations**

##### ***Thief / Wizard (Fae Arcana)***

**Hoodwinker** - Many Leshy find this combination amusing.

##### ***Wizard / Thief***

**Tickler** - These Leshy are feared by sane people all over the isle. They have most often tapped into their previous evil and their goal is to bring harm for their own sadistic glee.

##### ***Ja'Muir Monk / Hunter***

**Pathfinder** - Outfitted to battle the beasts and unnatural elements of the Forsaken Isle, these Leshy delight in finding strays and returning them to the relative safety of the camps.

##### ***Priest of Rowena/Knight***

**Unflinching** - These warriors have learned to defend themselves so they

don't abandon their new friends and can fight by their side, or they just really hate being tickled.

**Artisan (Alchemist) / Artisan**

**(Alchemist)**

**Mad Scientist** - Their natural curiosity plus fascination with all things mundane creates a Leshy obsessed with the pursuit of science. Because they don't feel pain, they often end up testing their concoctions on themselves.

**Languages**

Leshy, Common

## CLASSES

Classes represent your aptitudes and potentially your profession from your life in Taldroon.

Each class has access to special abilities, which can be activated for a **Cost in stamina**. Some abilities require you to say something to activate them, known as a **Call**.

For more specific rules on abilities, go to [www.forsakenislelarp.weebly.com](http://www.forsakenislelarp.weebly.com)

### Artisan

**Hit points:** +5

**Stamina:** +5

#### Starting Proficiencies:

Light Armour, Mace/Club, Staff, Dagger, Thrown Weapons

#### Description

Artisans are the builders of the Forsaken Isle. Without the Artisan survival would be impossible.

There are a number of different types of Artisans from the alchemist to the weapon smith. Every type of Artisan can add something to the community.

#### Skills

Artisan skillsets can be purchased multiple times, and each time you purchase a specific Artisan type, you gain more recipes and become more accomplished in the field.

The rank of the skill is directly equal to the quality of item you can create (with the appropriate recipe).

If you have 3 ranks in weapon smith but a silver longsword recipe says you need to be able to achieve quality 5, then you will not be able to craft it.

The toughest part about being an Artisan is deciding whether you want to be a jack-of-all or a master.

All Artisans require recipes and a workshop to practice and perfect their skill. Workshops are detailed on the website [here](#). You can find a list of available starting recipes [here](#).

#### Weapon Smith - Multiple

An Artisan who becomes a weapon smith is able to create weapons using a weapon smith's workshop.

#### Armour Smith - Multiple

A character that purchases ranks in armour smith is able to craft medium and heavy armours using an armour smith's workshop.

#### Alchemist - Multiple

A character that purchases ranks in alchemy is able to craft elixirs, weapon

oils, and toxic dust using an alchemist's workshop.

other things). Cooks use a kitchen (workshop).

### **Tailor - Multiple**

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A character that purchases ranks in tailoring is able to craft light armour and other goods of cloth, hide, and leather using a tailoring workshop.

### **Woodworker - Multiple**

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A character that purchases ranks in woodworking is able to craft ranged weapons, holy symbols, and other items of wood using a fletching workshop.

### **Enchanter - Multiple**

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A character that purchases ranks in enchanting is able to create spell packets, write scrolls, carve runes, conduct rituals, and enchant silver by using an enchanter's workshop.

### **Blacksmith - Multiple**

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A character that purchases ranks in blacksmithing is able to craft workshops and salvage broken materials for resource components.

Blacksmiths use a smithy. Blacksmiths do not require a smithy to create a smithy but require a smithy to create any other type of workshop.

### **Cook - Multiple**

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A character that purchases ranks in cooking is able to craft food and drink that can regenerate stamina (among

### Berserker

**Hit points:** +8

**Stamina:** +5

### Starting Proficiencies

Light Armour, Medium Armour, All Melee Weapons, Dual Wield

### Description

Berserker was originally a Human combat tradition of the draconic clan Krukak.

The Berserker enters a state of heightened combat awareness and is able to throw themselves against incredible odds.

This offensive style of combat relies heavily on brute strength, quick reflexes, and solid armour.

Berserkers are most often found in the gladiator arenas of Roldin and Rockport.

They can also be found among bandits, pirates, and as members of mercenary companies.

They don't cater well to the military as their style tends to be too undisciplined.

To check out the effects mentioned click [here](#). Combat rules can be found [here](#).

### Skills

### Frenzy - Combat

**Stamina Cost:** 1

**Duration:** Until 0 stamina, wounded phase, or no enemies are within line of sight.

Call: "Frenzy!"

**Description:** You are a slobbering, mean beast of death! You gain +10 Temporary Stamina and must engage in melee with any enemies within line of sight.

Once Frenzy ends, you are left with 1 stamina (unless it ended because you hit 0 stamina).

### Head-butt - Combat

**Stamina Cost:** 5

Call: "Physical Head-Butt"

**Description:** If you lose a hand-to-hand altercation, you can activate Head-butt to automatically win as long as the target has a head and is not currently wearing a heavy helmet. Call after losing a hand-to-hand encounter.

### Battle Hardened - Combat - Multiple

**Description:** Each purchase of this skill grants you +2 hit points.

### Sunder - Combat

**Stamina Cost:** 5

**Required Style:** 2-Handed

Call: "Physical Sunder <item>"

**Description:** A single swing delivers the sunder effect if you successfully strike the target item. To break a non-boffer safe item (i.e bow), you strike the target in the front torso. Call on swing.

### ■ **Endurance - Combat**

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**Stamina Cost:** 5

**Description:** You can call "Resist" to any single Physical effect.

### ■ **Thick Headed - Combat**

---

**Stamina Cost:** 1

**Description:** You can call "Resist" to any single Mental effect.

### ■ **Juggernaut**

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**Stamina Cost:** 5

**Duration:** Until no enemies remain within line of sight, or until your wounded phase ends.

**Description:** If you are put into your wounded phase, you can trigger your juggernaut training.

Your count continues to tick down, but your juggernaut training kicks in and you begin attacking and chasing down any enemy within your line of sight.

If no enemies are within your line of sight, pant for a 3 count and fall down into your unconscious phase.

If your 1-minute wounded phase expires, you keel over into your bleed-out phase.

### ■ **Hamstring**

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**Stamina Cost:** 1

**Duration:** 1 minute

**Call:** "Physical Hamstring Slow - 1 Minute"

**Description:** If you strike the target's leg, you can deliver the slow effect. Call on swing.

### ■ **Smash - Multiple**

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**Stamina Cost:** 3 (+1 / Purchase)

**Call:** "Physical Smash! [X] Damage"

**Required Style:** 2-handed

**Description:** You say the call and your next swing deals 3 damage for each purchase of the skill. The skill is expended whether you hit or miss the target.

### ■ **Double Strike**

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**Stamina Cost:** 1

**Required Style:** Dual Wield

**Call:** "Activate Double Strike"

**Description:** Call before you swing. If you strike with both weapons simultaneously on the target's shield, call out "Physical Sunder Shield."

## Hunter

**Hit points:** +5

**Stamina:** +5

### Starting Proficiencies

Bow, Axe (1 and 2-handed), Dagger, Thrown Weapons, Light Armour

### Description

Doesn't matter if you're a monster hunter, big game hunter, or a bounty hunter: you probably started out learning these skills.

Most Hunters will tell you there really is no difference between hunting prey of the two, four, or six-legged variety. The Hunter also specializes in her use of the bow.

Hunters are found primarily in the more remote areas of Taldroon, but Rashalta has a thriving bounty hunters' guild known for their high risk, high pay retrievals.

To check out the effects mentioned click [here](#). Combat rules can be found [here](#). Excursion/harvesting information is [here](#).

### Skills

#### Antivenom

**Stamina Cost:** 1

**Creates:** 1 dose

**Description:** Your knowledge of all things venomous allows you to use ingredients you keep and quickly find those you're missing to prepare 1 dose of antivenom in 10 seconds.

1 dose of antivenom purges a single toxin from a target's system.

#### Trick Shot

**Stamina Cost:** 5

**Call:** "Trick Shot! Physical Hit"

**Description:** You turn a missed arrow into a hit. You can also combine other stamina effects with trick shot to get a hit.

The target is still able to call magical or stamina enacted defenses when the arrow strikes them. This skill can also be used with thrown weapons. Call after your arrow misses the target.

#### Blend

**Stamina Cost:** 1 / minute

**Duration:** As long as you continue to spend stamina and remain in a wooded area. When in halls that is meant to represent wooded areas speak to your organization team.

**Description:** You are able to go out of game and walk or stand still. You are hidden within the woods and can move around unseen. You cannot interact with objects, sit, kneel, or lie down. You

gain the hidden effect while this ability is active.

### Track

---

**Stamina Cost:** 5

**Call:** "Track - Physical Reveal - 1 minute"

**Description:** Call to activate. Those currently under the hidden effect must exit their hidden state and cannot return to it for a period of 1 minute.

### Pin Shot

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**Stamina Cost:** 1

**Call:** "Physical Pin - 1 minute"

**Description:** You shoot an arrow and strike the target in the leg. This skill can also be used with thrown weapons. Call on shot.

### Check Status

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**Stamina Cost:** 1

**Call:** "Check Status"

**Description:** You are able to determine if your target is actually dead or if they are just playing possum. Call on touch.

You can ask how many hit points they have, how many they currently have, and what phase they are currently in.

This can only be used on a target that appears to be unconscious.

### Kill Shot

---

**Stamina Cost:** 5

**Duration:** 5 Count - Observe

**Call:** "Physical Kill Shot - Instant death"

**Description:** You put all your focus into a single shot. For the shot to be effective, it must hit the front or rear of the target's torso. Call on shot.

This shot will not work if shooting it through the heart would not normally kill the target.

This skill can also be used with thrown weapons.

### Guide

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**Stamina Cost:** 1 / minute / person

**Duration:** As long as you have stamina

**Description:** Allows you to use the blend skill on a number of individuals at an additional cost of 1 stamina per minute for each additional person.

### **Wilderness Survival**

---

**Description:** Hunters are experienced and well trained to survive in almost any condition. Hunters that go on excursions have their tools count as one step higher quality when determining the number of resources and quality of resources found. Hunters can go on excursions without tools and still count as if they have a tool with 1 quality.

Hunters are also trained to quickly skin and butcher a dead target. This takes 1 minute of role-playing, but the Hunter gains 1 meat and 1hide/leather for each target skinned.

### **Bullseye**

---

**Stamina Cost:** 1

**Call:** "Physical Disarm - <item>"

**Description:** You successfully shoot the target with an arrow, at which point they must drop the held/named item. Call on shot.

This will not work on items being worn or strapped to the target. This can be used with thrown weapons.

### Ja'Muir Monk

**Hit points:** +5

**Stamina:** +5

### Starting Proficiencies

Light Armour, Staff, Dagger

### Description

Originally a hidden form of training by members of the Rowena faithful, the Ja'Muir monks have since spread their teachings to any willing to spend the time and resources to learn it.

The Ja'Muir monks originally had to be bald, but this tradition was done away with when Fauns started undertaking the training and proved to be more than capable, even with a full head of antlers.

These techniques are best used against Wizards and Priests, calling forth an inner almost psionic power to nullify their magic.

Ja'Muir monks tend to call the source of this power simply disbelief, but disbelief so powerful it shuts down magic?

Recent studies done at the University Arcana in Rashalta show that it's more the Ja'Muir monk taking the energy into himself, altering it, and releasing it back into the universe in a dormant state.

Regardless of how it works, the Ja'Muir monks are feared by magic users of all

types for their training in how to defeat them.

To check out the effects mentioned click [here](#). Combat rules can be found [here](#). To read a little about Ja'Muir magic click [here](#).

### Skills

#### Dispel Strike

**Stamina Cost:** 5

**Required Style:** Staff

**Call:** "Magic Dispel - 1 minute"

**Description:** Your next strike can dispel all magic effects and enchantments on the target. Call on swing. If the stave strikes the target, they take the effect.

#### Stunning Blow

**Stamina Cost:** 1

**Required Style:** Staff

**Call:** "Physical Stun - 1 Minute"

**Description:** Your next strike can stun the target. Call on swing. If the stave strikes the target, they take the effect.

#### Absorb Magic

**Stamina Cost:** 5

**Required Style:** Staff

**Call:** "Absorb Magic"

**Description:** If you are hit with a magical spell, you can absorb the magic.

Call on being hit by spell. Your next strike with your staff will deal the spell effect: “Magic Spell Strike - <Effect>.”

### **Trip**

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**Stamina Cost:** 1

**Required Style:** Staff

**Call:** “Physical Knockdown”

**Description:** You use your staff to knock down the target. Call on swing. If the staff strikes the target, they take the effect.

### **Channel**

---

**Stamina Cost:** 5

**Duration:** Various

**Call:** “Active Channel”

**Description:** Call on planting your feet on the ground. While maintaining this position, you can catch magical packets and redirect them (saying the effect) at different targets.

### **Meditate**

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**Stamina Cost:** 1/minute

**Duration:** Various

**Description:** When your health is 25% or greater, you can spend stamina in meditation to replenish from 25% health to 100% health at a rate of 1 to 1. This ability will not work if the Ja’Muir Monk is below 25% health.

### **Unarmed Training**

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**Duration:** Passive

**Description:** If you have undergone this rigorous training, you have an additional 10 stamina to call upon when engaging in hand-to-hand combat.

### **Silent Strike**

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**Stamina Cost:** 1

**Required Style:** Staff

**Call:** “Magic Silence - 1 Minute”

**Description:** You use your staff to silence a target. Call on swing. If the staff strikes the target, they take the effect.

### **Swap**

---

**Stamina Cost:** 1

**Call:** “Magic Pull”

**Description:** Call on spell packet hitting target. Then say “Magic teleport,” and teleport to where that target was.

### **10-Step Strike**

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**Stamina Cost:** 10

**Call:** “Magic Death - 10 steps”

**Description:** If you win a hand-to-hand confrontation, you can call to execute a 10-step strike.

The target is knocked unconscious as normal, but when they awake they have a foreboding feeling that increases with

each step they take. When they get to the 9th step they know they will die if they take another.

### Knight

**Hit points:** +7

**Stamina:** +5

### Starting Proficiencies

All Armour, 1-handed Weapons, Shield

### Description

Taldroon has numerous knightly orders. Many are good and strive to make the Kingdom safe – but not all.

Grim Knights, Hell Knights, and Blood Knights are just three types of knightly orders that are hunted and secreted throughout Taldroon, all with some evil agenda they're trying to fulfill.

There are more than enough knightly orders to counter them: Star Knights of ancient Astrona, Paladins of northern Varis, Wardens of Hyla, and the Grey Watch of the southern border, just to name a few.

A Knight's power comes from two places: training and conviction. A Knight must always believe in his/her/their cause.

To check out the effects mentioned click [here](#). Combat rules can be found [here](#).

### Skills

### Defensive Stance

**Stamina Cost:** 5

**Duration:** As long as one foot remains planted (pivoting on one foot is okay)

**Call:** "Physical parry", "Physical block"

**Description:** You assume a defensive stance with a shield in front of you. Call on any attack that strikes you. You are unable to attack while in this stance and should actively roleplay attempting to block and parry.

### Heavy Blow

**Stamina Cost:** 1

**Call:** "Physical Knockdown"

**Description:** Your next swing deals the knockdown effect. Call on swing.

### Trained Mind

**Stamina Cost:** 1

**Description:** If you are struck with a mental effect, you can say "Resist," allowing you to ignore the effect.

### Trained Body

**Stamina Cost:** 1

**Description:** If you are struck with a physical attack, you can say "Resist," allowing you to ignore the effect.

### Block

**Stamina Cost:** 1

**Description:** You catch a magical attack on your shield and resist it by saying “Magical Block,” allowing you to ignore the effect.

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### **Oath of Servitude**

**Stamina Cost:** 0

**Duration:** As long as the oath lasts

**Description:** A Knight that swears an oath to serve a quest, god, or being greater than herself gains +2 hit points, doubles her wounded count, and is able to slow walk or crawl while wounded.

A Knight can only have 1 oath at a time, and breaking an oath usually has dire consequences. It’s always a good idea to work on these oaths with your organization team. If you wish to start the game with an Oath of Servitude please speak to your organization team.

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### **Conviction**

**Stamina Cost:** 5

**Description:** If you are the target of an area curse effect, you can say “Resist” and ignore the effect.

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### **Sense Undead**

**Stamina Cost:** 1

**Call:** “Magic Sense Undead”

**Description:** Most Knights are trained in the art of tracking down undead. The

majority of Knights track undead down to destroy them, but some like the Grim Knights use their knowledge of undead to find and control them.

Call in a normal speaking voice to activate. Any undead that hears you will say “Here” in a normal speaking voice.

---

### **Triage**

**Duration:** 1 minute

**Description:** You are able to use a bandage on yourself while in your wounded phase. While you are applying the bandage you stop your wounded timer.

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### **Motivating Speech**

**Stamina Cost:** 1

**Duration:** Until target leaves ‘bleed-out’ or wounded phase, or until user stops encouraging them to hold on.

**Call:** “Stay with me!”

**Description:** You're able to encourage a companion in the wounded or bleed-out phase to cling to life. After the skill is activated, their timer stops as long as your encouragement continues. This skill can be activated while carrying them or while someone else is carrying them. This is a mental effect. The activator of this skill must stay directly beside the target saying encouragement out loud in order to keep the targets phase timer from resuming.

## Priest

**Hit points:** +3

**Stamina:** +5

### Starting Proficiencies

Light Armour, Medium Armour, Shield, Staff, Longsword, Club/Mace

### Description

Every Priest is different. They have different tenets to follow and different holy days to preach on. They also have different goddesses and gods to appease.

If you wish to work with the organization team to create a unique entity to worship contact them. Your starting spells will be limited as the bulk of your holy spells will have to be discovered in game as your worshipped entity gains power. You still have access to any spell that doesn't list a benefit or negative for a specific goddess/god. All unique entities must fit the flavour of the game and final approval/denial is in control of the organizers.

To check out the effects mentioned click [here](#). To look at how Priest magic works click [here](#). Priest Spells can be found [here](#).

### Skills

#### Divine Spellcasting - Multiple

**Description:** This skill is what allows Priests to be able to channel divine

magic and cast spells. Each time a Priest chooses this skill their ability to handle more divine power increases.

Priest spells come in three difficulty classes: Novice (1), Moderate (5), and Advanced (10).

Primary class Priests can choose 7 spells, while secondary class Priests can choose 3. If you double class priest you can choose 10 spells.

Priest Spells can be found [here](#).

#### Divine Orator

**Duration:** Passive

**Description:** The temples train their Priests to converse in different languages to better educate the masses.

Purchase of this skill allows you to add Elven, Leshy, or Faun to your language bank, and enables you to speak and write in a secret language that only other Priests of your faith know.

You are also able to learn languages you come across in game, as long as you find someone willing to teach you.

To learn a language, it takes 30min at a game, then your character will work on the language between events, and it will be added to your character at the following event.

## Thief

**Hit points:** +5

**Stamina:** +5

### Starting Proficiencies

Light Armour, Dual Wield, 1-handed Weapons, Thrown Weapons, Bows

### Description

Brigand, bandit, rogue, charlatan, pirate are all names for the thief and show that a character trained in the more subtle arts can come from many different walks of life.

A trained thief could also be well educated and choose to not break the law, such as explorers, archeologists, investigators, or item protection services.

A glance at the conviction list will show you that theft isn't amongst the charges laid that have execution as a punishment. Even if you're a true thief travelling the upper and lower highways of the city looking to lift a rare trinket from the newest forged safe, thievery isn't what landed you on the island (or at least not the only thing).

The effects detailed can be found [here](#).  
The combat section can be found [here](#).  
Looting rules can be found [here](#).

### Skills

#### Locksmith

**Stamina Cost:** 1

**Duration:** Single attempt / variable

**Description:** You are able to create 1 lock per game. You are able to disable mundane or magical locks. Mundane locks are represented with a 5-8 screw 3D printed lock. Magical locks will be represented by puzzles (logic, math, spatial, strategic, mazes, and word are just some of the types you could encounter). These may also include stress puzzles as there could be negative effects after timers expire in trying to break a magical lock.

#### Evade

**Stamina Cost:** 1

**Description:** You are able to call "Evade" to avoid any attack (other than a curse) that affected you.

#### Hide

**Stamina Cost:** 1

**Duration:** See description

**Description:** You are able to put your hand on your head and gain the hidden effect. You cannot move from your current location, but you can sit, kneel, stand, or lie down. You unhide if you get hit with the reveal effect or if you take any other action.

#### Back Attack

**Stamina Cost:** 1

**Call:** “Physical Bleed - 1 Hit Point /10 Seconds”

**Description:** You attack the target in the back for bleed effect. Call on swing.

### **Tumble**

---

**Stamina Cost:** 5

**Duration:** 5 count

**Call:** “Tumble”

**Description:** Call to activate. You must roleplay dodging. For that 5 count you evade all incoming attacks. This will work against a Priest’s curse attacks.

### **Pick Pocket / Plant Item**

---

**Stamina Cost:** 1

**Description:** You place a clothespin on a target container / pocket you wish to pick without being detected. Inform the organization team when this has been accomplished and they will go and retrieve an item that was in the target’s container/pocket. This skill can also be used to plant a small item on the target.

### **Careful Aim**

---

**Stamina Cost:** 1

**Call:** “Physical Blind - 1 Minute”

**Description:** Any toxic dust you throw has the added benefit of blinding the target. Call on throw.

### **Escape**

---

**Stamina Cost:** 5

**Description:** You are able to slip any physical bonds (ropes, webbing, manacles, etc.) that restrict your movement.

### **Precision Looting**

---

**Duration:** Various

**Call:** “Precision Looting”

**Description:** You can find all objects on a target without having to play the looting game. Call on looting.

### **Urban Sprawl**

---

**Stamina Cost:** 0

**Duration:** Passive

**Description:** You speak in the secret language of thieves! This complex written numerical code is unbreakable without the proper training. It also has a separate vocal version. You can use the language rules to speak “Urban Sprawl.” If you write something in this language, ensure that the first line reads <Language: Urban Sprawl>.

The language is so complicated it gives you an innate understanding of linguistics. You can learn other languages in game, as long as you find someone willing to teach you.

To learn a language, it takes 30min at a game, then your character will work on the language between events.

## Wizard

**Hit points:** +3

**Stamina:** +5

### Starting Proficiencies

Dagger, Staff, Bind Magic (See Magic section), Close Breach

### Description

Wizardry is the art of summoning power from one of the extra-dimensional realms using a complex mental formula to manipulate that power in a very precise way and channel that energy into a medium that can store and then deliver the energy, in the form of a spell.

Learning this technique takes years of practice and study, and even then a wizard's power is not absolute. Each spell preparation is tedious and exhausting, and the more difficult the spell becomes, the more energy and skill is required.

Taldroon has a rich history of wizards. The royal families rely on them for magical and scholarly advice, while the common people look at them with equal measures of awe and fear.

The University Arcana in Rashalta is the pinnacle of wizardly achievement in the Kingdom. Once in Elven days the Arcana catered to all types of magic, but after an uprising those who practiced

Underworld and Demonic Arcana were expelled from the University. Shadow Arcana was still allowed but only under greater bureaucratic scrutiny.

Being caught practicing either the art of demonology or necromancy is a crime known as Void Walking (an Elven term). There are a few Void Walking schools located on the actual demonic and underworld planes, and recruitment is ongoing throughout Taldroon.

Small groups who are unsatisfied with the bureaucracy of the university also exist, and the Kingdom's second school of wizardry recently opened in Haven.

To check out the effects mentioned click [here](#). To look at how Wizard magic works click [here](#). Wizard Spells can be found [here](#).

## Skills

### Arcane Spellcasting - Multiple

A Wizard's grimoire starts with a spell for each point they have spent in this skill.

Each point spent increases the Wizards ability to handle more power and greater complexity. Spells are ranked as Novice (1), Moderate (5), and Advanced (10) difficulty levels. Wizards can cast higher difficulty spells when they have

purchased this skill an equal number of times.

Spell packets are objects that are made by Artisan (Enchanters) in-game. A Wizard needs minimum 1 packet / spell.

A primary class Wizard can choose 7 spells. A secondary class Wizard can choose 3 spells. A double classed Wizard can choose 10 spells.

Wizard Spells can be found [here](#).

## CONVICTIONS

You were captured and wrongly executed for one of the following crimes.

### Murder

You were framed for murder or killed someone in self-defence or in the defense of someone else.

### Saviour

Call: "Savior – Heal to 1hp"

Spend all your remaining stamina (minimum 1) to restore a wounded character to 1 hit point with a touch.

### Assaulting Nobility

You were accused and convicted of assaulting a member of the nobility.

### Walk Away

Call: "Walk-Away – Mental Effect"

You are able to end any hand-to-hand encounter before bidding stamina. This requires you to spend all your remaining stamina (minimum 1). The target is unable to re-engage you for 1 hour unless they activate mental resist to counter the effect.

### Treason

You were accused and convicted of committing treason against the Kingdom of Taldroon.

### Pull Together

Call: "Pull Together – Repair Item"

You are able to spend all your stamina (minimum 1) to touch and instantly repair a broken item.

### Impersonation of Clergy

You were accused of impersonating a member of the priesthood.

### Holy Water

Call: "Create Holy Water"

Your hand is able to bless small vials of water to become holy. These vials when hurled at Undead (represented by unbound packets) deal 10 Magic damage. You must spend all your

stamina (minimum 1) and three spell packets to make three of them.

### Slavery

You were accused of transporting people for the purpose of selling, or you were accused of keeping people against their will for the purpose of free labour.

### Contortionist

Call: "Contortionist"

You are able to spend all your stamina (minimum 1) to escape any binding or to resist any movement impeding effect.

### Arson

You were accused and convicted of purposefully setting structures on fire.

### Channel Flame

Call: "Channel Flame - Magic Ignite"

You are able to spend all your stamina (minimum 1) to hurl a bolt of fire at a target (requires an unbound spell packet), dealing the ignite effect.

### Assassination

You were accused and convicted of taking a contract to kill someone else for money.

### Impromptu Alchemy

Stamina Cost: 1

Call: "Toxic confuse"

You are able to throw any alchemical packet or unbound spell packet as a Toxic confuse effect.

### Dark Magic

You were accused and convicted for practicing either Underworld Arcana or Demonic Arcana.

### Heightened Senses

Stamina Cost: 1

Call: "Sense Undead " or "Sense Demonic"

You are able to Sense Undead or Sense Demonic at will. (Choose 1)

### Exsanguination

You are accused and convicted of draining and collecting blood for your own use.

### Clotter

Call: "Clot Blood"

You are able to spend all your remaining stamina (minimum 1) to resist a bleed attack or stabilize yourself when wounded.

### Mad Science

You are accused and convicted of mad science, specifically the use of Human,

Elven, and Faun corpses for experimentation.

### Feign Death

No Call Required

You spend all your remaining stamina (minimum 1) to fall down and appear as if dead for 1 minute. In this state you are immune to all Physical and Mental damage.

### Dark Enchantment

You are accused and convicted of creating weapons with Underworld, Demonic, or Shadow enchantments.

### Swap Enchantment

Call: "Swap Enchantment <Name> and <Name>"

You can spend all your remaining stamina (minimum 1) to swap two enchantments that are currently active on weapons. You must place one hand on each item that you intend to swap.

Telix Gems are able to store enchantments without allowing the enchantment to degrade. Enchanters and those of this conviction are the only ones able to transfer Enchantments from a Telix Gem onto an appropriate item.

### Ritual Sacrifice

You are accused and convicted of participating in dark ritual sacrifice.

### Martyr

Call: "Have what Life I have to offer"

You are able to spend all your stamina (minimum 1) and touch a target currently in their death phase. You return them to their wounded phase, but you also enter your wounded phase.

### Contaminating Water

You are accused and convicted of contaminating drinking water.

### Quench

Call: "Quench – heal to full Stamina"

You touch a target and spend all your stamina (minimum 1) to fully replenish their stamina. If you have the Quench ability you cannot be Quenched.

## GODS OF TALDROON

### Cernus

**Domains:** Knowledge, Magic, Learning

**Status:** Alive

**Location:** Unknown

**Quote:** "Knowledge and magic are the paint; your mind, the brush."

### Hyla

**Domains:** Nature, Family, Community

**Status:** Alive

**Location:** Forests north of Hopglynn

**Quote:** "Harmony cannot be found without respect for one's beginning."

### Eva

**Domains:** Queens, Stars, Fate

**Status:** Alive

**Location:** Cathedral in Rashalta

**Quote:** "Guide, do not break."

### Oswennah

**Domains:** Zeph, Dreams, Nightmares, Visions (Zeph are a race of humanoid cheetahs)

**Status:** Alive (Asleep)

**Location:** Unknown

**Quote:** "Do not rush to reality, for you can learn much from dreams."

### Zytex

**Domains:** Sun, Hardship, Survival

**Status:** Alive

**Location:** Ashford

**Quote:** "Time is a commodity that should never be wasted and always fought for."

### Talis

**Domains:** Knights, Oaths, Honour, Chivalry

**Status:** Alive

**Location:** Varis

**Quote:** "Do you need what you have more than someone else?"

### Kytor

**Domains:** Beasts, Monsters, Lycanthropes

**Status:** Alive

**Location:** Forests north of Rycroft

**Quote:** "Hunt, kill, feast."

### Rowena

**Domains:** Soldiers, War, Sacrifice, Loyalty, Martial Prowess

**Status:** Alive

**Location:** Citadel east of Lightdale

**Quote:** "Never let your weapons dull, for the enemy always surrounds you."

*The following gods cannot currently grant power to Priests on the Forsaken*

*Isle.*

### Amos

**Domains:** Storms, Oceans, Seas, Rivers, Lakes

**Status:** Missing / Deceased

**Location:** Unknown

**Quote:** "We always get to where we're going."

### Rashalta

**Domains:** Humans, Dragons, Stories, History

**Status:** Missing / Deceased

**Location:** Unknown

**Quote:** "Dragon fire both creates and takes."

### Bjorn

**Domains:** Artisans, Invention, Science

**Status:** Missing / Deceased

**Location:** Unknown

**Quote:** "Never stop creating for all inventions have a place, even if that place is what not to do."

### Shade

**Domains:** Revelry, Wealth, Freedom, Friends

**Status:** Missing / Deceased

**Location:** Unknown

**Quote:** "Never bend to someone's view of who you should be."

### Celestria

**Domains:** Elves, Joy, Love, Art

**Status:** Deceased

**Location:** Beneath Rashalta

**Quote:** "Burn bright, my children. Do not fear the dying of your light, for I shall see you again."