



ASCENDED TERRA

A Fantasy Companion to
the Exodus LARP System

V1.1

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Exodus LARP System Setting Book

“Ascended Terra”

-This book is in Beta, and is expected to undergo some changes and formatting updates.-

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FORWARD

The following setting book is designed to work with the Exodus LARP system, to provide a fantasy theme for your game world. The world in which “Ascended Terra” takes place is approximately 2000 years in the future of the world that we have today following certain cataclysmic and world-shifting events, and we encourage you to explore the concepts of “what if” in a creative manner.

Utilizing the same resource and combat systems introduced in the core Exodus book, “Ascended Terra” introduces the concept of magic and racial variants rather than Mutations. It also does not use both Firearm Training and Advanced Firearms Training. While there may be elements of steampunk within this setting, technology has not advanced in that direction in favour of magical experimentation. Costuming may be influenced by many different time periods or cultures, ranging from the Middle Ages through the Edwardian era and styles across the globe, with combat being limited to Unarmed, Melee, Thrown, Archery, Siege, and Magic.

In keeping with the core Exodus rules, “Ascended Terra” is a classless system with all skills being available to your character to purchase as long as prerequisites are met. Per core Exodus rules, your character starts with 10xp and 5 HP, but your racial choice may affect your starting health. Starting resources are also dictated by which race you choose.

A PRIMER TO THE WORLD OF TERRA

Rumors of what happened to the world are many. What is known, is that the Old Ones of the World Before were at the peak of civilization; constantly trying to better themselves and explore new avenues of science and technology. Unfortunately progress and change is a double-edged sword and the Old Ones became prideful in their mastery of the world. A period of violence arose and the world was left in ruin with the opening of The Rift of Rebirth. Following another few centuries of strife, the Rift of Rebirth awoke again and the World of Terra was born anew. From the ashes, new kingdoms and peoples arose to form the world as your character knows it today.

While rumoured by some to have a common ancestor, the world is divided into the Gen, the Sei, the Kinfolk, and the Ketski. These diverse races have rebuilt the ruined world of long ago, working in concert or against one another as their needs require. While each race has portions of the world where they are most prevalent, it is common to find mixed populations in the less developed borderlands where gameplay takes place.

RIFTS AND MAGIC

A core theme within “Ascended Terra” are the presence of Rifts and the strange effects they cause. While the exact nature and cause of the Rifts is theorized at length by the different races in game, all parties can agree that Rifts and the creatures that exit from them emanate powerful energy. While no known soul has truly returned from entering a Rift, it is also believed that these Rifts are gateways to other worlds due to their role in resurrection and the presence of demons, aetheric creatures and worse within the world.

With the opening of the Rifts, magic was infused into the world at an alarming rate, reshaping the land and the people who live upon it waking usable energy called “Mana”. The ability to gather and use mana, as well as varying quantities is part of the unique aspect of the “Ascended Terra” setting. From time to time terrible creatures and beings may come out of Rifts. One generally does not stay in the vicinity of Rifts long as it can be hazardous to their health. Storytellers (STs) may at any time send Abominations or Demons or worse out of any Rift in play. STs are encouraged to do so especially when Rifts are being “Camped” --that is, watched intently for activity-- by player characters (PCs).

CHARACTER DEATH AND YOU

If your character is unfortunate enough to die in game, you first follow core Exodus rules. Remove any distinguishing costumes and all item cards, report to the Storyteller camp and decide whether you wish to relinquish or attempt resurrection. Relinquishing your character follows the core rules in that you may do so at any time and that character will be taken permanently out of play in exchange for half your accrued XP being returned to create a new character. "Ascended Terra" does not have any setting specific conditions on death and resurrection.

CHARACTER CREATION : RACES

In many systems the first choice you make is regarding your race or class. In the "Ascended Terra" setting, you will only need to select your race and then customize your character from there. We firmly believe that Classes hinder your creativity and as such every skill in the game is purchasable by any character in the game for the same XP Cost save for racial abilities. Your character only needs to meet your desired skills' prerequisites.

There are 4 base races with two variants each to choose from, each with room for artistic licence culturally, socially and aesthetically. While any race may breed with another, it is usually frowned upon except in border regions. The resulting child will only take on the racial characteristics of one parent and only pass on those racial characteristics to any progeny they might have. For example, your character may choose to have one parent be a Surface Dwelling Gen and the other be a Gobkin Sei, but you would have to choose whether you played a Surface Dweller or a Gobkin; you could not play a half-Gobkin.

RACIAL RESOURCES

Per the core Exodus system, the majority of trade is done via Resource cards which represent either generalized or specialized items and materials in game. On your first game, you get 3 resources according to your chosen race, divided as you choose. Every following event you attend, you get 1 more resource card as you wish from your race's list. Every race has one resource that they get in abundance, choosing it gets you 2 cards instead of 1.

Race	Med Tech	Scrap	Food	Ammo
Surface Dweller	x1	x1	x2	-
Caveborn	-	x2	x1	x1
Sylph	x2	-	x1	x1
Gobkin	x1	x1	-	x2
Landfolk	-	x1	x2	x1
Seafolk	x1	-	x1	x2
Revenant	x2	x1	-	x1
Draugr	x1	x2	x1	-

PURCHASABLE RACIAL SKILLS

You may buy none or up to all of the racial bonuses available to your race. Your first Racial Bonus will cost 5 XP, with the cost of additional Bonuses increasing by 5 XP each (5/10/15 respectfully). You may only buy each Bonus once. In the case of Racial Bonuses mimicking other abilities, the XP cost will be calculated separately.

Each racial group also has a passive power and weakness with exception to the Gen.

GEN

The ingenious are always fanciful, and the truly imaginative never otherwise than analytic. -Edgar Allan Poe

Descending from their mountainous homes, the Gen are spread throughout the world, some living above ground and others below. Known for their adaptability and industrious nature, the Gen tend towards practicality in their day-to-day lives while still being great contributors to experiments in both magic and manufacturing.

Their main seat of power is the industrialized Titus under the rule of King Wilhelm and his caveborn wife Queen Alexandrina, which houses the largest clockmakers guild in the world. This sprawling city also functions as a cultural hub, chronicling the Gen's ever-changing culture. There are also several small Gen communities which do not pay homage to the Monarchy of Titus; you can often tell whether a Gen is from an independent community or not based on their dress, with independents preferring simple tunics, skirts and breeches of wool, linen and cotton, while those connected to Titus might include more tailored garments like vests, corsets and frock coats potentially influenced by their trade with the Ketski.

Passive Power: N/A

Weakness: N/A

Surface Dwellers

These Gen have flourished upon the surface of the world through farming, tinkering and trade. According to myth, which they mostly propagate, the Surface Dwelling Gen are as close in appearance to the population of the World Before.

Resources: Med Tech, Scrap, Food x2

Costume Requirements: None, you are essentially human. Note: you may not mimic the requirements of another race.

Purchasable Bonuses:

Resilience: May resist one instant kill or knockout ability a day as though it was blocked.

Additional Resource (Food): +1 Food Resource per game

Additional Resource (Med Tech): +1 Med Tech Resource per game

Caveborn

These Gen who have succeeded in mining the earth. Over time many have become stouter and more sensitive to light than their Surface Dwelling cousins. Furthermore exposure to gasses below the surface has intrinsically changed how they grow hair --a point of Caveborn pride.

Resources: Scrap x2, Food, Ammo

Costume Requirements: Goggles as well as unnaturally colourful hair and/or full, decorated beards regardless of gender

Purchasable Bonuses:

Hardy: Adds +5HP to your base health

Additional Resource (Scrap): +1 Scrap Resource per game

Additional Resource (Ammo): +1 Ammo Resource per game

SEI

They who dream by day are cognizant of many things which escape those who dream only by night.
-Edgar Allan Poe

The Sei capital city of Ellasi was built around what the locals call the Moraloka, an ancient tree coursing with magic. Rumored to have been one of the founding members of the Saraki family, this city-sized tree supports several well-cared for wooden buildings with intricate carvings that have stood through many generations. New construction is rare within Ellasi, with the populace preferring to carefully preserve existing gardens and buildings.

The Sei have a deep respect for the flow of the Aether and the balance of life, with their laws centering around respectful stewardship and maintaining a symbiotic relationship with the aetheric creatures they nurture. As such relations with the Gen are often strained, despite the Gens' natural curiosity in how the Sei have "acquired the service" of aethers to provide warmth and light, irrigation of their crops, and breezes for their airships to stay aloft.

Passive Power: Daytime Fast Healing: Between 6am-6pm you take an additional +1HP from all sources of healing, whether magical, chemical or physical in nature.

Weakness: Nighttime Slow Healing: Between 6pm-6am, you take one less healing from all sources, whether magical, chemical or physical in nature, to a minimum of 1.

Sylph

Considered the more graceful and beautiful half of Sei society, Sylphs try to live in harmony with nature and reflect this in their clothing, adornment and habits. Some Sylph have taken to tattooing bark or leaf like patterns upon their flesh as a reminder of their unity with the earth, a trend started by the prominent Saraki family. Seasonal adornments such as flower crowns or leaves braided into their hair, are quite common among the Sylph.

Resources: Med Tech x2, Food, Ammo

Costume Requirements: Pointed Ears of any length

Purchasable Bonuses:

Evade: Once/day, may avoid any 1 attack that comes from your front 180 degree arc.

Meditative State: Daily, Allows you to restore all your HP by meditating for 10 minutes uninterrupted while outside of combat (unless prevented by another condition, such as a disease, chemical or magical effect).

Displacement: Once/day, May call "Displacement" to avoid any Blackjack attempt.

Gobkin

Often seen as brutish or conniving compared to the classically elegant Sylphs, the Gobkin are no less honourable than their racial cousins. Marked by greenish skin, which varies from mint to almost black, the Gobkin are known for their strength, hardiness and determination. The most well-known of their families are the Moki, celebrated for their military and agricultural service, and the Odobo, feared for their callous nature and excellent business acumen.

Resources: Med Tech, Scrap, Ammo x2

Costume Requirements: Pointed Ears, 75% exposed skin greenish or high quality mask

Purchasable Bonuses:

Hardy: Adds +5HP to your base health

Sturdy: Once/day you may resist a Knock Down Attempt

Formidable: You are naturally stronger than most with +1 Strength.

KINFOLK

There is no exquisite beauty without some strangeness in the proportion. -Edgar Allan Poe

The Kinfolk are a democratic collection of free-spirited people with animalistic qualities; their culture is built around trade, magical study and --as they would put it--common sense. Often traveling in packs across the world, these nomads do have one established city set upon a moving island which roams the oceans of Terra as well as ancestral lands and port villages. The capital city of Keee is located on the back of Gulahack the First Shifter, according to Kinfolk folklore, and they fiercely guard the massive stone temples set upon the shell-like landscape. While the Kinfolk do engage in trade (mostly with the Sei), non-Kinfolk are not permitted in Keee with business taking place offshore upon floating pavilions. While much of the population of Keee has rat-like features, Kinfolk may share physical traits with any mammal, amphibian or reptile, and may divide themselves into clans based on this.

Passive Power: Innate Concealed Mana: start game with a base mana pool of 5 that can not be siphoned but may be used for spells or willingly transferred.

Weakness: Susceptible to Fire: Take an extra point of damage from all fire and heat sources.

Landfolk

Kinfolk of mammalian origin, the Landfolk tend to share features with predatory cats and canines, rodents, equine or bovine animals. Tending toward a hunter-gather society, the Landfolk are usually excellent hunters and able to hold their own in a fight. Some Landfolk are agile enough to use their talons as effectively as a short sword.

Resources: Scrap, Food x2, Ammo

Costume Requirements: 75% exposed skin fur patterned or suitable prosthetics to clearly indicate your chosen mammal. High-quality masks are also accepted.

Purchasable Bonuses:

Formidable: You are naturally stronger than most with +1 Strength.

Claws: You may use up to two claw boffers, which can only be disarmed by effects that destroy a weapon or remove a limb. You still require Two Weapon Fighter to dual wield.

Keen Sense (Scent): Can track for 10 mins/day. Declare "Keen Scent" and RP getting the scent for 5 seconds, before calling "Keen Scent: <Target>" or following ST directions.

Seafolk

Kinfolk of amphibious or reptilian nature, the Seafolk are usually scaled and more willowy compared to their Landfolk cousins. Often encouraged to sail or study chemistry alongside their magical studies, the Seafolk are resilient and gifted swimmers. Most of the world's pearls and other deep sea treasures are recovered by adventurous Seafolk.

Resources: Med Tech, Food, Ammo x2

Costume Requirements: 75% exposed skin scale patterned or suitable prosthetics to clearly indicate your chosen amphibian or reptile. High-quality masks are also accepted.

Purchasable Bonuses:

Underwater Breathing: May breathe in any water indefinitely.

Immunity (Cold): May call 'no effect' on all cold/ice effects. Anything that would leave you frozen does not work on you.

Filter Blood: Once/day, may resist any poison or disease, whether magical, chemical or physical in nature.

KETSKI

The boundaries which divide Life from Death are at best shadowy and vague. Who shall say where the one ends, and where the other begins? -Edgar Allan Poe

Ketski are rumoured to be a mix of mortal and undead blood due to their ashen skin and affinity for the night. Remarkably long lived, the Ketski do not seem to age except for grey or green marbling over time. They view death with reverence and create architectural marvels in their underground colonies with the bones of fallen friends and family. Their seat of power is a grand, cathedral-like citystate called The Necropolis of Ash which lies west of the Rift of Rebirth. So named for its macabre decor, ever-present fog and seemingly sparse population, The Necropolis of Ash and her supporting colonies feature grand architecture and macabrely detailed stonework, which both awe and unnerve visitors who walk their kerosene lit streets.

Ruled by a council of noble families, the Ketski are often proud, brilliant and ever fashionable with even the working class boasting of unbroken lineages since the World Before. With a large selection of competing tailors, milliners and cobblers, fashion drives the culture of Ash. High society often strives for more elaborate attire whereas the working class instead accent worn shirts and suspenders with well-made caps or silken ascots. It is notable that two of their ruling families have made their name and fortunes through sewing with the indomitable and elite Markham and Von Crastin Trading Company.

Passive Power: Nighttime Fast Healing: Between 6pm-6am you take an additional +1HP from all sources of healing, whether magical, chemical or physical in nature

Weakness: Daytime Slow Healing: Between 6am-6pm, you take one less healing from all sources, whether magical, chemical or physical in nature, to a minimum of 1

Revenant

Less frightful in appearance than their Draugr cousins, Revenants can more easily assimilate into the borderlands, often pursuing careers as surgeons or political advisors.

Resources: Med Tech x2, Scrap, Ammo

Costume Requirements: Pallid marbled flesh

Purchasable Bonuses:

Feed on the Living: At will, you may drain and absorb 1HP/10 seconds from a non-resisting target. If you drain 10 health in one feeding, you may count this as a Food Resource. You cannot feed to render your target into their In Shock (-1HP) or Mortally Wounded (-2HP) counts. If the target's HP is reduced to 0HP they are semi-conscious and cannot be fed on further.

Gaze Hypnotize: Once/day you may Hypnotize one target for one minute by making eye contact for 10 seconds and declaring "Gaze Hypnotize", This is considered a mind altering Primal Magic effect for the purposes of defenses.

Additional Resource (Med Tech): +1 Med Tech Resource per game

Draugr

With wan, light-blistered flesh and elongated ears, Draugr are often misunderstood as carriers of disease despite their rather fastidious habits. As deadly as their Revenant cousins, Draugr also have exceptional hearing, useful in both hunting and music.

Resources: Med Tech, 2x Scrap, Food

Costume Requirements: Pallid marbled flesh, visible scarring, pointed ears of any length

Purchasable Bonuses:

Feed on the Living: At will, you may drain and absorb 1HP/10 seconds from a non-resisting target. If you drain 10 health in one feeding, you may count this as a Food Resource. You cannot feed to render your target into their In Shock (-1HP) or Mortally Wounded (-2HP) counts. If the target's HP is reduced to 0HP they are semi-conscious and cannot be fed on further.

Walk in Shadows: Once/day may move concealed in shadows up to 5 minute any light source that illuminates your torso pops you out of the shadows stunned for 5 seconds.

Keen Sense (Hearing): Once/encounter you may identify all living creatures around you by listening for their heartbeat. To use, simply call "Sense Living" in a normal speaking voice.

ASCENSION

Aside from the starting races above, your character can also potentially Ascend through in-game methods and LC expenditure to a "pure" form of your race where your racial passive positive bonus is replaced and your makeup gains additions per the table below. In addition you may purchase any 1 Racial bonus from any other race for the price of 10xp. Each ascension is personal and involves a questline not for the faint of heart.

The basic bonuses and makeup requirements are as follows:

Base → Ascended	New Bonus	Additional Makeup
Gen → Titan	Endless In Shock Count unless Killing Blowed	Golden flush on cheeks
Sei → Fae	Regenerate +1HP/min 6am-6pm	Cranial horns, min. 1"
Kinfolk → Shifter	Spells cost -1 mana to a minimum of 1	Lime green facial veins
Ketski → Dhampyr	Regenerate +1HP/Min 6pm-6am	Fangs and/or red eyes

You may not create a new character who has already Ascended as Ascension is a long and oftentimes dangerous process which is best played out within the gameworld. On the logistical side, Ascension costs 50LC and permission from the lead storyteller (see Supplemental: Cred Book for details).

Beyond Ascension, should your character survive long enough, you may even find yourself challenging the powers of the world such as Aetheric Lords, or lesser Gods for power, influence, and even Title. If this is your desire, be sure to tread lightly: with great power comes greater foes and more people wishing to see you fall or torn asunder.

UNIQUE SKILLS

The “Ascended Terra” setting introduces the concept of magic and the usage of mana to power it. The following section details skills unique to Ascended Terra. Skills marked with * can only be purchased once, whereas skills marked ** may be purchased indefinitely at the same XP cost. Unmarked skills may only be purchased up to three times, with your first school of magic not counting towards this total.

Skill Name	XP Cost	Basic Description	Tutor req.?
Berserker rage	4/7/10	You work yourself into a rage killing all in your path, +damage and + temp hp	No
Controlled Frenzy	5**	You have learned how to master your rage to only benefit from it	Yes
Oath of Blood	3*	You have sworn an oath on your blood to accomplish a task. Gain Second Wind once a day	Yes
School of Magic	0/5/8/11	Understanding of magic school	No
Basic Tier of Magic	2*	Ability to cast 1-2 mana spells	No
Intermediate Tier of Magic	5*	Ability to cast 3-4 mana spells, pre req Basic tier of magic	No
Advanced Tier of Magic	8*	Ability to cast 5+ Mana spells, pre req Intermediate tier of magic	No
Cast Ritual	12*	Lets you cast rituals of schools you know, pre req Adv. tier of magic	yes
Create Basic Magic Item	8*	Creates a basic magic item as per magic item creation. pre req Adv. tier of magic	Yes
Create Intermediate Magic Item	11*	Creates a intermediate magic item, pre req Create Basic Magic Item	Yes
Create Advanced Magic Item	14*	Creates an Adv. magic item as per magic item creation. pre req Create Intermediate Magic Item	Yes
Create Mythic Item	20*	Create items of Myth, pre req Create Adv. Magic Item	Yes
Mana Pool	4**	Increases subject’s mana pool by 5pts.	No
Mana Siphon	5/8/11	Steal mana, Highly illegal	No
Transfer Mana	3*	Voluntarily give and receive mana	Yes
Racial Purchasables	5/10/15	See your race for your purchasables	No

BERSERKER RAGE : 4/7/10 XP(Daily)

You may spend 5 seconds working yourself up into a Berserker Rage, once active for the next 10 minutes you gain +1 melee damage, and 10 temporary HP. During the 10 minutes you must attack the closest viable target to yourself at all times, regardless of friend or foe, and may not use per use skills.

CONTROLLED FRENZY : 5XP (Daily)

This skill allows you to keep control of your mind while in a Berserker Rage and access your skills or allows you to negate any 1 effect that would throw you into any kind of rage effect.

OATH OF BLOOD* : 3XP (Daily)

You have sworn an unbreakable oath upon your own blood that you will perform a certain important task allowing you to tap into your inner strength. You may only have one vow or oath active per character. This skill is used until you perform that task at which point you may swear a new Oath of Blood.

Advantage: so long as you are attempting to achieve that task you may activate a Second Wind regaining half your health rounded down once/day.

Disadvantage: should you break your oath, you may only be healed to half your total health rounded down for 30 days (or until the next event)

SCHOOL OF MAGIC : 0/5/8/11XP (Passive)

This ability opens your mind to a single base School of Magic (Aether, Augment, Primal, and Spirit). As you learn schools of magic, you needn't learn additional tiers of magic past their first purchase. As tiers represent your skill with magic, this skill represents your knowledge of spells from a specific school. In order to cast a Combo spell, you must have both Schools of Magic purchased.

BASIC TIER OF MAGIC* : 2XP (Passive)

This represents your skill with basic magic. You may now cast spells which cost 1 and 2 Mana, so long as you have the mana to cast them. Requires: School of Magic and 5 Mana in your pool.

INTERMEDIATE TIER OF MAGIC* : 5XP (Passive)

This represents your skill with intermediate magic. You may now cast spells which cost 3 and 4 Mana, so long as you have the mana to cast them. Requires: Basic Tier of Magic and 15 Mana in your pool.

ADVANCED TIER OF MAGIC* : 8XP (Passive)

This represents your skill with Advanced magic. You may now cast spells which cost 5 or more Mana to create, so long as you have the mana to cast them. Requires a minimum of 25 Mana in your pool and Intermediate Tier of Magic.

CAST RITUAL* : 12XP (Passive)

This grants a character the understanding of ritual schematics for any school of magic that they have purchased. Rituals can be dangerous if performed by the foolish and rewarding for those that can master them. A ritual requires a Special Schematic and all items listed on the schematic. Once started a ritual must be immediately carried out until completion as dictated by the Schematic. If all steps are not attempted, the ritual fizzles and consumes all materials listed on the Schematic. Each Ritual Schematic will have a list of all positive and negative modifiers that may be applied to the Ritual's chance of success such as 5-10% per interruption to the ritual. Line of sight to a Rift always has an effect on ritual magic. Each ritual will state whether or not you may speak during the ritual or whether it will incur an interruption. Researcher may add chances of success as per the core rulebook. If a ritual fails bad, bad, bad things occur. A

Ritual Storyteller must be present for all Rituals.

CREATE BASIC MAGIC ITEM* : 10XP (Passive)

Allows you to cast a Basic spell into a tagged item turning it into a Basic magic item. To do this, you must expend 30 Mana and any required resources to create the item. If you already have the item, you need only expend the mana. The created item is imbued for one year or until used.

CREATE INTERMEDIATE MAGIC ITEM* : 15XP (Passive)

Allows you to cast an Intermediate spell into a tagged item turning it into an Intermediate magic item. To do this, you must expend 40 Mana and any required resources to create the item. If you already have the item, you need only expend the mana. Alternatively you may cast 2 Basic spells into one item for the same cost. The created item is imbued for one year or until used.

CREATE ADVANCED MAGIC ITEM*: 20XP (Passive)

Allows you to cast an Advanced spell into a tagged item turning it into an Advanced magic item. To do this, you must expend 50 Mana and any required resources to create the item. If you already have the item, you need only expend the mana. Alternatively you may cast 3 Basic spells or 2 Intermediate spells into one item for the same cost. The created item is imbued for one year or until used.

CREATE MYTHIC MAGIC ITEM*: 25XP (Passive)

Allow you to cast spells into a tagged item turning it into an Mythic magic item by following a Schematic. To do this, you must expend 75 Mana and any required resources to create the item. If you already have the item, you need only expend the mana and any other resources as required by the Schematic. This level of magic item requires Old Magics not used for some time. A Schematic is required to imbue items of this nature. They are few and far between, some search a lifetime to obtain them. Mythic Items may allow daily uses, ongoing effects and may last longer than a year.

MANA POOL** : 4XP (Passive)

Each purchase of Mana Pool grants +5 mana to your total allotment of mana. Bear in mind your current Mana points cannot exceed your pool points without grave effect. Every point that exceeds your Mana Pool deals 1 HP damage to the character that cannot be negated or mitigated in any way, this is called Mana Burn. Should you hit -1 HP from exceeding your mana pool, your body vaporizes turning to ash and you must relinquish or attempt resurrection immediately. Mana may be naturally regenerated through Nourishment (expending a food resource first) and then uninterrupted rest. For every three hours of rest, you regenerate half your total pool rounded down up to your maximum pool. You may choose to take a four hour NPC shift during your character's rest period if you wish to ensure you are not interrupted and the Food Resource wasted. The same food resource and period of rest can also be used to reset your Daily skills should the timing be between 6pm and 6am.

MANA SIPHON : 5/8/11XP (Daily)

Requiring an expenditure of 3 mana, Mana Siphon is a 30 second special killing blow during which time the target must be In Shock or Mortally Wounded and remain able to be healed. The user must make contact with the victim, then perform their incant and start chanting in a regular speaking voice "I Siphon Mana from thee, and take it into myself." Each chant should be no less than 3 seconds long, thus performing the chant 10 times at a regular speaking speed should work out to 30 seconds. While doing this the caster should use makeup of some sort to draw blue veins on the victim's neck or face (victim's call; don't use anything permanent or pen). The user of this ability must also draw these veins on their own arms up to their elbow. These marks remain on the individuals even through resurrection for 1 hour. At the end of the 30 seconds of chanting, the caster receives all remaining mana on the victim, and the victim receives a killing blow forcing them to retire or attempt to resurrect with a 1 point added difficulty to their roll on this resurrection only. If the victim has no mana, the caster gets 1 mana back regardless.

Reminder: you can not hold more mana than your maximum pool size; see Mana Pool above. A victim who survives resurrection from dying in this manner will step through a Rift with half the Mana they had in their pool before death. For example, if they had had 20 mana before death, they would resurrect with 10.

TRANSFER MANA* : 3XP (Passive)

Two characters with this ability may transfer 1 mana per 5 seconds between themselves by clasp hands; both the giver and the receiver must be willing. Be wary of Mana Burn; see Mana Pool for details.

SCHOOLS OF MAGIC

Every spell requires the caster to have learned the school of magic associated with it and also requires an expenditure of Mana appropriate to the spell. The following details the ins and outs of magic such as spell names and effects and how much mana each spell utilizes. Additional mana can be acquired by increasing your mana pool, and restored through rest, transfer or siphon (see Unique Skills above).

There are also Tiers of magic that must be learned to cast magics. Basic spells are 1-2 mana cost spells, Intermediate spells are 3-4 mana cost spells and Advanced spells are 5 or more Mana to cast. Furthermore knowing more than one school of magic is highly beneficial as it allows you to cast combination spells (described below in Combined Schools of Magic, p. 16). These spells are slightly more powerful but require you to know both schools of magic in order to cast them. Spells may be inflicted by touching the target for the duration of the incant or by incanting then throwing a packet within 3 seconds. A packet is created with a square piece of cloth with approximately ¾ of a shot glass worth of bird seed inside then the tails of the cloth are twisted and tied off with a string or elastic so that no seeds escape.

Aether

Incant: By the Aether I <trigger word> <spell name> : <damage if applicable>

Mana Cost	Spell #1 (trigger word)	Spell #2 (trigger word)
1	Aetheric Flare (inflict)	Gale (inflict)
2	Aether Bolt (inflict)	Created Weapon (summon)
3	Burn (inflict)	Freeze (inflict)
4	Advanced Weapon (summon)	Comet (inflict)
5	Aetheric Form (bestow)	Tempest of Aether (inflict)

Spell Descriptions:

Aetheric Flare: Delivers a small burst of raw aetheric energy in <type> of caster’s choice. Damage call is 2 Fire/Ice/Earth/Air

Gale: Target is kept 10ft away from the caster by a strong force of wind. Caster must keep visible eye contact on the target **BUT** may cast and perform other actions so long as they do not look away from the target, this effect may be broken on a 3count at will or by taking any HP Damage.

Note: Only 1 target may be under Gale at a time.

Aetheric Bolt: Delivers a blast of raw aetheric energy in <type> of caster’s choice. Damage call is 5 Fire/Ice/Earth/Air.

Created Weapon: Summons a melee weapon from the Aether that does 1base damage. Caster may still cast with their off-hand. Costs 1 extra mana to grant to another. Lasts 10 min or until disarmed

Burn: Ignites target on fire for 10 seconds. The target may roleplay rolling on ground & putting out flames for 3 seconds to stop the Burn effect. Target takes 1 Fire/sec while lit aflame & may not activate spells or daily abilities until extinguished.

Freeze: Once hit the target may take 3 steps, each progressively more difficult after which the target must spend 10 seconds rubbing their legs as if exposed to extreme cold before they may resume movement.

Advanced Weapon: As **Created Weapon** except weapon swings for 2 aetheric (Fire/Ice/Earth/Air) damage.

Comet: Calls down a ball of raw aetheric energy from the sky to strike the target for 10 Fire/Ice/Earth/Air as the caster chooses. Must be used outdoors.

Aetheric Form: Infuses the caster with aetheric energy for 10 minutes. May not be granted to another. The caster gains +1dmg of chosen aetheric type to melee attacks and +10HP. While in this form, they take x2 damage from opposing aether (Fire:Ice, Earth:Air). The caster may end the spell early through an uninterrupted 30 second count. Periodically declare "Active Aetheric Form: Element"

Tempest of Aether: By planting your feet, you become a conduit for one <type> of the aether. You may throw an unlimited number of packets that deal 2 <type> each. This spell lasts as long as the caster's feet remain planted on the ground/floor or one hour passes. While active you may not cast other spells, but you may physically defend yourself.

Augment

Incant: *By Augment I bestow (spell name)*

Mana Cost	Spell #1	Spell #2
1	Block	Hardiness
2	Summon Shield	Enhance Weapon
3	Giant's Strength	Spell Deflection
4	Spectral Armour	Immunity to Projectiles
5	Enchant Weapon	Spell Ward

Spell Descriptions:

Block: Deflects the next physical attack harmlessly away.

Hardiness: Grants the target 5 temporary hit points above normal their hit points. Hardiness is not stackable with other temporary HP. Lasts 10 minutes or until used.

Summoned Shield: Summons a basic shield that is immune to effects that would shatter a shield normally. This shield is 9 sqft or smaller, and lasts 10 minutes or until dropped. This grants the ability to use the summoned shield for the duration of the spell.

Enhance Weapon: Augments a single melee or thrown weapon, or bow/crossbow to make it strike for magic for 10 minutes or until Disarmed.

Giant's Strength: Augments one individual for 10 minutes granting them +1 str and +1dmg to melee and thrown weapon damage. This buff does not stack except with racial abilities.

Spell Deflection: Deflects the next spell to hit you regardless of whether it has a positive or negative effect on you. The defensive call is "Deflect Spell"

Spectral Armour: Grants 20 temporary armour that lasts 1 hour or until expended. The Spectral armour takes damage first before regular worn armour.

Immunity to Projectiles: Renders you immune to physical projectiles for 10 minutes.

Enchant Weapon: Augments a single melee or thrown weapon, or bow/crossbow to make it strike for +1 magic for 10 minutes or until Disarmed.

Spell Ward: By planting their feet and concentrating, the caster may deflect all spells to strike them. While they may defend themselves, they cannot cast or suffer damage to HP without the ward fizzling. Lasts for 10 minutes or until the caster moves or breaks concentration (as above).

Primal

Incant: By Primal I <trigger word> <spell name> : <Damage, if applicable>

Mana Cost	Spell #1 (trigger word)	Spell #2 (trigger word)
1	Primal Swing (inflict)	Mute (inflict)
2	Quiet Animal (bestow)	Snare (inflict)
3	Chameleon (bestow)	Murder of Crows (inflict)
4	Vines (inflict)	Thorns (inflict)
5	Advanced Chameleon (bestow)	Meteor (inflict)

Spell Descriptions:

Primal Swing: Calls a nearby root, or branch (even from worked wood) to wallop the target inflicting 2 Knockdown.

Mute: Silences target for 10seconds. May not cast or make any vocal noise.

Quiet Animal: Lulls one target animal into a peaceful state towards the caster only. Any aggressive action will break the Quiet. Lasts up to 10 minutes with line of sight maintained. The animal doesn't gain understanding, only tolerance.

Snare: Prickly vines burst from the ground & tether the target's legs in place. The target may rip free on a 3 count with +1 STR but will suffer 1 Piercing instead. Alternatively it takes 1 minute to cut free. This spell may be used both in and outdoors.

Chameleon: Allows the target to blend into their surroundings for 10 seconds. The target should hold two fingers above their head to indicate that they are not visible. Effect ends if you move, speak or cast.

Murder of Crows: Calls 3 spectral crows (1 packet each) to swoop and attack their target(s) for 2 damage per crow (packet) before going on their way.

Vines: Vines wrap around the target making their arms useless until cut out on a 1 minute count. The target may rip free on a 3 count with +2 STR but will suffer 2 Piercing instead. This spell may be used both in and outdoors.

Thorns: Large persistent thorns burst from the ground to tangle around the target's ankles. Target takes 1 damage for every step they take, until they or another spends 1 minute cutting the target free. This spell may be used both in and outdoors.

Advanced Chameleon: As per **Chameleon**, except the target may also move up to 10 steps.

Meteor: (outdoors only) A single packet-only delivered attack with 5ft area effect. Deals "Area of Effect: 5 Siege Fire" which damages both armor & HP separately.

Spirit

Incant: By Spirit I <trigger word> <spell name> : <effect / damage>

Mana Cost	Spell Name #1 (trigger word)	Spell Name #2 (trigger word)
1	Spirit Touch (bestow)	Ease (bestow)
2	Corpse (raise)	Salve (bestow)
3	Soothe (bestow)	Cure Ailment (bestow)
4	Leech (inflict)	Ghast (raise)
5	Bless (bestow)	Radiant Spirit (bestow)

Spell Descriptions:

Spirit Touch: is a 1 mana cost spirit spell that creates a link so you may give or take HP between the caster and a target. The target must be willing or unable to resist. The caster clasps hands with the target, performs their incant then immediately may transfer or take 1 HP every 3 seconds unless interrupted, either caster or target loses consciousness, or the caster takes body damage that is not a result of the spell.

Ease: Affects one target. Heals 2 HP for Living / Deals 2 Piercing to Unliving

Corpse: Raises single target as an Unliving walking corpse with 10 HP, that may use whatever weapon is at hand for base damage. Must be cast while the target is In Shock or Mortally Wounded and can be Revived; this **does** pause whatever count they were in. A target may only

be raised once per Encounter, even if they were fully healed between attempts. The target is a loyal automaton to the caster and will follow simple instructions (“Attack That”, “Sit here”, “Defend Me”) but cannot otherwise differentiate friend from foe. The corpse will remain animated for 1 minute. Note: May only have 1 raised Unliving of each type under control at once, if another is raised the old one crumbles to the ground and resumes any count it was in.

Salve: Affects one target. Heals 5HP for Living / Deals 5 Piercing to Unliving

Soothe: Affects one target. Heals 10HP for Living / Deals 10 Piercing to Unliving

Cure Ailment: Remove any 1 Ailment/Negative effect from a character that does not require a Named Cure only to remove.

Leech: Packet Delivered. Steal 5 HP from one target to heal yourself. If the target falls In Shock as a result of this attack, you may expend 1 additional mana & declare “Rise my minion”: the target then rises as per “Raise Corpse”

Raise Ghast: Raises a person who is in shock or mortally wounded as an Unliving creature for 10 minutes; this does pause whatever count they were in. A target may only be raised once per Encounter, even if they were fully healed between attempts. This Ghast swings for Magic, has 25 HP and 1x Knockdown; they may also gain benefit from their passive skills (Strong Arm, Shield Training, etc.) but may not use any other per use skills save for the Knockdown provided by this spell. They are sentient and capable of thought as in life but must listen to and follow the orders of the caster. Note: May only have 1 raised Unliving of each type under control at once, if another is raised the old one crumbles to the ground and resumes any count it was in.

Bless: Affects one target. Heals all of Living target’s HP / Deals 25 Piercing to Unliving

Radiant Spirit: The Caster plants their feet, clasps their hands and concentrates (cannot cast otherwise or suffer hit point damage). This creates an area of effect with a 5ft radius centered around the caster for up to 10 minutes so long as the caster maintains their position and concentration. In this zone, all Ghosts & Spirits become hazily visible and a healing pulse emanates from the caster once per minute. This pulse heals all Living 1 HP, and deals 1 Piercing to all Unliving targets inside the 5ft radius. It is encouraged to mark your radius by some means such as a rope.

COMBINED SCHOOLS OF MAGIC

Within “Ascended Terra” you may also draw upon two forces of magic simultaneously to create more powerful effects. To do so you must know both schools of magic involved.

Aether and Augment

Incant: *By Aether and Augment I...*

Mana Cost	Spell Name	Trigger Word
2	Aetheric Shield	Create
4	Aetheric Armor	Bestow
6	Aetheric Blade	Bestow
8	Aetheric Shockwave	Inflict

Spell Descriptions:

Aetheric Shield: Summons a shield per **Summoned Shield**, that also Deflects the first spell to hit the shield. Last for 10 minutes or until dropped.

Aetheric Armor: Reflects the first Aether spell to strike the target back at the caster. Also grants +20 pts of armor, 10 mins.

Aetheric Blade: Enhances one weapon per **Enhance Weapon** with +2 <aetheric type> damage instead or summons a new melee weapon with 3 <aetheric type> damage, chosen at casting. Duration 10 minutes or until Disarmed.

Aetheric Shockwave: Hold hand up in air for 3 seconds then place hand on ground declaring spell. For a 5Ft radius everyone except the caster takes 5 <aetheric type> damage, is pushed back 10ft & Knocked Down.

Aether and Primal

Incant: *By Aether and Primal I <trigger word> <spell name>*

Mana Cost	Spell Name	Trigger Word
2	Primal Tongue	Bestow
4	Primal Control	Inflict
6	Aetheric Disarm	Inflict
8	Aether Vortex	Inflict

Spell Descriptions:

Primal Tongue: Grants the target the ability to be understood by beings of Aetheric or Primal nature for 1 minute. Warning: results may vary, as you don't understand them.

Primal Control: Causes a minor or lesser Primal or Aetheric creature to follow to basic word commands for 10 minutes. Other Primal or Aetheric creatures will simply treat you as a non-hostile unless given cause.

Aetheric Disarm: Floods the target's weapon with the <aetheric type> energy of choice causing it to be exceptionally painful to hold for 1 minute. Touching the target weapon (even with gloves!) inflicts 1 <aetheric type> per second.

Aether Vortex: Engulfs target in <aetheric type> of choice for up to 1 minute causing 1 magic <type>/second so long as the Caster's hands remain clasped and the target remains within line of sight. Once line of sight is broken or the caster is forced to unclasp their hands, the damage persists for the remainder of the minute or until the target roleplays appropriately (catching breath, smothering fire, warming frozen limbs, etc.) for 3 seconds.

Aether and Spirit

Incant: *By Aether and Spirit I <trigger word> <spell name>*

Mana Cost	Spell Name	Trigger Word
2	Stun	Inflict
4	Spiritual Commune	Bestow
6	Living Statue	Inflict
8	Aetheric Golem	Create

Spell Descriptions:

Stun: Stuns target for 5 seconds. A stunned target is aware of their surroundings and may stumble about but may not speak, run, attack, defend or use other skills.

Spiritual Commune: Allows target to speak to Aetheric & Spirit-based creatures. They can understand you and you can understand the basics of their speech for 10 minutes. Additional mana may be spent to extend the duration of Spiritual Commune at 1 mana per minute.

Living Statue: Target creature is frozen as a living statue of ice for 10 mins. Target cannot move, use abilities or speak. The duration may be reduced by -1min per every 2 Fire damage inflicted upon the target. This damage affects the frozen target directly.

Aetheric Golem: Raises a person who is in shock or mortally wounded as a loyal, sentient yet low intelligence golem of aetheric energy for 10 minutes; this does pause whatever count they were in. The golem has the target's full health + 20 HP, attacks for +1 <aetheric type> of the target's swing to a maximum of 5 and suffers x2 Damage from their opposing aether (Fire:Ice, Earth:Air). The golem also may choose between Knockdown, Burn or Freeze for one Innate usage of the skill/spell. The caster may only have 1 golem active at a time. An appropriate mask or headdress must be provided by the caster. At the end of the 10 minutes the target collapses and resumes their previous count.

Augment and Primal

Incant: *By Augment and Primal I* <trigger word> <spell name>

Mana Cost	Spell Name	Trigger Word
2	Pacify	Bestow
4	Poison	Inflict
6	Detect Mana	-
8	Primal Wrath	Bestow

Spell Descriptions:

Pacify: All normal day to day Animals will not harm the target unless threatened in some way for 1 minute; this may be extended for 1 mana per additional minute. Some effects may bypass this Pacification. Taking HP damage will end this effect regardless of whether extra mana was spent.

Poison: Poisons the target dealing 1 Piercing/minute until cured or they enter are In Shock.

Detect Mana: Anyone who hears the incant and possesses the skill Mana Pool, must answer respond with how much mana they currently have, i.e. “# Mana” Kinfolk do not need to declare their 5 concealed mana, but only that above their natural 5.

Primal Wrath: The target is infused with Primal and Augment energy for 1 minute. While infused, the target gains +2 str and is immune to all mind-affecting + Knockdown effects until the spell expires or their hit points are reduced to 0. While not mindlessly enraged, loud roleplay is encouraged.

Augment and Spirit

Incant: *By Augment and Spirit I* <trigger word><spell name>

Mana Cost	Spell Name	Trigger Word
2	Restore Unliving	Bestow
4	Fortify Spirit	Bestow
6	Battle Aura	Bestow
8	Wight	Raise

Spell Descriptions:

Restore Unliving: Restores 10 HP to an Unliving being, also adds 1 minute to their time being Unliving.

Fortify Spirit: Restores 15HP on one target, Living or Unliving. Excess points become extra HP points for the next 1 hour.

Battle Aura: The Caster emanates a powerful combination of Augment and Spirit allowing all allies within 10 ft of them as well as themselves to gain +1 Magic Damage. Caster must declare “Active Battle Aura” every 30 seconds and call “Battle Aura Down” when the effect ends for any

reason. Allies lose this buff if they exit the 10ft radius but regain it 10 seconds after stepping back into the radius. This spell lasts for 10 minutes or until the caster suffers damage to their Hit Points. Persists through Stun and Mute if already active.

Raise Wight: Raises a person who is in shock or mortally wounded as a Wight for 10 minutes; this does pause their count. Retaining their memory, personality and skills, the Wight is loyal to the caster & will follow their instructions. The Wight has the target's full health +10HP, attacks for +1 magic of whatever the target's swing was & may cast 1 "Innate Spirit Touch". Any foe dropped by a Wight to In Shock is immediately raised as an enraged Corpse unable to attack the Wight or Caster. Caster must provide a mask for the Wight. At the end of the 10 minutes the target collapses and resumes their previous count.

Primal and Spirit

Incant: *By Primal and Spirit I <trigger word> <spell name>*

Mana Cost	Spell Name	Trigger Word
2	Regenerate Limb	Bestow
4	Primal Retribution	Bestow
6	Weaken Spirit	Inflict
8	Breath of Life	Bestow

Spell Descriptions:

Regenerate Limb: Regenerates one severed limb over 1 minute so long as the target does not suffer further damage to their hit points. While uncomfortable, this skill does not break the target's concentration if applicable.

Primal Retribution: If you would resurrect or Relinquish in the next hour, you instead rise as a mindless version of yourself with glowing green veins. You have your full health x2, full strength, and are immune to mind-altering effects, however do not have access to any of your abilities or speech. You are in a state of pure rage and will attack the closest person/creature, then move to your next target and so on, until you would be In Shock again. You then continue with your resurrection attempt or Relinquish the character.

Weaken Spirit: If target is Mortally Wounded in the next 10 minutes, their body bypasses the Mortally Wounded count & must immediately decide to Relinquish or attempt resurrection.

Breath of Life: Revives a target to full health (free of ailments & missing limbs), even from the first 5 minutes of being Mortally Wounded.