

System Rules

By Michael Leonard...

RYVAH
System Rules
(Player's handbook)

Ryvah publications

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Introduction

Ryvah is a rich and flexible system of medieval fantasy and magic. Its extreme freedom manifests horrifically vile mythologies as well as loving and romantic ones. Have a sexual love affair. Rule the kingdom like Mother Teresa or Hitler. It's your choice. Ryvah doesn't censor nudity or criminal behavior. Within Ryvah, you will find an abundance of beautiful, if not outright erotic, nudes. Ryvah loves life in all its many shades and pushes back against the status quo by intentionally including content others would cut. There is beauty to be seen, horrors to overcome, and a vast diversity of culture, religion, and opinion on morality. Ryvah illustrates and indulges in the exotic and vile behavior that is humanity.

**–Discretion and maturity advised–
Age 11+**

As a game system, with a four-tier skill-based structure with customizable combat, magic, economics, and politics Ryvah is second to none. There are many ways to build a fighter and they all feel and function differently. Monsters have specific weaknesses and defenses causing different players to gain an advantage based on the unique way in which they build their character. This allows the Game Master to control the rhythm of the game so low-level players aren't left out. There are over a hundred ways to build a unique wizard, and the player actually feels like the wizard. How about a beast master, a chemist in a lab, an herbalist or a singer? There are 23 trades under science alone. Each of which provides its own special contribution to an interdependent ecosystem. And, we haven't even touched politics or your character's race.

Forward

Our goal is to pass the Laws of Ryvah.

The Definition of Ryvah: A state of being in which your own life ceases to have value except to become a tool of fate, whose only purpose is to fight for, and if need be die for, the absolute unconditional right to freedom and love.

The Laws of Ryvah Preamble

Our objective with the Laws of Ryvah is to protect, serve, and defend this great nation; uphold the values of freedom and love; and provide prosperity for all.

We are compelled to pass these laws because we truly believe all people are created equal with certain inalienable rights, which provide life, liberty, and the pursuit of happiness; and these rights are being stripped away, robbed, and dismantled by a government that has become destructive, oppressive, and tyrannical. Our government no longer serves the common welfare of the people. Our government has sabotaged and eroded every constitutional right we hold sacred. The protections our Constitution was designed to afford us have been subverted and, in practice, are ineffective.

Our First Amendment grants us the right to, “petition the government for a redress of grievances.” The Laws of Ryvah define this redress specifically for every violation of our Constitutional rights. Currently we are vulnerable to having our rights severely violated with impunity, and have no effective method for obtaining our just compensation. Not only do the Laws of Ryvah provide just compensation, they take it one-step further and prevent the violations of our rights altogether.

It has proven to be futile to threaten politicians with criminal consequences for violating our rights because they are fundamentally immune to judicial proceedings. It has also been proven to be foolish to expect impeccable moral behavior from our politicians. The Laws of Ryvah do not have these flaws.

When we comprehend the Declaration of Independence, the U. S. Constitution, the Bill of Rights, and the historical context under which they were written, we can feel the dream our founding fathers had and the love they expressed for the welfare of the people—all of them. The Laws of Ryvah deliver this dream and are written with this love.

Let us never again be so oppressed we are forced into revolutionary war. If we do not protect the rights our ancestors died to give us, then our children will die to get them back.

While this book outlines the table top roleplaying game, our goal to save humanity with the Laws of Ryvah is anything but a game. Enjoy the game, but look at the Laws of Ryvah and help us pass them as actual constitutional law in the real world. The draft of the laws is in the back of the book, and we want your help to edit and pass them as law.

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Chapter 1 ~ Roleplaying

Sub-chapter 1: Overview

The Story of Pya

The world of Ryvah is vast and ancient. Cultures and civilizations have risen and fallen hundreds of times. The humans were the first. At one time, their cities covered the land. It was a time before Elves, Dwarves, the first of the enchanted creatures, and even before magic. The humans of old were supremely clever. Yet, for all of their ingenuity, they were lazy and greedy and would risk anything to satisfy their appetite for power. They made giant constructs in an attempt to bring Mother Nature to her knees and enslave her. In doing so, they warped reality and, like a tidal wave, devastated everything in their wake. Pure magic poured into the world. Reality warped for but a moment, yet life would never be the same.

Within a year, the entire civilization had collapsed. Magic spread throughout the world, soaking into the land, carried far and wide by the wind. As this happened thousands of different races and monsters were suddenly forged into existence. As centuries passed, one race after another would grow in number to the point that they had control over the entire world only to war or collapse into extinction. As many millennia passed, different races have held great power, some races many times over. Old cities built atop older cities built atop even older cities. As the ages passed, the population thinned out. Isolated kingdoms forged elaborate cultures. Isolated cities made sub-cultures. Knowledge of magic passed down from generation to generation and, as languages changed, secrecy increased, bits and pieces of that knowledge were lost to that culture. Now it is not uncommon for travelers to encounter forms of magic they have never seen. For precisely this reason, ancient manuscripts, temples, and tombs often hold secrets about the mysteries of magic. Unfortunately, a combination of greed and the fear of magic falling into the wrong hands have led to the decision of many arch-magi to carry their secrets to their graves.

*

The mystical Elven city of New Itosh had gravity defying towers of stone where magic dripped like morning dew. With a small population of only 10,000 elves and no enemies to speak of, the culture enjoyed a luxurious life style of music and art. Elaborate columns and balconies decorated the complex architecture wherever stained glass windows did not.

In the city of New Itosh, swords and bows served no function but to decorate the walls. Those who have magic rule, those who do not must serve. There is nothing in a hundred miles that can hope to challenge New Itosh's absolute power.

The evening was calm and warm with only a few clouds to break up an otherwise clear night sky. Candles flickered as steam rose from a slow cooking cauldron in the corner. The moon, full and bright, shone in through the window as the cold night breeze delivered a refreshing reprieve from the less than pleasant odors of the cauldron, where a small coven of powerful witches plotted and planned an expedition to gather alchemy not native to their region.

Kytoon breathed deep and paused from his toils, he was the head of this particular coven of Elven witches. His boots, dyed a deep red, were finely crafted with brass clasps etched with runes. A thin embroidered white silk gown that shimmered like mother of pearl lay under his heavy red and black velvet robe. The gown was new and pristine in extreme contrast to his robe that, although well taken care of, showed the marks of being worn into battle by his father and his grandfather before him. Much like his father once had, Kytoon held a seat in the city's Ministry of Magic.

Although he had wanted this expedition for years, concerns over the Ministry's willingness to grant it, troubled him. He pondered the probability that the Ministry was more interested in him being "out of the way," than any genuine interest in the alchemy he would bring back. But, he wanted to prove them wrong. Three from his coven planned to join him and maybe Pya.

While most adult elves stood only 4 feet tall, Pya, a female, towered over them at 4 foot 7 inches. She had been accused of being a half-breed, and her love of fire and destruction had earned her many days of discipline. With few friends, and unable to gain a fellowship in a coven, her motive to travel was little more than to leave. Kytoon knew if he allowed Pya to join them, she was not likely to return. The consequences of failing to bring someone home were not light, so Pya was rejected once more.

The four witches gathered in the morning on the day of their departure at one of the city's large fountains situated prominently in the market square. As they inventoried their combined powers, they heard an explosion in the school district of the city. However, no alarms went off, so it concerned them little.

Half an hour later as they were about to leave, a group of twenty-five witches descend upon the four with expressions of extreme displeasure.

Kytoon whispered to the others, "I won't let them cancel this trip!"

They noticed at least seven other members of the Ministry of Magic, and leading the group was the President of the Ministry.

Kytoon spoke out, "Our expedition has already gained approval. You cannot legally stop us!"

The president chuckled, and then dragged Pya forward by the arm. Her clothing was torn and burned, her body covered in numerous cuts and scratches, some of which were still bleeding.

She whispered, "Please take me with you."

Kytoon was aware of her need to leave, yet still he replied, "I cannot afford the burden of this responsibility." He expected full liability for not bringing her back.

The president approached and whispered in his ear through gritted teeth, "I'm not asking you to."

Kytoon looked at him with an interested expression, looked at Pya, and then whispered back, "I want that in writing."

As a note was scribbled and discreetly passed, Kytoon called to Pya, "Gather your possessions. We leave in one hour."

Now with a fifth to join them, the coven feared nothing. They rode out on a magical platform levitating in the air while being tugged along by horses. A dozen spells glowed, hummed, and twirled around the witches. Days, weeks, and months passed by as they traveled.

Looking at a copy of an old, out of date, and inaccurate map they quietly followed a road that had lain unused for decades. They were far from home. The city of New Itosh knew little of this land.

They heard the trotting of an animal and in the distance, they saw something much too large to be a deer coming toward them on the road. It had been a long time since they had encountered anything possessing Intelligence.

As the figure approached, they recognized it as a proud Dwarven archer clad in chain mail mounted atop a Clydesdale clad in barding. The coven mused if this qualified as intelligence.

Kytoon hailed the stranger, "Good sir, do you have knowledge of magic?"

The Dwarf replied gruffly, "Where are your parents? You should not be out alone."

Kytoon bristled at the insult, "We are not children; we are Elven witches."

The Dwarf glanced into the trees, "I thought elves were smart. Where are your archers and swordsmen?"

"We have no need for a worthless archer or swordsman." Very much disappointed and with a wave of his hand Kytoon peered down his nose at the dwarf and ordered impatiently, "Oh just step aside peasant or tell us where we may find rare alchemy."

An arrow slid on to the archer's bowstring as he laughed. "I'll not be told what to do by a bunch of sissies in drag."

Not one to allow an insult to go unanswered Kytoon stood tall, muttered the magic words, waved his hands, then gasped in extreme pain as an arrow slammed through his rib cage.

This was followed by the sound of the magic platform crashing to the ground. Every magical glow and hum vanished as though it had never existed. The coven of witches had never seen a spell be dispelled, much less an archer drop a witch with a single arrow.

As they tried desperately to defeat this archer with witchcraft and sorcery, all to no avail, two rounds later Pya and a third witch lay unconscious on the ground. As the last of the coven fled for their lives, they heard the archer cry out, "Steel rules this land!"

Pya opened her eyes to the blackness of night. Soft sounds drifted to her ears, the crackling and popping of a campfire, a cricket, two voices speaking in muffled whispers. She tried to move with little success, just a flash of white-hot pain from the attempt. She discovered her arms and legs were tied to the tent stakes of the tent she was in, and that her wounds were severe. Unable to move, unable to cast a spell, fearing she would be eaten, sold into slavery, or worse, she wept and whispered the same words over and over.

At the campfire, the archer gloated about the ease with which he took out the Elven witches to his human companion. "I tell ya, that was the weakest magic I have ever seen. There must have been a dozen spells and every single one of them shut down." He tore a large bite out of a turkey leg, and then swallowed a healthy swig of beer.

Suddenly the fire turned blue and a cold wind whistled through the camp. It was a message. The human looked at the archer then ran into the tent to hear the witch praying to Meldor, which happened to be his Divine God!

The archer's companion, a holy priest of Meldor fell to his knees in humility. The holy priest had no magic of his own, he had only his faith. He had prayed for the sick. He had prayed for the poor. Now he trembled wanting so desperately to aid a member of his faith he prayed for a miracle. His hands glowed with

power not his own as the witch's wounds closed and healed completely. Her eyes opened and she heard, "It is Meldor's wish that you live." The priest trembled at the witness of this miracle.

Pya, still shaken, whispered, "My coven."

"They will be okay. There wounds have been bound. They need only rest. I am called Robert." The priest offered his hand.

As he led Pya out of the tent, she looked around cautiously to see that she was at a small makeshift campsite with two tents, four horses, two of which were from the coven, some dirty pots and plates from a past meal and a small campfire. The three gathered around the fire. She had managed to relax and gazed contentedly into the flames waving her hand briskly through them, flicking hot coals with her fingers. Once Pya was reunited with her possessions she inquired, "How did you dispel all our magic?"

The priest commented, "It's Red Mountain Zinc. The Dwarven city of Rockland discovered that the zinc from the Red Mountains has a special quality to disrupt magic near to it. They have been mining it ever since."

The Dwarven archer proudly boasted, "I am Grondak, I was raised in Rockland city." Pya studied the dwarf for a moment as a puzzled look crossed her delicate features and inquired, "I thought the preferred weapon for a dwarf was the axe, yet you use a bow?"

He bellowed a deep, rich belly laugh as with a sweep of his hand he brushed aside a goatskin covering a large two-handed, double-sided battle-axe, "It is! However, I am part of a special unit of witch hunters designed to shut down magic from a distance. My arrows are zinc. My chain mail is Zinc. The bardings on my horse is Zinc. But, my axe is magically enchanted steel! This axe has claimed the lives of over one hundred orcs, fifteen died by my own hand alone."

Grondak tensed quickly as he scanned the tree line. "Quiet." With lightning swiftness, he knocked an arrow.

The witch moved a distance from the archer to avoid the zinc's disruptive effect and cast, first one spell, then another. Arrows shot into the camp as a dozen armed hobgoblins charged in with a battle cry.

The priest screamed, "Run!"

Instead, Pya unleashed her magic and a giant ball of fire exploded amongst the hobgoblins. With not one attacker left standing, Pya glanced back at the priest, "From what?"

The dwarf standing his ground and knocking his second arrow commented, "You can stay. Those hobgoblins are from a nearby tomb that we have been searching for. Encountering a dozen of the tomb's guardians means we are finally getting close." He was too proud to admit he was considering the priest's idea

to flee. He knew that alone he could take out three maybe four of the beasts, but not a dozen.

After they extinguished the many small fires and salvaged what was left of the tents. They sat back down around the campfire. Grondak noticed how powerful Pya's spell was and yet not a single blade of grass was burned within two feet of him and his armor.

As Pya sat down she took out the barrette in her hair and beautiful blackish gold hair, a shade only elves had, cascaded down her shoulders. She took a deep breath to calm down. It was very clear she was not used to actual battle.

Grondak took the opportunity to boast, "Dwarves have little to fear. We are tough. We are proud. We are strong." As he took off his chain mail and tunic, he flexed his muscles. Pya had never seen a male's bare chest before or a man so willing to remove his shirt. Before she could turn and blush she also realized she had never seen such a huge belly before or so much hair either. Noticing the look of surprise and the focus of her gaze, Grondak quickly pulled his tunic back on and muttered, "Ammmm . . . We like beer too."

The priest chuckled. He knew what the dwarf was up to. She was destructive, played with fire, and was a hot chick to boot. What more could you ask for? Robert moved to sit closer to Pya. "As I said earlier my name is Robert, and I am a Priest of the Order of Meldor. I have traveled all the way from the great empire of Forshica to spread the word of our God, Meldor." Robert wore a red woven sweater under a gray leather Jerkin with a holy symbol that hung around his neck skillfully crafted out of mithral. His belt, obviously custom made, had seven identical pouches with seven crystal vials of what was most likely holy water. His backpack bulged with books, scrolls, and other writings. As a human, he was short at 5 foot 6, but still towered over both the elf and dwarf. He was well groomed, clean, and distinctly impressive.

Pya knew how powerful a mage would need to be in order to pull off that strong of a healing spell. She asked, "Why were you afraid of a few dozen hobgoblins?"

Grondak took the opportunity to rejoin the conversation, "To tell you the truth, that there heal'n spell is the first spell I've ever seen Robert cast."

Robert glared at Grondak jabbing him in the ribs. Amused at this, Grondak continued to antagonize his friend. "I only keep the little book worm around to help me find more treasure."

Robert countered, "Excuse me, but who bought you that axe?"

Although Grondak was a good 6 inches shorter, he was also a good 200 pounds heavier and playfully shoved at Robert. It took only a light push to topple him

over. "Oops sorry, my bad." He laughed. "So Pya, where did you say you were from?"

Pya lifted her hand to cover the grin across her face as she realized that these two men were competing for her. In New Itosh, not one man would give her a second look, and now she had two men fighting over her. "Now this is fun." Pya muttered to herself. As the evening grew long and the rivalry ensued, Pya fell fast asleep.

Robert and Grondak were the first to awaken. It was early morning. Robert started cooking up some venison for breakfast. "Hey Grondak . . . you know when her friends get better she will probably leave with them."

A heavy silence fell between the two friends. They had enjoyed the easy companionship that had sprung up between them and Pya the previous evening. They were not looking forward to what seemed an inevitable separation from their newfound friend.

Two hours later Pya awoke, had breakfast and entered the tent to care for the other witches. It was nearly noon when Kytoon regained conscience. Pya sat at his bedside and said to Kytoon, "You will be ok. Help is on the way." Robert had been looking into the tent and could see stones, candles, and runes drawn into the dirt. Pya had cast some sort of spell. Kytoon tried to speak but could not. He could feel the weight of the bandages soaked heavily in blood. He reluctantly accepted his only option to wait.

Within the hour, the two witches of the coven that had fled arrived at camp. They were less than comfortable at the site of the archer that had devastated them so easily.

Robert tried to greet them cordially but the distance Grondak was keeping from the witches made it difficult. It was clear to Robert that the witches misinterpreted Grondak's anxiety over their arrival and eventual departure of Pya as distrust.

In minutes, both Kytoon and the last of the wounded witches had been healed and were walking. Cautiously and fearfully, the witches gathered what they could quickly gather, with hardly a word spoken.

In a humbled voice Kytoon spoke, "Thank you for sparing our lives. Please forgive us for any trespassing we may have burdened you with." Pya was beaming with happiness and pride. Kytoon continued. "If you could direct us to the nearest city we will trouble you no more." Pya's face lost all expression as she realized that she was about to lose her newfound friends.

Reluctantly Grondak barked, "East, 60 miles."

Kytoon uttered his thanks and walked off. As the other three witches followed, Pya became confused "What? We're just going to leave? Aaam. Kytoon? What about? Umm." As the distance between Pya and

the coven grew she ran up to the priest, "Where is the nearest big cave system to the city?"

Robert replied without thinking, "Black Mouth Chasm . . . why?"

"We will be there in two weeks, if it matters to you." As she ran to catch up with Kytoon, Robert called out, "Wait, aaam."

Grondak approached the priest, "Isn't Black Mouth Chasm dangerous and near Decicio Village? Isn't Decicio village a haven of thieves?"

Robert sighed, "Yep."

Kytoon and his coven headed back to where they had been attacked to retrieve the platform. Grondak and Robert had returned most of what they had looted; however, one of the horses had been killed in Pya's fireball.

Three days later the coven arrived at the gates of Trim town. The wall around the town was a mix of brick and tree trunks trimmed of branches and tied together with rope. As they entered, they saw a crew of men patching a tower that had been burned down during a recent attack. While they walked through the human town, they saw impoverished children playing kick ball with a pinecone in the middle of the street. Carts and wagons were little more than lumber nailed together. Rarely was something painted or finely carved with scrollwork. Some people took notice of the Elven witches, but most didn't seem to even care.

By the time they reached the center of town conditions had improved. Three businessmen rode by in a carriage, a group of guards marched by on a cross street. It was about two hours passed noon.

A tall man maybe 6 foot 1 with a beard just starting to gray, in royal blue cotton robes walking with little need of the staff he carried stopped in curiosity to speak with the elves. "Well what do we have here? Elves? What brings you to our fine town?"

Kytoon greeted him with a bow. "Are you a wizard? We are looking for alchemy. Do you know where we may find some? Where would we find the Ministry of Magic?"

The human laughed. "Yes. I am a wizard, and the hills in this area are full of alchemy if you know where to look. A ministry of magic? You won't find one in this town. The closest you will get to that is Wednesday evening at Tonk's Bar & Grill. There are twelve of us and we meet there every week."

Kytoon stared in disbelief. "In the entire town there are but . . . twelve?" While Trim town was only about half the size of Itosh, Itosh had over three thousand spell casters. Kytoon sighed in disappointment. "Would you be so kind as to help us find lodging?"

Three days later at Tonk's Bar & Grill, the coven greeted the other wizards. In addition to the wizards, there were numerous warriors, archers, and scouts that evening. As beer and wine was passed around, they felt welcome and comfortable. After most everyone had finished dinner the meeting came to order. With three firm slams from a beer mug on the table, the room quieted down.

One of the wizards stood up, "Ok everyone, listen up. Our last expedition to Lizard Cove brought back 88 useable doses of lizardman scale." The crowd cheered and applauded. The wizard's mug rapped on the table a few more times. "After all the expenses associated with trip were paid and the profits divided up each person will be getting a whopping 14 copper coins. Which will probably just barely pay for the beer you're drinking tonight."

Moans of anguish and disappointment came from nearly every member of the crowd with anonymous comments of, "you gotta be kidd'en me." "I lost two days of work to go on that trip." "I told you there wasn't enough challenge to it."

As the wizard's mug rapped once more on table, "Quiet. Quiet, there's nothing we can do about that now. The question is: where and when? Where do we go next? And when do we leave?" As suggestions were offered and debated, an hour passed.

Then in a rare pause while no one else had anything to say Pya stood up, "How about Black Mouth Chasm?"

The entire restaurant went quiet. You could hear the candles flicker as everyone stopped what they were doing and looked at Pya. One of the obviously stronger wizards spoke out, "Now you're talking. Forget about this petty stuff and let's go after something worth some real coin."

Kytoon was dumbfounded with his jaw nearly touching the floor as he thought to himself, *~What the hell is she talking about?*

Pya continued, "It's a two day trek. We could take a week to get ready, leave next Wednesday after the meeting, arrive on Friday, spend a day or two at the cave, and be back before the end of the month."

The voice of an anonymous mage spoke out, "You got a death wish? Because, the last three expeditions that went there never came back."

Another voice, but this time from a warrior: "I know what's in that cave, fire emeralds. One of the rarest most powerful alchemy ingredients around. I still have that contact in the capital city, Ching, who will pay 16,000 copper coin for each dose!"

Within half an hour it was settled. Black Mouth Chasm was their destination, and if Pya's plan worked, she would see Grondak and Robert at the cave.

A week later the Elven coven plus seven more wizards, five warriors, a barbarian, three archers, and three scouts left Trim town in a caravan of six covered wagons.

*

Having decided that Decicio might have info on the cave, Grondak and Robert traveled to the village. After successfully finding and looting the small tomb, of course, which turned out to be little more than a casket in a 10 x 10 foot stone structure.

Decicio village was like a gathering of all outcasts from the reputable towns in the area. The village survived on the trade of black market merchandise. Guards in heavy armor could be seen hiding behind carriages. Archers could occasionally be seen on the rooftops. They acted more like thieves and rogues then guards. As the two rode into town. They saw a man shackled in chains being sold as a slave by an orc to a less then scrupulous merchant.

Grondak could see the anger and outrage in Robert. "Don't even think about it. Those archers would cut us down before you could get the first shackle off. We're just here to find out what's in that cave."

They went to several bars, a mystic, and two guilds before they finally ran across someone who had any idea of what was lurking in Black Mouth Chasm. She was a middle-aged female half-orc Valkyrie. Her hair was a blackish gray with the texture of straw, crudely braided down to her waist. With a Gothic looking black lace vest and cloak over a suit of bronze chain mail, she wore a rat skull belt around her waist. Two large scimitars hung off each waist. Her arms, heavy and massive, looked like she could give the dwarf a run for his money in an arm wrestling match.

In a classroom for mystical dark arts and witchcraft they found her studying magic and spell casting.

Grondak approached her, "We hear you might know the dangers of Black Mouth Cavern?"

She paused, took a deep breath, and quietly closed the book she was studying and replied, "There was sixteen of us. A good mix of metal and magic. Half an hour deep into the cave, we met a large boulder-like beast. It had three arms, three legs, and a temper. We had already begun to retreat when, from another passageway, came a second. Three others and I managed to get past it before it cut us off from the exit. The rest of our party perished. I have looked through all the books I have found. I still don't know what the hell the damn thing is."

Grondak chuckled until he noticed Robert with a fear stricken look about his face. Robert put down his backpack, rummaged through the books and scrolls.

Took out a short booklet with a picture and asked, "Is that what you saw?"

"That's it!" She exclaimed.

"It's a xorn. Pya is in deep trouble," Robert commented.

The Valkyrie reached out her hand and said, "My name is Cogtoe. I lost many of my friends to that creature, and I would love an opportunity to give it a little pay back. Besides there is a lot of money in that cave. Now that we know what it is, do you think we can find a way to kill it? Because I know it is nearly immune to fire and lightning and it is almost impossible to hurt with a sword."

Grondak stepped back, "Xorns are the native enemy of dwarves. They eat metal! You will find no gold or silver, weapons or armor in that cave. They often follow dwarves hoping to find a dwarven mine or camp. It is not uncommon for a single xorn to take out a small village of dwarven miners. A xorn is as comfortable hunting dwarves atop a mountain peak in an ice cave as it is in the valley. So, I'm thinking ice does not do much to it either."

Robert flipped the pages of his small booklet on xorns. "There has to be a way to kill it." The three read through Robert's books then searched the libraries and then the church archives.

Three days later in a private area of a bar Cogtoe reclined back in a chair with a damp towel over her eyes and spoke, "My eyes hurt. I can read no more."

Robert with his eyes closed and resting his head on the table had resorted to prayer for the answer.

With the group having long exhausted books on xorns. Grondak flipped through the pages of a book on dwarven mythology. "There it is!"

Both Cogtoe and Robert looked up. His finger drifted across the page as he read. "A magic spell summoned the Spirit-Of-The-Rock in a huge wave that extended out from the Dwarven lord. The wave passed though the other dwarves like a gentle breeze and slammed into the xorns with all the force of a God ripping them apart."

Cogtoe stated, "Yes! Finally! That spell is called 'Spirit Rock Wave'! I know of a powerful alchemist here in town. He can make that as a potion..."

Grondak interrupted. "Yep, it's payback time."

It was only an hour later; however, the sun had just set when the three entered the alchemist's shop. The shop was full of empty bottles, brass cauldrons, and candles of every shape and size. The walls were covered in scrolls of star-charts and magical polygrams. Incense tried, unsuccessfully, to cover the smell of the many dead animal parts and dead enchanted creature parts used as alchemical components.

A merchant in thick brown robes of an alchemist welcomed the three, "Good evening Cogtoe. I see you have brought company today."

She nodded with a grin, then replied, "We need a potion: Spirit Rock Wave. As strong as you can make it."

The alchemist, taken aback by such a request, commented, "That is no easy spell."

Grondak added, "I was afraid of that. But that's what need."

The alchemist pulled down books from shelves, pulled out scrolls from drawers, and fingered through their pages as if he was using a dictionary. As the candles melted down, more and more vials and boxes of alchemy started to accumulate on the table. Six hours later and long after the merchant had closed his shop, the four sat around a table now covered in alchemy books and spell components.

The potion would cost nearly 17,000 copper coins and take several days to put together. Robert stood up from the table shaking his head and looking away. We are nearly 8,000 short with all three of us pooling together."

Cogtoe added, "That's all the coin I have. I might be able to peddle some of my excess equipment for another 800 copper coins. But, I just don't have anything of significant value."

Robert looked at Grondak and in a solemn voice, "I do." As he pulled off his mithral holy symbol, "Meldor would not want me to let Pya fight a hopeless battle."

As Robert placed the holy symbol into the alchemist's hand, the alchemist asked, "What is this?"

Robert replied, "Pure mithral." The alchemist stuttered "M-m-m . . . m-m-mith . . . mithral!"

The alchemist accepted the mithral holy symbol and 6,000 copper coin as payment in full, and four days later the trio left Decicio with the potion in hand.

By the next day, they had arrived at Black Mouth Chasm. The weather was cloudy and windy. Enough of both that it might even rain. On arrival, they saw many campfire pits, benches and the evidence of shelters used by past adventures. The wind blew through camp as Robert tossed a large sheepskin over his shoulders for warmth. The ashes in the fire pits were many months old. They had arrived before Pya. They setup camp, put together a good-sized bonfire and they told Cogtoe of the possibility that they might rendezvous with Pya and perhaps four other witches too.

As the days passed, Grondak kept a watch from inside camp while Robert cooked, cleaned, and studied the writings on xorns.

Cogtoe scouted out the perimeter looking for any possible sign of trouble when she ran across a giant oak tree. She went back to camp, "Robert, I think you should take a look at this."

The Oak tree was easily 150 feet tall towering upward at a 45-degree angle and its trunk was a good twenty feet across. Robert walked up and put his hand on the tree. He could feel some kind of magical force radiating from the bark.

Cogtoe asked, "What do you make of it?"

With quiet reverence he commented, "Don't know. I have never seen anything like it." They returned to camp and described the odd spectacle to Grondak. He too was puzzled.

All three heard the sounds of horses and wagons approaching camp. They hid in the bushes just in case it was not Pya. As the six covered wagons entered, Grondak saw and called out to Pya, "Pya! You made it!"

The caravan was caught by surprise. A mix of swords, axes, hammers, and arrows slid from their sheaths, all aimed at Grondak.

Grondak stammered, "Aaam . . . me friend. Come in peace. Say something, Pya!"

With a huge grin, she jumped off the wagon, and called out, "He's with me."

Kytoon sat back with a sigh as he put two and two together. *~That little wench dragged us all the way out here so she could hookup with some guy?* He thought to himself.

After two hours of "Hellos," and "Who are you's?" while they set up camp, 27 people now sat around the bonfire. "I am Shannon, and I am leading this expedition. This is my fourteenth expedition and those who know me know I wield some very powerful magic. Let's keep this mission simple. The scouts will go in first, followed by the warriors and heavy fighters. Then the spell casters and archers. The plan is simple. If it moves, we kill it."

Robert moaned putting his hand on his forehead and shaking his head no. Robert looked up, "If you do that, you're going to kill off most of the people here. Have you ever been to this cave before? Do you know the layout? Do you even know what you are about to fight?" Shannon and everyone else was quiet. Robert stood up. "Okay then. Pya can you do anything other than fire?"

Pya replied, "Just message and a few utility spells."

Robert, "Ok, the beast in that cave is nearly immune to fire. You cannot hurt it. Stay out here and provide communication support."

Shannon spoke up, "You know what's in that cave?"

Robert looked at Shannon and dropped the bombshell, "Xorns. At least two of them."

Fear rolled through the crowd. Anonymous voices called out, "Oh hell no!" "Holy . . ." "What is a xorn?"

Many in the crowd while afraid still had some confidence until they saw Shannon shake his head no, commenting, "There is no way I can kill a xorn. I can wound it but not kill it." With that comment, many seemed to notice the cold night air as a breeze sent shivers through the crowd.

Robert spoke, "Ok, there are no easy targets in the cave. Who are the archers here?"

Three hands went up. "Ok, who can hit a flying sparrow at a hundred feet? Because that is about how difficult it is to hit a xorn."

Two of them, discouraged, just shook their heads lowering their arms and the third said, "I'm Keith, and I might be able to make that shot."

Robert smiled, "Good. Now, how about the spell casters? Xorns are nearly immune to fire, ice, and lightning so unless you have something else or you can cast one extremely powerful spell you get to stay in camp. I have a special potion that should be able to kill a xorn, but I only have one. So, we need to make certain we have found all the xorns and lured them close enough together before we use it."

After an hour and a half of strategic planning Shannon, very discouraged said, "It is too risky. We only have one shot at this, and if we miss a xorn or the potion does not work, we are all dead! At least everyone who enters that cave. By the looks of it, there are only about seven of us who should even think about entering this cave."

An uneasy quiet fell over the crowd. Even some of the stronger members jerked in response to an owl springing into flight from a nearby tree.

Kytoon got up and slowly circled the bonfire looking at the faces of the people there. He saw many expressions of concern and fear with only a few not wanting to go home empty handed. He thought to himself, *~This is an extremely dangerous mission. No one should be asked to go.*

In a respectful tone he asked, "Who WANTS to go in this cave?" As Kytoon raised his hand, he saw the hands of Grondak, Robert, Cogtoe, Pya, Shannon, and Keith. Kytoon looked at the volunteers. "We split loot three ways. One third for the humans, one third for the elves, and one third for Robert and his group. Agreed?" The other six nodded in agreement. Many in the crowd who had not volunteered breathed a sigh of relief. Kytoon could now count on their full support. Kytoon looked at Grondak's zinc chain mail and said, "You bring up the rear and keep enough distance so you don't

disrupt our magic. Cogtoe, you're in front with Keith. The rest of us will fill in the middle."

Kytoon had the rest of the spell casters that were left behind cast numerous protection and armor spells to help them. Kytoon asked, "Are we ready?"

Shannon nodded determinedly. "Let's do it."

The entrance to Black Mouth Cavern was a gaping hole that descended quickly and steeply into the ground. The cave walls were limestone and previous expeditions had hammered spikes into the walls to latch ropes to. As they descended, Shannon and Kytoon had magical balls of light for lanterns while Grondak held an old oil lamp. Long stalactites hung from the ceiling and rarely was there a flat spot to stand. Small and large passageways seemed to twist in every direction.

Cogtoe had some crude maps of the cave from her last visit and the group examined one of them intently. Kytoon pointed to a spot on the map with his hand and with his other hand pointed towards a passageway. Keith nodded. The party was near silent as they crept through the cave. The archer tried to keep an arrow knocked when he wasn't using his hands to climb through the cavern. Grondak, with his battle-axe out, used it like a walking stick.

Cogtoe whispered, "We are coming up to a large chamber. Watch your step it gets wet, and it is a long way down."

As Shannon entered the chamber behind Keith, the light from his staff filled the chamber. Shannon gasped, "Whoa . . . that's deep."

Drops of water could be heard splashing into a pool 80 feet below. A loud sound, like rock being crushed, echoed through the cave. It was most likely a xorn eating. On the far wall near the bottom of the chamber was an unnaturally round and straight passageway where strange mushrooms grew.

Kytoon whispered, "Keep your eyes open."

Robert looked up, asking, "Are those roots?"

Huge gigantic roots penetrated the ceiling but just in one spot.

Cogtoe asked, "Do you think it could be the oak tree?"

Pya shook her head in the negative, saying, "We are about 100 feet down. How could it be?"

They tied ropes to the wall and started to descend. Cogtoe in front started to breathe deep and panic.

Keith asked, "Everything ok?" She could now see the remains of her friends from the last expedition.

She trembled as she spoke, "This is where the second xorn cut us off. We met the first xorn about fifty feet into that chamber with the mushrooms."

Everyone took a deep breath.

Cogtoe added, "Wizards watch your magic. I just remembered that our last expedition had a lot of difficulty with that. We took out three of our own with friendly fire."

One by one, they reached the passageway. The passage way was like a crudely hacked out stairway going down at a 45-degree angle.

As Kytoon entered the passageway, he looked back at Pya who had a sudden interest in examining her hands. "Do you feel that?"

Pya responded clenching her fist causing it to glow, "Ya! Just a little," being sarcastic.

All the spellcasters could feel some strange force effecting them.

When Grondak entered, he stopped looking down the passageway and looked back at the chamber. "Folks, look back at the chamber and tell me how well those giant roots line up with this passage way."

"Perfectly," Keith said.

Shannon asked, "Did anyone have a chance to survey the area for abnormalities on the surface?"

Robert commented, "Yes, in fact there is this giant oak tree that . . ." a long pause, "extends upward at about the same angle this passageway goes down. Oh and it radiates power."

Shannon spoke up, "We are inside a magical leyline. Watch your spells. Try to control the area of your spells to just a couple of feet, okay?"

Grondak asked. "Could this leyline alter metals in rock?"

Shannon replied, "Probably."

Grondak continued, "That is what they're eating. The xorn have hollowed out the leyline going after the metal in it."

Kytoon called out, "I sense danger," and started to cast. As Keith's arrow flew by Cogtoe, a large arm slammed Cogtoe into the wall.

The xorn howled as the arrow slid between the plats of its armored hide. From Kytoon's staff a massive blizzard of ice blades shot out filling the chamber for forty feet.

"KEEP IT SMALL!" Shannon screamed. They ran back in retreat.

Keith and Cogtoe had both been hit by ice and rather than retreating, attacked. The arrow missed, and the saber just bounced off the armored hide.

By the time Pya looked back, both were down. Pya's eyes opened wide. "There is the second one!" and unleashed a wall of fire blowing through the first xorn and into the second.

Grondak was already in the chamber half way up the rope. Grondak yelled out "There is a third."

As Kytoon was slammed into the wall Shannon unleashed a massive ball of lighting that flooded the

passageway hitting both xorns in it, Kytoon, Pya, and himself.

Robert grabbed the potion and prayed, “Oh Lord, please gather all the magic around me to power this potion.” Smash! The spirit rock wave hit the first xorn smashing him apart, then the second xorn with just enough force to kill it. But, when it hit the third xorn, it only knocked it down. As the xorn stood up only a few feet from Robert, Grondak let out a battle cry jumping off the rope from forty feet up in one all-or-nothing swing of his battle-axe, “DIE!” – smash. Bits of xorn flew across the chamber as the dwarf slammed into the cave floor.

Breathing deep with pain from the fall Grondak looked up. “Did I kill it?”

Robert replied with a relieved chuckle, “Oh yeah! It’s dead.”

Kytoon and Shannon rushed over to the bodies of Cogtoe and Keith. Six magical scrolls of healing later they were still unconscious.

Shannon bound their wounds and commented, “We need the healers at the surface. Let’s take them up.”

Forty-five minutes later Cogtoe and Keith were in camp being tended to by the clerics. The next morning the remaining five headed back into the cavern. The wizards harvested the alchemical parts off the xorns, some mushrooms, and twelve usable doses of fire emerald.

Two days later the caravan had returned to Trim town. By the end of the week, Kytoon had traded one of his Fire Emeralds for a large variety and supply of local alchemy. He tracked down Pya at a bar. She was wearing her fire emerald on a chain around her neck. She was at a table with Grondak, Robert, and Cogtoe examining some maps.

Kytoon approached, “Well, we are all packed up and ready to head back to Itosh.”

Pya firmly replied, “I’m not going back with you.”

Kytoon smiled, “I know. I just want you to know, you will always be welcome in Itosh, and when I return I will be officially adding you to my coven.”

Pya with a huge grin jumped out of her chair giving Kytoon a huge hug. “Thank you!”

As Kytoon left the bar, he called back, “Keep in touch.”

Pya turned back to the table with a mischievous smile. “Ok boys, where next?”

Cogtoe grunted, “I’m not a boy.”

Commentary on the story of Pya

We need a good map to travel on and explore. We need a good quest to challenge the party. A good

quest will require players to research their targets, make plans, and come up with a strategy. The Game Master must make it possible. Notice the holy priest was given a mithral holy symbol worth \$10k. This made it possible to purchase the potion. Did you see how Cogtoe was given precursor knowledge of the xorns? This gives the players the ability to prepare. This is extremely important. The players must know what the primary obstacle is so they can earn their victory. Without planning, Pya and her friends would have lost. This means the victory belongs to the players and is not gifted by the Game Master. Next, we will look at red mountain zinc and leylines. You will find no reference to either of these within the rules. They have been defined in the Ryvah — Game Master’s Guide as an example of how a Game Master can freely be creative and invent game elements, which will exist only within their particular world. Also in this story the entire city of New Itosh has been denied use of dispel resistance for their magic. This is another Game Master modification and applies only to Pya and her coven, not the other spellcasters. However, Pya has been compensated for this disadvantage with the raw power of her fireball. The final step in putting together a good game is to do a test run. The Game Master should evaluate the characters and opponents to ensure the battle is winnable if they are properly prepared, or at least survivable. Pya and her friends are actually high-level characters with relatively simple rules. With all that said, what truly brings this story to life is the colorful ambiance and personality of the characters. The seemingly insignificant details like: Pya’s reckless personality; how Pya likes the dwarf hitting on her; the respect Pya gets from Kytoon at the end of the story; and how the holy priest is willing to give up his holy symbol to save Pya. That’s roleplaying.

Sub-chapter 2: Start Here

Start Here

You are about to begin an epic journey where you will become someone amazing and travel within an exotic world. That’s what roleplaying is. You will play the role of a character. If this were a theater performance of Romeo & Juliette, you would wear the clothing of your character and memorize your character’s lines. You would travel the streets of Italy, or at least your character would. So . . . who are you? If you are playing the role of Romeo then you are: an adult human male; you are in love with Juliette; and your two families are in an awful feud. Wow, with less than 20 words I can already see the character coming to life. That’s what Ryvah will help you do. Don’t worry; we

will get to the stats, combat, magic, and everything else in a bit, but first . . . let's bring your character to life. To do this we will define your relationships: Whom do you love? Whom do you hate? Whom do you work for? It is actually very easy.

Glint

Our first example is Glint.

1. Glint
2. She prays to Shadow Lord.
3. Seeking a vendor: jeweler.

Employment: paranormal investigation & potions master.
Position: communication expert, message spell.
Goals \ dreams: money . . . lots of it.

I'm a paranormal investigator and potions master. I collect, buy, and sell alchemy and a variety of magical bobbles as well as provide magical services. One of my more popular services is sending magical messages. I'm somewhat of a communication expert.

As a potions master I convert all my alchemy into charges on drops of olive oil which I store in tiny vials. Then I sell it by the drop. One drop equals one dose.

I am currently looking for a good jeweler to make casting wands for me. I have all the aspects and blueprints for the wands and just need to find a vendor who will make them for a good price. They will be potion-wands that hold converted alchemy and I will cast contingency on the wands to give them magical powers.

On the personal side, I tend to be a bit of a flirt with my customers. Honestly I could care less about boys, but if it helps out my bottom line, I ain't got no boundaries, but I charge extra if you want me to tell your wife "nothing happened," a lot extra. And, if you want me to patch up all those sins in your soul for what you did to my body, well sorry . . . that's between you and your god. My god is Shadow Lord, 8th member of the Council of Eight. I sparkle better in the Shadows.

wink

If you pay me a fair price, we will get along real well. Rip me off and I will rip your head off . . . both of 'em. I have one simple rule: you can touch my body, not my money. I got 10,000 experience in greedy, and I earned every one of them. That being said, I find the best way to make lots of money is good business with lots of repeat customers.

Glint is alive. Notice we don't even have a character sheet yet. To bring your own character to life start with that little chart. Circles are girls. Squares are boys. Start laying out your family tree. Don't get attached to it. Just lay it out. If you can, follow these standards so everyone can read your chart. Circle = female, square = male, triangle = religion, polygon = business, solid line = family, dashed line = business, dotted line = everything else.

Your chart can include family, friends, work, entertainment, religion, and love interests. When you have 12 things listed then stop. The next step is all thought. Don't write anything down. Think about your character and the relationship she or he has with each and every spot on your chart. What is going on with your character at that spot? Spend a little time thinking about different dynamics that could exist. Now pick the two or three that are the most important and write only those down.

Lilith

Our second example is Lilith.

1. Lilith: sparkle fairy, age 225.

2. Wizards' lab.

3. Big Sis, Eve: dryad, herbalist.

4. Boy toy, Adam: dryad, fighter.

Employment: underground black market apothecary.

Position: lab assistant / exotique dancer.

Goals / dreams: immortality business. Make / sell hellhounds.

Notes: Eve grows citore blossoms, 80% retail

Lilith is an aspiring Merchant of Souls, practicing the dark arts of witchcraft at an underground black market apothecary where she works as a lab assistant selling her services. Supernatural mana: \$100 each (limit 3), necromancy mana: \$75 each (limit 6), dancing as an assistant for those who need assistance: \$20 per half-hour, dancing with a . . . happy-ending: shame on you, I'm only 225 years old. You naughty boy. What? You're a girl . . . well in that case – just kidding. God, you're such a perv.

Anyway, I have several regular customers who use my body for casting about once every couple of days. You see, I'm a sparkle fairy and super cute. I think some of my customers just like watching me dance. I didn't know there was a casting method of full dance with one assistant. Oh well, I'm sure there's lots I don't know.

My main interest is setting up my own business: Cute Lilith's Immortality Talents. CLIT for short. I will cast immortality on rich people making them immortal succubus or incubi and minotaurs. I will also have a line of custom hellhounds with hell birds, hell fish, and maybe even hell hydra. I figure I can charge between \$5,000 and \$30,000 depending on the immortality casting. It's my talent in life.

When I'm not at the apothecary in town, I'm with my Big Sis. We're not really sisters, but we live together. I hate her guts. She is a dryad and so flip'n beautiful, and her boy toy is the hottest stud muffin you have ever seen. I want him so badly, you don't even know. The thing is, Eve grows a garden of citore blossoms, which is the alchemy I desperately need, so I can't just off the bitch and claim Adam as my husband. At least not yet. Hey, Adam and Eve aren't married yet. I still have a chance with him. Then he can spend all night making me scream like he does Eve. That's the real reason we live out in the forest. I'm sure the

humans have some kind of law against making that much noise that late at night.

This is the kind of B.S. I have to put up with. Eve is kinda stuck up, bossy, and super-possessive. She actually charges me for the citore blossoms, and she won't share Adam at all. Not even a quickie! Bitch. I swear, one of these days I'm gonna enslave her. Adam on the other hand is super nice. I think he likes me. When I need to find and catch centipedes so I can collect the stingers, Adam helps me out. He comes along to make sure I'm safe. I got stung once. It hurt so badly; I almost died! Adam saved my life. He took care of me and killed that stupid centipede. He has to like me, he just has to.

Lilith is full of energy. Notice we didn't define all the spots on the chart. You can have many undefined placeholders.

PepperJack

Our third example is PepperJack.



1. PepperJack: dryad.
 2. Far away original dryad clan.
 3. ????: Medusa.
 4. Betty: vampire.
 5. Bransteen: dryad, carpenter.
 6. Dryad home building company.
- Employment: Alterationist room builder.
Position: Alterationist.
Goals / dreams: kill medusa, kill horn devil, kill vampire.

I'm not your typical male dryad, and while I'm part of an honor bound Karinka clan as an alterationist – room builder now, it hasn't always been so easy. You see as a spellcaster . . . well, I suck. However, as a dirty piece of meat rented out as a toy I have the misfortune of being very good. When I was just blooming into the handsome man I am now, the dryad who owned me as her husband (that's dryad culture) sold me to a medusa.

Yeah, good little dryads–bullshit! I got pimped out like a cheap ho. When I got sold, I was turned to stone. You might notice I am always very kind to statues.

That's because, as a statue you still get to see, hear, feel, taste, and smell everything. If I could have killed myself, I would have. After 80 years of that BS, I got sold to a horn devil and then a vampire . . . a female vampire. She dispelled the turn to stone, so I'm in her debt, but oh my God the pain of her sucking my blood everyday was worse than being stone, and while she was the one who taught me alteration magic, my pecker now has more holes than a cheese greater. Now I don't know if I escaped or she simply let me think I had. I think the only reason I'm not dead is that she had a crush on me. Did I mention we got married? Well, it would be more accurate to say my drunk, drugged, mind-controlled body was dragged to a wedding ceremony. Most people have a reasonable fear of death. I have an unreasonable fear of it. It was something Betty said (that's my vampire wife) "If you ever do escape, I'll just wait until you die then animate your soul as an undead slave."

Well since I escaped, I joined the Karinka clan, and my best friend is Bransteen. He is a master carver of dryad and fairy tree homes. I use my magic to finish them. We make a great team except that it takes him a month to carve a home and me a day to magic it.

Chapter 2 ~ Character Basics

Sub-chapter 1: Simple Sample Characters

Name: Makeup a name.

Race: Human. Be human. After you have played a human and mastered the basic rules, then you can explore other races. The *Ryvah—Encyclopedia of Creatures* (and expansions) detail the various races available. Humans are the baseline. They have no race skills; thus, they are simple. Further, all race skills cost experience. Therefore, humans don't drain your experience on colorful skills like dance, music, or mining. If you'll notice, the more advanced sample characters with a nonhuman race have lower base To Hit and AC scores. This is a roleplaying game, and dwarves and elves are selected to add color not power. When you select a race, you gain the picture and the ability to purchase skills from that race's "age chart." You DO NOT gain the defense*, AC, To Hit, damage, health, stats, save, alertness, or even alignment of the race you see in the *Ryvah—Encyclopedia*. (Those marked with an * are usually on the age chart.) **You will always** gain the weaknesses . . . not that you want it. Weakness and resistance go together as one.

When you build your character, it's tempting to be a race other than human; however, if this is your first character, don't. A base character is considered to have only one level of complexity. Being something other than human adds one full level of complexity to that. (Elf, dwarf, fairy, dryad, salamander, yeti, orc, chin cat, lizardman, etc. over 70 in total). While that complexity adds to the color and enriches the game after you are comfortable with the rules, it will suffocate you if you are not.

When you discover you may create your character as a half-breed, you might again be tempted to play with it and try weird things: Elf/dwarf, fairy/gnoll, rakshasa/centaur, etc. This adds two levels of complexity and becomes very difficult.

Adding a race augmentation means your character is a type of undead or angel and adds one level of complexity. Thus, an undead human (skeleton, lycanthrope, vampire, succubus, etc.) is the same complexity as an elf. However, an undead elf would be as complex as a half-breed would. Moreover, an undead half-breed would be ridiculously difficult at four levels of complexity and take several hours to build for a veteran player. Sub-races (which are in the four

expansions: Ryvah—*Innocence & Light*, Ryvah—*Dark & the Dead*, Ryvah—*Mythical Beasts*, and Ryvah—*Dragons & Draconic*) also add a level of complexity. An elf sub-race (drow elf, flaming elf, calico elf, etc.) is as difficult as an undead elf or a half-breed. There are over 70 sub-races, and all of them can apply to any race.

While the rules allow half-breeds of sub-races with augmentations (a succubus of a half drow elf / half dark fairy) with five levels of complexity, it is more an act of masochism than anything else.

Please realize with all this work, you have yet to spend a single experience point, and you have committed your character to multiple pages of history to explain who they are and why they exist. The number of permutations of races, sub-races, half-breeds, and augmentations exceeds the population of earth.



Gender: Male or female, hermaphrodite, transgender, homosexual, bisexual, etc. Your gender is strictly for roleplaying. It does not add or subtract from anything. However, if you allocate your experience to being beautiful and end up in a bar with a bunch of desperate men, then you will be expected to role-play

your character. Likewise, if you build an ugly (Thus, desperate) man and encounter a hot chick, you will be expected to role-play your character. If you play a gender you are not in real life, then you will need to overdo it a bit to convince the other players your character is that gender.

Age: If you are human, age has the same relevance gender does. An old man hobbles into a bar. All the seats are occupied. The 30-year-old gives up his seat. The 12-year-old waits outside. Do you feel it?

When you are not human, then age becomes important. There are five age categories, and they overlap: child, adolescent, adult, middle age, and senior. If you exit an age category without all the skills in the category, then you get sick and die. Make a new character; this one is dead.

Height and Weight: First, determine your height based on your race, age, and gender. Next, determine your build. Reference the build of your race and comeliness.

Boys	Girls	Description	Build
5	6	anorexic	0.60
6	7	very thin	0.70
7	8+	healthy	0.75
8+	7	thick	0.8
7	6	chunky	0.95
6	5	fat	1.10
5	4	obese	1.30
4	3	round	1.60

Now use this equation: build \times (height³) = weight. Thus, a female ideal beauty who is 5'7" tall weighs 130 pounds. Height, in this case 5'7", is converted to a decimal 5.58'. If you have your height and weight and want to determine your build (the dwarf for example) use this formula: weight \div (height ^3) = build.

Simple Sample Characters

If this is your first character, please select the Guard, Archer, or Executioner. They work very well and are designed for maximum power in a hack-n-slash game. They use the rules that define the foundation of Ryvah.

Alertness: Alertness checks are made by characters and monsters before all encounters starting at a distance of about 300 feet. An alertness check will normally precede battle by several minutes or several hundred rounds. See skill "COMBAT-Survival - Alertness" for details.

AC

Armor Class—we call it AC. This is the minimum score needed on a "To Hit" roll to hit your target. A helmet does not add to the AC of banded mail armor or above. Cloaks, bracers, bucklers, and shields must be used in one hand (with no weapon) to gain the AC bonus.

To determine your AC you will build a skill check. Just like any skill check, you will add the tools that are applicable, two stats that are applicable, a category skill, a group skill, a basic skill, and a specific skill.

Tool	5	Chainmail
Stat 1	9+3	Dexterity
Stat 2	8	Perception
Category	0+3	Combat
Group	3+3	Defense
Basic	5+3	Chainmail
Specific	5	My Chainmail

47 AC

To Hit.

Certain weapons are faster than others, and this allows you to hit easier.

+4: Punch, Dagger

+2: Club, mace, short sword, short axe, short hammer.

To determine your "To Hit" you will build a skill check. Just like any skill check, you will add the tools that are applicable, two stats that are applicable, a category skill, a group skill, a basic skill, and a specific skill.

Tool	1	Sword+1
Stat 1	9+3	Strength
Stat 2	8	Dexterity
Category	0+3	Combat
Group	3+3	Melee
Basic	5+3	Sword
Specific	5	My Sword

43 To Hit

Overkill When Hitting

If your To Hit score is 8 points above your target's AC you inflict 1 additional damage. Further, for each additional 2 points of your score you inflict 1

more point of damage. If your target's AC is less than 30, calculate your excess damage starting at AC 30 (your first point of damage would be at 38.) The equation is ("to hit" – (AC+6)) ÷2 = excess damage (AC min of 30).

Magic & Quality bonuses of objects. Only the highest plus will add to AC, To Hit, and other actions. If a character has a +2 shield, +3 chain mail, and a +2 helmet, they only gain the highest plus which is +3. A quality plus on a weapon will increase its "To Hit." A magical plus will increase its damage. A quality plus on armor increases your AC. A magical plus will give you resistance from damage.

More advanced rules include: Chi, Max and Mana for magic, Alchemy, Political Control, the Economics of Industry and Trade, Races (sub-races, augments, half breeds), Beast Mastery, Rogue, Chemistry (poisons, Greek fire), Constructs (golems, Juggernaut war machines), and the Ryvah Master Craft System. They all add to the rich depth of the roleplaying experience; however, each one will take hours to learn and months to master. For your second character, we recommend you select one of the intermediate sample characters. The task of a custom-

built character should be saved for your third campaign and even here sophisticated concepts like: (a half fairy / chin cat succubus who is double dipping as a beast master lab magi specializing in vampirism as a business), will take more than a year of dedicated play.

Falling Speed & Damage.

Both the falling object and the object the falling object lands on take damage. For the purpose of calculating the damage, the object taking damage is referred to as the target. Damage to the target is the speed of the object falling times the square root of the object's weight in pounds divided by the size of the target in feet times four. Or:

$$\text{Damage} = \text{mph} \times (\sqrt{\text{falling object in pounds}}) / (\text{size in feet of target} \times 4)$$

Fall	MPH	Fall	MPH
10 feet	7 mph	80 feet	54 mph
20 feet	14 mph	90 feet	60 mph
30 feet	20 mph	100 feet	70 mph
40 feet	27 mph		(terminal velocity)
50 feet	34 mph		
60 feet	40 mph		
70 feet	47 mph		

The Executioner

Simple and sweet, the Executioner character focuses on doing as much damage as possible. No character does as much damage in a long battle.

The key points about this character are the use of a “2-handed weapon” combined with a very high Strength. Only 2-handed weapons allow you to use the same stat for “stat 1” and “stat 2.” That stat is Strength. This allows you to get a higher “to hit” base. All of the other skills are based around using that particular 2h-weapon: combat, melee, 2h-sword, and my 2h-sword. There are other 2h-weapons: The 2h-hammer and 2h-axe. There are also some unlisted such as a 2h-spear. A character could also use other more unusual ideas such as fighting Florentine with two weapons. This does not give you more attacks! Further, when you hit you must choose the one weapon that hit, and you do only that weapon’s damage. However, since both hands are used for melee weapons you can use your strength twice. Another more useful idea is a “2h-punch” while all hand attacks do only D2 damage they do gain +4 to hit thus, you could transform the character into a martial-artist.

The drawback of playing this character is its inability to use a shield. Also because the experience is allocated to using the weapon of choice, your “Armor Class: AC” is not very high. You can take out a 1st level archer in two shot, and a 1st level archer can take you out in four. The trick is to not allow the archer any free shots while you run up and get in range.

The other opponent all fighter types need to deal with are the wizard types. This is not difficult; however, it does take a little planning. There is a list of potions and scrolls that can be purchased. The simplest is the scroll or potion of “anti-magic aura.” Other useful potions are, “fire protection,” “ice protection,” “lightning protection,” “stone skin,” and of course “healing.” You can normally afford to buy a couple of these at the start of the game with the 10,000 copper coins you start with.

The Archer

Hide, shoot, run. Repeat as often as necessary. The archer character focuses on ranged attacks. Stay away from the heavy melee weapon fighters, and if you can out of range of the spell casters. The bow has a range of 300 feet, use it. The key point about this

character is the bow. If your target gets within 15 feet, you can no longer use your bow to attack. Note that because your bow requires two hands you cannot use a shield or cloak to improve your AC and still attack. In addition, like all two handed “RANGED” weapons, you can NOT use Strength for both stat-1 and stat-2. So, you need a second good stat.

..

The Defender

The job of the defender is to keep everyone else alive. You do not allow the bad guys to attack the good guys. Several game mechanics help you do this task. First is the simple use of “diverting” an attack on someone near you, such that the attack must now aim at you. The next and most common is with chi: the “interception.” Which is a stronger way to force all attacks to aim at you. There is even a spell: Magic Blade. This spell does the same thing. Now to be a good defender you make your AC as high as possible so no one can hit you. Since they can’t attack anyone other than you, your other fighters and wizards are now able to destroy them.

Sub-chapter 2: System Mechanics

Classical Roleplaying Archetype

If you are a gamer experienced with the Wizards of the Coast standard set of skills, you will notice they don't exist in Ryvah. For the most part Ryvah simply uses your stats. Thus, the skills acrobatics, escape artist, sleight of hand, and swim are all simply dexterity checks. Appraise, sense motive, and all of the knowledge skills are intelligence checks. Climb, stealth, disable device, and disguise are all covered within Ryvah's rogue system. Spell craft is part of the Ryvah Magic system. As for the two "craft something" and two "perform something" skills, Ryvah has invested in a beautiful and detailed system for science. The vast detail and balance in the design of the Ryvah Science system is primarily for the online play where a player may be a pure smith. These trades are all reconciled. That means the income they make defines the labor hours and cost of materials and the corresponding final price. Nothing is arbitrary. The skill fly is either by race or by magic. Animal handling and ride are part of Ryvah's Beast Master System. Heal is defined by doctor and veterinarian; however, it is trumped by magical healing because Ryvah recognizes this is a game. Linguistics: Ryvah has always found foreign languages annoying more than fun, yet Ryvah has a simple system for knowing a language. But nobody uses it. The reason nobody uses the foreign language system is because, if the foreign language is part of the plotline of the quest to require the player to take the text to the translator so he can bump into Bob, then if some punk in the party actually knows how to read draw orcish, then the Game Master must change it into something they don't know. Conversely, if they must know the answer right now, then either the quest ends abruptly or the Game Master must again fudge it, so they can read it. This is somewhat like starting a cave crawl and discovering nobody has the key to the front door. The skill "use magic device" simply does not exist in Ryvah. You might need to identify it. You might need to figure out the contingency to use it, but this task is for the players to do not the dice. Bluff, diplomacy, and intimidate are role-played. No cheating. If you are going to bluff, then you the player must role-play it, and the Game Master must interact accordingly. Nobody gets to say, "I have a 32 so I win." Ryvah considers the ability to (role dice and win) a conversion of the game from a role-playing game into a roll-playing game.

Stats

There are six stats, and you start the game with 6,700 experience in each, then you have 59,800 more experience that must be allocated to only these six stats. You cannot allocate more than 43,000 experience to any one stat with *this* experience. As the game progresses, you can add more experience to your stats, but this is uncommon. The average stat score is a 7. For more detail and higher stats, consult the 1,000-exp column in the experience table.

Stat	Experience
5	6,700
6	10,000
7	15,000
8	22,000
9	31,000
10	43,000

Most actions performed require a roll. When you determine your score, you use the total of two stats. You are restricted as to what stats can be used and when you can use the stat twice. Below each stat is a sample list of what actions it can be used for and if it can be used once (1) or twice (2).

STRENGTH

(2) Two-handed physical combat to hit, Endurance, Resistance to poisons.

(1) Combat to hit.

Weight lift = Weight \times Strength \div 7.

DEXTERITY

(2) Juggling

(1) Armor class, Combat to hit, Artistry, Piloting, Acting, Charm, Set traps

Dexterity of:

- | | |
|---|--|
| 0 | you can't hold objects |
| 1 | you can't walk, you can't use objects |
| 2 | you can't run, you can't use ranged weapons |
| 3 | you can't dance, you can't use an item in one hand and a different item in the other: (sword & shield) |

PERCEPTION

(2) Hearing, Smell, Sight, Tracking, Alertness

(1) Armor class, Ranged combat to hit, Identification, Training, Piloting (animal, boat, etc.)

Perception of: Perception check to notice events

- | | |
|---|-------------------------------|
| 0 | less than 3 points of damage |
| 1 | direct contact, smell of food |
| 2 | loud sounds and movements |
| 3 | things over 20 feet away |
| 4 | things over 30 feet away |
| 5 | all normal checks |

INTELLIGENCE

- (2) Magic to hit, Knowledge, Science, Tactics, Strategy, Reading, Writing, Speaking.
(1) Magic saving throw, Melee combat to hit, Art, Set traps, Interrogation, Bargaining, Piloting.

(Real age) × Intelligence ÷ 7 = (intellectual age)
Intelligence of:

- | | |
|---|-------------------------------------|
| 0 | can only react to heat and food |
| 1 | common animal |
| 2 | can only use: clubs |
| 3 | can use: thrown rocks, hammers |
| 4 | can use: melee weapons, spears |
| 5 | full use of items |
| 6 | limited magic use, maximum MAX of 4 |
| 7 | limited magic use, maximum MAX of 8 |
| 8 | unlimited |

SPIRIT

- (2) Magic saving throw, Miracles, Luck, Riding animals, Affecting animals.

- (1) Magic to hit, Art, Charm,

Spirit of: effect

- | | |
|------|---|
| 0 | it normally rains on you, trees will drop branches on you, rocks fall off cliffs on you |
| 1 | animals will attack until damaged |
| 2 | people tend to want to hurt you |
| 3 | evil people tend to want to hurt you |
| 4 | you always lose at games of chance |
| 5 | you often lose at games of chance |
| 6-12 | |
| 13 | wild animals will approach you |
| 14 | wild animals will not attack you |
| 15 | animals will not attack you |
| 16 | wild animals will help you |
| 17 | the weather will help you |
| 18 | water will not let you drown |

COMELINESS

- (2) Good looks, Charm, Resistance to poisons.

- (1) Armor class, Magic saving throw, Interrogation, Bargaining, and Endurance.

Comeliness of:

- | | |
|----|--------------------------------------|
| 0 | you don't want to determine its race |
| 1 | you can't determine its race |
| 2 | you don't want to determine its sex |
| 3 | you can't determine its sex |
| 4 | nobody's type |
| 5 | just not your type |
| 6 | has a good personality |
| 7 | average |
| 8 | attractive |
| 9 | very attractive |
| 10 | super-hot chick. |
| 11 | OMG I want you |

- 12 OMFG, you here NOW!
13 tissue please. I made a little mess.

The Innates

Each character has a set of “Innate Character Skills.” These never change. Your innates allow you to be different from the other characters in the party. A fighter who uses all their innates to use an axe will be much better at using an axe than a fighter who is a full level higher who uses their innates elsewhere. Innate skills are added after the level has been determined by experience and should be noted as “+3.”

The innates are explained in greater detailed in a few pages.

Health

This is what you mark off when you are damaged. You naturally heal one health each week. With light medical care, you will recover one health for every day you spend in bed. If you are wounded, your wounds will get worse at a rate of 1 point per hour. The act of binding and bandaging wounds will stop them from getting worse.

If you are below zero, then you are unconscious. At -350 (below zero) you are dead. An unbound wound below zero gets worse at a rate of one health lost per minute. The act of binding and bandaging this wound will slow down the rate to one health lost per hour.

A doctor’s healing can stop the health loss (damage taken) from being wounded on a score of 30. A doctor’s care will heal one health per week, per 10 points his score is over 20. This healing is in addition to bed rest.

Note: Unallocated experience can be allocated after the roll of the dice and apply retroactively. Thus, if your character is hit and knocked out you can add experience to your health to prevent it, or even add it to your “defense” to increase your AC to avoid being hit completely. However, your opponent could add experience to one of their skills to allow them to still hit you. However, NPCs never do this.

Skills

You start the game with 10,000 experience. Technically, it’s 56,000 experience points, but 46,000 is for color, broken down as follows:

- 10,000 Personality Skill Chart,
10,000 Restricted Skill Chart,
26,000 Language (basic skill, “Language Specific”)

10,000 all other uses including your Skills, Health, and Supernatural (magic.) This is referred to as a standard 10k build.

2D20 Roll

Most actions performed require a roll. In all rolls, Ryvah uses two dice of equal number normally two 20-sided dice, though you can use D6, D8, or D12 dice as long as they are numbered the same. One die is identified as positive, the other die is identified as negative; thus, the average roll is a zero modifier. For instance, if you rolled a 15 on the positive die and a 10 on the negative die, you would then have a +5 modifier to your score. Once you've determined your dice modifier you add that modifier to your base score.

Calculating a skill check

In order to determine your score you use the total of two stats and applicable skills of different types. You are restricted to using only one category skill + one group skill + one basic skill + one specific skill. The more specific the skill the less experience is required to rise in level. The more general the skill the more expensive and useful it is.

Type	Exp. Table	Example
Stats	1,000	Strength
Category	4,000	Combat
Group	1,000	Melee Combat
Basic	500	Any Axe
Specific	500	This Axe
External	Rating	Night Fighting
Max	Type	1 day casting time

Stats See stats above.

Category Skills

There are 7: Combat, Science, Pilot, Artistry, Politics, Supernatural, and Personality.

Group Skills

These are major occupation fields. As a skill, it follows the same guidelines described in basic skills.

Basic Skills

This refers to a very small selection. Axes not swords, swords not 2h-swords, (interestingly: human

bows and human x-bows both use the skill human bow), etc. There are far more basic skills available than are written down in the outline below. Anytime a basic skill is being defined, you should look and verify that there is a group skill it is under and that it is not bigger than the other basic skills under that skill group. Example: a skill in "Bladed Weapons" does not, and cannot, exist! As a basic skill, it is far too large, and as a group skill, "Melee Combat" includes all bladed weapons. Likewise, if a player is trying to rationalize that it is smaller than "melee weapons" because it includes things like "bladed" arrows and spears, then it is too big to be a group skill and must be a category skill. As a category skill, "COMBAT" includes all "bladed" melee weapons and missile weapons.

Personality Skill Chart

PERSONALITY

- **Animal:** hungry, territorial, shy, tricky, sneaky, fearless, scavenger, passionate, sexual, lustful, aggressive, hunter, bold.
- **Ego:** reckless, dominant, chaotic, strong, loud, picky, egotistical, proud, wild, royalty, noble.
- **Good:** kind, sharing, generous, loyal, compassionate, friendly, loving, lawful.
- **Innocent:** Shy, playful, ignorant, cowardly, happy, wise, fun, whimsical, careless, carefree, tame, curious, hermit, passive, charming, flirt.
- **Semi-evil:** evil, mean, greedy, violent, mischievous, cunning, conniving, alcoholic, bully, destructive, wicked, torturous, devious, hateful, angry, power-hungry, vengeful, enslaving, manipulative, seductive

Restricted Skill Chart

If a skill on the list is struck out, restricted experience cannot be allocated to that skill. The highlighted grey and struck out five skills: carpentry, smith, jeweler, sculptor, and tailor are only available in tabletop play as a restricted skill. In the online game, they become unavailable except with your main experience pool.

Restricted Skill Chart

SCIENCE

- Chemistry -Archeologist, Geologist , Metallurgist
- Biology -Veterinarian, Farming, Herbalist 
- Mechanics -Architect, Carpentry , Smith , Locksmith, Detective
- Psychology -
- Mathematics -Calculus 

PILOT

- Vehicles -Wagons, Boats & Ships

ARTISTRY

- Art -Jeweler , Painter , Sculptor , Tailor 
- Music -Singer, Dancer
- Acting -Performer
- Charm -Escort

POLITICS

- Religion -Priest
- Business -Bookkeeper, Management, Accounting, Administration
- History -Archeology, Monster Lore
- Language -*English, *French, *Italian, *Elven, *Dwarven, Etc.

Skill Chart

COMBAT

- Defense -Shield  , Leather  , Chainmail  , Plate Mail  , Dodge 
- Melee -Axe  , Sword  , Hammer  , Spear  , Dagger 
- Ranged - Human Bow  , Elven Bow  , Sylph Bow  , Spear 

SCIENCE

- Chemistry -Archeologist, Geologist  , Metallurgist, Chemist 
- Biology -Doctor, Veterinarian, Farming, Herbalist 
- Mechanics -Architect, Carpentry  , Smith  , Rogue  , Locksmith, Detective
- Psychology -Hypnotism, Mind Control
- Mathematics -Calculus 

PILOT

- Vehicles -Wagons, Boats & Ships
- Animals -Birds  , Dragons  , Pets  , Slimes  , Large Beasts  , Steeds  , Other 

ARTISTRY

- Art -Jeweler  , Painter  , Sculptor  , Tailor 
- Music -Singer, Dancer
- Acting -Performer
- Charm -Escort

POLITICS

- Religion -Priest
- Business -Bookkeeper, Management, Accounting, Administration
- History -Archeology, Monster Lore
- Language -*English, *French, *Italian, *Elven, *Dwarven, Etc.

SUPERNATURAL

- Abjuration -Barrier  , Dispel  , Defense  -incomplete.
- Alteration -Dig  , Freeze  , Melt  -incomplete.
- Conjuration -Blossom  , Conjure Object  , Summon  -incomplete.
- Creation -Enchant Item  , Permanency  -incomplete.
- Divination -Clair Audience  , Clairvoyance  -incomplete.
-incomplete.

Normal skills: many will be defined in Ryvah's Advanced Science system.

 Part of Ryvah's Beast Master System, refer to Animal Control.

 Part of Ryvah's Master Craft system.

 They find natural alchemy.

 One of the key skills for the Juggernaut.

 Critical skill for the construction of golems.

 Part of Ryvah's Combat system.

 Part of Ryvah's Magic system.

* Language skills are in the 100-column on the experience chart.

Introduction to Skills

Category skills contain multiple group skills, and group skills contain multiple basic skills, and specific skills are basic skills restricted to one exact object. For example: Combat, melee, sword, my nickel sword +1 quality. The category skill combat is very expensive, but applies to everything done in combat. Thus, combat covers melee combat, ranged combat, artillery, survival, and defense in combat. It is a very broad skill. Melee is a group skill which would include sword, axe, 2h axe, flail, martial arts, and even such things as boxing or football. It is much more reasonably priced, but more restrictive. Sword is an example of a basic skill. It is cheap but restricted to swords and short swords. It does not help you use a 2h sword. The specific skill is the same price as a basic skill, but even more restrictive. It can be used with only the one exact object it references.

Your character will purchase multiple levels of skills within these skills, and the price increase as the level increase. When you determine your total score, you are allowed to add the levels of one category skill, one group skill, one basic skill, and one specific skill together.

Tools, stats, SLB, and skills all contribute to your base score. After your base score is determined, we add a randomizer. The randomizer is two 20-sided dice of different colors. One color will be defined as positive and the other negative. You add them together then add your base score. This means the average of the randomizer is zero. You have as much chance to increase your score as decrease your score with the roll. When you roll a natural 20 on either die, you roll again and add +20 to your roll. There is no upper or lower limit. Thus, 5 on the positive die and 20 + 20 + 15 on the negative die would be -50 to your score.

Tools: For armor class (AC) you may compound a tool on your head (helmet), body (chain mail), and arm (shield). Banded mail, plate mail, and full plate cover your head and body; thus, you may not use a helmet with them. For your To Hit you get credit for one and only one tool. Even if you use two daggers, you only get one modifier of +4. Most skills are restricted to one tool; however, there are 16 skills under science which get to add a particular book as well as their tool.

Stats

You always get to use two stats for every task, and the task will define what stats you may pick from. For example: sword – you may use (1) Strength, (1) Dexterity, (1) Intelligence. Thus, with sword you may use (Strength, Dexterity) or (Strength, Intelligence) or

(Dexterity, Intelligence). It in no way implies you get to use all three. If there is a (2) instead of a (1), this means you may use the stat twice. For example: 2h sword, you may use (Strength, Strength).

Jobs

If you would like your character to have a job, this is a list of common jobs you may have along with how much you will be paid per week. For simplicity, we offer net pay. With the net-pay column, Ryvah has deducted your lodging, food, taxes, etc. Normally player characters who get jobs are paid net pay. Gross pay is what you would pay an NPC (non-player characters) if you employed one. Level 2 is the pay rate for a level 2 NPC.

When you build your character, you may use an additional 10,000 restricted experience to learn trades like cooking or singing.

When you employ people, the guild they are in will require you to pay 50x their weekly income if they die or do not return. There is no such thing as cannon fodder for hire. No NPC is willing to die for you.

Net Pay	Grouse Pay	Level 2	Adventuring Jobs
\$140	\$1,400	\$2,240	Melee Fighter
\$110	\$1,100	\$1,760	Archer
\$220	\$2,200	\$3,520	Mounted Melee Fighter
\$180	\$1,800	\$2,880	Mounted Archer
\$90	\$900	\$1,440	Scout
\$70	\$700	\$1,120	Entertainer
\$80	\$800	--	Cook
\$60	\$600	--	Servant
\$100	\$1,000	\$1,600	Rogue / Thief
\$80	\$800	\$1,280	Pilot (Wagon, Boat, Etc.)
Jobs in Town			
\$24	\$240	--	Maids and other unskilled labor
\$48	\$480	\$768	Jeweler, Tailor
\$120	\$1,200	\$1,920	Escort
\$18	\$180	\$288	Singer, Dancer, Performer
\$12	\$120	\$192	Painter, Sculptor
\$42	\$420	\$672	Priest
\$30	\$300	--	Farmer
\$90	\$900	\$1,440	Doctor
\$60	\$600	\$960	all other political trades
\$60	\$600	\$960	all other science trades

Ryvah skills to medieval job names.

Metallurgist:	Glassblower
Doctor:	Comandarrese ‡, Midwife ‡, Wet Nurse ‡, Physician, Surgeon
Veterinarian:	Avener
Farmer:	Adamist, Chambrieres ‡, Beekeeper, Miller
Carpenter:	Woodcutter, Arrow Smith, Cooper, Fletcher, Hayward
Smith:	Tinker, Armorer, Blacksmith, Cutler, Ferrier
Rogue:	Freebooter, Thief, Pirate, Gypsies
Locksmith:	Clockmaker
Beast Master:	Shepherd, Swineherd, Groom, Poulterer
Jeweler:	Goldsmith, Scribe, Chandler
Tailor:	Dyer, Spinner, Clothier, Cobbler, Draper, Glover, Milliner
Singer:	Bard, Jongleurs, Minstrels, Skald
Performer:	Acrobat, Juggler, Bear Baiter, Comedian, Fool, Mime
Con Artist:	Fortuneteller, Oracle, Pawnbroker, Soothsayer
Priest:	Friar, Pardonner, Monk, Prelate, Bishop, Abbot, Abbe
Bookkeeper:	Merchant
Management:	Innkeeper

Jobs and Levels

In general, this chart is applicable to most trades.

Location	Level	Experience	Income / Week	Skill	Online Time	Quality
Village	1	7,500	\$600	40	Creation	0
Town	2	15,000	\$960	50	3 Months	+1
City	3	32,000	\$1,440	60	1 Year	+2
Large City	4	56,000	\$3,240	70	1 Year 10 Months	+3
Capital	5	92,000	\$5,460	80	3 Years 3 Months	+4
Imperial Palace	6	158,000	\$9,000	90	4 Years 10 Months	+5
Deified	7	235,000		100	8 Years 7 Months	+6

The skill check assumes a complete ecosystem with geologists mining ore, metallurgist smelting metal, locksmiths crafting tools, lab magi enchanting them, etc.

A character who has not dedicated their innates and stats to the job will be one level lower than the experience dictates.

Online time is for www.Ryvah.com online MMO and is in **real time**. The online game awards 100 experience per hour of play up to a max of 500 per week. What you do is irrelevant.

To employ a person who will travel with you there is a requirement to sign a contract with the guild to insure payment in the event of the workers death for 50 times their weekly pay.

SLB

This is your Standard of Living Bonus. More on this later. Just skip it for now.

Innate Skills -continued

Your character gets four innates. These are things your character is inherently good at doing; thus, you get bonuses to each skill you have an innate in. They are defined at character creation, and they never change. These four innates will effect four skills. The first skill will be one of your six stats and you will gain (+3) to that stat. Thus, if you have a 7 Strength and you use your first innate to improve your Strength, then you will have a 7+3. You will not have a 10; you will have a 7+3. This may sound odd, but this is an important detail. A 10 Strength implies you have 43,000 experience in Strength and you require 17,000 more experience to rise one level to get to an 11. While a

7+3 Strength implies you have 15,000 experience in Strength and you require 7,000 more experience to rise one to get to an 8+3. So do you want to pay 17,000 or 7,000 for your next point?

Your second innate skill is a category skill. Actually, it can be any skill in the 4,000 or 2,000-experience column. If your skill is in the 4,000 column, you will gain +3. If it is in the 2,000 column, you will gain +5. Combat is the most common use of the category innate, and most players start at level zero in Combat; thus, they have a 0+3.

Your third innate skill is a group skill. You may select any skill in the 1,000-experience column or lower, but may not select a stat. You will always gain +3 for your group skill.

Your fourth innate skill is your basic and the most flexible. It can be used on any 500-experience column skill at +3, any 250-experience column skill at +5, any 100-column skill at +7, any 60-column skill at +8, and even the 1-experience column skill at +26. (That is Health).

Health -continued

If you accumulate more damage than you have health points then you fall unconscious. When you accumulate more damage than 350 plus your health, you die. If something can affect you based on your maximum health, you do not consider damage taken by your character. In other words, a spell which can effect a target with 30 health will not affect a target with 31 health and 5 damage. Health points are a skill in the one column; thus, 3 experience in health gives your character 3rd level or 3 health. You will naturally recover/heal one health point per week. You heal one point per day in bed. A doctor in a village can heal health at a cost of \$40 copper per point of damage. This is a system playability mechanic. This is a game, and by definition, Ryvah declared that players can find healers in town. There is no logic used here. Ryvah does not care how ridiculous it is. Your army of 900 men each with 20 damage at the brink of consciousness can enter a marked village on the map and pay them the 18,000 copper to be healed, and they are good to go by morning. The 18,000 copper vanishes from play and no longer exists to be stolen back. This game mechanic holds true even if the town only had 50 farmers in it.

Refer to the section on doctors for more options.

Experience v. Copper

At character creation, and only at character creation, you have an option to trade any amount of experience for an identical amount of copper or any amount of copper for 50% of that amount of experience. Thus, if you really want to purchase an item, you can sacrifice some of your experience to get it. Alternatively, if you really want to get a little more experience you can sacrifice some of your copper to get it. The goal is to eliminate a player “borrowing”

This chart is for any of the five master craft trades and defines a level.

experience. Rarely will this ever exceed a 1000 in either direction and requires Game Master’s approval.

Experience Allocation

You get 10,000 experience. With it, you will build your character. **Duplicate skills cannot be used at the same time.** While your stats can be improved with more experience, we recommend that for higher level characters—not low level characters. In addition, while you may save your experience, low level characters tend to spend all or almost all of it. This experience should be dedicated to the primary skills of your character. Your extra restricted experience is to add color to your character. If this is your first character just skip the restricted experience completely. Restricted experience may be used to purchase skills like archeologist, music, or even escort. There are five skills which are part of the Ryvah master craft system are: carpenter, smith, jeweler, tailor, and sculptor.

Specific Skills

I want to emphasize a specific skill refers to one and only one exact object. If you only have one axe, then “my axe” is adequate. However, if you have a silver axe +1 quality and a silver axe +2 quality, then “my axe” is not sufficient to tell us which ONE the skill is in. Further, you may not transfer the experience. If you get a new better item, you will need to allocate new experience to it. However, that old experience can still generate chi or mana and you do not need to be using the old item to access the chi or mana.

Experience Table

Level	1	60	100	250	500	1,000	2,000	4,000
1	1	60	100	250	500	1,000	2,000	4,000
2	2	120	200	500	1,000	2,000	4,000	8,000
3	3	180	300	750	1,500	3,000	6,000	12,000
4	5	270	450	1,125	2,250	4,500	9,000	18,000
5	7	402	670	1,675	3,350	6,700	13,400	26,800
6	10	600	1,000	2,500	5,000	10,000	20,000	40,000
7	15	900	1,500	3,750	7,500	15,000	30,000	60,000
8	22	1,320	2,200	5,500	11,000	22,000	44,000	88,000
9	31	1,860	3,100	7,750	15,500	31,000	62,000	124,000
10	43	2,580	4,300	10,750	21,500	43,000	86,000	172,000
11	60	3,600	6,000	15,000	30,000	60,000	120,000	240,000
12	80	4,800	8,000	20,000	40,000	80,000	160,000	310,000
13	105	6,300	10,500	26,250	52,500	105,000	210,000	380,000
14	135	8,100	13,500	33,750	67,500	135,000	260,000	450,000
15	171	10,260	17,100	42,750	85,500	170,000	310,000	520,000
16	213	12,780	21,300	53,250	106,500	205,000	360,000	590,000
17	260	15,600	26,000	65,000	130,000	240,000	410,000	660,000
18	312	18,720	31,200	78,000	153,500	275,000	460,000	730,000
19	374	22,440	37,400	93,500	177,000	310,000	510,000	800,000
+1	20%	+20%	+20%	111,500	200,500	345,000	560,000	870,000
MAX		12,000	15,000	18,000	23,500	35,000	50,000	70,000

Health Experience Chart

1	1	11	60	21	539	31	3,282	41	8,282	51	13,282	61	18,282	71	23,282
2	2	12	80	22	647	32	3,782	42	8,782	52	13,782	62	18,782	72	23,782
3	3	13	105	23	776	33	4,282	43	9,282	53	14,282	63	19,282	73	24,282
4	5	14	135	24	932	34	4,782	44	9,782	54	14,782	64	19,782	74	24,782
5	7	15	171	25	1,118	35	5,282	45	10,282	55	15,282	65	20,282	75	25,282
6	10	16	213	26	1,342	36	5,782	46	10,782	56	15,782	66	20,782	76	25,782
7	15	17	260	27	1,610	37	6,282	47	11,282	57	16,282	67	21,282	77	26,282
8	22	18	312	28	1,932	38	6,782	48	11,782	58	16,782	68	21,782	78	26,782
9	31	19	374	29	2,318	39	7,282	49	12,282	59	17,282	69	22,282	79	27,282
10	43	20	449	30	2,782	40	7,782	50	12,782	60	17,782	70	22,782	80	27,782

Sub-chapter 3: Skill Descriptions

2h-Axe COMBAT-Melee

2h-Sword COMBAT-Melee

Stats: (2) Strength, (1) Dexterity, (1) Intelligence

This is the basic skill of melee combat with a two handed axe. The second skill is the same with the two handed sword. This is not a complete listing and two handed hammer, two swords (one in each hand), two axe, etc. would also be listed here. Two unique weapons: sword-axe fighting style is NOT listed. The skills for two weapons are called binary-skills and very restrictive. Binary-skills are defined in “Exotic Weapons.” These binary-skills are: sword-hammer, axe-dagger, sword-axe, sword-dagger, hammer-axe, etc. This is a tradeoff between the higher damage of the 2h-weapon verse the choice of two types of weapons. When a character has two weapons, only one hits. Thus, the binary-skill sword-axe will either be damage as sword or axe, never both, and you **never** get an additional attack.

Specifically this skill adds to your to hit score when trying to hit your target. This does not add to your armor class. The restriction with this skill is that you must use two hands, and thus a shield cannot be used. The advantage is that you may use your strength twice in your to hit score.

Accountant SCIENCE-Mathematics

Stats: (2) Intelligence

This is part of a four-tear set where each aims at a different sweet spot: bookkeeping, management, accounting, and administration. The explanation starts in bookkeeper and the main description is under business.

Score	%increase	Max Benefit	Est. Payroll
45	1%	\$1,000	
50	4%	\$3,000	\$4,032
55	7%	\$6,500	
60	10%	\$10,000	\$7,048
65	13%	\$16,000	
70	16%	\$22,000	\$13,608
75	19%	\$26,000	
80	21%	\$30,000	\$24,192

Administration POLOTICS-Business

Stats: (2) Intelligence

This is part of a four-tear set where each aims at a different sweet spot: bookkeeping, management, accounting, and administration. The explanation starts

in bookkeeper and the main description is under business.

Score	%increase	Max Benefit	Est. Payroll
50	2%	\$1,000	\$4,032
55	4%	\$3,000	
60	6%	\$6,000	\$7,048
65	8%	\$11,000	
70	10%	\$18,000	\$13,608
75	12%	\$26,000	
80	14%	\$40,000	\$24,192

Alertness COMBAT-Survival

Stats: (2) Perception

This is a character’s general alertness and is considered an “always on” skill. This helps prevent you from being surprised. This is also your initiative roll. This helps you detect usual things that you are not looking for. Alertness checks are made by characters and monsters before all encounters starting at a distance of about 300 feet. An alertness check will normally precede battle by several minutes or several hundred rounds. This is the skill used when on watch or guard deity. A character will get an alertness roll even if they are asleep. If someone is trying to hide, it is your score verses theirs. If they are trying to hide from YOU then they will gain a bonus to their score. Use this general guideline:

Score	Result of Detection
15	the barn
20	someone following you
25	a coin on the street
30	a spelling error
35	a small camouflaged lever
40	a small camouflaged lever from 50 feet away
50	a small camouflaged lever from 50 feet away under water

Modifiers	Score
Target is sleeping	-6 (thus no noise)
Target is on watch	-6 (thus no noise)
Target is walking	0
Target is running	+2
Target in wagon	+11
You are sleeping	-22
You are on watch	+6
You are walking	0
You are running	-11
You are in wagon	-6 (background noise)
At 20 feet distance	+10

At 40 feet distance	0
At 75 feet distance	-10
At 100 feet distance	-20
At 150 feet distance	-30
At 200 feet distance	-40
At 300 feet distance	-50

Bow-human COMBAT-Ranged Spear COMBAT-Ranged

Stats: (1) Strength, (1) Dexterity, (1) Perception

This is the basic skill of ranged combat with a bow-human or crossbow-human. The second skill is the same with the spear. This is not a complete listing and there are four types of bows: bow-human, bow-elven, bow-sylph, and bow-satyr. Thus as odd as it is, within Ryvah there are four deferent skills for bows, and each of the four skills includes both bow and crossbow of that race. Monsters may have a weakness to one type of bow while simultaneously having resistance to another type of bow. That is why Ryvah split it up. About a third of all combat is melee (with sword, axe, hammer, etc.), a third is magic (with fire, ice, lightning, etc.), and a third with bows. It was unbalance and lacked diversity. Only 3% use crossbows, so that was nominal. The division of ranged weapons into four (grouped by human, elf, satyr, and sylph) returned diversity to ranged battle. By clumping bow and crossbow together, Ryvah avoided the obliteration of crossbows.

Specifically this skill adds to your to hit score when trying to hit your target.

Bookkeeper POLOTICS-Business

Stats: (2) Intelligence

This is part of a four-tear set where each aims at a different sweet spot: bookkeeping, management, accounting, and administration. The explanation starts

here in bookkeeper and the main description is under business.

Core	%increase	Max Benefit	Est. Payroll
35	0%	\$0	no
37	2%	\$2,000	
40	5%	\$4,000	\$2,520
45	10%	\$5,000	
50	20%	\$6,000	\$4,032
55	25%	\$7,000	
60	30%	\$8,000	\$7,048
65	35%	\$9,500	
70	40%	\$11,000	\$13,608
75	45%	\$13,000	
80	50%	\$15,000	\$24,192

For example: a bookkeeper rolls a score of 40 for the next month. Every time the party gains money (payments for quests, rewords, peddling loot, even money you find), then the party gets an extra 5%. This additional income is tracked and cannot exceed \$4,000 for the month. The Game Master both awards AND TRACKS the extra money.

Business – this is a group skill.

The four skills bookkeeping, management, accounting, and administration are designed to compound.

Okay, let's put this all together and forge a corporation. Our corporation makes \$285K a month. We will hire 8 bookkeepers, which will each manage a segment which brings in \$35,000 a month. Note: two bookkeepers do not compound; however, you can have a bookkeeper working on different blocks of money. In other words if you made a \$100,000 then you could have each of two bookkeepers oversee \$50,000 each. Then one manager oversee it all.

A	B	C	D	E	F	G	H
Title	Qty.	Money	Score	%	B x C x E	Payroll ea.	BxG
Bookkeeper	8	35000	50	20%	\$56,000	\$4,032	\$32,256
Manager	4	71000	60	16%	\$45,440	\$7,048	\$28,192
Accountant	2	142000	70	16%	\$45,440	\$13,608	\$27,216
Administrator	1	285000	80	14%	\$39,900	\$24,192	\$24,192
Totals					\$186,780		\$111,856
Minus payroll expense					\$111,856	← ← ← ←	
					\$74,924	Net profit	

Con-artist ARTISTRY-Acting

Lying ARTISTRY-Acting

Stats: (1) Intelligence, (1) Comeliness

This is the ability to steal by lying, the ability to misrepresent something someone is buying from you, and buy something for less than its worth. For example:

1. Selling a normal sword as a quality +1 sword.
2. Convincing someone selling a ruby ring that the ring has a garnet in it not a ruby.
3. I'll pay you the rest tomorrow.
4. Selling a building you don't own.

The difficulty is determined by the Game Master. Use this general guideline:

<u>Difficulty</u>	<u>\$Money</u>
0+defense	10 copper
10+defense	50 copper
20+defense	200 copper
30+defense	1,000 copper
40+defense	5,000 copper
50+defense	20,000 copper
60+defense	100,000 copper

Detection COMBAT-Survival

Stats: (1) Intelligence, (2) Perception

This is a character's ability to find something specific when and only when they are looking. It is NOT considered to be "always on." This does not help prevent you from being surprised. This does not help with initiative rolls. If someone is trying to hide from you, it is your score versus theirs. If they are just hiding, then you will gain a bonus of about 10. See alertness. Else, use this general guideline:

<u>Score</u>	<u>Detection</u>
5	the barn
10	someone following you
15	a coin on the street
20	a spelling error
25	a small camouflaged lever
30	a small camouflaged lever from 50 feet away
40	a small camouflaged lever from 50 feet away under water

Detective SCIENCE-Mechanics

Stats: (1) Intelligence, (1) Perception, (1) Comeliness, (1) Spirit

The ability to deduce information based on evidence and the ability to gather evidence. This is not tracking. Our suggestion is for the Game Master to write down clues and hints on a slip of paper based on the score and difficulty of determining the information to simulate the skill.

Use this general guideline:

<u>Score</u>	<u>Clues and hints</u>
20	poor clue
25	abstract hint
30	good clue
40	good hint
50	very good clue or hint
60	tell them the answer
70	Explain the answer

This guideline is based on a somewhat difficult task. For a difficult task add 10 to the score needed, for a very difficult task add 20. The intended use of this skill is a non-magical way to allow a character to obtain an answer to such questions as: Why are the orcs in this area? Who shot the arrow and from where? Where did he hide the money?

The question can be answered by the Game Master as general or specific as the question is worded. If the question is general like, "Is there a personal motive for the thief stealing the money?" The Game Master could choose to answer, "Yes." The player would then have to make another skill check to answer a more specific question, "What motive would Mr. Caulberk have for stealing this object from Lord Thrusborn?" The Game Master would then have to answer the question specifically, "Mr. Caulberk felt the item should have belonged in his family heirlooms and that Lord Thrusborn's ancestor had cheated the Caulberk family out of it."

Fishing COMBAT-Survival

Stats: (2) Dexterity, (1) Intelligence, (1)

Perception: Tools quality x 3

The ability to catch fish. Note, the skill "hunting" can also be used to catch fish at a much greater difficulty and hunting does not go into larger fish. In addition, it is assumed the person making the skill check is using the necessary equipment needed to accomplish the task. Tools quality x 3 means that if you were using a fishing pole +3 quality you would gain +9. Use this general guideline:

<u>Score</u>	<u>Catch</u>
10	a small branch
15	pollywog
20	very small fish
25	1-pound fish
30	5-pound fish
40	20-pound fish
50	80 Lb. fish, shark, eel, ray
60	250 Lb. fish, etc.
70	1000 Lb. Wheal, serpent, etc.

For one week's labor, you can make units of food.

35	40	45	50	55	60
Score	Units	Units	Units	Units	Units
5	7	9	11	14	17

Gathering COMBAT-Survival

Stats: (2) Intelligence, (1) Perception

Simply the skill of finding and identifying food.

This also allows you to determine if a plant has poisons.

Use this general guideline:

Score	Where you can find food
10	in a restaurant
15	at a food store
20	common berries and fruits on a farm
25	an abandoned over grown farm
30	thick forest
40	forest
50	planes
60	desert

For one week's labor, you can make units of food.

35	40	45	50	55	60
Score	Units	Units	Units	Units	Units
5	7	9	11	14	17

Hunting COMBAT-Survival

Stats: (1) Dexterity, (1) Perception, (1)

Intelligence, (1) Spirit

This is the skill of killing something to eat, whether it is with arrows, spears, traps, etc. Depending on what you are trying to get and how you get it will change the difficulty. For example: fishing with a bow and arrow. This adjustment is up to the Game Master.

Use this general guideline:

Score	Catch
10	some dirt
15	a snail
20	frogs
25	very small fish
30	fish, squirrel, rats
35	birds, rabbit,
40	deer
60	bear

For one week's labor, you can make units of food.

35	40	45	50	55	60
Score	Units	Units	Units	Units	Units
5	7	9	11	14	17

Manager POLOTCIS-Business

Stats: (2) Intelligence

This is part of a four-tear set where each aims at a different sweet spot: bookkeeping, management, accounting, and administration. The explanation starts in bookkeeper and the main description is under business.

Score	% increase	Max Benefit	Est. Payroll
37	0%	\$0	no
40	2%	\$2,000	\$2,520
45	4%	\$3,000	
50	8%	\$6,000	\$4,032
55	12%	\$9,000	
60	16%	\$12,000	\$7,048
65	20%	\$13,500	
70	24%	\$15,000	\$13,608
75	28%	\$17,500	
80	32%	\$20,000	\$24,192

Notice a bookkeeper is more efficient at low levels of income and a manager at a higher level of income.

Mind Control SCIENCE-Psychology

Stats: (2) Comeliness, (1) Intelligence, (1)

Spirit

This is the skill of planting powerful conditioned responses in someone. Normally the target is a war prisoner or kidnap victim and trying to resist. Aspects of torture are often elements of mind control. The target's defense is (intelligence + spirit) or (spirit + spirit) and (science + psychology + mind control.) As part of determining your score, you must subtract your target's defense. Use this general guideline:

Score	Control
20	will tell you information
40	will do a simple 5-minute task up to a week later
50	will do a moderately traumatizing ½-hour task up to a month later.
65	will do a traumatizing 6-hour task up to a year later.
80	will do any task during the remainder of their life.

Note the score, defense, date, and mind control task are recorded permanently. If the target gains skills that improve their defense, it will lower the score. If the score drops below the minimum for the mind control task from the original date, then the mind control is broken and removed. This is the only way to remove a mind control. The time it takes to do the mind control will also effect the score.

<u>Score</u>	<u>Time</u>
+30	1 month, 8 hours a day
+25	3 weeks, 7 hours a day
+20	2 weeks, 6 hours a day
+15	1 weeks, 8 hours a day
+10	4 days, 7 hours a day
+5	2 days, 6 hours a day
+0	5 hours
-10	2 hours
-20	30 minutes

Monster Lore (2) Intelligence: Tools quality x 5

This is the ability to know about various creatures. External Skills can be used to know about specific creatures or ghouls of creatures. If your character has a Monster Manual, then 5 times the quality of the book is added to your score. The base cost of a Monster Manual is \$1000.

- 20 Name and type. What it is.
- 25 Weakness and resistance
- 30 AC, to hit, health, list of spells.
- 35 Go read the *Ryvah Encyclopedia*, look it up and learn all about it.
- 40 The Game Master should advise strategies you might use against it.
- 45 Describe specific items they have, active spells, and home layout.
- 50 There is no point in having a score this high. What are you thinking?

Note to Game Master: This is not a prime skill.

Err on the side of generosity. They don't get mana or chi, and the skill is near worthless if the players have their own *Ryvah Encyclopedia* or have memorized it. This is more of a roleplaying tool to justify character knowledge. Try to reward a player for having this skill.

No Tools Combat

Martial arts COMBAT-Melee

Stats: (1) Strength, (2) Dexterity, (1) Intelligence

This is the basic skill of melee combat with your body. Because you use your hands, arms, feet, etc.

to attack with and they are not separate items / tools from your body, a "specific skill" is not allowed. Thus, "My hands", or "My feet" are forbidden skills. There is much more information on this, and it has been developed into its own standalone character concept. Look up "No tools combat" for details.

Sappers COMBAT-Siege

Stats: (2) Intelligence, (1) Perception, (1)

Strength: Tools quality x 2

Sappers are a group of people that dig under a wall hoping to collapse the wall by weakening its structural integrity. Tools quality x 2 means that if you are using pick, shovels, and beams +3 quality you would gain +6. Use this general guideline:

Score Result

30	50 feet of tunnel collapses killing all within.
35	20 feet of tunnel collapses killing all within.
39	10 feet of tunnel collapses killing all within.
40	no progress
45	5 feet of tunnel dug during, one hour.
50	5 feet of tunnel dug during, one hour. Small shack wall collapses.
60	5 feet of tunnel dug during, one hour. Fort wall collapses.
70	5 feet of tunnel dug during, one hour. Keep wall collapses.
80	5 feet of tunnel dug during, one hour. Small castle wall collapses.
90	5 feet of tunnel dug during, one hour. Castle wall collapses.

Shield COMBAT-Defense

Chainmail COMBAT-Defense

Stats: (1) Dexterity, (1) Perception, (1)

Comeliness

This is the basic skill of defense with a shield. The second skill is the same with chainmail armor. This is not a complete listing and leather armor, plate mail armor, etc. would also be listed here. Specifically this skill adds to your "armor class" AC when using a shield to protect yourself against an opponent trying to hit you. Many of these skills are part of a group, which contains more than one type of armor. This is detailed later in the book. The SKILL shield does NOT compound with the SKILL chainmail.

Siege Weapons

COMBAT-Siege, (1) Perception, (1) Intelligence

Battering rams are used on doors and walls. They are too slow to use on moving targets. Siege towers protect the people inside them from attacks including area of effect attacks. They are very effective at killing catapults, but near worthless against infantry and heroes. Catapults wipe out infantry. As such, they can shut ballistae down by killing the people operating them. Catapults are loaded with many softball-size rocks and have a shotgun-like effect. On ground targets these rocks bounce and ricochet through the area. Therefore, there is no excess damage and you get +30 to hit with ground targets. You do not get the +30 to hit with airborne targets, which makes it a poor weapon choice against dragons. Ballistae are anti-dragon, anti-hero, and anti-siege tower weapons. They are all considered +70 magic for the single purpose of overpowering defense. As a general rule, you never see quality, magic, mystic, or blessed siege weapons. The benefits make it pointless. With that said, all siege weapons which require a skill of 50 are by definition +1 Quality, 60 = +2, etc. So technically, you get a few extra points and you can make it magical if you want. “Yeah, my siege tower which does 10-1,000 damage is now +2 magic for 2 extra points of damage!” Oh, that percentage sign in the damage column is D100s; Thus, 10% damage = 10D100.

Type	People To Operate	Skill To Manufacture	Retail Price	To Hit Bonus	Damage	Range	Movement	Rounds To Load	Health	Damage Resistance	Area Of Effect	Planks Of Wood	Days To Make	
Battering Ram	1	4	40	1200	2D20		20	2				20	5	
	2	10	40	2K	6D20		15	4				40	8.33	
	3	20	50	5K	20D20		10	5				80	13	
	4	40	60	15K	6%		7	6				160	26	
Siege Tower	1	10	40	5K	5%	50	7	4	500	15		100	20.8	
	2	30	50	20K	10%	100	6	6	1000	20		400	52.1	
	3	60	60	60K	20%	200	5	8	2000	25		1000	104	
Catapult	1	4	40	2K	*	4D12	400	15	2	750		5x5	60	8.33
	2	8	40	5K	*	5D12	600	15	3	1000		7x7	120	20.8
	3	15	40	10K	*	6D12	800	15	4	1500		10x10	250	41.7
	4	30	50	20K	*	6D12	1000	15	6	2000		20x20	500	52.1
Ballista	1	3	40	20K	50	5D20	400	15	2				10	83.3
	2	5	40	30K	80	7D20	500	15	3				15	125
	3	8	40	45K	120	9D20	800	15	4				25	188
	4	6	50	70K	170	3%	600	15	3				20	182
	5	50	60	110K	240	5%	1000	15	4				40	191
	6	20	50	60K	120	6%	900	15	5				60	156
	7	15	70	150K	400	6%	1200	10	4				50	116
	8	25	80	200K	600	8%	1500	10	5				70	86.8

Sword Parry COMBAT-Defense

Stats: (1) Dexterity, (1) Perception, (1) Comeliness

This is identical in function to the skill “shield” above. It is the basic skill of defense with a sword. This allows a character to still obtain a good armor class

without traditional armor. This is not a complete listing and axe parry, hammer parry, etc. would also be listed here. Specifically this skill adds to your “armor class” AC when using a sword to protect yourself against an opponent trying to hit you. This does not add in any way to your “to hit” score. Further, this skill cannot be

used with a weapon that requires two hands, such as a bow or Florentine (two weapon fighting). However, it can be used with sword combat where the same sword parries and attacks. You can even have a defensive item in the unused hand such as a cloak or shield. You cannot compound the skills shield and sword parry, because they are both basic skills. Note: when using a quality/magical weapon to parry the quality and magic count toward armor class and damage resistance if it is the highest plus.

Strategy SCIENCE-Mechanics

Stats: (2) Intelligence, (1) Perception, (1) Spirit

This skill is one: the ability to win at games of strategy. And two, the ability to gain a tactical advantage in battle. This, of course, is very difficult to

implement. Our only suggestion on implementing this skill is for the Game Master to cause your opponents to do less than brilliant things. The better your score the more of a benefit you gain. Use this general guideline:

Score Example of effect

35 One enemy fires at someone out of range.

45 One melee range enemy grabs his bow.

55 Two enemies think now would be a great time to eat lunch.

65 Three enemies start to play poker and take off their armor.

75 Five enemies get confused and attack other enemies.

This guideline is based on a battle involving about 10 humans. Opponents that are more intelligent would be more difficult. Different quantities would also be different although not necessarily a direct ratio.

Sub-chapter 4: Combat Overview Combat

In general, combat consists of a half-move and an attack. A half-move is forward 3 squares of 5' each (15'), or forward diagonally 2 squares with a slight directional change (14'), or a 90° direction change and 2 squares (10') to the left or right, or up to a 180° direction change and 1 square (5'). You may alternatively spend your half-move to slide or backup 5' without a direction change.

You may attack any target in the three squares in front of you or the two squares to your left and right.

Diverting an Attack

Diverting an attack is to cause an enemy to resolve their attack on you instead of an ally. If an attack targets an ally who is in any of the eight squares adjacent to you and you can attack the target or line of fire, then you may divert the attack. The only things you can divert are things like swords, arrows, and hand attacks. Note line of fire.

b	b	c	c	c	d	d
b	b	c	c	c	d	d
b	b	b	c	c	d	d
a	b	b	c	c	d	d
a	a	b	C	D		d
a	a	a	B	You		d



In this chart, capital letters are allies and the corresponding lowercase letters are opponents whose attacks you could divert. Further, all letters higher in the alphabet than your ally could also be diverted. Thus, a, b, c, and d could be diverted from A. The one strange (d) is a weird exception because it does not pass through any part of green. You cannot divert the one spot for ally A. It is simply fully behind you.

All movement occurs prior to an attack, even from chi or magic. An attack may be a spell. You may sacrifice your attack for an additional half-move.

Mounted Combat

Mounted combat is simplified. There are four levels of animal control: wild, trained, bonded, and familiar. You have no control over a wild animal except thorough your animal control check. In general, we can skip wild animals.

A trained animal is a pet. It is considered an NPC. You can generally get a trained animal to follow you. You can ride a trained horse forward—not backwards. Pets generally flee from danger. A trained dog that you have had for over two months will growl or attack someone attacking you while no other animal will. It requires a free hand and a half-move to direct a mount (a horse if you are riding one); however, you do not need to direct your mount. Your mount will continue to do what it is doing. There is no penalty for attacking while mounted. The bonus for mounted

combat is through the external skills: combat while mounted, ranged while mounted, etc.

The third level of control is a bonded animal. It is considered part of the Player and not an NPC. This is gained as an aspect of the Ryvah beast mastery system. Bonded animals can be told to chase a target, attack on command, backup, etc. Whether or not a “trained animal” attacks is up to the Game Master. Whether a “bonded animal” attacks is up to the player, and it does not require an action or half-move. To determine what you can get it to do, think about Lassie the dog from the show. A bonded animal *easily* does everything Lassie ever did. The level of control is closer to that a parent would have over their 7-year-old child.

A familiar is an extension of your character with as much control over the familiar as you have control over your arm. Refer to the spell find familiar. Mounting or dismounting requires a half-move and an action. You cannot control an animal if you are on backwards, and must make a dexterity check over one-half of the animal’s movement to stay on. 30' move = 15 Dexterity check.

To Hit

Thrown Weapons

You may throw any weapon such as a dagger, axe, or even a 2h sword. This does not count as a ranged attack even though it has range. This uses the group skill melee. The maximum range is 60' for all such attacks, based on a person between 3 and 6 feet tall. Prorate when larger or smaller. Thus, with spear you can use melee with a max of 60' or ranged with a max of 150'. To calculate the range you may throw a melee weapon divide your weight-lift by the pounds of the weapon = range in feet. Thus, a 7 Strength 150lb character (which has a 150lb weight-lift ($\text{Strength} \div 7 \times \text{weight}$)) can throw a 3lb short sword 50'. ($150 \div 3 = 50$). Remember the absolute max for a thrown melee weapon is 60'. It requires a half-move to pick up a weapon.

Grappling

To grapple a target you must hit your target with a To Hit score of any type. If you allocate both your arms, your weight-lift is $\text{Strength} \div 7 \times \text{weight}$. One arm is $(\text{Strength} - 3) \div 7 \times \text{weight}$, one hand is $(\text{Strength} - 5) \div 7 \times \text{weight}$. If you are using both arms, you may not perform an action which requires one. A target who is grappled may not use their arms nor their legs. To maintain a grapple you must reroll your To Hit score every round.

Barging

If your weight lift is double your opponent's weight lift, you may barge through them by force. This shoves them out of your way without reducing your movement. If you barge through a caster using arm body speech, then their cast is disrupted. Barging through an opponent to get to a second opponent does not circumvent chi interception and only circumvents a diversion (A person protecting your target by diverting your attack.), but you must barge through both the target and the person protecting the target successfully, but independently.

Now for the down side. That person protecting your target gets to decide where your target is moved to from your barge. Such that, they can (if possible) relocate your target to an empty square that still allows them the ability to divert your attack.

Underwater Combat

Underwater Combat

Most ranged weapons are reduced to 10' range. Crossbows and spears are reduced to a 25' range and may ignore their minimum range to use. Thrown weapons are reduced to a 10' range. All poisons applied to weapons will wash off the moment it is submerged under water. Wicks and non-magical fire are extinguished immediately rendering Greek fire bombs almost useless needing magical lightning or fire to detonate. Scale mail, ring mail, chainmail, banded mail, plate mail, and full plate mail armor will cause you to sink quickly. A full turn run on the bottom is only 7' per round. A full turn swim is only 10', but a shield, backpack, or excessive equipment will lower that to 7'. Thus, a half-move is a piddling 3½'.

Sub-chapter 5: Equipment

Prices

In general, your character will purchase everything at retail, and when you are selling stuff you will sell it at peddle price (18%). The wholesale price is reserved for businesses, which purchase in bulk. If you want to purchase at the wholesale price you must purchase a quantity of 100 or more all at once, pay in advance, and wait for it to be manufactured. To sell something at wholesale is even harder. It would require that the community actually needs that quantity of the product and can pay for it. Thus, the 100 swords you acquired as loot could only be sold to the king provided he is increasing the size of his army. After all, the rest of his army is already equipped. Typically, the wholesale price involves a contract. The weapons dealer purchases his inventory from the smith at wholesale. The smith is manufacturing weapons for the

weapons dealer based on what the weapons dealer tells him to make.

The peddle price also makes a bunch of assumptions about the stuff. It must be the correct size. If you are in a human town then tiny, small, great, and giant are all wrong. There are no customers for tiny, great, or giant items, and only children would use small items. Here, the peddle price for a small item will drop to 8%. Moreover, the rest would be reduced to their melt value. For example: a \$1500 sword is 5 pounds of iron which is \$12.8 per pound = \$64. That's the melt value of a sword. We establish that if 50% of the population uses a given size, then it will be readily available and you can peddle at 18%. Thus, for every 1% population you get 0.36% peddle up to the maximum of 18%. (10% population = 3.6% peddle, 20% population = 7.2% peddle (children occupy about 22%), 30% population = 10.8% peddle, 40% population = 14.4% peddle. And the max is 50% population at 18% peddle.

The peddle price for all alchemy is 10%. There is no wholesale on alchemy except as a special order. This would normally involve a quest. All alchemy purchased by NPCs above 10% is done with a contract made in advance of the acquisition of the alchemy.

Units are not sold or purchased at retail, wholesale, or peddle. They are purchased at FMV (fair market value). They are currency. If not defined by a given town, then they are set at \$100 per unit for all types of units.

Poison that has been applied to an item cannot effectively be salvaged. All you can do is wash it off.

Weapons Table

Weapons	Hands	Damage	Range		\$	Peddlle 18%	Quality Of Weapon			Add This Cost To Make The Weapon Out Of The Metal.			
			Min	Max	Price		+1 Q	+2 Q	+3 Q	Copper	Nickle	Zinc	Silver
Axe	1	D8	0	5	\$800	\$144	\$1,280	\$1,920	\$4,320	+\$32	+\$64	\$128	\$320
Axe 2-Handed	2	2D10	5	7	\$1,700	\$306	\$2,720	\$4,080	\$9,180	+\$160	+\$320	\$640	\$1600
Bow- Human	2	D6	15	300	\$3,500	\$630	\$5,600	\$8,400	\$18,900	~	~	~	~
Bow-Elf	2	D10	0	300	\$7,000	\$1,260	\$11,200	\$16,800	\$37,800	~	~	~	~
Bow-Satyr	2	D8	15	200	\$3,000	\$540	\$4,800	\$7,200	\$16,200	~	~	~	~
Bow-Sylph	2	D4	15	150	\$1,500	\$270	\$2,400	\$3,600	\$8,100	~	~	~	~
Claw	1	D4	0	5	\$400	\$72	\$640	\$960	\$2,160	+\$32	+\$64	\$128	\$320
Crossbow-Elf	1	D10	0	220	\$2,400	\$432	\$3,840	\$5,760	\$12,960	~	~	~	~
Crossbow-Human	1	D6	10	220	\$1,200	\$216	\$1,920	\$2,880	\$6,480	~	~	~	~
Crossbow-Satyr	1	D8	10	150	1000	\$180	\$1,600	\$2,400	\$5,400	~	~	~	~
Crossbow-Sylph	1	D4	10	100	500	\$90	\$800	\$1,200	\$2,700	~	~	~	~
Dagger	1	D6	0	5	\$200	\$36	\$320	\$480	\$1,080	+\$8	+\$16	+\$32	+\$80
Dagger Short	1	D4	0	75	\$100	\$18	\$160	\$240	\$540	+\$4	+\$8	+\$16	+\$40
Dart	1	D2	0	60	\$40	\$7	\$64	\$96	\$216	+\$1.12	\$2.24	\$4.48	\$11.2
Flail	1	D8	0	5	\$800	\$144	\$1,280	\$1,920	\$4,320	+\$64	\$128	\$256	\$640
Glove	1	D2	0	5	\$50	\$9	\$80	\$120	\$270	~	~	~	~
Halberd	2	D12	5	12	\$900	\$162	\$1,440	\$2,160	\$4,860	+\$112	\$224	\$448	\$1120
Hammer	1	D8	0	5	\$700	\$126	\$1,120	\$1,680	\$3,780	+\$48	+\$96	\$192	\$480
Hammer 2-Handed	2	2D8	5	7	\$700	\$126	\$1,120	\$1,680	\$3,780	+\$192	\$384	\$768	\$1920
Hammer-Short	1	D6	0	5	\$250	\$45	\$400	\$600	\$1,350	+\$32	+\$64	\$128	\$320
Mace	1	D6	0	5	\$300	\$54	\$480	\$720	\$1,620	+\$64	\$128	\$256	\$640
Morning Star	2	D12	5	10	\$1,850	\$333	\$2,960	\$4,440	\$9,990	+\$112	\$224	\$448	\$1120
Spear	2	D6	0	7	\$80	\$14	\$128	\$192	\$432	+\$16	+\$32	+\$64	\$160
Staff	2	D6	0	7	\$50	\$9	\$80	\$120	\$270	~	~	~	~
Sword	1	D10	0	5	\$1,500	\$270	\$2,400	\$3,600	\$8,100	+\$80	\$160	\$320	\$800
Sword 2-Handed	2	2D12	5	7	\$3,000	\$540	\$4,800	\$7,200	\$16,200	+\$240	\$480	\$960	\$2400
Sword-Short	1	D8	0	5	\$850	\$153	\$1,360	\$2,040	\$4,590	+\$48	+\$96	\$192	\$480

Armor Table

Armor	Includes a helm	Resistance	AC	Price	Peddle 18%	Quality of armor			Skill
						+1 Q	+2 Q	+3 Q	
Helmet	yes		1	\$1,000	\$180	\$1,600	\$2,400	\$5,400	~
Shield, Small	no		2	\$500	\$90	\$800	\$1,200	\$2,700	Shield
Shield, Medium	no		3	\$1,500	\$270	\$2,400	\$3,600	\$8,100	Shield
Shield, Large	no		4	\$3,000	\$540	\$4,800	\$7,200	\$16,200	Shield
Leather armor	no		2	\$500	\$90	\$800	\$1,200	\$2,700	Leather
Studded Leather	no		3	\$1,500	\$270	\$2,400	\$3,600	\$8,100	Leather
Scale mail armor	no		4	\$4,500	\$810	\$7,200	\$10,800	\$24,300	Chainmail
Chainmail	no		5	\$8,000	\$1,440	\$12,800	\$19,200	\$43,200	Chainmail
Banded mail	yes	2	7	\$30,000	\$5,400	\$48,000	\$72,000	\$162,000	Plate mail
Plate mail	yes	3	8	\$50,000	\$9,000	\$80,000	\$120,000	\$270,000	Plate mail
Full plate mail	yes	5	9	\$83,000	\$14,940	\$132,800	\$199,200	\$448,200	Plate mail

Price		Price	
Quality +0	100%		
Quality +1	160%	Magic +1	+ \$7,400
Quality +2	240%	Magic +2	+ \$29,000
Quality +3	540%	Magic +3	+ \$65,000
Quality +4	960%	Magic +4	+ \$115,400
Quality +5	1500%	Magic +5	+ \$180,200
Quality +6	2200%	Magic +6	+ \$259,400

Example: A sword +4 quality and +2 magic. (Base retail, \$1500) \times (960%) + (29,000) = 14,400 + 29,000 = 43,400 retail price and 7,812 peddle price.

For weapons, quality adds to your “to hit” score and magic adds to damage. For armor, quality adds to your AC score and magic adds to damage resistance.

SLB

Standard of living bonus

This is a modifier based on how much your character plays, has fun, etc. Okay, it is really just a way to deplete your money supply. This modifier adds to all skill checks, save rolls, to hit, AC, daily illness checks, and even adds to the amount of floating mana gained from your spirit stat. Since it is difficult to measure how much fun your character is having, we must use something that can be measured: the gold standard: The amount of money you spend on dates, fine dining (not gruel), lodging, toys, movies, and all

forms of entertainment count. In addition, if you employ servants like butlers and maids (not magic users, scouts, or fighters), it counts toward your weekly total too.

Stuff that does not count: rations, equipment, weapons, armor, alchemy, and magic (basically ALL the stuff that helps you.)

200 copper per week +1
400 copper per week +2
800 copper per week +3
1,600 copper per week +4
3,200 copper per week +5
6,400 copper per week +6
etc.

SLB assets are an accumulation of toys. When you purchase clothing, jewelry, sculptures, paintings, and structures, you add that value to “pending SLB assets.” You may convert pending SLB assets to SLB assets at any time to obtain an SLB bonus for a given week. If you sell those items you reduce your pending SLB assets by the amount you sold them for. You can have a negative pending SLB. An unpaid balance drops the pending SLB assets in the negative. From which it must be recovered before SLB can ever be gained again.

There is a connection between SLB and time. It lasts only one week. Less obvious is the connection between time and leveling up with experience. An NPC needs 30 years to level up to 10,000 experience. They need another 10 years for each additional 10,000

experience. That is only [20 experience per in-game week](#). In the Ryvah online MMO, time is redefined. Ten minutes in real-life is a day in-game. A day in real-life is an in-game week. While this is primarily for mana regeneration, spell duration, and food, it also applies to SLB. In the Ryvah online MMO, the maximum experience per week is 500. That calculates to [71 experience per in-game week](#). Sometimes tabletop play tries to breach these boundaries. When it does, Ryvah redefines the payment schedule from “per week” to “**per 100 experience awarded.**” This is still much larger than 21 experience or even 71 experience. With this, the awarding of 1,000 experience would require ten payments of the player’s SLB.

Another way to look at a player’s SLB is to look at it in terms of the player’s income as a percentage of their income. To do this we will look at the NPCs SLB and income.

A Level 1 NPC makes \$600 copper per week and has no SLB. They make +0 quality items.

A Level 2 NPC makes \$960 copper per week (600×1.6) and has +1 SLB at \$200 copper. That is 21% of their gross income. They make +1 quality items.

A Level 3 NPC makes \$1,440 copper per week (600×2.4) and has +2 SLB at \$400 copper. That is 27% of their gross income. They make +2 quality items.

A Level 4 NPC makes \$3,240 copper per week (600×5.4) and has +4 SLB at \$1,600 copper. That is 49% of their gross income. They make +3 quality items. Moreover, the percentage keeps going up!

A Level 5 NPC makes \$5,670 copper per week (600×9.6) and has +5 SLB at \$3,200 copper. That is 55% of their gross income. They make +4 quality items. We see that this level 5 NPC only nets \$2,560 after paying for the SLB. If he drops the SLB and drops the level, then he actually makes MORE money because it’s all profit. [The SLB is designed to deplete a player’s cash with a negative return on the investment.](#) That is the goal of the SLB. It’s fun—not financial. At the point a player has misused the SLB to profit from it, **then it is banned.** It cannot be used that way. Let’s look at how it should be used. A player can challenge easy pray and make \$5000, or a player can challenge hard pray and make \$7000 but spend \$3000 in SLB over the many weeks. They are paying for glory, and have a lower net take-home pay.

Sub-chapter 5: Misc. Mechanics

Daily Illness Check

The idea of the daily illness check is to introduce an aspect of real life: getting sick. If a player is healthy, then they get bonuses to the roll. You get a bonus for habits and practices that logically abate

disease. The key for the Game Master is to make sure it does not bog down the game or get in the way of having fun.

The base score is Comeliness doubled, plus the skills: Combat, Survival, Cleanliness, Cleanliness with my washcloth. You might notice three of the four didn’t make the skill chart, but they are there. Not only that, but the tools that we add to the skill check are habits and cumulative: a bath, brushing your teeth, washing after sex, combing your hair, grooming, washing after urination, laundry, washing your dishes with soap and water, removing clutter from your living space, etc. Each one is worth a point. Add them up, oh but the player had to do them that day, and they had to say it allowed or have it written down when and where they do the habit—before the Game Master asks for the roll. Thus, the bath can count in town, but not at the campsite where no tub exists. Next, this conduct is part of SLB. All the money a player spends on cleanliness adds to your sum of SLB assets so you can convert it into an SLB bonus at some point.

The penalties are related to exposure.

- You sleep in a hotel = 0.
- You sleep in a shack = -5.
- You sleep in the forest = -10.
- You sleep in a cave or jungle = -15
- You sleep in a swamp = -20.

You rummaged through trash for ten minutes that day, -3 to -9.

You rummaged through rotting dead bodies for ten minutes that day, -5 to -15.

You rummaged through sausage for ten minutes that day, -10 to -30.

Excessive heat or cold, -1 to -6.

The result: Don’t forget the 2D20 (+-) roll.

A total result of -5: player gets sick, **D4**

A total result of -10: player gets sick, **D8**

A total result of -15: player gets sick, **2D6**

A total result of -20: player gets sick, **2D10**

A total result of -25: player gets sick, **3D12**

A total result of -30: player gets sick, **2D20**

In green, the dice define the mana in every effect of the spell disease. Apply it to the character.

Disease (D L M V V V W X)

Chapter 3 ~ Intermediate Play

External Skills

This is only for players who have been playing for more than ten weeks, 30 hours of actual play. This adds a full level of complexity. It is not that players are prohibited; it is just overwhelming for beginners. External skills allow specialized areas of rich color for roleplaying and can work as a final trump card for min/max power gamers against boss villains. The examples we are going to look at are: night combat, combat against orcs, the monk with no-tools combat, mounted combat, combat against Michael, and finally healing on Michael.

The only category skill and group skills that can be used for external skills are: Combat, melee, ranged, and defense.

In general, external skills cannot be controllable. If the condition can be controlled, then it cannot be an external skill.

90%	1,000	Orc combat, combat in snow, no tools combat
95%	500	combat in swamp, ogre combat, combat under full moon
98%	250	dragon combat
99.5%	100	combat today
99.9%	60	combat against this exact target, "Michael"

Night combat.

Night is a condition which is false 80% of the time; thus, night (80%). Combat is a category skill, but we can compound others also: night melee combat, night sword, night my sword. Because of the 80% rating, night combat is in the 2,000-experience column. One step down by extrapolation, night melee combat is in the 500-experience column, and night sword is in the 250-experience column. Why is this good? Because they compound! Combat and night combat add together. Thus, you can build a character who allocates a few thousand experience to a particular condition (night) and gain an advantage under that condition. Some conditions: castle (66%), mountains (66%), caves (66%), towns (80%), jungle (80%), in snow (90%), in temples (90%), swamp (95%), under a full moon (95%). 66% = 1 lower, 80% = 2 lower, 90% = 3 lower, 95% = 4 lower, 98% = 5 lower. The 60-experience column is the bottom. All external skill have a 60-experience column minimum cost.

Rating	Exp. Cl.	Examples
66%	4,000	Castle Combat, Combat in caves, Combat in mountains
80%	2,000	Night Combat, Town Combat, Jungle combat

Combat against orcs.

In this case, the character has a vendetta against a given race. The condition is orcs (90%). Combat, night combat, and orc combat all compound. Some other useful races: goblins (90%), skeletons (90%), gnolls (90%), and in general everything level 1 will be 90%. Ogre (95%), mermaid (95%), and in general everything level 2 or 3 will be 95%. An oni (98%), dragon (98%), and everything level 4 and up will be 98%. Thus, you can be a dragon slayer. Dragons (98%) = (red, black, blue, green, fairy, and white). It excludes pseudo dragons, wyvern, and basilisk. Lycanthrope (90%) include all lycanthropes. Giants (95%) = (fire, ice, and storm). It excludes hill giants and giant spiders because the level of difficulty gap between them is too high. Classifications such as birds, large beasts, and steeds are forbidden, because they are overbroad. Undead is also forbidden for being overbroad. However, slimes (95%) is allowed and includes all colors. Skeletons (90%) excludes skeleton warrior (98%) and vice versa.

No Tools Combat

In general, external skills cannot be controllable. No-tools is an exception. No-tools requires the user to gain no benefit to their To Hit or AC from tools. Spells are NOT tools. Even magic blade can be shaped to be “gloves” to avoid being a tool. Thus, no qualifiers to hit weaknesses: sword, axe, hammer, dagger, and other tool types. It does still get the qualifier of “light.” Tools are weapons and armor. Typically, we describe no-tools combat as: martial arts, boxing, karate, judo, or some other more colorful word. Hand attacks are always D2 unless you have a race attack such as bite. However, animals cannot use external skills. In addition, there are no specific skills with no-tools because there are no objects. It is forbidden to use no-tools as a specific skill.

You must have a body that could logically use this as an abnormal implementation of combat skills. Slimes cannot use “no tools” combat. Animals cannot use “no tools” combat. Moreover, dragons cannot use “no tools” combat. Everything without arms and hands is prohibited from using “no tools” combat. Anything “shape changed” into something without arms cannot use “no tools” combat. Shape change refers to the broad spectrum of spells, abilities, and effects that can modify your shape.

The skill set to use to build a character who uses this idea includes the following: combat (4,000), no-tools combat (1,000), melee (1,000), no-tools melee (250), punch (500), and no-tools punch (100). All six compound together. Players can use the equivalent defensive six skills. Dexterity can be used for both stat

slots; thus, most build a character with a 9+3 dexterity. Double dexterity applies to both attack and defense. Further, bodies are ordain by Ryvah. Bodies parts used to attack (punch, kick, bite, tail strike, claw, etc.) trump defense by definition. This is a system-wide mechanic. The fighter with an iron sword needs to make his sword +1 magic in order to bypass the “defense: +1 magic” of a monster—the monk does not. A body part attacks as +10,000,000 magic to bypass defense. And, it can even hit a slime. The iron sword can gain mystic fire to allow it to hit a slime, and since a body part cannot be made mystic to obtain the ability, it gains it automatically by default. When a Game Master considers what a monk can use as no-tools we evaluate the modification to the “to hit” score and AC score. With the understanding ALL spells qualify as no-tools, everything else that increases either score does not. When using the skill No-tools you can never gain any of these types of classifications: sword, axe, dagger, spear, hammer, elven bow, human bow, sylph bow, or satyr bow. There are no exceptions to this. Even the spell magic blade must avoid these weapon types and be gloves.

Mounted combat.

This is a rare controllable external skill. It is in the 4,000-experience column and applicable only to skills: Combat, defense, ranged, melee, and basic and specific skills under defense, ranged, and melee. The compounding is nice; however, your experience is spread out making it difficult to get high chi pools. In addition, there is the expense of your steed and most don’t like caves. While this looks too expensive, focus on “mounted sword” in the 500-experience column.

Beast master’s external skill.

“Pilot my dog Spot,” is in the 250-experience column. “Animal my dog Spot” does not exist. Neither does (animal class) nor (animal race). Thus, beast masters get one and only one extra skill. Refer to animal control for details.

Combat against Michael.

This refers to one exact target. We references the condition by their proper name. This can be a game changer in a finale battle against a boss villain, but you are burning the experience. If you kill the boss, then you will never again be able to use it. On the upside, it is always in the 60-experience column. As such, it bottoms out. Nothing gets lower than 60 experience; thus, combat, melee, sword, and my sword are ALL in the 60-experience column.

Healing on Michael.

This is almost identical to combat against Michael; however, here Michael is normally an ally not an enemy. In addition, you are not producing a To Hit score or AC score. You are producing mana to cast a spell on Michael. This is a very narrow set of skills. First, you cannot target yourself. Second, only basic and specific skills are allowed, and there is an exact list of spells that can be used this way. With all of these spells, only the exact target is effected indifferent to any area effect or option to effect multiple targets.

Note to the Game Master: Having a support wizard who has tons of mana and spells in exact party members feels overpowered and broken. Do NOT ban this. It's okay. You might see a single player with well over a 100 mana all in little 3rd level skills all in the 60-experience column in clumps. (Joe: AC, Joe: AC w/ my wand, Joe: To Hit, Joe: healing, Joe: fly, Joe: invisibility, etc.) Now repeat this for every . . .

ACTIVE player, but himself. I know it sounds ridiculously powerful, but it will make the game fun and stable. Remember, it sucks to play a support character because you are never the one who gets the glory of the kill; however with this, that support player is now the MVP. Everyone else loves this person. This character is fun to play. Also as a result, the player is making a sizable investment in other players. Ryvah has seen the players of such support characters actively call the other players to make sure they show up to the game. In addition, it is unlikely the support character will support all of the other players. He will invest his experience in players who show up every week.

“Listen dude, I know you want the power ups, but you gotta show up every week.”

This type of support character rewards players who show up. We don't care that it's broken.

Exact spells available are:

ABJURATION: Imprisonment, * Protection, *** Protection, **** Protection, ***** Protection, Protection, Danger Sense, Banishment, Defense, Endure ***.

ALTERATION: Stone Skin, Turn To Stone, Disintegrate, Enlarged, Message, Shrink, Water Breathing.

CONJURATION: Impact ** Attack, Stasis Bubble.

CREATION: Capture Essence, Conversion 2.

DIVINATION: Clairaudience, Clairvoyance, Comprehend Languages, To Hit, Destiny Bond, Speak With Stone, Telepathy.

ENCHANTMENT: Blind, Charm, Deafness, Exorcism, Curse, Find Familiar, Fear, Forget, Hear Prayer, Hold Target, Mind Transfer, Mind Control, Hypnotism, Sleep, Spirit** Way, Yield Mana.

EVOCATION: Shield.

ILLUSION: AC, Become ** Elemental, Invisibility, Polymorph, Shape Change.

MOVEMENT: Climb, Fly, Gate, Haste, Jump, Slow, Speak With Animals, Speak With Plants, Teleport, Walk Through Walls.

NECROMANCY: Animate Dead, Clone, Cure Blind, Cure Deafness, Cure Diseases, Cure Poison, Energy Drain, Healing, Mortality, Poison, Regeneration, Reincarnation, Resurrection, Skill Drain, Speak With Dead, Unholy Servant, Voodoo Doll, Youth.

Again we remind, that group skills are NOT allowed. The group skill above are strictly for organization of the basic skills.

Sub-chapter 1: Intermediate Sample Characters

Agonda

Lisa and Sarah are my girlfriends. I help cover their expenses and hope to marry them some day. They found the painting. It is so incredibly beautiful. It is of a little sprite doing an airier split with one leg touching the sky. Ever since I hung it up on my wall, I have had these ideas on a barbarian combat style. It's awesome. Hobbs & Barrel Bar is where I buy my beer.

Agonda is a goblin slayer, orc slayer, and salamander slayer. He also does well against Tanuki, lizardman, flaming minotaur, high goblin, and oni.

1. Agonda
2. Lisa
3. Sarah
4. Nude painting of 90-year-old female sprite
5. Hobbs & Barrel Bar



BC – Quick Smash: 2 rounds, To Hit (1), AOE dodge (5 ft.), Dispel (8), Strength (1), damage of +2, Whirlwind (2 ft.), Destruction (1).

Agonda has two chi pools of 5 each plus a pool of 3. He will put one in To Hit and the other in Strength: +5 to hit, and +5 strength which is used twice for + 10 to hit. **Total of +15 to hit for the two round duration.**

BE – Flash: 2 rounds, AC (1), Interception of 2, Save (1), Strength (1), Jump (10 ft.), Illusion (1), Damage of 1, Slice (4 ft.), Destruction (1).

Agonda has two chi pools of 5 each plus a pool of 3. He will put one in Strength: +5 strength, which is used twice for + 10 to hit. Probably 5 chi in jump for a 50-foot jump, and 3 chi in illusion to make three decoy targets.

Sulfuric

I still live with my mom and dad, and they say I need to go get a husband or a job. So I'm looking for work. My mom and I have been part of the Wizards' Guild for a long time, but I just don't make any money there, and the men are all old wizards. That's why I joined the Fighters' Guild. It's funny; nobody there knows any chi maneuvers. My dad says it's the painting over our fireplace, and not to tell anyone we have it. My mom doesn't like the painting because the pixy is naked.

Sulfuric is a gnoll slayer, ankheg slayer, orc slayer, ghoul slayer, henti slug slayer, and—if they are not airborne—a chimera slayer. In general, if swords and axes don't do well,

1. Sulfuric
2. Wizards' Guild
3. Fighters' Guild
4. Nude painting of 23-year-old female pixy



C – Death Whip: 5 round duration, To Hit (1), Consciousness, Stone Skin (½), Dispel (3), True Sight (5 ft.), Whirlwind (2 ft.), Pillar (2).

Sulfuric has chi pools of 5, 4, and 3. She will put the 5 in To Hit, the 4 in defense for 2 damage resistance, and the 3 in true sight for 15-foot true sight.

N – Death Cry: 3 round duration, To Hit (1), AC (1), AOE dodge (2 ft.), Dispel (2), True Sight (2 ft.), Ignition (1).

Sulfuric has chi pools of 5, 4, and 3. She will put the 5 in To Hit, the 4 in AC, and the 3 in AOE dodge for a 4 ft. dodge.

BJ – Iron Claw: one round duration, To Hit (2), Stone Skin(½), Dispel (8), Strength (1), Whirlwind (4 ft.), Destruction (2).

Sulfuric has chi pools of 5, 4, and 3. She will put the 5 in To Hit for +10, the 4 in Strength which is doubled for +8 to hit, and the 3 in Stone skin for 1½ rounded down to 1 point of stone skin.

x3	Magic Blade	A	B	M	Y
	Skill	2	2	0	2
	Brain mole guts	x	2	x	x
	Centaur leather	x	x	x	1
	Total	2	4	0	3

9% Dispel resistance. +6 AC / to hit. +2*(1.5) damage, 16 round duration.

Jack

I admit it; I got issues. My mom and dad kicked me out because I wouldn't date any of the cute flaming minotaur girls. You see, I acquired this painting of the most beautiful nymph you have ever seen. She is doing yoga and so incredible. I want to find her. I have a human girlfriend in town, well sort of. I pay her to let me look at her naked. She is the closest thing I have ever found to the nymph in my picture.

Jack provides the defense to keep everyone else alive.

1. Jack
2. Girlfriend
3. Nude painting of 70-year-old female nymph

BE – Flash: 2 rounds, AC (1), Interception of 2, Save (1), Strength (1), Jump (10 ft.), Illusion (1), Damage of 1, Slice (4 ft.), Destruction (1).

Jack has two chi pools of 6 and 4. He will put the 6 in AC and the 4 chi in illusion to make four decoy targets.

R – Block: 3 round duration, AC (1), Interception 3, Illusion (1), Dispel (5), Stone Skin (½), Jump (2 ft.), Ignition (2).

Jack has two chi pools of 6 and 4. He will put the 6 in AC, and the 4 in illusion to make four decoy targets.

I – Shadow Dancer: 3 round duration, Interception 2, Shadows (2), Spirit Wrath (2), Destruction (1).

Jack has two chi pools of 6 and 4. He will put the 6 in Spirit Wrath, and the 4 in Shadows. (Realistically his spirit is too low for Spirit Wrath to be effective, and he should put his 9+3 in spirit, dropping his dexterity to an 8, his perception to 7, and his strength to 6. This would lower his normal AC by 5, but now he can power Spirit Wrath.)

Paladin.

Jill

Yeah, I'm a run-a-way, but I have good reason. I own this painting of a little Pixy in a temple, and there is magic coming out of the temple. Do you know what that means? It's a magic temple! I could suck on that for years. Okay, it's not a sexual thing. Disenchanters like me love draining the magic out of objects. It's kinda like our food. I've gotta find this temple.

Jill provides the defense to keep everyone else alive. She will get 7 to 10 points of Damage Resistance for the first 10 rounds of battle.

1. Jill
2. Nude painting of 20 to 30-year-old female pixies
3. Mysterious temple of magic.

G – Spy: 5 rounds, Resistance (½), Save (1), Illusion (1), Jump (15 ft.), True Sight (2 ft.), Slice (3 ft.), Destruction (1).

Jill has three chi pools of 5, 5, and 4. She will put 4 in resistance for +2 damage resistance, 5 in jump for a +75 foot jump each round, and 5 in illusion to make five decoy targets.

T – Life Grip: 3 round duration, Interception 2, Resistance (½), Stone Skin (1), Dispel (10), Rest of 2, Dexterity (1), Jump (2 ft.), Slice (8 ft.).

Jill has three chi pools of 5, 5, and 4. She will put 4 in Resistance for +2 damage resistance, 4 in Stone skin for 4 points of stone skin, and 5 into Dexterity for +5 AC.

BH – Phantom: 2 round duration, Consciousness, Interception 3, Save (2), and Resistance (½), Save (3), Minions (1), Jump (5 ft.), Whirlwind (2 ft.), Slice (4 ft.).

Jill has three chi pools of 5, 5, and 4. She will put 5 in Minions to summon 5 fighters with a 35 AC and 35 To Hit with sword and bow. She will put 5 in Whirlwind to pull all enemies 10 feet toward her blade. She will put the last 4 into resistance for 2 points of damage resistance.

Rhea

A long time ago when I was only 18 years old, I developed a crush on an artist. I modeled nude for him in what I hoped was an erotic pose, but it came out looking innocent and cute, and he painted me as a Chin Cat. It's a watercolor, and he gave it to me. Ever since, I have had chi and started to learn the warrior combat style. Nobody else can do this. I don't know how or why, but that silly painting has magic or something. It's not even that good. He is a much better artist now, and we have "benefits." I get what I need, and I buy his paints and canvas for him.

Rhea is a lizardman slayer, and does well against ettins, rakshasa, remorhaze, roc, rust monster, spectors, and trolls. Obviously after she levels up.

1. Rhea
2. Boyfriend / artist
3. Nude painting of me at 18 year old as a chin cat

N – Death Cry: 3 round duration, To Hit (1), AC (1), AOE dodge (2 ft.), Dispel (2), True Sight (2 ft.), Ignition (1).

Rhea has chi pools of 5, 5, and 1. She will put 5 in To Hit for +5, then put 5 in Ignition for an extra 2 damage and type her attack as fire.

BD – Quick Strike: 2 round duration, To Hit (1), AC (1), Stone Skin (1), Dispel (5), Push (5 ft.), Dexterity (1), Damage +3, Spirit Wrath (1).

Rhea has chi pools of 5, 5, and 1. She will put 5 in To Hit for +5, and 5 in Dexterity for another +5 to hit, and 1 in push for a 5-foot push. She will do +3 damage.

BG – Savior: 2 round duration, Stone Skin (1), Save(1), Dispel (10), Rest of 2, Strength (1), Dexterity (1), Destruction (1), Ignition (1), Pillar (3).

Rhea has chi pools of 5, 5, and 1. She will put 5 in dexterity for +5 to hit, she will put 5 in ignition for an extra 2 damage and type her attack as fire, and one in stone skin.

Winter

So, my mom and dad are kinda like my parents and all that. I know they love me, but I wanna go play. They hate it when I run off and join a death squad to go adventuring. Sometimes they try to ground me. Like I'm gonna let them do that? I can almost fly! You can't ground someone who flies. It's like telling the sun not to rise. Oh and I love freezing things to death; thus, I have a weekly visit with our local psychologist to fix my "mental disorder." I don't see the problem. In fact, I consider myself somewhat of an artist. I capture the expressions of agony at the moment of death by freezing them solid. It's awesome.

1. Winter
2. Psychologist
3. Ice sculptures



x10	Ice Attack	A	B	E	H	I	M	\$
	Skill	3	0	0	0	3	0	
	Blue jasper	x	x	2	1	2	x	\$83
	Pseudo dragon poison	x	x	x	2	0	x	\$56
	Giant ring mushroom	3	0	0	x	x	x	\$155
	Total	6	0	2	3	5	0	\$294

6*(1.5) damage (or 2D8), no duration, 40 feet range, Area of 9 ft. x 10 ft. bolt, 16% dispel resistance. The key with Winter is she can cast 3 times per round and is auto hit. Her favorite targets are hobgoblins, doppelganger, giant spiders, gnolls, hellhounds, and skeletons because they are weak to ice, so she does double damage. The challenge is money. She spends nearly a \$1000 copper per round.

Winter has NOT learned how to fly. So, she will need to ride on someone's shoulder.

Merlin

This is what you get when you want to do it all, and I think I do a pretty good job of it. All my friends are fighters. We've got swords, bows, axes, shield walls, and even a rogue. No magic! So, it's my job to provide teleportation magic, healing magic, and combat magic too.

1. Merlin
2. Fighter's guild

X2	Fire Attack	A	B	E	H	I	M	\$
Skill	4	3	4	4	4	0		
Pseudo dragon scale	x	x	0	2	1	x		\$179
Pseudo dragon poison	x	x	x	0	2	x		\$56
Giant ring mushroom	3	0	0	x	x	x		\$155
Total	7	3	4	6	7	0	\$390	

7*(1.5) damage (or D20 damage), 9 round duration, 80 feet range, Area of 36 ft. diameter ball, 27% dispel resistance.

X1	Teleport	G	J	K	L	M	O	\$
Skill	3	0	0	0	0	0	3	
Blue mushroom spore	x	4	x	x	x	x	x	\$319
Bolrog hair	4	x	x	x	x	x	1	\$307
Giant spider leg	x	x	x	x	x	x	3	\$73
Total	7	4	0	0	0	0	7	\$699

Option one: 12,800 feet range (a little over 2 miles), 70% success/fail with a flash, bang, and boom. 1280 lb.

Option two: 12,800 feet range (a little over 2 miles), 85% success/fail with a flash, bang, and boom. 640 lb.

Option three: 6,400 feet range (a little over 1 mile), 100% success/fail with a flash, bang, and boom. 640 lb.

Option four: 25,600 feet range (about 5 miles), 70% success/fail with a flash, bang, and boom. 640 lb.

And there are many more ways to distribute the mana.

x1	Heal	A	J	M	\$	inf.	Heal	A	J	M	\$
Skill	2	2	0			Skill		0	0	0	
Lizardman scale	1	1	x	\$31		Lizardman scale		1	1	x	\$31
Total	3	3	0	\$31		Total		1	1	0	\$31

This is the same spell. The first is cast with mana, and the second is without. Which is why you can cast it as many times as you have alchemy. The first has a 55% success/fail and heals 4D8, and the second has a 25% success/fail and heals D4+D6.

Elvira

Don't call me a kid. I'm 24 years old and a full-blown rank-6 magician. I don't need a hug. I need a few strong fighters who can keep me alive long enough for me to rain down the most lethal storm of death you have ever seen. We are going to need a wagon to haul back all the loot, and we need to find a town that can pay for my services. Each cast is 1,793 copper, so that comes off the top, but we split the bounty, salvage, and all loot.

x1	Thorn web	A	B	E	H	I	K	K	M	Total	\$
A	Skill	0	0	0	6	4	4	4	0	18	
	Carnivore mushroom				3				0	3	\$183
	Doppelganger thumb			0		1			0	1	\$19
	Gas spore ash			2						2	\$72
	Ghoul tongue					1				1	\$22
	Giant ring mushroom	3	0	0						3	\$155
	Kobold essence		3							3	\$146
	Pseudo dragon poison				0	2	0			2	\$56
	Pseudo dragon scale			0	3	0				3	\$179
	Horn Devil – Tail		0				3	3		6	\$810
B	High goblin foot		0	0			3	3		6	\$98
	Quasit lung	2		0		2			0	4	\$53
	Total	5	3	2	12	10	10	10	0	52	\$1,793
B	High goblin hand	4	4			3			0	11	\$602
	Red striped mushroom	0			5	0				5	\$1,148
	Spector bones	0							9	9	\$827
B	Total	9	7	2	17	13	10	10	9	77	4,370

5*(1.5) damage (or 3D4 damage), 9 round duration, 40 feet range to center, area 144 foot diameter manipulation. 52% dispel resistance. Chance to entangle:

- 100% target with 7 strength
- 70% target with 8 strength
- 40% target with 9 strength
- 10% target with 10 strength

Elvira barely functions at first level with thorn web, and the entanglement is weak. She needs 16 to 20 mana in K. In another 10,000 experience, she will have it. Part

B is late game. She is banking one full set of advanced alchemy at a price of \$3,560. She intends to acquire a +3 magic want to put them on and cast permanency on every dose. This will cost \$238,000 copper.

You might also notice we have not implemented her race at all. She is an easy conversion to human or any other race.

Bernice

I love my wolf Yeller, but I am lonely. Demonic beasts killed my parents many years ago, and there are no other fairies in my forest. I want to travel the world; I want revenge, but I am scared to do it alone. I need help to kill these monsters. From time to time, I see travelers. I am working up the courage to say hello to one of them.

“A” is the number of demonic beasts Yeller has killed times the number of [Purge the Land] race skills he has. Right now, A = 0.

Yeller

	Damage Resistance: A	Regeneration: A per round
Health:	10 + 20A	Save: 25 + 5A
AC:	35 + 3A	To Hit: 35 + 6A
Weapon:	Bite	Range: -
Resistance:	-	Weakness: -
Strength:	8	Dexterity: 8** Perception: 8**
Movement:	90 + 20A ft.	Fly: no.
Size:	8 ft. ***	Weight: 435 lb. ***
Animal control:	64*	Rider weight limit: 150 lb. ***
		Intelligence: 4 Spirit: 12 Comeliness: 7
		Alertness: 30 Night Vision: Not earned

* Base animal control is 74. However, this is not a full adult and the low age lowers the control. Yeller has 71.33% of its experience. ($\frac{1}{2}$ of 74) = 37. That 37 will be reduced by 71.33% down to 27. That is a 10 point decrease. Thus, the base 74 drops to 64.

** Notice the dexterity and perception have been lowered by 2 because Yeller does not have those two skills.

*** notice this is the size and weight of the Wolf spirit beast, not a wolf.

Yeller will gain experience twice. First, as Bernice gains experience, Yeller will gain animal experience. This is how Yeller grows up. This experience is for his race skills he has not yet learned. They are purchased in exact order and when he has them all, then he no longer gains animal experience. The second form of experience is bonded experience. This is from Bernice being a beast master. Because Bernice has a 70 control check Yeller gets 70% of the experience Bernice gains. As her control goes up, the percentage goes up.

Note: she starts very weak. If the wolves were not Spirit beasts they would be \$200 each and she would have four of them. Every one of the four would gain 70% of her experience, and she would likely teach them magic like fireball, teleport, healing, and more.

Sub-chapter 2: Experience

Restricted

Restricted experience cannot be used on the “good” skills. This is a concept. When we think about a hack-n-slash game, we can identify the restricted skills simply by what a player does NOT have. They don’t have: cooking, dance, puppet mastery, and bookkeeping. But Ryvah is more than a “roll” playing game—it’s a “role” playing game. Tell me about that little boy you adopted who lives with the widowed farmer. “Ummm, could I get around 5,000 experience in farming so my character can have an excuse to adopt the little rug-rat.”—Player. “Granted.”—Game Master. Notice there is a deference between tabletop play and online play. In tabletop play, the five Ryvah master craft skills carpenter, smith, jeweler, sculptor, and tailor are considered lowly semi-useless restricted skills. Conversely, in the online Ryvah MMO, they are elevated to full standing.

Personality

The objective of personality skills is to help the Game Master know what the Player is trying to manifest. This task of manifesting a personality is the heart of roleplaying, and it’s hard to do. The Player needs to guide the Games Master by reminding him like this: “Well I’m romantic, so I pick a rose and give it to her.” Then the Games Master validates this. He looks at the rest of the personality skills. Drunk? Hmm. “Oh, I’ve heard about you. You can’t handle a double shot of whisky. Once you get started, you can’t stop.” This is a team effort. The Player must help the Game Master, and the Game Master must help the player. It’s pointless to pitch if no one catches.

Language

“You can’t speak Orcish.” Okay, time-out.

Anytime language is used as an obstacle, there must be an obtainable solution. Alternatively, the Game Master must have planned for the party to fail. Kind-of like, “You have all been abducted.” Forcing the party down a given path is part of the art of game mastering which the Game Master must do, but this is planned—not by chance. So the Game Master preambles his statement like this: “Does anyone know Elven? Yes. Okay then, anyone know Goblin? Yes. Okay, anyone know how to speak Orcish? No. Great. He is speaking in Orcish.” The players understand they were not intended to know the language. Now the wizard needs to dig out his spell of comprehend language.

It is used in the other direction also. “Do you speak Orcish? No. How about Goblin. I do. Awesome, the orc is cussing him out in Goblin.” Written languages are easier because the party can take the writing to a person to translate. If they happen to know it, that’s fine.

Sub-chapter 3: Intermediate Equipment

Books

The top line is what all wizards use. Oddly, the spell book can be a wand or staff. The second and third line are for all adventurers. The *Monster Manual* allows the player to look up a monster in the *Ryvah—Encyclopedia*, that he has encountered and allows his character to do the same. This still requires time, and in place of the book, they can visit a library in a town. This allows them to evaluate an encounter and strategize. The *Alchemy Book* allows a character to identify what parts of a creature are alchemical and how to cut them free. It allows them to identify an alchemy component they are looking at. This does not help an herbalist or geologist **find** alchemy. The rest of the books are all part of the various science professions.

	Retail	Peddle 18%	+1 Q	+2 Q	+3 Q
Spell Book	\$2,000	\$360	\$3,200	\$4,800	\$10,800
Monster Manual	\$1,000	\$180	\$1,600	\$2,400	\$5,400
Alchemy Book	\$1,000	\$180	\$1,600	\$2,400	\$5,400
"Rocks & Minerals"	\$1,000	\$180	\$1,600	\$2,400	\$5,400
"Chemistry"	\$1,000	\$180	\$1,600	\$2,400	\$5,400
"Math"	\$1,000	\$180	\$1,600	\$2,400	\$5,400
"Figures & Nudes"	\$1,000	\$180	\$1,600	\$2,400	\$5,400
"Magical Plants"	\$1,000	\$180	\$1,600	\$2,400	\$5,400
"Buildings"	\$1,000	\$180	\$1,600	\$2,400	\$5,400
"Machinery"	\$1,000	\$180	\$1,600	\$2,400	\$5,400
"Metals"	\$1,000	\$180	\$1,600	\$2,400	\$5,400
"Lost Treasure"	\$1,000	\$180	\$1,600	\$2,400	\$5,400
"Anatomy"	\$1,000	\$180	\$1,600	\$2,400	\$5,400
"Food"	\$1,000	\$180	\$1,600	\$2,400	\$5,400
"The Sea"	\$1,000	\$180	\$1,600	\$2,400	\$5,400
"Song Book"	\$1,000	\$180	\$1,600	\$2,400	\$5,400
"Kamasutra"	\$1,000	\$180	\$1,600	\$2,400	\$5,400
"Holy Book"	\$1,000	\$180	\$1,600	\$2,400	\$5,400
"Animals"	\$1,000	\$180	\$1,600	\$2,400	\$5,400

Size Counts

Size	Races	Weight Lift	Price
Tiny	fairy, goblin, brownie	20 to 40	33%
Small	elf, harpy, chin cat	40 to 100	50%
Standard	human, dwarf, dryad	100 to 300	100%
Great	hobgoblin, hill giant	300 to 1000	200%
Giant	centaur	1,000 +	400%

This is enforced online, but for tabletop, Ryvah lets it be optional to simplify the game. Without size counts rules, all swords do the same damage. Thus, the tiny fairy sword does as much as the fire giant's sword. With this set of rules, that is no longer true. There are five different size classes: tiny, small, standard, great, and giant. You may use a weapon within a size class based solely on how much weight you can lift. Thus, NOT your size, but your weight lift defines what you may use. Thus, a very strong dwarf can get up over a 300-pound weight lift and use great swords, great bows, as well as regular swords and regular bows. As size decreases, there is only a minor penalty to still empower

the elven fighters. However, the effects going up in size class are significant.

Additionally, size counts rules only apply to weapons and armor. Nothing else! A tiny spell book is the same price and has the same effect as a standard spell book. Size counts rules only modify damage, damage resistance, and range. Only for weapons and armor is price and material modified. Nothing else changes.

Size	Damage	Damage resistance	Range	Material
Tiny	-D4 type	-	25%	33%
Small	-D2 type	-	50%	50%
Standard	-	-	100%	-
Great	×1.5	+1	150%	200%
Giant	×2	+3	200%	400%

	-D4 type	-D2 type	×1.5	×2
D2	none	None	D4	D4
D4	none	D2	D6	D8
D6	D2	D4	D10	D12
D8	D4	D6	D12	2D8
D10	D6	D8	2D8	2D10

D12	D8	D10	3D6	2D12
2D4	D4	D6	2D6	2D8
2D6	2D4	D10	3D6	2D12
2D8	2D6	D6+D8	3D8	4D8
2D10	2D8	3D6	3D10	4D10
2D12	2D10	D10+D12	3D12	4D12

Staff	Spear	Spear
Sword	Sword	Sword
Sword-Short	Sword	Sword
Trident	Spear	Spear

Objects-Skills-Weaknesses

Weapon skills and their weaknesses and resistances. The name of the object does NOT always align with the name of the skill. There is a significant amount of consolidation that occurs. Further, there are only five melee weapon weaknesses: sword, axe, hammer, dagger, and spear. For ranged weapons, there are only 4: human, elf, sylph, and satyr. The idea we put the word “bow” behind it is not the relevant part, only the race. Oh, technically a spear is a fifth ranged type. In addition, gloves are NOT weapons. They are used with “no tools” combat skills.

Object	Skill	Weakness And Resistance Classification
2h Axe	2h Axe	Axe
2h Hammer	2h Hammer	Hammer
2h Sword	2h Sword	Sword
Axe	Axe	Axe
Bow- Human	Bow	Bow- Human
Bow-Elf	Bow	Bow- Elf
Bow-Satyr	Bow	Bow- Satyr
Bow-Sylph	Bow	Bow- Sylph
Claw	Dagger	Dagger
Crossbow-Elf	Bow	Bow- Elf
Crossbow-Human	Bow	Bow- Human
Crossbow-Satyr	Bow	Bow- Satyr
Crossbow-Sylph	Bow	Bow- Sylph
Dagger	Dagger	Dagger
Dagger-Short	Dagger	Dagger
Dart	Dagger	Dagger
Flail	Hammer	Hammer
Glove	Punch	
Halberd	Spear	Spear
Hammer	Hammer	Hammer
Hammer-Short	Hammer	Hammer
Mace	Hammer	Hammer
Morning Star	Hammer	Hammer
Spear	Spear	Spear

Metals

When we look at metals, we are looking at weakness and resistance of monsters. The metals are: iron, copper, nickel, zinc, silver, gold, platinum, and mithral. No other metals matter for weakness and resistance. By default, everything is iron. You must pay extra for all the other metals. For a weapon to gain a metal type, it must be made of the metal. The weapons chart lists the lower set of metals where Ryvah has done the math for you. Notice the price is increased by a constant not a percentage. The extra cost of metal is added after the quality has increased the price. The extra cost is simply the pounds of metal times the price per pound. The table is in Sub-chapter 4: Combat Overview, 3 pages in.

Health of Objects

We often ignore the idea that objects have health, and many do not. Nevertheless, sometimes you need to bust down a door.

Object	Damage Resistance	Health	Damage To Disable
Wood Door 7'	7	40	20
Wood Door 9'	9	40	20
Wood Door 11'	11	50	25
Wood Door 16'	13	70	35
Wood Door 21'	15	100	50
Metal Door 7'	11	50	25
Metal Door 9'	14	80	40
Metal Door 11'	18	120	60
Metal Door 16'	25	400	200
Metal Door 21'	35	800	400
Cart	5	40	20
Wagon 1 Horse	7	150	75
Wagon 2 Horse	10	250	125
Wagon 4 Horse	15	350	175
Boat 4 Man	7	50	25
Boat 6 Man	10	60	30
Boat 10 Man	15	100	50
Schooner 15 Man	20	200	100
Schooner 25 Man	25	400	200
Galleon 40 Man	30	800	400
Galleon 60 Man	35	1,200	600

Ship 80 Man	40	1,600	800
Ship 120 Man	45	2,400	1,200
Ship 200 Man	50	4,000	2,000
Town Shack Wall	30	300	150
City House Wall	70	1,000	500
City Wall	250	3,000	1,500
Castle Wall	400	10,000	5,000

Sub-chapter 4: Intermediate System Mechanics

Multiple Attacks

The most common aspect of any game system used to brake the game system is the idea of multiple attacks. “I would like to be TWICE as powerful as everyone else.”—no big deal. Let me have double strike, double damage, and do it twice because I have two arms. Can I kick also? If any of this manifested in reality, then Mother Nature would have certainly maximized it. This is why sharks have only one mouth full of teeth. There are no animals that have more than one bite. The two claws are used as one attack—not two.

That being said, Ryvah has a spell “hast” that can give you more attacks, a master craft effect that can give you more attacks, and AOER and slice in Ryvah’s chi combat system that can hit multiple targets with one sword swing.

Then there is the multiple-attack mechanic. That is what we will cover here. To make more than one attack per round without using the above, the player must create more than one chart to define their “to hit” scores without using the points from any quality, stat, or skill more than once. There is an exception we will get to in a moment. What this means is, if you had 40 levels in sword, you could use 30 levels on your first attack and 10 levels on your second attack. The total “to hit” scores must be within 20 points of each other. To do three attacks you could split it 20, 15, and 5. If you had 400 levels and wanted three attacks, you could do 140, 140, and 120. Pay attention to the maximum span from highest to lowest is no more than 20 points. To do this without it being an absolute waist, you need to engineer the character to do it. Instead of level 4 melee, level 6 sword, and level 6 my sword; we will take that 15,000 experience and purchase level 5 sword, and level 5 my sword and another level 5 sword, and another level 5 my sword. Now we can use one set with one attack and the second set with the second attack. We went from one “to hit” score of 16 to two “to hit” scores of 10 each. Not great but not horrible.

Unfortunately, we cannot use are stats twice either. But wait, we can pick between three stats, so we use two on the first attack and one on the second. What about a 2h weapon? That is the exception to the rule. We can legitimately use strength twice. Therefore, that’s what we do. We use both hands for our attack, which allows us to use strength twice and still use the other two stats on the second attack. What about quality? We cannot use the quality more than once either. That’s fine, use two weapons. We need to use two hands anyway, so put a weapon in each. Use one weapon for the first attack (and *its* quality), then use the second weapon on the second attack with its quality. If you think this is easy—It’s not. Nevertheless, it can be done. One of the better multi-attack builds is the rogue with twin daggers. Daggers automatically get +4 to hit. That applies to both. Next, add magic. The spells to hit, magic blade, and become elemental all apply to ALL attacks. Even a 10K build can purchase a simple little potion of to hit.

Arrows

A standard arrow is five copper. It is about three feet long with a wooden shaft and hard arrowhead, normally iron. It does not qualify as any type. However, specialty arrows can be crafted to obtain types like rock, copper, etc. These are not standard arrows. A sword with a silver tip is not a silver sword. Likewise, an arrow with a silver arrowhead is NOT a silver arrow. A silver arrow is solid silver from head to tail feathers. All arrows, which claim a type, require 10 ounces of material. Thus, a silver arrow costs \$100 + labor. The labor for an all-metal arrow is \$300. Rock arrows are even more difficult. This is a pencil-thin 3-foot-long shaft of obsidian. The labor is \$500. The material is \$200, but it will shatter if carried normally. It always shatters on impact. If you don’t want it to shatter you must enchant it via the spell enchant(LMX). That adds another \$2500.

	Labor	Material	Enchantment	0
Normal Arrow	\$5	\$0		\$5
Copper Arrow	\$300	\$10		\$310
Nickel Arrow	\$300	\$40		\$340
Zinc Arrow	\$300	\$70		\$370
Silver Arrow	\$300	\$100		\$400
Gold Arrow	\$300	\$1,000		\$1,300
Rock Arrow	\$500	\$200	\$2,500	\$3,200

	+1	+2	+3	+4	+5
Normal Arrow	\$8	\$12	\$27	\$48	\$75
Copper Arrow	\$490	\$730	\$1,630	\$2,890	\$4,510
Nickel Arrow	\$520	\$760	\$1,660	\$2,920	\$4,540
Zinc Arrow	\$550	\$790	\$1,690	\$2,950	\$4,570
Silver Arrow	\$580	\$820	\$1,720	\$2,980	\$4,600
Gold Arrow	\$1,480	\$1,720	\$2,620	\$3,880	\$5,500
Rock Arrow	\$3,500	\$3,900	\$5,400	\$7,500	\$10,200

Order of Operations – Damage

1. Base roll for damage.
2. Add excess damage from To Hit roll.
3. Add chi damage.
4. Add damage from magical weapons: sword +1 magic or +2 damage from master craft.
5. Add mystical damage.
6. Increase/decrease by typed kinesics effect.
7. Addition of blessed damage.
8. Addition of poisons.
9. Addition of magic blade.
10. Addition of become elemental.
11. Increase damage from curse.
12. Obelisk damage modifications.
13. Addition of RDM.
-
14. Reduction from chi: shadows.
15. Reduction from chi resistance.
16. Reduction from chi stone skin.
17. Reduction by defense, by either race or spell.
18. Reduction by mystic armor.
19. Reduction by damage resistance by magic armor.
20. Reduction by race damage resistance.
21. % reduction by race resistance.
22. Reduction by type specific endure spell: endure fire, etc.
23. Reduction by type specific protection spell: fire protection, etc.
24. Stone skin is consumed to reduce damage.
25. Elemental health points are consumed to reduce damage.
26. Reduction by curse.
99. Increase damage by race weakness.

Chapter 4 ~ Politics

Method	Control	Estimated Experience	Time Increment	Increase	Decrease
Money	copper per month	1600	per week 80% with first paycheck	1%	100% on loss of job
Food	Quality	35	per meal	50% of remaining exp.	
Entertainment	Quality	45	per show	20% of remaining exp.	5% per month
Protection	budget divided by population	80	per month	15% of remaining exp.	Damage in copper
Common objective	targets exp. in objective	800	as credibility changes	% credibility	% credibility
Companionship	personality skills in common	8,000	per day	1%	events
Sex	(quality) ²	2,000	per occurrence 50% with first	5%	-1% per day
Children	credibility of ownership	10,000	birth, altered with changes in credibility	% credibility	% credibility
Salvation	credibility and quality	50,000	per week	2% of remaining exp.	2% of remaining exp.
Eviction	Credibility	2,000	per notice	50% of remaining exp.	30% of remaining exp. After the 5 notice
Assault	credibility of threat	1,000	as credibility changes	% credibility	% credibility
Death	credibility of threat	15,000	as credibility changes	% credibility	% credibility
Drugs	Addiction	20,000	per use. initial amount of (5 to 5,000)	1% to 20%	-1% per day
Slander	Credibility	100	per event	30% of remaining exp.	30%

Politics is the flow of power through different people caused by events, intentional or not, that allow someone to be able to control or manipulate someone else. Frequently the ability to control is indirect or passed down through delegation. The only reason a cop has any authority

is because the king has delegated power to him through a chain of command. Without the king behind the cop, the cop is nothing more than a common thug. Thus, the way you play the game of politics is by using methods of control to get what you want.

Where is the game played? This is the hard part. The game is played in an invisible arena that consists of several social circles. A social circle can be anything that causes the same people to get together frequently. Work, church, weekly poker game, mile high club, etc.

Building your community begins with your allocation of money for your weekly SLB (Standard of Living Bonus). Now tell us what you did. Give your hooker a name, wow what an idea. Actually care about her. Give her a description. Congratulations, you just gained political experience. Maybe as much as 30 experience (political). Next, have you ever purchased a potion or scroll? Have you ever rented a wizards' lab? Have you ever purchased mana? Write down their name. Take them out to dinner to talk business. Never cheat them. In fact, pay double. You want them to like you. You need them to remember your name. That is what political experience does. As your Character progresses, your relationship progresses. Have you ever hired a fighter to help with a quest? Guess what you need to do. Give them a name and a reason to remember yours.

The next step is to purchase a few structures. A house for your wife or husband, a wizards' lab, a fighter's workout gym. You could charge customers or make it for members only. Your friends get in free. You are now becoming a philanthropist. Find out what your future dependents want: a theater to take their kids to, a dance hall for them and their wives, a better school, better hospital, it does not matter, as long as it is clear you are doing them a favor. Attempt to employ these people where you subcontract them out to recap your expenses. You're not actually trying to make money. You are establishing rank and value to their lives. The fighter appreciates the free \$200 a month gym membership, but the \$2500 a month income he is dependent on. When we contemplate a dependent, follower, henchmen, minion, or slave and we want something from them, then we should have a guideline to meet in order to justify what we get. Let us look at the things we want to get. A, a supple and willing subject for energy drain. B, a willing subject for skill drain. C, children, glory, legacy, and lineage. D, morality conformity. Let's start with A. a subject for energy drain must have more than 2,000 political experience in love for your character. They require at least 50 words for their description and notes. They require financial support of at least \$3,000 a month. Moreover, they need a sexual relationship with your character. B: a willing subject for skill drain requires more than 500 political experience in something like (loyalty, trust, love, faith in you, etc.) per 10,000 experience. Thus, the 30,000-experience fighter requires 1,500 political experience. They require financial support of at least \$2,000 a month per 10,000 experience. And they require at least 150 words for their description and notes per 10,000 experience. C: children, more than 5,000 political experience in love for your character. D: morality conformity: more than 10,000 political experience in love for your character. Your character defines right and wrong, and they believe what you say. Now the tricky part. Did you notice we have not defined a house or the other structures? Now you get to (you have to) spend all that money you paid them to purchase all that other stuff. The Game Master is not allowed to do this for you. When

you get to the point you have your own village, you had better have it mapped out: every structure, the roads, any special effects like a magical barrier, etc.

Methods of Control

Politics is the art of controlling other people. There are two traditional methods. The first is compensation and the second is fear.

Examples: compensation

Controlled	Controller	Method
Employee	employer	money
Customer	Store	food, other goods or services
Vendor	Store	business
Fans, followers	Artisan	entertainment
Supporters	politician	common objective
Friends	friend	loyalty, trust, companionship
Spouse	spouse	companionship sex, children
Pussy whipped	prostitute	sex
Town citizen	King	protection from outsiders, animals, thieves, etc.
Religious follower	priest	salvation

Examples: fear

Controlled	Controller	Method
religious follower	priest	damnation
tax payer	King	eviction, punishment, assault, injury, death
a mug victim	Thug	assault, injury, death
black mail victim	Thug	(assault, injury, starvation, death) to (self, friends or family)
slave	Master	assault, injury, death
drug addict	drug dealer	supply for addiction
listener	speaker	slander

Levels of Control

Different amounts of experience yield different levels of control

Experience	tasks you can get them to do
20	remember your name
30	remember a little about you
45	return to a restaurant for a meal, or show
70	not cheat on taxes
100	spend a day working for it
400	spend a week's income
1,500	sacrifice month of income, spend 160 hours working
3,000	spend a year's income
7,000	spend life savings
10,000	risk life for
15,000	sacrifice life for
25,000	sacrifice life of others and self for

Changes in control

Different methods of control increase, decrease, and top off at different rates and levels. An employer will gain 80% of all the control he will ever get over an employee the day he is hired, and lose all of it the day the employee is fired.

Reputation

Specific events can also yield control. For example: if our hero in Rocklin City saves a child from the evil dragon, the hero might gain a layout of experience as listed below.

Skill	Person/ # of people	Exp each	Location
good	Lady Lisa	10,000	(Mother of child you saved from dragon)
good	12	1,500	Rocklin City (Lisa's family)
good	100	300	Rocklin City
good	1,000	30	Rocklin City

“Skill” refers to the personality skill chart. This is what particular personality they associate with you. For example kind, mean, evil, good, powerful, weak, etc. experience in the large table above is defined in this way as well.

“Person/ # of people” will refer to the name of a particular person or it will be a number indicating the number of people. For example: 2,000 people think you are kind.

“Exp. each” Thus, if there are 50 people that think you are Good, each of the 50 people have this experience.

This experience does not belong to your character. Therefore, it cannot be affected by spells like “skill drain.”

How to use politics!

Don’t make it difficult. If a player wants their character to have a reputation, just give them 30,000 to 90,000 experience to make it during character creation. Notice that the “hero in Rocklin City that saved a child from the evil dragon” needed 88,000 experience to make his reputation. The Game Master might have only awarded 800 to 900 experience for the quest. Moreover, our great hero might only be a first level scout that managed to sneak in and out of the dragon’s cave.

The reality is 99% of players never use true politics, and only about 15% role-play. Make it easy! Let a player’s reputation affect the game.

Let’s say our hero is in a large city at a bar after just returning from his quest. Roll some dice and have some people recognize our hero at the 30-experience level. Maybe even toss in an NPC at the 300-experience level. Please ignore the fact that the city has 40,000 people and the true odds of encountering even one person at the 30-experience level is 1 in 40.

Ideally a character would have 2 or 3 good allies, 2 or 3 dependents (maybe a spouse), an employer / guild, and perhaps a reputation and status. A group of players with character detail like this can nearly run itself. When the quest is defined around the needs and wants of the allies and dependents with a few good villains thrown in for conflict you have created an ideal formula for roleplaying and politics.

Allies

An ally in its basic definition would be any NPC who likes the player’s character with at least 300 to 400 experience. We are going to elaborate on that a great deal. An ally MUST have a fully developed character sheet! The whole 9 yards with stats, skills, personality, property, work, and location. The restriction on an ally is that he or she must generally stay in town. An ally is made by the player (they are part of that character) and run by the Game Master. It is not a second character! It also must be maintained by keeping in contact and keeping the friendship alive.

How does the Game Master control the use of an ally? The more realistic, detailed, and cool the ally is the more experience they get (more influence).

For example: a player makes a 2,000,000-experience filthy rich arch-magi with tons of money and magic with a “very generous” personality as our 1st level character’s ally. Okay, you have one experience and your ally is out helping others ALL the time. This ally is not realistic.

Another example: a player makes an ally with 20,000 experience in smith with 4 children, a small shack in the next town, and a similar personality as our 1st level character who has been shipping him bread and milk to feed his family for the past couple years. Okay, as the Game Master you might give the player character 2,000 experience

with this NPC in friendship. Moreover, your ally is always available.

How many allies can a character have? As many as they can maintain. If you can maintain 20 allies, go for it. Notice that in the definition of the smith ally is a built-in way to maintain the friendship.

Families & Dependents

If you can get your characters to have them great! They can add a lot of color to a game. Parents, brothers, and sisters really need to be made at character creation. Friends, spouse, and children can be made at character creation or gained during the game. **Never kill a dependent.** It is fine to have the villain kidnap the character's dependent because it gives the player something to do. Just never let the dependent die. Just as allies need to be well defined, families need to be well defined, although it is not necessary to have a full character sheet on every member. If the player does a good job of making a dependent award them an extra 1,000 experience each for the first couple. We are not talking about political experience—the real stuff. This is as good as bringing food for everyone to the game.

Employers /Guilds

This can be a source for quests and, or a source of income during down time. Never over pay a player! 100 to 250 copper coins a week is fine. If they make more than 300 copper a week they must pay guild fees. Also, have the player define the employer / guild.

How many members?

How many employees?

How many owners?

Who owns or runs it?

What cities have this employer / guild?

What is the employer's /guild's prime interest?

With this kind of info many things can be set up (political intrigue can be played off the owners, carry cargo from one city to the next, guild sponsored exploration, guild sponsored attacks on other guilds and monsters, etc..)

Status

Status is nothing more than assets (land) and reputation. For example: the count owns 3 villages, 2 towns and 40% of Rocklin City. The count also has a treasury of 12,000,000 copper.

Skill	Person/ # of people	Exp each	Location
protection	60,000	50	Rocklin City, the 2 towns, and 3 villages

Let us not forget, the count is probably a 2nd or 3rd level character indifferent to the 3,000,000 experience that defines his status. Also, notice that methods of control such as "eviction," "assault," or "death" are not listed. In a face-to-face encounter, the count could easily leverage a couple thousand experience having 2,999,000 in his status more than the average peasant. He has a couple thousand times the experience as the peasant.

How much you can leverage is based on the ratio of stats between the two people. For this reason, the hero with 88,000 experience would not so easily be controlled. However, the presents of the count's royal guard or offering cash could still allow the count to control the hero and probably at a discount.

For example: The count asks a peasant to make a 2,000 copper item. $3,000,000 \div 1,000 =$ Leverage 3,000 experience +50 experience influence. 3,050 total. The level of control chart indicates that is "spend a year's income" level of control. The peasant makes the item for free. The count asks the hero to make a 2,000 copper item. $3,000,000 \div 88,000 =$ Leverage 34 experience +50 experience influence. Royal guard for +100 experience influence. Total 184. That is between the "spend a day" and spend a week" level of control. A guess at its value is 400 copper. The hero makes the item for 1600 copper. (Not cheating the count, and brown nosing). The hero asks a peasant to make a 2,000 copper item. $88,000 \div 1,000 =$ Leverage 88 experience +40 experience reputation. Total of 128. "Spend a day" level of control for the peasant is about a 100 copper value. The peasant makes the item for 1900. (Not cheating the hero) A peasant asks a peasant to make a 2,000 copper item. Leverage 0 experience influence. The peasant makes the item for 2,200 copper.

Villains / Enemies

More often than not, it is the conflict and difficulty in a game that makes the game fun. For this reason, we want to have effective villains. However, good villains are very difficult to create. This is because they are not made on a piece of paper. In fact, many of the best villains get only their name written down.

There are few let downs as agonizing and subtle as spending hours creating a villain only to have the villain killed round-2 of the first battle. Not only does the party miss out on the color and personality of the villain, but more often than not the Game Master has given the villain lots of money or toys and the party has become over powered which in turn obliterates any challenge other quests have, making them lame as well.

To make a villain the Game Master must get the villain to live! Make four or five ways the villain can escape from the battle after hurting the party. Alternatively, make the villain strong enough to knockout the characters without killing them. Then rob them of all that extra money they have. The party will most likely find some way to stop three or four of them. Let the villain return later in the game to battle again, and again, and again. Now you have a villain! When the players are going to extreme measures to trap and

kill the villain and getting personally emotional about their plan is when the game is at its best.

The clue you have a good villain: people start showing up. Everyone sits down at the table and gets out their dice and stuff. Someone says, “THIS time I want us to KILL that RETCHED LITTLE CRETAN!!!!” Referring, of course, to the villain that has been attacking the party for the last four game sessions.

The Master Villain

A master villain is a political villain. A human with a good reputation and status who has different views of what is moral. A noble lord who owns a slave trade in a city where the king just looks the other way. A great hero or knight who because of his fame can get away with horrible crimes. Against these villains, traditional combat no longer functions. If the party just kills the villain, then other lords and friends will just resurrect him and have the party thrown in jail, killed, or outcast as outlaws. To top it off, the villain will play up the act of how he suffered to gain sympathy.

Master villain’s attack example: Slandering your reputation. False arrest. Bribing others to commit crimes against you. Committing crimes against your peasant friends. Passing laws to make what you do crime. “Oh my God, you’re having sex with a 22-year old. Don’t you know everyone under 25 is a child? You child molester!” “Heterosexuality is a crime here buddy!” “Dating outside your race! You sicko!” “You didn’t attend church last Sunday. It’s the stocks for you.” Without a Constitution reinforced by something like the Laws of Ryvah, there is no one who is safe from corruption, tyranny, and the misuse of the judicial system. We can even make the master villain nasty and filthy. Our villain has a special waver that allows him to run his brothel of 12-year-old boys. Oh, and if the players “rescue” any of them the player characters will be arrested for kidnapping!

Do be careful to avoid pissing off players. The goal is to piss off **characters** not players. A Game Master can overdo it. The goal is to get the players to hate the villain, not the Game Master. A Game master must show he is as disgusted with the villain as the players are. Now this is important. If you as the Game Master have a “disturbing” moral opinion, then you are forbidden from using it with your

villains. The mask you wear in public for everyone to see to conceal a sick moral perversion will not hide it from the players. You could easily lose your friends, get kicked out of any game stores you shop at, and the RPG game you were running will fold. If you do accidentally step on a player’s emotional boundaries, then aggressively rip that out of the plotline. For example: “In this Quest the white men use niggers bitches (black women) like cows and cage them where their tits are milked by a machine . . .” — Game Master. “You’re a shit faced asshole, due.” — Player. Time out. Your players may be able to laugh about this crazy racist plot line that is as morally bankrupt as it gets, and the villain could benefit from this. However, the comment by the player indicates you crossed their person line. Recovery: “Just kidding, That’s just too horrible to run. We’re going to kill orcs.” As the Game Master discreetly drops the 30 pages on quest detail into the trashcan, and a little piece of him dies. That was a lot of work. Sniff, sniff, sob.

Chapter 5 ~ Magic

Sub-chapter 1: Styles of Magic

Magic users embody the most glorious, powerful, and mysterious aspects of legends: Merlin (ancient lore), Gandalf (*Lord of the Rings*), Dumbledore (*Harry Potter*), and Shopan (Ryvah – *Plight of the Fairies*). They are the wise men who guide the hero on their journey. Often all we see is the wave of a wand or staff, a magical effect signifying the casting of a spell, and the spell's tremendous consequence. But, how is it done? Within Ryvah, there are 480 permutations of the casting method, and we have named 14 of them. About half the magic users will use one of these 14 methods. Each method represents a style of magic that favors a style of spell.

Wizard: (book, 1 round, speech, $\frac{1}{6}^{\text{th}}$) +8

Visualize a magic user with a wand who says, “Alakazam,” and casts a spell. He has no sword or armor, because he does not have those skills. This will be true any time you see $\frac{1}{6}^{\text{th}}$. The wizard casts one spell every round; thus, he is good in combat. Notice 1 round and $\frac{1}{6}^{\text{th}}$ are highlighted blue. This recommends the character to use two of their “Character Innate Skills” to augment their max casting method. The +8 identifies the bonus they will get from using those innates, which will be divided by 4 to calculate their max casting ability. By dropping the $\frac{1}{6}^{\text{th}}$ from this method, the character could become a fighter wizard.

Psychic: (Nothing, Instant, Thought, $\frac{1}{6}^{\text{th}}$) +8

Visualize a person with mind powers. No wand required. No words required. The psychic thinks it, and it happens. Oh and, he can cast up to six times per round. The psychic is the undisputed champion of raw power. He is also the absolute hardest magic user to level up.

Cleric: (book, 3 round, arm body speech, $\frac{1}{6}^{\text{th}}$)

+8

Visualize graceful movements swinging your arms and body in a precise and deliberate pattern while reciting a short poem in an ancient language to call forth your magic. It requires three full rounds to cast, and you cannot be interrupted. The cleric prefers pre-battle preparations and post-battle healing. The cleric is easy to level up.

Lab Magi: (100' lab, 3 round, full dance,

$\frac{1}{6}^{\text{th}}$) +7

The lab magi requires a 100 square foot brick & mortar structure dedicated as a wizards’ lab to cast. While you might think he need three rounds to cast, the full dance method requires a full five minutes (150 rounds). The lab magi needs to be **inside** his wizards’ lab to cast. Most lab magi are end-game characters. Lab magi must be very patient, letting everyone else shine. However, at a quarter million experience while the other characters are great champions, heroes with a title like lord or even a baron, it is time for the lab magi to shine. He’s a low level . . . GOD!

Druid: (Nothing, 1 round, arm body speech,

?) +11 or 13

Notice the question mark. We call all versions of the set of the first three druids. Thus, you can be a fighter druid or non-fighter druid. The core to the druid’s concept is to use three of his innate character skills to increase his casting max. This causes him to have lots of early game power at the expense of late game power. This is an intentional trade; that’s the point.

Warlock: (Nothing, 1 round, speech, 1/1) +8

Imagine an armor clad magic user. The warlock is by definition a fighter mage. He dedicates 70% of his experience to combat, and is normally a “red magic” specialist.

Sorcerer: (Nothing, Instant, speech, $\frac{1}{9}$ th) +11

The sorcerer can cast three spells per round. They start strong but are slow to level up. They like combat, but tend to consume mana very quickly. They are NOT support characters. They can dish out more damage than a fighter in a quick burst, but are poorly suited for sustained battle.

Magician: (Nothing, 3 round, speech, $\frac{1}{9}$ th)

+13

The magician is an assassin with magic. There is a large emphasis on early game power. For 4,175 experience the magician purchases 6 levels in 3 round casting and 5 levels in $\frac{1}{9}$ th for a grand total of 24 (13 + 6 + 5 = 24) giving her a solid 6-max casting. She now uses the rest on mana on whatever nasty spell she wants. It will not be enough. That’s where the support magic users come in. Now master alchemy so you can double it. Oh but, she takes three rounds to detonate her spell. Therefore, she needs surprise or fighters to keep her alive. A well-planned magician could sneak up on an orc camp of 150 orcs inside 160,000 sq. ft. campsite and in one short . . . kill ‘em all!

Thaumaturgy: (Nothing, 3 round, full dance, $\frac{1}{9}$ th) +12

The thaumaturgy is the keystone of a group of magic users. The other members of the group are character mana batteries and you need two to three of them. A mana battery character does not purchase max casting skills. They focus on generating large pools of mana with a high “casting cap,” so they can do a joint cast with a thaumaturgy. The thaumaturgy will spend all his experience on max casting: 3,750 experience in $\frac{1}{9}$ th = 7th level; 3,100 experience in full dance = 9th level; 3,000 experience in 1-round = 3rd level. That’s a total of 31 (12 + 7 + 9 + 3 = 31) for a 7 $\frac{3}{4}$ max casting. The thaumaturgy does not cast on the battlefield. Full dance requires 5 minutes (150 rounds) to cast. You simply cannot sing and dance for a 150 rounds without the enemy coming over.

Witch: (book, 1 round, arm body speech, $\frac{1}{9}$ th) +8

The witch diverges from the wizard in the use of arm body speech over simple speech. As a result, their spells go off at the end of the round instead of mid

round. Further, if they suffer any damage, then their spells are disrupted and lost. A good fighter can make sure that doesn’t happen. With a good fighter, many players prefer the witch because they level up faster.

Gipsy: (wagon, 3 round, full dance, $\frac{1}{9}$ th) +7

The gipsy travels around in her wagon. She specializes in mobile services, such as healing and power ups. Because all her max casting skills are cheap to level up she can get an 8 max as a starting character and still pull enough mana to be very useful. As a result, she tends to be good at making money. In a campaign where expenses are high and loot from battle is low, the gipsy thrives and often finances the rest of the party.

Augurer: (100' lab, 3 round, full dance, $\frac{1}{9}$ th)

+7

-And- (Book, Instant, speech, $\frac{1}{9}$ th) +3

The Augurer is a multi-method spell caster. A typical augurer will use a spell cast in town like fire kinesis as a group cast with lots of people yielding her mana. The duration needs to last long enough to get to the battle. In battle, the augurer will then cast a small fire attack repeatedly as instant castings, where the fire kinesis increases the damage dramatically. A group of augurers can be ridiculously strong because fire kinesis (from unique casters) compounds. In other words, they start by doing 3D6, which is increased to 4½D6, increased to 7D6, increased to 10D6. Now do that 3 times for three spells a round. That’s upwards of 30*(1.5) damage . . . per augurer . . . on round one. A slight tweak is to make $\frac{1}{6}$ th your innate instead of full dance. This favors mid-game over early-game play.

Shaman: (1,000' lab, week, full dance, $\frac{1}{9}$ th)

+8

The shaman in the king of creation. With experience (2580, 2580, 2200, 2500) the shaman gets 10, 10, 8, and 6. Add the +8 from his innate character skill, and he hits 42 = 10½ max casting. The shaman is the type of character who forges permanent magical weapons, armor, wands, etc.

Bard: (mule, 3 round, full dance, 2/1) +12

The bard is more of a fighter than a magic user and will spend 60% of his experience on combat as well as his other two innate character skills. Traditionally his restricted experience is in music, and he hangs around taverns. There is also a “bard” chi combat fighting style, which is totally unrelated.

Sub-chapter 2: Casting Max

Important

Max. A magic user's max defines how much mana they are allowed to put into each of the effects of a spell. If the magic user has a 4 max, then he cannot put more than 4 mana into any of the effects. If that does not make the spell strong enough, then the magic user is simply too weak and feeble. Of all the concepts to build a magic user, the max is among the most important. To calculate your max you will look at your casting method of up to four skills, one from each group: Space Required, Casting Time, Movement, and Combat **then divide by 4**. This max applies equally and independently to alchemy. More detail in that section. Your levels in the skills that generate mana have no effect on your max. You NEVER round your max up. A max of 3.99 is not a 4. However if you good enough with math, you may allocate fractional mana.

Cap. In addition to max, which is a broad restriction on all magic, there is a magic user's cap; this is a restriction on one exact spell. You must know fireball in order to know how to cast fireball. There are three ways to do this. If you have levels in the basic or specific skill of a spell, then your cap is double your level in the skill. If you have levels in the group skill of a spell, then your cap is your level in the skill. If you have levels in the category skill of a spell, then your cap is one-half your level in the skill. For example: 4th level supernatural will give you a 2 cap in all spells. 4th level evocation will give you a 4 cap in all the spells under evocation. 4th level in fire attack will give you an 8 cap to cast fire attack. **You must have both the max and cap to cast a spell.**

Sub-chapter 3: Casting Methods

There are four parts to all casting methods: space, time, movement, and combat. This chart is an overview of all of them.

Innate Bonus	Basic innate				Group +3	Category Innate	
	+8	+7	+5	+3		+5	+3
Exp. Column	60 Exp.	100 Exp.	250 Exp.	500 Exp.	1000 Exp.	2000 Exp.	4000 Exp.
Space Required	1000 Ft. Lab	100 Ft. Lab	Wagon	Mule	Wand	Nothing	
Casting Time	7 Days	1 Day	3 Rounds		1 Round		Instant
Movement		Full Dance		Arm Body Speech	Speech		Thought
Combat			1/9 th	½	1/1	2/1	No Restriction

SPACE REQUIRED

There are six skills to choose from. You cannot use more than one skill from this list at the same time.

60	100	250	500	1000	2000
1000 ft. Lab	100 ft. lab	Wagon	Mule	Wand	Nothing

1000 ft. lab. This skill will only add to your max casting when you are casting inside a wizards' laboratory that has been set up as a wizards' laboratory. This laboratory must be 1,000 square feet or larger and be located inside a city with a population of 5,000 or more. It cannot be located in a town or village, and the sum of resources of the city are expected to be available to accomplish the casting of spells. Thus, if the wizard needs a glass tube, there is a vendor he can purchase it from. This laboratory is expected to have \$100,000 copper or more in wizards' laboratory equipment inside it. Most such labs are businesses with 4 to 6 assistants as well as other magic users. The rental fee for this lab starts at \$200 for a half hour up to \$500 for the day. The assistants are available to be hired at \$100 each for a cast or \$200 each for the day.

100 ft. lab. This skill will only add to your max casting when you are casting inside a wizards' laboratory that has been set up as a wizards' laboratory. This laboratory only needs to be 100 square feet or larger and may be located anywhere. This laboratory is expected to have \$25,000 copper or more in wizards' laboratory equipment inside it. Most such labs are small businesses with 2 to 3 assistants as well as other magic users. The rental fee for this lab starts at \$120 for a half hour up to \$300 for the day. The assistants are available to be hired at \$75 each for a cast or \$150 each for the day.

Wagon. This skill will only add to your max casting when you are casting inside a wizards' wagon that has been set up as a mobile wizards' laboratory. This laboratory needs to be a wagon (not a cart). It may also be in a room of 70 square feet or larger and may be located anywhere. This wagon is expected to have \$4,000 copper or more in wizards' laboratory equipment inside it with a weight of 750 pounds. The wagon cannot have any other function; thus, you cannot have cargo in it and cast from it. The one and only magic user of the wagon can live within it, but no one else. At character creation, a character can obtain a \$12,000 loan from the bank to purchase the wagon and equipment at character creation. The wagon is a \$10,000 one horse wagon with a trained \$2,000 horse and of course \$4,000 in equipment. Thus, the character

must make up discrepancy with a payment of \$4,000 himself.

Mule. This skill will only add to your max casting when you are casting beside a wizards' mule that has been set up as a mobile wizards' laboratory. This laboratory only needs to be an animal that can carry 200 pounds of equipment. This mule is expected to have \$1,400 copper or more in wizards' laboratory equipment on it with a weight of 200 pounds. The mule cannot have any other function; thus, you cannot have cargo on it and cast from it. The one and only magic user of the mule can ride it, but no one else. At character creation a character can obtain a \$1,000 copper gift from the Game Master to assist in the purchase of an animal to use as a casting mule provided the mule costs over \$2,875 copper.

Book. This skill will only add to your max casting when you are casting with **your** spell book. The price of all spell books indifferent to its shape or form is always \$2000 copper, from which you can increase it with quality, magic, mystic, and bless. The term "spell book" is a metaphor, and it can be any object: ring, bracelet, crown, wand, staff, scepter, dagger, violin, or even a book. It is not intended for there to be any advantage to any form over any other form. As such,

there are rules:

1. It can NEVER be hidden to gain an advantage that could not be gained with a large 15-pound tomb that is a square foot in size. Thus, if it is a ring and you hide it to protect it, then it is no longer your spell book and will never function for you again as your spell book!
2. It was made by a **jeweler** and has a base price of \$2,000 copper.

With regards to the quality of a spell book, this increases the resulting AC and/or to hit when a spell effects one of them. It also adds to the skill check. This is applicable to the following spells: conjure ** elemental, guardian, summon ** beast, animate golem, to hit, impact ** attack, AC, become ** elemental, animate **, animate dead, unholy servant, comprehend language, magic blade, read magic, and all attack spells which make a “to hit” roll.

With regards to the magic of a spell book, it increases damage, damage resistance, and health points. Thus, a +1 magic wand used to summon a fire beast will give the beast one extra health, +1 to hit, +1 AC, +1 damage, and if the beast has damage resistance then it will give +1 to that too. Heck, if the beast has a tracking skill check, then even that will go up. A spell like stone skin will gain additional points of stone skin. It is similar to health.

A spell book may be used in addition to any of the following methods: 1000 lab, 100 lab, wagon, mule, and nothing. Thus, you can gain all the benefits of using a high quality and magic object with all methods of casting.

Nothing. This skill will add to your max casting.

CASTING TIME

There are five skills to choose from. You cannot use more than one skill from this list at the same time.

60	100	250	1000	4000
7 days	1 day	3 rounds	1 round	Instant

7 Days. This skill will only add to your max casting when you use a 7-day span of time from which you use 5 days as working days to achieve a 40-hour workweek to cast. Thus, your time off is mandated. The maximum number of casts in a year is 52 because there are only 52 weeks. You are expected to take breaks, have interruptions, and maybe even seduce that cute lab assistant during the casting of the spell.

1 Day. This skill will only add to your max casting when you use a full 24-hour span of time from which you use 8 hours as working hours to cast. Thus, your time off is mandated. The maximum number of casts in a year is 365 because there are only 365 days. You are expected to take breaks, have interruptions, maybe even seduce that cute lab assistant during . . . Oh crumb, that’s her husband. Darn it.

3 round. This skill will only add to your max casting when you use 3 consecutive rounds to cast. If you are interrupted, then the spell fails and the mana to cast is lost. You cannot “hold” your spell. Once you start, then the time of cast has been defined. Any damage causes your spell to fail.

1 round. This skill will only add to your max casting when you use 1 round to cast.

Instant. Take a deep breathe. There is a lot to instant casting. First, your casting max is lowered to your level in this exact skill. Thus, if you have 500 levels of other stuff but only 3 levels of instant casting, then your max is 3. This restriction does NOT increase your max; it only lowers it. While instant casting claims to take zero time, you must have some method of space and movement, which do require time and will slow you down as follows:

Mule restricted to one spell per round.

Arm body speech ... one spell per round.

Book restricted to two spells per round.

Speech restricted to three spells per round.

Thought restricted to six spells per round.

Thus, the maximum number of spells per round is six.

Instant casting will modify you initiative for the purpose of casting. Thus, your magic is faster—not you.

6 spells +45, 35, 25, 15, 5, 0 initiative

3 spells +30, 15, 0 initiative

2 spells +20, 0 initiative

This means your party could get jumped with a surprise attack, and as long as it is reasonable there was a fraction of a second of noise, then the instant caster could get off a spell (maybe more than one) before the enemy gets their attack. Here we give the enemy the standard +15 to their initiative for surprise and go through the phases of initiative. In other words, they could jump you and you could still cast before they attack. However, if there is no logical reason to become aware prior to damage, then nothing can be done. (A surprise attack grants +10 to hit bonus – even if they attack after you).

You may use your levels in instant as non-compoundable levels in one-round casting to avoid the need to lower your max. This does not allow you to compound levels of instant and one-round together; that is forbidden. For example: you have 24 levels of max casting but only 5 levels in instant. To cast as instant your max is 5; however, you can interoperate them as

one round, which allows you to use the 6 max casting. $24 \div 4 = 6$.

The final limitation on instant casting is a restriction that no more than half the mana that powers the spell can come from alchemy. 50% or more must be from skill. You CANNOT do alchemy-only spells as instant castings.

MOVEMENT

There are four skills to choose from. You cannot use more than one skill from this list at the same time.

100	500	1000	4000
Full Dance	Arm Body Speech	Speech	Thought

Full Dance. This skill will only add to your max casting when you are casting with **three assistance for five minutes**. Your three assistants must have an Intelligence of 6 or more. If you use this skill with two assistance you have a 75% chance of failure (flip two coins—both must be heads to succeed), if you only have one assistant you have a 94% chance of failure (flip four coins—all must be heads to succeed). To cast without assistance you have about a 99% chance of failure (flip six coins—all must be heads to succeed). This method requires 5 minutes minimum to use indifferent to faster casting times. If the casting time is 5 minutes, then any damage or interruption will cause the cast to fail. In other words, if you are using day casting, then you can still have a lunch break and get

the occasional scratch.

Arm body speech. This skill will only add to your max casting when you are casting with your arms, body, and speech. Any damage or interruption

will cause the cast to fail. Any intentional attempt to disrupt your spell will cause it to fail, even if no damage is caused. You cannot cast in silence. You must declare your intention prior to anyone resolving their action for the round, and your spell goes off at the end of the round after everyone else's actions who might want to disrupt your spell.

Speech. This skill will only add to your max casting when you are casting with speech. Your spell cannot be disrupted by interference or damage. You cannot cast in silence.

Thought. This skill will add to your max casting when you are casting.

COMBAT

There are five skills to choose from. You cannot use more than one skill from this list at a time.

250	500	1000	2000	4000
$\frac{1}{9}^{\text{th}}$	$\frac{1}{2}$	1/1	2/1	No Restriction

This limitation separates pure wizards from fighter magi. This is a restriction of the level of combat skills you have. For this list, we only consider the category skill combat, the three group skills Melee, ranged, and defense, as well as all basic and specific skills under Melee, ranged, and defense. Important omissions are rogue, siege weapons, and all race skills. The restriction is: the highest level in any of these combat skills is defined by this casting max skill. $\frac{1}{9}^{\text{th}}$ means you must have $\frac{1}{9}^{\text{th}}$ the combat level as you do the casting level in this skill. Casting = 9, combat = 1, Thus, $\frac{1}{9}^{\text{th}}$. Casting = 18, combat = 2 or less, Thus, $2/18 = \frac{1}{9}^{\text{th}}$. The rest work the same. The 500-experience column is $\frac{1}{2}$ level. Thus, 6 levels of casting max in the $\frac{1}{2}$ level allows 3 levels of combat. $3/6 = \frac{1}{2}$. In the 1/1 1000-experience column it is one for one. In the 2000-experience column, you can have double the combat levels as you do the casting max levels. Now when we are talking about casting max levels we are referring to exactly the one skill here. However, when we are talking about combat skills we look at all of them and take the one single highest skill. Thus, a wizard could have 2 levels of sword, 2 levels of melee, 2 levels of shield, 2 levels of combat, etc. and that is simple a 2. They do not add together.

These skills will only add to your max casting when the above condition is true.

Sub-chapter 4: Mana

Mana is the fuel that powers a spell. The more mana an effect has the more it does. Spells have effects after them: Fly (C J M O P). C is for duration. The more mana you allocate to effect C the longer the duration of the spell. P is for speed. Again the more mana in effect P the faster you can fly. O is for weight, and the more mana here the greater weight can be flown. M is for the spell's ability to resist being dispelled by other magic. This leaves the last effect of fly, effect J: a simple success / fail chance. The more mana here the greater your chance to cast the spell. Most spells do not have a success / fail chance.

Fly	C	J	M	O	P	total mana
Mana	1	4	0	4	3	

- 1 hour duration
- 70% success / fail
- 0+12% dispel resistance
- Up to 160 pounds
- Up to 9 MPH

You should think of a spell as a programming function with parameters. The name of this function is “fly,” and it has five parameters: C, J, M, O, and P.

Mana comes from your skills. Every skill in and under supernatural yields one mana per level per day. You cannot save up unused mana, and it is simply wasted. Mana can be used for any spell it covers. The four skills supernatural lv3, movement lv2, fly lv4, and fly with my wand lv3 all produce mana that can be used to cast the spell fly, and they can be used together. You can combine mana from one category skill, one group skill, one basic skill, and one specific skill to cast a single spell. You cannot combine mana from two skills of the same ranking: fly lv 4, and fly lv3. These two skills cannot be used together. They are both basic skills. However, it is common to duplicate skills to create a larger pool of many. If you need to cast a spell multiple times during one day, then it costs much less to have multiple smaller pools of mana than one big pool. You may divide the mana into the spells effects any way you wish.

Floating Mana: You generate a volume of floating mana equal to your Spirit every day. This mana CANNOT be used directly to cast spells, but you can funnel it into a mana generating skill that has been depleted to refill the skill. This converts the floating mana into the mana of that skill. This refilling occurs before you double the mana for a specialist. After which you can then tap the skill to get the converted

mana to cast your spell. This CANNOT cause a skill to yield more mana for a spell than it could when full. Thus, 5th level fly yields 5 mana. If you are a movement specialist than it is doubled to 10 mana, which has nothing to do with floating mana. Floating mana has no power to get more than 10 mana from the skill. Now, if you use the mana, such that the skill is empty, then you could put 5 floating mana into it to refill the skill. That 5 is then doubled to 10 by the movement specialization.

Mana minimum: Almost all spells require a minimum of one mana. This is not a mathematical requirement; it is a Ryvah system requirement. For example: Dispel (0, 0, 0, 0, 0) is absolutely forbidden despite the math that would allow it. There are only three spells in all of Ryvah that can be cast at zero mana: magical transformation () and anamagous () which are obvious because they have no effects, and yield mana (G M) which can be cast without consuming mana, but if you have no mana to move it makes no difference.

Compounding mana: Mana from one category skill (supernatural), one group skill (such as evocation), one basic skill (such as fire attack), and one specific skill (such as fire attack with my wand) may be added together for one casting.

Buying mana: It is reasonable to purchase the services of a magic user. To figure out what is available we will claim villages might have a 3-max caster, towns a 4-max caster, cities a 6-max caster, and a capital city an 8-max caster. If the location is of a non-magical race like orcs, then $\div 2$. If it is magical like elves, then increase by $\times 1.5$. Next, a lab magi is also increased by $\times 1.5$. For example: human town lab magi = 6. An elven capital lab magi = 18. A village will be lucky to have even one magic user. A town 2 to 3, a city 4 to 6, and a capital 5 to 10. Again, consider race. This is a very limited supply of mana. If you were to purchase all of it at your convenience, then it would be expensive. However, waiting a day or two to time it when others are not using it makes it more reasonable.

$$\text{PRICE} = 4 \times \text{Max}^2 (\text{100 copper minimum})$$

Note: you purchase mana in individual clumps defined by individual effects of a given spell. The spell AC (c=6, M=2, V=8) costs: (6 mana at) 4×6^2 + (2 mana at) 4×2^2 + (8 mana at) 4×8^2 . The second term is red because we must use the 100 copper minimum. C costs \$864, M costs \$200, and V cost \$2,048. The total spell costs \$3,112. You could also purchase alchemy up to the 8 max and add it to the spell. All of this assumes

the mana will be used immediately and there is no risk to the caster. If there is a risk to the caster, then the price goes up 10% and the mana is yielded to the player character, and they must cast it themselves. You must take the risk, not the NPC. If the mana is yielded to you and not used immediately, then the price goes up 20% per day (no compounding. 3 days is +60%).

Note to the Game Master: if you are doing the work, then don't waste time with alchemy and charge full price. Conversely, if the players are doing all the work and research only to discover it's too expensive, then lower the price, cut them a deal, or make a loan. It is important to reward their effort. This is a game, and the goal is to have fun. Oh and if they are actually theatrical roleplaying the negotiation to get a discount then slash the price generously.

Mana from alchemy: mana from alchemy is added in addition to mana from skill, and it has the same limitations by your max casting. More detail is in the sub-chapter 5: Alchemy.

Sub-chapter 5: Alchemy

Alchemy cannot be harvested from children or adolescence. Alchemy is peddled at 10% of its retail price, not 18%. Duplicate alchemy **cannot** be used in a single casting. You cannot use two doses of the same alchemy component in one spell. Every alchemy component in a spell must be unique and it must all be compatible.

Within the Ryvah system, there is an extensive and elaborate implementation of alchemy. Warning—it is the single most difficult system ever devised worldwide by any and all other games, but oh my God, it is amazing! Alchemy is the generic name to describe a natural mana battery. These natural batteries hold a finite amount of mana that does not regenerate. It is a glass of water—you drink it, and it's gone. Wizards consume alchemy with spells; thus, there is an ever present need to get more. Normally alchemy takes the form of something like goblin spit or ogre toe. Alchemy is restricted to a single group (Abjuration, alteration, red, etc.), a selection of effects (A: damage, B: duration, etc.), a compatibility (more on this later), and a fixed volume of mana. The magic user's max and cap restricts alchemy mana just as it restricts skill-based mana. For example:

Fly	C	J	M	O	P	Total Mana
mana from Skill	1	4	0	4	3	12

Brownie – Head		1				1	Movement	A M N O P Q
Chin Cat – Heart				4		4 of 30	Movement	A C L O U T
Efretei - Essence	4	3				7 of 21	Movement	A B C Q R S
Total	5	8	0	8	3	24		

This wizard has a 4 max / cap. Thus, nothing has more than 4 mana. Notice the alchemy (chin cat - heart) has 30 mana, 26 of which is wasted because the wizard can't use it. His max is too low. Notice effect J. The mana from skill is 4, the wizard's max. In addition, the SUM OF ALCHEMY MANA is also 4 (1+3), the wizard's max. There is lots of wasted mana in efretei – essence, and the wizard can't use it, because he has already maxed everything out. To the right side, we see that all three alchemy components are from "movement." This is the group skill above the spell fly. Further to the right, we find the list of compatibility letters. A has been highlighted because it is in each-and-every component. Without A the spell would auto fail with a big fizzle doing nothing. As a result of the alchemy, the spell is a lot stronger

25-hour duration,
130% success/fail,
24% dispel resistance,
Up to 2,560 pounds,
9 MPH.

In the back of the Ryvah—*System Rules* is the list of alchemy components. There are 848 different alchemy components, and the list is duplicated: first ordered alphabetically by component, second ordered by group. When you kill a monster and want to harvest its alchemy, you use the first table. When you are building a spell, you use the second table. There used to be only 807 alchemy components, but a player named Isaac complained there . . . wasn't enough. So if you think there are too many, then blame him. LOL. When you look at the alchemy tables, you will find the columns: Name, Group, Price, Effects, Compatibility, Yield, and Mana.

Name: this tells you what it is. The creature it's from and the part of the body. Alternatively, it will tell you the plant, or the mineral.

Group: this is a reference to the corresponding group skill. Groups cover order of magic as well, and this creates overlap. The basic skill fire attack is under both groups: evocation and red. Both sources of alchemy can be used together for a single spell. Note fire is a group. This is a "secret" skill if you will. This is a legal skill Ryvah does not tell you about anywhere but right here. In the online game, you must type it in manually to get to it, at which point the Ryvah website

winks at you and adds your skill to your character. There are many such secrets within the Ryvah system.

Price: this is the retail price in copper you must pay an NPC vendor to purchase it. There is no wholesale, and the peddle price is only 10% of retail not 18%.

Effects: alchemy is restricted to a small number of spell effects. In the example of fly the brownie – head can only be used for effect J. The efreeti – essence can only be used for effects C or J. The rest of the effects are blocked out because the alchemy cannot be used there. Even with 848 different alchemy components, you are likely to find difficulty in locating something that has the right effects to power up the spells you want to cast.

Compatibility: the more alchemy you combine the harder this becomes. Start by picking one letter A-Z. Every alchemy component must have that letter in its compatibility or you cannot use it. As you assemble your list, you are likely to discover critical alchemy is missing. So, pick a new letter and start over, but this time pick a letter from that critical alchemy component. Even now, you are likely to make concessions and compromises. In the world of Ryvah, you will *feel* like a wizard as you struggle to craft and design your spells. The fighters in the party will cringe in fear at the effort and work you have invested in being able to use magic.

“Is your hair turning grey?”

“Why yes. Yes it is. What’s left of it at least.”

Yield: this is the quantity of doses of alchemy you can get from one creature or harvest. However, you do not always get all of it. Massive amounts of damage are not kind to alchemy. In addition, “essence” REQUIRES the spell capture essence, and only with that spell can the essence be obtained.

Mana: this is the amount of mana one dose of that alchemy contains.

Sub-chapter 6: Miscellaneous

Magic Damage Equivalents

While we use mana in effect A to count how many (1.5)s we do, we don’t need to. You may use other patterns of dice with the same average score.

With Magical Damage Equivalency, you do not increase the average damage via effect ‘A’; however, you do change the statistical average deviation. Because of this, we prohibit meta-play by requiring a character to be either the standard or equivalent as a permanent aspect of their character. Thus, you cannot toggle back and forth.

1	1.5	1.5	
2	3	3	
3	4.5	4.5	D8
4	6	6	D4+D6
5	7.5	7.5	3D4
6	9	9	2D8
7	10.5	10.5	3D6, D20
8	12	12	D10+D12
9	13.5	13.5	3D8
10	15	15	D8+D20
11	16.5	16.5	3D10
12	18	18	4D8
13	19.5	19.5	3D12
14	21	21	6D6, 2D20
15	22.5	22.5	5D8
16	24	24	2D10+2D12
17	25.5	25.5	2D8+3D10
18	27	27	6D8
19	28.5	28.5	2D8+3D12
20	30	30	2D8+2D20
21	31.5	31.5	7D8, 3D20, 9D6

Potions & Scrolls

You are allowed to be creative. You can put the charges of mana on drops of oil. But there should be logical limitations. If you had 20 charges on 20 drops of oil, then each drop has a charge, but if you mixed different types of charges, then one could challenge your ability to separate them. We even allow you to claim a drop will vanish or some other effect to make your creativity possible. The market value of a conversion is 30 copper each.

Step 1. Cast conversion on a dose of alchemy.
Step 2. Repeat step 1 until all the alchemy is on the item. Step 3. Cast contingency and define a command word.

Magic Objects

Step 1. Find a high quality item. The magic cannot exceed the quality. Step 2. Cast enchant. Step 3. Cast enchant plus. Step 4. Cast permanency to make the plus permanent. Step 5. Cast conversion on a dose of alchemy. Step 6. Cast permanency on it. Step 7. Repeat step 5 and 6 until all the alchemy is on the item. Step 8. Cast contingency and define a command word. Step 9. Cast permanency on the contingency.

Mana	Standard	Average	Equivalent Dice
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There is a list of spells turned into potions, scrolls, and magic objects. It lists the spell, what it does, the alchemy needed, and the price. The list is after the description of all the spells.

Save

This is the ability to completely resist the effect of a spell, to cause the spell to not affect you. Spells that allow you to save versus them have effect R. If a spell does not have effect R, then you do not get a chance to save against it. To make a save you roll 2D20 (positive + negative), and only roll once when you first encounter the spell. Unless otherwise stated, you do not roll each round. Further, if you failed a save and your “base save score” changes, and that change increases your save, then you roll again. Once you have made a save against a spell then, that spell cannot effect you. (Not directly, telekinesis cannot move you after you save, but it can pound you with rocks). Nothing allows a spell to overcome a successful save once made. The skills you use to make a save are spirit, spirit, supernatural, abjuration, protection or shield, and a specific skill in protection or shield. On occasion, the Game Master may allow other logical skills such as charm to defend against a charm spell. It is standard to allow the combat, and defense, (not chainmail, etc.) when the spell is a combat spell such as fire torpedo.

Specialists

A specialist is a magic user who limits the spells they have levels in to within one type or group, and by doing so they receive more mana: the level $\times 2$. The two is constant. Thus, if you were an evocation specialist and a fire specialist you would get the level $\times 2$ or the level $\times 2$. You NEVER get more than the level $\times 2$.

The type specialist is the more common. There are 13 types in the Ryvah system: fire, ice, lightning, force, light, wood, rock, thorn, lava, poison, acid, mud, and iron.

Most spells do not have a type, and almost all those which do are defined with *, **, ***, or *****. Among the typed spells without asterisks are: magic blade = light, melt = fire, freeze = ice, poison = poison, cure poison = poison, light = light, turn to stone = rock, stone skin = rock, and the spell cluster transmute ** to ** is classified from the first ** not the second. Thus, transmute fire to ice is a fire type spell. The rules to become a type specialist are:

- a. 2,000 experience in spells of the type or an innate skill in it.
- b. No levels in any other type. (race skills are excluded)

This means a fire specialist can learn all the un-typed skills in addition to all fire type skills. He could learn things like fly or healing. However, only the typed skills gain double mana. The un-typed skill do not gain extra mana.

The group specialist picks one group skill such as abjuration, red, or pink. All spells listed in the group will gain double mana . . . almost. The group evocation is outcast. To be an evocation specialist is to gain double mana in only the two skills: evocation and shield. Nothing else; however, you are allowed to be a type evocation specialist in addition to a type, which would have all the restrictions of both, and you could get double mana on all the spells of the one type as well as the skill evocation. It is actually a good character build, where they abandon the evocation specialty as they level up. The rules to become a group specialist are:

- a. 2,000 experience in spells of the group or an innate skill in it.
- b. No levels in any other group. (race skills are excluded)

Joint Casting

A joint cast is when two or three caster team up to cast together. A joint cast will take the highest single max casting of all casters, the highest single cap casting of all casters, takes as much mana as each individual can individually contribute to the spell and combines it together (which could include yielded mana), takes one single set of valid alchemy to augment the mana from skill and casts the spell. As for the casting method, it takes the casting method with the slowest casting speed of all casters, takes the most restrictive casting methods for space and movement requirements of all casters, and the casting method controlling combat is applied individually. A few subtle details, casters cannot be their own assistance. If three wizards did a joint cast where one had “full dance with three assistance” then you need three MORE people. Next, there is a hard limit of three in a joint cast. Thus, race abilities cannot be abused beyond three casters.



The Dispel Family

Spells with this ☰ symbol are part of the dispel family of spells. The act of casting one of these spells is limitless in its ability to defend you and your party. The act of casting a ☰ spell is by definition a free action. If you had a dozen wizards all casting spells to harm you, you could cast dispel up to . . . as many

times as required to have cast at least once on each and every target you wish to dispel. Thus, if you can get a chance to shut them all down in one large cast, then you get one cast. However, if each spell required its own dispel cast on it (spell turning for example) then you would get 12 (the dozen) free actions to cast all ☰ spells. You can cast any ☰ spell before, during, or after any and all other actions. If a ☰ spell is linked, then it loses its dispel family spell classification.

To emphasize this point, imagine the following. A wizard casts fireball inflicting 500 damage on a druid and kills him. The druid using arm body speech casts dispel to shut down the fireball. The druid's spell must go off at the end of the round, and if he takes any damage it is disrupted. Result: the fireball is dispelled. We flatly ignore the limitations of arm body speech.

Shopan's paradox: A fighter who would be killed by the fireball does one damage to the druid disrupting his spell which now kills the fighter preventing him from hitting the druid. The paradox is resolved by the fighter and only the fighter being killed by the fireball and the druid taking no damage. The rest of the fireball is dispelled. In general ALL things rule in favor of the dispel.

When two ☰ dispel family spells are attempting to dispel each other and both succeed, then neither succeed at shutting down the other, and both actively shut down all other spells. If one succeeds at shutting down the second and the second fails to shut down the first, then the second does not occur. In this case, the second would have no power to shut down other magic. Thus, my wizard casts fireball, and my opponent casts dispel to remove it, so my cleric casts a stronger dispel to stop my opponent from stopping me. My opponent could now attempt to dispel my cleric's dispel, but if he fails, then my fireball still goes off.

What this means is that all dispel family spells cast during a given round from the entire team (all friends or all foe) welds together as one massive effect. It does not matter when the spell was cast or who cast it. For example: two dispels are cast by Team-One. Both spells succeed at dispelling all magic on the field. Team-Two casts two spell turning spells. Each spell turning overpowers one of the two dispels. This is a win-win: both sides dispelled the other. All dispels go off. The idea a single spell turning cannot turn both hostile spells at the same time and would be dispelled by the other is NOT valid. Team-Two successfully turned both spells with the totality of the spells cast by Team-Two.

A spell that has been turned or dispelled is considered AFTER all initial dispel family spells are resolved; thus they lose the classification of being a dispel family spell. In other words: part 1. Team-One

cast dispel targeting X. Part 2. Team-Two turned the dispel which would also dispel the spell turning creating a win-win result allowing Team-Two to use Team-One's dispel to target the caster of the dispel. Part 3. Team-One cast a second dispel to dispel Team Two's spell turning. Result: The dispel which was turned is no longer a dispel family spell. It does not get employed on the caster until after both teams are done casting. That means Team-Two CANNOT use Team-One's turned dispel to dispel the second dispel. This is a win-lose. Team-One dispelled all Team-Two spells, but Team-Two did not dispel all Team-One's spells. Your enemy's spells do not count as your spells. Even though the turned dispel could dispel the second dispel, it does not get the chance to do so.

Dispelling Spells

A contingency without a permanency can be dispelled; a contingency with a permanency cannot be dispelled. While hear prayer can be dispelled, a prayer cannot be dispelled; it is not magic. While danger sense can be dispelled, the act of dispelling it is instantly and vividly known by its owner; thus, they can assume they are in danger. Spell turning a spell can be dispelled separate from the spell it is on. Therefore, a wizard could cast fire torpedo, a cleric could then cast spell turning to send it back, and a warlock could dispel the spell turning to allow the wizard to regain control over the torpedo. The control of telekinesis can also be dispelled, but not the momentum already obtained from previous rounds. This is a little tricky because you can dispel the conduct of the current round. Therefore, to justify non-magical momentum, it must have been created before the round began. In addition, upon the termination of any and every magical act that can lift a non-living object this causes the object to fall at a feather's speed and the force of landing will cause no damage to the object or the object it landed on. This 'feather fall' effect is absolutely NOT dispellable and cannot even be cancelled. Dispelling a teleport undoes the teleport. For example: instant cast x6 per round, teleport in, fireball, turn to stone, ice attack, fireball two, and finally they punch you. You are dead. The dispel resistance on the attacks are too high, so you cast dispel on the teleport, and they never arrive; all the other actions are voided because they were not there to make them. Dispelling walk through walls on a target inside a wall instantly pushes them out of the wall to the nearest space that is large enough for them to occupy. It does no damage. Dispelling magical flight on a living target causes them to plummet to the ground where they will take "falling damage" upon impact.

Things that cannot be dispelled include anything that explicitly allows a permanency to be cast

on it where the permanency has been cast. Most spells do not allow the use of permanency. Dig cannot be dispelled after the fact. Freeze and melt cannot be dispelled after the fact. Unlock cannot be dispelled after the fact. Create food & water, conjure object, and purify food & drink cannot be dispelled after the fact. Blossom cannot be dispelled after the fact. Conjure elemental cannot be dispelled after the fact; however, their attacks can be dispelled each round. Guardian, forge golem, animate golem, bind release golem, and enchant temple cannot be dispelled after the fact. The ability to see from a wizard's eye cannot be dispelled after the fact. Mind transfer cannot be dispelled after the fact. Mana and experience after yielding them cannot be dispelled after the fact. Find familiar cannot be dispelled after the fact. Bless cannot be dispelled after the fact. Skeletons, ghouls, animated objects, lycanthropes, vampires, immortals, angels and demons (metaphysical beings) cannot be dispelled after the fact. Disease cannot be dispelled after the fact. Voodoo doll can only be dispelled at the doll not the person. The effect of damage commune cannot be dispelled after the fact. Healing cannot be dispelled after the fact.

Information cannot be dispelled. Thus, using magical sight to look into an anti-magic aura works as long as the source is outside the anti-magic. Thus, while a wizard's eye could be dispelled, the sight of a wizard eye (the information) cannot be dispelled.

Effect 'N'

Points from stone skin do not count as health. Points from conjure elemental and become elemental DO count as health. Once a spell has affected a target, then increasing the target's health **can** shut it down.

Effect 'I', Spell Shapes

Animated manipulation

Animated manipulation is controlled telepathically. Telepathy jamming removes the ability to alter a spell's shape, effectively reducing it to static manipulation in whatever shape it was last in. This shape has no momentum. If the caster is taking an action: casting another spell, attacking, full turn movement, or controlling another spell, or controlling another animated manipulation, then this spell is completely stationary. Its effect cannot and does not move—even if it has effect P like *** torpedo. Torpedo loses its ability to have momentum with the shape animated manipulation. A fixed shape torpedo can be ordered to move in an exact direction, and it will obey the command without additional control, but an animated manipulation torpedo will not.

Activating spells

Turning a spell off can be done instantaneously. Thus, it is a free action. However, turning a spell on or invoking a spell previously cast requires an action. Therefore, you cannot have multiple dormant spells and simultaneously turn them all on. Every spell requires an action to activate. To be clear, this is a restriction on **multiple** spells. Not a single spell. An animated manipulation is dormant where not active. Thus, if you had five of them on, then it would require five rounds (one for each) to have them fill a space.

Range

What is range? Notice, range is blocked by an obstacle. We frequently ignore this subtle detail, but it implies an open pathway exists that is logically usable. Some spells bend and some don't. While the range of teleport can penetrate rock, the range of a message spell cannot. While the range of a message spell can bend through a cave, a fire attack cannot. Oh but long-range spells tend to ignore this. That same fire attack spell with a 100-mile range will ignore the curvature of the earth as well as normal landscape obstacles: forest, mountains, and in some cases canyons. It can be cast from inside a wizards' lab (a building), yet it cannot be cast inside a kitchen (a building), unless it is fired out a window which aims in the correct direction. With such a spell, it could not enter a building or cave with range. Further, the wizards' lab would need to be open like a combat tower designed to fire 360°. Any location which would obstruct the area of (dragon breathe, Greek fire, and a spell of the shape of manipulation) will block range by definition. A 4-inch arrow slit does not; while a 3-inch opening blocks arrows, dragon breathe, Greek fire, and AOE spells and chi. This is a Ryvah system mechanic for game balance. To illustrate it we look at the ridiculous: a super tiny bow held by a 2-inch tall pixy standing behind a 3-inchwide hole cannot fire the arrow thru it.

Legendary Spells

Almost all of the Ryvah magic system is the invention of Isabella, the 6th member of the Council of Eight, and she released it unto the universe for all to use. However, she didn't make all of it. Milkior, the 7th member of the Council of Eight, added a few spells, and those were not released unto the universe. They are referred to as legendary magic, and the ability to use these spells is reserved for a chosen few. Beyond this reality in the third realm are sentient entities of consciousness. They are the puppet masters of kings and gods alike. Within that reality, the entities have a messiah. It is through this messiah's blessing alone that

legendary magic can be used. In other words, the player needs the Game Master's approval. The spells are: Permanency, Conjure ** Elemental, Become ** Elemental, Juggernaut, Forge Golem, Magical Transformation, Magic Room, Temple Enchantment, ** Wall 10', Immortality, Lycanthropy, Vampirism, Obelisk, and Race Shrine. These 14 spells must be individually unlocked on the online game. If you're playing table top, then we recommend you to be nice to the Game Master. The raw power of these spells is only rivaled by the complexity of understanding them and the difficulty of employing their power.

Exotic Spells

These are strange spell. Exotic spells are mostly worthless. Just skip them.

Sub-chapter 7: (MSE) Magic Special Effect

This is for color, style, and fun. MSE is completely optional, and no part of MSE has any quantifiable effect on the result of any spell. The goal of MSE is to make bland magic look cool. With most casting methods, it is obvious who is casting and what is being cast. But, what does it actually look like? What do we see when a wizard casts a spell? What do we see when magic is active? This is what the MSE defines, but realize it has no ability to obfuscate or confuse.

Color: You may pick a color or color scheme. Red, yellow, blue, green, white, silver, gold, rainbow, blue & green, red & orange, pastel colors, etc.

Texture: lightning, icy, flames, hairy, slimy, sparkles, scales, clumpy mud, twinkles, sand, mist, etc.

Mood: angry, silly, majestic, violent, somber, demonic, happy, mighty, disgusting, etc.

Sound: girls' choir, cackling, chanting, angles chime, "roar", belching and popping, bells, music, clock ticking, etc.

Mascot: skulls, plants, wolves, dancing mice, worms, brick & building, tiny dragons, rats, nude girls, birds, dolls, flowers, paper, little workers, mushrooms, glass, tool box, crystal, etc.

Your character's MSE will be the same for all spells and morph around the spell logically. For

example: we have three identical characters casting identical spells. Fire attack (A=4, B=2, E=2, H=4, I=4) 6 damage, 4 rounds duration, 40' range, 2' × 16' wall.

(MSE) = yellow slime:

"The magic hexagram spins slimy yellow rings of yellow fire as the runes drip and ooze skyward. The wall of yellow fire sloshes about with slime."

(MSE) = sparkles, majestic, dragons.

"Tiny dragons fly majestically leaving four rings of sparkles spinning with magic runes as they breathe fire and a collective flame springs forth forging a wall of fire."

(MSE) = music of the dwarves, bricks and mortar, little workers.

"As the magic spins little dwarven workers ride mining carts on the rings of the magic circle and construct a wall of fiery red bricks and white fire mortar."

Notice in all three examples the spell has not changed. We have simply made it look cool and fun to cast. If that third wizard cast a healing spell those little

workers might be cutting, sawing, and nailing down new skin and stitching you up.

B, C, D, H		F, G, H2, O		J		Q		
1	1	1	0	1	25%	1	90%	110%
2	4	2	2	2	40%	2	81%	121%
3	9	3	4	3	55%	3	73%	133%
4	16	4	8	4	70%	4	66%	146%
5	25	5	16	5	85%	5	59%	161%
6	36	6	32	6	100%	6	53%	177%
7	49	7	64	7	115%	7	48%	195%
8	64	8	128	8	130%	8	43%	214%
9	81	9	256	9	145%	9	39%	236%
10	100	10	512	10	160%	10	35%	259%
11	121	11	1024	11	175%	11	31%	285%
12	144	12	2048	12	190%	12	28%	314%
13	169	13	4096	13	205%	13	25%	345%
14	196	14	8192	14	220%	14	23%	380%
15	225	15	16384	15	235%	15	21%	418%
16	256	16	32768	16	250%	16	19%	459%
<hr/>								
W		X		Z		U		
1	8 day	1	1	1	1.50	1	3 hours	
2	6 day	2	1.4	2	2.25	2	9 hours	
3	4.5 day	3	1.7	3	3.38	3	1.1 days	
4	3.4 day	4	2	4	5.06	4	3.4 days	
5	2.5 day	5	2.2	5	7.59	5	1.4 weeks	
6	1.9 day	6	2.4	6	11.39	6	1 month	
7	1.4 day	7	2.6	7	17.09	7	3 month	
8	1.1 day	8	2.8	8	25.63	8	9.1 month	
9	19 hour	9	3	9	38.44	9	2.3 years	
10	14 hour	10	3.2	10	57.67	10	6.7 years	
11	11 hour	11	3.3	11	86.50	11	20 years	
12	8.1 hour	12	3.5	12	129.75	12	61 years	
13	6.1 hour	13	3.6	13	194.62	13	182 years	
14	4.6 hour	14	3.7	14	291.93	14	546 years	
15	3.4 four	15	3.9	15	437.90	15	1638 years	
16	2.6 hour	16	4	16	656.85	16	4914 years	

Effect Descriptions

<u>Effect</u>	<u>Name</u>	<u>Formula</u>	<u>Example at 3 mana</u>
A	Damage	$X^*(1.5)$	4.5 damage or D8 damage by chart
B	Duration	X^2 rounds	9 rounds
C	Duration	X^2 hours	9 hours
D	Duration	X^2 days	9 days
E	Range	20X	60 feet
F	Range	$2^X * 10$ feet	80 feet
G	Range	$2^X * 100$ feet	800 feet
H	Area	X^2 feet	9 feet
H2	Area	2^X feet	8 feet
I	Shape	by chart	“impact line”
J	Success/fail	(10+ 15X)%	55%
K	Success/fail	(10X)%	30%
L	Success/fail	(3X)%	9%
M	Dispel Resist	(10X)%	30%
N	Health	by chart	15 health
O	Weight Lb.	$2^X * 10$ pounds	80 pounds
P	Speed	3X mph	9 miles per hour, 27 feet per round.
Q	10%	+/- 10% ^X	72% or 133%
R	Save	+/- 3X	+9 or -9
S	Armor	5X	15
T	Resistance	X	3
U	Time	3^X hours ago	27 hours ago
V	Energy Drain	X	3
W	Time	$(10\frac{2}{3})*0.75^X$	4.5 days
X	Plus	\sqrt{X}	+1 magic
Y	AC / To Hit	2X	(+6)
Z	Other	$(1.5)^X$	3.375

Effect N “Health Chart.” The formula is staggered. Each set of 10 levels of mana changes. Thus, there are strange jumps. Levels 1 – 30 are 5 health each. Levels 31 – 40 are 10 health each, but this is a full recalculation. Thus, 30 mana is 150 health while 31 mana is 310 health. Levels 41 – 50 are 40 health; thus, 41 mana is 1,640 health. Levels 51 - 60 are 100 health. Levels 61 – 70 are 200 health. Levels 71+ are 500 health.

Shapes

0 mana: “Impact.” If your spell does not have range then you must touch your target. If you do have range, it is like throwing a baseball at your target. Either way you must roll “to hit.” Note, that excess damage rules for your “to hit” score apply. When making a “to hit” roll you may use Intelligence twice or Intelligence and spirit. You add the category skill supernatural, a group skill like evocation, etc. If

you have a “standard of living bonus,” add that too. If you are using a tool to cast (book, wand, staff, etc.), you get to add the quality of the item to your “to hit” and the magic of the item to your damage.

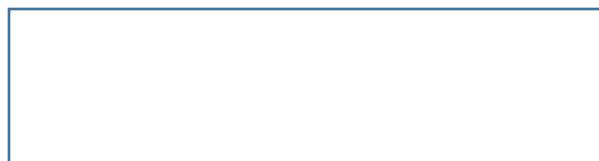
You do not need to use the skills that provide mana for the spell for your “to hit” score. Nor do the skills you use for your “to hit” score need to be charged to be used. Thus, you can use one set of skills for your “to hit” score and a different set to provide mana.

When impact is used, a “single target identification” is established. Such that spells like silence, purify food & water, and turn to stone, would affect one object. Thus, you could cast silence on a single shoe. The shoe would make no noise; however, stepping on a twig would make noise.

1 to 3 mana: “Impact Line.” All rules of impact apply; however, you can attack multiple targets. This does not count as multiple attacks. You roll only once, and your “to hit” score applies to all targets. If your targets are not in a perfect line, then some of your targets may gain a modifier to their AC for the attack. Slightly off line is about AC+7, barely in line is about AC+17.



4 mana: “Wall.” When a single target is attacked and effect area has at least 1 mana this shape is defined as “auto hit.” You do not roll and do not gain excesses damage. If you are attacking multiple targets, any target less than a foot from the edge of the wall may (at the Game Masters choice) get a “to hit” roll. This “to hit” roll can be at the normal AC of the target if the target is on the very edge of the wall up to the target’s AC -20, if it just barely qualifies for a “to hit” roll. This idea is applicable to all shapes.



The “to hit roll option.” The caster can always chose to roll to hit. This allows for excesses damage; however, if you miss, you do no damage. It does not matter how large your area of affect is, if you roll to hit you void any “auto hit” option. In addition, when the caster takes the “to hit roll option” instead of auto hit the roll is always against the targets AC with no modifier. This idea is applicable to all shapes.

Because a wall is only 2 feet wide only if your targets are in a perfect roll will you get an auto hit on more than one target.

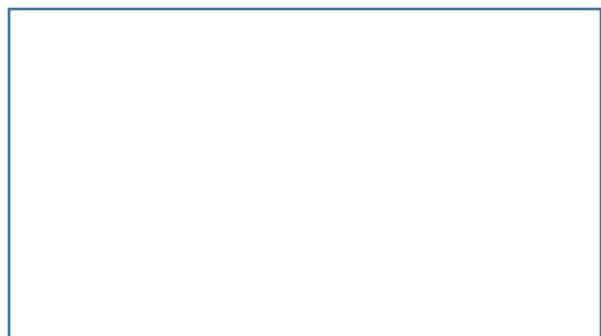
5 mana: “Bolt.” A bolt is 10 feet wide by a length of area. If the area of effect near fills the chamber a target is in, then you still gain auto hit status on the targets. Such that a 10 x 8 foot area bolt cast in an 11 x 9 foot room against targets that are more than a foot wide or deep would be auto hit. This idea is applicable to all shapes.

6 mana: “Cone.” A cone is an isosceles triangle. The far edge of the triangle is a distance of



area away, and half the area wide.

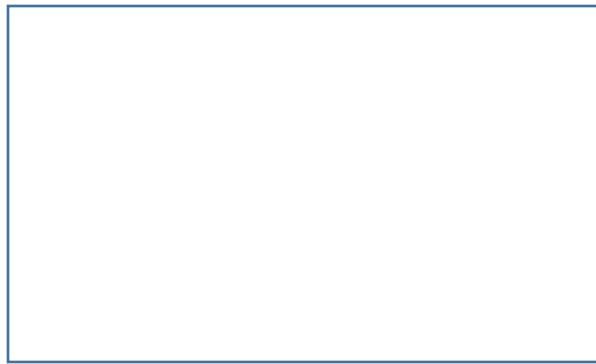
7 mana: “Ball.” A ball is a sphere with a diameter of the area. Much like the wall, any target less than a foot from the edge of the ball may (at the Game Masters choice) get a “to hit” roll.



Remember, the “to hit roll option” is available.

10 mana: “Manipulation.” This is a ball with holes with a diameter of the area. This can turn corners and rap around tree branches. It can have holes and pockets to avoid hitting allies. It can flow though large holes but not small holes, such that a manipulation area cannot go through large cracks, a key hole, or under an old loose door. However, a normal 4-inch wide arrow slit is large enough that the manipulation could flow through it and fill the room on the other side, if the size allows.

The resolution of a manipulation area is high enough that you could cut someone’s hair and if you had the target’s cooperation and they were stationary, you could give them a shave. The complexity of a manipulation area is such that you could write out a paragraph as the shape of the spell; thus, fire manipulation could be used to burn text into a block of wood.



13 mana: “Animated Manipulation.” This allows you to continuously redefine the area of effect during the duration of the spell. Such that you could

target 20 enemies fighting 20 allies moving about the battlefield and continuously exclude all of the allies from the area of effect. In addition, you could sculpt a bird flying out of the area; however, this is limited by your skill as an artist.

Sub-chapter 8: Spells

* = acid, lava, or poison.

** = acid, fire, force, ice, iron, lava, light, lightning, mud, poison, rock, thorn, or wood.

*** = fire, ice, or lightning.

**** = evil, good, traps, magic, hidden, or fear.

***** = force, light, mud, rock, thorn, or wood.

SUPERNATURAL

Abjuration

* Protection (C M S)	Carroll's Alice (A B C J M M)	Haschak Sisters (H A S C H A K)
*** Protection (D M S)	Chandelier (A D E M P Q R Y)	Imprisonment (E L M N R)
**** Protection (C M R S)	Danger Sense (C M)	Long Dispel (D H I L M)
***** Protection (D K M S)	Defense (C K M T)	Nullify (BEJLM)
Anti-Magic Aura (D H I)	Dispel (E H I J M)	Protection (C M R)
J+L+L+L+L M)	Dispel Shield (B H I K M)	Spell Turning (J+K+L M)
Banishment (E K M N R)	Elastic Heart (C E J M)	Undead Ward (C E J M*2 P V)
Barrier (D H2 K L M O X)	Endure *** (D M T)	

Alteration

Air Pocket (C H2 I L M)	Lock (M)	Silence (C E H I M)
Bind/Release Golem (M O X)	Magic Room (C H L M)	Slime (C L M)
Blight (C E M V)	Magical Transformation ()	Stone Skin (C M S)
Darkness (C E H I M R)	Melt (E M O X Z)	Telepathy Jamming (K*2, C E M)
Devine Cargo (K)	Mending (A H I M)	Transmute ** To ** (DEH I J M R)
Dig (E C H I M O)	Message (D M P V)	Turn To Stone (E H I K M N O R)
Disintegrate (E H I K M N O R)	Part Water (C H2 I M)	Unlock (J M)
Enlarge (B M O Q)	Purify Food & Water (H I M)	Water Breathing (C H I M)
Entangle (B E H I J M)	Rot (A B H I K M X)	Weather Summoning (C G M Q)
Freeze (E M O X Z)	Rust (A B H I K M X)	Wind (C G M P)
Holding Pocket (C K M N O)	Shrink (B M Q)	Wizard Eye 1 (C F M P)

Conjuration

Blossom (A H I M O)	Create Food & Water (J M O)	Light (C E M)
Conjure ** elemental (A D L M N O P R T Y)	Guardian (J M)	Stasis Bubble (A C H I L M N O)
Conjure Object (K M O)	Impact ** Attack (A E*4 M Y)	Summon (F K M N R)
	Juggernaut (L X X X)	Summon ** Beast (B J M)

Creation

Animate Golem (D L M)	Conversion 2 (J M)	Obelisk (E N O V L T M)
Cancellation (E L M O X)	Enchant (L M X)	Permanency (L M)
Capture Essence (M V)	Enchant Plus (D M X)	Race Shrine (M O D E L)
Consumable Grimoire (C L O)	Forge Golem (L M)	Temple Enchantment (L M)
Contingency (J M)	Forge Metaphysical Body (J)	Time Hop (B C D M N O)
Conversion (J M)	Mystic Item Of ** (A K K M)	Weapon of Slaying (A K M Y)

Divination		
**** Detection (C F J M) Clair Audience (C F K M) Clairvoyance (C F K M), (CMZZZ) Comprehend Language (C K M) Destiny Bond (M*2, L N) Echo (C G L M)	ESP (B E J M N R) Identify (G K M U) Locate Object (C G K M U) Magic Blade (A B M Y) Oracleation (D F L M X Z) Prophecy (L L L M*4 U)	Read Magic (C K M) Speak With Stone (C E H I J M) Telepathy (C G M) To Hit (C M V) Vision (B G L M) Wizard Eye 2 (D F M)
Enchantment		
Bless 1 (E L L M V) Bless 2 (D K M V) Blind (C E J M N R) Brooke Shields (B E K M) Charm (B G M N R) Curse (M*5, D H I L M) Deafness (D E J M N R) Exorcisme (E L M R)	Fear (B G M N R) Find Familiar (A G K M N 0/3) Forget (J M N U) Hear Prayer (D G L M) Hold Target (B E J M N R) Hypnotism (C G M N R) Maddie Ziegler (B E K M) Mind Control (B E L M N R)	Mind Transfer (E L M N R) Psychic **(A E H M) Sleep (B H2 I K M N R) Spirit ** Wave (B H J M P V) Statue of David (M*4 B D) Yield Mana (G M)
Evocation		
* Attack 2 (A C F H I K M) * Uncontrolled Torpedo (A C H I K P M)	** Wall (A D E H2 M S T) ** Web (A B E H I K K M) *** Attack (A B E H I M)	*** Torpedo (A C H I L M P R) ***** Attack 3 (A B E H I J M R) Shield (C M R)
Illusion		
AC (CMV) Anamagous () Become ** Elemental (A C L M N O P T R Y) Component Morphing (A C J M N O P Q P V V)	Hide (H I M*3), (O M*3) Image (C H I J M) Invisibility (C J M N O) Misdirection (D H M N) Mist (C M O N) Multi-Morphism (C J M N O)	Polymorph (C J M O Z) Sally Mann (M*3 D L) Shape Change (C K M O Q R X)
Movement		
** Kinesis 2 (A C H J L M N O P Q) *** Kinesis (A C H J M Q) Climb (C J M P) Fly (C J M O P) Gate (G K L M O)	Haste (Q½, B E M) Jock Sturges (C H O M P) Jump (B H J M) Levitate (C M O P) Return (BGM) Slow (A B E M Q R V)	Speak With Animals (C E H I J M) Speak With Plants (C E H I J M) Telekinesis (A B F M O P R) Teleport (G (J,K,L) M O) Walk Through Walls (C J M O P)
Necromancy		
Animate ** (C J M N O) Animate Dead (J M N U) Clone (L L L M) Cure Blind (L L M), (J M) Cure Deafness (L L M), (J M) Cure Disease (L M) Cure Poison (L M) Damage Commune (C G L M N) David Hamilton (T V) Disease (D L M V V V W X)	Energy Drain (M R V) Heal (A*4 J M) Immortality (M N L) Lycanthrope (L M N O) Mana Drain (E H I M V) Mass Healing (A*4 H I M L) Mortality (K M N R U) Poison (B V V V V J M) Regeneration (L M W X) Reincarnation (L M N R U)	Resurrection (L L M N R U) Skill Drain (C L L M N O R) Speak With Dead (C E H I J M) Unholy Servant (L M N R) Vampirism () Voodoo Doll (D L M R) Wide Area Mana Drain (D F M W) Youth (K M Z), (L L L M Z)

Orders

Orders are group skills. They differ from other group skills in that the basic skills under them are composed of a collection of skills that are defined elsewhere. For example, Black has these three skills: capture essence [creation], curse [enchantment], and darkness [alteration]. Because these have all been defined elsewhere, the skills in the following chart do not list the effects. Instead, it lists the location the spell is from. To find information about a particular basic skill under an order, you will need to look up the skill in its original group in the chart above.

Orders and traditional group skills can mix and match alchemy. For example: the skill darkness is a basic skill under alteration and black. Therefore, both black and alteration alchemy can be used together to cast the spell.

Characters can specialize in an order just as they can other group skills. However, indifferent to all of the conditions being met to specialize in two overlapping groups mana can NEVER be multiplied by 4. The max benefit is to double mana.

Each order has its own basic theme:

Black: is of the underworld, black magic, evil, and darkness.

Blue: is of major creation and the forging of creatures.

Green: is of the forest and nature and often called Wiccan.

Red: is of the battlefield and war, frequently connected with weapon wielding fighter magi.

White: is of Divinity, good, truth, purity, and holy magic.

Yellow: is of stealth and cowardice, avoidance and espionage. Oh but these are the orders with

alchemy. There is black alchemy, red alchemy, blue alchemy, etc. There are also lesser-orders, which group spells that don't have alchemy.

Orders (non-alchemical)

Brown: This magic is territorial magic with aspects of creation and defense. They are grand wizards of magic fortresses, such as temples hidden in the mountain mists with ancient scriptures and clans of monks in devout worship. They embrace aspects of secrecy on a grand scale and warfare between kingdoms many miles away.

Grey: This magic is of the moon goddess. If there were a spell escort, it would be here. Thus, we have protection so they don't get pregnant, polymorph to please, hold target to take by force, and forget to conceal it. The moon is cold; thus, the ice attack, but spiritual; thus, forge metaphysical body and vision.

Magenta: The left over scraps.

Orange: This magic follows the crooked path, not a strait one. They do things indirectly and from the sides. Damage commune instead of healing, gate instead of teleport, slow instead of to hit and AC. With spells like charm and sleep they are effective with espionage as well as battle; thus, we see conjure object and to do damage they have ** web.

Pink: This magic is about great treasure. They rarely pledge allegiance to any town and focus on the great heroes and gods. They provide the services they use and typically shape change into whatever race they are working for. They also master language, and the torpedo is to make sure they get paid.

Purple: Purple is of psychic and royal magic.

ORDERS		
Black		
Animate Dead [Necromancy]	Fear [Enchantment]	Rust [Alteration]
Blight [Alteration]	Immortality [Necromancy]	Skill Drain [Necromancy]
Capture Essence [Creation]	Imprisonment [Abjuration]	Speak With Dead [Necromancy]
Curse [Enchantment]	Lycanthrope [Necromancy]	Telepathy Jamming [Alteration]
Darkness [Alteration]	Mana Drain [Necromancy]	Unholy Servant [Necromancy]
Disease [Necromancy]	Poison [Necromancy]	Vampirism [Necromancy]
Disintegrate [Alteration]	Psychic ** [Enchantment]	Voodoo Doll [Necromancy]
Energy Drain [Necromancy]	Rot [Alteration]	
Blue		
** Kinesis 2 [Movement]	Animate Golem [Creation]	Forge Golem [Creation]
** Wall [Evocation]	Become ** Elemental [Illusion]	Guardian [Conjuration]
*** Kinesis [Movement]	Bind/Release Golem [Alteration]	Juggernaut [Conjuration]
Animate ** [Necromancy]	Conjure ** Elemental [Conjuration]	Wizard Eye 1 [Alteration]

	Green	
Air Pocket [Alteration] Danger Sense [Abjuration] Dig [Alteration] Enchant [Creation] Enlarge [Alteration] Entangle [Alteration] Find Familiar [Enchantment] Freeze [Alteration] Haschak Sisters [Abjuration] Melt [Alteration]	Purify Food & Water [Alteration] Regeneration [Necromancy] Reincarnation [Necromancy] Resurrection [Necromancy] Shrink [Alteration] Silence [Alteration] Speak With Animals [Movement] Speak With Plants [Movement] Speak With Stone [Divination] Spell Turning [Abjuration]	Summon ** Beast [Conjunction] Summon [Conjunction] Turn To Stone [Alteration] Water Breathing [Alteration] Weather Summoning [Alteration] Wind [Alteration] Yield Mana [Enchantment] Youth [Necromancy]
	Red	
AC [Illusion] Anti-Magic Aura [Abjuration] Defense [Abjuration] Enchant Plus [Creation]	Endure *** [Abjuration] Fly [Movement] Impact ** Attack [Conjunction] Lock [Alteration]	Magic Blade [Divination] Stone Skin [Alteration] To Hit [Divination]
	White	
**** Detection [Divination] **** Protection [Abjuration] Bless 1 [Enchantment] Bless 2 [Enchantment] Blossom [Conjunction] Create Food & Water [Conjunction] Cure Blind [Necromancy]	Cure Deafness [Necromancy] Cure Disease [Necromancy] Cure Poison [Necromancy] Exorcism [Enchantment] Heal [Necromancy] Hear Prayer [Enchantment] Light [Conjunction]	Mass Healing [Necromancy] Mortality [Necromancy] Part Water [Alteration] Prophecy [Divination] Spirit ** Wave [Enchantment] Undead Ward [Abjuration]
	Yellow	
* Protection [Abjuration] Clair Audience [Divination] Clairvoyance [Divination] Climb [Movement] Clone [Necromancy] Dispel [Abjuration]	Holding Pocket [Alteration] Identify [Divination] Invisibility [Illusion] Long Dispel [Abjuration] Message [Alteration] Teleport [Movement]	Unlock [Alteration] Wide Area Mana Drain [Necromancy] Wizard Eye 2 [Divination]
	Brown	
Acid Attack 2 [Evocation] Barrier [Abjuration] Cancellation [Creation] Contingency [Creation] Conversion [Creation] Conversion 2 [Creation]	Dispel [Abjuration] Elastic Heart [Abjuration] Hide [Illusion] Jump [Movement] Lock [Alteration] Magic Room [Alteration]	Misdirection [Illusion] Nullify [Abjuration] Read Magic [Divination] Sally Mann [Illusion] Slime [Alteration] Temple Enchantment [Creation]
	Grey	
Blight [Alteration] Obelisk [Creation] Speak With Stone [Divination] Return [Movement] Maddie Ziegler [Enchantment] Carroll's Alice [Abjuration]	Statue of David [Enchantment] * Protection [Abjuration] Levitate [Movement] Transmute ** To ** [Alteration] Forge Metaphysical Body [Creation]	Ice Attack [Evocation] Vision [Divination] Forget [Enchantment] Haste [Movement] Protection [Abjuration]

Magenta		
Component Morphing [Illusion] Consumable Grimoire [Creation] Deafness [Enchantment] Destiny Bond [Divination] Devine Cargo [Alteration] Echo [Divination]	Hold Target [Enchantment] Jock Sturges [Movement] Lava Attack 2 [Evocation] Lightning Protection [Abjuration] Lightning Torpedo [Evocation] Locate Object [Divination]	Magic Protection [Abjuration] Mud Attack 3 [Evocation] Multi-Morphism [Illusion] Polymorph [Illusion] Psychic [Enchantment] Time Hop [Creation]
Orange		
** Web [Evocation] Brooke Shields [Enchantment] Charm [Enchantment] Conjure Object [Conjunction] Curse [Enchantment] .	Damage Commune [Necromancy] Dispel Shield [Abjuration] Gate [Movement] Image [Illusion] Oracleation [Divination]	Shield [Evocation] Sleep [Enchantment] Slow [Movement] Stasis Bubble [Conjunction] Walk Through Walls [Movement]
Pink		
* Uncontrolled Torpedo [Evocation] Banishment [Abjuration] Blind [Enchantment] Chandelier [Abjuration] Clone [Necromancy]	Comprehend Language [Divination] David Hamilton [Necromancy] Defense [Abjuration] Mending [Alteration] Mist [Illusion] Mystic Item Of ** [Creation]	Permanency [Creation] Race Shrine [Creation] Shape Change [Illusion] Weapon of Slaying [Creation]
Purple		
Clair Audience [Divination] Clairvoyance [Divination] Danger Sense [Abjuration] ESP [Divination]	Fire Attack [Evocation] Hypnotism [Enchantment] Mind Control [Enchantment] Mind Transfer [Enchantment]	Telekinesis [Movement] Telepathy [Divination] Telepathy Jamming [Alteration]

Sub-chapter 9: Abjuration

* Protection (C M S) [yellow, grey]

This represents three separate spells: acid, poison, and lava. Each spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name. This creates an extra health pool of armor equal to the result of S. Nothing of that type can harm you without depleting this pool first. Any and all future damage of that type is redirected to the health pool of armor.

*** Protection (D M S) [white]

This represents three separate spells, one for fire, one for ice, and one for lightning. Each spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name. This creates an extra health pool of armor equal to the result of S. Nothing of that type can harm you without depleting this pool first. Any and all future

damage of that type is redirected to the health pool of armor.

**** Protection (C M R S) [White]

This represents six separate spells: evil, good, trap, magic, hidden, and fear. Each spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name.

This creates an extra health pool of armor equal to the result of S. Nothing of that type can harm you without depleting this pool first. Any and all future damage of that type is redirected to the health pool of armor. But we are not done. This also increases your save against things of that type. Further, you gain the ability to retreat and withdraw safely, and the enemy cannot block you or harm you on your way out. This type of protection will simply push them out of the way with up to infinite force as needed. Here's the catch. Any hostile action or thought will immediately shut down this spell. This includes trespassing, stealing, or attacking. Thus, if you are in the middle of looting the devil's treasure, then you must drop everything you took. This has no effect on detection or dispel type spells.

When you create a saving throw to something that does not have a save, then you use the opponent's (spirit + spirit) or (spirit + intelligence). This normally results in a very low score you need to beat. If you are making a save against a trap, your save is the trap's hide score or lock score. If you are making a save against an event of nature (natural avalanche, tidal wave, natural lightning, etc.) then the save is zero; this is the number you need to beat, and the only way to fail is roll negative natural twenties on the dice. This type of protection avoids a spell's dispel resistance. Example: Satin casts a 1000 mana fireball (1000, . . .) with its 16,000% dispel resistance. We cast evil protection, and the devil fails his save. He misses, no damage, for this round and all future rounds. How about a prison cell. Let's give it a lock score of 60. That's hard but if you can beat it, then the bars bend out of your way.

***** Protection (D K M S)

This represents six separate spells: rock, wood, force, thorn, mud, and light. Each spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name. This creates an extra health pool of armor equal to the result of S. Nothing of that type can harm you without depleting this pool first. Any and all future damage of that type is redirected to the health pool of armor. Success / fail starts at 0%.

Anti-Magic Aura (M*4, D H I J+L+L+L+L) [Red]

☀ dispel family spell.

Each point of mana in effect M produces +40% dispel resistance. This effects all spells friend and foe. This always effects the caster and / or the invoker of this spell and all the spells on the caster or invoker. In other words, if a fighter tossed a scroll of anti-magic aura 40 feet were it had a 36-foot diameter (out of range of the fighter), the fighter and every spell on the fighter is still fully effected at the moment the spell is cast. The middle-man contingency casting the spell does not prohibit the fighter from being effected. With this spell, nobody gets magic. Once an area of anti-magic aura is made any spell in it, or entering into it will be dispelled per success / fail, and this will occur every round. So even if it wasn't dispelled the first round, it will try again, and again every round for the entire duration. The chance to dispel is $60\% + J + L + L + L - (M \text{ of the defending spell} + \text{total of mana of the defending spell})$.

When an elemental conjured by the one of the spells conjure ** elemental attacks a target inside an anti-magic aura skin, then only the attack is subject to being dispelled, and this occurs prior to damage. The elemental's attack renews every round. The elemental itself cannot be dispelled.

All spells cast, used, or invoked from objects such as potions and wands will be subject to the anti-magic of someone with anti-magic on in the same way as if cast by a person.

When the area of this spell only encompasses part of the area of another spell, then the other spell is only dispelled in part, not in whole. However, if the caster or any segment of the range is in the area or passes through the area of anti-magic, then the spell is dispelled completely. Thus, a wizard outside trying to cast fire attack at a target on the other side will have the fire attack dispelled in whole even if no part of the area of the fire attack is inside the anti-magic; the range was, therefore it was dispelled.

Anti-magic aura cannot be animated. There is an absolute max of 12 mana in effect I for shape.

Anti-magic aura is stationary to the mountains and seas, or an object over 26,000 pounds.

An alternate version of anti-magic aura is called skintight. This has zero mana in shape, effect I. This wraps around a **willing** target's body, and moves with the person. On the down side, the person will have all good magic dispelled by the anti-magi skin, but the up side is most hostile magic will also be dispelled. Spells that directly affect the person such as AC, healing, to hit, stone skin, water breathing, etc. are dispelled prior

to affect. Direct contact with area spells will dispel them prior to any affect and carve out a tunnel for the path of the person with anti-magic skin. However, semi-indirect spells like entangle, magic blade (opponent), to hit (opponent), AC (opponent), contact with a become elemental (opponent), image, shape change, contact with object controlled by one of the three telekinesis spell clusters will first inflict their damage / effect and then the anti-magic skin will dispel the spell. Even the archer with a “to hit” spell will have the spell dispelled after the attack is resolved. Finally, fully indirect spells are unaffected by anti-magic skin: darkness, danger sense, clair audience, clairvoyance, comprehend languages, etc. Note: all spells cast or invoked by the person with anti-magic skin will be dispelled.

Banishment (E K M N R) [Pink]

A banished target will leave the area. The area is the result of E + 100 feet from the caster. If the target had command over troops, then they would order their troops to withdraw as well. Success / fail starts at 0%. The duration is indefinite. It will last until the target has forgotten about the location. A target intentionally (by Game Master’s discretion) breeching a banishment will suffer a drain of 1,000 experience per round until dead. NPCs cannot breach a banishment. A banished target can attack from outside the area to opponents inside the area.

This will cause an abortion on a willing target. To clarify: this will cause a pregnant woman to not be pregnant and abort / expel a dead child.

Barrier (D H2 K L M O X) [Brown]

 dispel family spell.

The chance to dispel is $30\% + K - (M \text{ of the defending spell} + \text{total of mana of the defending spell})$. It is stationary in relation to the mountains and seas or an object over 100 million tons. The shape of a barrier is spherical, extending above and below ground. A barrier has the result of H feet in diameter. Effect L is used only to determine if the cast was successful, and an unsuccessful cast will **drain 100 experience from the casters health**. If the caster’s experience in health drops below zero the caster is dead regardless of all other health points. The success / fail to cast is $0\% - 10\%$ per point of mana in effect (H2 over 9). Thus, 1 to 9 are free and 15 mana in H2 would be -60% to the success/fail. H2 only indicates which table to use; it’s not H^2 .

An active barrier will attempt to dispel unwanted magic every round as well as block unwanted targets up to a weight of O and magic of X. With regards to blocking unwanted targets, all targets under the weight O cannot advance toward the center of the

barrier. This acts like an impenetrable wall. Effect X defines the magical plus that can be blocked. If X is zero then a +1 magic arrow will fly through without resistance, yet a normal arrow fired by a +1 bow will be blocked.

The caster of the barrier must define his intentions clearly with the expectation a 14-year-old boy will do his earnest best to follow those instructions. The 14-year-old boy is the manifested intellect of the barrier and cannot be communicated with directly. However, many spells can be linked to the 14-year-old boy: detect evil, clairvoyance, ESP, etc. These spells empower the 14-year-old boy to know more and be able to make better decisions. Further, it is normal for the caster to have a page (or several) of instructions. Additionally, you could even carve a list of members to refer to which could be maintained after the barrier has been cast. But, be careful. The destruction of that list might be catastrophic.

Spell linking: This spell can be linked to many spells that improve observation. To link a spell, the average mana per effect must be the same between them ± 0.5 mana. An effect with void is ignored. A spell with six effects (A B E H I M). If it had 60 mana, then it would have an average of 10 per effect. Dispel has five effects and therefore you would need between 48 and 52 mana to link it. Now that the spell has been linked, we augment the evocation spell with the chance to dispel and other effects. If you have effect F, then it = 0. The area of effect and duration is defined by the barrier spell. All damage is added together, and weakness and resistance applies to all of it.

Carroll’s Alice (A B C J M M) [Grey]

This is an exotic spell. Exotic spells are mostly worthless. Just skip it. There is no benefit to reading this spell. You are wasting your time. Don’t read this spell. Just skip this one—next.

If the caster (or subject of this spell) attacks a group of targets and fails to draw a single drop of blood, then if anyone from that group draws blood on you that damage is inflicted on the attacker up to blood of effect A, also. Clarification of attack: a weapon or spell capable of inflicting damage. Clarification of fail: either you missed or all damage was (in one way or another) blocked: damage resistance, defense, stone skin, protection, magic, or elemental skin. If it doesn’t actually hit health, then it is a fail. Clarification of anyone: if you attack one of your four opponents and miss, then Carroll’s Alice is in effect against all four of them. So what happens if you have 3 stone skin, your opponent has 4 stone skin and your result of A is 5 when your opponent hits you for 20 damage? First, all your stuff reduces damage; therefore your 3 stone skin

is consumed. Now it would draw blood, but we divert it to your opponent and all his stuff reduces damage. His 4 stone skin is consumed. 13 damage to go. You now draw blood, but only up to effect A which is 5. Your opponent takes 5 damage. But that 5 is under the word “also” and does not decrease what you suffer; thus, you suffer 13 damage.

B is the duration of the effect on your opponents after you miss once. C is the duration of the spell as a whole. Success / fail starts at 0%. The two Ms are added together for total dispel resistance. Carroll’s Alice cannot effect damage from another Carroll’s Alice. If you attack and draw blood or do not attack then Carroll’s Alice counts down its B-duration. Attacking while out of range counts as attacking provided you have no means to attack in range. Thus, attacking with a punch while there are rocks on the ground you could pick up and through does not count. Any intentional attempt to miss does not count and does not activate Carroll’s Alice. Attacking before battle begins does not count; thus, you cannot attack while sneaking up. Only things with health that have existed for more than three days count. Thus, Carroll’s Alice has no effect on minions, etc. They do not count as blood. Killing a minion counts as a miss. This spell does not compound with Maddie Ziegler. You cannot have both. Yet, damage caused by your opponent’s Maddie Ziegler is affected.

The intersection of Carroll’s Alice (which effects only one person) and elastic heart (which causes us to look at many people as one person) requires Carroll’s Alice to be on all the people of elastic heart. In this cause, it acts normally whereby we divide the damage by all members then multiply by all members. $A \times B \div B = A$. As such, each Carroll’s Alice is doing its share of the whole. If 50 damage is dealt and Carroll’s Alice echoes 30 of that damage via 20 mana in effect A, then if elastic heart has 5 members we conclude elastic heart has divided effect A also. Each member of the 5 will echo $1/5^{\text{th}}$ of the 30 total echoed damage. $30 \div 5 = 6$. Notice if all five members have Carroll’s Alice then we get back to the 30 echoed damage. If only one has Carroll’s Alice then his share is only 6.

Congratulations, you had the wisdom to ignore bad advice. All exotic spells have been intentionally omitted from the online spell lists to make them difficult to discover, and then we discourage people from reading them to test the people to make sure they are truly worthy of such spells.

This is a tribute to the great author and photographer Lewis Carroll for his original contribution to the art world with “Alice in Wonderland” as well as his thought provoking

photography of Alice, which provoke topics of philosophical conversation. Thank you Lewis Carroll.

Chandelier (A D E M P Q R Y) [Pink]

This is an exotic spell. Exotic spells are mostly worthless. Just skip it. There is no benefit to reading this spell. You are wasting your time. Don’t read this spell. Just skip this one—next.

Chandelier is a ward that protects from elementals and the like. Chandelier effects five clumps of spells: conjure ** elemental, become ** elemental, magic blade, poison, and golems. Anyone (including the caster) who is created by or is using these spells who is inside this ward will suffer A damage per round; their speed will be reduced by P movement; their save will be reduced by R; and their “to hit” and AC will be reduced by 2 per mana in Y. The duration of the spell is D. The range E defines the radius of the area of effect from the point cast, and it is stationary to the mountains and sea. Effect Q reduces the damage of these targets from their attacks and spells. The spell does not compound with itself and two chandeliers cannot effect the same target. You cannot cast chandelier to effect yourself to protect yourself from your opponent’s chandelier. Chandelier does not do damage to unconscious targets.

Congratulations, you had the wisdom to ignore bad advice. All exotic spells have been intentionally omitted from the online spell lists to make them difficult to discover, and then we discourage people from reading them to test the people to make sure they are truly worthy of such spells.

This is a tribute to the great artist and singer SIA for her original contribution to the art world as well as her thought provoking topics of philosophical conversation: in particular her music video Chandelier. Thank you SIA.

Danger Sense (C M) [Purple, Green]

This allows the caster to determine if they are in danger in any way. The greater the danger the greater the ability to detect it. Normally this will not detect enemies that are a full level lower than you, because they simply do not pose a threat. Conversely, mana in effect M doubles for every level they are above you. This will detect natural events such as a hurricane, especially if you are on a boat out at sea. The rub is danger sense reports back to the caster a number. 1: you might take a few points of damage. 2: watch out, something might try to kick your ass. 3: RUN! You are in mortal peril. If you fight, you die. 4: imminent death.

The ability to overpower magic to sense danger is $60\% + (M \times 9) - (M \text{ of the defending spell} + \text{total of}$

mana of the defending spell). Thus, 5 mana in M would have $60 + (50 \times 9) = 610\%$. With this virtually nothing is both strong enough to be a threat and simultaneously strong enough to hide that fact. Remember, M doubles for every level they are above you.

Defense (C K M T) [Red, Pink]

This gives the target damage resistance in the same way monsters gain damage resistance via having a defense such as “silver,” “+1 magic,” etc. If someone is attacking with a weapon below your defense, then you reduce the damage you take. When someone with defense takes damage from **non-magical** ice, fire, acid, poison, rock, or force **AND** they are not weak to the type, then their defense reduces the damage they take. That list was exact and complete. If they are weak to ice, fire, acid, poison, rock, or force and take that type of **non-magical** damage, then their defense is voided for that damage. This voiding of defense does not apply if they are metals, weapon types, and other types such as lightning, light, etc. Further, a +1 mystic fire 1*(1.5) weapon against a horn devil with +2 magic defense and 200% weakness to fire will take -3 damage from the weapon $((+2) - (+1)) = 3\text{dr.}$ and 200% damage from the rest as fire. See order of operations. Success / fail starts at 0%.

T	Defense
1	Quality
2	Copper
3	Nickle
4	Zinc
5	Silver
6	Gold
7	Platinum
9	Mithral
12	+1 magic
15	+2 magic
18	+3 magic

Each additional +1 magic is 3 more points.

Mana = damage resistance.

Dispel (E H I J M) [Yellow, Brown]

☀ dispel family spell.

This only effects unwanted spells as defined by the caster. If H and I have no mana, then the dispel will affect only one target spell. The chance to dispel is $30\% + J - (M \text{ of the defending spell} + \text{total of mana of the defending spell})$.

Dispel Shield (B H I K M) [Orange]

☀ dispel family spell.

This creates a mobile shield around the caster that only effects unwanted spells as defined by the caster. If it has no mana in H and I then it will only affect spells that impact the caster in the same way as anti-magic aura using it as a skin. The chance to dispel is $30\% + K - (M \text{ of the defending spell} + \text{total of mana of the defending spell})$.

Elastic Heart (C E J M) [Brown]

This is an exotic spell. Exotic spells are mostly worthless. Just skip it. There is no benefit to reading this spell. You are wasting your time. Don’t read this spell. Just skip this one—next.

24 is the maximum number of targets that can be defined at the time of cast. All targets within E range of the caster are considered one target for damage from any single effect (attack, spell, bomb, or spell-like effect) which causes damage to one or **more than one member** of the group of elastic heart targets. The damage is determined only once and divided evenly (round up) to all members of elastic heart. To determine damage, calculate the result as if only one target existed, then distribute. For example: there are five members of elastic heart. A fireball hits four of the five members and does 26 damage. Of all five members, we select one randomly. That one had 10 health, 8 stone skin, 7 fire protection, and 2 damage resistance. The total result is 2 damage went to the damage resistance, $\div 5(\text{round up}) = 1$, but damage resistance is not consumed so we don’t care anyway. We just ignore it. 7 damage consumes 7 points of fire protection, $\div 5(\text{round up}) = 2$. Thus, 2 points of fire protection is consumed from each of the five members. If they don’t have it, then we ignore it. The damage does not convert—it goes away. Next, 8 damage consumes 8 points of stone skin, $\div 5(\text{round up}) = 2$. Thus, 2 points of stone skin is consumed from each of the five members. If they don’t have it, then we ignore it. The damage does not convert—it goes away. Next, there is 9 damage left which consumes 9 health, $\div 5(\text{round up}) = 2$. Thus, 2 points of health is consumed from each of the five members. Even if a different member had 25 points of endure fire which would have blocked the attack in total, because he was not the chosen target to evaluate damage, his endure fire was circumvented and he took damage. Weakness and resistance function the same. If the selected target for the calculation had a 400% weakness to fire it would quadrupled the damage for everyone. In addition, notice the member not hit by the fireball also took damage.

This spell has no effect on things that have not had health for at least three days. Thus, minions can

never be part of an elastic heart. If a member is beyond E range then they are temporarily not part of the group.

If a member of the group falls unconscious, they are excluded from the group.

Congratulations, you had the wisdom to ignore bad advice. All exotic spells have been intentionally omitted from the online spell lists to make them difficult to discover, and then we discourage people from reading them to test the people to make sure they are truly worthy of such spells.

~This is a tribute to the great artist and singer SIA for her original contribution to the art world as well as her thought provoking topics of philosophical conversation: in particular her music video Elastic Heart. Thank you SIA.~

Endure *** (D M T) [Red]

This represents three separate spells, one for fire, one for ice, and one for lightning. Each spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name.

This generates damage resistance to one given type. Every time you take damage of that type, you reduce that damage by T. If you took damage a hundred times, all one hundred would individually be reduced.

Haschak Sisters (H A S C H A K) [Green]

This is an exotic spell. Exotic spells are mostly worthless. Just skip it. There is no benefit to reading this spell. You are wasting your time. Don't read this spell. Just skip this one—next.

The first sister attaches to every abjuration or cancelation spell the caster has or casts. When magic is dispelled or cancelled then that mana is funneled into the second sister. Each permanency destroyed funnels the mana used to create it as follows: +1 = 35 mana, +2 = 38 mana, +3 = 42 mana, +4 = 50 mana, etc. (34 + plus²).

The second sister now inflicts an amount of damage equal to the sum of mana upon the person or object the magic was on AND held by; thus, it can hit two targets if they are different. Then it heals the caster by the same amount. Thus, the fighter holding a +1 magic sword will suffer 35 damage if the magic is cancelled, and the caster will heal 35 health. The AC spell (5, 5, 5) will inflict 15 damage when it is dispelled.

Further, the health healed above all damage becomes additional health up to the result of 'H'. Thus, an H of 6 mana would allow 36 additional health max.

This is the sum of all Haschak sisters' spells. This health lasts for a duration determined by C.

Effect S, the second H, the second A, and the K are all mana slots. They do nothing except add mana to the spell. The duration of the spell is one day. The dispel resistance of the spell (the result of M) is the sum of mana $\times 3$. The chance of a successful cast is 0% + the sum of mana. Thus, Haschak sisters (9999999) has a 63% success / fail and 189% dispel resistance.

If dispel or cancellation fails, then the first sister will inflict "A" damage (type energy drain) on the target. This is a total failure to dispel any spell. Thus, a dispel effecting five spells on one target must fail to dispel all five of them.

Elementals are the holder of their attack and effected based on it. This does not affect abilities which have "void" under effect M. Haschak does not function against spells that are part of the dispel family of spells or cancellation, ☰.

This spell will only inflict damage once per round on a single target with A, yet if multiple spells are dispelled or magic objects cancelled then each one inflicts damage and A does not inflict damage. Stationary attacks from previous rounds do not have any effect on the determination of this round. Thus, intentionally standing inside a multi-round fire attack will not count as damage from an attack this round because you can get out if you wanted to do so. If you are trapped, then it counts. Spells with area send damage at caster if and only if caster is within 1,000 feet. Thus, the fire attack spell which is dispelled damages the caster of fire attack. However, the barrier on the village cast by a traveling wizard (now long gone) has no target. An individual spell can only trigger Haschak once per round. Thus, 20 dispels which all fail to dispel an attack invokes Haschak only once. A spell cannot be dispelled more than once because it does not exist for the second attempt. Dispels are not simultaneous, and an attempt to make them simultaneous will turn Haschak off. The exception is a spell hitting multiple targets each with a Haschak, which would retaliate; thus, three people who independently each had their own individual Haschak on where all three were hit by a fireball would cause each of the three Haschak to inflict damage. A single target can only have one Haschak on. Spells which are dispelled in part but not whole are at the discretion of the defender to turn off. Thus, a torpedo or elemental which enters a Haschak and only a piece of the torpedo or attack of the elemental is dispelled, then the person taking damage can allow the entire spell to be dispelled. For an elemental, the caster must be within 1,000 feet, and every round it is effected by dispel or cancellation the Haschak is triggered.

Will not damage unconscious targets. Observe the exotic spells are not on the list of potential external spells.

Congratulations, you had the wisdom to ignore bad advice. All exotic spells have been intentionally omitted from the online spell lists to make them difficult to discover, and then we discourage people from reading them to test the people to make sure they are truly worthy of such spells.

~This is a tribute to the great singers of the Haschak Sisters for their original contribution to the Music world. Thank you.~

Imprisonment (E L M N R) [Black]

This removes the target from this plane of existence and traps them in a bubble on another. The target will not age, get hungry, heal, or bleed with the passage of time, but they can cast provided they do not need to move or make sound. The target may, if they wish, make an additional save once per day. Doing so causes them to suffer one point of damage. The spell is indefinite in duration and cannot be dispelled except by locating the plan it is on, going to it, and casting dispel on the bubble. The difficulty of locating an imprisonment bubble is $55 + 3$ per mana in M. That is a skill check for a detective. It is considered magically hidden and the difficulty for divination magic to find it is defined by the divination spell. The most appropriate spell for this is locate object. Teleport cannot escape an imprisonment bubble and gate has a -90% to the success / fail of the gate. To gate into an imprisonment bubble is -150%. Success / fail starts at 0%.

Long Dispel (D H I L M) [Yellow]

☀ dispel family spell.

This creates a mobile shield around the caster that only effects unwanted spells as defined by the caster. If it has no mana in H and I then it will only affect spells that impact the caster in the same way as anti-magic aura using it as a skin. The chance to dispel is $30\% + L - (M \text{ of the defending spell} + \text{total of mana of the defending spell})$.

Nullify (BEJLM) [Brown]

☀ dispel family spell.

Nullify is designed to reduce the effect of hostile spells and to some degree circumvent the dispel resistance. Success / fail is $J - (M \text{ of the defending spell} + \text{the mana of the defending spell})$. The area of effect is E radius from the caster. Effect L determines the amount of reduction of hostile spells. If the spell fails, then double the result of J and cut the result of L in half and try again. Repeat until successful. This makes as many attempts as needed during the round,

until it is successful at causing a reduction. For example: $J = 3 = 55\%$, and $L = 3 = 9\%$. This is a reduction not a dispel, and thus chi dispel does not add to it.

Attempt 1.	55%	9% reduction.
Attempt 2.	110%	4.5% reduction.
Attempt 3.	220%	2.25% reduction.
Attempt 4.	440%	1.125% reduction.

Multiple nullify spells do not compound. **The reduction reduces the mana in the hostile spell and always rounds up.** Thus, it always does something. Note: the opponent caster must be in the area of effect to Affect E range, otherwise E will not be reduced, but the rest of the rest of the effects are reduced. In this example we will use fireball ($A=10$, $B=2$, $E=2$, $H=10$, $I=10$, $M=10$) and nullify ($B=3$, $E=3$, $J=6$, $L=8$). The fireball has a 144% dispel resistance and our nullify starts at 100%, which is an auto fail. Attempt two has 200% Thus, we have a net 56% chance. For this example, we declare we succeeded at this point. Because we are on our second attempt our 24%, reduction drops to 12% reduction. Within the area of the nullify spell and only in the area of the nullify spell the fireball is reduced to ($A=8$, $E=\text{out of range}$, $H=8$, $I=8$, $M=8$).

The green area has been reduced away. In addition, the area of grey is not manipulation and obstructed by obstacles. It cannot go around corners nor can it avoid friendly fire.



Protection (C M R) [Grey]

☀ dispel family spell.

This increases the target's save by R. In addition to the save, any non-AC skill check to avoid harm will also be increased by R. For example: a Dexterity check to see if you fall. An Intelligence check to see if you notice the food is rotten. This also gives the target a save against getting pregnant. Base difficulty is 25 after a successful copulation, which only has a 3% chance per sexual encounter.

Spell Turning (J+K+L M) [Green]

❖ dispel family spell.

The chance to turn is $0\% + J + K + L - (M \text{ of the defending spell} + \text{total of mana of the defending spell})$.

This causes the caster of a spell to become the target of the spell. As such, it has no effect on spells the caster casts on himself. Nothing else is altered of the spell. This affects one spell. The range of spell turning is: any spell the caster is aware of. Thus, a guard could run into a wizards' lab and tell the wizard about a lightning torpedo miles away headed toward an allied village, and from inside his lab the wizard could cast spell turning and flip the direction of the torpedo back on the opponent caster of it. When the spell turned has a shape that can omit the opponent caster (such as animated manipulation), then the opponent caster is automatically included in the area. The opponent caster cannot avoid being hit by his own spell if it has been turned. However, the caster retains control over the rest of the spell. Thus, if a group of orcs had a wizard who cast animated manipulation of fire on a group of goblins, and a goblin wizard spell turned the fire, then we would get the orc wizard (none of the other orcs), and all the goblins still get the fire.

The duration of spell turning is indefinite; thus, it is the duration of the targeted spell. Because it cannot dispel a spell trying to dispel it, if the spell turning is dispelled it does not function. It has no capacity to have a mutual shutdown to allow it to still work. In connection to the four exotic spells (Haschak Sisters, Maddie Ziegler, Carroll's Alice, and Chandelier) the spell as a whole is unchanged; however, the damage inflicted by these four spells is inflicted on the person with these spells. In the case of Chandelier, the opponent caster must be within 1,000 feet and they suffer all the effects of Chandelier. If the caster is a contingency, then the damage is divided among the people who provided mana where these people have health. Thus, alchemy is excluded. If it is a pure alchemy casting by a contingency, then spell turning has no effect on chandelier.

Undead Ward (M*2, C E J P V) [White]

The area of effect is the range from the point cast. The ward is stationary in relation to the mountains and sea. All undead in the area will suffer V damage as type energy drain every round. All undead will be moved out of the ward at effect P. Effect M is doubled; thus, 3 mana in M produces 60% dispel resistance. Success /fail starts at 0%. Undead wards are not cumulative with other undead wards and do not compound damage or movement. The non-

compounding is independent for damage to movement, such that one ward could move, while the second could damage and that works, but between two wards that do damage, only the strongest would have effect.

Sub-chapter 10: Alteration

Air Pocket (C H2 I L M) [Green]

❖ dispel family spell.

This creates a nice pocket of clean breathable air that will displace water, gas, fumes, and other non-magical effects. This will work in deep space. The success / fail starts at 0%. This will also displace / reduce non-magical damage from fire, gas, acid, and poison up to the mana of effect M². Non-magic means effect M = void. Thus, 9 mana in M would reduce 81 damage from each person affected within the area. Thus, a strong air pocket could shut off the "breathe of fire" of a red dragon. In this case where the damage is reduced from dragon breath, the rest of the linked effects of dragon breath are also reduced by a like percentage.

Bind/Release Golem (M O X) [Blue]

After you have forged and animated a golem the golem inside a painting can be released, and a golem outside a painting can be bound to it. This allows the golem to go from a two-dimensional form to a three-dimensional form and the reverse. This works with paintings, drawings, reliefs, stained-glass, and even books. Only the creator of the golem can cast bind/release golem on it. With this, a command word is used to cause the golem to return or be released. Because golems are intelligent, this control is only semi-optimal. A golem reduced to zero health will automatically return to its painting, its two-dimensional form. Inside its two-dimensional form, it heals one point per day and cannot die. A golem at or below zero health cannot be released.

The source dormant form (the canvas the painting is on) acts as a target for some spells. You can cast heal on the painting and heal the golem. Heal, cure blindness, cure poison, cure disease, shield, protection, mass healing, and cure deafness all work. It does not matter where the golem is. The golem could be light-years away. These spells all work. On the other hand, all other spell do not. When a golem is released, it comes into existence in front of the painting. While it can be anywhere in the universe and return will summon it back. This spell is permanent and cannot be dispelled after cast; however, it can be cancelled and X determines the magical plus for this spell. A cancelled

bind/release only removes this spell and does not harm the golem.

Blight (C E M V) [Black, Grey]

This inflicts V damage every minute amortized over 30 rounds. It inflicts the damage to every living thing within E range for C duration. It does not harm undead. It affects plants, insects, and animals. Because 30 in V fits perfectly into 30 rounds, it would inflict exactly 1 damage per round. One point of damage resistance would block all of it. 10 in V would do 1 damage every third round. 31 in V would do 1 damage for 29 rounds and 2 damage on the 30th round. Blight does not compound. It is stationary in relation to the mountains and seas. Blight cannot cross a chock line or salt line, and it cannot enter through a closed window or door. It cannot go down a chimney if the fire is lit. Blight cannot go down a passageway less than two feet wide. Any bless of any power will automatically remove a blight in the area of the bless spell. For a blight with at least 16 mana in V undead will heal damage at a rate of $V \div 8$ per minute.

Darkness (C E H I M R) [Black]

This negates normal light in the area of effect. People who need light to see will not be able to see. The chance to overpower magic light is $0\% + M - (M \text{ of the defending spell} + \text{total of mana of the defending spell})$. Clairvoyance and other divination spells must overcome the darkness or they fail to function. While in darkness everyone's AC is modified based on your actions. This mirrors the effect of invisibility and blind and none compound; they all use the same chart. Thus, the chart is generic:

Silent	Movement	Contact	AC
Yes	Yes	No	+30
No	Yes	No	+20
Yes	No	No	+15
Yes	Yes	Yes	+15
No	No	No	+10
No	Yes	Yes	+10
Yes	No	Yes	+10
No	No	Yes	+5

The ability to resist the effect of darkness with a successful save is only applicable individually, and does not affect the spell as a whole.

Maximum Defense: for targets which have a defined level (not player characters and master villains), after a given amount of mana in effect N and/or R has been used, the spell is successful indifferent to their health or save:

⊕ Level 1: 13 mana,

level 2: 16 mana, Level 3: 19 mana, Level 4: 22 mana, level 5: 26 mana, Level 6: 29 mana.

Divine Cargo (K) [Magenta]

This allows the subject to carry extra clothing and objects of extreme quality and value. Its intended function is to allow the subject to snap their fingers and elegantly wave their hands and their attire will magically disassemble and vanish into ethereal space while another attire is pulled from ethereal space and magically assembled upon the subject. All together, the transformation takes a mere two rounds and is an impressive show of power. The attire can be pulled on or off a manikin, from their body, or ethereal space in the same manner for a tailor. The attire can include a set of weapons and armor. A person can have many sets of attire.

Alchemy, animals, food, wagons, wizard labs, money, units, and cargo CANNOT be effected with this spell. In general, Devine cargo cannot be used for cargo.

Everything you ever put in Devine cargo becomes part of your character's soul. If you sell it or profit off its removal from your character sheet, then a sum of experience equal to the objects value in copper is deducted from your highest stat. Thus, you are allowed to dispose of items without experience loss. You may give them to NPCs as charity. You may trade-in an item for an equivalent item of a higher quality and higher value without experience loss. (You trade in your +1 quality sword for a +3 quality gold axe. They are both weapons.)

Each and every object must have Devine cargo cast on it. Trade-ins need a new cast. Melee weapons which have a sheath need a separate casting for the sheath. A quiver with 10 arrows will need 11 castings. One of the few exceptions is a deck of Tarot cards. That needs only one cast.

Success / fail starts at -500%. However, if the subject is worthy of such a great spell it gets easy. A first level character part of a party of four first level characters which has slain three first level encounters is considered worthy. If you level up and your glory has not leveled up with you, then all the Devine cargo spells go into hibernation waiting for you to become worthy again. In other words, your stuff drops on the floor and you must carry it like normal people. A second level character part of a party of four second level characters which has slain three second level encounters is also considered worthy. This is a generalized guideline, which is logically prorated. If you are "worthy," then success/fail starts at 0%. There is a sufficient grace period after leveling up to stay worthy. Don't slack off.

Dig (E C H I M O) [Green]

Every minute the caster concentrates during the duration of the spell, this moves result O pounds of dirt and rock within the area of effect to another location result E feet away. This will dig around tree roots and underground animals like rats. Smaller things like grass and insects are considered part of the dirt and moved. Dig does not provide any structural support. Nor does it move water. It will move thick mud, but not thin mud. Dirt has a weight of one ounce per cubic inch, and rock has a weight of 2 ounces per cubic inch. The result of dig is permanent. Dispelling a dig spell simply ends its duration.

Spell Augmentation

This spell can augment the task of a geologist, archeologist, and farming. In general, we calculate a number to plug into effect Q (10% to the power of mana). The result of using magic to augment a skill is to reduce the time required to do a task. The result of Q is what we will reduce the time to. For dig we look at effect C (max = 9), effect I (max = 7), effect O, and effect H. We will take the lowest mana of these effects. Max means once we hit that number we ignore it. Thus, dig (C=9, I=7, O=10, H=11) results in a 10. Now plug it into Q which results in 34%. If a job required 100 hours, then it would only take 34 hours if augmented by this spell. Notice the duration of dig is 81 hours. As long as it exceeds the final time required (34 in this example) you are fine. Tasks that are defined in days are 24-hour days. Thus, our 81-hour duration equals 3.375 days. However, the spell will augment everyone working (200 sq. ft. per person minimum). Of course, a 121' diameter circle has a smidge over 11,000 sq. ft. If you do run out of time either, cast again or prorate it. This is not difficult. Simply take the reciprocal and multiply it by the duration. You're at 34%, which is 34/100. The reciprocal is 100/34. Just flip it. $100/34 = 294\%$. Therefore, every real day of work is producing 2.94 days of work. Well the duration is 3.375 days, so $3.375 \times 2.94 = 9.92$ days of product.

Disintegrate (E H I K M N O R) [Black]

As a single target spell, disintegrate is a reckless destructive spell that obliterates the target completely. If the target fails the save and if N exceeds the target's health and if O exceeds the target's weight, then the target, all possessions such as gold, alchemy, and magical objects below +1 permanent magic are all disintegrated. They are removed from existence. If the above fails, then determine the minimum amount of mana that would need to be added to cause it to K, R, N and O to succeed. Take the total mana in the spell and subtract that minimum mana needed to determine net

damage. In other words: if the spell had 50 mana and needed 10 more to succeed, then the spell would inflict 40 damage to the single target.

As a multi-target spell, disintegrate is a precision pinpoint attack. Take the highest single save of all targets, take the sum of weight of all targets, take the sum of health of all targets, and apply a -100% (-10 mana) from effect K. Effect H and I cannot be changed and must include all targets. Next, calculate damage in the same manner and systematically apply the damage to one target after another where the damage is sufficient to render them unconscious. The target's bodies are disintegrated, except the parts which the caster wants to save. Thus, the body parts that are known to the caster as alchemical could be saved. If the caster wishes to save the hide, meat, or bones, then the caster can. This does not reduce labor required to obtain these parts. Objects and possessions are not affected. While you may think with -10 K a caster would need 18ish mana in K to get to an 80%, this is deceptive, because even 4 mana in K (thus $4 - 10 = -6$) or -60% where you roll 100 (you fail by 160%), then you add 16 mana to K via the spell which reduces damage by 16. Nevertheless, you still succeed.

As a non-target disintegrate, the spell is a sloppy chaotic act of destruction. First, the spell identifies all targets that fail the save within range E (ignore both H and I). Second, within this list it will randomly select targets until it cannot add any more without exceeding N health. Targets include all player characters, animals, NPC people, NPC animals, undead, golems, elementals, angles, and daemons. It excludes insects, wild non-influenced animals, plants, and objects. A wild non-influenced animal is like the mouse that happens to be there by no effect of the players, where as a mouse (even a wild one) brought to the area by a player has been influenced and is thus, counted as a target. We now have a random list filtered by R and N. We apply O to filter it one more time. Next, randomly distribute damage to knockout random targets. All this is simply a warm up for the final act. Everything else within range E up to the limit of O (minus what has been used) is disintegrated. First and in order by weight all loose objects: dust, sand, pebbles, coins, and alchemy. Then all objects over an ounce. Then the spell disintegrates non-loose objects: grass, weeds, bushes, trees, etc. Finally, the spell scoops out the sphere of its effect from the earth itself, up to O of course. This version has no power to disintegrate magical objects, already harvested alchemy, or items where a target has allocated over 2,249 experience in the use of that exact object. Thus, the fighter who has a skill "my sword: level 4, 2250 exp.," cannot have it disintegrated by this.

Spell linking: Disintegrate can be linked to dispel or cancellation. To link either spell, the average mana per effect must be the same between them ± 0.5 mana. Disintegrate has eight effects (E H I K M N O R). If it had 80 mana, then it would have an average of 10 per effect. Dispel has five effects and therefore you would need between 48 and 52 mana to link it. Now that the spell has been linked we ignore everything except the chance to dispel or cancel out magic objects. That effect is applied to the entire range of E. This affects everything within E range prior to damage or disintegration. Further, this now trumps experience allocation of 2,250 experience, and absolutely everything can be destroyed. This assumes cancellation or dispel were successful or not required.

Enlarge (B M O Q) [Green]

This enlarges a living target; the target must be alive. Target must be touched. The height is increased by the result of Q, but limited by the result of O. Start by determining your weight/height ratio (WHR) by dividing your weight by your (height cubed). Height cubed is simply height \times height \times height. Thus, a 5½ ft. tall person with a weight of 125 pounds has a 75% WHR. ($125 \div 5\frac{1}{2} \times 5\frac{1}{2} \times 5\frac{1}{2} = 0.75$) This is the build of the body. Next, we will add the result of O to your weight and calculate your new max height. This formula is: height = 3rd root of (weight divided by WHR). Don't be fooled. If you are dividing by a percentage less than 100% your weight goes up not down. Next, we adjust your height by the result of Q and calculate your new max weight. This formula is: weight = height cubed times WHR. With your max weight and max height, we select the lower of the two.

There are five defined sizes: Tiny, small, standard, great, and giant. If the target's weight lift is shifted upward into a new size, then its **weapon** damage and range are shifted upward into the **weapon** damage and range for the new size. This does not modify magic damage or range, chi damage or range, RDM, excess damage, mystic damage, Greek fire damage or area, or race defined attack damage or range.

Size	Pounds of Weight Lift	Range	Damage
Tiny	5 – 40 pounds	$\times 0.5$	$\times 0.5$
Small	40 – 150 pounds	$\times 0.75$	$\times 0.75$
Standard	150 – 300 pounds	$\times 1$	$\times 1$
Great	300 – 1,000 pounds	$\times 1.5$	$\times 1.5$
Giant	1,000 pounds +	$\times 2$	$\times 2$

If you have changed your size class, then the range and damage of physical weapons is modified accordingly.

A person who is enlarged in a confined space will suffer exactly one point of damage as the spell tries

to enlarge you and you are squished by the confinement. Further, the structure confining you will also suffer the damage as your body attempts to break it apart. This one point per round represents the maximum force when changing size.

Entangle (B E H I J M) [Green]

The chance of success / fail starts at 0% - (the target's strength over $7 \times 30\%$). The old rules required that you must succeed three time in a row to prohibit the target from movement and speech completely. This is at Game Master's discretion based on how this is being accomplished. Such a victim cannot attack, and their AC is lowered by 15. If you succeed on only the first two rolls then the target can use speech to cast and gets a quarter movement for their full turn move. Such a victim can attack at a -15 to hit, and their AC is lowered by 10. But, I just put the little pixy in a glass jar. It should be able to use arm-body-speech also, and any idea of any attack happening that does not break the glass is illogical. Like I said—Game Master discretion. If you succeed on the first but not the second, then the third is not rolled; it fails. This is a one-success cast. With this, the target can use speech to cast but not arm-body-speech and gets a half-movement for their full turn move. Such a victim can attack at -10 to hit, and their AC is lowered by 5. Well, not if it's in a jar.

Entanglement has two forms: Natural and weak. To use the natural form, you must have superiority and the target must be an NPC and 4th level or lower. You must be above them; your unrestricted experience must be at least 14,500 for level-1 NPCs, 32,000 exp. for level-2 NPCs, 53,000 exp. for level-3 NPCs and 91,000 exp. for level-4 NPCs.

The natural form requires the caster to use the preexisting natural surroundings to entrap the targets and may provide these tools. In a forest, the vines and limbs of trees could be used. In a cave with loose rock, the rock and walls could be used. The caster could throw rope. If the caster had jars, then the entanglement could snatch insects out of the air, move them up to ten feet, and put them into the jars to entrap them, and then put the lid on the jar. The spell is fully capable of taking the leather strapping of a bondage restraint provided by the caster or environment and dressing the target in it, latching all the buckles and synching up all the locks. It could even be used to take the panties, bra, bloomers, petticoat, skirt, stockings, shoes with laces, a corset, top, blouse, coat, and bonnet and properly and perfectly dress a naked little girl. While she would not end up trapped, she would end fully dressed, and for a dryad this might be very disturbing. In general, the natural form makes only one success / fail roll.

The other form is weak and feeble. Nothing is required. This is where we roll three times. The weak form requires the caster to maintain focus (their primary action for the turn) to maintain. It forges a single cloth-like rope to restrain the targets, which vanish when the duration is over.

In all cases, you cannot entrap an illogical target. The weak form, which is a cloth-like rope, cannot logically entangle insects—but jars can. You cannot entangle a liquid target that cannot logically fit into the provided watertight container. Often the method of entrapment can prohibit attack. The example of entanglement in a cave where the caster uses found rock to construct a wall between you and the target would prohibit everyone on the caster's side of the wall from attacking the trapped targets behind it. The same would be true of insects in a jar.

When natural resources are used, the duration becomes indefinite. Further, it slowly becomes permanent. For example: cast, jars, trap insects, gather jars and walk back to wagon. Some punk casts dispel and all the lids fly off and the insects escape. This could be half an hour later. Next example: you are now home and have settled in. It's only been ten minutes and someone casts dispel—too late. The spell is no longer in effect.

Entangle is not an ongoing new entrapment. It is entrapment with the ongoing maintenance of an initial act. Therefore, once cast it has no power to entrap new targets which enter its ongoing area of effect. Further, its original area of effect becomes irrelevant. A wizard who was entangled and had a contingency teleport would teleport away and stay entangled on arrival. Leaving the area has no capacity to end an entanglement once it has affected you.

Entanglement only effects enemies. The caster may engulf himself and party with no concern as to its affect.

How to escape. Jump by definition escapes entanglement. Whether by spell, race skill, or the chi maneuver, jump trumps entanglement and web.

Damage not inflicted by web or self-inflicted by the entangled decreases the mana in effect J (or K for web). Damage from spells altered from spell turning are not self-inflicted. Thus, if you have five harpies entangled, when someone does 40 damage to the first harpy (which had a 6-point stone skin), the mana in the entanglement spell for effect J / K is reduced by 34. This might allow the all the harpies to escape. The mana reduction is equal to the health lost. The spell will then attempt a new entrapment, as the old one is vacated. However, this works in both directions. If the harpy healed that damage the mana in effect J / K is also healed and restored, and if the harpy was still

inside (or re-entered) the original area of effect, then the spell will attempt a new entrapment. This re-entanglement only occurs when the original was successful, then was broken by damage, then restored by healing. Note, the damage inflicted by fire web does not decrease mana, but a fireball in a fire wed does.

Player One can help Player Two escape. To do this, determine what strength was required for Player One to escape himself. Identify the amount left over and give it to Player Two. Player One pulls Player Two free. Example: Player One Strength of 12, entangle base of 100%. Roll of 63%. Now subtract 30% per point of Strength. $100 - 30 = 70\%$ nope, not enough. 2 points of Strength over 7 results is $100 - 60 = 40\%$. The roll of 63% now fails; it's too high. Player One needed 2 strength over 7. He needed a 9, but has 12. He still has 3 left over he can give to Player Two to get him out also.

The other way to do it is more logical but requires more math. After we determine Player One has 3 Strength left over, we calculate his weight left for those three points. Then we add the weightlift and revers engineer Player Two's new Strength. If Player One is a 500-pound giant and Player Two is a pixy, then he simply rips the pixy free of the entanglement. (We mathematically give the pixy over a hundred Strength). However, revers it. Player One is a 12 Strength pixy, and Player Two is the giant. No luck here. This pixy could have a 50 Strength, but its weight lift is still only a few pounds. It would make no difference. Let's do the math so you can see it in action. This time we will claim Player One is a 200-pound human. 3 extra Strength. Weight lift = $(Str/7)*weight$. So we will use $(3/7)*200 = 85$ pounds of unused weight lift. Player Two is a 20-pound fairy with a 7 Strength, Thus, 20-pound weight lift. Now we add our extra weight lift $20 + 85 = 105$ pounds. So far we have $105 = Str/7*weight$. What's your Strength? $105 = (Str/7)*20$. $(105/20)*7 = Str$. Your new Strength is 36.75. The fairy is pulled out by the human.

Freeze (E M O X Z) [Green]

This lowers the tempter of the area by the result of Z degrees. Normally used on water. At low levels of mana, it only does damage to targets weak to ice, the damage is as ice, and the damage is the result of X.

Damage at high mana levels is calculated with a requirement that effects O, X, and Z are above 30 mana. Subtract 30 from the lowest of these three effects and multiply by 3 to determine damage. Thus, 60 mana in each O, X, and Z would inflict 90 damage. At this point freeze is type ice and melt is type lava. The area of effect is a perfect cube of result O volume: therefore 3rd root of mana squared. Here is a reduced formula:

$2^{(Mana/3)} \times 0.5848$ feet in length, width, and height. This formula comes from 12 inches = one foot. Thus $12^3 = 1728$ cubic inches = one cubic foot. At 16 ounces per pound $1728/16 =$ about 100 pounds per cubic foot. This is at the weight of dirt at one ounce per cubic inch. Effect O is $2^{(mana/3)} \times 20$ pounds. To get an equal length, width, and height I need the cube root. I take the $\sqrt[3]{20}$ pounds / 100 pounds per cubic foot as a constant $= (20/100)^{1/3} = 0.5848$. Now I still need the cubic root of $2^{(mana/3)}$ so I get $2^{(mana/3)}$. Next, multiply them together. $2^{(Mana/3)} \times 0.5848$ feet. With this at 14 mana you should get a cube 14.8 feet in length, width, and height.

Holding Pocket (C K M N O) [Yellow]

The object can be anything with an opening: a bag, a doorway, a necklace, even a rope tied in a loop. When cast, an amount of experience is drained from the caster. The volume of a holding pocket cannot exceed O pounds $\div 3$ cubic feet. Thus, a 90-pound holding pocket has a maximum volume of 30 cubic feet. Visualize a $2' \times 3' \times 5'$ box. Objects in a holding pocket are in a different dimension and do not add to the weight of the bag.

The act of casting holding pocket rips your soul apart, such that an amount of experience is permanently removed. The base amount of experience drained is equal to the result of effect O. Thus, if a holding pocket can hold 320 pounds, then it drains 320 experience. This base amount is reduced by mana used in effect K which is set aside prior to the roll and not used for success / fail. This dedicated mana now reduces the amount of experience drained by reducing effect O when calculating the experience drained. For example: O=5, K=11, results in 110% success / fail, 320 pound bag, 320 experience drained. If we dedicate 3 mana then the result is: (11-3) 80% success / fail, 320 pounds, (5-3=2) 40 experience drained. If the caster does not have enough experience to be drained, the spell auto fails. An object with zero experience must have an amount of dedicated mana equal to effect O to reduce the experience drain to zero.

A permanency can be cast on a holding pocket at a magical plus equal to one-half the mana in O. Thus, 5 mana in O is equivalent to a +2.5 magical permanency. This allows the holding pocket to be reopened for free forevermore. However, in order for a holding pocket to qualify for permanency, the experience drain must be zero and the success / fail must be 100%

The requirement for air is implemented as follows. First, running out of air does not cause damage—it causes death. No amount of damage resistance, healing, or regeneration will prevent death by suffocation. It takes 30 rounds to fall unconscious

due to suffocation and 30 more rounds to die. A holding pocket can hold an amount of life equal to the holding pocket's result of effect N. This is the air. The air is allocated on a first come first serve basis, and is never reallocated and never shared. Things that do not need to breathe (undead), do not consume the air. If a person (anything that needs to breathe) tries to enter a holding pocket that does not have enough points of air, then the holding pocket will block them from entering. If this person has an Intelligence of seven or more then they can override this block and enter anyway. The spell Air Pocket can be used to provide air; however, it is ignored when something attempts to enter the holding pocket. Thus, even if there is an air pocket within the holding pocket, the holding pocket continues to allocate its life-support / air to people and will block people when it runs out.

The space inside a holding pocket is limited by its weight capacity. An 80-pound person inside an 80-pound holding pocket would be like the person being in a plastic bag underwater where the water pressure is tightly conforming the bag to the person's shape. Yet they are still able to move and cast as the bag is stretched. The interior of the holding pocket can be forcefully stretched out with the structure of walls, floor, and ceiling up to a maximum area of max pounds $\div 3$ = cubic feet. For example: a 90-pound holding pocket could be stretched to 30 cubic feet ($2' \times 3' \times 5'$). Provided you build the structure and put it in the bag. Of course, the structure might be heavy. Other than this, a holding pocket will always shrink to nicely fit its contents, such that a 90-ton holding pocket with 30 copper coins in it would feel like you were reaching into a small pouch just the right size for you to feel around and find what you need.

Trying to move around inside a holding pocket that lacks definition is like walking in a bounce house or on a waterbed while several hyperactive kids play on it. To give a holding pocket structural definition you must construct a floor, walls, and roof. The more effort and expense this structure has the lighter the structure.

\$	Pounds	Cubic Ft.	structure
1	1	2½	wood
2	1	3	wood and metal
6	1	5	metal
16	1	10	light alloyed mithral
40	1	22	medium alloyed
mithral			

$(\text{price}/2)+2 = \text{cubic feet of structure for one pound.}$

The formula produces the table and you can use either to design your structure. The way to read it is for \$1 you can build a wood structure that has a weight of 1 pound and provides 2½ cubic feet of internal space.

Thus, a holding pocket with a 20'×20'×20' structure would provide 8,000 cubic feet of space which would cost \$3200 and weigh 3,200 pounds ($8,000 \div 2\frac{1}{2} = 3200$). If we wanted to use the formula to make it \$6 per pound we would start with formula $(\text{price}/2)+2 = \text{cubic feet}$. Ex.: $(6/2)+2 = \text{cubic feet}$. Reducing to $3+2 = \text{cubic feet}$ for 5 cubic feet total. Thus, for \$6 we can get one pound to make 5 cubic feet of structure.

If you want to purchase a holding pocket object here is a price list.

Magic Plus	Price	Pounds
0.5	\$6,333	20
1.0	\$9,244	40
1.5	\$20,501	80
2.0	\$31,872	160
2.5	\$50,625	320
3.0	\$69,528	640
3.5	\$95,599	1,280
4.0	\$121,856	2,560
4.5	\$155,817	5,120
5.0	\$190,000	10,240
5.5	\$231,923	20,480
6.0	\$274,104	40,960

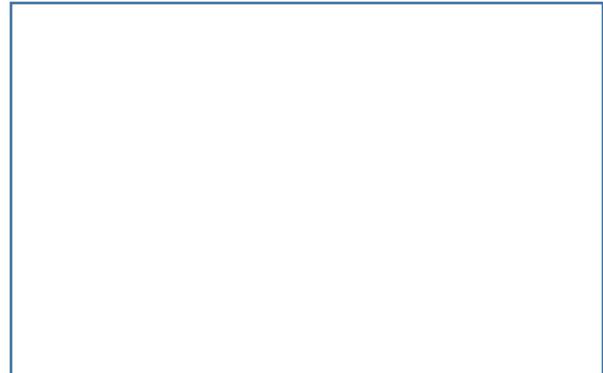
Lock (M) [Red]

This locks something with a difficulty to open of $35 + M \div 5$, or this increases the difficulty of an existing lock by $20 + M \div 5$. The duration is indefinite. The caster can open it without difficulty and without voiding the spell, which will relock when closed.

Magic Room (C H L M) [Brown]

This will create a special distortion in one of several ways.

The first method is “cubic feet”; it can be cast on an object such as a chair, bag, or room. When someone is inside the chair bag or room, the object will have extra space equal to H cubic feet. If such a magic room is dispelled it slowly reverts to its normal size. Stuff inside would be pushed around, and if there was insufficient space, it would either be broken or burst its confines. With this option which enlarges a space, there is a special bonus to duration. Provided the object never moves and no additional gateways are ever made into the room, then its duration does not expire and is indefinite until it is moved or a gateway forged into it. Attempting to move this object with magic will add the



weight of all its contents to the weight the spell must move.

The second method is “the dollhouse.” With this, you start with a hole in an object or an actual dollhouse. Effect $H \times 10 = \text{square feet}$. Thus, a six max caster with a dose of red cat fungi could create a 1,440 sq. ft. house from the dollhouse.

Such a room can be crafted with windows, chimneys, plumbing, and other features, which correspond to miniature windows, chimneys, plumbing, and other features outside the room. For example: you could cast magic room on a dollhouse making it life-size inside and see out the dollhouse windows. You could exit out the back door or balcony. The chimney and plumbing would work. Again, provided the object never moves and no additional gateways are ever made into the room, then its duration does not expire and is indefinite. The function of this is to bypass the need for permanency for the homes of dryads and fairies who live inside trees, which have had homes caved out of them. From the outside, the dollhouse does not appear to have changed; however, a 6 ft. human can grab the door and enter. On the inside, it is a 1,440 sq. ft. home. **A dollhouse must be superbly crafted by a carpenter with a skill check of 50 + the mana in H.** Further, it will require one day of labor per 70 sq. ft. by this carpenter. With a dollhouse, effect M applies only when cast. After which it can only be severed, not dispelled. As soon as dispel magic ends, the severed link is re-established. You cannot enter or exit a severed dollhouse except by the spell gate. Attempting to move this object with magic will add the weight of all its contents to the weight the spell must move. A portal is pinned to the mountains and seas, thus portals into a dollhouse are also severed if the dollhouse is moved, but will reestablish if the dollhouse is put back in the location the portal is pinned to.

The third method is the “sphere.” Instead of making the house into a room, you make a sphere as big as you can and make it into your house. These can get big. Entire towns and even civilizations can be in them. That 12 mana that makes a 1,440 sq. ft. dryad home would create a spherical room with a 144' diameter.

That's 16,286 sq. ft. at its equator. The room the fairy Blue made had 60 mana in H for a 3,600-foot diameter, which gave it 10,173,600 sq. ft. at its equator. With this method, you are forging a completely new dimension, which acts as its own plane of existence. Part of the spell is to create the doorway you use to get into and out of the magic room. The doorway is stationary to the mountains and seas. This doorway can be anywhere and take any form. For example: upon command word "I love water," over the center of the lake the water will rise up to form an arch with steps you can walk on to go through it into the magic room beyond. Or perhaps simply "Ryvah," and a door appears. A command word is not required; the fireplace in the basement—that's how you get in. This room needs a permanency before the duration runs out. Nothing stops this countdown clock.

The next method is the "portal." For this method, we interpret H as H². Thus, instead of mana squared, we use 2 to the power of mana. This creates an additional door into an existing magic room the caster has made. The distance the new door can be from the original door is the result of H². With this, you could now forge a permanent magic portal where you could enter from one and exit another traveling large distances instantly. The success / fail for this method is 0% - (mana in H² over 9)². Thus, if H² is 9 or less the chance starts at 0% and then you suffer a -1%, -4%, -9%, -16%, -25%, -36%, 49%, 64% etc. But think about that. The -64% is 17 mana in H². That's 24 miles. Moreover, there is no penalty for a failed cast.

Applicable to all methods, the magical plus of a magic room is the square root of the mana in H. If a caster has never been inside a particular magic room, there is a -90% to any gate spell's success / fail. You can compound magic rooms by putting magic rooms inside other magic rooms. The walls of a magic room cannot be cut, torn, or penetrated by any method except a gate spell and the doorways that are part of the room.

Magical Transformation ()

This is an exotic spell. Exotic spells are mostly worthless. Just skip it. There is no benefit to reading this spell. You are wasting your time. Don't read this spell. Just skip this one—next.

This permanently forges the caster into a magical girl and brings her into existence. In all cases when this is invoked the magical girl is stripped of all clothing and dances around for a round or two while a brand new set of attire wraps her delicate little body until she finishes with a striking and spectacular pose and a dramatic phrase of inspiration such as, "in the

name of the moon, I shall punish you!" —credit to Sailor Moon for that.

The chart must have 20,000 or more experience in unrestricted skills. All of which will be sacrificed along with the **rest of the character sheet**. The old character is cast into oblivion, and the player forges a brand new 10K character from scratch. This new character can invoke magical transformation. Magical transformation can only be invoked when the need arises. That is normally interpreted as when battle is imminent. Upon reaching the age of adulthood (which is beyond adolescent-adult) the character will lose the ability to invoke magical transformation forever. The duration of the transformation ends as soon as possible, but not prior to its need. Thus, immediately after battle, sort of.

Before we go any farther, this is a whole character concept. Notice there are no effects to put mana into. If you are an advanced player and have become bored with your current character, then you are eligible. Notice absolutely nothing is required of your current character; throw it away—or frame it and hang it on the wall. The point is, you are building a brand new one. Okay, I lied about there being "nothing," we need to know how much unrestricted experience you had. That being said, this is NOT easy. It is not quite as difficult as a holy priest, but it is close. If you are not an aggressive min-max power gamer, then you need to find one to help you build your character. This is a style of play where you optimize everything you can to squeeze out every micron of power possible. Now simultaneously you must be an aggressive role-player dramatically and flamboyantly bringing your character to life. The challenge is these two styles are in direct conflict. For example: the more unrestricted experience you had with the sacrificed character the higher your metaphysical character experience is. Okay, so the greedy min-max player waits forever and never gets to play because he always wants just a little more.

The mechanics of the magical girl. After you build a brand new 10K character, you will start you brand new metaphysical character. Your metaphysical character starts with zero everywhere and you must use the new experience you earn to build it. No part of the 10K can go to building the metaphysical character. When you invoke magical girl you compound all the levels of all skills from both the physical and metaphysical together. In other words, if your character had a 9 Strength at 31,000 exp. and your metaphysical character had 3 Strength at 3,000 exp., then when they combine you get a 12 Strength.

When a girl invokes magical transformation, all of the characters unnecessary objects temporarily vanish from existence. In general, this is everything,

because metaphysical objects replace it. In addition to purchasing metaphysical skills with experience, you can purchase metaphysical objects. Copper = modifier \times 10 \times experience. These objects are forged at exactly book value and are independent of the physical world. You don't need to find a smith who can make it. These objects only appear when you need them, and they vanish when you don't at a speed fast enough it has no degradation on your initiative. You could toggle back and forth between swinging your sword and firing your bow without missing a single round of combat. Further, these metaphysical objects can be upgraded, where the only requirement is the upgraded object costs 10%+ more than the old one. For example: you have a modifier of 3, so you spend 50 experience to purchase a 1,500 copper sword ($3 \times 10 \times 50 = 1,500$). You spend another 17 experience to upgrade your sword to a 2010 copper horse ($3 \times 10 \times 17 + 1500 = 2010$), then you managed to increase your modifier to a 4, so now with an extra 188 experience, you up grade your horse to a +1 magic wand for 9,530 copper ($4 \times 10 \times 188 + 2010 = 9530$). Notice we're always getting full value on the trade-ins. We get the experience we spent.

Alchemy, potions, scrolls, and other **finite** **magically** charged items can be created, but are seldom worth it because they are consumed permanently. They do not refresh with the next transformation, while **permanently** charged items and ammunition like arrows will be restored. In addition, poisons and Greek fire oil are not restored. Clothing on magical girls tends to rip and tear very easily and is frequently destroyed during battle; however, it will be brand new again the next time you invoke magical transformation for free.

Any improvements made to metaphysical objects manually (not by experience) become part of the item. Also, if you have multiple metaphysical personas, then metaphysical items may (but do not need to) transcend to them. If they transcend, then they are part of that experience total which is restricted by how much unrestricted experience was sacrificed at creation. Thus, if you have a 20,000 limit and a 5,000-experience item, you could have two 15,000-experience personas using the same item, while also having a third 20,000 experience persona who does not use the item.

The restrictions on the skills your metaphysical persona can have are as follows:

No external skills, no chi, and no casting max skills below the 1,000-column. The restriction of no external skills, no chi maneuvers, and no casting max skills below 1,000, is only applicable to the metaphysical persona, not the base character. Further, the compounding of such ignores the later. Thus, the skill sword by the persona does not produce chi; however, the skill sword by the base character does, and

it can power a maneuver which could enhance a "to hit" score which the persona would augment. The same is true of external skills. The base character could have combat against orcs which would enhance the "to hit" score which the persona also augments. The casting method gets to morph, mix, and match. Thus, the base character could have 2,250 experience 3-round cast (500 column) for 4 levels. However, that doesn't work for our magical girl who has 3,000 experience in 1-round cast (1000 column) for 3 levels. Therefore, she first morphs the max method of 3-round into 1-round at level 2, now she adds her 3 levels to it for a total of 5.

Spells usurped by stronger versions cast by a persona go into hibernation and are restored when the persona ends. Thus, the spell "to hit" at +5, which is trumped by the persona's "to hit" at +20, would return and after the persona is gone the +5 would be back.

All magic of a metaphysical persona with a duration ends when the persona shifts back to normal. In other words, if a character invokes magical transformation and while they are a magical girl they cast a spell with effect B, C, or D, then when the character shifts to normal those spells end. The following spells also terminate: lock, bind / release golem, conjure object, juggernaut, guardian, ALL creation spells, destiny bond, prophecy, bless, animate dead, clone, poison, unholy servant, disease, and youth. The following spells immortality, lycanthropy, and vampirism drop into suspension. This also extends to the entire tree. If a magical girl casts vampirism and becomes a vampire, then turns Fred who turns Cindy, all of them cease to be vampires when the magical girl shifts. The next time the magical girl shifts back into her magical girl form she resumes being a vampire as does Fred and Cindy.

The core limitation on a metaphysical persona is they cannot have more experience than what was sacrificed. Thus, if you sacrifice a 40,000-experience character, then you can have a 40,000 experience metaphysical persona. If you sacrifice an 80,000-experience character, then you can have an 80,000 experience metaphysical persona. Most characters only have one metaphysical persona, but you are allowed to have as many as you want.

The modifier is the single most important number for a magical girl. In addition to modifying the price of your metaphysical objects, your modifier multiplies the level of all your skills. Thus, that 3000 experience in Strength for 3 levels would jump to a +6 with a modifier of 2. The modifier does not affect your SLB. To calculate your modifier sum the following from your **base** character:

Stats

Comeliness \times 2 *

Category	Artistry
Group	Music
Basic	Dance **
(There is no specific skill to include)	
If female	+6 else +0
If (no sub-race)	+5
If human	+4
	-34

Now divide by 8 = modifier.

* If your race grants a +1 comeliness, then you may pay an extra 1,250 experience and modify the race age chart to gain a +2 instead.

** The basic skill dance can be swapped for singing, preform, or escort with an 8-point race limit. This 8-point limit means, you can only gain up to +8 from race skills to the basic skill that replaces dance. There is still no limit to the levels not by race.

Let's make a quick example: Comeliness: 10+3, Artistry: 0+3, Music: 1+3, Dance 4+3, female: +6, -34 = 12. Divide by 8 = 1.5 modifier. Nevertheless, this is a 10K build with 6,000 experience left over. Pick a race that works well, and good luck. Oh, and if in your epic search you get frustrated, realize every monster, every race, every augment, and every sub-race in the entire Ryvah system had to be rebuilt and reconciled for this one spell, and I still fear we missed one.

Congratulations, you had the wisdom to ignore bad advice. All exotic spells have been intentionally omitted from the online spell lists to make them difficult to discover, and then we discourage people from reading them to test the people to make sure they are truly worthy of such spells.

Melt (E M O X Z) [Green]

This increases the tempter of the area by the result of Z degrees. Normally used on water or metals for smith. At low levels of mana, it only does damage to targets weak to fire and the damage is as fire, and the damage is the result of X.

Damage at high mana levels is calculated with a requirement that effects O, X, and Z are above 30 mana. Subtract 30 from the lowest of these three effects and multiply by 3 to determine damage. Thus, 60 mana in each O, X, and Z would inflict 90 damage. At this point freeze is type ice and melt is type lava. The area of effect is a perfect cube of result O volume. Refer to the spell freeze for more detail.

Mending (A H I M) [Pink]

This repairs torn cloth, broken wood, and ceramic. This can repair broken glass and metal, however the damage inflicted on an object is not

necessarily the damage suffered. Compare 5 points of damage to a pillow verses a glass window. Normally a repair we show. If and only if the result of A² exceeds the damage in one cast by 300% will the repair be undetectable. If the object is less than 24 inches in length then H and I are omitted. Objects of quality require additional magic, such that for every point of quality the result of A² is reduced by 3. Thus, quality +1 = -3 A², quality +2 = -6 A², quality +3 = -9 A², etc. Of course, if it is quality and you don't want it to show then add another +300% for that also. Mending cannot repair magical objects or alchemy. The exception to mending being unable to restore magic is with an object destroyed with rot or rust. In order for mending to restore this type of destruction, it must be linked via spell linking to an equal or stronger version of the rot or rust spell. Thus, the +1 magic bow rotted by a sea hag with rot(10,10,10,10,10,10, 9) will require mending (10, 3, 4, 0) + linked rot(10,10,10,10,10,10, 9). Note: you can mend multiple objects at the same time. Thus, each object in the area of effect and every dose of alchemy turned to sludge by the sea hag would be effected by one cast and linked spell.

Message (D M P V) [Yellow]

This will send a message from the caster to the target. If V is zero then the caster gets only one target; otherwise, you get the result of V targets. The caster must have met or seen the target at least once during their life. The caster does not need to know where the target is. A message moves at a speed of P for a duration of D. A message **cannot be detected by any means** during transit. In transit the message will navigate around anti-magi auras, dispels, and other magical obstacles. It will only enter an area of effect that might shut it down if there is no other option to get closer to the target. The message is visible to the intended target, and if it can be seen from outside an anti-magic effect then it will wait and flash to get the target's attention.

This can record about one page of text or pictures. The caster is the one to do the writing and drawing.

Part Water (C H2 I M) [White]

This will displace water from the area of effect. This will also displace rain. At the level of manipulation, it can suspend water in the air in the same way a bottle does. If water is dropped, it will quickly disperse into a heavy rain and do no damage. Objects that sink in water will fall through water suspended in the air.

Purify Food & Water (H I M) [Green]



This will turn non-edible food into edible food. Not all food will be recoverable. Uncooked food will become cooked. Poison will be removed. Effect H and I are only needed if there is more than 20 pounds of food to be purified. The caster will know how successful the spell was. Because different races have different dietary needs, the caster can specify for what race the food is to be prepped for. Water denotes any drink.

Rot (A B H I K M X) [Black]

One cubic foot or 90 pounds of dead organic material will dissolve and rot away per point of damage if the spell is successful. This does not affect living or undead mater. This will effect magical objects at the result of X-2. Thus, it requires 9 mana in X to rot a +1 magic wooden staff. Organic materials of natural mana (alchemy) when forged into an object with 70 doses of that alchemy gain an additional defense against rot equal to the alchemies mana based on the following chart:

Mana	1 to 2	3 to 6	7 to 14	15 to 22	23 to 38	39 to 70	71 or more
Magic	+1	+2	+3	+4	+5	+6	+7

This is in addition to its magic. A +1 magic quasit bone wand (quasit bone has 3 mana:+2) would be +3 magic and would require 25 mana in X to rot. Success /fail starts at 0% -the total magical plus $\times 20\%$. Thus, the quasit wand would be -60%. This spell does not function with less than 4 mana in I and 1 mana in H. If the target has defined structural health (like a door),

then structural damage is the result of $A \times 10$. When the spell targets a structure or vehicle (like a wagon or ship) then you ignore the number of square feet it can rot or rust and simply inflict the damage directly to the structure or vehicle.

Rust (A B H I K M X) [Black]

One cubic inch or $\frac{1}{4}$ pounds of metal will dissolve and rust away per point of damage, if the spell is successful. This does not affect golems. This will effect magical objects at the result of X-2. Thus, it requires 9 mana in X to rust a +1 magic sword. Metal materials of natural mana (alchemy) when forged into an object with 70 doses of that alchemy gain an additional defense against rust equal to the alchemies mana based on the following chart:

Mana	1 to 2	3 to 6	7 to 14	15 to 22	23 to 38	39 to 70	71 or more
Magic	+1	+2	+3	+4	+5	+6	+7

This is in addition to its magic. A +1 magic Platinum –blue sword (platinum - blue has 10 mana:+3) would be +4 magic and would require 36 mana in X to rust. Success /fail starts at 0% -the total magical plus $\times 20\%$. Thus, the platinum – blue sword would be -80%. This spell does not function with less than 4 mana in I and 1 mana in H. If the target has defined structural health (like a door) then structural damage is the result of $A \times 10$. When the spell targets a structure or vehicle (like a wagon or ship) then you ignore the number of square feet it can rot or rust and simply inflict the damage directly to the structure or vehicle.

Shrink (B M Q) [Green]

This shrinks the target by the result of Q. Range is touch. To determine the new weight start by determining the target's original weight/height ratio (WHR) by dividing the target's weight by the target's (height cubed). Height cubed is simply height \times height \times height. Thus, a $5\frac{1}{2}$ ft. tall person with a weight of 125 pounds has a 75% WHR. $(125 \div 5\frac{1}{2} \times 5\frac{1}{2} \times 5\frac{1}{2} = 0.75)$ This is the build of the target's body. Next, we adjust the target's height by the result of Q and calculate the target's new weight. This formula is: weight = height cubed times WHR. Refer to the section on "size counts" to determine any change of damage or range. Unlike most spells shrink WILL compound with additional castings. Refer to the spell enlarge for damage when returning to original size in a space that is too small. Other than what is defined in "size counts" shrink does not change the target's range, damage, or movement. A target need not be willing. ~Mythology~ Taergsixes High priest of Quimpelton was notorious for

hunting down and shrinking trolls so he could put them inside very small very strong steel boxes. As a prank, these small boxes would be sent to his less-than-beloved opponents. Upon opening the box, a very angry troll would quickly return to full size.

Silence (C E H I M) [Green]

This causes the area or target to be unable to speak or make sound. Magic users who need speech to cast cannot cast or must cast without using speech. This spell requires a minimum of 4 mana in effect H and 1 in effect I. Sound will not be generated or pass through the area. The focal point can be the ground or an object. If it is an object, then it moves with the object.

The effect on monsters or NPCs which do not have skills defining their casting max is to lower the mana in their spells and abilities in effects A, H, N, and R by 30% round down. Thus, a 1-3 will be reduced by 1 mana, a 4-6 will be reduced by 2 mana, and a 7 -10 will be reduced by 3 mana, etc. This is in place of altering the max of the entire spell and is implemented indifferent to whether or not the max amount of mana was used. The effect is cumulative with slow and calculated first.

Slime (C L M) [Brown]

This makes the target immortal and turns them into a slime. This cannot be cast on an augment (lycanthrope, vampire, undead, angle, etc.), or a slime, and once cast, an augment cannot be cast on them. Thus a slime cannot become a lycanthrope, vampire, undead, angle, etc. However, the subject can take their mortal form for C hours a month. Many consider it a “poor man’s immortality.” At 28 in C, they would never need to take the form of a slime. Of course, at 28 mana, it’s not a poor man’s spell. The secondary effect is the target ages toward any age they wish to be. Thus, they eventually become their ideal age. This perception of what is ideal is at the subject’s discretion. The third effect is to transfer 100 experience per day from their Intelligence into their Comeliness. The target must be touched and willing. There are five types of slime. Slimes can breed and get pregnant. If and only if they are in humanoid form when they give birth will the baby slime be able to take humanoid form like its mother. Otherwise, it will be a formless slime with no mortal form. The type of slime is random with the lowest level slimes the most common.

After a person has become a slime, they in humanoid form and slime form gain access to very specific race skills from both forms all the time. Thus if the humanoid race gained a race skill to add to their Save and the slime also had a race skill that added to their save, then both skills are gained in both the slime

form and humanoid form. The exact list of skills is: Save, Alertness, Defense (such as silver or better), Damage Resistance, Regeneration, Health, Combat, Defense (adds to AC), Melee, Minimum AC, Minimum To Hit, and spells (Not abilities, talents, or internals, and not mana or max). No basic skills are gained (such as sword or fireball), ranged is not gained. No skills in any science is gained. Minimum AC, Minimum To Hit.

Stone Skin (C M S) [Red]

This puts armor over the target that will absorb damage up to the result S health. This armor is consumed as damage is taken, and when it runs out the spell ends. See “order of operations” as to when and how to implement stone skin.

Telepathy Jamming (K*2, C E M) [Black, Purple]

⊗ dispel family spell.

The chance to prohibit is $50\% + (K \times 2) - (M \text{ of the defending spell} + \text{total of mana of the defending spell})$. It might seem strange to think of this as a dispel; however, this can shut down yield mana, hear prayer, charm, hypnotism, mind control, and both wizard eyes. It does not technically dispel them, but it prohibits them, which is almost as good. As a result of it being in the dispel family of spells, you could get hit and killed by a hypnotized person, and you would be allowed to cast telepathy jamming to block the attack from occurring after the fact during the same round. There are many other unlisted spells and effects that also require some form of telepathic control, which is also blocked. In fact, most spells where the wizard is manipulating them on rounds after the cast use telepathy to do so. As such a change in shape by animated manipulation, a change in direction of a torpedo, minions, majors, summoned beasts are interfered. We say interfered instead of prohibited, because minions, majors, and summoned beasts have ears and the caster can yell at them to give them instruction. Oh, but that’s not a “free” action anymore because telepathy jamming requires it to be a full turn action. Further, the player must now write down the instruction on paper. This is because they will likely complain on how the Game Master interoperates the creature’s interpretation of what the play said. “Attack the guy on the left.” –Player. ~Ummm, okay. Strange but sure, my left is. . . “NOT my cleric you idiot! My left not yours!” ~You said left. And the Game Master needs the paper to prove it. A message spell is NOT telepathic.

Transmute ** To ** (D E H I J M R) [Grey]

⊗ dispel family spell.

This represents thirteen times twelve, 156, separate spells: fire to ice, ice to fire, lightning to fire, acid to ice, etc. Each spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name. Note: light that does not do damage cannot be effected. The area of effect is stationary in relation to the mountains and sea. The duration can be nebulous. Many types are short lived. Turning normal ice to fire will cause it to disburse and vanish.

This converts one type to another type. Everyone in the area of effect **and area affected** is entitled to a save and can cause the spell to fail completely. Area affected includes the area outside the spell's area that suffers harm because of what happens inside the spell's area. Turning the snow on the ground to fire may inflict 1 point of damage per square foot. Thus, people in it may take 4 or 5 damage. However, transmute rock to mud at the base of a cliff could cause a landslide doing hundreds of points of damage, perhaps thousands. When the duration ends, the objects retain the new shape with the possibility of cracks at the Game Master's discretion. Contemplate metamorphic rock.

An effect must be reasonable and justified. Fire can do damage. Mud can slow ground movement.

- Full encumbrance: 20% -1AC and -1 to hit.
- Encumbrance: 15% -1 to hit.
- Encumbrance B: 15% -1AC.
- Damage: 15% 1 damage.
- Movement penalty: 5% -1 foot movement per round
- Movement penalty air: 10% -1 foot movement per round.
- Property damage: $\sqrt{\%}$ \$

For example: $\$25 = 5\%$, $\$100 = 10\%$, $\$1024 = 32\%$, $\$10,000 = 100\%$.

The difficulty of the success / fail starts at 50% and uses effect J.

For example: Rock to mud (18 mana in J) at 330%: you take 5 damage (you fall) [75%], -21 feet per round movement (you're stuck in the mud)[105%], -10 to hit penalty (hard to move)[150%].

Notice we spent all 330% points? We can even go over. Had we spent 350% (over by 20%) we then have a 20% chance to fail to cast the spell.

Now this is different: The chance to overpower another transmute spell is $50\% + (R \times 4) - (M \text{ of the defending spell} + \text{total of mana of the defending spell})$. First notice the only spell we need to over power is another transmute spell trying to redirect what this spell did. In general, spells have NO DEFENSE against

being transmuted. In addition, the first spell cast is the defending spell and it uses M. Even if the first spell had lots of mana in R, it would not get to use it. The second spell cast uses R not M. R is for offence, while M is for defense.

The spell can also be used to morph your own spells into other types. Among the most bazar to do this with is magic blade (type light), transmute light to fire effectively turns it into a flaming blade. The challenge is transmute is stationary; thus you need a lot of mana in effect H and I. of course, you can zero out J because none would apply.

Turn To Stone (E H I K M N O R) [Green]

This does not kill. Everything that happens to the statue the victim feels, but it might not happen the same. Braking the arm off the statue brakes the arms off the victim, but notice it does not bleed. In fact the victim doesn't even record a loss of health points—only the loss of the arm. Fire burns and is painful, but no loss of health points occurs. Objects are also turned to stone. Stone objects are not usable or detachable. Thus, all alchemy, wands, and magic swords are in a state of magical suspension and cannot be tapped for mana. Further, in order to remove a sword held by a hand it would need to be broken off and the fingers broken away. Even detached it stays stone. However, they can be dispelled separately. Thus, you can break the hand off, dispel the stone hand and sword, and get the sword without dispelling the rest of the statue of the person who held it.

Many spells work on a statue: skill drain, capture essence, energy drain, etc. The statue can see, hear, smell, taste, and feel touch. Success / fail starts at 0%.

If multiple targets are affected, then N must exceed the sum of health and O must exceed the sum of weight. A statue does not need to breathe or eat and does not age. A stature is not affected by poison or disease. The only way a statue can cast is with casting method "nothing" and "thought." Either telepathy or speak with stone will allow you to communicate. Active spells that effect the shape of the target which is turned to stone do not consume their duration and cannot be dispelled until after the turn to stone has been dispelled: polymorph, shape change, become elemental, shrink, enlarge, multi morph, and component morph. Targets that are already animated stone are immune to the spell turn to stone: rock elementals, rock golems, people with become rock elemental, and animated rock. The duration of turn to stone is indefinite.

~Mythology~ Ecilop was a powerful, corrupt, evil warlock that operated a black market slave trade. His victims were often members of his own community.

Sometimes the victims were beautiful, young girls that would fetch a good price. Other times, they were the boyfriends of these girls for which he was so jealous. Once he found them alone he turned them to stone, covered them in burlap, and carted them off to his shipping yard. In this manner, he could evade detection. 150 miles away in the dark forest of Forshica where slavery was practiced, he would sell them to the highest bidder. He ran this operation for 32 years before a traveling wizard detected his secret and informed the townspeople of it. They say he screamed for 8 days before he finally died.

Unlock (J M) [Yellow]

This unlocks things that are locked. The chance to overpower a magical lock is $50\% + J - (M \text{ of the defending spell} + \text{total of mana of the defending spell})$. To unlock based on a skill check use: $(\text{difficulty} - 20) \times (-3) = \text{success fail\%}$. For example: a lock with a 60 difficulty would be -120% success / fail.

Water Breathing (C H I M) [Green]

This allows anyone in the area of effect to breath under water. This does not displace water. The minimum mana in H is 4, and 1 in I. This effect moves with the target.

Weather Summoning (C G M Q) [Green]

This alters the weather by result Q. Blue skies = 110, partly cloudy = 133, heavy clouds = 161, light rain = 194, heavy rain = 235, tropical storm = 285, tornado = 345. This does not give the caster any control over the weather. This does not compound with additional castings. This is stationary in relation to the mountains and seas.

High-speed wind and weather: Extreme conditions have an impact on control. Wind and weather effects whether magical or natural cause the same effect on everyone in the same way. All things not grounded are moved at the speed and in the direction of the storm. We use storm to describe both wind and weather. Grounded objects are moved at speed $((Q - 10 \text{ mana}) \div 3)$. Secure objects are not moved except by lift. Lift = mana in Q reinterpreted as mana in Z ounces of wood. Q - 3 for flesh, stone is not affected. Thus, 13 mana in Q equals 194 ounces of wood, or 57 ounces of flesh. These objects are lifted off the ground and become airborne. Every point of mana in P above the amount required to lift does 'A' damage to the object as it is tumbled and smashed. Example: 23 mana in Q, -3 for flesh, 20 Z = 3324 ounces = 207 pounds. Thus a 200-pound person is tumbled. At 30 mana (7 more than 23) we do $7*(1.5)$ damage per round. Nevertheless, this is a 90-mph wind or storm. (if

we take Effect Q and reinterpreted it as effect P and recalculate we get $30 \text{ mana} = 90 \text{ mph}$) This also effects the "to hit" score for all ranged weapons or thrown melee weapons equal to $-Q(\text{mana})$. Any person who is lifted cannot cast using arm-body-speech. A secured object means they are dedicating a hand to hold something too heavy to lift. To lift a secure object the lift must be sufficient to "rip it free." If it is an object like a table, then simply add the weights together. Otherwise, it is up to the Game Master. To damage structures of stone, they take half the damage of the objects of wood and flesh. Thus, if the stone building has 10 ocrs at 200 pounds each being smashed into it and the orcs are all taking $5*(1.5)$ damage, and then the building takes $5*(1.5)$ damage from each orc. Wind and weather rules do not apply in space or under water.

Wind (C G M P) [Green]

The wind will take effect within the range of the spell in the caster's chosen direction. The effect is centered on the caster and moves with the caster. Current wind conditions are still in effect and compound. Thus, if there is a 20 MPH east wind and the caster makes 30 MPH west wind, the net will be a 10 MPH west wind. The caster can slowly change the direction of the wind, such that if he was on a sailboat navigating a twisty channel the wind direction would be perfect to assist. Conversely, the ability to inflict any form of harm by changing the wind direction does not exist. Even the speed must be obtained slowly such that the acceleration does not inflict harm.

See weather summoning for rules on high-speed winds.

Wizard Eye 1 (C F M P) [Blue]

This creates a small visible floating eye separate from the target. The target can see through this eye as if it were their own. The target has telepathic control over this eye and can move it at speed P. Linkable spells are: clair audience (the eye does not naturally have the ability to hear), clairvoyance, AC (the eye's base AC is 40), fly (to increase its speed and without fly it is limited to an altitude of 6 feet.), walk through walls, invisibility, any of the spell cluster *** detection, light (you gain no special ability to see in the dark), and stone skin (the eye has only one health point of its own). If the eye takes any damage, then it is dispelled.

Sub-chapter 11: Conjunction

Blossom (A H I M O) [White]

This causes beautiful plants to grow, bloom, and flower where desired within the area. It cannot grow thorns, poison, acid, or drugs below 100 mana in O. It can revive and heal plants that are damaged or malnourished with the result of A. **It has no effect on anything that can yield mana.** It can grow grass, bushes, and trees up to the weight O.

The result of A is growth or healing and can be divided up among any of the plants in the area. As effect A and O become excessive, control is gained. Excess mana is the sum of *unused* mana in A and O.

Excess Mana

- 0: Just enough. It still grows.
- 2: You can target the tree, not the bush or vice versa.
- 4: You can target exact trees and bushes as you chose.
- 6: "I want pine nuts." Up to 10% of the weight can be food.
- 8: "I want the pine tree next to me to grow pine nuts and drop them in my hand."
- 10: "Grow me a chair and table." Up to 20% of the weight can be food.
- 12: "Grow me a wall with window and do it in Keltic knot work." Up to 40% of the weight can be food.
- 14: "Grow me something to catch that falling person." Doing this would make it a ☰ dispel family spell. Up to 60% of the weight can be food.
- 16: Up to 100% of the weight can be food.

Conjure ** Elemental (A D L M N O P R T Y) [Blue]

This represents thirteen separate spells: fire, ice, lightning, acid, poison, lava, rock, wood, force, thorn, light, mud, and iron. Each spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name.

This forges an elemental into existence for duration D. The AC and "to hit" of the elemental take the mana in $Y*4+20$. Thus, 9 mana is $9*4+20=56$. Elementals have a 7 intelligence and can see and hear. They can even speak, but they do not have free will like golems. Normal control over an elemental requires communication. Things that interfere with the communication will interfere with its work, but a 7 intelligence is average human intelligence. A confused elemental will likely try to return to its master for new instructions or clarification. The caster's spirit $\times 2 + R$ defines the elemental's save. The movement of the elemental is P. An elemental attacks with a melee attack doing A damage to a single target. This attack can be dispelled, but the elemental cannot be dispelled

after the round it was forged. It can be destroyed by cancellation. The magical plus is the square root of the highest amount of mana among all the effects. If you have 25 mana in effect L and that is the highest, then it is +5 magic ($\sqrt{25} = 5$). Permanency can be cast on an elemental. Cancellation on a permanent elemental will only remove the permanency. It will require a second cancelation to destroy the elemental, or allowing the now active duration to expire. Effect T is health regeneration per hour and damage resistance.

Each elemental type has its own qualities.

ACID: acid elementals suffer 200% weakness from fire and 300% from poison. Common iron, wood, and cloth can be destroyed over time by an acid elemental. An acid elemental can move through pipes, grates, and fences like a water elemental. An acid elemental cannot lift metal or rock objects and wood and cloth objects must be magical or they will be damaged effect A damage per round.

FIRE: fire elementals have no mass and are 100% immune to physical weapons, and 25% of this resistant to physical weapons is removed with each of: ignition, mystic, bless, and magic blade, (interpreted as 25%, 50%, 75%, and 100%). It matters not how much mana you have in effect O, they can lift nothing. A fire elemental can move through a screen door, not cloth. It has a weakness of 200% force, poison, ice, and mud. They heat the area around them up to 80° and provide light 40' range. They are NOT immune to fire.

FORCE: force elementals are 200% weak to thorn and lightning. A force elemental can swim in water like a person.

ICE: ice elementals can shift between ice and water over 30 rounds. As water, they can only lift wood and cloth objects. Rock and metal fall through them. They cool the area around them to 50°. As ice, they cool the area around them to 30°. Ice elementals have a weakness of 200% fire, 300% lava. As water, they can move through 4-inch water pipes, grates, and fences with at least an inch between bars. As ice, the elemental floats in water and cannot descend. They are NOT immune to ice.

IRON: iron elementals are 200% weak to acid, force, and 300% weak to lava. They are heavier than rock and sink in water or mud. An iron elemental may type itself as sword, axe, dagger, or hammer at will.

LAVA: lava elementals are 200% weak to mud and 300% weak to ice. They automatically set non-magical wood and cloth on fire with touch and do effect A damage to it per round. They create light in a 10-foot radius. Under water, they create a huge trail of steam bubbles. They heat the area around them up to 100°. They can be heard cracking and burning 20 feet away.

LIGHT: light elementals have no weakness. They have no mass. It matters not how much mana you have in effect O, they can lift nothing. Light is “always on” and illuminates an area equal the mana in effect L reinterpreted as effect H feet.

LIGHTNING: lightning elementals have no mass. They are 100% immune to lighting, and weak 200% to wood. It matters not how much mana you have in effect O, they can lift nothing. Lightning is “always on.” It cannot touch anything without inflicting effect A damage and does so to the ground every round. Anything that makes contact with it with a conductive object like a metal sword will take damage. Lightning cannot sustain its form under water and dies. Lightning is loud and can be heard 80 feet away. It creates light in a 20' radios.

MUD: mud elementals are 200% weak to ice and 300% weak to wood. They are messy and leave a trail like a snail. If a mud elemental is stationary for a month a layer of grass and weeds will grow all over it. After this happens, it requires a perception check of 45 to detect.

POISON: poison elementals are 200% weak to mud and thorn. The poison elemental takes the form of a gas cloud. It requires a perception check of 20 to see it even when it is moving or attacking. Poison elementals are moved by the wind (or if in water the current.) A poison elemental has no capacity to move physical objects, and moves through screens like air. They only move at half the result of P, but can fly.

ROCK: rock elementals are 200% weak to thorn and lightning. A rock elemental will sink to the bottom in water. They cannot swim up, but can walk across the bottom. A nonmoving rock elemental is difficult to spot. Perception check of 30. They look like a rock outcropping.

THORN: thorn elementals are also 200% week to acid, lava, and fire. On a successful hit, thorn elementals can grapple and entangle an opponent at a difficulty of $100\% + 5\%$ per mana in effect O. They create difficult terrane around them at a radios of 3 feet for each point of mana in effect O. Thus, 10 in O would create 30' of difficult train around them. Difficult terrain is half-movement. Thorn elementals are immune to this effect.

WOOD: wood elementals are 200% weak to acid, lava, and fire. They can climb trees like a monkey and blend into natural forest at a perception check of 30 to spot. A wood elemental can climb walls like ivy and floats in water, although they can swim down up to a depth of 30 feet, they float back up.

Conjure Object (K M O) [Orange]

The object is created in the caster's hand. The value of the object cannot exceed the result of O/20 in copper. Alchemy and objects that yield mana CANNOT be made. It cannot conjure opals for [Naked Opal] or [Flourish] objects. It cannot conjure master crafted objects. Magical objects CANNOT be made. Technology unknown or unavailable CANNOT be made.

The success / fail is $0\% - (\text{mana in O})^2$. Thus, 5 mana in O has a -25% success /fail.

The stability of civilization and accurate determination of value of items requires conjure object to search for the item where it is for sale at retail. Upon failure to find the item, it then searches for both the craftsman to make it and materials to make it. Where upon it looks to the value of labor (at retail) and materials (with markup) to calculate a retail price. Oh, but it must still be made and shipped—at least metaphysically. Conjure object is a metaphysical purchase. If the object exists in a retail store, then conjure object removes the object from the store and puts the money for payment in the register, while also logging the purchase for the vendor in his books. This is true for any object within 50 miles. From 51 to 200 miles there is a 5% markup. For each 200 additional miles, there is an additional 5% markup. Thus, if you were in California and the closest person who had the item (or could make the item) was in New York 3,000 miles away, then there would be a 75% markup for distance and shipping. $3,000 \div 200 \times 5\% = 75\%$. A metaphysical purchase also covers commissioned works. The craftsmen will have his future labor allocated to the task at his labor rate (retail), and will actually spend his time in the future making the custom order that the caster receives instantly. Here we charge 5% per week extra as a logical expedite. For example: the caster conjures an item that requires 3 weeks to make. $3 \times 5\% = 15\%$ extra cost. Oh but our caster wants 1,000 of these objects. That would be 3,000 weeks of labor. Okay every craftsmen within 50 miles is working for the next two months. Two months is the soft maximum you can go into the future. It is slightly arbitrary. However, we didn't get enough labor. There are too few workers. Now we span out to the 200 mile line with its 5% markup on top of the expedite fee. Then we go 400 miles, 600 miles, etc. until we get enough workers to do the job. What this creates is: as the power of wizards' conjure object spells increases the whole of the economy levels up with it, and price inflation resolves any bottleneck. Further, if no crafter on the world could make an item the price would be infinite. In addition, multiple conjure objects stack the metaphysical future labor, such that once the crafters have two months of work they are not available until

time passes. Therefore, if a wizard can cast conjure object repeatedly creating the object faster than it can be made, then at some point the price would go up because every craftsmen is working and the spell must go out a greater distance. The idea is the labor is real and must exist; it must be performed. If the labor cannot be performed, then the spell cannot make the object.

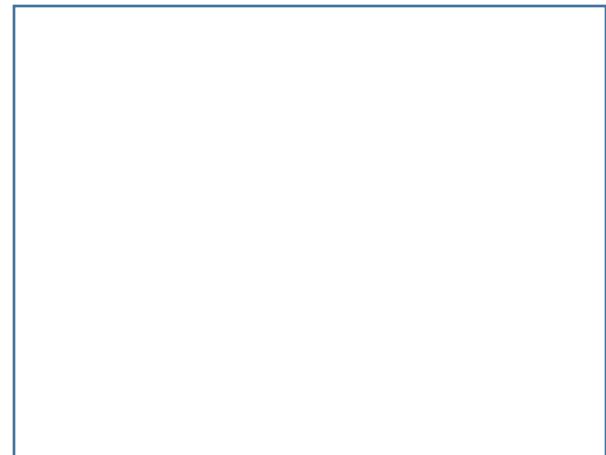
For the online game, any form of currency or commodity (copper, units, food, animal hides, etc.) will be created as a restricted object; you can't give it to another player. This is only applicable to currency. Things that can be purchased and sold at wholesale or peddle price are not currency. Additionally, all of those other online players who have makers (smith, carpenter, tailor, etc.) are assigned the labor and paid the money. Moreover, they can set their own hourly pay rate to get more or less of the conjure object work.

When intentionally used to conjure an object to do damage, then the total value lost equals the value of the object created which must be met or exceeded by the spell's ability to make value via effect O. A rock conjured over a ship which will sink the ship has a value of the ship + cargo + crew. The value of crew is the creature's bounty $\times 20$. Thus, a lizard-man with a \$1,000 bounty has a value of \$20,000. If the subject is an adolescent or adult and female and has a Comeliness of 8 or more, than add \$30,000. However, you would also total all (non-included) assets of this lizard-man. Thus, the +1 magic sword (which is not normal for a lizard-man to have) would add its \$30,000 to the value of the lizard-man. Our lizard-man's life now has a value of \$50,000. This is strictly the value of his life and not his assets. Thus, if he had a \$25,000 house, then he goes up to \$75,000. If the conjure object killed him AND destroyed his house, but not the sword, then the value of the "conjure object" would need to be $(\$25,000 + \$75,000) \$100,000$ or more. You double dip the house.

But how much damage does the object do? To answer this we first use logic. When that fails, we use Greek fire oil for its price to damage ratio to qualify our ocean, rock, mud, and other creative conjured objects. The formula is: Average Damage = square-root of $(\text{Price}/44)$, or $\text{Price} = 44 \times \text{damage}^2$. For example: we will use 10.5 average damage because that is a D20. 10.5 squared is 110.25. $110.25 \times 44 = \$4851$.

Create Food & Water (J M O) [White]

This creates plain common food. It tastes okay, but not great. It will keep you alive, but is not necessarily healthy. For delicious food use conjure object. Success / fail starts at 0%. There are two spells in Ryvah we simply cannot link to industry: create food & water and blossom. As such, we impose a restriction



that has no rational explanation. Players are forbidden from selling food created with create food & water or blossom. You cannot convert them into units. Instead, characters will gain political experience for providing food equal to one experience per pound of food the characters give to a population for free.

Guardian (J M) [Blue]

This conjures into existence or summons into service a group of guards to protect a location of extreme value. The value that can be removed from the location is: level³ in mithral. Thus, a level 3 guardian requires \$270,000 copper in treasure to guard. If the treasure is stolen or removed, the guards chase after it for three days. If they fail to recover the treasure or it is destroyed, then the guardians vanish from whence they came. The improvement of a chosen creature with a sub-race is at the Game Master's discretion to determine the new level, which is unlikely to be an integer. The caster chooses the creature to be the guardian. The defined quantity for the creature is the quantity summoned. While in service, the guards have no need to eat, defecate, sleep, or breathe. Nevertheless, they do tend to play, so be careful what you chose.

Impact ** Attack (A E*4 M Y) [Red]

This represents thirteen separate spells: fire, ice, lightning, acid, poison, lava, rock, wood, force, thorn, light, mud, and iron. Each spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name.

This strikes a single target at up to E range for A damage. This requires a "to hit" roll and Y will add (+2 per mana) to your "to hit" score.

Range is 80' per mana. There is no AC bonus.

Juggernaut (L X X X) [Blue]

This is an exotic spell. Exotic spells are mostly worthless. Just skip it. There is no benefit to reading

this spell. You are wasting your time. Don't read this spell. Just skip this one—next.

In Ryvah, the Juggernaut is the ultimate war machine. It is primarily for online play when cities of arch-magi need something stronger than a nuclear bomb. Juggernauts can have thousands of health and do thousands of damage over areas thousands of feet across from miles away. They can be water bound like a ship or land bound like a tank. They do not fly. The spells fly, haste, jump, and levitate have no effect on them. Kinesis 2 cannot move them. Summon, gate, and teleport are restricted to a like location. Thus, a water juggernaut can be teleported from one lake to another, and cannot be moved into the air. In order to construct a juggernaut you need to gather and make the resources, which include refined alchemy. There are seven types of refined alchemy and each type must be made by a particular skill at a score of 64 and requires one hour per dose. They require plans, which must be made by an architect. The maximum level you can build with a set of plans is the $(score - 50) \div 10$. Thus, a 51 can be used to build a level 0.1 or lower juggernaut. A 0.1 level is actually a decent war machine. You also need a quantity of wood, rock (marble), and iron. The ratio per level is:

1,000	Planks of wood (20lb. each)	\$5 per plank
1,000	Pounds of Rock (marble)	\$0.5 per pound
6,000	pounds of iron	\$12.8 per lb.
63	refined soul alchemy	Skill: calculus
135	refined wood alchemy	Skill: carpenter
113	refined fuel alchemy	Skill: chemist
34	refined rock alchemy or jeweler	Skill: geologist
29	refined clay alchemy	Skill: sculptor
27	refined metal alchemy	Skill: smith
107	refined cloth alchemy	Skill: tailor

The success / fail starts at 0%, and the level of the juggernaut must be equal to or lower than the result of $X \div 3$. Thus, 36 in X is level 2. The quantity of material and refined alchemy are exact and rounded up to the nearest integer. You cannot add extra, nor can you omit any.

The cargo and passengers of a juggernaut are protected by the juggernaut, such that no effect magical or not can affect someone inside the juggernaut. Even if the juggernaut is defined as a bicycle with one rider. If the rider fits inside the juggernaut's cargo weight, then they are protected. To penetrate the juggernaut's protection the health points of the juggernaut must be reduced to zero.

There are three things the juggernaut's health points determine: pick locks, teleport or gate, and

charm. The difficulty to pick the lock of the door to gain access to the inside of a juggernaut is equal to its health. Thus, a 7,000-health juggernaut will have a 7,000 difficulty to pick its lock. Teleport and gate: 10% of the health of the juggernaut will subtract from the success / fail of any teleport or gate spell cast on it. Thus, that 7,000-health juggernaut will have a -700% to the success / fail of those spells. The ability to charm the occupants inside from outside suffers a penalty equal to its health.

Notice it is not relevant how the juggernaut is shaped or defined. Thus, a 375-pound juggernaut, which is defined like a motorcycle, with 150-pound cargo and a 150-pound pilot, will still protect the rider as if they were in an airtight bubble on a separate plane of existence.

Health: the health of the juggernaut is the total mana of all refined alchemy.

Movement: 10% of the mana of all refined metal alchemy \div its level = feet per round of movement.

$$AC = 0.$$

To hit = auto hit area of effect.

Damage resistance = 10% of mana from refined soul alchemy.

Cargo capacity = 40% of its weight. Add up the planks, rock, and iron. A standard level one would be 27,000 pounds (1000 planks at 20 pounds = 20,000) + (1000 pounds of rock) + (6000 pounds of iron) = 27,000.

Individual type resistance: this is a percentage resistance. If you had 10% resistance to fire you would take 90% of the damage. Thus, 100-resistance is what you take. We will calculate the resistance then subtract it from 100 to obtain what the juggernaut will take. It bottoms out at zero. For each of the types, the math is the same. You will add up the mana from the given groups divide by 10 and that is your resistance. Thus, if you had 400 fire mana, then you would have 40 resistance, $100 - 40 = 60$. So you record that you will only take 60% of fire damage.

<u>Resistance</u>	<u>Groups to add mana from</u>
Fire	fire, red, and evocation
Ice	ice, blue
Lightning	yellow, lightning
Acid	black, acid, and necromancy
Poison	alteration, poison
Lava	conjunction, lava
Rock	abjuration, rock
Wood	green, wood
Force	creation, force, and movement
Thorn	divination, thorn
Mud	enchantment, mud
Light	white, light, and illusion

Weapons: this is based on a square root 25 point system. You have 25 points. You may divide them any way you chose into as many as 25 weapons or as few as 1 weapon. No weapon can have less than 1 point. Take the square root of each weapon's points to determine that weapons Strength. Thus, you could have {9, 4, 4, 1, 1, 1, 1, 1, 1, 1} points which would = {3, 2, 2, 1, 1, 1, 1, 1, 1, 1} Strength weapons. While you can claim the weapon looks like a ballista, catapult, cannons, laser guns, or anything you want, they all function the same. It require four rounds per level to load a weapon. All weapons can fire at once and in any direction. We now use the format of the spell uncontrolled torpedo (A C H I K P M), where C=1, I=7, K=10, M= void, A = 2% of the mana from refined wood alchemy \times Strength, P = 2% of the mana from refined clay and rock alchemy \times Strength, and H = 2% of the refined mana from refined cloth alchemy \times Strength. To determine the weapons type is a bit harder. Start by adding up the sum of all type name alchemy (fire not alteration). Next, you need to determine its relative percentage. What percent if type fire, etc. To do this divide each by the sum.

Fire 65 mana	$\div 230 = 28\%$
Ice 21 mana	$\div 230 = 9\%$
Lava 92 mana	$\div 230 = 40\%$
Light 52 mana	$\div 230 = 23\%$

Total = 230 mana

The largest weapon gets the largest type. Now remove its share from the model. Let's say we had five weapons: 9pts, 9pts, 4pts, 2pts, and 1pt.

9	$\div 25 = 36\%$
9	$\div 25 = 36\%$
4	$\div 25 = 18\%$
2	$\div 25 = 8\%$
1	$\div 25 = 4\%$

25

Our first weapon will be lava, and we will subtract 36% from the 40% leaving 6%, our next weapon will be fire because it is now the biggest. $28\% - 36\% = -8\%$. Don't be bothered by negatives. They happen frequently.

Our third weapon will be light because it is now the largest. $23\% - 18\% = 5\%$.

Fire	= -8%
Ice	= 9%
Lava	= 6%
Light	= 5%

This is what we have left, so the next biggest is ice. $9\% - 8\% = 1\%$, and our last weapon will be lava again.

To be able to pilot a Juggernaut you must have a skill check equal to or greater than the architect plan's score used to make the juggernaut. So probably a 51. The skill check uses: Intelligence, Dexterity, Pilot, Vehicles, Juggernaut, and the specific skill Juggernaut in that exact machine. The tricky part is, the last two skills are from the spell list, and Juggernaut is a "Legendary Spell." This is a special skill that must be unlocked before you are allowed to allocate experience to it.

This is an example of one pattern:

Level			1	0.6	0.25	0.13	0.09	0.06	0.04	0.03	0.02	
Item	Quantity	Weight										
Planks	1,000	20	20,000	12,000	5,000	2,600	1,800	1,200	800	600	400	
Rock	1,000	1	1,000	600	250	130	90	60	40	30	20	
Iron	6,000	1	6,000	3,600	1,500	780	540	360	240	180	120	
soul	63		63	38	16	9	6	4	3	2	2	
wood	135		135	81	34	18	13	9	6	5	3	
fuel	113		113	68	29	15	11	7	5	4	3	
rock	34		34	21	9	5	4	3	2	2	1	
clay	29		29	18	8	4	3	2	2	1	1	
metal	27		27	17	7	4	3	2	2	1	1	
cloth	107		107	65	27	14	10	7	5	4	3	
	Weight =	27,000	27,000	16,200	6,750	3,510	2,430	1,620	1,080	810	540	
	Cargo =	10,800	10,800	6,480	2,700	1,404	972	648	432	324	216	
	Material \$		\$82,300	\$49,380	\$20,575	\$10,699	\$7,407	\$4,938	\$3,292	\$2,469	\$1,646	
							-----Mana-----					
soul	Gnoll - Essence	4	252	152	64	36	24	16	12	8	8	
wood	Evictudes - Bone	13	1755	1053	442	234	169	117	78	65	39	
fuel	Noitatrilf - Blood	10	1130	680	290	150	110	70	50	40	30	
rock	Star Amethyst	18	612	378	162	90	72	54	36	36	18	
clay	Efreeti - Ash	12	348	216	96	48	36	24	24	12	12	
metal	Platinum - Green	9	243	153	63	36	27	18	18	9	9	
cloth	Serpent - Fin	8	856	520	216	112	80	56	40	32	24	
							-----Money-----					
Red	Gnoll - Essence	\$27	\$1,701	\$1,026	\$432	\$243	\$162	\$108	\$81	\$54	\$54	
Green	Evictudes - Bone	\$231	\$31,185	\$18,711	\$7,854	\$4,158	\$3,003	\$2,079	\$1,386	\$1,155	\$693	
White	Noitatrilf - Blood	\$69	\$7,797	\$4,692	\$2,001	\$1,035	\$759	\$483	\$345	\$276	\$207	
Green	Star Amethyst	\$260	\$8,840	\$5,460	\$2,340	\$1,300	\$1,040	\$780	\$520	\$520	\$260	
Enchantment	Efreeti - Ash	\$194	\$5,626	\$3,492	\$1,552	\$776	\$582	\$388	\$388	\$194	\$194	
Alteration	Platinum - Green	\$210	\$5,670	\$3,570	\$1,470	\$840	\$630	\$420	\$420	\$210	\$210	
Force	Serpent - Fin	\$145	\$15,515	\$9,425	\$3,915	\$2,030	\$1,450	\$1,015	\$725	\$580	\$435	
Total Doses			508	308	130	69	50	34	25	19	14	
Total raw Alchemy cost			\$76,334	\$46,376	\$19,564	\$10,382	\$7,626	\$5,273	\$3,865	\$2,989	\$2,053	
Labor to refine \$4200			wk	\$53,340	\$32,340	\$13,650	\$7,245	\$5,250	\$3,570	\$2,625	\$1,995	\$1,470
Health =			5,196	3,152	1,333	706	518	355	258	202	140	
Movement, ft. pr =			243 Ft	255 Ft	252 Ft	277 Ft	300 Ft	300 Ft	450 Ft	300 Ft	450 Ft	
Movement mph =			27 mph	28 mph	28 mph	31 mph	33 mph	33 mph	mph	mph	mph	
Damage resistance =			25	15	6	3	2	1	0	0	0	
			-----Resistance-----									
Fire		25%	15%	6%	4%	2%	2%	1%	1%	1%		
Poison		24%	15%	6%	4%	3%	2%	2%	1%	1%	1%	
Wood		100%	100%	60%	32%	24%	17%	11%	10%	6%		
Force		86%	52%	22%	11%	8%	6%	4%	3%	2%	2%	
Mud		35%	22%	10%	5%	4%	2%	2%	1%	1%	1%	
Light		100%	68%	29%	15%	11%	7%	5%	4%	3%		
Time to load (rounds)												
uncon. wood												
wood	torpedo	A	175	105	44	23	16	11	7	6	3	
		C	1	1	1	1	1	1	1	1	1	
Cloth		H	85	52	21	11	8	5	4	3	2	
		I	7	7	7	7	7	7	7	7	7	
Rock & clay		K	10	10	10	10	10	10	10	10	10	
		P	96	59	25	13	10	7	6	4	3	
		M	void	void	void	void	void	void	void	void	Void	
Total Price				\$211,974	\$128,096	\$53,789	\$28,326	\$20,283	\$13,781	\$9,782	\$7,453	\$5,169

The following lists define what alchemy qualifies as soul, wood, fuel, rock, clay, metal, and cloth.

Juggernaut	Name	Group	M.				
Clay	Banshee - Dust	Abjuration	6	cloth	Mermaid – Fin	Alteration	3
Clay	Psychophile - Ash	Abjuration	16	cloth	Mermaid – Hair	Alteration	7
Clay	Red Dragon - Ash	Abjuration	7	cloth	Mimic - Skin	Alteration	9
Clay	Bullet – Ash	Alteration	6	cloth	Morth – Fin	Alteration	8
Clay	Green Dragon – Ash	Alteration	19	cloth	Pegasus – Feathers	Alteration	4
Clay	Moon Tar	Alteration	12	cloth	Pink Medusa – Hair	Alteration	7
Clay	Pixy – Dust	Alteration	21	cloth	Remorhaz – Hide	Alteration	8
Clay	Specter – Ash	Alteration	7	cloth	Roc - Feathers	Alteration	9
Clay	Doppelganger – Ash	Conjuration	3	cloth	Sylph - Wing	Alteration	5
Clay	Sprite – Ash	Conjuration	6	cloth	Ecnamor Silk	Black	14
Clay	Will-O'-Wisp – Dust	Creation	3	cloth	Hell Hound - Fur	Black	4
Clay	Brain Mole – Ash	Divination	2	cloth	Hippocampus - Fin	Black	5
Clay	Efreeti – Ash	Enchantment	12	cloth	Specter - Rags	Black	1
Clay	Orange Tar	Enchantment	15	cloth	Troll - Hair	Black	9
Clay	Ghost of War – Dust	Evocation	8	cloth	Wendigo - Wing	Black	8
Clay	Green Slime - Ash	Evocation	5	cloth	Citore - Feathers	Blue	9
Clay	Kobold – Ash	Evocation	2	cloth	Disenchanter - Hair	Blue	8
Clay	Suicide Beguiler – Ash	Evocation	3	cloth	Rewoprewolf - Feather	Blue	12
Clay	Black Slime – Ash	Illusion	7	cloth	Umbrix - Feathers	Blue	20
clay	Will-O'-Wisp - Ash	Illusion	17	cloth	Ysatsce - Fur	Blue	13
clay	Blue Dragon – Dung	Lightning	5	cloth	Ytidun - Hair	Blue	14
clay	Fire Giant – Ash	Movement	9	cloth	Axe Beak - Feathers	Conjuration	2
clay	Ghost – Dust	Movement	14	cloth	Goblin - Hair	Conjuration	3
clay	Skeleton Warrior – Dust	Movement	19	cloth	Griffon - Feathers	Conjuration	3
clay	Zombie – Ash	Mud	2	cloth	Ki-Rin - Fur	Conjuration	23
clay	Lich – Ash	Necromancy	20	cloth	Ogre - Hair	Conjuration	3
clay	Lizardman – Ash	Necromancy	3	cloth	Purple Worm - Skin	Conjuration	3
cloth	Blink Dog – Pelt	Abjuration	2	cloth	Tanuki - Fur	Conjuration	9
cloth	Chin Cat – Fur	Abjuration	16	cloth	Brownie - Hair	Divination	2
cloth	Flaming Growtak - Skin	Abjuration	7	cloth	Catoblipas - Skin	Divination	3
cloth	Xorn - Skin	Abjuration	4	cloth	Centaur - Leather	Divination	1
cloth	Hobgoblin – Pelt	Alteration	1	cloth	Gorgon - Hide	Divination	3
cloth	Blonde Medusa – Hair	Alteration	7	cloth	Vampire - Hair	Divination	17
cloth	Despiser – Pelt	Alteration	17	cloth	Cockatrice - Feathers	Enchantment	10
cloth	Medusa – Hair	Alteration	18	cloth	Crockin - Skin	Enchantment	25
				cloth	Sea Lion - Mane	Enchantment	5
				cloth	Sprite - Wing	Enchantment	8

cloth	Succubus - Wing	Enchantment	8	cloth	Lion - Pelt	Movement	1
cloth	Yeti - Fur	Enchantment	2	cloth	Manticore - Pelt	Movement	4
cloth	Dryad - Hair	Evocation	5	cloth	Mastodon - Hide	Movement	4
cloth	Gray Slime - Skin	Evocation	7	cloth	Stirge - Wing	Movement	3
cloth	Nightmare - Mane	Evocation	14	cloth	Unicorn - Mane	Movement	7
cloth	Pixy - Wing	Evocation	9	cloth	Otugh - Fin	Mud	8
cloth	Salamander – Fin	Evocation	8	cloth	Otugh - Hide	Mud	10
cloth	Salamander - Skin	Evocation	4	cloth	Horn Devil - Wing	Necromancy	14
cloth	Tiger – Pelt	Evocation	5	cloth	Hydra - Fin	Necromancy	7
cloth	Wyvern – Wing	Evocation	12	cloth	Leprechaun - Hair	Necromancy	10
cloth	Black Dragon – Wing	Force	12	cloth	Lycanthrope - Fur	Necromancy	4
cloth	Efreeti – Hair	Force	6	cloth	Phoenix - Feathers	Necromancy	25
cloth	Gorilla – Fur	Force	6	cloth	Titan - Hair	Necromancy	8
cloth	Red Dragon - Wing	Force	16	cloth	Wobniar - Hair	Poison	18
cloth	Serpent – Fin	Force	8	cloth	Noitatrifl - Skin	Red	12
cloth	Citore – Hair	Green	7	cloth	Hippogriff - Feathers	Thorn	7
cloth	Ettin – Hair	Green	4	cloth	Quasit - Wing	Thorn	4
cloth	Evitcudes – Hair	Green	9	cloth	Atilol - Wing	White	20
cloth	Fairy – Hair	Green	9	cloth	Etanoissap - Skin	White	5
cloth	Fairy – Wing	Green	9	cloth	Fairy Dragon – Wing	White	18
cloth	Owl – Feathers	Ice	3	cloth	Pegasus - Hide	White	6
cloth	Black Slime – Skin	Illusion	7	cloth	Trilf - Skin	White	4
cloth	Flaming Minotaur - Fur	Illusion	6	cloth	Etanoissap - Hair	Yellow	5
cloth	Hippocampus - Mane	Illusion	4	cloth	Modeerf - Wing	Yellow	9
cloth	Lorelei - Hair	Illusion	12	cloth	Rewoprewolf – Wing	Yellow	19
cloth	Peryton - Tail Feather	Illusion	8	cloth	Succubus - Hair	Yellow	9
cloth	Remorhaz - Fin	Illusion	14	cloth	Tehpmyn - Hide	Yellow	19
cloth	Shambling - Skin	Illusion	6	fuel	Goblin - Spit	Abjuration	2
cloth	Storm Giant - Hair	Illusion	8	fuel	Imp - Blood	Abjuration	1
cloth	Nymph - Hair	Light	14	fuel	Atilol - Blood	Acid	16
cloth	Black Lily Silk	Lightning	1	fuel	Evitcudes - Oil	Acid	8
cloth	Bolrog - Skin	Lightning	10	fuel	Dryad - Tears	Alteration	12
cloth	Bolrog - Hair	Movement	5	fuel	Mermaid - Tears	Alteration	10
cloth	Fire Giant - Hair	Movement	18	fuel	Psychophile – Blood	Alteration	11
cloth	Ghost - Hair	Movement	5	fuel	Sacrobeck - Blood	Alteration	11
cloth	Giant Spider - Hair	Movement	2	fuel	Beguiler - Blood	Black	11
cloth	Giant Spider - Silk	Movement	5	fuel	Hell Hound - Blood	Black	4
cloth	Harpy - Feathers	Movement	7	fuel	Saphyre Oil	Black	3
cloth	Hippogriff - Wing	Movement	8	fuel	Shadow Wine	Black	3

fuel	Tehpmyn - Blood	Black	19
fuel	Wobniar - Blood	Black	28
fuel	Disenchanter – Blood	Blue	7
fuel	Disenchanter – Milk	Blue	11
fuel	Doppelganger – Blood	Blue	3
fuel	Ecneconni - Spit	Blue	5
fuel	Erutan - Blood	Blue	6
fuel	Felicity Sap	Blue	2
fuel	Lizardman - Blood	Blue	3
fuel	Rewoprewolf - Spit	Blue	8
fuel	Song Lily Honey	Blue	43
fuel	Medusa - Blood	Conjuration	21
fuel	Otugh - Slime	Conjuration	7
fuel	Sand Milk	Conjuration	2
fuel	Satyr - Blood	Divination	6
fuel	Centipede - Venom	Enchantment	3
fuel	Crockin - Blood	Enchantment	22
fuel	Owlorc - Blood	Enchantment	3
fuel	Succubus - Milk	Enchantment	13
fuel	Sylph - Milk	Enchantment	13
fuel	Yellow Slime – Guts	Enchantment	10
fuel	Yellow Slime - Stuff	Enchantment	5
fuel	Disenchanter - Goop	Evocation	16
fuel	Grack Vampire - Blood	Evocation	18
fuel	Gray Slime - Gray Ooze	Evocation	3
fuel	Green Slime - Green Slime	Evocation	6
fuel	High Goblin - Blood	Evocation	11
fuel	High Goblin - Spit	Evocation	5
fuel	Pseudo Dragon - Poison	Evocation	2
fuel	Shy Oil	Evocation	5
fuel	Suicide Beguiler - Blood	Evocation	3
fuel	Ecnamor Oil	Fire	17

fuel	Flaming Minotaur - Blood	Fire	8
fuel	I'A Sap	Force	2
fuel	Sea Lion - Blood	Force	5
fuel	Sea Lion - Blubber	Force	5
fuel	Serpent - Blood	Force	8
fuel	Bullet - Blood	Green	7
fuel	Citore - Blood	Green	9
fuel	Citore - Oil	Green	6
fuel	Ettin - Blood	Green	5
fuel	Evitcudes - Blood	Green	8
fuel	Fairy - Blood	Green	8
fuel	Fairy - Spit	Green	3
fuel	Purple Worm - Blood	Green	3
fuel	Roc - Blood	Green	8
fuel	Yeti - Blood	Ice	3
fuel	Living Rock - Blood	Illusion	6
fuel	Flaming Growtak - Blood	Lava	8
fuel	Remorhaz - Blood	Lava	8
fuel	Nymph - Milk	Light	5
fuel	Unicorn - Blood	Light	9
fuel	Will-O'-Wisp – Blood	Light	10
fuel	Wob Sap	Light	4
Fuel	Blue Dragon – Blood	Lightning	16
Fuel	Blue Dragon - Spit	Lightning	8
Fuel	Bolrog - Blood	Lightning	16
Fuel	Chocolate Oil	Lightning	8
Fuel	Sylph - Tears	Lightning	7
Fuel	Troll - Blood	Movement	13
Fuel	Saphyre Wine	Mud	1
Fuel	Shambling - Blood	Mud	7
Fuel	Ysatsce - Blood	Mud	13
Fuel	Ytidun - Blood	Mud	14
Fuel	Ytidun - Milk	Mud	17
Fuel	Black Slime - Acid	Necromancy	8
Fuel	Titan - Blood	Necromancy	3
Fuel	Crawler - Blood	Poison	2
Fuel	Giant Spider – Blood	Poison	4

Fuel	Giant Spider - Venom	Poison	4	metal	Platinum - White	Alteration	8
Fuel	Legnonal Sap	Poison	5	metal	Rainbow Copper	Blue	12
Fuel	Wyvern - Blood	Poison	9	metal	Blue Silver	Conjuration	5
Fuel	Elsrucrenni Sap	Red	4	metal	Mithral - White	Conjuration	10
Fuel	Gnoll - Blood	Red	2	metal	Rainbow Mithral	Creation	66
Fuel	Minotaur - Blood	Red	6	metal	Mithral - Yellow	Divination	15
Fuel	Modeerf - Blood	Red	9	metal	Platinum - Blue	Divination	10
Fuel	Nymph - Blood	Red	14	metal	Platinum - Orange	Divination	19
Fuel	Ogre - Blood	Red	3	metal	Mithral - Pink	Enchantment	21
Fuel	Basilisk - Blood	Rock	8	metal	Platinum - Red	Enchantment	12
Fuel	Blonde Medusa – Milk	Rock	14	metal	Green Iron	Evocation	7
fuel	Gorgon - Blood	Rock	5	metal	Black Gold	Illusion	6
fuel	Xorn - Blood	Rock	7	metal	Woodgrain Silver	Lava	5
fuel	Quasit - Blood	Thorn	4	metal	Titanium - Blue	Movement	8
fuel	Trilf - Blood	Thorn	5	metal	Mithral - Green	Necromancy	24
fuel	Fairy Dragon – Blood	White	18	metal	Mithral - Purple	Necromancy	13
fuel	Griffon - Blood	White	13	metal	Mithral - Red	Necromancy	8
fuel	Lausnes - Blood	White	7	metal	Titanium - Black	Necromancy	6
fuel	Mandrazale Wine	White	3	metal	Woodgrain Copper	Poison	15
fuel	Noitatrilf - Blood	White	10	metal	Red Nickel	Red	8
fuel	Pegasus - Blood	White	7	metal	Rainbow Mercury	White	11
fuel	Sprite - Milk	White	5	metal	Woodgrain Platinum	Wood	6
fuel	Sprite - Spit	White	5	metal	Purple Zinc	Yellow	3
fuel	Sun Sickle Sap	White	6	rock	Ruby 1.2 ct	Abjuration	12
fuel	Chimera - Blood	Wood	12	rock	Emerald 0.4 ct	Alteration	5
fuel	Dryad - Blood	Wood	7	rock	Green Star Sapphire	Blue	8
fuel	Dryad - Milk	Wood	9	rock	Shimmer Sand	Blue	8
fuel	Elf - Milk	Wood	1	rock	Black Pearl	Conjuration	3
fuel	Etanoissap - Blood	Yellow	6	rock	Emerald 0.25 ct	Divination	5
fuel	Harpy - Milk	Yellow	4	rock	Emerald 0.5 ct	Divination	7
fuel	Mermaid - Milk	Yellow	6	rock	Ruby 0.1 ct	Enchantment	5
fuel	Rewoprewolf - Blood	Yellow	18	rock	Fire Emerald	Evocation	62
fuel	Umbrix - Blood	Yellow	24	rock	Pop Rock	Evocation	19
metal	Mithral - Black	Abjuration	27	rock	Pink Star Sapphire	Force	52
metal	Mithral - Blue	Abjuration	18	rock	Purple Chrisicola	Force	7
metal	Platinum - Pink	Abjuration	11	rock	Green Tiger-eye	Green	9
metal	Titanium - White	Abjuration	6	rock	Purple Opal	Green	7
metal	Mithral - Pearl	Alteration	8	rock	Star Amethyst	Green	18
metal	Platinum - Green	Alteration	9	rock	Blue Jasper	Ice	5
				rock	Pond Pearl	Illusion	11

rock	Star Ruby	Lightning	21
rock	Emerald 1.0 ct	Movement	11
rock	Ruby 2.0 ct	Movement	18
rock	Sapphire 0.2 ct	Movement	3
rock	Sapphire 0.3 ct	Movement	8
rock	Sapphire 1.6 ct	Movement	13
rock	Sapphire 1.7 ct	Movement	8
rock	Blue Jade	Mud	19
rock	Ruby 0.5ct	Necromancy	6
rock	Star Quartz	Red	5
rock	Pepper Weed Rock	Thorn	19
	White Malachite		
rock	Star Emerald	Wood	10
rock	Golden Opal	Yellow	8
rock	Purple Agate	Yellow	8
rock	Sun Stone	Yellow	11
rock	Yellow Jade	Yellow	8
soul	Manticore - Essence	Abjuration	6
soul	Red Dragon - Essence	Abjuration	14
soul	Ecneconni - Essence	Acid	14
soul	Flaming Growtak - Essence	Alteration	14
soul	Mimic - Essence	Alteration	11
soul	Pixy - Essence	Alteration	26
soul	Roc - Essence	Alteration	24
soul	Will-O'-Wisp - Essence	Alteration	16
soul	Troll - Essence	Black	16
soul	Ytidun - Essence	Black	21
soul	Doppelganger - Essence	Blue	6
soul	Sacrobeck - Essence	Conjuration	12
soul	Wyvern - Essence	Conjuration	13
soul	Banshee - Essence	Creation	10
soul	Chin Cat - Essence	Creation	40
soul	Hippocampus - Essence	Creation	8
soul	Black Dragon - Essence	Divination	22
soul	Otugh - Essence	Divination	18

soul	Vampire - Essence	Divination	19
soul	Cockatrice - Essence	Enchantment	17
soul	Sylph - Essence	Enchantment	9
soul	Ghost of War - Essence	Evocation	13
soul	Gnome - Essence	Evocation	3
soul	Grack Vampire - Essence	Evocation	16
soul	Gray Slime - Essence	Evocation	6
soul	Kobold - Essence	Evocation	3
soul	Pseudo Dragon - Essence	Evocation	7
soul	Sea Lion - Essence	Force	9
soul	Serpent - Essence	Force	68
soul	Bullet - Essence	Green	16
soul	Ettin - Essence	Green	13
soul	Evitcudes - Essence	Green	8
soul	Trilf - Essence	Green	9
soul	Ysatsce - Essence	Green	17
soul	Ice Giant - Essence	Ice	14
soul	White Dragon - Essence	Ice	40
soul	Yeti - Essence	Ice	6
soul	Dwarf - Essence	Illusion	13
soul	Lorelei - Essence	Illusion	18
soul	Remorhaz - Essence	Lava	25
soul	Salamander - Essence	Lava	9
soul	Efreeti - Essence	Movement	21
soul	Rust Monster - Essence	Movement	15
soul	Shambling - Essence	Mud	17
soul	Rakshasa - Essence	Necromancy	17
soul	Tanuki - Essence	Necromancy	4
soul	Jabberwock - Essence	Poison	7
soul	Despiser - Essence	Red	15
soul	Gnoll - Essence	Red	4
soul	Ogre - Essence	Red	4

soul	Blonde Medusa - Essence	Rock	28
soul	Gorgon - Essence	Rock	7
soul	Xorn - Essence	Rock	26
soul	Noitatrifl - Essence	White	16
soul	Sprite - Essence	White	9
soul	Storm Giant - Essence	White	18
soul	Dryad - Essence	Wood	17
soul	Elf - Essence	Wood	3
soul	Blink Dog - Essence	Yellow	8
soul	Harpy - Essence	Yellow	9
soul	Imp - Essence	Yellow	4
soul	Mermaid - Essence	Yellow	13
soul	Modeerf - Essence	Yellow	13
soul	Succubus - Essence	Yellow	16
soul	Tehpmyn - Essence	Yellow	31
wood	Chimera - Scales	Abjuration	4
wood	Doppelganger – Bone	Abjuration	2
wood	Mandrake Root	Abjuration	2
wood	Serpent - Bone	Abjuration	12
wood	Stirge - Beak	Abjuration	2
wood	Red Pseudo Dragon - Scales	Acid	15
wood	Basilisk - Scale	Alteration	4
wood	Beguiler - Scale	Alteration	16
wood	Bullet - Armor	Alteration	9
wood	Ice Giant - Bone	Alteration	12
wood	Mermaid - Scales	Alteration	6
wood	Minotaur - Horn	Alteration	13
wood	Morth - Beak	Alteration	7
wood	Morth - Ribs	Alteration	8
wood	Pegasus - Hoof	Alteration	6
wood	Purple Cat Wood	Alteration	37
wood	Quasit - Horn	Alteration	1
wood	Rust Monster - Scales	Alteration	2
wood	Zombie - Bone	Alteration	3
wood	Ghost of War - Bone	Black	5

wood	Hell Hound - Skull	Black	7
wood	Ysatsce - Bone	Black	11
wood	Green Dragon - Skull	Blue	35
wood	Axe Beak - Beak	Conjuration	3
wood	Ki-Rin - Horn	Conjuration	11
wood	Naga - Scales	Conjuration	4
wood	Laugh Rozzal Root	Creation	14
wood	Catoblipas - Horn	Divination	4
wood	Centaur - Hoof	Divination	1
wood	Satyr - Hoof	Divination	14
wood	Satyr - Horn	Divination	12
wood	Serpent - Scales	Divination	8
wood	Cockatrice - Beak	Enchantment	11
wood	Despiser - Bone	Enchantment	11
wood	Dragon - Scales	Enchantment	15
wood	Owlorc - Beak	Enchantment	6
wood	Nightmare - Hoof	Evocation	11
wood	Pseudo Dragon - Scales	Evocation	3
wood	Skeleton Warrior - Bone	Evocation	19
wood	Specter - Bone	Evocation	9
wood	Violet Fungi	Evocation	4
wood	Branch	Evocation	4
wood	Fire Giant - Bone	Fire	8
wood	Fire Lizard - Scales	Fire	2
wood	Flaming Minotaur - Skull	Fire	9
wood	Phoenix - Beak	Fire	38
wood	Wobniar Wood	Fire	11
wood	Black Dragon - Horn	Force	27
wood	Black Dragon – Scale	Force	7
wood	Evolef Root	Force	4
wood	Heureuse Root	Force	9
wood	Quasit - Bone	Force	3
wood	Atilol - Horn	Green	18
wood	Atilol - Scale	Green	10
wood	Evitcudes - Bone	Green	13
wood	Roc - Beak	Green	10
wood	Tehpmyn - Scales	Green	21
wood	Troll - Skull	Ice	8

wood	Vampire - Bone	Ice	11
wood	White Dragon – Scales	Ice	15
wood	White Dragon – Skull	Ice	16
wood	Black Dragon – Skull	Illusion	44
wood	Living Rock - Point	Illusion	9
wood	Ogre Mystic - Horn	Illusion	16
wood	Peryton - Antler	Illusion	10
wood	Sea Beguiler – Scales	Illusion	5
wood	Flaming Growtak – Horn	Lava	15
wood	Red Angel Wood	Lava	54
Wood	Remorhaz – Skull	Lava	13
Wood	Salamander – Skull	Lava	7
Wood	Unicorn – Bone	Light	5
Wood	Will-O'-Wisp – Bone	Light	12
Wood	Gorgon – Bone	Movement	3
Wood	Griffon – Beak	Movement	6
Wood	Mastodon – Ivory	Movement	3
Wood	Unicorn – Hoof	Movement	12
Wood	Unicorn – Horn	Movement	12
Wood	Noitatrilf – Bone	Mud	9
Wood	Zombie – Skull	Mud	3
wood	Horn Devil – Scales	Necromancy	8
wood	Lead Oak Wood	Necromancy	4
wood	Lich – Bone	Necromancy	20
wood	Lich – Skull	Necromancy	28
wood	Lizardman – Scales	Necromancy	2
wood	Lizardman – Skull	Necromancy	2
wood	Lycanthrope - Scales	Necromancy	4
wood	Ecneconni - Horn	Poison	7
wood	Wyvern - Scales	Poison	6
wood	Despiser - Claw	Red	10
wood	Hippocampus - Hoof	Red	13
wood	Minotaur - Bone	Red	7
wood	Medusa - Scales	Rock	8
Wood	Medusa - Skull	Rock	13
Wood	Xorn - Bone	Rock	7

wood	Eninyt Root	Thorn	12
wood	Horn Devil - Skull	Thorn	13
wood	Eninytxi Wood	White	8
wood	Erutan - Horn	White	6
wood	Fairy Dragon - Scales	White	7
wood	Storm Giant - Skull	White	15
wood	Wobniar - Bone	White	22
wood	Wobniar - Horn	White	26
wood	Citossen Root	Wood	6
wood	Evitcudes Wood	Wood	4
wood	Hippogriff – Beak	Wood	12
wood	Mermaid – Bone	Yellow	6
wood	Succubus – Bone	Yellow	7

Light (C E M) [White]

This creates a soft pleasant light that illuminates the area of range from the caster. It moves with the caster or an object it is cast onto. The chance to overpower magical darkness is resolved by the magical darkness attempting to overpower the magical light

Stasis Bubble (A C H I L M N O) [Orange]

⌚ dispel family spell.

This will give you time to escape, not much else. This creates a bubble within which time does not pass. Anything touching the bubble will take damage enough to divert it away up to the result of A×5. If this exhausts the total of A×5 without stopping the object then the bubble collapses and is dispelled. No ill effects will happen to the contents of the bubble. Most of the time no damage or very small amounts of damage are required to divert something. For example: if you slam your fist into a rock wall and suffer no damage to your hand, then no damage was required to divert your hand. Objects doing damage will take a like amount of damage to divert. Targets cannot be partially covered and are pushed out with the exception of ground. Two people holding hands is one target. N must exceed the sum of health of targets and to the degree it can't it shrinks or pushes them out. O must exceed the sum of weight of targets (excluding the ground) and to the degree it can't it shrinks or pushes them out.

Okay, so that was round one. But did you notice a 1st level caster could imprison a billion experience point God? Obviously we are not done. Every round effect H increases by a D6, and on round two and after effect I becomes 7. Effect N and O become infinite. Moreover, everyone who will be newly effected must decide if they are “In” or “Out.” If they are “In,” then as they are engulfed they enter the

bubble and become frozen. If they are “Out,” then they are softly pushed / teleported to the bubble’s edge. When H gets over 73 mana (about a mile diameter), things change and H no longer increase, but decreases by a D20. Moreover, when it drops below one the spell ends. That makes this spell a method to retreat from a very poor circumstance.

Summon (F K M N R) [Green]

A “protected” summon will teleport your target to your location and surround them in a force wall of 100 health. If the force wall is destroyed by something outside the wall, then the target in it will have the option to teleport away—be returned from whence they came. If the wall is destroyed by the target in the wall, then the caster has the option to force teleport the target back from whence they came. If the target is willing, then you can ignore N and R.

A “combat” summon will summon targets who are willing to help you based on the “share” of the loot which modifies your success / fail.

100% of the loot.	30%
75% of the loot.	10%
50% of the loot.	-15%
25% of the loot.	-50%

Loot includes just about everything of value.

Such that if you were attacking a hermit where 100% of the loot would be taken, then the hermit’s gold, silver, weapons, armor, clothing, alchemy, body, the furniture in his house, the horse itself, and even the garden of vegetables the hermit was growing would all vanish with the target you summoned at the end of battle, even if the target you summoned died.

A “vengeance” summon can compound a combat summon. The idea is the target being summoned has a vendetta or agenda that will be achieved if they go. Typically, such targets have to be known of in advance. Thus, you would be summoning someone (or group) specifically. A nymph could summon a bunch of tigers who were hungry and willing to eat the targets. The modifier is +10% to +30%.

A “final judgment” summon is like a protected summon without the protection. There is a 200-health force wall, but it is a one-way teleport. There is no return trip. The assumption is the caster intends to imprison or kill the target. The target becomes aware of the summon one hour before they teleport. Everyone touching the target (anyone who intends to go) will also be teleported, and N and R must exceed the single highest person or monster who will be teleported. The 5-health king will likely bring his entire army, and N will need to exceed his 60 health champion knight.

Summon ** Beast (B J M) [Green]

This represents thirteen separate spells: fire, ice, lightning, acid, poison, lava, rock, wood, force, thorn, light, mud, and iron. Each spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name.

This summons into existence a creature or creatures with no mind and under your total telepathic control. You control them as if giving highly trained military troops instruction. You gain the senses of the summoned beasts: see through its eyes, hear from its ears, etc. But they do not gain yours.

This spell has **casting max restrictions**, such that you cannot use the following casting methods: Lab, full dance, wagon, or casting time of one day or longer. For non-player characters, they cannot summon something of the same level they are. They must summon something of a lower level. However they can summon things which will have the sub-race they have. Thus a drow level-2 could summon 300% quantity of a drow level-1.

The creatures are exactly as defined in the encyclopedias of beasts, dragons, undead, etc. with the following exceptions.

1. No part of the creature can be used for alchemy.
2. The duration of all spells, abilities, and effects of the summoned ends with the end of this spell.
3. The summoned beast can NOT cast any spell that drains experience from the caster.
4. It cannot cast youth, destiny bond, disease, or summon beast.
5. It has no experience and no experience can be drained from it. This prevents the use of the [Doppelganger experience pool], and any effect that leverages experience in any form.
6. It cannot yield mana or have mana yielded to it.
7. The summoned beast cannot be part of a find familiar, lycanthrope, or vampirism spell.
8. An anti-magic aura from the summoned beast will not dispel this spell.
9. If this spell is dispelled the summoned beast vanishes.
10. Objects and alchemy forged into existence with the summoned beast cannot be removed from them and used.
11. The summoned beast may have “preparation” spells. These are spells that power up the beast that the beast can cast

on itself such as stone skin, AC, and to hit, etc. These spells start as active when the beast is summoned. Thus, the beast gets them and does not need to waste time casting them.

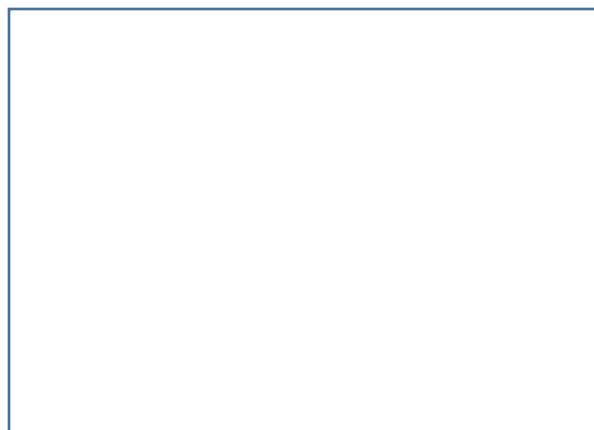
12. Dryads do not count toward a dryad circle.
13. If the summoned beast is not native to the type cast, then it becomes of that type. A bear is not native to summon fire beast because the fire symbol is not by its name. If the beast becomes of your type, then every reference to any other type becomes a reference to your type; the beast becomes that type (refer to conjure elemental for what it can do as that type). All damage is of that type.
14. The summoned beast cannot travel more than 1,500 feet from the caster.
15. The summoned beast cannot bring fourth anything of its own level or higher even if it has the capacity to do so. It must be one or more full levels lower, and cannot be a preparation act.

In general, you do not reference the race age chart. The summoned beast is “as defined” not as reverse engineered. The summoned beast does not gain the age chart or anything on it. It gets all the stuff described and defined everywhere else. That being said, anything with a full description that has its own reconciliation as a given level can be summoned. Thus, the Machairodus rakshasa (a sub-race of rakshasa) could be summoned because it has been defined as level 4. Here it would inherit the definitions defined in rakshasa except where replaced in Machairodus. For example: quantity 1 not 7. That is why its level went down not up. As for things like the child black dragon, we can see a definition for summoned beast as an adult outside the age chart, thus the logical version defined under child on the age chart is also considered to be defined outside of it. However with rule #15, it cannot use it to summon itself (an infinite loop). And then rule #4 forbids its use altogether.

Qty.	Level					
	1	2	3	4	5	6
10%	165	210	250	300	350	400
25%	175	220	260	310	360	410
33%	185	230	270	320	370	420
50%	195	240	280	330	380	430
75%	205	250	290	340	390	440
100%	215	260	300	350	400	450

125%	225	270	310	360	410	460
150%	235	280	320	370	420	470
200%	245	290	330	380	430	480
300%	255	300	340	390	440	490

To read this chart, the tan bar across the top identifies the level of the beast you are summoning. If you were to summon it with the default quantity of creatures listed, you would use the yellow bar in the middle that denotes a 100% quantity. This is the “difficulty.” Notice the 100% in green in the left side bar. However, you can summon more or less of that creature. As the percentage of the quantity shifts the difficulty changes. Difficulty is the result of J, and it is NOT rolled. There is NO success fail. 14 mana in J gives a 220. With it, you could summon a level two group as defined. For 18 mana in J you could get to 280 and summon half (round down) of the quantity of the level 3 group.



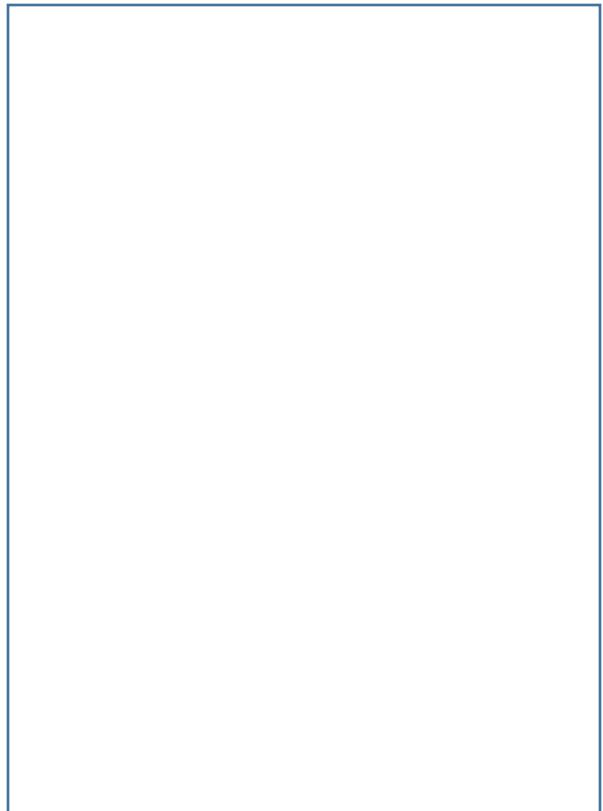
Sub-chapter 12: Creation

Animate Golem (D L M) [Blue]

This is the second step in the construction of a golem. You must first use forge golem to make the golem to animate. After a permanency spell is cast, it cannot be dispelled and becomes permanent. Control over a golem generally rests with who has sacrificed experience to the golem during creation. Then control diverts to the caster of animate golem, then the caster of forge golem, then the artist, then the source of personal possessions, and last the personality could be defined by the materials used to construct the golem. An exception would be a portrait of a person (Dan), then the artist’s portion of control goes to the person (Dan).

Step 1. 1% per 100 exp. Experience sacrificed to golem.

Step 2. 70% (of what's left) caster of animate golem



Step 3. 60% (of what's left) caster of forge golem

Step 4. 1% per (artist skill over 30) artist of golem.

Step 5. Remainder. Materials

The caster may permanently move any amount of experience off his character onto the golem. Golems can move about their own type of special plane. A painting golem forges the painting into a special plane the golem can move about inside of. Further, the golem can also move into other painting special planes. Thus, if three paintings were all animated, a painting golem could move between them. If three wood relief special planes were forged or animated, then a wood relief golem could move between them. The book, the stain glass window, reliefs, paintings, are each types of special plains. In order for a painting golem to move into another painting special plane the other painting must be in the same building. The caster of animate or forge golem can also cast magic room to forge a gateway into the special plane. The spell gate can be used to get into a special plane at the following: 0% you are the creator of the special plane. -10% you are looking at it, -40% if it is not in front of you, -90% if you have all the information about it but still have never been inside it before. Thus, even if you have been in it before, if it's not in front of you, then you would still have the -40%.

A special plane is very different from other planes of existence. Indifferent to how a person enters, a copy of that person is created in the format of the special plane and the original ceases to exist. Further

indifferent to any objects acquired, powers gained, experience gained, etc., when the person leaves the special plane, all of that stays behind and your original body comes back into existence. The only things you can normally take out are memories. There are rare exceptions to this; all are at the Game Master's discretion. In addition, time inside a special plane is only loosely connected to time outside it.

A golem's experience will naturally increase over time, but it is not consistent and cannot be calculated. A 10,000-year-old golem could have earned less than a 50-year-old golem.

Cancellation (E L M O X) [Brown]

⊗ dispel family spell.

This destroys permanent magic such as a sword +1 magic. This effects one object. In addition, it attempts to dispel all spells in whole which even touch the 5'×5' square that is targeted. Touch includes the ability to effect. Thus, an animated manipulation fireball that carves out a 6'×6' hole to avoid the cancellation is still effected by the cancellation because that area is part of the spell. These spells are not shut down only in the area of effect, but shut down completely. While L is still used to determine the success of the dispel aspect of cancellation, the defending spells only get 10%. The chance to dispel is $0\% + L - (10\% \text{ of } (M \text{ of the defending spell} + \text{total of mana of the defending spell}))$.

The chance to cancel starts at 0%. X must equal or exceed the magic of the target. A wand +3 quality and +2 magic made out of 70 doses of mandrake root (2 mana: +1) would require 9 mana in X to destroy. $(2+1=3)^2 = 9$. Mana in charges is not counted. The quality is not counted. Mystic and bless are not counted. Master craft is not effected. Further, in order for an item of any size to be made out of an alchemy component (of any size) exactly 70 doses of that substance must be used.

Capture Essence (M V) [Black]

This does V damage. A to hit score is required unless the target does not move. The essence damage is tracked in relation to non-essence damage. If at the point of death more than 50% of all damage was essence damage, than the essence of the target has been captured which may be an alchemical dose. This is the target's soul, and the target cannot be resurrected, reincarnated, or brought back by any means until the soul is released. If it's alchemy, then using the alchemy releases the soul. All forms of healing, regeneration, or anything that restores health will remove capture essence damage before any other damage . . . unless capture essence was cast or in the

proses of being cast that round. Thus, capture essence damage cannot be healed while capture essence is being cast.

Consumable Grimoire (C L O) [Magenta]

This is an exotic spell. Exotic spells are mostly worthless. Just skip it. There is no benefit to reading this spell. You are wasting your time. Don't read this spell. Just skip this one—next.

This converts experience on a character into an instruction manual. The experience is restricted by the result of O and is permanently removed from the character. The character must be touched and willing. 85% of the experience removed is added to the manual. The success / fail starts at 0%. A failed cast still removes the experience from the character. Any character who studies the instruction manual will drain the experience in the manual at a rate of C experience per hour. Thus, 5 in C would transfer 25 experience per hour. The last restriction is the person having sacrificed the experience must have over 200,000 experience prior to the sacrifice, and experience gained from a grimoire does not add to this sum.

Contingency (J M) [Brown]

This can cast a spell and pull mana from the object it is on to power the spell when a give condition is met. Contingency has an indefinite duration. The max and cap of the caster of the contingency is the max and cap of the contingency. The contingency will attempt to cast as often as the condition is true. If the spell permanency is successfully cast on a contingency, it becomes permanent and cannot be dispelled. No experience is drained from failed casts of permanency on contingency spells.

A contingency is semi-instant. It requires a moment, which occurs on your turn. Thus, 100 stone skin contingency spells must wait until **your turn** to trigger. They cannot trigger after each attack by your opponents. 100 healing spells could all trigger on your turn where each contingency evaluates the result of the previous spell to determine whether or not to cast. Contingency does not circumvent the requirement to have a casting cap as well as a max. However, a two-wizard cast where one has the cap and the other has the max and is casting the contingency will still satisfy this requirement.

Contingency cast spells that require any level of control require the round to cast. "Cast heal on holder of wand."—needs no control. "Cast fire ball."—which direction? What area? How much area? How much range? The player can say nothing; he can give the Game Master no more information. If he does, then it requires some level of control.

The ability for a contingency to see, hear, and detect conditions without any linked spells is the same as a 14-year-old human boy. Thus, if you can detect it, then the contingency probably could too. Thus, "if I am about to die," is invalid; there is no way a 14-year-old human boy would be able to determine this. In addition, contingencies are NOT error proof.

A contingency CANNOT cast contingency.

An aspect of contingency is spell linking. This is linking spells to the contingency spell. A linked spell is NOT the spell the contingency casts, but a spell the contingency uses to augment the detection of the cast.

Linkable spells: Wizard eye 1, clairaudience, clairvoyance, comprehend language, **** detection, ESP, locate object, identify, read magic, danger sense, vision, wizard eye 2, speak with stone, speak with dead, speak with plant, speak with animals, hear prayer, and gate.

When a spell is linked to a contingency, then the contingency has access to the spell continuously. Thus, you do not need more than one mana in the duration of linked spells. To link a spell, you cast it at the moment of casting the contingency, thus simultaneously. Unlike most spell linking, a contingency has no mana matching requirement. The mana of the linked spells do not need to align to the mana of the contingency. Once the linked spell is part of the contingency it can no longer be dispelled independently of the contingency spell. The contingency gains control over the spell. Thus, you must define everything you can at the time of cast. Therefore, identify needs the question. You might want to link several. Gate and teleport need the destination to be able to observe it. Gate and teleport only open one location per spell.

In order for contingency to have access to mana, skill, or experience when it casts a spell the contingency must be cast on the object with it. If contingency were cast on an alchemy component, it would have access to that mana. If contingency were on an item, then charges on the item as well as converted experience could be used by the contingency. While you can yield mana to the item and the contingency could use it, this only works if you are the caster of the contingency. **A contingency cannot use someone else's SKILL mana.** The exception to this rule is if the skill mana has been permanently removed from its character of origin and conversion 2, and then permanency used to reassign the experience to the object. Thus, potions and scrolls never use skill mana.

When a contingency consumes mana to cast a spell, it is restricted to only using mana that has come from a natural mana battery (such as alchemy, or permanently converted skill) or funneled through the

caster of the contingency. Thus, only the wizard's own mana (and mana which has been yielded to the wizard prior to the wizard yielding the mana to the object) can be used. This prevents a different magic user from yielding mana to the object with the wizard's contingency to use the wizard's casting max to cast the magic user's spell with the magic user's mana. The magic user is required to yield the mana to the wizard so the mana can become usable by the wizard's contingency. When this is done, the wizard charges 25% of the regular price of mana for the service of funneling the magic user's own mana into the item. It is considered professional courtesy to give the contingency away for free. After all, they will be paid for the mana or the conversion of alchemy into charges.

Conversion (J M) [Brown]

This converts a natural battery (an alchemy component) into a charge on an object. This charge acts exactly like the natural battery with its limitations to group, effects, mana, and compatibility. While you may put charges on non-enchanted non-magical objects, if you do than any attempt to cast permanency on the charge will automatically fail. In general, all potions and scrolls are cheap non-enchanted non-magical objects. Living, undead, and animated objects cannot hold charges: no golems, no elementals, etc. When working with normal alchemy, the success / fail starts at 0%. Real simple, nice and easy. Notice this is: (Does not regenerate, has restricted compatibility, group skill, and nine or less effects). However, you can also convert from virtually anywhere (such as a wand with charges every week). This is more complex. Add part A, B, C, and D together.

The modifiers for mana, which can regenerate, are as follows:

Part A

Does not regenerate	success/fail	0%
Regenerates yearly	success/fail	-60%
Regenerates monthly	success/fail	-165%
Regenerates weekly	success/fail	-360%
Regenerates daily	success/fail	-660%
Regenerates hourly	success/fail	-1,110%
Regenerates per round	success/fail	-1,500%

Part B

Has restricted compatibility	success/fail	0%
Does not have restricted compatibility	success/fail	-30%

Part C

Category skill (Supernatural)	success/fail	-150%
Group skill (like abjuration)	success/fail	-0%
Basic skill (like banishment)	success/fail	+50%

Part D

Usable on all effects	success/fail	-90%
Less than 18 effects	success/fail	-45%

Less than 13 effects	success/fail	-15%
9 or less effects	success/fail	0%

Conversion cannot convert mana which has been yielded from a skill. You must use conversion 2, which converts the skill itself. Even after conversion 2 has converted skill into a charge which generates mana, conversion cannot convert that charge or mana. The max and cap restrictions on spells divides all mana into skill, and non-skill. Conversion is used for all non-skill mana, while conversion 2 is for all skill mana. Thus, the products of conversion and conversion 2 are compoundable within the restrictions of max and cap because it is fundamentally the same structure as a magic user compounding his skill mana with alchemy.

Conversion 2 (J M) [Brown]

This converts experience on either the caster or willing target into a charge on an enchanted object. This removes the skills permanently. This skill does not generate mana or chi until after a permanency has been cast on it. If the "charge" is tapped, only the mana or chi is pulled. To get the experience you must use skill drain, and an inanimate object is considered a willing target. Experience retains all of its properties. Thus, 4,000 experience in night melee combat against trolls will stay exactly as is. It is not modifiable. There is no limit to the volume of experience, and a failed cast does not remove it.

Note for clarification: the use of skill drain to move experience off an item it was put on so it can be moved into a person is NOT "tapping" the item. The duration of the skill drain will determine how long the person has the experience. When the duration is over the experience returns to the item, and it can be skill drained again. In respect to mana obtained by a level obtained the rules of skill drain apply as if it were between two people.

~Mythology~ Ancient legend tells of a warrior's power sword that was magically enchanted. The skill "My warrior's power sword: 505,000 experience at level 32" had been converted into a charge and mad permanent. In addition, the sword had been enchanted with a skill drain to move it into the holder of the sword with a contingency to cast it. The result was any fighter could pick up the sword and say, "Let's kick ass." Wow imagine if he had a nude painting of a Chin Cat or the like . . . that gave him chi. That's 32 chi in one pool.

Enchant (L M X) [Green]

This makes an object enchanted, if and only if the object is quality +1 or better. The result of X must equal or exceed to quality of the object. Success / fail

stats at 0% and a **failed cast drains 100 experience in health** per point of mana in effect X. The dispel resistance is only applicable during casting. After which, the enchantment becomes permanent. After enchantment, you can then cast enchant plus to make the object magical. **After** enchant plus, then charges of alchemy on the object can be made permanent. The price of the spell is normally included in the price of first permanency. When it is not then the enchantment costs \$2,500, and this would be deducted from the cost of the first permanency.

Enchant Plus (D M X) [Red]

You must start with an enchanted object. This gives an object a magical plus and empowers the object to hold permanent alchemy up to its limit defined by its magical plus:

Magic	0	+1	+2	+3	+4	+5	+6
Mana	0	1-2	3-6	7-14	15-22	23-38	39-70

This is a limitation on intensity not quantity. A wand +2 magic could hold hundreds of charges of permanent alchemy, all of which must be 6 mana or lower.

Forge Golem (L M) [Blue]

This is the first step in the construction of a golem. You must use animate golem to bring it to life. To forge a golem a player requires three spells. Forge golem is the first spell and is used to construct the golem or define something as a golem. The spell permanency can be used at this point; however, it is better used after animate golem or bind / release golem. The magical plus of a golem is the square root of the mana in effect L. After a permanency spell it cannot be dispelled and it permanent. The experience the golem will get is based on the value of materials, the soul, and painting score. Because sculptors, jewelers, and tailors can all make refined alchemy and the painter cannot, only a painting score adds to the golem. Value of materials: the minimum value would be its salvage value. Take an axe, burn the wood for heat, melt down the iron. But this is rare. Above that you can claim peddle price. More commonly, you claim retail price.

Artistry of golems: the Artist will use the skill check (Artistry – art – painting – specific skill) produced by the person who made the artwork. If no one used an art skill check to make it, then the wizard casting the spell will calculate their art skill check to use; in this circumstance, he should grab his art tools and art supplies because they still add to this score. In addition to everything gained above, except the value of the artwork. If this art score is over 30, your golem will gain the following:

1 st stat	10 ×	(score-30) ²	**
2 nd and 3 rd stat	7 ×	(score-30) ²	**
4 th and 5 th stat	5 ×	(score-30) ²	**
6 th stat	3 ×	(score-30) ²	**
Language skill	5 ×	(score-30) ²	
Restricted experience	8 ×	(score-30) ²	*

* note, if this result is over 10,000 then everything over 10,000 is unrestricted experience.

** note, you may organize the stats any way you chose.

This experience is in place of the value of the artwork. There are multiple ways to build the art skill check; however, the skills usable to produce refined alchemy for the juggernaut spell are excluded: carpenter, jeweler, sculptor, smith, and tailor are not allowed. Nothing can do both juggernaut and golem.

Artistry – art – tapestry (note: not tailor)

Artistry – art – wood (note: not carpenter)

Artistry – art – metal (note: not smith)

Artistry – art – clay (note: not sculptor)

Experience gained from spells cannot be used to generate chakra or chi. It cannot be sacrificed for any other spell such as permanency, enchant, holding pocket, mystic item of **, weapon of slaying, or barrier. It cannot be put into a consumable grimoire or magical transformation, and does not count toward the required experience for a Consumable Grimoire or Magical Transformation.

Static Golems

When a golem is intentionally defined with zero health, then it is a static golem. A static golem cannot generally move. An intelligent sword could be a static golem, yet the hilt or pommel might move simulating the movement of a mouth when it talks. A static golem is not affected by traditional damage, just like a sword or armor is not affected. A sword is not hurt by being used to block another sword, but will melt nicely in a forge. In order for permanent magic to melt, the magic would need to be canceled.

Becoming the Golem

It is possible to cast on a willing living target, even yourself; however, you should understand a list of additional consequences.

1. Living golems age normally except when they are inside a special plane where they do not age at all. This is what they are bound to, if bind release golem is cast.
2. Living golems gain **no experience** from the spells forge golem or animate golem.
3. If a living golem is successfully cancelled, then they “come back to life;” the aspect of being a golem vanishes.

4. The living golem is uncontrollable. It is controlled exclusively by itself.

Thus, becoming a living golem is not a power up spell. It does allow some nifty healing and mobility via the bind release spell and a teacher could teach from inside a painting, but it lacks real power.

The Mechanical

These are basically Game Master toys. A mechanical starts with the discovery of some ancient technology, a robot like Data from Star Trek, an Alpha Fighter from Robotech, Battle Angle Alita, Voltron, the Terminator, etc. Use that as the subject to cast forge golem on.

Tattoo or Bodypainting.

The tattoo or bodypainting golem is forged and animated on the body of a host person. When animated the special plane created is an exclusive special plane such that only the golems created in it can exist in it. Nothing else can enter. Further the golem in this plane can interact with the host body directly with effects like healing, yield mana, etc. However, damage cannot be inflicted. When damage would be caused, the host body only feels the pain. Another difference between a golem forged on a body versus a canvas is a golem on a canvas can go behind a building or tree in the painting. They can hide. A tattoo or bodypainting is always visible someplace on the body. The best it can do to hide is go between your legs, or up into your hair. In addition, the person who is the host body can feel the golem move around.

Clockwork

This is a doll with a wind up key. Look at bisque and porcelain dolls from the late 1800s into the early 1900s. In Ryvah our clockwork is 100% pure alchemical metal and requires the spell resurrection in addition to forge golem. Moreover, it is a playable character.

However, they have their rules. First rule: someone other than the clockwork must wind the clockwork up every 24 hour. If not wound, then all functions stop. You become an inanimate object. You cannot think. Second rule: have no need to eat, breath, or urinate, but they often simulate human likeness. Moreover, your overall shape is human, not just humanoid but human. Third rule: the list of alchemical metals includes all things with these names within them: gold, silver, iron, mithral, platinum, zinc, copper, mercury, nickel, and titanium. Fourth: you can have an age chart, but you cannot use it. You do not age. The race skills you know at the point you are

resurrected (character creation) never changes. The metal used to create your body never changes. Additionally at creation, you can have no non-race skills. While you can learn them later, your entire quota of unrestricted experience must go to race skills at creation and health. Thus, a 10K human would have 10,000 experience in health. Fifth rule: you do not bleed. Heal does not fix you. To remove damage you must have the aid of a smith or the spell mending. This is much harder. Rule six: this is why the clockwork is nice. The alchemy used to make the body converts into 100 experience in the corresponding group skills per point of mana. Moreover, the alchemy refreshes daily to be tapped and used. This will likely translate into 5,000 to 20,000 experience in group skills. But, you also want the mana to be useful. This sound overpowered, but Ryvah challenges you break it.

The clockwork is heavy and small. Each dose is one ounce, but it is double the weight of flesh. Thus your 3 pound clockwork doll has a weight to height ration of 150% (not 75%), and at 3 pounds calculates to 18 inches tall. A 5 foot 6 inch tall clockwork would weight 249 as metal. That's 16 ounces per pound and every dose is one ounce. Is would cost about \$400,000!

The Mirror

Of all the things to forge into a golem, one stands out as "dangerous." One and only one can flat out kill the caster – the mirror. With a painting, a sculpture, a sword, even a building at least it is constant. You know what it looks like. It is 100% predictable. The outcome is little more than a math problem—not true of the mirror. What you see is seldom what you expect, and that is true before you touch it with magic. A mirror might make a special plane like a painting or book or it might forge a pocket parallel universe. The reflection may have as much control over you as you have over it. While you may think your reflection is the golem inside your mirror, to it you **are** the golem inside its mirror. To try to understand the weird crack in reality this causes, simply ask two questions and think about the depth of the answer:

"Which hand is my wedding ring on?"

"Which hand is my reflection's wedding ring on?"

Now try to logically figure out all the things that implies. It's like wearing your underwear over your clothing—it's backwards. Thus, all of your deep inner desires and fears will be on top and all that common sense will be buried deep in the heart of the golem. The wizard foolish enough to cast these three spells on a mirror might well find he or she ends up raping him/herself in a passionate deviant expression of love . . . or hate.

As for the strong arch magi who calculates the value of the mirror will only give the golem 50,000 experience, he might find the golem started as a mirror of his entire character sheet before the 50,000 experience was added. Yeah – lock, stock, and barrel. – “Bend over bitch. I’m bigger than you!”

One last thought. For heaven sake, don’t have the rest of your high-level friends standing around as backup.

Prices

Type	Magic Plus	\$ materials	Painting Score	Exp.	Price
Warrior	1	\$3,000	80	10,300	\$40,000
Warrior	1	\$5,000	90	19,300	\$80,000
Warrior	2	\$7,000	100	29,300	\$120,000
Love	1	\$1,000	70	2,900	\$20,000
Intelligent sword	1	\$7,500	70	3,550	\$20,000
Intelligent sword	2	\$35,000	80	13,550	\$75,000
Intelligent sword	3	\$70,000	90	25,800	\$150,000
Intelligent sword	4	\$125,000	100	41,700	\$250,000
Bodypainting	1	\$100	70	2,810	\$20,000
Bodypainting	2	\$100	80	10,010	\$40,000
Bodypainting	3	\$100	90	18,810	\$80,000
Clockwork	3	\$100,000	90	28,800	\$180,000
Clockwork	4	\$200,000	100	49,200	\$350,000
Clockwork	5	\$300,000	110	71,200	\$500,000

Forge Metaphysical Body (J) [Grey]

This creates a body based of the nature of the target’s soul. The target must be willing. If the caster is strong enough, the body can exist in both the material plane and the afterlife. The target’s soul is transferred into the body. This is how gods forgeangels and demons. The targets are normally deceased. If they are not, then the body they left behind drops into a comatose state, where it will eventually starve to death if nothing is done to save it. The spell mind transfer can be used to return. In addition, if the metaphysical body “dies,” then it will automatically return. A metaphysical body is dispelled if it reaches a meager negative 20 health indifferent to their Strength. Other than that, the body cannot be dispelled or cancelled. Upon this unpleasant event, the soul returns to the afterlife. Success / fail starts at 0%. The success / fail is modified by the soul of the target based on skill levels in personality skills.

Forangels: +25% per level in love, and 10% per level in: fun, playful, whimsical, charming, flirt, happy, and generous, (up to a +100% maximum bonus).

For daemons: +10% per level in greedy, violent, destructive, wicked, torturous, power hungry, and enslaving, (up to a +100% maximum bonus).

Forangels, the new body will be the body they had at the peak of success in life. Often girls are at the peak of their physical beauty. Imperfections are removed unless they have become part of their identity. For example: the person who is simply short and wimpy would have a tall strong body. But, a person with dwarfism might well embrace it with their new body because it defines who they are. In addition, angels often have wings, and it is a choice to not have them. Anyangel can chose to drop that race skill from their age chart.

For daemons, the new body is what they perceive to be ugly, vile, nasty, and grotesque yet at the same time powerful, strong, dangerous, and violent. While they are humanoid, they are far from human. At the same time, they have an underpinning lust for the beautiful form of their original opposite gender ideal body. The individual bodies of angels are found in Ryvah—*Innocence & Light*, while the individual bodies of daemons are found in Ryvah—*Dark & the Dead*. Here you will find the age chart for a given angel or daemon. Here you will find the score you must obtain with the result of J. If the person changes their base race, the race skills become unusable because they have the wrong body. If they had a sub-race and the metaphysical body also has the sub-race, then even if the base race is different they keep and can use the sub-race skills. If they do not have a sub-race, then they have the option to add one they like.

Score	body
515	Angel of the Choir
550	Angel Guardian
600	Angel: Shield
750	Angel: Paladin
900	Angel: Right Hand of God

Dark angels, fallen angels, and lost angels are all conditions that occur after the fact. Dark angels rebuke their own god and seek to destroy the very one who created them. Fallen angels have been corrupted by the sins of the world. They partake in crime and carnal pleasures. They don’t hate their God, but they are not good enough to represent them. Lost angel have gone insane. Some form of madness has consumed them. This does not mean they have switched side.

515	Demonic Beast: Beast
850	Demonic Beast: Coin
743	Demonic Beast: Devil
971	Demonic Beast: Menace
1200	Demonic Beast: Shadow
730	Demonic Beast: Thorn

Furthermore, forge metaphysical body gifts the subject an amount of experience to purchase these new race skills equal to the difficulty times the excess success/fail when cast. This experience always starts at the top of the child age range and goes down in exact order. This is true even if the skills are already known. Thus, an angel of the Choir which has a 515 difficulty, would give the subject 515 experience per point they exceeded the success / fail by (per point over 515). If they put 40 mana in J for a 610% -515 difficulty = 95% net chance and then rolled a 1 on the percentile, Thus, beating the score by 94 points, then they would get $94 \times 515 = 48,410$ experience toward those race innate skills. The addition of a sub-race does not modify the difficulty, and sub-race skills are always after the augmentation skills. (child angel, child sub-race, adolescent angel, adolescent sub-race, adult angel, adult sub-race, etc.).

Experience gained from spells cannot be used to generate chakra or chi. It cannot be sacrificed for any other spell such as permanency, enchant, holding pocket, mystic item of **, weapon of slaying, or barrier. It cannot be put into a consumable grimoire or magical transformation, and does not count toward the required experience for a Consumable Grimoire or Magical Transformation.

Mystic Item Of ** (A K K M) [Pink]

This represents thirteen separate spells: fire, ice, lightning, acid, poison, lava, rock, wood, force, thorn, light, mud, and iron. Each spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name.

This is how to forge a flaming sword; simply make it mystic fire. But, why stop there? We have 13 types to pick from. The duration is permanent as if a permanency had been cast. The magic plus for permanency is the mana in A+2. It does not compound with magic blade. It can be turned on and off at will. An object can have more than one mystic type, but only one can be active at any time. This causes the attack to have the type of the mystic. Thus, a mystic fire sword now attacks as fire as well as sword. A mystic weapon or spell book will inflict A additional damage when used. Ammunition will be affected in the same way. When cast on armor this creates damage resistance equal to double the result of A.

The spell has a restriction on how much mana can be used to cast the spell of: (the maximum base damage of the base weapon up to 12) or (the AC adjustment of the base armor $\times 2$) or (8 for tools) + (the caster's max). Thus, a five max wizard with a +3 magic

bow with poison arrows, and become ice elemental could only use 11 mana for the entire spell. 5 for his max + 6 for the bow = 11. This is a limit on the total sum of mana in all effects. Yes, it's hard. Both effect Ks must succeed. Success / fail starts at 0%. **A failed cast will drain (mana) $A^2 \times 1,000$ experience** from the caster's health.

There is a restriction that there must be a minimum of one mana in effect A. Because of the extreme risk connected to making mystic items the value of adding a single mystic type to an item is equal to the magic +2.

- +3 magic or +1 Mystic is \$65,000.
- +4 magic or +2 Mystic is \$115,000.
- +5 magic or +3 Mystic is \$180,000.

Obelisk (E N O V L T M) [Grey]

This is an exotic spell. Exotic spells are mostly worthless. Just skip it. There is no benefit to reading this spell. You are wasting your time. Don't read this spell. Just skip this one—next.

The goal is to make a defense ward. An obelisk will **help one race** and hinder all others. Sub-races and augmentations are ignored, and half-breeds get nothing unless the exact half-breed is defined as "the race." If an obelisk is moved more than a foot, it stops working for 24 hours. Its duration is indefinite. A permanency may be cast with no risk of experience loss, and while this protects against dispel, it does not provide protection from damage. There are many potential buffs, and each buff requires its own casting (and permanency). An obelisk may hold many buffs; however, one sufficient dispel will shut them all down. Even after a permanency, if the obelisk is moved it shuts down. The magic on a non-permanent obelisk is destroyed by dispel. (The magic is removed, not the stone). When an obelisk has multiple buffs, then effect N, T, and M for the obelisk as a whole are the lowest of all castings. N is the health points of the obelisk. T is damage resistance. While E is the range, it is implemented as "everything the range touches." Thus, it would affect an archer outside the range firing into it, an archer inside the range firing out, and even an archer outside the range firing through the area covered by range to a target outside the range. V dictates the power of the obelisk and is a multiplier on the effect. 5 mana in V could be +5 AC or +25 'per round movement. V must be less than L, and L must be less than O. O dictates the minimum weight of the stone object that becomes the obelisk as well as its minimum cost in copper at one copper per pound. An obelisk must have 30' of vertical clearance above it. It must be seen at least once a week by the people who will benefit from it. It will not function if it is locked away or buried. If

you cast a duplicate effect (two ACs), then the weaker one is removed. If you have two obelisks with overlapping area with a duplicate effect, then the weaker one is ignored. It does not compound.

While it might appear this is a high-level spell, it is not. Even first level wizards can make obelisks that have enormous impact on battle. Even a small village would be willing to pay a first level wizard 200 copper

a day to do nothing but make obelisks. Each successful cast with a V of 4 is worth about 1300 copper minimum, maybe much more. The retail value of a finished obelisk would be its $(O \times 2) + (V^2 \times 150)$. Thus a +4 buff is $\$1,280 + \$2,400 = \$3,680$. Every additional effect would add to it. Example: $(O \times 2) + (V^2 \times 150) + (V^2 \times 150)$. This has two buffs.

Name	\$ Price	Pounds	Range	Health	Damage resistance	Dispel resistance	Effect
John	\$1,990	320	60 ft.	15	3	54%	-6 to hit(melee)
Michael	\$3,680	640	80 ft.	20	4	71%	-8 to hit(ranged)
Monk	\$6,310	1280	100 ft.	25	5	88%	-10 AC
Mimi	\$10,520	2560	120 ft.	30	6	105%	+6 ranged to hit
Shopan	\$17,590	5120	140 ft.	35	7	122%	+35' pr movement
Chad	\$30,080	10240	160 ft.	40	8	139%	+8 damage resistance
Shokolis	\$10,060	1280	100 ft.	25	5	88%	+5 AC -10 to hit (ranged)
Blue	\$21,320	2560	120 ft.	30	6	105%	+6 to hit (melee) +6 damage -12 to hit (ranged)
Pink	\$58,880	10240	160 ft.	40	8	139%	+8 damage resistance +8 AC -16 AC +40' pr movement
Twinkle	\$58,880	10240	160 ft.	40	8	139%	+80% chance to dispel +8D6 healing +160% dispel resistance -16 to hit (ranged)

Damage resistance	V
AC	V
Ranged To Hit	V
Melee To Hit	V
Movement	5' × V
Melee damage	V
Negative AC	-2V
Negative ranged To Hit	-2V
Negative melee To Hit	-2V
Negative movement	-1' × V
Chance to dispel	+10% × V
Healing when healing occurs	+D6 × V
Dispel resistance	+20% × V

Purchase prices for obelisks: remember the race must be defined. Thus, they are normally custom order products.

Permanency (L M) [Pink]

Permanency make things permanent that can be made permanent. A charge is an alchemy component converted with conversion, a natural battery converted with conversion, or a skill converted with conversion 2. Mana is not a charge. You cannot cast permanency on mana. You cannot cast permanency on spells unless the spell explicitly allows you to do so and explains the rules by which that exact spell can have permanency cast on it.

The equation is: Experience × 72 + 200.

Price	Magic	Mana	Difficulty
\$7,400	+1	1 to 2	-1%
\$29,000	+2	3 to 6	-4%
\$65,000	+3	7 to 14	-9%
\$115,400	+4	15 to 22	-16%
\$180,200	+5	23 to 38	-25%
\$259,400	+6	39 to 70	-36%

A failed cast of permanency drains experience from the caster's health equal to the mana in X times 100. Thus, failing to cast a +5 magic permanency will drain 2,500 experience. $2500 \times 72 +200 = \$180,200$. There are time regeneration modifiers that increase and decrease how fast mana will regenerate. Mana will normally regenerate every week.

Per year	7 free rerolls.
Per 3 months	4 free rerolls
Per month	2 free rerolls.
Per week	0%
Per day	-50%
Per hour	-90%
Per round	-120%

A reroll means, if you fail you get to roll again. Don't fail them all. There is no restriction that the magical plus be an integer, but you do not round in your favor. Still there are legitimate applications.

As an additional restriction, all the experience a character ever loses is tallied into a total: TLE (Total of Lost Experience). The TLE is the minimum amount of gained experience the character must have. For example: a 10K bran new character has zero gained experience. After ten weeks of play they have 15,000; thus, they have gained 5,000 experience. They cast permanency at +3 magic and fail—they lose 900 experience and now have a 900 TLE. They do it again and fail. They are down to 3,800 earned experience and have a TLE of 1,800. The next attempt also fails. They are down to 2,300 earned experience, but now their TLE is 2,700. They can no longer cast permanency. They cannot use any ability, talent, special effect or mechanic to evoke the effect of permanency. As far as that character is concerned, the spell permanency has been removed from the game until their earned experience is greater than their TLE. This is to restrict online play and has little to no effect on table top play.

Race Shrine (M O D E L) [Pink]

This is an exotic spell. Exotic spells are mostly worthless. Just skip it. There is no benefit to reading this spell. You are wasting your time. Don't read this spell. Just skip this one—next.

A race shrine requires a permanency before it becomes active and is specific to exactly one race. The magical plus of a shrine is the square root of the mana in O rounded up to the nearest integer. Thus, they like the numbers 2, 5, 10, 17, etc. The experience of the shrine is the result of O. This is where it gets a little tricky. A shrine requires spirits of that race. One way to . . . hope to accomplish this is to place the graves of those people near the shrine. A spirit will enjoy a well-maintained shrine. As spirits wander, they are likely to hang around if they find a well-maintained shrine.

Thus, over time a shrine will gain more spirits. The shrine should be cleaned daily, and people should talk to it as if they are talking to the spirits. The spirits listen. They are there, and a "speak with dead" spell will allow you to talk to them. If a given spirit does not have some symbolic monument (like an urn or gravestone), then one should be made for them. Spirits like to be individually recognized. If you do not maintain a shrine, or worse cover it in boxes of trash, the shrine will fall asleep; the spirits will leave. In order to reanimate a sleeping or dead shrine you need someone of that exact race to dump their mana into the shrine. This invites the spirits to return. Use lots of mana.

So what does it do? Provided O is high enough to encompass the race skills, and provided the spirits have those race skills, then the shrine grants access to those skills by the people who are loved by the spirits of the shrine. The skills in and under Combat, Supernatural, and Pilot compound fully. Just add them. Abilities, talents, internals, spells, and [] stuff cannot be obtained. For those skills under Science, Artistry, Stats, Health, or Max Casting, you get to fill or replace. Fill means from the set of skills (Science, Chemistry, and Geology) if your race has +3 Chemistry and +5 Geology, and the spirit race has +2 Science, and +3 Chemistry, then you can fill in the hole. You can use the +2 Science because your race does not have it. Replace compares the sum of all identical skills and allows you to use the higher between your race and the shrine's race. For example: You have race skills: +2 Art (child) and +4 Art (adolescent). The shrine's race spirit has +1 Art (child), +3 Art (child), +2 Art (adult) and +1 Art (middle-age). You have 6 verses its 7, so you use the 7 in place of your 6. Notice this is a comparison of an exact skill not a comparison of the skill set needed to perform a task.

The result of O = 14 is about 160,000 experience. With this, the first 160,000 experience worth of race skills of the spirits who are present is accessible with the spirit's consent. There is no limit on the quantity of spirits; however, one spirit can aid only one person. If your shrine has five spirits then only five people can gain the advantage, and only up to the limit of those individual spirits. It is highly probable all five of the spirits will have earned different levels of their race skills. A person absolutely cannot get a skill from a spirit that the spirit has not learned.

Price:

O=9	5,120 experience	+3 magic	\$80,000
O=11	20,480 experience	+4 magic	\$150,000
O=13	81,920 experience	+4 magic	\$215,000
O=14	163,840 experience	+4 magic	\$300,000

Shrines do not compound with shrines of other races.

We should observe the culture of a race and the racial wars that exist. A spirit will NEVER help its predator or prey.

Effect M is only applicable prior to a permanency. Effect E is the maximum range the benefactor can be from the . . . spirit granting the benefit through the shrine. In general, they stay at the shrine; however, as significant amounts of political experience in friendship and love are gained in a particular spirit, then that spirit may accompany their friend for up to D duration. To gain such favor you must complete several quests for the spirit.

Temple Enchantment (L M) [Brown]

This is an exotic spell. Exotic spells are mostly worthless. Just skip it. There is no benefit to reading this spell. You are wasting your time. Don't read this spell. Just skip this one—next.

This permanently enchants a structure with magical powers. The spell covers \$50,000 copper of structure. Thus, you must cast many times to cover large temples. The casts occur as the structure is being built: once at the beginning, once at the end, and the rest evenly distributed in the middle.

To determine the mana of the temple we track the extra mana not needed to succeed at casting the spells. This is recorded for every casting of temple enchantment. If you are not satisfied with the result of a given cast, then you may immediately proceed to cast again and replace the previous cast. There is no limit to the number of time you may do this. At the end of construction after all the spells have been logged, you select the single lowest score. That score is the mana of the temple.

The level of the structure is the quad root of the mitheral -0.1 . $Mitheral^{(1/4)} -0.1$. This is the same as the square root of (the square root of (the mitheral)) -0.1 . Any structure under level 1 collapses into ruin. However, above level 1.0, you may track the decimal: level 2.33 for example.

The mana in the temple cannot exceed its level $\times 10$. Temple spells cannot be augmented with additional mana. While a temple can cast more than one spell at a time, each spell requires its own unique priest of the temple. The priest can lower the mana in individual effects of a spell for control.

Powers:

1. Floats. The temple is not dependent on the ground for support. The temple is unaffected by water and weather.
2. Temples have its level times three spells. These spells are declared at creation. The

mana in every effect of the spells is up to the mana of the temple and at the control of the priest invoking the spell. These spells are useable once per day by any priest of the temple.

3. The creator of the temple can appoint or terminate high priests and priests. High priests can appoint high priests and priests and terminate priests.
4. All high priests and priests within 300 feet of the temple gain a bonus to their AC, to hit, movement, save, alertness, RDM, and damage resistance equal to the temple's level $\times 7$.
5. All abjuration spells which can dispel or turn cast within 300 feet of the temple by a high priests or priests gains level $\times 50\%$ chance to dispel or turn.

The temple can be focused on a specific astrological event such as a full moon, planetary conjunction, or even a commit. The event must be defined and incorporated into the temple enchantment. For example: pillars that point at mars at one exact moment. When you do this, you will focus power on the day of that event; however, the first time the event occurs it will be skipped because the temple must have one complete cycle.

Full moon	= 1 in 28 days
Lunar eclipse	= 1 in 365 days
Lunar or solar eclipse	= 1 in 182 days
Haley's Commit	= 1 in (365×70) days

- Step 1. Pick an astrological event. Define it: what, when, and how often it occurs.
- Step 2. Pick mana to syphon off from daily use. You will decrease the amount of mana the temple produces in something daily and redefine it. For example: a temple has three spells at five mana. You could syphon one mana by changing it to two spells at five mana, and one spell at four mana. You can syphon as much as you wish.
- Step 3. Calculate the total syphoned mana. Mana per day \times days = total. For example: five mana per day times a full moon. $(5 \times 28 = 140)$ total 140 mana. Now take the square root of the total (round down) $\sqrt{140} = 11$ (rounded).

Step 4. Define the new spell. Pick a spell the temple will have on that day of the event at the calculated mana in each effect. Continuing, the example from Step 3 the temple would have one spell on the full moon with 11 mana in every effect.

Step 5. Repeat as often as you like making more spells until you are happy or run out of mana.

Once created a temple cannot be dispelled. To cancel a temple and destroy it, we use the square root of

the temple's mana to define the magical plus the cancellation must overcome. Moreover, each and every temple enchantment must be individually cancelled. Only after all are gone will the temple fall, and those cancelled spells can be recast and replaced.

Time Hop (B C D M N O) [Magenta]

This transports the caster and willing targets with the caster forward in time. This cannot go back in time. The time traveled is the sum of B, C, and D. The sum of health of all targets must be lower than N. The result of O must exceed the weight of all targets.

Weapon of Slaying (A K M Y) [Pink]

This is how to forge an ogre-slaying weapon. At the time of cast, the caster picks one thing: a race, a sub-race, or an augment. The race human and nymph cannot be picked. Red dragon is a separate race from blue dragon. A race is like orc, elf, fairy, or dwarf. A sub-race is something like dark, spotted, or striped. An augment is something like succubus, lycanthrope, vampire, or lich.

There is no limit to the number of slaying types a weapon (or armor) can have. 50% is enough to count. Thus, a weapon of orc slaying will effect a half orc. Every element that is true will compound. Thus, a weapon of elf slaying, orc slaying, dark slaying, spotted slaying, and succubus slaying when attacking a half (dark elf / spotted orc) succubus would all stack. A weapon of orc slaying will affect all orcs: half orcs, dark orcs, orc succubus, and orcs. A weapon of dark slaying will affect all races with the sub-race dark: dark elf, dark orc, dark fairy, etc. The same is true of augments.

The duration is indefinite and can be dispelled prior to a permanency, which makes it permanent. The magic plus for permanency is the ((highest mana between A and Y) \div (target's level \times 3)). Therefor: 3 mana in both A and Y with Orc slaying (Level 1) = +1 magic. While 2 mana in both A and Y with Disenchanter slaying (Level 4) = +0.167 magic. Aspects that do not have a defined level are always level 1. Therefore, sub-races are level 1.

It compounds with magic blade. A slaying weapon or spell book will inflict A additional damage and add +2 (per mana in Y) to your "to hit" score when used. Ammunition will be affected in the same way. When cast on armor this creates damage resistance equal to the result of A adds +2 (per mana in Y) to your AC.

The spell has a restriction on how much mana can be used to cast the spell of: (the maximum base damage of the base weapon up to 12) or (the AC adjustment of the base armor \times 2) or (8 for spell books)

+ (the caster's max). Thus, a five max wizard with a +3 magic bow with poison arrows, and become ice elemental could only use 11 mana for the entire spell: 5 for his max + 6 for the bow = 11. This is a limit on the total sum of mana in all effects. Success / fail starts at 0%. **A failed cast will drain (Magical Plus) $^2 \times 1,000$ experience from the caster's health.** For this, do not round and track the decimal. Magic +0.333 only drains 333 experience.

Sub-chapter 13: Divination

**** Detection (C F J M) [White]

This represents six separate spells: evil, good, trap, magic, hidden, and fear. Each spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name.

This allows the caster to detect the specified things within the range of the spell. If there is a skill check to be made that is applicable to this spell then improve your skill check by the result of J \div 5. The chance to overpower contrary magic is 30% + J – (M of the defending spell + total of mana of the defending spell). While this spell is active, it is considered an auto-on check. You will immediately get a chance to detect when the subject enters range and then another check every 5 minutes thereafter. This does not allow the caster to see invisible targets nor hear silent targets. The caster does not even get to know what is being detected. "You are detecting a trap."—Game Master. "Where?"—player. You don't get to know. Contrary to this, good and evil detection are directly connected to an exact subject and is a general report of their personality skills. "Holy crap! A demonic dark undead daemon lich from hell. I cast detect evil."—player. "It's not evil: your spell reports he is lonely, remorseful, kind, and generous."—Game Master. Also with a successful cast, while you will not know what an evil **invisible** target is, you will know where it is with enough knowledge to attack without penalty.

Magic detection causes objects to glow in a radius of one inch per magical plus. It causes spells to ambiguously illuminate an area such that an invisible target would be attackable at a penalty of 20 to the to hit score. Alchemy does not glow.

Hidden detection acts like trap detection and automatically cases a chance to find roll where it improves your skill check by the result of J \div 5.

Fear detection is better described as fear identification. This is equivalent to a psychologists report about why, what, how, when, and the nature of the target's fear. It flatly exceeds the target's own

knowledge and taps deep into their subconscious. The skill check is $40 + \text{the result of } J \div 5$. This works on people, monsters, undead, animals, and even plants. Fear detection on a flower will tell you: if the forest nymph missed her monthly check up on the flower, if there is a farmer who is thinking about plowing the land, and even if any of her friends have been “picked” by young men to give to their girls. “Oh my God! It was horrible. This man came and reached into our family bush and SNAP, decapitated my sister at the neck! Oh my God. Then he sliced my other sister’s stem with a knife. I’m going to bloom in two days. What if he come back for me?!” –The flower reports.

Clair Audience (C F K M) [Yellow, Purple]

This allows the target to hear with much greater range and clarity. The chance to overpower contrary magic is $30\% + K - (M \text{ of the defending spell} + \text{total of mana of the defending spell})$.

Clairvoyance (C F K M), (C M Z Z Z) [Yellow, Purple]

This one spell can be cast two ways: (C F K M), or (C M Z Z Z). When (C F K M) is used, this allows the target to see with much greater range and clarity. The chance to overpower contrary magic is $30\% + K - (M \text{ of the defending spell} + \text{total of mana of the defending spell})$. This can overpower illusions, invisibility, hide, polymorph and all such spells that hide what reality is. This would allow to the caster to see the real person within a become fire elemental spell. This does not detect traps. Use the spell “detect traps” to find traps.

When (C M Z Z Z) is used, it allows the caster to see through solid objects. Clairvoyance compounds with itself. There are three Zs and each has its own function:

Z₁ Mana

- 4 objects are seen as shadowy figures.
- 8 objects are seen as mechanical outlines.
- 10 objects are seen as if through water.
- 14 objects are seen as if the objects you are looking through did not exist.

Z₂ Mana

5 the resolution allows the caster to see through large objects like walls.

7 the resolution allows the caster to see through medium objects like a desk.

12 the resolution allows the caster to see through thin objects like clothing on a person.

15 the resolution allows the caster to see through and read the pages of a book.

Z₃ mana

- 3 caster can see through cloth.
- 5 caster can see through wood.
- 9 caster can see through rock.
- 11 caster can see through metal.
- 16 caster can see through magic and everything else.

With this second method there is no ability to detect an illusion as fake, a shape changed object’s real form, or see an invisible target. A magical obstacle (darkness, anti-magic aura, barrier, dispel shield, and ** wall) are all opaque black unless you have 16 mana in Z₃. There is no contest between the clairvoyance and such an obstacle. With 16 mana in Z₃, clairvoyance wins. Without 16, it loses.

Comprehend Language (C K M) [Pink]

This improves communication between the caster and something else. This will help you read books in languages you don’t know. It will help you read books in languages you do know. The result of K $\div 8$ is added to the skill check of whatever language you need. Without the spell, your language comprehension score is the sum of: Intelligence + Intelligence + SLB + politics + linguist + (English, French, Elven, whatever the name of the basic skill) + 0 (no specific. If there was one, it would be something like “English with my Merriam Webster Dictionary”). Now you probably skipped the part of character creation that gives you 26,000 experience in your basic language (which is calculated in the 100 exp. column); thus, you are supposed to have 17 levels of it. Therefor a score of 31 is normal for a language you know without this spell. And a score of 14 is normal for a language you don’t know.

Score ability

- | | |
|----|------------------------------------|
| 21 | cannot understand speech |
| 23 | can barely understand speech |
| 25 | can understand speech |
| 27 | can speak fluently and barely read |
| 29 | can read and barely write |
| 31 | can write |
| 33 | can write well. |

Destiny Bond (M*2, L N) [Magenta]

This combines two (caster and target) people together for eternity. Whatever happens to one, happens to both: illness, disease, poison, deafness, blindness, pain, pregnancy, healing (not damage), death, reincarnation, resurrection, and all the various forms of an undead afterlife. Both the caster and target must have the same type of existence: living, lycanthrope, vampirism, immortality, metaphysical body, or dead.

Effect N must exceed the target's health. Effect M is doubled.

Echo (C G L M) [Magenta]

There are many modern fantasies of medieval worlds which include magical objects that act like a modern day phone. This is Ryvah's. The square root of the mana of G must be equal to or below 150% of the magical plus of the object echo is cast on. A permanency may be cast to make it permanent.

Range	G	Sq Root	Magic +	Permanency
200 feet	1	1.00	+ 0.67	\$3,432
800 feet	2	1.41	+ 0.94	\$6,562
1800 feet	3	1.73	+ 1.15	\$9,722
3200 feet	4	2.00	+ 1.33	\$12,936
5000 feet	5	2.24	+ 1.49	\$16,185
1.9 miles	7	2.65	+ 1.76	\$22,503
3.1 miles	9	3.00	+ 2	\$29,000
6.4 miles	13	3.61	+ 2.4	\$41,672
12.3 miles	18	4.24	+ 2.83	\$57,864
23.7 miles	25	5.00	+ 3.33	\$80,040
34.1 miles	30	5.48	+ 3.65	\$96,122
60.6 miles	40	6.32	+ 4.22	\$128,420
94.7 miles	50	7.07	+ 4.71	\$159,926
136.4 miles	60	7.75	+ 5.16	\$191,904
185.6 miles	70	8.37	+ 5.58	\$224,382
242.4 miles	80	8.94	+ 5.96	\$255,956
306.8 miles	90	9.49	+ 6.32	\$287,785

If echo is cast on only one object then the caster can hear through the object at G range. If echo is cast on multiple objects, then the caster no longer has a connection to them. Instead, they connect to each other. This is a closed network. The objects of one echo network do not connect to the objects of other echo networks. A permanency is required for **each object** in the next work. Thus, a network of five objects at 9 G requires five permanencies at +2 magic. From any object in the network, you can connect to any other object in the network. It's a simple phone.

ESP (B E J M N R) [Purple]

This is extrasensory perception and allows the caster to obtain information not otherwise obtainable. The caster can receive general or specific information about a target or without a target. The target can be anything. However, it will do very little to nothing at all to detect invisibility, magic, locate objects, find traps, etc. As a rule, if another spell can do it, then ESP cannot. How to use ESP: let's say there is an evil corrupt lord in town and you don't know how to deal with him. ESP might tell you about a secret mistress

that his wife does not know about. Maybe he is single, but the girl he is secretly fornicating is the bartender's daughter . . . the 11-year-old. Maybe he is not really an elf in the elven city but a polymorphed orc with an elf-complex. Oh, he is actually the bastard child his mother had from an affair and his claim to his lordship is fraudulent. Maybe *he* is a *she* in disseize and women aren't allowed to rule. Okay, everyone knows he has many sexual partners, but what they don't know is that he is using shape change on all the farmer's sheep! "Oh, that's my daaah, haaa, haaa, haaad."—little boy with white curly hair. While N and R are there to allow a person to defend against ESP, they are only occasionally used. The effect N and R would not apply to a prediction a dragon is going to attack you tomorrow, but would apply to knowing a secret, which would allow you to enter and steal from the dragon's lair. The chance to overpower contrary magic is 30% + J – (M of the defending spell + total of mana of the defending spell).

Maximum Defense: for targets which have a defined level (not player characters and master villains), after a given amount of mana in effect N and/or R has been used, the spell is successful indifferent to their health or save:  Level 1: 13 mana, level 2: 16 mana, Level 3: 19 mana, Level 4: 22 mana, level 5: 26 mana, Level 6: 29 mana.

Identify (G K M U) [Yellow]

This spell is cast along with a question about an event or object. The player must write down the question his character is asking. You may not change your question once asked. The question must be only one sentence, and the answer must fit into one sentence of only a few lines. Valid questions would include: 1. "Is this object magical, and if so how?" 2. "What spell was cast?" 3. "Who cast the spell?" 4. "Where did he teleport to?" 5. "Is this poison to me?" Effect U is only used when time is involved. You might need it for question 2, 3, or 4 and definitely not for 1 and 5. The only question above which would need effect G would be 4. His destination would need to be inside your range. The chance to overpower contrary magic is 30% + K – (M of the defending spell + total of mana of the defending spell). That being said, there are often modifiers. What resources are around you? How close you are? The presence or absence of objects and/or people can all have a positive or negative effect. +30% or -30% is normal. +60% - 60% would be exceptional. Don't forget you start at 30% not 0%. Note: trying to use this spell to do a task another spell is designed to do is by definition inferior. Thus, identify will struggle to locate an object, detect evil, etc.

Locate Object (C G K M U) [Magenta]

This will direct the caster to the object like a compass to the North Pole. It can be linked to teleport or gate. You can also locate where an object was by using U. In this case, it must have been where you are now within U timeframe. The chance to overpower contrary magic is $30\% + K - (M \text{ of the defending spell} + \text{total of mana of the defending spell})$. The success / fail starts at 0%.

Success fail modifiers:

- +50% you owned the object for more than a week
- +20% you have touched the object
- +0% you have seen the object
- 10% you have only seen an image of the object
- 20% you have only read about the object
- 40% you have only heard about the object

Magic Blade (A B M Y) [Red]

This is the weapon of the fighter-magi. The spell as a whole is designed to help this character concept. Clubs and rocks are specifically excluded from being used with magic blade. It does not matter if the club or rock is used as a melee weapon. Conversely, gloves and claws are explicitly included, and may be used with magic blade. Claws are tools which can add to your to hit score, damage, and can type an attack as a type of metal. Gloves are not tools. Gloves cannot add to your to hit score, damage, and cannot type an attack as a type of metal. However, gloves enable the user to use “no tools combat” skills. Magic blade will create a blade of high intensity light that does damage as light. Magic blade is type light. You can have the hilt of a sword where the magic blade extends out from the hilt. The type of sword could even be a saber to make a light saber. The caster is the only one who can use magic blade. Magic blade cannot be cast on someone to give them magic blade. You would need to yield mana to them to have them cast the spell. Magic blade can become or augment any melee weapon. Magic blade cannot be ranged or thrown (except through chi or where a return spell will return the weapon magically). No bows. If this wraps around an existing weapon then it fully augments the weapon adding its damage to the weapon’s damage.

The bonus of effect Y is restricted to the user’s skill. This limit is the sum of levels of all combat and rogue skills. Thus, the following character has 24 maximum benefit from magic blade to both their AC and to hit: Combat 0+3, melee 1+3, bow 3, rogue 4, sword 4+3, my sword 3.

Magic blade does not affect your ability to overpower defense such as +1 magic or better. It does not turn your weapon into a magic weapon. It is a

weapon using a magic spell, which has no power to avoid the damage resistance of monsters with defense.

Magic blade creates the ability to protect everyone within 10 feet from the caster from any and all physical attacks (melee and ranged). To do this you lower your AC by 15 and become the target of those attacks. Those attacks must now resolve against you. And it gets even better. All ranged attacks that resolve on you which miss are redirected back at the shooter with the remaining range of the original attack with a “to hit” score equal to the amount by which they missed.

All the effects of magic blade only apply to the magic blade; you cannot use magic blade to increase your to hit score with any other tool or spell. Thus, magic blade cannot increase your to hit with fireball.

Oracleation (D F L M X Z) [Orange]

This is an exotic spell. Exotic spells are mostly worthless. Just skip it. There is no benefit to reading this spell. You are wasting your time. Don’t read this spell. Just skip this one—next.

This creates a crystal ball that is part of a congress of crystal balls. You can at any time use the crystal ball to contact any other crystal ball in the congress. You get to see and hear them and vice versa. To be part of a congress of crystal balls simply use **identical mana layouts**. You cannot contact a crystal ball that has/had a discrepancy in any of the effects: (D F L M X Z). This is almost like a secret handshake. The duration is only applicable until a permanency spell is cast. Z must be F – 9; thus, 11 in F requires a Z of 2. Z indicates the amount of platinum that is consumed when the spell creates the crystal ball. Thus, 3 mana in Z would be 3.375 platinum or 3,375 copper. Z also defines the sub-spell comprehend language as the mana in every effect. X defines the magical plus. While it seems arbitrary, and the caster could zero it out, consider the risk of investing 25 million copper to be part of a worldwide club only to have some first level wizard cancel it.

Prophecy (L L L M*4 U) [White]

This creates a prophecy of someone doing something great and incredible. The person is identified and qualified in some abstract way that can become true. Then there is the treasure that will allow the person to be able to do this great and incredible thing. While it sounds like we have: a person, a treasure, an event, and a great deed; we will only handle the person, the treasure, and a contingency. The person needs to be abstracted enough that out of 1000 players at least three or four qualify by pure chance. Yet at the same time, the caster of the spell is doing this act out of greed and a

hunger for power. Thus, it is three or four . . . +1. The person must be unborn at the time of cast.

The person will have four of the following:

- o A base race
- o A sub-race
- o An augmentation
- o A half bead of a race
- o A gender
- o A compound age category
- o A science trade
- o A second science trade

An age category includes: child, adolescent, adult, middle-age, and senior. A compound age category has all of those plus the options of: child-adolescent, adolescent-adult, etc.

A Science trade is 10,000 experience in one of: Tailor, Jeweler, Carpenter, Smith, Sculptor, Geologist, Chemist, Calculus, Painter, Herbalist, Animal Trainer, Architect, Locksmith, Metallurgist, Archeologist, Doctor, Farming, Rogue, Ships, Singer, Dancer, Performer, Escort, Priest, and Veterinarian.

A second Science trade is only applicable if there is a first science trade and merges with it to become two trades with 5,000 experience in each one.

Thus, a valid set would be a male dark elf chemist. Notice the entire definition could be accomplished with a 10K new character build. Anyone with this exact build is “the chosen one.” Next, all four parts of this chosen one will now be incorporated into the mythologies and mysteries discoverable from the NPC characters within the game. Therefor players will be able to slowly put the four-part puzzle together to find out what character needs to be created to complete the prophecy. Here is the rub; the caster only gets to pick two of the four. The online game or Game Master picks the other two, and the caster at best has a head start against all the other players to discover them all.

The contingency or event that will take place is what must be done to trigger the release of the treasure. The location can be: a cave, a temple, or a pyramid. The place can be: by ocean, by river, by plains, or by mountains. Forest is everywhere so we ignore that one. The first and second guardians are a hybrid of the “summon ** beast” and “guardian” spells. The guards behave like the guardian spell, but are defined by the “summon best” spell. Let’s list this all out.

- o Location
- o Place
- o Guard one type
- o Guard one race and quantity
- o Guard two type
- o Guard two race and quantity

Next, all six parts of this will also be incorporated into the mythologies and mysteries

discoverable from the NPC characters within the game. Again, players will be able to slowly put the puzzle together to find this place and plan a strategy to conquer it. Here is another rub; the caster only gets to pick three of the six. The online game or Game Master picks the other three. But this is not necessarily a big deal. This may be a level-1 encounter, but where is it? The spell forges the entire thing into existence at the moment the spell is cast. Now you must find it. So do you want to define location and place to make it easier to find, or do you want to define what’s there to make it easier to conquer? Race may include sub-race and /or augmentation.

The treasure is the only thing you have total control over. The caster gets to sacrifice money, alchemy, units, max (of contingency spells), magical objects with a magical plus (which includes mystic) and or permanent mana, and experience. Notice everything is in the form of a number: quantity, quantity, quantity, max, plus and or mana amount, and quantity. All of those numbers will be increased by a percentage dictated by the result of the L, L, and L.

Money	(L+L+L) % increase.
Alchemy	(L+L+L) % increase.
Units	(L+L+L) % increase.
Max	Lowest L% increase.
Plus	Lowest (L+L) % increase.
Mana	Lowest L% increase.
Experience	Highest (L+L) % increase.

This is all permanently ripped off the caster’s character and sealed in this prophecy to be increased and awarded to the one and only first chosen one who defeats the guards.

An example: sword +4 quality, +3 magic, +2D6 mystic fire, with a dose of permanent alchemy that yields 10 mana and a contingency to cast a spell at a 7 max, where there is 20,000 experience in sword. Our caster succeeds with a (81%, 81%, 69%) note: there is no roll. This means there was mana 27, 27, and 23. When the chosen one finally gets this prize, it will have become: sword +10 quality, +7 magic, +5D6 mystic fire, with a dose of permanent alchemy that yields 26 mana and a contingency to cast a spell at a 17 max, where there is 52,400 experience in sword. Let’s break that down. The original quality is +4. That’s a plus so it will be increased by Lowest (L+L) % increase. So 81% + 69% = 150%. A 150% of 4 = 6 so we increase it by 6 from a 4 to a 10.

Magic has no power to discover any information about a prophecy. Thus, spells like identify are of no use here.

[Read Magic \(C K M\) \[Brown\]](#)

This allows the caster to read magical runes and decipher magical effects. Read magic is the correct

spell to decode the effects of such things as lay lines and magical phenomena. It is also used to study magic. The chance to overpower contrary magic is $60\% + K - (M \text{ of the defending spell} + \text{total of mana of the defending spell})$. The implementation of this spell is minimal at this point in time.

Speak With Stone (C E H I J M) [Green, Grey]

This allows the caster to communicate telepathically with all stones and rocks within the area of effect, which moves with the caster. More exotic stones and rocks will have a higher difficulty of about 5% per point of mana for alchemical rocks, and non-alchemical rocks of a similar value have a similar difficulty. However, the exotic rocks are more intelligent and have more information.

Telepathy (C G M) [Purple]

This allows the caster and target to communicate as if they were talking at only a few feet apart without the need to say anything aloud.

To Hit (C M V) [Red]

This increases the target's "to hit" score on all attacks by effect V for duration C. If this spell has no mana in duration, then it counts as a flash cast. The caster or target of the spell may attack this round in addition to casting the spell. If the caster or target does not attack this round then the spell is applied to the next round. A flash cast is considered to have taken NO TIME.

Vision (B G L M) [Grey]

This allows the caster to see a place and the events occurring there as if in a dream. The important details will be clear and the perceived irrelevant ones will be foggy or omitted. This qualifies as having seen the place for the purpose of a teleport or gate spell. This spell can be linked to a teleport or gate spell whereupon its percentage (L) up to +20% is added to the success / fail thereof. Success / fail starts at 0%. The chance to overpower contrary magic is $30\% + (L \times 3) - (M \text{ of the defending spell} + \text{total of mana of the defending spell})$.

Wizard Eye 2 (D F M) [Yellow]

This allows the caster to look through an eye as if it were their own. The range refers to how far the eye can be away from the caster, not the range it can be cast at. The range for casting is touch. An "eye" can be any eye-sized hole, a painted eye, a gem, etc. It can also be the eye of a living being that is wearing an object the wizard eye was cast on, such as a ring, collar, cloak etc. A wizard has no limit to the number of wizard eyes and

can have many active at the same time looking through them like the many screens of an array of surveillance cameras. Alternatively, instead of directly looking through the wizard eye, the caster may designate a view portal to display what the eyes sees. This portal can be a glass plate like Pathleana the Nymph has in her wizards' lab or any equivalently smooth surface to display the image on. This allows other people to use the view portals to do the job of surveillance.

Sub-chapter 14: Enchantment

Bless 1 (E L L M V) [White]

Bless can be cast one of several ways. Any undead inside the area of effect will suffer V damage as energy drain every round. If bless is cast on the ground, then it is stationary to the mountains and sea and is permanent. If bless is cast on an object it is permanent. A bless cast into the air lasts one round. **If bless is permanent, than on a failed cast it drains 10 experience per point it failed by from the caster for each L.** This is from health experience.

If you cast bless on an object, than any undead that touch the object will take V damage per round. If the object is a weapon (even bows), than any attack that gets within 15 points of a hit counts as a touch. If it is armor then any attack by an undead will cause damage, even by a bow or spell, this aspect ignores range. Thus, an undead on another planet in another dimension hits you somehow with his spell, and then he takes Bless damage.

In addition, the object can be invoked. It require your action to invoke a bless; thus, you cannot attack and invoke bless at the same time. If bless is invoked then it fills the area of E range from the point invoked. An invoked bless lasts one round. You can invoke every round.

Bless can also be cast on a volume of water equal to one ounce of water per foot of range. Thus, E=1 is 20 feet of range. While effect L and L are required, no experience is lost on a failed casting. This creates holy water, which inflicts V damage. You need at least one ounce to inflict damage and more has no additional effect.

The accepted price of a Nymph's bless is +\$121,000 copper. A dose/ounce of nymph holy water is \$100 copper. However, this price can fluctuate widely. No local nymph to make it. It might reach \$200. There is an angry Nymph who wants to remove an undead infestation. The holy water is only \$10 copper a dose and comes with a map to the infestation, and a love note to wish you good tidings. Non-nymph holy water seldom has much value because it must

compete with the nymph holy water, and the nymph holy water has “void” for its dispel resistance. It cannot be dispelled.

Bless 2 (D K M V) [White]

This is cast on a living target. Any attack made with a melee weapon or ranged weapon by this person will inflict V damage if the target is undead. Further, any attack by an undead against a person with bless will cause V damage to the undead.

Blind (C E J M N R) [Pink]

This prevents the target from seeing. The target gets to save each round. Success / fail starts at 0%. A blind target will suffer the modifier to their “to hit” score and from their AC. For example: the target is blind and trying to hit you but you moved, you made noise when you did, but there has been no contact. Your AC is +20 and his is -20.

Silent	Movement	Contact	AC
Yes	Yes	No	+30
No	Yes	No	+20
Yes	No	No	+15
Yes	Yes	Yes	+15
No	No	No	+10
No	Yes	Yes	+10
Yes	No	Yes	+10
No	No	Yes	+5

Silence is no noise even from footsteps. All metal armor makes noise. Movement is your location is in a different 5×5 square. The target’s movement is not relevant. You can see him. Misdirection on the blind person also counts as movement. Contact is any attempt at attacking the blind individual or a successful hit by the blind individual. Thus, even an arrow or spell counts as contact.

Maximum Defense: for targets which have a defined level (not player characters and master villains), after a given amount of mana in effect N and/or R has been used, the spell is successful indifferent to their health or save:  Level 1: 13 mana, level 2: 16 mana, Level 3: 19 mana, Level 4: 22 mana, level 5: 26 mana, Level 6: 29 mana.

Brooke Shields (B E K M) [Orange]

This is an exotic spell. Exotic spells are mostly worthless. Just skip it. There is no benefit to reading this spell. You are wasting your time. Don’t read this spell. Just skip this one—next.

Your pie consists of every friend, ally, or team member within the range with health that has existed for more than three days; however, once cast the spell is no

longer centered on the caster, but accommodates as many people as possible. A Cherry is a “to hit” score or an auto hit. Thus, cherry pie consists of a collection of scores and / or auto hits.

Once per round per unique target in place of your to hit score, you may eat / consume one cherry from Brooke Shields’s cherry pie and use the cherry to define your to hit score. Anyone in the pie can eat Brooke Shields’s cherries.

The “to hit” score does not include the roll. A standard defense is to lower your to hit score before you roll. This is always an option.

Does not compound with Maddie Ziegler.

Because the health is required to have existed for more than three days minions cannot be part of this spell. You do not gain cherries from attacks of minions.

Congratulations, you had the wisdom to ignore bad advice. All exotic spells have been intentionally omitted from the online spell lists to make them difficult to discover, and then we discourage people from reading them to test the people to make sure they are truly worthy of such spells.

~This is a tribute to the great model Brooke Shields for her contribution to the art world when she was so very young, as well as the thought provoking topics of philosophical conversation these photos still provoke today. Thank you Brooke Shields.~

Charm (B G M N R) [Orange]

This causes a number of people within the range to be charmed. The sum of health of the people is limited to the result of N. This only effects people who fail the save.

A charmed person is generally friendly. They might buy you a drink. If you’re cute, they will buy you dinner. Charm has about a \$20 limit on their generosity and stupidity. Sex is way beyond that. Letting you sneak into the theatre without paying—yes. A guard might intentionally look the other way or let an infringement slide. Letting you walk into a bank vault—hell no.

Maximum Defense: for targets which have a defined level (not player characters and master villains), after a given amount of mana in effect N and/or R has been used, the spell is successful indifferent to their health or save:  Level 1: 13 mana, level 2: 16 mana, Level 3: 19 mana, Level 4: 22 mana, level 5: 26 mana, Level 6: 29 mana.

 Level 1: 13 mana, level 2: 16 mana, Level 3: 19 mana, Level 4: 22 mana, level 5: 26 mana, Level 6: 29 mana.

Curse (M*5, D H I L M) [Black, Orange]

Curse is used to harm the victim or gain ruthless control. Victims never want to be cursed. In

general, you are not allowed to buy or sale cursed water. The caster cannot effect himself. Players are simply ban from using curse on other players. If you want cursed slaves, you must make them from NPCs.

To use curse, you start by casting the spell on a body of water that is within the area of effect. This body of water can be dispelled only using M. Anyone who drinks more than a drop of this water or enters more than a gallon of this water will get the curse. Once cursed M*5 is used as its dispel resistance. Thus, 10 mana in M₁ is +500% dispel resistance. A curse has four parts: 1. the condition that triggers the curse and causes the person to take the body. 2. The reverse that will undo the body and return the person to their original body. 3. The body which can be a modification or complete replacement of the original. 4. The difficulty which is set by the Game Master. The caster has total control over the condition, reverse, and body. Any condition can be defined, any revers, and any form of body. However, the nastier the body and harder the revers, and easier the condition the greater the difficulty. A curse cannot be defined that is beneficial. However, a lich might well use curse to power up his orc slaves while simultaneously inflicting ruthless tyrannical control. No orc would voluntarily want such a thing.

Condition	Reverse	Body	Difficulty
Touch a girl's vagina without permission.	fall in love	manhood burns off for 2 hours	10%
Decline someone asking for sex.	sex with said person	-4 to victim's spirit.	(-25%)
Fail to give me 100 copper every day.	give me 1,000 copper	-4 to Comeliness	(-12%)
Attack, restrain, or tax to caster.	suffer 50 damage	Extreme pain, welts, blisters, -15 to hit, -5 to all stats.	(-40%)

Deafness (D E J M N R) [Magenta]

This is deafness and mute. The target will not be able to hear or speak. They cannot use the casting methods of speech, arm body speech, or full dance. They cannot perform the following skill checks or cast spells by the same name: charm, con-artist, singing, management, heralding, rally, teaching, bartering, psychiatrist, hypnotism, mind control, message,

telepathy, speak with (plants, animals, stone, or dead), hear prayer, and comprehend languages. Further if the target casts a spell that creates an effect of sound, then it does not. Thus, a deafened caster who casts image, animate dead, summon ** best, etc. will forge a soundless and voiceless result.

Effect N must exceed the target's health. The target will get a save once per hour. The difficulty to cure as a skill check is J ÷ 5. Success / fail starts at 0%.

Maximum Defense: for targets which have a defined level (not player characters and master villains), after a given amount of mana in effect N and/or R has been used, the spell is successful indifferent to their health or save:  Level 1: 13 mana, level 2: 16 mana, Level 3: 19 mana, Level 4: 22 mana, level 5: 26 mana, Level 6: 29 mana.

Exorcism (E L M R) [White]

This removes a soul or spirit from a body that they were not born in. This will also prohibit a soul from returning to the realm of the living after they have entered the realm of the dead. Thus, it blocks resurrection, reincarnation, lycanthrope, immortality, unholly served, and animate dead. This is a block only such that these spells cannot be used to bring a soul into the realm of the living. It does nothing after the spell has already been done and they are here. To cast it on a soul it must be cast on the location that soul died.

Maximum Defense: for targets which have a defined level (not player characters and master villains), after a given amount of mana in effect N and/or R has been used, the spell is successful indifferent to their health or save:  Level 1: 13 mana, level 2: 16 mana, Level 3: 19 mana, Level 4: 22 mana, level 5: 26 mana, Level 6: 29 mana.

Fear (B G M N R) [Black]

This causes all targets to run away in fear, to hide in fear, to cower in fear, and as an absolute last resort attack in fear. This spell can only effect up to N health as the sum of all targets.

Maximum Defense: for targets which have a defined level (not player characters and master villains), after a given amount of mana in effect N and/or R has been used, the spell is successful indifferent to their health or save:  Level 1: 13 mana, level 2: 16 mana, Level 3: 19 mana, Level 4: 22 mana, level 5: 26 mana, Level 6: 29 mana.

Find Familiar (A G K M N 0/3) [Green]

This finds a pet for the target of the spell. The target must be willing and touched by the caster and

must have an intelligence of six or more. The spell searches deep through the target's soul to find the perfect eternal companion for them. The limits of that companion are its damage must be lower than A, its weight lower than $\frac{1}{3}$ O, where the mana is at $\frac{1}{3}$ prior to the calculation of weight. The familiar must have less than N health and be within G range. Now you need to succeed at the cast, which starts at 0% success / fail.

There are several methods to suggest a particular animal as the familiar. 1. Own the animal. In other words, you have paid for it, and you have it with you. 2. Have experience in the external skill of that exact animal. This will be in the 250 column. 3. Have personality skills that make the animal a good fit. 4. Be a race that makes the animal a good fit.

If the spell is successful, then 25% of the target's experience in their stat spirit is moved to a basic skill of animal control of that type of animal. Animal and person are now one. Each can use the senses of the other. You can see through its eyes, hear through its ears, feel what it touches, taste what it eats, smell what it smells, feel its moods and emotions. You can telepathically communicate, as the spell with infinite mana in all effect, you have destiny done with the animal at infinite mana (however this version will not cause you to take damage or fall unconscious if the other does—but death still happens), you have damage commute between each other at infinite mana in all effects, and at will you can yield mana to each other at infinite mana in all effects.

Forget (J M N U) [Grey]

This causes the target to forget something. It could be as small as your wife walking in on you and another woman, so you make your wife forget what she saw, or it could be as huge as causing your wife of 20 years to forget the entire marriage to you. The success / fail starts at zero, but the difficulty can be any number set by the Game Master. The spell is not a character-destroying spell. Such that the value of the character after the spell is the same as it was before the spell. Any attempt to harm a character by removing experience simply fails. This can be mitigated by making the memory loss temporary. You are in a carpentry contest, so you cause your opponent to lose lots of carpentry experience—but to mitigate it, you accept that it will all come back after the contest is over. Perhaps the guy won't even understand why he did so poorly. The efforts of the caster to build in these mitigations are key factors in the difficulty.

The spell is NOT intended to be a combat spell, thus, there are large obstacle for that. Effect N must exceed the target's health. Effect U must exceed the time to learn the skill. Example: a 40-year old has

40,000 experience; thus, 1,000 experience per year. 12 mana in U = 20.22 years. You could affect 20,220 experience. Example 2: a person has 40,000 experience total. 5,000 exp. in sword; 5,000 experience in my sword; 10,000 experience in melee combat, all 20,000 could be drained. Example 3: a middle-age 800-year-old minotaur has spent 8,000 experience to learn his resistance. However, the oldest he could have been when he leaned this skill is 250. $800 - 250 = 550$. He must have had the skill for 550 years therefore U must exceed 550 years.

Hear Prayer (D G L M) [White]

This is what gods use, but mortals can use it also. This will alert the caster of anyone within the range trying to communicate with them. The caster will hear the prayer of the person. This is one directional communication. While it uses L success / fail which starts at 0%, there is no penalty for failure. The caster can also cast hear prayer on other people; however, they do not get it. They become part of the caster's collective whereby the caster can delegate areas of responsibility. With this, these subordinates will receive the prayers to the caster on behalf of the caster. The key with this spell is the caster is most likely of extreme power and the ability to dispel his spell is very low if not zero, and the person who is praying needs no magic at all, no skill, there are no requirements on the person who is praying. By definition to be a god you must have hear prayer at infinite mana—and they all do.

High in the Mountains of Gersoth was a small community of elves that decided to all learn the spell hear prayer. It was at very low mana, only a point or two. But they all had it. Every day they all tried to cast it. Refill from spirit and cast again. With a three max, they had a 9% success fail and could manage two attempts per day. Nevertheless, it lasted 9 days, and they could yield their mana to the others after they had it on. As a result, everyone (even the little kids) had hear prayer within 800 feet. The entire town could now telepathically communicate with everyone in the town. Communication was now instant over the entire town, and its strategic value on the battlefield was lethal.

Hold Target (B E J M N R) [Magenta]

This causes all targets in range that fail the save to be held in place up to a maximum sum of health of N. Targets get to save every round. Once they have a successful save they are immune to that cast. A held target cannot speak. A held target cannot add skills or stats to their AC score; however, their AC cannot drop below their size in feet. Thus, a human has a 6 AC minimum. Success / fail starts at 0%.

Hypnotism (C G M N R) [Purple]

This effects a single target. A hypnotized target will get a save every hour. A hypnotized target will follow all orders. Stressful orders such as sex acts or suicide will allow the target to get a save every round. Also, orders might not be understood and those stressful orders will be done very slowly.

Maddie Ziegler (B E K M) [Grey]

This is an exotic spell. Exotic spells are mostly worthless. Just skip it. There is no benefit to reading this spell. You are wasting your time. Don't read this spell. Just skip this one—next.

This is a strange spell with two parts: Maddie and Ziegler. Part one is Maddie for material blood yielded. Everyone who is on your team, an ally, or friend who takes damage from anyone who is an enemy generates Maddie. They must be in range. Every point of net damage is one point of Maddie. For example: your friend take 10 damage, but has 4 stone skin. Here the gross damage is 10 but the net is 6. This generates 6 Maddie. Another friend takes 7 fire damage and is weak to fire, so he takes 7 gross damage 14 net damage. This generates 14 Maddie. An area of effect hits four friends for 5 damage each. Well $5+5+5+5 = 20$ Maddie. You cannot use Maddie on the round you gain it. Thus, a duration of one is pointless.

Part 2 is Ziegler for the zig zagging effect. The caster, any friend, ally, or team member can use the Maddie if they are in range. This requires a single target attack (or an attack that hits only one target). The damage from Maddie is independent of the attack and zigzags from target to target if used by more than one friend. Maddie hits the target identified by the attack. Thus, imagine your friend attacking with ice, while out of range, against a target that is immune to ice. After that attack is resolved (hit or miss) then that target will take damage equal to the Maddie. Then the Maddie will be decreased by the net damage done. For example: You attack an illusion; the Maddie is not reduced. You attack someone with 5 damage resistance (not reduced), 5 stone skin (which is consumed), and six defense (not consumed), your Maddie is 20 but only 9 reduced points from your target (5 stone skin and 4 health). Therefore, your Maddie is reduced by 9 and you still have 11. Unused Maddie rolls over to the next round and accumulates. The spell continues to function even if the caster is dropped.

The area of the spell has a radius of E but its location moves to accommodate as many people as posable and is not centered on the caster. Maddie can be used or not used by any, some, or all allies, friends and party members, for any, some, or all single target attacks. An area of effect which hits only one target

counts as a single target attack for this spell. You can use any amount of Maddie you declare. The maximum effect of Maddie is to reduce the target to unconsciousness. Thus, zero unless consciousness is being used which is -251. Maddie Ziegler spells do not compound and cannot overlap. Only one spell can gain a point of Maddie for a given point of damage and a caster can decline to take it to allow the other to take it. Maddie Ziegler can only be spell turned in total at the time of cast, otherwise only the Maddie from a single target attack is turned and the caster takes the damage which: 1. Does not reduce Maddie because the enemy suffered no loss of health, and 2. it generates Maddie because a party member took damage.

Congratulations, you had the wisdom to ignore bad advice. All exotic spells have been intentionally omitted from the online spell lists to make them difficult to discover, and then we discourage people from reading them to test the people to make sure they are truly worthy of such spells.

~This is a tribute to the great dancer Maddie Ziegler for her original contribution to the art world as well as her thought provoking topics of philosophical conversation. Thank you Maddie Ziegler.~

Mind Control (B E L M N R) [Purple]

This give the caster total control over the target. You can control it as if it were an arm. This only effects one target. N must exceed the target's health. The target gets one save every hour. The target cannot make any action including cast by any method. Success / fail starts at 0%. The target must stay within the range.

Mind Transfer (E L M N R) [Purple]

This permanently transfers the caster's mind into the target's body. If the target is not alive, nor animated (a cup for example) then effect N and R will be ignored. If the target is willing then effect N and R will be ignored. If the target is a living body where the mind has been transferred out, then N and R will be ignored. The difficulty to detect a mind transfer is 55. The target will get only one save to cause the spell to fail. On a successful cast, the target's mind will be suppressed, and the caster will have control. Periodically the original mind will get a save. Even if it make the save, the caster is not removed; however, it will gain control of its body. Once cast, it cannot be dispelled. When one of the minds is asleep, the other can automatically take control. If the other mind awakens, it will immediately cause a save to be made. The caster and original mind can communicate at all times. If the caster yields control after a failed save by the original mind, then the caster can also allow the

original mind access to any portion of the caster's experience in skills, and casting max—not stats. Race skills are normally not applicable. In order for a race skill to be used, it must be in the correct race, and the original cannot have that skill. You cannot get the same race skill twice. This access allows a new level to be calculated for skills if both had experience in the same skill. If the caster has abandoned their original body, then it will eventually starve to death.

~Mythology~ Many years ago there was a spirit walker. He or she or whatever it was had learned how to cast mind transfer very well. He or she would move from body to body among the villagers, taking the body of the person and using up all their cash on drinks and hookers, both male and female. When caught, he would move to the body of the guard before he was killed and then continue his chaos. Some say he was finally taken out by an exceptionally fast archer. Others say he moved into the archer and now haunts another town far away.

Psychic ** (A E H M) [Black]

This represents thirteen separate spells: fire, ice, lightning, acid, poison, lava, rock, wood, force, thorn, light, mud, and iron. Each spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name.

A “to hit” roll is required and rolled only once to individually determine a hit on each target within an H diameter ball at a range of 60 ft. +E.

Sleep (B H2 I K M N R) [Orange]

This will effect up to N health of sum of health of targets. This causes a target to immediately lay down and go to sleep. One round to lay down, two rounds to get comfortable, and on the fourth round they are unconscious. The target cannot take any other actions during these four rounds. A sleeping target cannot add skills or stats to their AC score; however, their AC cannot drop below their size in feet. Thus, a human has a 6 AC minimum. Success / fail starts at 0%. A person entering a sleep field will know it and may back out to avoid it. Any damage, loud sounds, or screaming will awaken targets. The shape of a sleep field cannot be animated manipulation.

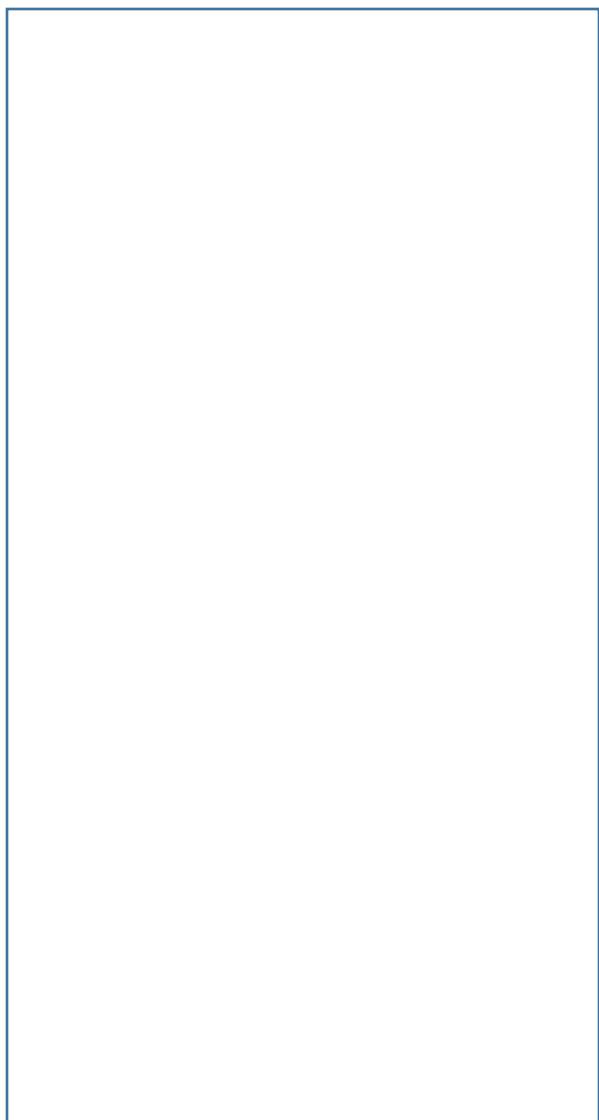
Spirit ** Wave (B H J M P V) [White]

This represents thirteen separate spells: fire, ice, lightning, acid, poison, lava, rock, wood, force, thorn, light, mud, and iron. Each spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name.

This creates a wave of energy that pulses out from the caster at a speed of P. This will ONLY inflict damage on targets that have a race weakness to the exact type of the wave and is harmless to those who don't. While the wave does V damage, the weakness always increases it. The round after the wave has exceeded the area H feet from caster another wave is created. Thus, the spell pulses with wave after wave for the duration B. While a given wave is fixed to the mountains and sea, each new wave is centered on the caster's current or new location.

Statue of David (M*4 B D) [Grey]

This is an exotic spell. Exotic spells are mostly worthless. Just skip it. There is no benefit to reading this spell. You are wasting your time. Don't read this



spell. Just skip this one—next.

If the target is a race that qualifies to use chi and is not pregnant, then during battle this spell recreates the target in the likeness of the male child David from the tale David and Goliath. The target has

the body of the bronze Statue of David by Donatello and a sling of infinite stones (D4 damage, 200 ft. range). Thus, indifferent to your gender, you are always a boy in combat. The target of the spell must be the source of over half the mana used to cast the spell.

Now David was a really good-looking child so, every time you would take damage, if you are nude like the Statue of David then, perform a comeliness check against your opponent.

From this point to the end of battle you will track your damage separately from other party members. If your opponent drops unconscious due to your damage, then “David happens.” In order for your opponent to be dropped by your damage, it must be true that without your damage they would still be above zero health. When “David happens” to your opponent, they teleport away to a destination of their choice within ten miles (not dispellable); the only items that are teleported with them are their trained animals, bonded animals, casting tools (lab, wagon, mule, and spell books), and items with experience in them like a fighter’s “my sword.” Everything else such as money, units, food, loot, extra equipment, and all of their clothing is left behind. If they have teleported more than a mile away from you, then all the damage you did is removed. Further, the opponent permanently becomes a female. Further yet, if they are undead or sterile, then all the mana of this spell gets to be copied and reshaped into a mortality spell or cure disease spell to correct the problem and cast on that opponent. And finally, if they can now become pregnant, then they become pregnant with the caster’s child (child’s save against banishment is 50), and have the humiliating memory of an hour long non-consensual sexual encounter whereby the pregnancy was caused.

If your opponent knocks you unconscious, then “David happens” to you as if your opponent had cast Statue of David. Subtle distinction: they must be dropped to or below zero health (not unconscious), while you must be dropped unconscious (not below zero).

If your comeliness check is positive (your score – their score = net), then this is your sling pool. Your sling pool is applicable exclusively toward that exact opponent, no one else. Thus, you will have separate sling pools for every opponent who damages you.

The comeliness check is the quality of lingerie type attire which qualifies as [nude] + you stat comeliness doubled + SLB. There are no skills that add to this check.

You will reduce the damage by your sling pool. Your sling pool lasts for B duration. Every time you take damage, you will do this. Now you will build your **final pool**. Your new (final pool) = $\sqrt{((\text{sling pool})^2 +$

(old final pool)²}. It is just the Pythagorean Theorem. $A^2+B^2=C^2$. We are finding the hypotenuse of the sling pool and the old final pool. Your final pool modifies your to hit score at (1:+2), your damage at (1:+1), your range at (1:+5'), your movement at (1: +5' per round), and offensive save(1:+3). Your offensive save is not your save against spells attacking you, it is your opponent’s save versus your spells attacking them. The range modifier overrides all restrictions: melee attacks, magic blade, etc. These modifiers also apply to all physical attacks such as (punch or bite), weapon attacks (sword, bow), machines (ballista, battering ram), and damage spells (fire ball, summon beast). It does not modify support spells (to hit, AC). You only gain a point once, but you always gain it. In general, it is gained once per round; thus, your fireball or Maddie Ziegler, not both. Even multiple magical actions are restricted. Casting two fireballs in one turn does not allow you to use a point twice. One will not gain the point.

A trample attack by an animal will not gain range, but it will gain movement and (“to hit” and damage) on all targets. However, where damage is $\div 3$ via trample rules, the damage here is also $\div 3$.

Observe the possibility of a Chi fighter’s stalemate. They take enough damage that they are using consciousness to stay up. They knock down their opponent—who teleports away. Then the chi expires and they drop unconscious—and teleport away also.

~This is a double-tribute to two great artists: Donatello for his sculpture of David “Statue of David,” and Michelangelo for his sculpture of David “Statue of David.” Their contribution to the art world has provoked topics of philosophical conversation for centuries. Thank you Donatello. Thank you Michelangelo.~

Yield Mana (G M) [Green]

 dispel family spell.

This passes mana from one person to another, and is one of the only spells that can be cast without putting mana into any of its effects. Thus, if you are touching the person, it can be a “free” spell. When the person who yielded mana regenerates the mana or refills the mana from spirit, then the mana yielded vanishes. The caster can chose to not regenerate the mana to prevent this. The caster or target can be a person or object. Any amount of mana can be passed. G is the distance the caster can be from the recipient at the time of cast, after which it is not relevant.

There are two ways to cast: “lord to follower” and “wizard to wizard.” With lord to follower, the caster empowers the mana with his max, cap, and

casting method (except for any combat restriction such as 1th combat). This means if the caster needs three rounds and a wagon, then the recipient needs three rounds and a wagon. The caster has the ability to downgrade the mana and method. Thus, a god could send supernatural mana at a 300 max, but restrict it to healing mana at a 10 max. The ability of the recipient to augment this new mana is severely limited. The mana from alchemy and all other sources, including the recipient's own mana cannot exceed the mana yielded. This method allows a person with zero magical ability to cast magic.

The other way to cast is wizard to wizard. The mana passed will only carry its skill definition. The recipient must have his own casting max and cap; however, there are no restrictions on its use.

The ability to cast as granted by lord to follower trumps an inability to cast by race restrictions. A full collaboration cast is where two wizards cast together and one provides the casting max, and one provides the casting cap needed. When two wizards collaborate, you take the most restrictive methods of both: most tools, slowest speed, most movement, and ignore combat restriction. For example: Wizard 1 = Wand, 3 round, full dance. Wizard 2 = mule, instant, thought. The collaboration = mule, 3 round, full dance.

~Mythology~ One clever wizard was somewhat of a coward. He loved the glory and fame of being in the battalion of warriors; however, he was extremely paranoid about how wizards are the first targets for archers. So he studied the spell magic blade until he was very skilled at it. Then he would yield all that mana "lord to follower" to one of the warriors. After the captain saw how powerful that warrior became, the wizard was invited to join the battalion and get recognition as if he had been on the front line. His magic was. But, he never even left town.

Sub-chapter 15: Evocation

* Attack 2 (A C F H I K M) [acid attack 2 = brown, Lava attack 2 = Magenta]

This represents three separate spells: acid, poison, and lava. Each spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name.

This is a combat spell. Effect A is the damage via the type with shape I in the area H at a range F and has duration C. With one of these spells, the caster can forge thousands of variations. Normally individual implementations are named: "acid storm," "acid cone," "acid blast," etc. The names are typically little more

than descriptors of how the mana manifests within that implementation. The shape defined by I dictates if a "to hit" roll is needed (0 to 3 need a "to hit", while the rest are auto hit).

Spell linking: This spell can be linked to dispel, Haschak sisters, or chandelier. To link either spell, the average mana per effect must be the same between them ± 0.5 mana. An effect with void is ignored. A spell with six effects (A B E H I M). If it had 60 mana, then it would have an average of 10 per effect. Dispel has five effects and therefore you would need between 48 and 52 mana to link it. Now that the spell has been linked, we augment the evocation spell with the chance to dispel and other effects. If you have effect F, then it = 0. The area of effect and duration is defined by the evocation spell. All damage is added together, and weakness and resistance applies to all of it.

* Uncontrolled Torpedo (A C H I K P M) [Pink]

This represents three separate spells: acid, poison, and lava. Each spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name.

This is a combat spell. Effect A is the damage via the type with shape I in the area H and it move at P speed and has duration C. With one of these spells, the caster can forge thousands of variations. Normally individual implementations are named: "fire storm," "ice cone," "fire blast," etc. The names are typically little more than descriptors of how the mana manifests within that implementation. The shape defined by I dictates if a "to hit" roll is needed (0 to 3 need a "to hit", while the rest are auto hit).

** Wall (A D E H2 M S T) [Blue]

This represents thirteen separate spells: fire, ice, lightning, acid, poison, lava, rock, wood, force, thorn, light, mud, and iron. Each spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name.

This is a **passive** aggressive combat spell. Effect A is the damage via the type; however, NO DAMGAE takes place on the first round. The wall appears, and people can move to escape through the wall. The wall becomes visible on round one, but is not solid or harmful until round two. The shape is a wall 2 feet wide by 10 feet tall at H2 length, and can be forged at a range E and has duration D. However, this spell is special in that the wall can bend, twist, and turn. You can make a wall around you campsite. The thinnest the wall can be is one foot thick and you can make a ceiling, floor, and carve out windows and doors to

sculpt a structure. For complex shapes, we abandon the “2 feet wide by 10 tall” and simply say 20 cubic feet of volume times the result of H2. It must be contagious. The maximum total size of a wall must fit inside the result of H2 feet from the caster. The wall will have S health and T damage resistance. If there is any mana in S, then the wall is solid like ice (still does damage on contact) and is dispelled when the health has been removed by damage to it. If the wall does not have health, then it is not solid like fire, and cannot be dispelled by damage.

With one of these spells, the caster can forge thousands of variations. Normally individual implementations are named: “ice house,” “fire honeycomb,” “acid rain,” etc. The names are typically little more than descriptors of how the mana manifests within that implementation.

Because the duration will eventually expire and any structure built within it will vanish, it cannot be converted into units for industry. However, the right wall could be used as scaffolding or something to assist. In Ryvah, buildings are built with quantities of wood units, metal units, etc. Thus, we need to intercept the making of these units to take advantage of the “scaffolding.” First, we declare we are building a structure and define it. Then we employ the various craftsmen who make the units. Only wood wall, rock wall, and force wall can be effective to augment construction. Take the lowest mana in H2, S, and T. Plug the number into Q to get a percentage. Reduce the time to make (metal, cloth, equipment, rock, and wood) units by that percentage. Assuming the spell’s duration exceeds the time required you can simply reduce time required. Otherwise, you must prorate it. Example: your number for rock wall is 10. 10 in Q = 34%. A 100 days of labor would be reduced to 34 days of labor. The duration of rock wall would need to exceed 34 days. Or just cast it again.

** Web (A B E H I K K M) [Orange]

This represents thirteen separate spells: fire, ice, lightning, acid, poison, lava, rock, wood, force, thorn, light, mud, and iron. Each spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name.

This is a combat spell that entangles and traps the victim as well as kills them. Effect A is the damage via the type with shape I in the area H at a range E and has duration B. With one of these spells, the caster can forge thousands of variations. Normally individual implementations are named: “lava storm,” “lightning cone,” “acid blast,” etc. The names are typically little

more than descriptors of how the mana manifests within that implementation.

Both effect K’s must succeed to cast the spell and the lower of the two is used for the effect of entanglement. For every point of strength over 7 reduce the success fail by 30%. Refer to the spell entangle to implement the entanglement aspect of this spell. Success / fail starts at 0%.

*** Attack (A B E H I M) [Fire attack = Purple]

This represents three separate spells, one for fire, one for ice, and one for lightning. Each spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name.

This is a combat spell. Effect A is the damage via the type with shape I in the area H at a range E and has duration B. With one of these spells the caster can forge thousands of variations. Normally individual implementations are named: “fire storm,” “ice cone,” “ice blast,” etc. The names are typically little more than descriptors of how the mana manifests within that implementation. The shape defined by I dictates if a “to hit” roll is needed (0 to 3 need a “to hit”, while the rest are auto hit).

Spell linking: This spell can be linked to dispel, Haschak sisters, or chandelier. To link either spell, the average mana per effect must be the same between them ± 0.5 mana. An effect with void is ignored. A spell with six effects (A B E H I M). If it had 60 mana, then it would have an average of 10 per effect. Dispel has five effects and therefore you would need between 48 and 52 mana to link it. Now that the spell has been linked, we augment the evocation spell with the chance to dispel and other effects. If you have effect F, then it = 0. The area of effect and duration is defined by the evocation spell. All damage is added together, and weakness and resistance applies to all of it.

*** Torpedo (A C H I L M P R) [Lightning torpedo = Magenta]

This represents three separate spells, one for fire, one for ice, and one for lightning. Each spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name.

This is an extreme combat spell. Effect A is the damage via the type with shape I in the area H and has duration C. The area of this spell moves at effect P under the caster’s telepathic control. Everyone hit by this spell will get one save from it. If the save is made the spell cannot damage that person forevermore. With

one of these spells, the caster can forge thousands of variations. Normally individual implementations are named: “Fire storm,” “Ice cone,” “Ice blast,” etc. The names are typically little more than descriptors of how the mana manifests within that implementation. The shape defined by I dictates if a “to hit” roll is needed (0 to 3 need a “to hit”, while the rest are auto hit).

The ability to change the direction a torpedo is moving is telepathic in design, and telepathy jamming removes the ability to alter its direction, increase or decrease its movement, or change its shape. All control is removed. If the caster teleports, then the area of the torpedo teleports with him, and he can place it anywhere provided he is within 5 feet of the edge of the area of effect

***** Attack 3 (A B E H I J M R) [Mud attack 3 = Magenta]

This represents six separate spells: rock, wood, force, thorn, mud, and light. Each spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name.

This is a combat spell. Effect A is the damage via the type with shape I in the area H and has duration B. The Range is E. Success / fail starts at 0%. Everyone hit by this spell will get one save from it. If the save is made the spell cannot damage that person forever more. With one of these spells, the caster can forge thousands of variations. Normally individual implementations are named: “wood pile,” “wood cone,” “rock blast,” etc. The names are typically little more than descriptors of how the mana manifests within that implementation. The shape defined by I dictates if a “to hit” roll is needed (0 to 3 need a “to hit”, while the rest are auto hit).

Spell linking: This spell can be linked to dispel, Haschak sisters, or chandelier. To link either spell, the average mana per effect must be the same between them ± 0.5 mana. An effect with void is ignored. A spell with six effects (A B E H I M). If it had 60 mana, then it would have an average of 10 per effect. Dispel has five effects and therefore you would need between 48 and 52 mana to link it. Now that the spell has been linked, we augment the evocation spell with the chance to dispel and other effects. If you have effect F, then it = 0. The area of effect and duration is defined by the evocation spell. All damage is added together, and weakness and resistance applies to all of it.

Shield (C M R) [Orange]

☀ dispel family spell.

This protects the subject in battle in a variety of ways. First, it increases the subject’s save against

magic. This does not add to the save against non-magical effects. This compounds with protection. But while protection applies to all saves shield does not. Instead, shield provides a minimum AC of the result of R. Thus, 20 mana in R gives the subject a 60 AC. It shields the subject.

Sub-chapter 16: Illusion

AC (C M V) [Red]

This increases the subject’s AC by the result of V for duration C. This compounds with magic blade and become elemental.

Anamagus ()

This spell can only be cast at character creation or by the Game Master in conjunction with some Game Master invented special effect. This permanently imbues the character with an ability to shift between a humanoid form and an animal form. The difficulty to detect an anamagus is 55. The animal form is constant such that the stripes of a zebra would always be the same. The animal will have the same gender. The animal will have the same equivalent age (child, child-adolescent, adolescent, etc.) Such things as damage, disease, pregnancy, active spells, and other body alterations carry over in both forms. The animal form minimums are not bases. You must calculate your score (AC for example), then compare it to the minimum, and if it is less then you use the minimum instead. These are only applicable while in animal form. If your score in humanoid form surpass any, then you use the humanoid form value indifferent to logic. For example: anamagus squirrel by a human fighter with a “to hit” score of 45 doing 2D12 damage, with magic blade on his 2h-sword for +4D6 – 8 more damage. In squirrel form he has the 45 to hit and does the 2D12 + 4D6 – 8 damage as light and sword with its bite attack. All possessions from your humanoid form vanish when in animal form and vice versa. On death all appear. The expense of starting as an anamagus is a penalty or deduction on how much experience you get.

- Animal can swim under water in addition to walk on land. 1,000 experience.
- Animal can climb trees and cliffs like a monkey. 1,000 experience.
- Animal can fly. 3,000 experience.
- Animal can be a steed and be ridden by a 140-pound person. 2,000 experience.

Next is NOT dependent on the animal but applied to the animal form. However, we discourage

purchasing minimums the animal will never surpass. Each box is purchased separately and independently.

Experience each	AC	To Hit	Movement	Health	Damage
500	35	35	45' pr	20	D10
1,000	40	40	60' pr	30	2D10
1,500	45	45	90' pr	40	3D10
2,000	50	50	110' pr	60	4D10
3,000	55	55	150' pr	80	6D10

For example: AC of none, To Hit of 45, movement of 60' per round, and damage of 4D10, with an animal that can both fly and be ridden like a steed = $0 + 1,500 + 1,000 + 2,000 + 2,000 + 3,000 = 9,500$ experience. The animal is a Pegasus, and you have 500 experience left to make the rest of the character. You might want to buy health because you don't have any yet. It got skipped. You gain absolutely nothing else from your animal form—almost. You gain the animal's race age chart, and can purchase its skills to eventually overpower the minimums you start with. The skills are only useable while in animal form. You get none of them for free.

Become ** Elemental (A C L M N O P T R Y) [Blue]

This represents thirteen separate spells: fire, ice, lightning, acid, poison, lava, rock, wood, force, thorn, light, mud, and iron spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name.

Effect A adds to all damage you do including by melee weapons, ranged weapons, and spells. The damage of summoned beast is increased by this. The duration is C, and success / fail starts at 0%. N is required. N is additional health that counts as health prohibiting spells, which must overcome your health. When all your elemental health is gone, the spell is dispelled. O can be additional mass added to the subject of the spell; you get bigger. P is additional movement, which redefines what your half-move is. T is damage resistance to all damage. R adds to your save. Y is increases your AC and "to hit" score by +2 per mana.

Once you have become an elemental, all your attacks are typed as the type of elemental you are. You cannot turn it off. The damage of the elemental also stacks. Example: an ice elemental with 3*(1.5) damage uses a mystic fire 1*(1.5), sword D10 for a total of D10 + 4*(1.5) damage as type fire, ice, and sword.

When you become an elemental, your stuff comes with you. Each elemental type has its own qualities.

ACID: acid elementals suffer 200% weakness from fire and 300% from poison. Common iron, wood, and cloth can be destroyed over time by an acid elemental. An acid elemental can move through pipes, grates, and fences like a water elemental. An acid elemental cannot lift metal or rock objects and wood and cloth objects must be magical or they will be damaged effect A damage per round.

FIRE: fire elementals have no mass and are 100% immune to physical weapons, and 25% of this resistant to physical weapons is removed with each of: ignition, mystic, bless, and magic blade, (interpreted as 25%, 50%, 75%, and 100%). It matters not how much mana you have in effect O, they can lift nothing. A fire elemental can move through a screen door, not cloth. It has a weakness of 200% force, poison, ice, and mud. They heat the area around them up to 80° and provide light 40' range. They are NOT immune to fire.

FORCE: force elementals are 200% weak to thorn and lightning. A force elemental can swim in water like a person.

ICE: ice elementals can shift between ice and water over 30 rounds. As water, they can only lift wood and cloth objects. Rock and metal fall through them. They cool the area around them to 50°. As ice, they cool the area around them to 30°. Ice elementals have a weakness of 200% fire, 300% lava. As water, they can move through 4-inch water pipes, grates, and fences with at least an inch between bars. As ice, the elemental floats in water and cannot descend. They are NOT immune to ice.

IRON: iron elementals are 200% weak to acid, force, and 300% weak to lava. They are heavier than rock and sink in water or mud. An iron elemental may type itself as sword, axe, dagger, or hammer at will.

LAVA: lava elementals are 200% weak to mud and 300% weak to ice. They automatically set non-magical wood and cloth on fire with touch and do effect A damage to it per round. They create light in a 10-foot radius. Under water, they create a huge trail of steam bubbles. They heat the area around them up to 100°. They can be heard cracking and burning 20 feet away.

LIGHT: light elementals have no weakness. They have no mass. It matters not how much mana you have in effect O, they can lift nothing. Light is "always on" and illuminates an area equal the mana in effect L reinterpreted as effect H feet.

LIGHTNING: lightning elementals have no mass. They are 100% immune to lighting, and weak 200% to wood. It matters not how much mana you have in effect O, they can lift nothing. Lightning is "always on." It cannot touch anything without inflicting effect A damage and does so to the ground every round. Anything that makes contact with it with a

conductive object like a metal sword will take damage. Lightning cannot sustain its form under water and dies. Lightning is loud and can be heard 80 feet away. It creates light in a 20' radios.

MUD: mud elementals are 200% weak to ice and 300% weak to wood. They are messy and leave a trail like a snail. If a mud elemental is stationary for a month a layer of grass and weeds will grow all over it. After this happens, it requires a perception check of 45 to detect.

POISON: poison elementals are 200% weak to mud and thorn. The poison elemental takes the form of a gas cloud. It requires a perception check of 20 to see it even when it is moving or attacking. Poison elementals are moved by the wind (or if in water the current.) A poison elemental has no capacity to move physical objects, and moves through screens like air. They only move at half the result of P, but can fly.

ROCK: rock elementals are 200% weak to thorn and lightning. A rock elemental will sink to the bottom in water. They cannot swim up, but can walk across the bottom. A nonmoving rock elemental is difficult to spot. Perception check of 30. They look like a rock outcropping.

THORN: thorn elementals are also 200% week to acid, lava, and fire. On a successful hit, thorn elementals can grapple and entangle an opponent at a difficulty of 100% + 5% per mana in effect O. They create difficult terrane around them at a radios of 3 feet for each point of mana in effect O. Thus, 10 in O would create 30' of difficult train around them. Difficult terrain is half-movement. Thorn elementals are immune to this effect.

WOOD: wood elementals are 200% weak to acid, lava, and fire. They can climb trees like a monkey and blend into natural forest at a perception check of 30 to spot. A wood elemental can climb walls like ivy and floats in water, although they can swim down up to a depth of 30 feet, they float back up.

Component Morphing (A C J M N O P Q P V V) [Magenta]

Component morphing is shape change applied to an area or idea that could logically manifest with the given physical change. You could morph your feet into hooves or fins, without effecting the rest of your body. You could morph your arms into fins or wings, but you could not grow wings. In general, you cannot morph your face or gender, or parts connected to gender. Effect A indicates you could morph something into claws or a weapon with A base damage, but the logical restriction would be: 3A per claw, 5A for a sword, and 8A for a 2-handed sword. A hand can become a claw, an arm a sword, and a leg a 2-handed sword. Also an

arm with 3Q could also be a 2-handed sword. Effect Q enlarges. Notice $5 + 3 = 8$ and we started with 5, increased by 3 to achieve the needed 8. Wings could shift from air to water wings. Effect N increases your health points. However, as soon as they are removed by damage the spell ends. This indicates you must have at least one mana in N. Effect P improves your movement; however, justification is difficult. Why do you move faster? Only for flight may you use point-for-point Q and P to increase your wings, if-and-only-if you already have them. If you are morphing your arms into wings then you start with a base movement of 3 mph / 9 feet per round. Thus, you start very slow. If you are using size to justify your increased speed, then effect O, Q, and P must all be increased. Q for size, O for the weight. As you might notice, there are two Ps and two Vs. The first V₁ and P₁ (which must have the same mana) improves your AC as an aspect of agility, by the result of V. In other words, you must use Dexterity to determine your AC, but you do not get to adjust your Dexterity stat. V₂ and P₂ (which must have the same mana) improves your to hit score. Again as an aspect of agility. Such things as hair color, eye color, and skin color require nine mana in effect J.

Often when you morph, you are morphing into an idea: for swimming, for flying, for battle, etc. With this, many little areas will all change, while most would remain the same.

Once cast, the subject can morph or un-morph as often as they want, limited to once per round, within the duration of the spell. Morphing is a free action.

This does not compound with itself, but does compound with other spells.

Hide (H I M*3), (O M*3) [Brown]

You cannot hide an object that is itself moving. You could hide your wings and walk, but you could not hide them and use them in any way. To fly would break the hide. A hidden door is not hidden while open. A person who can see a hidden object can point it out to others. Once you are aware of a hidden object, it is no longer hidden to you. Effect M is 30% per mana. The chance to detect a hidden subject is a skill check of $20 + 6(\text{per mana in M})$. Thus, hide(4,4) is a 44 difficulty, with a 128% dispel resistance.

Image (C H I J M) [Orange]

This creates an illusion within the area of effect for a duration of C. The area of effect is stationary. Illusions come in several Strengths based on how successful the cast was. If the cast succeeded, then you can make a static non-moving illusion and any touch will auto destroy the illusion. If the cast succeeded by

30%, then the illusion gains movement but still has no sound and any touch will still auto destroy the illusion. If the cast succeeded by 60%, then it gains sound. If the cast succeeded by 90%, then the illusion gains smells and taste. If the cast succeeded by 120%, then it gains touch and is no longer auto-dispelled on touch. It now requires an intentional act to destroy. “I am suspicious that may be an illusion. I touch it.” This is an intentional act and the illusion is dispelled, not in part—but in total. As such to maintain the illusion, it always misses when it attacks, where its blows push a little but never quite manage to hit hard enough to do any damage—because as an illusion it cannot do damage. Likewise, no matter what the opponent’s to hit score is, the illusion accommodates this by never suffering any solid hits. All the movement caused by an illusion is in the viewers mind, not reality. Thus, the sword must fly through it and the fighter swinging it only feels a deflection that can quickly realign with the sword’s actual location. If the illusion were to “stop” the blade in the viewers mind then the viewer would detect the illusion as the viewer tried to reconcile what happened.

As a skill check, the difficulty to detect an illusion is $35 + \text{the mana in effect M}$. Thus, 7 mana in M would be 42. You can only make illusions of things you have seen to the degree you can remember them. Therefore, you cannot make an illusion of “the Queen” unless you have seen her. You can mix and match things such as that girl’s hair, that girl’s nude body, that girl’s face, etc.

~Mythology~ There was once a warlock Efilevol. He had just enough magic to be dangerous. He learned how to make illusions of the cute girls in town and this made him popular with his buddies. After his talent had gained some recognition, he put together a brothel. He would look for beautiful girls and study them for a couple of hours. Then he mixed and matched what he could with the strippers he had seen. The money rolled in as he expanded his customer base and the portfolio of girls he could create. Unfortunately, he was beheaded after the prince came by and found his sister among the illusions available.

Invisibility (C J M N O) [Yellow]

This makes the subject totally undetectable by sight. It does not silence the subject, nor does it stop radiant heat. The duration is C. Success / fail starts at 0%; however, every attack, act of trespassing, theft, and hostile actions will cause a reroll of the success / fail at a degraded -10% per act. Thus, an invisible target, breaking and entering a residence would need to roll every round: -10%, -20%, -30%, -40%, etc. While you are invisible, your AC is modified based on your movement, your sound, and if your opponent has had

contact with you. The tip of a sword lightly touching the edge of a shield is contact. As a skill check, the difficulty to detect an invisible target is $35 + \text{the mana in effect M}$. Thus, 7 mana in M would be 42. The effects N and O must exceed the subject’s health and weight.

Silent	Movement	Contact	AC
yes	yes	no	+30
no	yes	no	+20
yes	no	no	+15
yes	yes	yes	+15
no	no	no	+10
no	yes	yes	+10
yes	No	yes	+10
no	no	yes	+5

Misdirection (D H M N) [Brown]

This can be cast on a semi-known target or an area of a radius of H from the caster. Semi-known would be similar to a group following you that is miles away and the details are not known. This will confuse the targets as to which direction to go to find you. It will affect everyone who individually has less than N health. If cast on an area it will affect everyone who enters it and its effect will last even after they leave it.

Mist (C M O N) [Pink]

This allows the target to become mist any time during the duration and may toggle back and forth. O must exceed the target’s weight. N must exceed the target’s health. The maximum movement of a mist is 6 feet per round, 2 miles per hour, and you can fly. Mist is moved involuntarily by the wind as if part of it. You may squeeze under most doors. Mist only needs one-half inch of clearance at any point. While the target will look like a silvery-gold cloud of about the same size as your body while in mist form, you are technically a spot one-half inch in diameter. You have no capacity to move objects. If your mist cloud is cut in half, then the part without your half-inch spot simply fades away and vanishes while the other side slowly enlarges back to its original size. You can be trapped in a jar. Physical weapons do not affect you. Area effect fire, light, force, poison, and lightning do full damage. Area effect lava and ice do half damage. Rock, wood, thorn, mud, iron, and acid do no damage. Disintegration, telekinesis, entanglement, energy drain, and skill drain do not affect you. Sleep and spirit wave do. The rest of the enchantment spells do not affect you. Mist cannot move through water. In water, mist is bubbles and immediately floats up. The target must be

touched and willing. Mist is not invisible and requires a perception check of eight to see the cloud as an unidentified cloud, which could be anything. It require a perception check of 35 to detect the mist as the result of the spell mist.

Multi-Morphism (C J M N O) [Magenta]

Add the result of N to your health. Next, select an animal with no magic: dog, horse, lion, falcon, fish, mastodon, etc. Divide your new health by the health of the animal (round down). If the result is 2 or more then you morph into a multi-body of that quantity of that animal. When the duration ends, you pick one of the living animals and at its location, you return to your original form. Damage on that animal transcends to you, and damage on all other animals vanishes. While in animal form you cannot cast magic, use chi, or speak any language except via someone else casting speak with animals. If you are part of an elastic heart or damage commune, then you are removed from the members of those spells. Elastic heart and damage commune cannot be used with multi-morphism. In general, you lose access to all the stuff on your character sheet while morphed: skills, abilities, items, animal control, chi, spells, internals, etc. However, you become the animal as defined: health, AC, to hit, damage, movement, save, defense, damage resistance, regeneration, weakness, resistance, and night vision. You do NOT gain the race-age chart, you cannot become something with a spells, abilities, internal, or talent defined in terms of mana in effects.

Polymorph (C J M O Z) [Magenta]

This allows the caster to change the shape of the target into another shape. You can change the gender, race, age, eye color, hair color, etc. You can increase or decrease the size by the result of Z as a percentage limited by O. This means, while you might be able to make a person 100 feet tall, if O does not exceed the additional weight then you cannot do it. This can only be cast on a willing target. This does not grant any abilities and to some degree does not remove any. A human polymorphed into a bird cannot fly. A pregnant girl polymorphed into a man would still be pregnant. You do not gain the ability to use any race skills of what you polymorph into, and only when indisputable do you lose your own race skills. Thus if you have wings and you polymorph them away, then you would lose the flight they logically provide. Otherwise you keep all of your race skills as if you had not polymorpher. This compounds with shrink and enlarge. The difficulty to detect is $40 + \text{the mana in M}$. Thus, 7 mana in M would have a 47 difficulty.

Sally Mann (M*3 D L) [Brown]

This is an exotic spell. Exotic spells are mostly worthless. Just skip it. There is no benefit to reading this spell. You are wasting your time. Don't read this spell. Just skip this one—next.

This is magical duplication. It effects the caster of the spell only, and its maximum point of deliverance equals the casters level in the basic skill sally Mann, plus a specific skill of sally Mann, plus the group skill illusion or brown, plus the category skill supernatural. Add them up.

Success / fail starts at 0%.

If the caster is effected by any of the qualified spells where the maximum mana used in the highest single effect is less than or equal to your maximum point of deliverance, then that spell is copied in whole as if you had cast it. You duplicate the spell.

Qualified spells: Maddie Ziegler, Carroll's Alice, Brook Shields, Haschak sisters, chandelier, telekinesis, poison, magic blade, to hit, AC, long dispel, dispel shield, stone skin, become ** elemental, *** kinesis, and ** kinesis 2.

Notice the caster would need to make a "to hit" roll against a person with the spell AC in order to duplicate the spell. Notice the caster would need to be attacked by someone with a "to hit" roll who is using the spell "to hit" in order to duplicate the spell. To duplicate a stone skin, the caster would need to inflict damage where at least one point was absorbed by the stone skin. If the caster were moved or attacked by any of the three telekinesis spells, then the caster could duplicate them. While dispel shield and long dispel would need to attempt to dispel any spell the caster has cast.

Sally Mann cannot effect a spell cast by Sally Mann.

The commonality within the group of qualified spells is the spell grants the caster an **ability**, which then hinders or harms your opponent. Thus, fireball does not qualify. Nor does fire torpedo or summon fire beast. In all three, the spell hits directly. Compared to telekinesis which empowers the wizard to pick up a rock and the rock hits the target. Sally Mann does not copy the direct effect of the rock, but copies the ability to pick it up. As for a spell like fly, well it does not affect you; thus, you can't duplicate it.

With duplicate comes defectiveness. You copy the spell's remaining duration, health, and other diminishing effects as found. Magic blade is copied after the calculation of the "to hit" and AC modifier is determined in relation to the original user's combat skills and does not consider those skills for the caster of Sally Mann.

This in no way allows you to compound spells that cannot be compounded. However, you can always choose superior versions.

~This is a tribute to the great artist and photographer Sally Mann for her original contribution to the art world as well as her thought provoking topics of philosophical conversation. Thank you Sally Mann.~

Shape Change (C K M O Q R X) [Pink]

This allows you to physically change your body. Your size is limited by both O and Q. Thus, there are limits on how big or small you can become. This can be a combat spell where the unwilling target gets a save verse R. A pregnant target cannot become a non-pregnant target. Thus, the pregnant female warrior could become a pregnant female toad, but not a male. A male target who is turned female and then gets pregnant will stay female until the baby is delivered or dies indifferent to an expired duration. Whereupon they will instantly revert. This does not indicate the rest of the changes stick. As much as possible reverts when the duration expires. Such that a male elf shape changed into a female Chin Cat will who then gets pregnant will revert to a female elf when the duration expires, and then the rest of the way back to a male elf after birth. The ability to improve your stats is defined by the result of X. Nine mana in X allows you to increase your stats (other than Intelligence and spirit) by a total of 3 points. Thus, you could improve your Strength by +2 and your Dexterity by +1.

The most amazing aspect of shape change is it makes it possible to learn the race skills of a given body and once learned, you can use them. They must be learned in age group order. So while you can learn any of the child age skills in any order, you must know all of them before you learn the adult age race skills. Notice we skipped adolescent? You can be a child-adolescent making all of them available. To some degree, some skills can morph. The skill fly is somewhat generic, and experience in one will qualify as experience in another. This does not mean you will know it. Fly for 3,350 experience is insufficient for fly 6,000 experience. However, the reverse would be easy. As a rule, this morphing requires the name of the skill to be the same: fly – fly, alertness – alertness, bow – bow, etc.

Duplexing means you are trying to gain access to the races skills of more than one race. “I want to keep my minotaur damage resistance, but fly like a fairy.” Thus, you duplex the fairy wings. This may or may not work, and duplexing is at the Game Master’s discretion. Let us look at an obvious conflict. “I want

to change into whatever shape is required to breathe fire like a red dragon and breathe ice like a white dragon.” The problem is both skills use the same body parts. There is no such shape. You cannot be a triangle and a square. The Game Master might decide the light frail body of the fairy is required to fly and prohibits the massive rock-like body of the minotaur needed for the resistance. In this case, the race skills are mutually exclusive.

Shape change can change the target into a race that is prohibited from using chi.

It can change the target into a shape without wings to prohibit flight. If the new shape does not have hands, then they cannot use a weapon or shield. If the new shape is 50% or more smaller (to cause harm) then the target will fall out of their armor and cannot use armor.

If the caster does not have superiority then nothing else can be removed from the target’s age chart. If the caster does have superiority then all of it can be removed. To have superiority the target must be an NPC and 4th level or lower. The caster must be above them; the caster’s unrestricted experience must be at least 14,500 for level-1 NPCs, 32,000 exp. for level-2 NPCs, 53,000 exp. for level-3 NPCs and 91,000 exp. for level-4 NPCs.

Sub-chapter 17: Movement

** Kinesis 2 (A C H J L M N O P Q) [Blue]

This represents thirteen separate spells: fire, ice, lightning, acid, poison, lava, rock, wood, force, thorn, light, mud, and iron. Each spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name.

This allows the caster to have control over an exact material via the type of the spell. This control mirrors telekinesis.

This grants the caster control over that type. They can manipulate it, shape it, shrink it, and grow it. Any size change reverts after the spell ends, however the change in shape is permanent. This spell can control solid objects and with those objects do damage in the same way the spell telekinesis can do damage (restricted to objects of the correct type). Refer to telekinesis for that method.

This spell has no parameter to inflict damage by dropping objects after the spell’s duration ends. After the duration ends, non-living objects that have been moved with this spell will gently fall down at the speed of a down feather and land doing no damage. This is

referred to as the feather-fall effect and is echoed across all movement spells.

The ability to decrease the damage of that type of damage is to subtract A. Typically, this is done before the roll where if something does $12*(1.5)$ fire damage and you can reduce it by $8*(1.5)$, then you are left with $4*(1.5)$. The ability to increase the damage allows the caster to improve it up to the lower of (A) or (the result of Q). For example: $3*(1.5)$ fire using a $12*(1.5)$ fire kinesis with 8 mana in Q (214%). We roll the damage. $3*(1.5)$ is about 5 damage, $12*(1.5)$ is about 18 damage, $5 \times 214\% = 10$ damage. $10 < 18$; thus, we do 10 damage: the lower of the two options. Instead of increasing the damage, you can increase the area by Q within the area of the kinesis spell. If you can reduce the damage to zero, then you gain animated manipulation level control over that type. Magical types must be overpowered with J verses the dispel resistance of the defending spell. Non-magical types (like dragon breathe or an ability where M is listed as void) is an automatic submission. Non-magical effects have no defense.

As a Ryvah system mechanic, the spell cannot dig. Rock kinesis cannot manipulate rock which is attached to the earth. The rocks must already be loose. Thus, a dig spell could loosen the rock and after which rock kinesis could sculpt it. The success / fail to cast is L, and starts at 0%.

Spell Augmentation: Wood kinesis can augment a carpenter. Rock kinesis can augment a geologist, metallurgist, or sculptor. Iron kinesis can augment a metallurgist, smith, or locksmith. In general, we calculate a number to plug into effect Q (10% to the power of mana). The result of using magic to augment a skill is to reduce the time required to do a task. The result of Q is what we will reduce the time to. For kinesis, we look at effect A, N, and O and take the lowest mana amount. If (A=23, N=854, and O=10) then we use 10. Now plug it into Q, which results in 34%. If a job required 100 hours, then it would only take 34 hours if augmented by this spell. As long as it exceeds the final time required (34 in this example) you are fine. Tasks that are defined in days are 24-hour days. Thus, an 81-hour duration equals 3.375 days. However, the spell will augment everyone working (200 sq. ft. per person minimum). Of course, a 121' diameter circle has a smidge over 11,000 sq. ft. If you do run out of time either, cast again or prorate it. This is not difficult. Simply take the reciprocal and multiply it by the duration. You're at 34% which is 34/100. The reciprocal is $100/34$. Just flip it. $100/34 = 294\%$. Therefore, every real day of work is producing 2.94 days of work. Well the duration of 3.375 days, so . . . $3.375 \times 2.94 = 9.92$ days of product.

*** Kinesis (A C H J M Q) [Blue]

This represents three separate spells, one for fire, one for ice, and one for lightning. Each spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name.

This grants the caster control over that type. They can manipulate it, shape it, shrink it, and grow it. Any size change reverts after the spell ends, however the change in shape is permanent.

The ability to decrease the damage of that type of damage is to subtract A. Typically, this is done before the roll where if something does $12*(1.5)$ fire damage and you can reduce it by $8*(1.5)$, then you are left with $4*(1.5)$. The ability to increase the damage allows the caster to improve it up to the lower of (A) or (the result of Q). For example: $3*(1.5)$ fire using a $12*(1.5)$ fire kinesis with 8 mana in Q (214%). We roll the damage. $3*(1.5)$ is about 5 damage, $12D6$ is about 18 damage, $5 \times 214\% = 10$ damage. $10 < 18$; thus, we do 10 damage. The lower of the two options. Instead of increasing the damage, you can increase the area by Q within the area of the kinesis spell. If you can reduce the damage to zero, then you gain animated manipulation level control over that type. Magical fire must be overpowered with J verses the dispel resistance of the defending spell. Non-magical fire (like dragon breathe or an ability where M is listed as void) is an automatic submission. Non-magical effects have no defense.

This form of kinesis has no power to effect mass. Anything that has weight is untouchable by this spell. Thus, an ice storm could be controlled, but not the block of ice. This spell does not have a success / fail to cast. Your chance to cast is 100%.

Climb (C J M P) [Yellow]

No roll is made. If your score is above zero, then you can do it. Score = J – speed – modifiers. Speed is how fast you chose to go up to effect P.

To be clear this redefines your speed on a solid surface. 10 mana in J = 160, and 53 mana in P = 159 mph, would allow the target to move 159 mph with zero modifiers ($159 < 160$). A 90° wall (30) will lower you to 129 mph ($159 - 30 = 129$). adding a ladder to the wall would get you back up to 144 mph ($159 - 30 + 15 = 144$).

Modifiers

- | | |
|-------------|----|
| • 20° slope | 5 |
| • 30° slope | 10 |
| • 45° slope | 15 |
| • 60° slope | 20 |

• 75° slope	25
• 90° wall	30
• 105° overhang	35
• 120° overhang	40
• 180° ceiling	45
• -----	
• Ladder	-15
• Rocky with bumps	+10
• Brick	+20
• Smooth	+30
• -----	
• Loose large rocks	+10
• Loose gravel	+20
• Sand	+30
• Water or oil	+40

Fly (C J M O P) [Red]

This allows the target to fly. The target has control unless the targets has no intellect, whereby the caster then has control.

This spell has no parameter to inflict damage by dropping objects after the spell's duration ends. After the duration ends, non-living objects that have been moved with fly will gently fall down at the speed of a down feather and land doing no damage. This is referred to as the feather-fall effect and is echoed across all movement spells.

Gate (G K L M O) [Orange]

This allows the caster and those holding on to him to move to another plane of existence. All planes

Round	carryover	New	Total	Number of attacks	-100% per attack	Remainder
1	0	177%	177%	1	100%	77%
2	77%	177%	254%	2	200%	54%
3	54%	177%	231%	2	200%	31%
4	31%	177%	208%	2	200%	8%
5	8%	177%	185%	1	100%	85%
6	85%	177%	262%	2	200%	62%
7	62%	177%	239%	2	200%	39%
8	39%	177%	216%	2	200%	16%

Jock Sturges (C H O M P) [Magenta]

This is an exotic spell. Exotic spells are mostly worthless. Just skip it. There is no benefit to reading this spell. You are wasting your time. Don't read this spell. Just skip this one—next.

This renders most flight ineffective. Effect P reduces the speed of all spells that use effect P and the speed of all flight: fly at 20mph for example. Effect O increases the relative weight of all things trying to

of existence are aligned with each other such that one exact location on the material plane (the plane most everything happens on) will correspond to one exact location in a different plane of existence. This means the effect G must be employed to move a distance. If you gate to a different plane and then gate back without using G you will return to the exact same spot. If you gate without G, then travel a mile west and gate back, then you will return one mile west of your original location. Success / fail starts at 0%, and both effect K and L are rolled individually, and both must succeed individually. Effect O must exceed the sum of all weight.

This spell has no parameter to inflict damage by dropping objects after the spell's duration ends. After the duration ends, non-living objects that have been moved with fly will gently fall down at the speed of a down feather and land doing no damage. This is referred to as the feather-fall effect and is echoed across all movement spells.

Haste (Q½, B E M) [Grey]

This increases the target's movement, Dexterity, initiative, and quantity of attacks (with carryover) by the result of Q, which is at half mana. This does not affect casting time, unless it's instant casting. This does not affect cook time. For example: a fighter with haste: Q = 12 mana. Therefore, he gets 177%.

suspend on a flexible surface. In other words, you sink in mud, water, air, and you crash down through tree branches and perhaps even wooden floors if O is high enough. While this has no effect on a person's ability to walk, run, jump, attack, or cast, your body weight relative to all flexible surfaces is increased by the result of O. This also modifies the weight required by spells, which use effect O by making people heavier. The area of effect is stationary to the mountains and seas. Jump

circumvents Jock Sturges and jumps are unaffected. Also all boats dispel the effect of Jock Sturges automatically. Boats refers to watercraft not aircraft. This can completely prohibit an elemental's movement if P of Jock Sturges exceeds the P of the elemental.

Congratulations, you had the wisdom to ignore bad advice. All exotic spells have been intentionally omitted from the online spell lists to make them difficult to discover, and then we discourage people from reading them to test the people to make sure they are truly worthy of such spells.

~This is a tribute to the great artist and Photographer Jock Sturges for his original contribution to the art world as well as his thought provoking topics of philosophical conversation. Thank you Jock Sturges~

Jump (B H J M) [Brown]

Jump trumps an entanglement. This is an automatic override whereby no entanglement in any form with any amount of mana can prohibit the movement of a jump. The subject of the spell gets to jump every round during the duration, and the jump can be before or after a half-move and is not calculated as part of the move. Jump can be vertical, and is an airborne single action from one point to a second point in a straight line. An attack cannot be made before a jump but can be made after a jump. The attack is in place of the half-move.

Levitate (C M O P) [Grey]

This will lift an object vertically only. It does not move it left, right, forward, or backward. When an object is lifted, it retains only a 5% remnant of its resistance to being moved or pushed. Thus, a person who could lift 200 pounds could pull a levitated object of 4,000 pounds.

Spell Augmentation: levitate can augment any form of construction, geologist, or sculptor. In general, we calculate a number to plug into effect Q (10% to the power of mana). The result of using magic to augment a skill is to reduce the time required to do a task. The result of Q is what we will reduce the time to. For levitate we look at one-half O. Thus, if you had 20 mana in O you would put 10 into Q. Now plug it into Q, which results in 34%. If a job required 100 hours, then it would only take 34 hours if augmented by this spell. As long as it exceeds the final time required (34 in this example) you are fine. Tasks that are defined in days are 24-hour days. Thus, an 81-hour duration equals 3.375 days. However, the spell will augment two workers at the same. If you do run out of time either, cast again or prorate it. This is not difficult. Simply take the reciprocal and multiply it by the

duration. You're at 34%, which is 34/100. The reciprocal is 100/34. Just flip it. $100/34 = 294\%$. Therefore, every real day of work is producing 2.94 days of work. Well the duration of 3.375 days, so . . . $3.375 \times 2.94 = 9.92$ days of product.

This spell has no parameter to inflict damage by dropping objects after the spell's duration ends. After the duration ends, non-living objects that have been moved with fly will gently fall down at the speed of a down feather and land doing no damage. This is referred to as the feather-fall effect and is echoed across all movement spells.

Return (B G M) [Grey]

This causes an object thrown or fired to return to the area or hand of the person who through the object after impact. The object will be ready for use the following round provided it is in good working order. Thus, a thrown dagger could be used every round during the duration. If the impact does not occur within the range then, it does not return.

While permanency can be cast on this spell, the spell can rebuke the permanency. The chance of the permanency being successful and not getting rebuked is the total mana of this spell $\times 3\%$. Thus, (11, 11, 11) has a 99% success rate. Oh, but the mana in G defines the magical plus. That would be +11 magic. No problem. Return (16, 1, 16). That is a +1 magic object with a 99% success to not rebuke a permanency. A rebuked permanency drains experience even if the permanency itself was successful.

Return	B	G	M
Skill Mana	8	0	8
Unicorn – Hoof	4	X	8
Henti Beast - Tentacle	4	1	X
Total	16	1	16

Alchemy	Price	Effect	Compatibility	Yield	Mana
Unicorn - Hoof	\$844	B M R	B D J R S W	4	12
Henti Beast – Tentacle	\$572	B C E F G J	E I U	8	5
Skill Mana	\$4,096				16
Total	\$5,512				

Thus, $\$5,512 + \$7,500 = \$13,012$. For \$13,012 you can put this spell on any object as a permanent. If you can help with the cast, you might get it cheaper.

Slow (A B E M Q R V) [Orange]

This causes the target to slow down. Effect Q reduces the number of actions they get. See the spell

haste for details. Effect V is a penalty to their AC and “to hit” score. The target gets a save each round. The damage of all spells or abilities NOT connected to a “to hit” score is reduced by A.

Maximum Defense: for targets which have a defined level (not player characters and master villains), after a given amount of mana in effect N and/or R has been used, the spell is successful indifferent to their health or save:  Level 1: 13 mana, level 2: 16 mana, Level 3: 19 mana, Level 4: 22 mana, level 5: NA, Level 6: NA.

Speak With Animals (C E H I J M) [Green]

This allows the caster to communicate telepathically with all animals within the area of effect, which moves with the caster. Animals that are more exotic will have a higher difficulty of about 5% per point of mana for the highest single alchemical component from them, and non-alchemical animals of a similar value have a similar difficulty. However, the exotic animals are more intelligent and have more information.

Speak With Plants (C E H I J M) [Green]

This allows the caster to communicate telepathically with all plants within the area of effect, which moves with the caster. Plants that are more exotic will have a higher difficulty of about 5% per point of mana for alchemical plants, and non-alchemical plants of a similar value have a similar difficulty. However, the exotic plants are more intelligent and have more information.

Telekinesis (A B F M O P R) [Purple]

This allows the caster to control physical objects and move them with sheer force of will. Telepathy jamming does not affect this spell. The caster can lift himself. The caster can lift his opponents. The caster can lift rocks and smash them down. If the caster lifts his opponent and does NOT deny the opponent their movement (“I fling him 20 feet west.”), then there is NO save. If the target is prohibited from any part of their movement, then they get a save. Once a target has made a save, then they can no longer be moved by this spell; however, the spell can still inflict damage indirectly, and most of the ways to use this spell do just that.

This spell has no parameter to inflict damage by dropping objects after the spell’s duration ends. After the duration ends, non-living objects that have been moved with fly will gently fall down at the speed of a down feather and land doing no damage. This is referred to as the feather-fall effect and is echoed across all movement spells.

Telekinesis has effect patterns. Pattern one: grab a single target and crush them. This does damage of the lowest of A, O (treated as 3 per mana), and P. Thus, A=5, O=6, P=7 does the lowest of $5*(1.5)$, 18, or 21 damage.

Pattern two: grab everything (enemy only) in an area up to $20' \times 20'$ and smash up and down. This does damage of the lowest of A or $\frac{2}{3}P$. Thus, $5*(1.5)$ or $\frac{2}{3} * 7$ mana * 3 mph = 14.

Pattern three: Arc push. You through every rock and twig at every target (enemy only) in front of you in a 45° arc pushing them away or pulling them in a distance of P and inflict $\frac{1}{3}$ (lowest of A or P). The distance of P is 9 feet per mana.

Pattern four: 360° Push. All targets (enemy only) are pushed P away and damage is $\frac{1}{2}A$. 5 mana in P = 45' ($9' \times 5$ mana).

Pattern five: targeted smash. This is a focused attack of contiguous $5' \times 5'$ squares. This does damage of the lowest of A, O (treated as 3 per mana), and P. (just like pattern one), but is then reduced by 5% per square. The five samples above are all valid. Notice there are no dangling parts or diagonals. The first would reduce damage by -5%, the second -10%, third -15%, forth -45%, and the last is -65%.

The damage modifiers of the five patterns do not modify other damage modifiers external to the pattern. Thus, the +3 magic wand adding 3 damage is not affected. With telekinesis, if you cannot see your target, you cannot attack your target. While it has an area of effect, it is not a flood fill.

It is assumed rocks and logs are used. This does not add additional damage and does not type the attack as wood or rock.

Unlike most spells, a “to hit” roll is always made, but only used to calculate excess damage. Damage occurs on a miss. The caster has the option to turn the auto-hit aspect off. This would be a counter strategy to other spells.

Maintaining a motionless static platform you or others are standing on reduces damage by 5%. If the static platform is moving, then reduce damage by 10%.

If your structure is improving your AC or the AC of anyone, then reduce your damage by 5% per point of AC from the single greatest change. AC is at Game Master's discretion. If formed into a barrier, then you cannot see and cannot attack.

When objects are intentionally used on a SINGLE target the damage is increased as follows: a set of weapons doing D10 damage to 5D10 will add 1D8 damage to the spell, and if all the weapons are of the same make (all swords, all axes), then it will type the attack as that weapon. If all weapons are of the same metal, then it will type the attack as that metal. If all the weapons are mystic of the same type, then add that type. If ANY object is blessed by a nymph, add the bless. Add the sum of all magical pluses of all weapons: five +1 magic daggers adds +5 damage. Add the sum of all mystical damage of all weapons even if types are different: five +(1.5) mystic daggers adds +5*(1.5) damage. If ALL weapons have the same poison, then add one poison and remove only one poison from one weapon.

When determining the "to hit" score if you are attacking a single target, then you are allowed to use combat instead of supernatural, melee or ranged instead of movement, and any basic weapon skill and specific weapon skill instead of this one.

Teleport (G (J, K, L) M O) [Yellow]

This transports the caster and all willing targets holding or held by the caster's contagious group. The caster has control if he is being teleported. If the caster is not being teleported, than the target has control over the destination. If the target has no intellect, then the caster has control. Only the caster can commit suicide by this spell. If damage would be caused to another person, then that person is omitted from the teleport. There are three options: J, K, and L. Any of the options can work independently of the others. First, if there is mana in L, then roll that success / fail. If it succeeds then, the teleport occurs without sound or light. It is a covert teleport. Second, if the covert teleport did not happen, then if there is mana in K, then roll that success / fail. If it succeeds then, the teleport occurs without sound but has a 100-foot diameter flash of light. It is a silent teleport. Third, if the covert and silent teleports did not happen, then if there is mana in J, then roll that success / fail. If it succeeds then, the teleport occurs with a loud flash, bang, and boom, which will awaken and alert everyone within a 100-foot diameter. In all cases where the casting method is not instant casting, initiative is lost. Everyone on the other end will get an action before anyone teleported will get theirs.

This spell has no parameter to inflict damage by dropping objects after the spell's duration ends. After

the duration ends, non-living objects that have been moved with fly will gently fall down at the speed of a down feather and land doing no damage. This is referred to as the feather-fall effect and is echoed across all movement spells.

Teleport cannot cross dimensional lines or move to other planes of existence.

If you have not been to the location, there are penalties for the success fail. If you have only seen the place via a spell then, -3 mana. If you have only seen a painting of the location then, -6 mana. If you have only read about the location then, -10 mana. If you have not even read about it then -15 mana. The penalty to mana applies to each of the effects J, K, and L.

Walk Through Walls (C J M O P) [Orange]

This allows the subject to walk through any solid surface at speed P. This does not increase your movement rate, and your actual speed is the lower of your movement and the result of P. The subject must be below O weight. If the subject is still inside a solid surface when the spell ends, then they are immediately pushed out to the closest exit. You can move vertically through solid objects, but you cannot fly in air. This does not allow the subject to see inside a solid object, nor does this allow you to remove something in the solid object. Thus, you cannot go through a gold mine and pluck the nuggets. You can't even see them. Ears designed to hear from air cannot hear from rock; however, the spell clair audience can be cast that way. The speed required to move through a weapon is 150 mph. If effect P does not have 50 mana, then you cannot use walk through walls to gain weapon immunity. Magical effects such as spells and magical +1 or more objects cannot be walked thru at any speed.

The chance to move through a magical wall is $30\% + J - (M \text{ of the defending spell} + \text{total of mana of the defending spell})$.

Spell linking: This spell can be linked to most spells, and all combat spells. To link either spell, the average mana per effect must be the same between them ± 0.5 mana. An effect with void is ignored. A spell with six effects (A B E H I M). If it had 60 mana, then it would have an average of 10 per effect. Dispel has five effects and therefore you would need between 48 and 52 mana to link it. Now that the spell has been linked, we augment the evocation spell with the chance to dispel and other effects. If you have effect F, then it = 0. The area of effect and duration is defined by the evocation spell. All damage is added together, and weakness and resistance applies to all of it.

Sub-chapter 18: Necromancy

Animate ** (C J M N O) [Blue]

This represents thirteen separate spells: fire, ice, lightning, acid, poison, lava, rock, wood, force, thorn, light, mud, and iron. Each spell requires its own skill with experience. You do NOT get to cast all the spells from one skill. You do NOT write down the asterisks. You write the type and the rest of the name.

This will cause an object or collection of objects to become alive with a colorful personality that seems to fit the object. The objects normally do not grow arms and legs but they could. Some talk; some don't. Some are kind, while others are not. Objects will have logical skills and powers most of which will be minor. Most objects will move by sliding over the ground or jumping. Objects hate doing chores or menial tasks unless that is what they are. A broom will sweep the floor. A spoon will stir the pot. An object's Intelligence and talents are directly related to the difficulty to animate them, and that is proportional to its value. The 50 copper paintbrush can paint the walls. The mithral +5 magical +3 mystic paintbrush can paint a masterpiece. However, it would also require about 50 mana in K to bring to life. In general, this is NOT the spell to do that task. That spell is forge golem. This spell is used on common objects for temporary use. This spell cannot be made permanent.

Spell Augmentation: Animate ** can augment any trade skill that required over an hour to do a task. We take the lowest mana out of the effects of this spell and plug it into effect Q (10% to the power of mana). The result of using magic to augment a skill is to reduce the time required to do a task. The result of Q is what we will reduce the time to. If (C=15, J=18, M=10, N=15, O=19) then we use 10. Now plug it into Q, which results in 34%. If a job required 100 hours, then it would only take 34 hours if augmented by this spell. As long as it exceeds the final time required (34 in this example) you are fine. Tasks that are defined in days are 24-hour days. Thus, an 81-hour duration equals 3.375 days. However, the spell will augment upto 6 people working within 100 feet of the caster. If you do run out of time either, cast again or prorate it. This is not difficult. Simply take the reciprocal and multiply it by the duration. You're at 34% which is 34/100. The reciprocal is 100/34. Just flip it. 100/34 = 294%. Therefore, every real day of work is producing 2.94 days of work. Well the duration of 3.375 days, so . . . $3.375 \times 2.94 = 9.92$ days of product.

Animate Dead (J M N U) [Black]

This is how ghouls are forged into existence. The health of the ghoul cannot exceed N. The time the ghoul has been dead cannot exceed U. However, we tend to ignore this with anything under 30 health. Ghouls are permanent, evil, and only obedient to their creator to the degree J is excessive. If you succeed with seven extra mana in J the ghoul will obey your commands for an hour or so in the same manner a minimum wage worker would obey a middle-management supervisor. With 14 extra mana in J the ghoul will obey your commands for a week or so in the same manner a loyal employee of several years would obey his boss. At 21 extra mana, its obedience is similar to a severely pussy whipped nerd married to the prom queen and would last close to two years. At 28 extra mana in J, the caster is God. The ghouls is your humble willing salve. All ghouls gain a weakness of 200% ice, light, axe, sword, elven bow, and silver. They also gain resistance 50% poison, satyr bow, and human bow. Reference the Ryvah—*Dark and the Dead* for more details.

Clone (L L L M) [Yellow, Pink]

This will create a duplicate body of the subject with all the same stats and experience. The body has no soul and will stay idle until it starves to death. While the experience will be of the current body, the duplicate body's age can be improved by the lowest margin of success. Thus, a 100-year-old elf with 20 mana in each L (60%) rolls a {10, 15, 30}, 60% – 30(the lowest success) = 30%. You could decree the age of the body by 30% to 70 years old.

Double-cast: If you cast clone on a clone, it becomes a linked clone. It links to the character and has the same experience you do at all times.

If the person the clone is made from dies, then their soul automatically inhabits the clone body. This is the goal of clone. All three effect Ls must individually succeed or the spell fails. If the clone is inside a stasis bubble at the time it is occupied by the person it was made of, then the bubble is dispelled.

If an unoccupied clone body is commandeered by someone other than who it is of, then its experience is reduced to match a standard 10k character.

Cure Blind (L L M), (J M) [White]

This will cure a person who is blind, but there are two implementations of the spell for two very different forms of blind. (L L M) is used for a permanent physical condition. Both Ls must succeed individually, and they start at 0%. This would cure someone who was born blind, someone who had an eye gouged out, just about anything. (J M) is a counter spell to the spell blind. Its success fail is 100% + double the

result of J – (M of the defending spell + total of mana of the defending spell).

Cure Deafness (L L M), (J M) [White]

This will cure a person who is deaf, but there are two implementations of the spell for two very different forms of deafness. (L L M) is used for a permanent physical condition. Both Ls must succeed individually, and they start at 0%. This would cure someone who was born deaf, someone who had their ears blown out, just about anything. (J M) is a counter spell to the spell deafness. Its success fail is 100% + double the result of J – (M of the defending spell + total of mana of the defending spell).

Cure Disease (L M) [White]

This will cure a person who has contracted a disease. There are NO magical diseases, and they all have a skill check difficulty to cure. The success / fail is L + 30% -difficulty.

Cure Poison (L M) [White]

This removes all the effects of all poisons. It cannot cure a disease. It does not remove damage already caused by poison. If the poison is non-magical that success / fail is L +0%. If the poison is magical then use $L \times 10 + 0\% - (M \text{ of the defending spell} + \text{total of mana of the defending spell})$. Further, upon a success, the cure poison effect lingers for L rounds and is applicable to all new unique poisons. Further, once a type of poison is cured by this spell, then that type of poison cannot affect the subject again while the spell lingers.

Damage Commune (C G L M N) [Orange]

To cast this spell, you must gather all its members together and hold hands. These people represent the communion. Within this communion, any member can move damage on or off himself or herself and onto another member provided they do not cause a person to go below -10 health. A member could revive a down member if they could remove enough damage off them. Effect N is the maximum amount of damage that each member can move per round. G is the range the communion can work at; this is how far away the members can be from each other.

A pathway can be established through open portals to modify range.

David Hamilton (T V) [Pink]

This is an exotic spell. Exotic spells are mostly worthless. Just skip it. There is no benefit to reading

this spell. You are wasting your time. Don't read this spell. Just skip this one—next.

This effect cannot be dispelled or turned off once cast, and can only be cast on a willing target. Events: A positive event is someone on your team suffering a reduction in health caused by someone on your opponent's team. A negative event is someone on your opponent's team suffering a reduction in health caused by someone on your team. Every time a positive event occurs your "to hit" score increases by effect V. Every time a negative event occurs your "to hit" score decreases by effect V. Thus, you get stronger if you're losing and weaker if you are winning.

This effect does not compound with other David Hamilton spells. Stone skin is not health, and elemental skin is health. An area effect that hits many targets counts as an event for each and every one who suffered health loss. Members of elastic heart all count as one person and one event.

Effect T is duration in rounds. Five mana in T is five rounds, and the effect cannot roll into another casting. You start over. A Maddie Ziegler with an attack is one event not two. A Maddie Ziegler without an attack is still an event.

~This is a tribute to the great artist and photographer David Hamilton for his original contribution to the art world as well as his thought provoking topics of philosophical conversation. Thank you David Hamilton.~

Disease (D L M V V V W X) [Black]

This creates a non-magical biological disease that automatically infects the caster and one target. As such, M only applies when cast, after which it cannot be dispelled. The target must be touched, but any touch counts. D is the lifespan of the disease in a given host body, not the duration of the spell. As new people are infected, this clock starts over for each person. Effect W defines how often damage will occur. X is the amount of damage when it occurs. L is NOT success / fail; that's auto. It is a factor in determining the difficulty to cure the disease, which is:
Caster's Intelligence doubled + caster's level in the category skill science + caster's level in the group skill biology + caster's level in the basic skill prevention + the result of L. The three V effects work independently and add to the definition and effects of the disease.

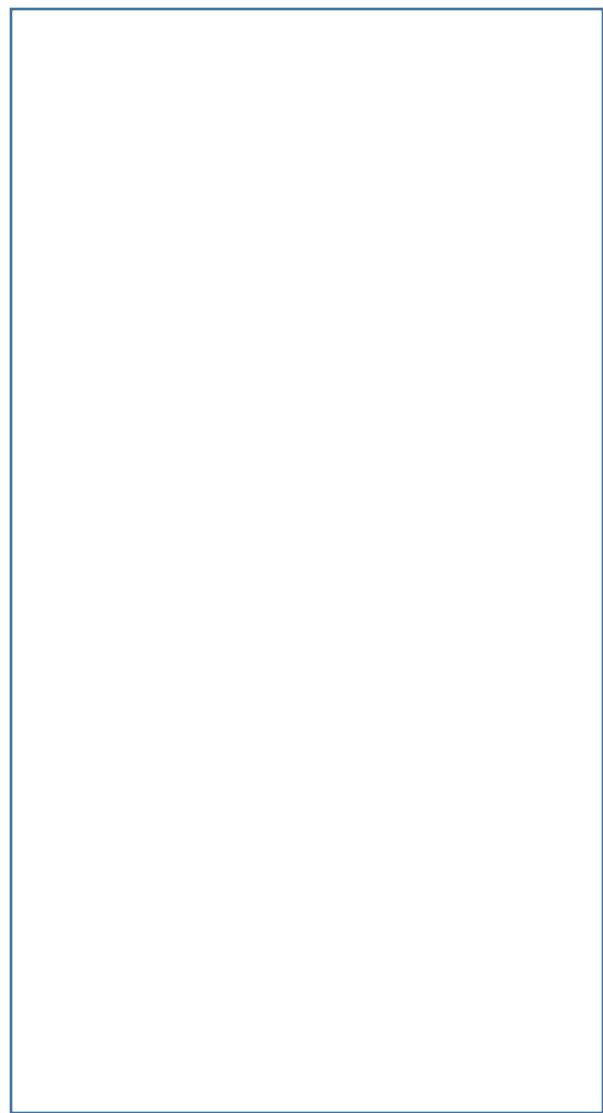
A 5	5% chance of being transmitted through sex after 5-day incubation.
9	15% chance of being transmitted through sex after 7-day incubation.

1	35% chance of being transmitted through sex after 3-day incubation.
3	5% chance of being transmitted through wrestling or kissing after 7-day incubation.
8	25% chance of being transmitted through wrestling or kissing after 17-day incubation.
1	45% chance of being transmitted through wrestling or kissing after 8-day incubation.
2	2% chance of being transmitted through talking for 5 minutes within 6 feet after 8-day incubation.
3	3% chance of being transmitted through talking for 5 minutes within 6 feet after 5-day incubation.
0	4% chance of being transmitted through talking for 3 minutes within 8 feet after 4-day incubation.
B	<p>6 Welts and rashes: comeliness -1 after 3 days</p> <p>1 Large welts and rashes: comeliness -2, dexterity -1 after 4 days</p> <p>0 Very large welts and rashes: comeliness -3, dexterity -3, strength -2, after 12 days</p> <p>1 Disability: -10 to all skill checks, -4 to all stats, after 16 days</p> <p>8 Disability: -20 to all skill checks, -5 to all stats, after 6 days</p>
C	<p>4 Damage of 1 per day after 3-day incubation.</p> <p>1 Damage of 3 per day after 5 day incubation.</p> <p>4 Damage of 5 per day after 12-day incubation.</p> <p>2 Damage of 8 per day after 23 day incubation.</p> <p>3 Damage of 13 per day after 56-day incubation.</p> <p>8 Damage of 18 per day after 75 day incubation.</p> <p>4 Damage of 30 per day after 125-day incubation.</p>

Energy Drain (M R V) [Black]

This is a melee attack, which is auto hit. The only requirement to hit is to occupy an adjacent 5'x5' square. On a successful save against the energy drain, it inflicts V damage. On a failed save it inflicts $V \times 200$ experience drain and transfer of health experience.

Weakness and resistance also effect this. The experience drained is always from health and health race innates. The caster of the energy drain will obtain this experience until the caster is slain. Not unconscious, but dead.



The spell always drains race health experience before general health experience. The victim will always feel intimately violated by the exact caster who has his or her experience and will at all times know in what basic direction (22° arc) the caster is in. If the victim dies, the experience from the victim vanishes from the caster.

Maximum Defense: for targets which have a defined level (not player characters and master villains), after a given amount of mana in effect N and/or R has been used, the spell is successful indifferent to their health or save:

⊕ Level 1: 8 mana,
level 2: 11 mana, Level 3: 14 mana, Level 4: 17 mana,
level 5: 21 mana, Level 6: 24 mana.

The experience CANNOT be replaced. Thus, if the victim had 260 experience in health for 17 health and was drained 200 experience, then the victim would be down to 60 experience for 2 health and the caster would have the balance of 15 health. The caster always takes off the bottom. Therefore, 200 experience is

worth 15 and 260 is 17, then $17 - 15 = 2$ which is what the victim is left with. As for race experience, it is prorated. 15 health for 1,000-experience race skill when drained the same 200 experience is 20% (round in the caster's favor). $20\% \text{ of } 15 = 3$. The caster gets +3 health and the victim is left with +12 health.

The victim cannot allocate another 200 experience to get it back. They must kill the person who took it. All issues of race are irrelevant to the caster gaining the health. You can drain experience from a target who drained experience from another target.

For online play, the extra health is only recognized while the characters are logged in. Of course, NPCs are always logged in.

Heal (A*4, J M) [White]

This removes the result of A damage and heals wounds. It can bring you back from the brink of death, but cannot revive the dead. The mana in A is times four; thus, every point of mana results in $4*(1.5)$ healing. 5 mana in effect A would be $20*(1.5)$ healing. It can only be dispelled during the cast, after which the result is permanent.

Immortality (M N L) [Black]

This causes the target's mortal body to die and be transformed into an immortal body. Most of these bodies are undead and the subject must be touched and willing. Most immortals have no need to eat or breathe, and most lack any capacity to procreate. The Tanuki, ghost, banshee, succubus, ghost of war, skeleton warrior, wraith, horn devil, black beguiler, specter, bolrog, lich, and grack vampire are all made with this spell, and they are all undead. The females cannot get pregnant, and the males cannot get someone pregnant. As for the minotaur, while he can get a female pregnant, the immortal form is cursed. There are no female minotaurs within the Ryvah mythology, and the mothers always dies during childbirth. As horrific a curse as that, the three medusas: medusa, blonde medusa, and pink medusa exist with half their soul living in the body of a gorgon. Again, all of these are made by this spell. Moreover, there are others hidden and tucked away within the books to discover. For all of them the spell immortality must be powered sufficiently that N exceeds the desired immortal form and for the success / fail, you start at 0% and subtract the difficulty of the desired immortal body. You will find this number in the *Ryvah Encyclopedia* with the creature's definition under the "Creation:" field. This means it requires large pools of mana to get up above an auto fail. With all of these forms, they are augmentations; they add to and compound the existing

body with an additional race age chart of skills to learn. The subject of the spell keeps everything they have and adds to it. Furthermore, immortality gifts the subject an amount of experience to purchase these new race skills equal to the difficulty \times 60 of excess. Thus, a banshee which has a 47 difficulty, would give the subject 2,820 experience per point they exceeded the success / fail by (per point over 47). If they put 30 mana in L for a 90% -47 difficulty = 43% net chance and then rolled a 1 on the percentile, Thus, beating the score by 42 points, then they would get $42 \times 2,820 = 118,440$ experience toward those race innate skills. If the subject does not have a sub-race, then they have the option to add one. The addition of a sub-race does not modify the difficulty.

A failed cast with more than 24 mana in effect L cast on a willing target . . . still succeeds at turning them immortal, but they get zero experience extra.

A hellhound, nightmare, or wobniar are the results of immortality cast on a dog, horse, and mastodon by default. However, it is better described as animal effect one, animal effect two, and animal effect three. Any of them can be cast on any animal, and we ignore the animal's level. Thus, you may make a nightmare dog or hell horse. You could even have a nightmare pseudo dragon for your pixy to ride. Notice the age charts have been designed to work with immortality. With a difficulty of 65, animal effect one will gain 3,900 experience in race skills per point the caster exceeds the required success / fail by. Thus, all the skills on the age chart are in increments of 3,900 experience so you gain exactly one increment for every point. Animal effect two is 4,800 experience at 80 difficulty, and animal effect three is 6,000 experience at 100 difficulty.

The atiol is special. Unlike all other undead, the atiol can become undead again (except as an atiol). Thus, you can make a lycanthrope atiol, vampire atiol, or lich atiol, etc. Further, for such a creature it would require a mortality to remove the second undead effect and a second mortality to undo the atiol.

Note: animals do not gain your net experience. They only gain experience from your success / fail.

New experience is only used on new race skills, and they are gained in exact order as listed. If you already have a sub-race, then you cannot add a second. Thus, a drow elf cannot becomes a *drow succubus*.

Now let us look at the age charts for these augmentations. Notice most have Stage 1, thru Stage 5. With these, there is no age factor. You must complete a stage before you may advance to the next stage. Additionally, you no longer add years to your age with the passage of time. Thus, if you are a child when you become immortal, you never "age" past child. In order

to obtain an older body, you must prodigy all the skills so you can exit a given age category. The exception: A few immortals have the traditional age ranges. Succubus is one of them. There you will find this block: **About the age chart: This augmentation overlays whatever base exists without modifying it.** Thus, nothing over 40 years old can become this augment because they would die instantly for failure to have required race skills. Further, while the base may be an adult, the augment could still be a child. The 40 relates to the succubus and each has a different limit. For these immortals you still add years to your age, and can still die for failure to learn all the required skill. For these immortals, their immortality is contingent on learning all their race skills up to the senior age category, which stretches to infinity.

Experience gained from spells cannot be used to generate chakra or chi. It cannot be sacrificed for any other spell such as permanency, enchant, holding pocket, mystic item of **, weapon of slaying, or barrier. It cannot be put into a consumable grimoire or magical transformation, and does not count toward the required experience for a Consumable Grimoire or Magical Transformation.

Lycanthrope (L M N O) [Black]

Lycanthrope is a rare metaphysical disease that causes the body to die and live again as an undead monster. As a lycanthrope, you no longer age and cannot contract any other disease. You do not need to breathe, and eating is done for pleasure not sustenance. Lycanthrope warps and merges the spirit of an animal and a humanoid together. This new body has three forms: animal, hybrid, and humanoid. It requires a perception check of 35 to detect a lycanthrope while in either animal or humanoid form as anything other than a normal animal or normal humanoid. A lycanthrope can at will shift between these three forms fast enough to jump up and shift forms before they land.

Effect L, N, and O all function at -7 mana. Success / fail is starts at 0%. Therefore, 8 mana in L will give you a 3% chance. N and O must exceed the animal's health and weight. If this sounds ridiculously hard, then consider that the lycanthrope will add 50 to 100 thousand experience to your character. As the spell combines two spirits, both must be provided to cast the spell, and both the live animal and live humanoid must be touched by the caster, and neither can have ANY damage. The animal cannot be under the effect of any other spell at the time lycanthrope is cast on it. The animal must be at peace. This is a concept where the animal is either trained, beast mastered, or placated with food and safety. This last idea can be extremely challenging. Lycanthrope cannot be cast on anything

that is not alive. Most animals may be the animal for the spell, and most humanoid may be the humanoid. Slimes, crustacean, insects, demigods, gods, and intelligent dragons are forbidden. Thus, you can have the traditional werewolf (human / wolf), but you may also have the elven werewolf (elf / wolf), Dwarven lycanthrope falcon (dwarf / falcon), etc.

When a lycanthrope kills an animal of its own form then the lycanthrope absorbs that animal's spirit and soul. It can have many of them at once. With it, the bite of the lycanthrope (on a member of the lycanthrope's humanoid race form) can now deliver that spirit into its victim and infect them with lycanthrope. This creates a second (next) generation lycanthrope. The metaphysical disease is spreading across the boundaries of physical space. While the bodies may be separate, the tree connects all the lycanthropes up to the first generation forged by the spell. It is one large tree. When a lycanthrope dies, every lycanthrope descendant from it also dies ten rounds later, well frequently. They are severed. A severed lycanthrope can do three things: 1. Overtake its dead master by becoming a high generation lycanthrope, and thus, replacing the connection up to the first generation lycanthrope. To do this they voluntarily take damage equal to the health of the lycanthrope above them without falling unconscious. This can be done at any time within the ten rounds. 2. Go into reversion to cure the disease. They can use their own cure disease score to compound with a cure disease that is effectively killing the higher generation lycanthrope in the hope to be cured also. This takes their turn to do. It's not a free action. If no such cure disease spell is being cast, it is highly unlikely. However, they have ten rounds and could conceivably try ten times. If a lycanthrope is cured, both the animal and humanoid are born from the death, and they are automatically familiar to each other via the spell find familiar. 3. The last option is to simply die on the tenth round. This rolls slowly down the metaphysical tree of lycanthrope. Such that if a gen-2 died, then 10 rounds later all of the lycanthrope's gen-3 would die. Then 10 rounds later all the gen-4 lycanthropes descendant from those would die. 10 rounds after that the gen-5. The skill check required to cure a lycanthrope disease is $60 + 1$ per descendant. Thus, those gen-5 lycanthrope with nothing below them are a flat 60. However, that gen-1 at the trunk of the tree may have 50 lycanthropes beneath him; that would make a 110 skill check required.

An NPC lycanthrope takes the hypotenuse to calculate the following: Strength, Dexterity, Perception, movement, fly, alertness, night vision, defense, damage resistance, regeneration, health, save,

AC, to hit, weapon (if animalistic (this includes range, damage, and RDM)).

Upon becoming a lycanthrope, you gain both the animal's age chart via its age and all the experience the animal had in those skills that it was old enough to learn, as well as all five stages of the lycanthropy age chart.

As a Game Master making NPCs we take a short cut of using the hypotenuse. As a player, you must calculate it with skills. Sometimes this works in your favor, sometimes it does not.

Calculating NPC lycanthropes: some of these are easy to calculate. The human strength is 7. The wolf has an 8. Thus, $\sqrt{(7^2 + 8^2)} = 10$. Notice defense: if one was silver and one was +1 magic we would reverse engineer silver to a 5, +1 magic to a 12, now do the math: $\sqrt{(5^2 + 12^2)} = 13$, which is still +1 magic. However, this has a **minimum of +1 magic**, which overrides our result if it is lower. Health also has a **minimum: 310**. RDM also has a **minimum: 40 RDM**.

Lower generation lycanthropes will have political experience in love toward higher generation lycanthropes in their line based on the number of generations between them. 1-generation gap is 1,000 experience in love. 2-generation gap is 2,000 experience in love. 3-generation gap is 4,000 experience in love. 4-generation gap is 8,000 experience in love. To determine the success/fail subtract the animal control score from your animal control check. It may be positive or negative.

Experience gained from spells cannot be used to generate chakra or chi. It cannot be sacrificed for any other spell such as permanency, enchant, holding pocket, mystic item of **, weapon of slaying, or barrier. It cannot be put into a consumable grimoire or magical transformation, and does not count toward the required experience for a **Consumable Grimoire or Magical Transformation**.

Maximum Defense: for targets which have a defined level (not player characters and master villains), after a given amount of mana in effect N and/or O has been used, the spell is successful indifferent to their health or save:  Level 1: 13 mana, level 2: 16 mana, Level 3: 19 mana, Level 4: 22 mana, level 5: 26 mana, Level 6: 29 mana.

Mana Drain (E H I M V) [Black]

This drains V mana from all enemy targets in the area of effect. Each target must be identified and unknown targets are not affected. A target can be an object. There is no limit to the number of targets, and each one will be drained of V mana. A table with 100 alchemy components on it could all be hit, but the alchemy in a bag or box could not. You do not need to

know if the object has mana. Thus, you could target the table just in case it does, but that must be declared as a target. You cannot target "the stuff in the bag that is making it bulge." The target selects the mana to be drained.

Mass Healing (A*4 H I M L) [White]

This removes the result of A damage and heals wounds from each and every person within the area of effect. It can bring you back from the brink of death, but cannot revive the dead. The mana in A is times four; thus, every point of mana results in $4*(1.5)$ healing. 5 mana in effect A would be $20*(1.5)$ healing. It can only be dispelled during the cast, after which the result is permanent. Success / fail starts at 0%.

Mortality (K M N R U) [White]

If effect N exceeds the target's health and effect U exceeds the duration since the target was alive, then after an unwilling target has failed its save, roll the success / fail K. The chance to overpower (Forge Metaphysical Body, Immortality, Animate Dead, Unholy Servant, Guardian, Lycanthrope, Vampirism, or Slime) is $60\% + K - (M \text{ of the defending spell} + \text{total of mana of the defending spell})$. This can be lethal against another player in online battle, because they are likely to be cheap and zero out their effect M. Their 25 max casting of some power spell may only have 50 to a 100 mana and 50% to 100% dispel resistance. That would make them easy pray for this spell. NPCs always max out the mana in effect M, which can be estimated by the required amounts of other effects.

Poison (B V V V V J M) [Black]

This has five potential effects: V₁: Damage on round one; V₂: damage on round 2 which bypasses damage resistance, defense, stone skin, etc. (not poison protection); V₃: Damage which occurs on round 3, 4, and 5 which bypasses damage resistance, defense, stone skin, etc. (not poison protection); V₄: hinder, which lasts 7 rounds and reduces the targets AC, to hit, and movement; and J: dispel. Only damage on round one requires a successful hit. The caster can inflict the spell to augment their attack, which occurs at the same time. Thus, they get a free additional action to attack with a melee or ranged weapon or punch, bite, etc.

Poison can only effect one target each round. Five mana in effect V is 5 damage. For the damage on round 3, 4, and 5, five mana in effect V is 5 damage on round 3, 5 damage on round 4, and 5 damage on round 5. Hinder is also point for point. 5 mana in V is 5 hinder. The chance to dispel is $30\% + J - (M \text{ of the defending spell} + \text{total of mana of the defending spell})$.

The dispel uses the same rules as an anti-magic aura on a hit or miss. However, the effect is one sided and only effects the target not the caster. Hinder does not compound with additional hits or other poison spells. It does compounds with non-magical poison. The effect of this magical poison can be dispelled after a hit.

Regeneration (L M W X) [Green]

This regenerates body parts that are damaged or missing. Success / fail starts at 0%. Effect W \times 10 defines how long it will take this spell to finish, and X defines what can be regenerated. For the results of X: 1 = pimples. 2 = scars, muscle strains, fingers and toes. 3 = an arm or leg. 4 = ears, tongue, nose. 5 = eyes, spine, skull, wings. 6 = everything. A 6 is 36 mana in X.

Reincarnation (L M N R U) [Green]

This will bring the target back to life. Nothing is needed of the target except the knowledge that they once lived. Based on the life the target lived and the deeds done they will be given a body proportional to it.

Past conduct

1. Killing good woodland creatures.
2. Killing humans that could not fight back.
3. Killing animals for sport and leaving their bodies to rot. Forced rape.
4. Killing non-hostile non-combatant monsters like orc wives and children in their own town. Random acts of violence or cruelty.
5. Just being as ass.
6. Loving your brothers and parents
7. Loving someone deeply.
8. Loving someone to the point you willingly risk death: these are the forbidden loves such as Romeo & Juliette, homosexuality when it was a crime, pedophilia, or incest. The key is the love must overcome great obstacles or lead to death.

New body

1. Vermin or insects, snails, slugs
2. Rodents, snakes, fish
3. Rabbits, squirrels
4. Deer, pig, goat, sheep,
5. Dog, horse
6. Common humanoid.
7. A moderately attractive adult human, dwarf, or elf.
8. A stunningly beautiful and strong child of a desired race.

Both resurrection and reincarnation can be used in place of a mortality spell upon any target which is the result of one of these spells: Forge Metaphysical Body,

Immortality, Animate Dead, Unholy Servant, Guardian, Lycanthrope, Vampirism, or Slime.

If effect N exceeds the target's health and effect U exceeds the duration since the target was alive, then after an unwilling target has failed its save, the chance to overpower (Forge Metaphysical Body, Immortality, Animate Dead, Unholy Servant, Guardian, Lycanthrope, Vampirism, or Slime) is $60\% + L - (M \text{ of the defending spell} + \text{total of mana of the defending spell})$.

Maximum Defense: for targets which have a defined level (not player characters and master villains), after a given amount of mana in effect N and/or R has been used, the spell is successful indifferent to their health or save:  Level 1: 13 mana, level 2: 16 mana, Level 3: 19 mana, Level 4: 22 mana, level 5: 26 mana, Level 6: 29 mana.

Resurrection (L L M N R U) [Green]

This will bring a person back to life who has died. This does not make them younger. The vail of death is hard to penetrate and a failed casting causes feedback damage upon the caster equal to the sum of failed percentage points squared. Thus, if the caster puts 20 mana in both Ls and rolls a 72 and 68 (failed by 12, and failed by 8), then the caster would suffer 400 damage $(12+8)^2$. Further the subject must fail a forced save. They take their highest save and the spell must over power it. U must exceed the time they have been dead.

Both resurrection and reincarnation can be used in place of a Mortality spell upon any target which is the result of one of these spells: Forge Metaphysical Body, Immortality, Animate Dead, Unholy Servant, Guardian, Lycanthrope, Vampirism, or Slime. If effect N exceeds the target's health and effect U exceeds the duration since the target was alive, then after an unwilling target has failed its save, the chance to overpower (Forge Metaphysical Body, Immortality, Animate Dead, Unholy Servant, Guardian, Lycanthrope, Vampirism, or Slime) is $60\% + L + L - (M \text{ of the defending spell} + \text{total of mana of the defending spell})$.

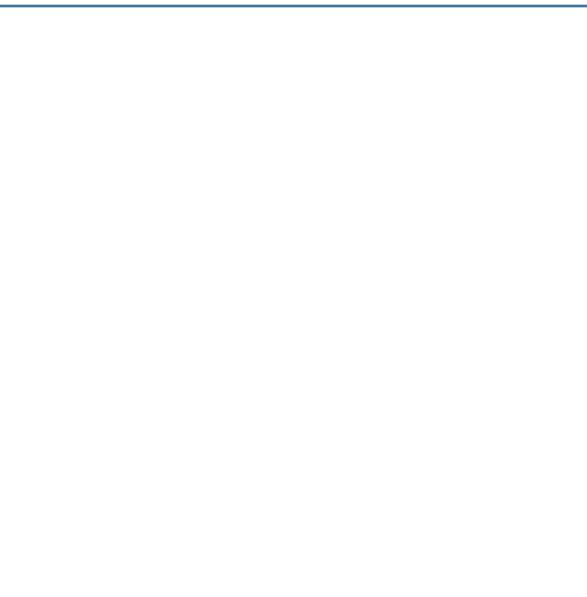
Skill Drain (C L L M N O R) [Black]

When a caster drains experience against the will of their target (hostile raping of experience by force), then the caster receives a metaphysical maker. As these markers accumulate, they combine with more power. Good woodland folks and creatures will sense the presence of the markers. Information about the caster will manifest by itself. Thus, the medusa cannot effectively hide. Songs will be sung by bards in taverns

with information about the medusa to empower all the heroes to settle the debt of the markers. The bard need give no effort to do this. This happens automatically, and it will happen in a cacophony of ways. A hero may suddenly awaken with a vivid dream of the owner of the markers with a full and complete understanding of their lair, health, magic, treasure, etc.

You can gain up to double your own unrestricted experience: stats – 100,000 + all combat + all supernatural + all casting max + health + race + restricted – 10,000. No personality or political experience. Thus, a new 10K character has a limit of exactly 10K.

In general, you cannot use a race skill unless you have the correct body, and even then you cannot use a duplicate skill. You can never use a duplicate skill. If you skill drain an exact skill and already have that skill, then you cannot use the one you gained with skill drain. Thus, skill draining an elf's race skill in bow if futile unless you are an elf.



However, we allow reinterpretation. When we reinterpret the race skill of +10 bow for 8,000 experience, we strip it down to 8,000 experience in bow. Nothing is added. Thus, bow never gets improved to ranged combat. Many things cannot be reinterpreted. If it does not identify a category skill, group skill, or basic skill which is on the master skill chart, then it cannot be reinterpreted. Spells, abilities, talents, and internals are all stripped down to the basic skill, nothing more.

Speak With Dead (C E H I J M) [Black]

This allows the caster to communicate telepathically with dead spirits in the area and to the

dead through their dead bodies and bones within the area of effect, which moves with the caster. More exotic things will have a higher difficulty of about 5% per point of mana for the highest single alchemical component from them, and non-alchemical things of a similar value have a similar difficulty. However, the exotic things are more intelligent and have more information.

Unholy Servant (L M N R) [Black]

This is how undead skeletons are forged. The default is a human skeleton who functions as a slave to their master—their creator via this spell. However, just about anything can become a skeleton. Slimes cannot. They have no bones. Nevertheless, things with bones will work provided you have the bones to use. Once a skeleton is forged, it is permanent and cannot be dispelled. Effect N must exceed the health of the skeleton. The success / fail is L + 0% - Φ. Φ = the total mana in all effect Ns the caster has used to create skeletons, which are still functioning under his control. This means every time you cast unholy servant it gets harder and harder. The mana in N from your first cast effects the difficulty of your second cast and all other castings until that skeleton dies, or is released unto the wild. Additionally evil people gain an advantage when casting. They can subtract the sum of experience in the sum of personality skills under semi-evil: (greedy, selfish, violent, etc.) divided by 100 from the Φ to reduce it, perhaps to zero. It cannot be negative this means 10,000 experience in greedy would give the caster a 100 point bonus to reduce the negative from past casting.

R must exceed the save of the target. All skeletons gain 50% resistance to poison, sylph bow, satyr bow and a 200% weakness to lightning, light, axe, hammers, spear, elven bow, and silver. skeletons have a minimum of 150 health, save of 28, AC of 35, to hit of 51, and +20 RDM with a defense of silver or better and 3 damage resistance. The bones of something is 5% of its bounty price at retail if you can find someone who has them. To peddle them is 18% of that.

Vampirism (H L M) [Black]

Enter the shadows, shut the doors, and unlock the unbridled power of the vampire. If the subject does not have a sub-race, then they have the option to add one. The caster is the target and must have a living body. They cannot be undead. They cannot be immortal. (Except as an atilol).

Furthermore, vampirism gifts the subject an amount of experience to purchase these new race skills equal to 5,000 per point over success. If they put 40 mana in L for a 120% -84 difficulty = 36% net chance

and then rolled a 1 on the percentile. Thus, beating the score by 35 points, then they would get $35 \times 5,000 = 175,000$ experience toward those race innate skills. The addition of a sub-race does not modify the difficulty. A failed cast with 24 or more mana in L on a willing target still succeeds at turning them into a vampire, but they get zero experience extra.

Your body dies and creates a metaphysical soul. As you turn others into lower generation vampires, bits of soul are passed into them. You live by drinking blood. While you drink blood, you inflict one damage per round. This adds to your blood pool. The amount of blood pool you gain depends on what kind of blood you are drinking.

- 1 : 1 common animal
- 1 : 2 exotic animal
- 1 : 3 orc, goblin, gnoll, lizardman, ogre
- 1 : 4 human, dwarf, ogre mystic
- 1 : 5 elf, rakshasa
- 1 : 20 brownie, chin cat, leprechaun
- 1 : 40 sylph, pixy, fairy, mermaid, sprite, noitatrilf
- 1 : 100 nymph, dryad, ecneconni

Thus, 13 damage to a human a day would just barely keep a vampire alive. A typical vampire might raid an entire village (kill no one) but suck the blood for 3 or 4 points per child, 6 to 8 points from women, and 8 to 10 points from every man. It's just what they do. Every day a vampire loses 50 blood pool. If they run out, they die. A vampire starts life with 100 blood pool and to turn a person into a lower generation vampire costs 100 blood pool. When you become a vampire, you gain $H \times 100$ experience in your vampire age chart. The mana in H decreases by five per generation down. Thus, if you have 20 in H, you would get 40,000 experience and your second generation vampires would gain 22,500 experience, and your third generation vampires would gain 10,000 experience, etc. Effect M applies only when cast, after which it is permanent. The success/fail starts at 0% – 84%.

As a vampire, you gain 10% of all the experience **gained** by every vampire in your tree below you, and they do not gain that experience. Thus, your third generation vampires would lose 20% (10% to you, and 10% to the 2nd Gen. who turned them.) As such, an 11th Gen vampire can NEVER gain experience because 100% of what they gain is distributed to the vampires above them.

When a vampire YOU turned dies, you take $5+N$ damage per round for 100 rounds. N is the number of vampires you have turned who are no longer alive $\times 2$. Thus, if you are sloppy and turned a bunch of lames who all got killed, you are probably going to die

with them. To do a little math, six dead vampires would cause you to take 17 damage ($6 \times 2 + 5 = 17$) for 100 rounds. Good luck with that. Oh and God forbid two vampires should die at the same time. The damage would stack, 17 for the first and 19 for the second. Further, vampiric damage is unaffected by damage resistance, stone skin, elemental skin, elastic heart, and cannot be moved with damage commute. You can heal it, regenerate it, and die from it.

Experience gained from spells cannot be used to generate chakra or chi. It cannot be sacrificed for any other spell such as permanency, enchant, holding pocket, mystic item of **, weapon of slaying, or barrier. It cannot be put into a consumable grimoire or magical transformation, and does not count toward the required experience for a Consumable Grimoire or Magical Transformation.

Voodoo Doll (D L M R) [Black]

This is an exotic spell. Exotic spells are mostly worthless. Just skip it. There is no benefit to reading this spell. You are wasting your time. Don't read this spell. Just skip this one—next.

Spells do not compound. If cast by the same caster, then the caster picks which one wins and the other is ignored. If not by the same caster, then the spell with the highest dispel resistance wins.

Success / fail starts at 0%. If the success / fail is successful, then the target makes a save against it. A piece of the target is required. This piece must be something like a tuft of hair, a scale, a vial of blood. A strand of hair is insufficient. If a target was a thorn elemental, a thorn or branch would be needed. If it was an iron robot, you would need a screw or bolt. In all cases, it must be part of the body. Possessions never work. The rags, armor, or weapons of an undead apparition are not its body. Its excrement does not work. A voodoo doll requires a focal object. While the focal object can be anything, all who see it automatically discern its nature of being a voodoo doll. A permanency cast on the focal object will make it permanent, and the square root of mana in L defines its magical plus.

If the target fails the save then a control score is determined by $0\% + L + R -$ the target's save. If the result is zero or less the spell fails. The control has a 100% maximum. For example: 10 mana in both L and R = +60. If the target's save is 25, then control = 35%. Once control has been established, it may only be dispelled or cancelled at the focal object. Anything done to the focal object transmits to the target at the level of control. This is indifferent to distance or planer / interdimensional location. All spells cast on the target

affect the target at the level of control. This can be interpreted by the caster as either a chance of working or as a percentage of effect. For example: control = 35%. The caster casts fly at 1000 pounds and 100 mph. The caster can chose to roll a 35% chance to work or take 35% of the result (350 pounds at 35 mph). If the focal object is an actual doll, then when the doll's arms are moved, this movement transcends to the target. In some cases if the doll is thrown, then the target is flung likewise. The limits of this type of movement end when it infringes on the domain of spells like fly and telekinesis. The caster of a spell on a voodoo doll can choose to maintain control over the spell. This overrides the target having control. Damage to a doll can be damage or simply pain. A doll can feel cuddles, kisses, hot, cold, wet, dry, too much light, and darkness. The doll must have an openable mouth to taste, ears to hear, and a vagina to get pregnant. If the doll has eyes or ears then they can be covered to blind or deafen the target via the control. The same applies with inducing an orgasm.

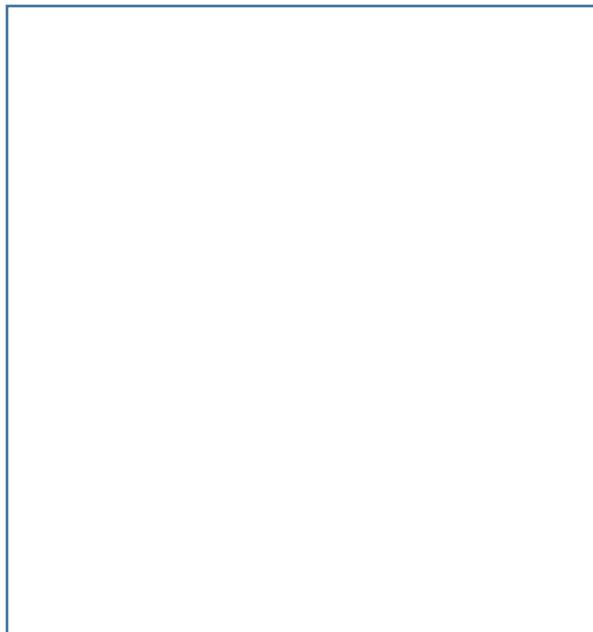
Wide Area Mana Drain (D F M W) [Yellow]

The area is centered on the caster and only cumulative with other casters who have an Intelligence of eight or more. Thus, contingency casts do not compound. The caster has control over whether or not to drain mana. Therefore, a group of casters could exclude each other. Magic objects which have mana CAN be drained. Mana is drained immediately upon entering the area of effect.

Effect 'W' is how often 1 point of mana is depleted from the target. The caster does not gain the mana. The target will regenerate the mana normally (as if the target had used it up) after they leave the area of effect of the wide area mana drain that removed the mana. The caster picks what mana is depleted. Spirit cannot be drained. Alchemy can NOT be drained.

~Mythology~ Legend tells of the tower of the barbarian hoard. It was an enchanted pillar of stone that generated the mana required and cast an extremely powerful wide area mana drain. The spell had a radius of over 60 miles and a duration of nearly 3 years. Any one inside its area lost a point of mana every few rounds and within a few minutes was totally drained. Wiccens and wizards alike avoided the area like the plague. Some have tried to destroy the tower; however, finding it without getting killed by the barbarians protecting it, getting to it with enough power to take it out, and having enough power to get out alive, has proved to be very challenging and deadly.

Youth (K M Z), (L L L M Z) [Green]



This ages the caster by the result of 'Z' in days and decreases the age of the target by the result of 'Z' in days. If cast from a living individual use (Z M K). If cast from an enchanted object or by an undead or immortal use (Z M L L L). The difficulty / chance of success starts at 0%.

Potions & Scrolls

Potions and scrolls are easy to make and cheap to purchase. The main obstacle *should* be getting them. Often key alchemical ingredients *should* be unavailable and in turn some potions and scrolls *should* be unavailable. However, this is a game we play for fun, and it is simply more fun to always be able to buy these potions. Custom potions do not get this love. They must be made manually.

To make a potion a wizard needs to collect the alchemy components the wizard wants to use, pour and put them in a bottle, stir them up real good, maybe add some water or sugar for flavor. Then cast the spell "contingency" on the components: "Discharge this spell when drunk." If the wizard is really cool, he will cast permanency on the contingency.

Scrolls are easy to make and cheap to purchase too. To make a scroll a wizard needs to collect the alchemy components the wizard wants to use. Pour and put them on a scroll. Let it dry. Write some cool bit of poetry on the scroll. Then cast the spell "contingency" on the components: "Discharge this spell when read." If that wizard is really cool also, he will also cast

permanency on the contingency. Notice the common parts?

With both potions and scrolls, the contingency spell will govern how long it takes to use. Potions and scrolls that require any level of control will need the entire round to use. Examples: healing (Who is the target?), message (What is the message? Where does it go?), fireball (How much range? Who is the target? What direction? Etc.) Likewise, potions and scrolls that do not require any level of control do not use up your time to use. Examples: “anti-magic aura” could be set to cast on the scroll or bottle at the time of its creation. With this, you have no control over the spell. However, a well-crafted contingency won’t need it.

Magical Objects

Magical objects are similar to potions and scroll, except where a potion or scroll is a one use item, magical objects recharge weekly, and can thus, be used many times. In addition, magical objects may have many spells in the object instead of just one. For

example: if you want an object to have one charge per day then just put seven charges on it. Because the method of forging a magical object is much more difficult, it is much more expensive.

To forge a magic object you must first start with an object of high quality. The magic cannot exceed the quality. Then cast the spell “Enchant”, which allows it to have a magical plus. Then cast enchant plus. Example: +1 magic. This plus is what allows it to hold permanent magic. So far we have created a +1 magical object. Now we want to put a spell on it that regenerates. Oh, cast permanency on the magical plus, so it does not vanish when the duration expires. Next, we cast the spell “conversion” to turn an alchemy component into a charge on this magic object. Then cast permanency on the charge. We need to repeat this for every alchemy component we need for the spell. Finally, we will cast contingency on the object to cast the desired spell.

Spell	Result	Potion/ Scroll			Alchemy	Alchemy only \$ price copper	Magical Object	
		Retail	Whole Sale	Peddle Price			Retail	Peddle Price
Anti-magic Aura	9 day duration 100% dispel	90	41	7	gnoll fingernails + gnoll hand	41	2,696	216
Anti-magic Aura	4 day duration 16' diameter ball 150% dispel	8,500	3,825	680	serpent bone + loka fern seed+ chimera claw	3,645	264,620	21,170
Defense	60% success / fail 16 hour duration 40% dispel resistance platinum or better to hit (8 points resistance)	1,500	675	120	titanium + xorn skin +imp stinger +goblin spit + harpy tooth	980	31,880	2,550
Endure cold	1 day duration 2 points cold resistance	50	23	4	brownie foot	28	1,268	101
Water breathing	16 hour duration	110	50	9	basilisk scale	63	2,728	218
Message	12 MPH 4 day duration	200	90	16	Pegasus feathers + rust monster scales	100	5,600	448
Silence	80 foot range 36 hour duration Blot 10'x 36'	600	270	48	Bullet tongue + hell hound jaw + Basilisk scale + Purple worm tooth	459	9,804	784
Stone Skin	18 points ablative armor 36 hour duration	850	383	68	hell hound jaw + hell hound nose	430	23,580	1886
Water breathing	9 hours of water breathing	60	27	5	ogre toe	40	1,240	99
Wizard eye #1	4 hour duration 12 MPH 80 foot range	215	97	17	zombie vertebrae + pegasus feathers + rust monster scale	145	4,370	350
Create food & water	85% success / fail 20 pounds of gruel	250	113	20	blue silver + hobgoblin toes	196	3,876	310
Comprehend Language	3 hour duration 50% success / fail	300	135	24	emerald + catoblipas skin	128	9,368	749
Identify	up to 243 hours ago, within 100 feet 50% success / fail	265	119	21	Carriion crawler spike + emerald + Carriion crawler tentacle	189	4,934	395
Locate object	up to 30 days ago, within 4.8 miles 36 hour duration 60% success / fail	700	315	56	satyr blood + sea hag eye + emerald + brain mole guts + catoblipas skin + centaur tail + gorgon hide	587	9,172	734
to hit	+2 to hit duration 9 hours	50	23	4	brownie hair + catoblipas skin	37	872	70
to hit	+7 to hit duration 64 hours	1,800	810	144	emerald + bo-gwiesh eye	1,115	40,940	3,275
to hit	+17 to hit duration 25 hours	10,000	4,500	800	night hag nose + carriion crawler eye + buttercup fungi	6,338	221,128	17,690
fire attack	9*(1.5) damage 25 round duration	8,000	3,600	640	gas spore ash +	2,032	310,592	24,847

(Fire Ball)	80 foot range 36 foot diameter ball				giant green mushroom + gray ooze skin + specter bones + green slime ash			
fire protection	1 hour duration 12 points ablative armor from fire	230	104	18	basilisk leg	132	5,692	455
protection	64 hours duration, +24 to saving throw, 30% dispel resistance	3,000	1,350	240	banshee dust + basilisk leg + tanuki eye	1,437	86,772	6,942
acid protection	16 hours duration, 12 points ablative armor from acid.	200	90	16	loop loop lichen + manticore spike	92	5,952	476
thorn protection	90% success / fail, 36 points ablative armor from thorn, 121 day duration 100% dispel resistance,	11,500	5,175	920	black pudding brain + chimera claw + tanuki eye + manticore spike + platinum	5,314	341,184	27,295
magic protection	49 day duration, +24 to saving throw,	2,000	900	160	brownie foot + loop loop lichen + tanuki eye	870	61,720	4,938
A. C.	6 points A.C. 9 hour duration 9% dispel resistance	500	225	40	black gold + catoblipas tail	236	14,616	1,169
A. C.	11 points A.C. 100 hour duration 21% dispel resistance	2,500	1,125	200	peryton antler + xorn eye + shambling mound skin	1,760	47,560	3,805
A. C.	26 points A.C. 729 hour duration 174% dispel resistance	8,000	3,600	640	peryton antler + xorn eye + lion tooth + ogre magi heart + flaming Minotaur eye + piercer point + cotoblipas tail + wear wolf hand + black pudding skin	5,051	177,756	14,220
Invisibility	49 hour duration 100% success / fail up to 14 Health. Up to 320 pounds 25% dispel resistance	2,000	900	160	Black Pudding ash + Black Pudding skin + Piercer blood + bo-gwiesh Lung	1,190	47,640	3,811
Polymorph	49 hour duration 130% success / fail up to 38% height / weight change. Up to 1280 pounds 40% dispel resistance	5,000	2,250	400	xorn finger + piercer point + piercer blood + cotoblipas tail + wear wolf hand + black pudding ash	2,881	123,236	9,859
Darkness	9 hour duration, 20 foot range, bolt 10' wide 16' long 13% dispel resistance	350	158	28	basilisk scale + blink dog paw + bullet tongue + ogre toe	237	7,072	566
dig	move 320 pounds or dirt a minute, 36 hour duration, 20 foot range, 16 foot ball, 24% dispel resistance	4,000	1,800	320	basilisk scale + hobgoblin pelt + emerald + Platinum+ bullet beak ash	3,330	53,480	4,278
Entanglement	64 round duration, 100 foot area static manipulation, 205% success/ fail,	13,000	5,850	1,040	mimic Skin+ platinum+ roc feathers+ sacrobeck blood+	9,613	227,028	18,162

	195% dispel resistance.				wear wolf fang + basilisk scale			
fly	25 hour duration 100% success/ fail 1,280 pound limit 21 M.P.H. 31% dispel resistance	5,000	2,250	400	anhkhed mandible + ghost hair + harpy feathers + roper tentacle + sprite mushroom	1,610	179,160	14,333
teleport	teleport 155 miles 1,280 pounds 115% success/ fail 27% dispel resistance	7,500	3,375	600	anhkhed mandible + harpy feathers + sprite mushroom + Manticore tooth + Mastodon ivory	1,305	317,580	25,406
healing	16D6 -32 healing 55% success/ fail 7% dispel resistance	170	77	14	larva tongue + lycanthrope fur	71	5,376	430
resurrection	within 3 hours of death, up to a 10 H.P. person, 12% & 15% success / fail 15% dispel resistance	1,800	810	144	centipede stinger + mandrake leaf + lead oak wood + ettin eye	816	54,096	4,328
resurrection	within 60 years, up to 30 H.P. person, 45% & 48% success / fail 58% dispel resistance	60,000	27,000	4,800	chimera fangs + ettin eye + lead oak wood + leprechaun foot + leprechaun hair + leprechaun hand	28,225	1,758,100	140,648

Sub-chapter 1: Basics

The chi combat styles are not really physical combat and not really magic. It is the invention of Shadow Lord, 8th member of the Council of Eight, to honor the paintings of chin cats, nymphs, pixies, and sprites. As such, it is a secret technology that can only be gained through the collecting of such art hoping one of the combat styles suddenly becomes available to you. At this point, your character can use their chakra experience. In general, **combat styles require an artwork**. The value and medium of the artwork is irrelevant. It is the content of the image that counts. Which must be:

*Τηε χλεαν, ηεαλτηψ, ανδ βεαυτιφυλ νυδε β
οδψ οφ α φεμαλε σιμιλαρ το τηε παιντινγσ βψ Αδο
λφ Ωιλλιαμ Βουγνερεαν, Μιχηελανγελο, ορ Μαξφι
ελδ Παρριση δεπιχτινγ α ψουνγ φεμαλεσ ιν αλλ ηε
ρ Δισινιτψ ανδ χομμωνιον ωιτη Γοδ.*

It should be noted that most artworks only open one style, and thus, you must acquire an additional artwork for each combat style.

Fighters without chi cringe in fear of wizards, while fighters with chi make wizards cringe in fear. The flashlight cop becomes Rambo. There are five terms you need to understand: **chi**, **chakra**, **maneuver**, **style**, and **effect**. Chi is energy. It powers an effect. The more chi you use, the more powerful the effect. Chakra is like experience and used to purchase or learn given maneuvers. A maneuver is like a roundhouse kick. It is a particular action and has a collection of effects. Style or combat style is a particular collection of maneuvers. Each combat style has three basic, three advanced, and one pro maneuver. Effect is something that benefits you like more AC, the ability to jump, or additional damage.

Chakra

Let's start with chakra. When you allocate experience in any of these skills, then you get an equal amount of chakra to allocate: rogue($\times 2$), combat, any (group skill, basic skill, or specific skill) under combat or rogue($\times 2$), and like race skills or external skills. Thus, the skill "2,000 experience +2 axe" generates 2,000 chakra. Race skills in RDM, alertness, health, defense, damage resistance, and attacks also generate chakra. As a rule, you can always reconcile your amount of chakra to your skills. Basic maneuvers cost 2,500 chakra, advanced maneuvers cost 4,000, but you may not purchase them until after you have all three basic maneuvers. The one pro maneuver with a style cost 7,000 chakra.

Experience gained from spells cannot be used to generate chakra or chi. It cannot be sacrificed for any other spell such as permanency, enchant, holding pocket, mystic item of **, weapon of slaying, or barrier. It cannot be put into a consumable grimoire or magical transformation, and does not count toward the required experience for a Consumable Grimoire or Magical Transformation.

Maneuvers and Combat Styles

Next, we will look at maneuvers and combat styles. There are over 20 unique styles such as: fighter, guardian, barbarian, assassin, highlander, gambler, etc. Each style has its own flavor and focus and has a paragraph or two dedicated to its description. The maneuvers in a given style aim at that goal. Your first combat style has three basic, three advanced, and one pro. Maneuvers **can only be used 4 times per day** and must **cool down for 15 rounds after use** before it can be used again. Only one maneuver can be used at a time; however, because they are instant you can terminate a maneuver to immediately start another maneuver. Thus, if you use a maneuver to augment your attack, but then need to use a different maneuver to intercept an attack on your wizard, you could terminate the first maneuver and launch the second. As an aspect of game play, the damage to the wizard could have already been rolled when the player decides to intercept the attack. Both the damage roll and to hit roll are discarded. New rolls must be made. Thus, if your opponent rolled a natural 20, a chi fighter could use interception knowing the roll will be discarded.

While maneuvers are instant, they require awareness. You cannot use a maneuver if you are unconscious. You cannot use one if you are sleeping. You cannot use one in response to out of game knowledge. On the other hand, if it is reasonable the

attacker made noise or you saw them, then you can use the maneuver. This does not change your initiative. This does not change when you get to take an action. For example: an orc attacks with surprise and a 45 initiative. You roll poorly and get a zero initiative, but you see him. You instantly invoke a maneuver. The effects of interception work; consciousness works, resistance, stone skin, and AC all work. AOE dodge, save, and dispel all work. Shadows work. Illusions work but don't help this round, because the target of the attack has already been chosen. Minions and majors have the similar issue as illusions, but when it does get to your turn they can act. Dexterity, AC, cripple, and weaken all work. And when it finally gets to your turn on initiative zero the rest of them do.

Chi

Next, we will explain Chi. Each and every applicable skill generates its own chi pool. Each chi pool is applied to one effect. You cannot apply more than one chi pool to an effect. All maneuvers have many effects; thus, you will normally use all of your chi pools, at least at low level. If a skill generates chakra then it also generates chi. Thus, rogue, combat and skills (including race and external skills) under combat and rogue generate chi. Further, the skills do not need to be complete. 1,000 out of 2,000 needed still generates chi. In addition, no matter where the skill is from, chi is calculated in the 500-experience column.

Level	Experience	Skill	Chi
0	1,500	combat	3
1	1,500	melee	3
7	1,500	no tools punch	3
+2	1,500	Elf: +2 bow	3
0	1,500	Elf: +5 bow	3
3	1,500	sword	3
3	1,500($\times 2$)	rogue	4
+3	0	innate skill: +3 sword	0

Race Restriction

There is no requirement to be using the skill that generates the chi in order to use the chi. Thus, a fighter who gets 3 chi from skill in sword can use the chi when firing a bow.

Only certain races can use chi. Dragons cannot use chi. No animal, slime, juggernaut, or golem can use chi. This is a restriction on the body, such that polymorph, shape change, anamagous, and lycanthrope could stop a character from using chi. This is one of the rare areas where magic can trump chi. Turning your opponent into a worm terminates chi maneuvers and

prohibits all new chi maneuvers. To use chi your base race must be on this list:

Brownie, Hobgoblin, Chin Cat, Citore, Dis-Enchanter, Doppelganger, Dryad, Dwarf, Ecneconni, Efreeti, Elf, Fairy, Fire Giant, Flaming Minotaur, Gnoll, Goblin, High Goblin, Human, Ice Giant, Kobold, Lausnes, Leprechaun, Lizardman, Lorelei, Mermaid, Minotaur, Noitatrilf, Nymph, Oni, Ogre, Orc, Pixy, Quasit, Rakshasa, Rewoprewolf, Sacrobeck, Satyr, Psychophile, Sea Hag, Selkies, Sprite, Storm Giant, Sylph, Tehpmyn, Titan, Troll, Will-O-Wisp, Yeti, and Ytidun.

This includes all half-breeds, augmentations, and sub-races of these base races.

Sub-chapter 2: Combat Styles

Combat Styles are not weapon specific or race specific. The fighter combat style could be an archer, a 2-handed sword max damage dealer, a balanced sword and shield, or a max defender. However, styles favor particular goals. Also while we have attempted to balance the styles, they are not equal, and we listed them from best to worst based on overall game play. Well we tried to do that. That being said, teamwork and planning trump everything.

Fighter:

The fighter focuses on the ability to hit the opponent. He has a consistent focus on offence, but has not forgotten about defense. This makes him a good cave crawler and is not afraid of close combat battle. A standard build would be: sword, shield, scale mail.

Guardian:

This is always number two. He is the MVP (most valuable player) but is worthless without another character to dish out damage. He is designed to intercept all the incoming attacks so build him like a tank. Max out the AC and if you can, give him damage resistance, lots of health, and healing. This is the guy who renders your opponent's attacks impotent.

Warrior:

The warrior is focused on both dexterity and strength. As such, it is a poor choice for a 2-handed melee weapon, but excellent for one-handed weapons and bows. The warrior makes a fabulous archer, and as a melee fighter isn't afraid of being targeted. As an archer, he should focus on two strong chi pools. As a melee fighter, he prefers three. Everyone knows elves make great archers, but don't overlook the high goblin, goblin, lizardman, sylph, and orcs who are just good at combat.

Ranger:

The ranger is fantastically flexible as an offensive or defensive or ranged crowd control character. A Ranger focuses on his minions. He is going to drop a bunch of friends on the battlefield to help him. As an archer, he is his own cloud of arrow fire. As a defender, he is a living wall between the bad guys and the good guys. As a 2-handed damage dealer, he focuses all his experience on to hit. He is an exceptional style to have a high spirit using Spirit Wrath to help hit and do damage.

Ninja:

The ninja is a hard-core killer with two power maneuvers for the first two rounds of battle. He uses dexterity so avoid 2-handed melee weapons. Both of his initial one round attacks can push his opponent backwards for strategic positioning. After that he falls back on a five round maneuver for sustained combat. All of his maneuvers focus on to hit with his first two doubling up on it. He has high power with balance.

Berserker:

The berserker goes for the quickest kill possible. Instead of sustained maneuvers that last a long time, he is gambling on ending the battle quickly. All three of his basics are one round power strikes. In a 10k build he will have 5,000 experience in his group skill (melee or ranged). This gives him four levels and six chi. He should be able to touch a 60 to hit score for the first three rounds of battle. Unfortunately, if the battle is not over, he is in trouble.

Captain:

The captain focuses on assist maneuvers. His maneuvers effect everyone in the radius, either helping his own party or crippling his opponent. He has a distinct preference for three or four good chi pools instead of just one or two. In addition, a captain is pointless without troops to help. Further, if a +5 to +10 margin won't make a difference, then he seems ineffective.

Samurai:

The samurai is a team player focused on keeping everyone else alive. He has more interceptions than the guardian and consciousness. However, he is a defensive concept without any AC advantages. So, build his AC as high as possible. The samurai works in groups of 4 to 6 where one guardian is spread too thin and you need two of them. A single samurai can

replace two guardians, but will be out performed by a guardian if only one is needed.

Barbarian:

This style focuses on Strength; thus, 2-handed weapons are the normal choice. Its second focus is damage. Nothing does damage like the barbarian. When fighting the underlings he is wasted, but when trying to drop that boss with massive health, a barbarian can hit the sweet spot of hitting the target then doing an extra 10+ damage on top of his weapon. If he can target a monster's weakness, he can inflict upwards of 60 damage in a single blow.

Viking:

The Viking has a complex strategy. Its trump card is its one round AOER maneuver: Illusion. He wants to max out three effects. First AOER, second is resistance, and third is illusions. Timing is everything. The Viking's best build is as a damage dealer with a high to hit. He wants to center punch the densest part of the battlefield. Note: your weapon range does not restrict the AOER. Five chi would allow him to attack every enemy within 25 feet of him. If that's 50 opponents, then that's 50 attacks. The Viking relies on his illusions to keep him alive, then resistance. His other two maneuvers are primarily designed to keep him alive long enough to get into the sweet spot to use his trump card, then get out.

Gladiator:

The gladiator is a bit of a brute. He has focused on maneuvers with consciousness. And then rest. While most 10k builds aim at the three basic maneuvers, the gladiator wants his first advance maneuver. Once he gets his first advanced maneuver, the sum of durations exceeds the 15 round cool down. That means he can run chi perpetually. Since all of them have consciousness, he in effect has an extra 250 health. He always has consciousness and does not drop until he has 250 damage below zero. Gladiators just don't know when to die.

Paladin:

Paladins like plate mail. They focus on damage resistance. As such, certain races like this combat style: Hobgoblin, Chin Cats, Disenchanter, Gnoll, High Goblins, Minotaur, Oni, and Quasit. Now add a +1 magic helmet for 9,100 copper. One handed weapons and arrows become ineffective when you have (5+2+1) = 8 damage resistance. Build a high AC to mitigate excess damage and you can't be hurt. Oh let's not overlook the idea of resting for three rounds. Even at

four health per round, that is 12 damage you don't need to deal with for a long time.

Shaman:

It is all about BQ: Flee. Arguably the deadliest basic maneuver. The shaman has Magi! The shaman powers up with multiple copies of magic spells like: magic blade, to hit, AC, stone skin, become fire elemental, and fly. And uses transcendence to transfer them to his majors. How many majors do you get? One for every chi, so aim for one ultra-high chi pool. Power up with magic and go kick some ass. All three of his basic maneuvers make majors. This is a mid-game character.

Monk:

The monk focuses on exactly one character build—no tools combat, which provides D2 damage for a punch or kick, external skills, and using dexterity twice for your “to hit” score and twice for your AC. Thus, all the monk’s maneuvers increase the monk’s dexterity. Effectively you can double up for free. A well-built human monk can get a 36 AC and a 65 to hit for the first 7 rounds of battle, but most of your damage will come from excess on your to hit score. Oh, don’t neglect his spirit.

Bard:

The bard is suicidal. The best bard is supported by lots of archers and a good healer. At 300 feet, he sets up the ambush. His first maneuver is E: spy with a 15-foot jump per point of chi and a five round duration. At five chi, he can move 105 feet per round. They might see him round one. Round two, the alarms are going off and on round three he is in their face. He terminates the maneuver early on round four after all the bad guys charged in to kill him so he can use his AJ: Illusion maneuver with AOER. He attacks them all, then switches maneuvers to his T: Cripple with its effect to lower everyone's AC so all those archers can pelt them to death. Now if he is really savvy, on that third round he will only move 90 feet this is 75 from chi and a 15-foot half-move and attack. Chi maneuvers never overlap, but mid turn switches are allowed. So start AJ: Illusion mid round three. Then immediately after your attack on round three at the end of the round do another maneuver switch over to T: Cripple. It is a bit wasteful but really allows you to sink your teeth in, and you have to be willing to die. This strategy doesn't come without risk.

Rogue:

The rogue is our first look at a wizard hunter. They are not focused on to hit because their targets are easy to hit. Likewise, AC is moot because of auto hit area effect magic. That is what they focus on. They use AOE dodge to escape all the AOE spells. This pushes them around a bit but that's a small price to pay to be immune to a wizard's fireball. To do a little math, five chi in AOE dodge will move you 25', which would escape a 49' diameter 7 mana in H blast if it were centered on you. Anything nastier than that, you shouldn't fight at first level.

Shadow:

The shadow only looks like a defensive concept. Every maneuver he has gives him shadows. Thus, he always takes half damage. He also has stone skin and resistance. Let the maneuvers keep him alive. Spend your basic character innate on health and drop a good 1500 experience in health. That will put you up into the 41-health range. The shadows allow you to take double that in damage. Now compound it with resistance and stone skin and it takes over 100 damage to drop him. With this, you ignore your AC completely. You put everything into damage and to hit and go kamikaze. He wants a high spirit to do Spirit Wrath. You are better off with a low damage high quality weapon than a high damage low quality one. You need an extreme to hit score for Slice.

Warlord:

The warlord is all about crowd control. He is a close combat fighter focused on maneuvers with AOER. His goal is to attack many times every round. He is fabulously suited to be a 2-handed melee weapon user. Alternatively, a no-tools combat user. The key to playing a warlord well is to surround yourself with the enemy.

Knight:

The knight has a distinct focus on to hit. He either pumps up his own or lowers the AC of his enemies. The odd mix is his interception. He is the kind of fighter you want in a wizard-based party with no dedicated defenders. He is still a hard-core beast in battle, but can save the magi if no one else can. He can use Spirit Wrath or Ignition to augment his damage.

Gambler:

The gambler uses M: Candy Clone to charge into battle. Stone skin keeps him up, and push and jump help him maneuver. Then BAM—he drops H: Strong Man with AOER. He kills everything he can reach. Hopefully the wizards can heal him.

Assassin:

The assassin is a solo act. He is designed to get in fast, kill, and get the heck out. His one shot maneuver, BM: Death Note, has a great jump, great to hit with dexterity, and massive damage. If the target isn't dead the first round, then it's going down the second. With double to hit plus strength, the assassin hopes to finish the job. Success or fail, on round three he makes his escape with his final maneuver.

Hero:

The hero is balanced between offence and defense and makes a great solo character. All his maneuvers have long durations for a long sustained battle. He prefers a sword and large shield. If he is built with a high spirt, then his L: Holy Grail maneuver becomes his trump card on offence.

Pirate:

The pirate is an "as required" style. He can go offensive, intercept, or oppression to make enemies easier to hit. With the effect of minions and true sight for three rounds, he can lay down enough damage to count. The trick is using the right maneuver at the right time. Build him with a high spirt and let Spirit Wrath and Ignition do all the damage.

Bandit:

The bandit is designed to move around the battlefield with jump, stopping to kill isolated targets. Imagine attacking a city. There would be many high level opponents you need to avoid. You smash and grab loot where you can. Kill when it's possible; escape when it's not. The crowd of peasants in your way can be slaughtered with slice.

Hunter:

The hunter is a tactical combat character. He is not trying to end it quickly. Instead, he balances his to hit and AC and uses illusions to neutralize enemy attacks. He also has slice.

Spy:

The spy combines AOE dodge with jump. He is the type who can really tick off a dragon. He isn't even trying to kill the beast, just get to its treasure and get away with it.

Scout:

Yeah, about that. Well you are going to need to figure this one out yourself.

Champion:

He is more defensive than offensive, but still manages crowd control with a small AOER. When he is not doing that, he shifts to Punisher to weaken the enemies to lower their “to hit” score. This makes him a good team player for sustained combat. Additionally we would observe his love of Ignition and its additional damage.

Highwayman:

He does not care about a “to hit” score, only health and AC. Build his AC high and his health higher. His prime focus is on AOEA—full on anarchy. Avoid lone targets, bosses, and targets with more health than he has. The other direction to go is have a moderate “to hit” score with a super high spirit to use Spirit Wrath. Give him a 9+3 spirit and find a race to get more. Dryad, elf, and leprechaun are good, and the fairy and nymph are borderline broken.

Chad:

If you are familiar with our novel Ryvah—*Plight of the Fairies*, this is Chad’s style, well one of them.

Secross:

If you are familiar with our novel Ryvah—*Plight of the Fairies*, this is Secross’s style, again, one of them.

Nestra:

This one is for Isaac Miller.

Sub-chapter 3: Maneuvers

This chart lists the three basic maneuvers, three advanced maneuvers, and one pro maneuver each style has. They are designated by one or two capital letters. On the next page, the **Maneuver→** points to the corresponding column that matches the letters set here. Basic maneuvers are: C, D, E . . . through BQ, BR, and BS. The “B” is reserved for “basic,” and “A” is reserved for “advanced.” That is why we start with C. Look at the fighter’s third advanced maneuver: BJBM. This is the compound of both BJ and BM. Everything but the duration is added together. **Duration is the average,** (use standard rounding; round up on a half point.)

	Basic			advanced			Pro
	1	2	3	1	2	3	1
Fighter:	C	N	BJ	AE	AP	BJBM	CDAL
	R	BE	I	AD	RBE	BFBE	ADAE
	N	BD	BG	AC	NBG	BJBN	APAX
Guardian:	S	BH	BP	AN	AX	AQ	MSAM
	C	BL	BM	AT	BEBF	BLBM	ITPS
	BJ	BK	BL	AS	BJBL	BJBK	ASAW
Warrior:							
	U	V	L	AQ	UX	AJ	AGAH
	BH	BI	X	AL	BFBH	UL	ULEV
	BC	BE	BM	AR	BCBE	BMBJ	ASAX
Ranger:							
	O	T	BO	AQ	BOBM	BOBN	CFAL
	E	O	P	EG	AS	BKBQ	APAQ
	G	T	BH	AH	GT	BCBD	AKAO
Ninja:							
	BR	BQ	BS	BPBQ	BOBQ	BNBQ	ANBQBP
	I	BD	BF	AE	IBF	BDBF	BMOBDBF
	V	BO	G	AR	BJBO	AJ	UVAJ
Berserker:							
	K	BC	Y	BCY	AK	BCBH	AOAR
	I	BI	BN	ZBI	AN	BNBL	QWJW
	BN	BO	H	AO	BNBO	AP	AQAS
Captain:							
	Q	V	W	QV	VW	AI	AVAW
	M	H	BP	MH	BPM	HBP	HBEHBG
	G	BM	BJ	AM	BKBJ	AG	BMLBMBJ
Samurai:							
	D	J	L	DJ	DL	BEBG	NIBDBF
	O	S	V	AJ	OV	BFBG	AJBSV
	BF	G	BM	AM	GBF	AG	AMAG
Barbarian:							
	Z	BD	BE	ZBD	ZBE	AS	ZBDZBE
	R	F	K	DF	RK	BGBI	DFGF
	U	X	Y	UY	BFBH	WX	WXAI
Viking:							
Gladiator:							
Paladin:							
Shaman:							
Monk:							
Bard:							
Rogue:							
Shadow:							
Warlord:							
Knight:							
Gambler:							
Assassin:							
Hero:							
Pirate:							
Bandit:							
Hunter:							
Spy:							
Scout:							
Champion:	R	U	Z	RU	RZ	AI	AIAJ
	W	BN	X	AR	AU	AZ	ARAU
	H	BJ	BC	HBJ	BCBJ	AR	HJBBCBJ
	H	BG	V	HBG	BGV	AR	ARHBG
Highwayman:	L	S	V	VBP	AC	NBS	NVAZ
Goliath							
Secross							
Nestra							

	Death Whip	Ac	Life Cling	Jumping Crickets	Spy	Strong Man	Shadow Dancer	Thrash	Dash	Holy Grail	Candy Clone	Death Cry	Push	Bard	Rage	Block	Life Clone	Life Grip
Maneuver→	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
Duration	5	5	5	5	5	3	3	3	3	3	3	3	5	5	3	3	3	3
Cripple										1					1			
Weaken																		
To Hit	1		0.5					1			0.5	1	1		1	1		
AC		1	0.5						1	1	0.5	1		1		1		
Consciousness	yes		Yes			Yes							yes	yes				
Interception				1			2								2	3	1	2
Resistance					0.5													0.5
Stone Skin	0.5		2					1		0.5	0.5				0.5		1	
AOE Dodge				5				6	7			2						
				Ft				Ft	Ft									
Save		1	2	5	1								1				1	
Dispel	3	10				5				3	2	2			5	5		10
Rest			4					2								2	2	
Shadows						2						1						
Illusion				1												1		
Minions											1							1
Majors																		
True Sight	5			2						2		2		5			5	
	Ft			Ft						Ft		Ft		Ft			Ft	
Push			3	3				4		2					3			
Strength					1													
Dexterity						2 Ft												1
AOER																		
AOEA																		
Assist			10							5	3					5		
		Ft								Ft	Ft					Ft		
Jump	5	2	10	15					5	2	2				2		2	
	Ft	Ft	Ft	Ft					Ft	Ft	Ft				Ft			Ft
Damage				3				3			5			1			3	
Whirlwind	2							2			2				2			
	Ft							Ft			Ft				Ft			
Slice				3					2						2			8
				Ft					Ft						Ft			Ft
Spirit Wrath				1		2		0.5	3			1				2		
Destruction	1			1	1	1				1								
Ignition	4	1					1					1	1		2	2	1	
Pillar	2	3	3	3					3					3				

	Punisher	Cripple	Harp	Intervention	Defense	Shadow Soul	Quick Smash	Quick Strike	Flash	True Sight	Savior	Phantom	Rescue	Iron Claw	Death Grip	Grim Reaper	Death Note
Maneuver→	U	V	W	X	Y	Z	BC	BD	BE	BF	BG	BH	BI	BJ	BK	BL	BM
Duration	3	3	3	3	3	3	2	2	2	2	2	2	2	1	1	1	1
Cripple		1															
Weaken	1	1															
To Hit		0.5	1				1	1		1				2	2	2	1
AC		0.5			1			1	1	1				1			
Consciousness				yes	yes	yes						yes	yes				
Interception				3					2			3	3				
Resistance	0.5		0.5	0.5								1.5					
Stone Skin	1	1			0.5	0.5		1		0.5	1			0.5	0.5		
AOE Dodge			2 Ft				5		5		3					5	Ft
Save		2	1				2			1		1	3				
Dispel		5					8	5			10			8			
Rest		2	2								2			2			
Shadows					1								2				
Illusion									1								
Minions												1		1			
Majors																	
True Sight				3	Ft					10							
Push					5 Ft			5	Ft						4	Ft	
Strength							1		1		1			1			
Dexterity							1		1		1					1	
AOER						2 Ft											
AOEA			5 Ft	5 Ft													
Assist	5 Ft	5 Ft										5					
Jump			2 Ft	5 Ft	10	Ft			10	Ft		5				10	Ft
Damage	5		3				2	3						3	4		
Whirlwind							2					2		4		4	Ft
Slice									4			4	6				
Spirit Wrath	2	1	2	2	2		1		2			0.5					
Destruction							2	1		1	1	0.5	0.5	2	2	2	4
Ignition	1	1				1					0.5			1			
Pillar					3					3							

	Frenzy	Illusion	True Stone	Flee	Doom	Mystery		Dispel Shield	Group Shield	Life Shield	Elixir	Group Smash	Group Strike	Mass Weaken	Easy Pray	Steel Vine
Maneuver→	BN	BO	BP	BQ	BR	BS		AC	AD	AE	AF	AG	AH	AI	AJ	AK
Duration	1	1	1	1	1	2		3	3	2	3	2	2	3	2	5
Cripple																2
Weaken																2
To Hit		1								1		1	1			
AC	1		2	1	2			2	1		1					
Consciousness		yes		yes					yes				yes			
Interception																2
Resistance		1.5								1	0.5					2
Stone Skin	1		1.5						1.5					1		
AOE Dodge				10 Ft									5 Ft			7 Ft
Save		2								3						
Dispel	5	5						10			5			2	2	2
Rest																
Shadows	4										1					
Illusion		4									1					
Minions			2													
Majors				1	1	1										
True Sight			5 Ft							5 Ft			10 Ft			5 Ft
Push															5 Ft	
Strength											1		1			
Dexterity										1						
AOER	5 Ft	5 Ft														
AOEA	3 Ft															5 Ft
Assist								5 Ft	7 Ft	10 Ft	5 Ft	7 Ft	10 Ft			
Jump				5 Ft					5 Ft							
Damage	3							3				3				
Whirlwind				4 Ft							5 Ft	2	6 Ft	2 Ft		
Slice	4 Ft							8 Ft		5 Ft					3 Ft	
Spirit Wrath		3	2	4	5				2							3
Destruction				2	2				1		1	3				
Ignition		2	2					1	1	1		0.5		2	2	
Pillar									5							5

	Offensive Stance	Clones	Magi	Invincibility	Rock Soul	Fury	Smash	Soul Steeler	Dispel Wall	Hard Rock	Repel	Max Repel	Steel Hammer	Magi War	Matrix
Maneuver→	AL	AM	AN	AO	AP	AQ	AR	AS	AT	AU	AV	AW	AX	AY	AZ
Duration	5	3	3	3	2	2	2	1	1	2	1	1	2	3	1
Cripple				1											
Weaken															
To Hit	2	1						4			2		1		1
AC		1					2		4			3		1	1
Consciousness						yes	yes	yes	yes					yes	yes
Interception			2						4			1			
Resistance				1.5		1									
Stone Skin	1	1		1.5	2.5					1		1			
AOE Dodge	2	Ft	2 Ft	10 Ft		3 Ft		5 Ft							
Save		6			5						5				
Dispel							5		20		5				
Rest	6								6	4					
Shadows	1											1			
Illusion															
Minions		2								1					
Majors			1									1	1	1	
True Sight										4 Ft					3 Ft
Push										4 Ft	6 Ft				
Strength			1			1	1	2	1				1		
Dexterity						1	2			1			1	1	
AOER					4 Ft	7 Ft		5 Ft	5 Ft		4 Ft	6 Ft		3 Ft	3 Ft
AOEA				10 Ft			15 Ft			10 Ft					5 Ft
Assist															3 Ft
Jump		10 Ft													
Damage					8	3				8	5	8	5		
Whirlwind			2 Ft					5 Ft			10 Ft	5 Ft			
Slice	6	10 Ft		10 Ft		2 Ft	5 Ft	7 Ft				10 Ft		2 Ft	
Spirit Wrath						2				4	5		5	0.5	6
Destruction		1	4				4	2	10						
Ignition	1				5							3		0.5	
Pillar	3		0.5	5									5		

Sub-chapter 4: Effects of Maneuvers

AC:

This increases your AC by the amount times chi.

AOE Dodge:

If you are in the area of an area-effect attack, then this will automatically move you up to the amount times chi in feet to get you exactly one foot outside the area of effect **before you take damage**. This effects undead ward (if you are undead), entanglement, bless (in an area, not an object), blight, sleep, disintegration (if and only if more than one target), and most evocation spells. It may be used to escape AOER, AOEA, cripple, and weaken. **It cannot be used to evade energy drain, disease, poison, hold target, mind control, hypnotism, blind, deafness, slow, telekinesis, ** kinesis, *** kinesis, and single target spells.**

classification. This is applicable against each and every spell, such that if you were hit 20 times, then you will be moved 20 times. AOE dodge will put you at the closest exit indifferent to what you want. **It will not put you in more danger than you are in.** Thus, it will not move you off a cliff or into an area doing more damage than the one you are in. This will move you, your steed, all bonded animals and failures, and casting mules, and casting wagons (with the animals that tow it). This will not move pets, other animals, henchmen, or wagons. This cannot move you through something you cannot move through. Thus, if you are in a cage, it cannot move you through the bars. This is not activated if you or it moves you into an area of effect. Thus, if you intentionally enter a fireball (or the AOE dodge pushes you into a fireball to escape something nastier), then the new area of effect does not activate AOE dodge. If you are being effected by a mobile area, such as a fire torpedo, then it will push you until your dodge exhausts the torpedo's movement or the torpedo's movement exhausts your dodge and it overtakes you.

AOEA:

This is Area Of Effect Anarchy. Every enemy within the area will get an extra anarchy attack. The attack of the anarchy attack is rolled and damage calculated prior to the determination of the target, which will be random from ALL things in range of both friend and foe (other than themselves). An anarchy attack takes place when they would normally do their attack.

Thus, they do two attacks back to back. After the action is declared for both the attack and anarchy attack, after the "to hit" rolls and damage rolls are resolved for both, then randomly determine which (the first attack or second attack) is the anarchy attack. The idea is any effort to diminish the anarchy attack is thwarted. The action or attack may be a healing potion, an attack, or spell. This means that healing potion might become the anarchy action and get used on the enemy. Normally this effort is not needed. Whatever they do, they do twice. **Does not compound with Ignition or Spirit**

Wrath. The "to hit" score used by these random attacks is not effected by your chi maneuver assistance. However, unlike a normal attack roll, you CANNOT lower your score.

AOER:

This is Area Of Effect Roll (a to hit). Within the range of amount times chi feet from you, you get to select targets (no limit), and attack them. Your one roll will apply to all targets. You can avoid hitting allies and friends, but it requires your character to know your target's location. **Targets behind obstacles or hidden cannot be targeted.** The radius extends out from the attacker if a melee attack or extends out from the point of impact of a ranged or thrown weapon attack. See chart. This does not duplicate consumables such as arrows, poison, bombs, and potions & scrolls; on the other hand **thrown melee weapons are NOT consumable and are duplicated**, but they still end up far away from you. AOER overrides range limits of weapons. The difference between a 20-foot AOER with a sword and a 20-foot AOER where you throw the sword 20 feet is the first is a radius around you, and the second is a radius around the point of impact twenty feet away from you.

Mana from skills may be consumed as a consumable or non-consumable. The area of effect of consumables compounds while the area of effect of non-consumables does not. Thus, Greek fire bombs pulled from inventory and used as the attack on five targets where the area of the bombs overlaps other targets will compound. They will be hit multiple times. They are consumable. While a wizard who casts fireball as his AOER attack must decide if he wants to consume the mana required to flue that many spells. If not, then they only take damage once even if they overlap.

You	2 Ft	7 Ft	12 Ft	+5
	4 Ft	9 Ft	14 Ft	
		11 Ft	16 Ft	
			18 Ft	+7

Arrow	4 Ft	9 Ft	14 Ft	+5
	6 Ft	11 Ft	16 Ft	
		13 Ft	18 Ft	
			20 Ft	+7

When you use transcendence, you must do the same thing to all targets. The arrows must be identical or selected randomly. You may not pick and choose. AOER ignores arc and reach limitations. This chart identifies the range you need to hit a target in a given square.

The “to hit” penalty you suffer is: -5% for two targets, -10% for three or four targets, and -15% for five or more targets. This is before the roll and does not modify the roll.

Assist:

This takes the chi effects of AC, to hit, dispel, true sight, resistance, jump, save, damage, and AOE dodge that you generate via your chi maneuver and adds them to all friends and party members who are within range of amount times chi feet from you. This is full compounding with their own chi maneuvers. This includes henchmen, pets, mules, animals, minions, majors, elementals, golems, summoned beasts, and guardians. If two or more assists overlap then the total result is the hypotenuse. In other words the square root of the sum of squares. For example: AC one +3 AC, AC two +4 AC. This results in +5 AC. $\sqrt{3^2 + 4^2} = 5$.

There is no limit to the number of overlaps. AC: +3, +4, +5. = +7. Note: the recipient's AC is not part of the hypotenuse. The +3, +4, +5 example is three assists effecting a fourth person. **The maximum benefit from assist is amount time chi.**

Consciousness:

This prohibits you from falling unconscious. Magical sleep has no effect on you. You can continue to fight all the way down to -250 health points. **However, once you drop below -40 health, then all forms of recovery (healing, regeneration, rest, etc.) can only bring you up to -40.** That's 40 points below zero health. This restriction is only while consciousness is active. This will keep you conscious even if your body can no longer support life. Unfortunately, it has a maximum cumulative duration of 1,000 rounds (half an hour). After which it cannot be used for an hour with any chi maneuver. **You do not allocate any chi to activate this effect.** This also has an auto-on aspect such that, if you are dropped below zero and not using a maneuver with it, then you automatically initiate a maneuver with consciousness. While you can still fight all the way down to -250 health, once you pass that mark you are “important,” you can no longer resolve a “to hit” score and can no longer cause damage by any means. Once you become important, you stay important for one hour and nothing can restore your ability to function. You die at -350 below zero.

Cripple:

This decreases the AC, by the amount times chi, of all enemies who are within the range of 10 feet times chi. When multiple cripples overlap, the result is the hypotenuse. In other words the square root of the sum of squares. For example: cripple one – 3 AC, cripple two – 4 AC. This results in – 5 AC. $\sqrt{(9 + 16)} = 5$. There is no limit to the number of overlaps. Cripples: -3, -4, -5, = -7. $\sqrt{(9 + 16 + 25)} = 7$.

Damage:

This is NOT modified by chi. This adds to the damage of everything you do that can cause damage. Attacks, fireballs, Greek fire, summon beasts, etc. **You do not allocate any chi to activate this effect.**

Destruction:

In addition to and independent from your attack, resolve an additional attack on the (ground, vegetation, and inanimate objects like: doors, walls,

etc.) Multiply your damage by the amount times chi. This will also displace 1 cubic foot material for every point of damage. For example: a 2-handed sword champion attacks with a “to hit” of 40. Thus, 2 points of excess damage. The 2D12 roll gave us 14 more for a total of 16. He used shadow soul, which has an amount of 2 and puts 5 chi into it. $5 \times 2 \times 16 = 160$ damage to the ground, plants, and that door you wanted gone. He could also displace 160 cubic feet of dirt with it.

Dexterity:

This increases your dexterity by amount times chi. Everything your stats effect is effected in turn.

Dispel:

If successful, this will make a bubble two feet around you where a given spell has been dispelled. Thus, if you are 3 feet wide the bubble will have a 7-foot diameter. Your chance to dispel is chi times amount verses the dispel resistance and mana of the defending spell. This effects all unwanted spells individually. If you run, you will carve a tunnel of dispel. This will attempt every round to dispel unwanted magic. Refer to a skin-tight anti-magic aura in the magic section for details.

This also augments spells trying to dispel something for you. Any spell you have or that was cast on your behalf that has the ability to dispel **will have its chance to dispel increased by this effect.** Thus, the anti-magic aura cast by a wizard trying to save you from a fireball will be improved by this spell; however, it will only be improved against your enemies spells. When the anti-magic tries to dispel your spells, this will not improve it.

Duration:

Duration is clocked by rounds. If a maneuver is active for any part of a round then that entire round is counted toward its duration. You cannot use half of a round then the other half of the round. That being said, a round must include your turn. If you have not had your turn, your round has not ended. In other words theoretical round one, surprise—they attack. You burn a maneuver to block. The attack was a “free attack” given by surprise. Theoretical round two, they win initiative and attack again. There is confusion at the gaming table. You had to answer the doorbell to get the pizza. You got skipped. It’s now round five, (excuse me, theoretical round five). The chi maneuver is still up and has yet to expire its first round. Even if it has been used to block for all those previous rounds. You are on round one; you must get your turn. Oh, but a turn does

not mean a productive turn. Your character is unconscious. It’s your turn. What do you do? Bleed. Well, that turn is over.

Ignition:

All non-magical vegetation, cloth, and wood ignite on fire. This causes your attack to do fire damage. Objects lit on fire will suffer amount times chi damage, but the people in them only take half. So **one-half amount times chi damage.** This fire on fixed objects (doors, tables, wooden wall, tree, bushes) will continue to burn for amount times chi rounds (which continues even if the maneuver ends). Everything in a 5×5 square that has been lit on fire will take one-half amount times chi damage. Non-magical clothing simply burns away. Weapons and armor are not affected. **Does not compound with AOER or slice.** With one month of 5 minutes of meditation a day, you can change ignition such that it does one of fire, ice, or lightning damage.

Illusion:

This creates the amount times chi number of illusions of **you** and your steed, and casting mule or wagon. It will not make illusions of familiars, bonded animals, or pets unless they are your steed. Illusions have no mass. They cannot move objects. They cannot do damage. They do not increase your ability to see or hear. Thus, if you move your illusion into a room where you cannot see the enemy, then your illusion cannot react to them. In an attempt to maintain the illusion all attacks made on illusions always miss, and all attacks made by illusions always miss. Any attempt to destroy an illusion will auto destroy it. A direct attempt requires only the illusion be in the range of the person attempting to destroy it or to run through the same 5×5 square the illusion is in. **Note: running through a 5×5 square under the belief it is an illusion only to discover it is not will cause that runner to lose their attack that round or next.** When illusions appear, they appear in the closest unoccupied square. A person with a six intelligence or less will become immediately confused at the appearance of an illusion even if they watched it happen. A person with a 7 intelligence will not be confused as to the real target. However, if the target and illusions move amongst each other then, the real target will be lost. If one flees and the rest stay, then a 7-intelligence opponent will assume the fleeing one is the real one. At 8 intelligence, a person can keep track of who is real and who is not. They will move through and intentionally destroy illusions. If the creation of the illusion is not witnessed, then the

identity of the real one is not known. A 9-intelligence person will immediately notice two or more identical targets as some form of decoy where at most only one is real. At 10 intelligence when an illusion is attacked, they will observe it is a fake. After which they will either destroy it or ignore it. Because an illusion cannot see, they are controlled by their creator. When an illusion enters an area where it should have an obvious reaction to the opponent but does not, then the viewer with an eight or more intelligence will know it's a fake.

Interception:

You do not allocate any chi to activate this effect. The number represents the quantity of people you can defend. You may intercept an infinite number of attacks on each person you designate. The person must be within 20 feet of you to intercept an attack on that person, and if you do, then your character moves to that person. More accurately, you move up to 20 feet to a spot on the line between the person and the attacker. You can intercept auto-hit attacks and area of effect attacks. You can intercept for two people simultaneously. You can intercept completely illogical attacks such as: poison, Haschak sisters, chandelier, Maddie Ziegler, Carroll's Alice, and mystic bite. In all cases, interception causes you to become the target of the attack. If the attack is already effecting you, then **you will take double** as if hit twice. Or triple. You cannot gain a bonus to your AC from invisibility, blind, or silence if you are intercepting an attack. If you use interception to be the target, then you cannot switch maneuvers until after the attack has resolved.

Jump:

Jump may not be used after an attack. Jump is one movement, airborne, in a straight line, up to your amount times chi in feet. **An attack done after a jump suffers a 10% penalty to the "to hit" score.** Jump will take your steed with you. If you are **fleeing**, then jump takes your character sheet! So just about everything. About the only thing jump will not move if you are **fleeing**, is a structure like a restaurant you own in town. As such, it is recommended, if you hire henchmen you should . . . write them down on your character sheet. The maximum turn after a jump is 135°. **Thus, you are forbidden from attacking a target in the 90° wedge directly behind you after you jump.** Your attacks do not effect targets in this area. Even if your attack is a fireball, that area will not be effected. Jump trumps an entanglement. Jump can be in addition to a half-move where you reserve the right to attack.

Majors:

This is just like minions except they have an AC of 40+X, to hit of 40+X, 40+X health, an iron sword +1 magic, a bow +1 magic, and three iron arrows.

Minions:

These are bright yellow humans under your telepathic control. X is the amount of chi. They have an AC of 30+X, to hit of 30+X, 20+X health, an iron sword, a bow, and three iron arrows. You have full use of transcendence. This means, if you have an object or spell, perhaps duplicates, then you can transcend the ones you do not want to use to the minions for them to use. These come back to you when they are done with them. For example: you have three copies of AC+4 spells active and on you; obviously they don't compound. If you had four minions, then you could move the extra two AC+4 spells on to two of those minions. You can also transcend items. Maybe you want your minions to use nickel 2-handed axes with poison. Simply carry the extra items. The items must be with the character, on his steed or mule or in his wagon, which is with him. **Minions inherit night vision, true sight, clairvoyance, and clairaudience.** No transcendence needed. Minions are placed in the closest unoccupied 5×5 square. You must summon your minions before you use up your turn. If you make a half-move before you summon your minions, then they enter having used up their half-move. If you have used the time up such that you cannot attack then neither can they. You get chi number of minions.

Pillar:

You may create an amount times chi quantity of pillars, of any height up to amount times chi feet tall. All pillars have a 3-foot diameter and must be 2 feet from any other pillar. You may place them anywhere within 100 feet provided they rest on solid ground. They may be fully or partially under water. The duration will exceed the duration of the maneuver by amount times chi rounds. Thus, you could use them to make a stairway, a bridge across a river, or a forest against archers. A creature under 9½ feet tall can move between two pillars in the 2-foot gap. Pillars are not glued down, and creatures over 9½ feet tall can either climb over a pillar or push a pillar over depending on height. Thus, pillars are ineffective at making a cage.

Push:

A successful hit is not required. This pushes a target weighing under 1,000 pounds amount times chi

feet in a straight line away until it hits an obstacle. If the obstacle's weight plus the target's weight is still under 1,000 pounds, then it gets pushed also and its weight is added to the target's weight. Thus, seven 200-pound people in a row would have the first five picked up one at a time as they slam into each other and stop at the 6th person.

Resistance:

Damage resistance equal to the amount times chi will lower damage from each and every attack on you individually.

Rest:

This transfers damage into a pool with a capacity of 100 points. Damage in this pool has no effect on you, but it is transferred back 24 hours later if you have not healed it. This damage does not go away on its own. It must be healed to resolve it.

Say:

This increases your save by amount times chi.

Shadows:

This is a pitch-black shadow on the ground in the shape of your character. It may move up to 30 feet per round. If you are hit you may consume one of your shadows and take only half damage. Further, you will relocate to the spot of the shadow that was consumed. If you do, then you will not be able to attack on your next round. You get a number of shadows equal to amount times chi. This will apply to you, your steed, and may apply to any or all bonded animals, familiars, and casting mules or wagons. Further, you may invoke shadow if any of these things take damage. Damage on all of them will be cut in half and none will be able to attack on their next turn. The ability of an enemy to immediately identify your new location is based on their intelligence. A shadow which moves a character behind an opponent in the 45° arc out of 360° (that's a $\frac{1}{8}$ slice) will be unknown by opponents of a 7 or less intelligence. An 8-intelligence opponent will suffer -10 to hit on the target, and a 9 intelligence or higher will suffer no penalty. Shadows cannot be triggered by a player. Hurting yourself, having others hurt you, or intentionally entering a damage zone will not trigger a shadow. In addition, shadows cannot escape from forms of entrapment such as a cage, entanglement, etc. If you are inside such entrapment and you take damage, a shadow may be consumed to take half damage, but it will not release you from your entrapment. If you are in

a 5-foot-by-5-foot cage and the guard opens the door to punch you . . . well the door is open. You should wave goodbye on your way out. Even if the guard were "blocking the doorway," people are NOT forms of entrapment. Is he grappling you? If not . . . bu-bye.

Slice:

Select a 45° arc with a point of origin of your character (not point of impact) extending out a distance of amount times chi. Everyone and everything in this arc is subject to your attack with a -15% penalty to your to hit score. This does not duplicate consumables and weapons may NOT be thrown. Nothing with an area of effect is compounded. You do the same thing to all targets. You ignore reach and range limitations for all weapons. Slice is FORCED transcendence. This means you count the number of 5×5 squares effected as your quantity. If you have used a consumable, then this quantity is how many of that consumable you have used. This quantity is AUTOMATICALLY removed from your inventory. If you have insufficient inventory, then the purchase price is doubled and that much money is removed. Money is all forms of currency: copper, silver, gold, units, etc. If you have insufficient money then at the ratio of 200 copper per point, the debt is taken in blood. Your health is reduced sufficient to cover the debt. This is a deduction not damage and bypasses all things such as magic, armor, stone skin, acts of GOD, etc. For mana, you may funnel it through skills to double it for specialization. Otherwise, it must be purchased as defined in magic. Slice effects all targets friend and foe, visible or hidden, known or not. It is by default considered an attempt to destroy an illusion. Slice is blocked by obstacles more significant than a 7-foot diameter tree. Thus, it will sweep through an average forest with bushes, trees, and boulders smaller than 7 feet wide. It will even wrap 3½ feet around a building or turn of a cave. 3½ doubled would make a 6½-foot wide obstacle. Thus, it will strike a target hiding behind a corner. Ranged attack and area effect attack are restricted to the area of the slice indifferent to any other consideration. AOER does not exist in the area of a slice by the same person. Does not compound with Ignition or Spirit Wrath.

Spirit Wrath:

In order to turn this effect on, you must allocate a quantity of chi equal to or greater than the amount. Your Spirit Wrath modifier is your spirit minus your opponent's spirit. The amount time the modifier is added to both your to hit score and your damage. For example: ranger with 9+3 spirit = 12 attacking an orc with a 6 spirit. The modifier is 12 - 6

= 6. The amount of Spirit Wrath for S: Life Clone is 2. The ranger allocates a 3-chi pool to turn it on at 2. Any amount of 2 or more is required. The ranger gets $6 \times 2 = +12$ to hit and +12 to damage. **Does not compound with AOER or slice.**

Stone Skin:

For the duration of the maneuver, you will have an amount of extra temporary health equal to the amount times chi. Damage to temporary health vanishes at the end of the maneuver. This is armor, not true health, and does not assist in overcoming health requirements.

Strength:

This increases your strength by amount times chi. Everything your stats effect is effected in turn.

To Hit:

This increases your “to hit” score by the amount times chi.

True Sight:

This allows you, your bonded animals, and your familiars to be able to clearly see invisible things and see through illusions immediately. It does not detect

hidden things, polymorphed people, and it does not help with alertness or perception checks. Range is amount times chi.

Weaken:

This decreases the “to hit” score by the amount times chi of all enemies who are within the range of 10 feet times chi. When multiple weakens overlap, the result is the hypotenuse. See cripple for example.

Whirlwind:

This creates a whirlwind, which pulls all identified opponents within 300 feet of the point of impact of your attack toward the point of impact amount times chi feet. It sucks everybody in. This can be friend and foe or known enemies only. This effect pulls your opponent onto your blade. Thus, as long as the final result of Whirlwind puts them in range of your attack, then your attack is resolved. Whirlwind at range with rocks works; it’s allowed. A sword fighter could through a rock at a point and pull all the enemies toward that point to gather them for the wizard’s fireball.

Sub-chapter 4: Abstract Totals

This is a summation of all the effects of all the maneuvers of each combat style. It give us a general idea of the styles focus.

	Fighter:	Guardian:	Warrior:	Ranger:	Ninja:	Berserker:	Captain:	Samurai:	Barbarian:	Viking:	Gladiator:	Paladin:	Shaman:	Monk:	Nestra
Duration	30	25	21	22	28	10	25	36	16	30	32	32	15	24	18
Cripple	0	0	0	1	0	0	6	3	0	0	0	0	1	0	4
Weaken	0	0	0	0	0	0	3	3	0	0	0	0	0	0	4
To Hit	11	2	6	4.5	9	22	2.5	4	11	8	8	3	1	10	4.5
AC	2	8	6	3.5	7	5	1.5	4	4	1	4	1	12	7	9.5
Consciousness	2	2	0	2	3	2	3	5	2	6	7	2	6	1	0
Interception	0	14	0	7	11	1	3	12	4	3	0	9	2	4	1
Resistance	0	2	0	2.5	0.5	0	2.5	4.5	0	6	1.5	7	1.5	1.5	0
Stone Skin	5.5	4.5	7	3	2	3.5	4.5	7.5	0.5	3.5	7	5.5	4	5	5
AOE Dodge	4	3	4	5	13	20	8	5	15	10	18	22	52	12	4
Save	9	6	7	11	2	0	2	10	2	12	11	5	2	5	7
Dispel	34	10	52	2	33	24	8	11	29	33	0	33	10	20	32
Rest	6	0	4	4	10	4	6	12	0	8	10	6	0	0	2
Shadows	1	2	4	0	2	1	1	3	0	6	1	0	4	4	0
Illusion	0	5	0	0	1	0	0	0	2	12	1	2	4	4	0
Minions	0	0	0	8	1	2	0	2	0	0	1	1	4	0	3
Majors	0	0	1	2	0	0	0	0	1	0	1	0	8	0	2
True Sight	17	15	4	15	25	0	22	14	0	10	12	14	10	45	19
Push	0	0	5	2	8	14	0	3	0	3	6	5	0	15	0
Strength	3	3	5	3	1	5	2	0	9	1	3	2	1	0	1
Dexterity	3	2	5	3	5	0	2	1	3	4	3	3	0	9	1
AOER	4	0	9	7	5	16	7	0	5	27	16	0	10	5	3
AOEA	0	0	3	0	0	0	5	5	15	3	0	15	3	0	5
Assist	10	24	5	13	5	0	37	35	0	0	20	10	0	10	33
Jump	15	44	0	17	34	0	7	21	40	22	21	39	5	10	2
Damage	12	0	22	19	18	14	16	10	17	13	12	5	3	13	5
Whirlwind	12	0	4	6	12	35	8	4	13	2	11	10	22	0	0
Slice	11	17	12	16	14	24	8	20	20	20	14	36	4	5	16
Spirit Wrath	2	6	6	14	6	0	12	15.5	5	4	5	4	25	17	22
Destruction	9	7	3	6	25	18	3	1.5	20	4	7	3	16	10	0
Ignition	12	7	9	4	1	5	7.5	5	0	8	9	0	6	3	9
Pillar	10	10	6	0.5	5	0	0	6	0	8	9	10	0.5	0	0

Abstract totals

This is a summation of all the effects of all the maneuvers of each combat style. It give us a general idea of the styles focus.

	Bard:	Rogue:	Shadow:	Warlord:	Knight:	Gambler:	Assassin:	Hero:	Pirate:	Bandit:	Hunter:	Spy:	Scout:	Champion:	Highwayman:	Goliath:	Secross		
Duration	23	27	28	15	26	31	18	41	32	25	28	51	34	29	16	22	25		
Cripple	6	0	2	0	5	0	0	2	7	0	0	0	0	2	0	0	0		
Weaken	3	0	0	0	5	0	0	0	3	0	0	0	4	6	0	0	0		
To Hit	5	3	6	6	7.5	1.5	15	5	5.5	7	7	0	3	0	2	13	2		
AC	3	5	2	2	4.5	8.5	2	9	2.5	4	6	6	3	3	6	2	4		
Consciousness	3	4	3	5	0	5	0	0	2	0	6	1	6	2	4	4	5		
Interception	0	5	12	0	5	2	0	4	1	0	6	13	12	9	3	0	0		
Resistance	4	5	1	5	1	0	0.5	0	0	1	0	0.5	5	1	1	0	0		
Stone Skin	3.	2.	3.	5	5	6	4	7	3	5.5	4.5	3	5.5	2	3.5	4.5	3	2.5	4
AOE Dodge	0	49	17	18	4	0	10	17	3	16	5	34	17	0	2	15	10		
Save	9	3	4	9	13	2	7	5	10	14	13	24	5	4	1	0	4		
Dispel	33	29	15	25	30	41	24	53	25	0	15	40	0	15	15	84	81		
Rest	4	4	4	0	6	2	2	2	8	0	0	6	12	6	12	0	8		
Shadows	0	0	15	8	1	0	1	2	2	2	5	2	0	2	4	0	0		
Illusion	9	0	0	8	0	1	1	1	0	2	3	3	0	3	0	0	0		
Minions	0	1	0	0	0	9	3	0	1	4	0	0	1	0	2	0	0		
Majors	0	0	1	0	0	0	0	0	1	0	0	0	0	0	1	0	0		
True Sight	12	6	0	0	4	15	2	16	35	24	0	2	16	5	3	0	0		
Push	0	0	16	0	21	6	4	13	0	0	40	12	5	20	0	0	0		
Strength	3	5	1	4	0	7	3	2	1	0	4	1	0	0	4	13	13		
Dexterity	0	0	0	3	0	1	3	3	2	3	3	1	1	0	0	0	4		
AOER	10	0	12	38	10	10	0	0	0	0	15	0	0	4	8	6	6		
AOEA	15	30	16	16	10	0	0	0	0	0	0	0	0	0	68	15	30		
Assist	15	0	0	0	15	9	7	10	20	14	0	0	10	10	3	0	0		
Jump	15	30	4	0	4	16	55	29	0	60	30	79	44	6	7	0	0		
Damage	5	6	18	17	19	15	18	9	3	10	9	12	16	10	22	6	4		
Whirlwind	4	8	8	5	17	6	18	4	0	4	5	0	4	4	0	26	4		
Slice	14	21	20	27	10	4	13	4	6	26	19	13	4	3	14	5	10		
Spirit Wrath	4	7.	5	7	2	12	9	0	11	14	4	3	5.5	20	4	18	0	0	
Destruction	7	7	10	3	0	9.5	27	6.5	1.5	16	15	4	1	4	8	20	15		
Ignition	11	0	4	9	12	6.5	1.5	15.	10.	5	1	5	12.	5	4	16	0	2	
Pillar	0	19	5	5	0	3	0	12	3	0	0	27	6	0	0	0	12		

Sub-chapter 5: The Second Combat Style

Upon completion of your first style, you will begin your second style. This second style, and all additional styles, will NOT add more maneuver. You will forever more have exactly seven maneuvers. The new style modifies your first style, and your overall style will become a very unique to your character. Your seven maneuvers will get progressively stronger as you evolve. These upgrades all cost 5,000 chakra each, and they all add one point of power to one maneuver. Basic maneuvers are one point of power. Advanced maneuvers are two points of power. Thus, since your pro maneuver is the sum of two advanced, we can conclude they are four points of power.

The first set of maneuvers is the three basics. However, there may be basic maneuvers imbedded in the advanced and pro maneuvers. You will break them out to make a materials list. For example:

Guardian:	R	BE	I	AD	RBE	BFBE	ADAE
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This material list is: 1point each (R, BE, I, R, BE, BF, BE), 2 pts each (AD, AD, AE).

Now pick one of the 1-point materials and add it to one of your maneuvers in the first set (what started as your three basic maneuvers.) That maneuver has now been upgraded. Another way to upgrade is to replace it with an advanced. To do this you put the basic you have into your materials list (-1), then put the advanced into its spot (+2). The net is you added one point of power. Either way you started at one point and ended at two points. For every 5,000 experience, you get to upgrade one maneuver until all seven have been upgraded exactly once each. Let us look at the points of the first style.

1, 1, 1, 2, 2, 2, 4

After you complete your second style, it will look like this:

2, 2, 2, 3, 3, 3, 5

And after your third style:

3, 3, 3, 4, 4, 4, 6

And after your fourth style:

4, 4, 4, 5, 5, 5, 7

We will now break this down in extreme detail. Let us look at the two styles: fighter and Guardian.

Fighter:	C	N	BJ	AE	AP	BJBM	CDAL
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Guardian:	R	BE	I	AD	RBE	BFBE	ADAE
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This material list is: 1pt each (R, BE, I, R, BE, BF, BE), 2 pts each (AD, AD, AE).

No upgrades	C	N	BJ	AE	AP	BJBM	CDAL
One upgrade	CI	N	BJ	AE	AP	BJBM	CDAL
Two	CI	NBE	BJ	AE	AP	BJBM	CDAL
Three	CI	NBE	BJBF	AE	AP	BJBM	CDAL

Notice the BF was taken from the 6th maneuver of guardian. You can take them from anywhere.

four	CI	NBE	BJBF	AER	AP	BJBM	CDAL
five	CI	NBE	BJBF	AER	APBE	BJBM	CDAL
six	CI	NBE	BJBF	AER	APBE	BJAE	CDAL

Notice BM was replaced with an advanced AE maneuver, which came from guardian's pro maneuver.

Seven	CI	NBE	BJBF	AER	APBE	BJAE	ADDAL
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Notice the basic maneuver C was replaced with AD. We are done with our second chi style. All seven have been upgraded exactly once.

points	CI	NBE	BJBF	AER	APBE	BJAE	ADDAL
	2	2	2	3	3	3	5

We now have leftovers: AD, R, BE, and we recycled the BM and C from our original style. All of these five leftovers will roll forward to the materials list when we start our third style. In addition, the recycled maneuvers do not become available to be used until after this style is finished.

You are not required to upgrade immediately. You may postpone the upgrade **once** with a star. On the next style when it is time to upgrade you cash in the star and now place an advanced maneuver down. There is no swap because the star is in place of a basic. Thus, you are swapping with the star.

Vocabulary

While the maneuvers have fifty names like “Iron Claw” or “Grim Reaper,” as we compound them together we need a new naming convention. What is the name of ADDAL? To answer this we convert the letter names into syllables as follows:

C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U
Ca	de	di	Fo	gu	ha	Cha	je	ki	lo	mu	Na	sha	pe	qu	ro	sa	te	Pha

V	W	X	Y	Z	BA	BB	BC	BD	BE	BF	BG	BH	BI	BJ	BK	BL	BM	BN
Vi	wo	xu	Che	za	co	Do	fu	ga	he	chi	Ji	ko	lu	ma	ne	she	pi	Ru

BO	BP	BQ	BR	BS	AC	AD	AE	AF	AG	AH	AI	AJ	AK	AL	AM	AN	AO	AP
Se	ti	phe	Vo	wu	ze	Cu	du	fa	ge	hi	Chu	jo	ku	la	me	ni	shi	Po

AQ	AR	AS	AT	AU	AV	AW	AX	AY	AZ
Ra	si	to	phi	vu	wa	Xe	zi	ca	da

Chapter 7 ~ Industry

Industry creates a way for adventurers to make money and links into the non-adventuring trades and professions defined in Ryvah. With industry we claim commerce is being done between all the towns and cities. Ryvah simplifies this commerce down to 10 concepts, which are quantified as units. The baseline price of all units is \$100 and fluctuates between \$60 and \$170 based on location. As you travel from town to town the price gradually shifts such that if the only source for a product was in one extreme corner of your world map at \$70 per unit, then the city in the opposite extreme corner would have that unit for \$140 per unit, (about double). The idea is to purchase units at a low price, transport them to another town, and sale them for a profit.

The unit price represents supply and demand, shipping, where housing, loss from theft, loss from decay, rent, taxes, labor, and marketing. Such that a unit can be saved up, stockpiled, traded, and consumed at zero markup. There is never a discount for volume. There is no retail, wholesale, or peddle price. **It is currency.** Further, all structures are defined as a given quantity of particular units. It may seem weird to think of concepts like entertainment, food, and education being required to build a building; however, in the context of city-building they are absolutely required. Further, it may seem odd to think of entertainment or education as something that can be stockpiled and sold. Yet, in the context of industry, we can imagine a pop star having a concert where we manifest the value of our stockpile of entertainment at an event.

Sub-chapter 1: Units

Unit	Skill	Description
Ore	Geologist	66⅔ lb. ore
Rock	Geologist	1200 lb. brick, 800 lb. slate, 300 lb. granite, 200 lb. marble
Lumber	Carpenter	20 planks of wood, 400 lb.
Cloth	Tailor	12 yards of cloth, 15 lb.
Art	Painter, sculptor, jeweler	painting, sculpture, jewelry: 10 to 50 lb. per unit
Equipment	Smith, locksmith	tools, 10 lb.

Entertainment	Singer, dance, actor, escort, priest	--People--
Food	Farming	100 lb. food
Education	calculous, bookkeeping	--People--
Metal	Metallurgist	7.8 lb. iron

Ore unit: this is 66⅔ pounds of mineral ore per unit. If that sounds odd, it is because metallurgists purchase ore 100 pounds at a time for \$150 copper.

Rock unit: rock is for construction or sculpting. Thus, there are different types of rock units: 1200 lb. brick, 800 lb. slate, 300 lb. granite, 200 lb. marble. However, we tend to ignore that detail. Rock is heavy, and a single cubic foot of rock is around 100 to 150 pounds depending on material.

Lumber unit: a single plank of wood is 20 pounds and only costs \$5 copper. As such, a unit of lumber is 20 planks at 400 pounds.

Cloth unit: 12 yards of cloth or 2 yards of leather is a cloth unit. This means leather is 50 copper per yard and cloth is \$8.33 per yard.

Art unit: we assign an average weight of 30 pounds per unit of art. The idea of circumventing this by dealing only with jewelry is not allowed. As an abstract unit of art, players do not have control over what it is. Jewels are not units and they are sold at retail, wholesale, and peddle price.

Education units: this can be a teacher, a pile of textbooks, or even samples. All the books for trades are 10 pounds and \$1000 each. Thus, 10 units each. A person such as a teacher could be delivered to a town to work for a month or three. Three months of labor (13 weeks) at \$600 to \$900 copper a week could be as much as \$12,000 copper or 120 units. If you had to carry 120 units in books, it would have a weight of 120 pounds. Of course, books can't die on you. It is a very interesting twist to carry your cash in the form of a person who tags along with you. "Can you pull over? I need to go pee."

Metal units: any quantity of iron, nickel, or zinc with a book value of \$100 copper is a metal unit. However, nickel and zinc require packaging. Thus, we use the weight of iron at 7.8 pounds per unit.

Equipment units: all the tool made by a locksmith are equipment. In addition, the smith can make miscellaneous tools. We give them an average weight of 10 pounds as an abstract idea.

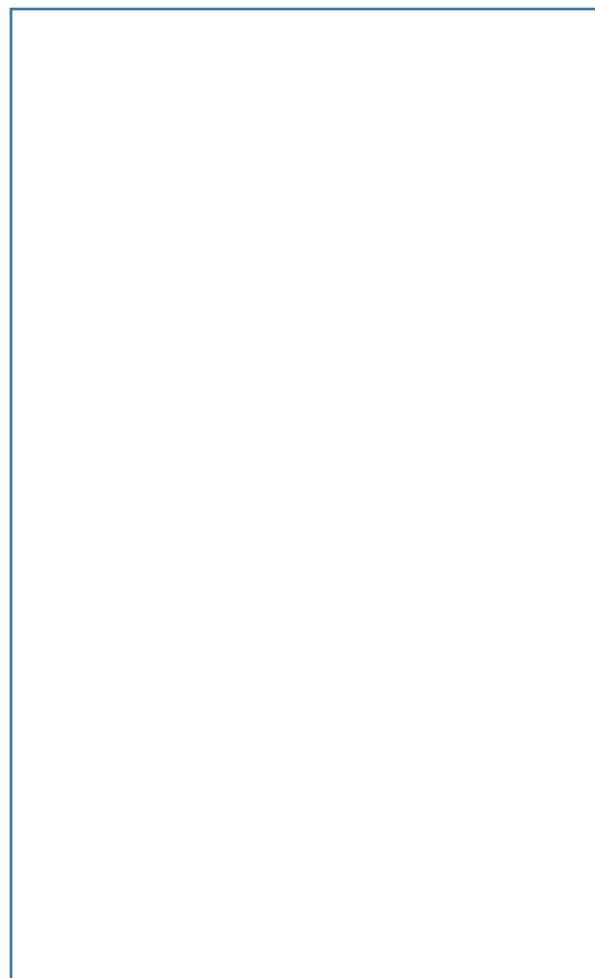
Food units: the skills hunting, gathering, and fishing under combat should produce food. In general, 20% of an animal's weight is food at \$5 per pound, and another 30% of its weight is food at \$1 per pound. Thus, a 100-pound animal would yield \$130 copper value in food if properly cut, cleaned, and prepared. The cutting, cleaning, and preparation is 60% of the labor and value. Therefore, \$78 out of \$130 indicates \$52 is the value of a dead 100-pound animal. How about rice, corn, wheat, etc.? This is why for the abstract idea of food we use 100 pounds per unit. As a character you might have 100 pounds of \$5 per pound meat, but at the point you call it a unit of food the weight changes. **Further, you cannot reverse the conversion from something into units EVER.** This is applicable to all types of units.

Entertainment units: there are many ways to look at this. These units could be toys, books for pleasure, and pictures of naked girls, and actual people who provide entertainment service: escorts, actors, dancers, singers, and priests.

Generic units: the generic unit is made by a few trades and normally just copies they type of unit it is made with. Thus, the generic construction unit can be viewed as rock. If it was made by a theatre then it would be entertainment. It takes the form of how it was made. You rarely have "generic units" because they manifest a specific type of unit immediately.

Sub-chapter 2: Geography

Look at the map and locate the various cities and towns listed in the chart below. Observe how prices shift from one town to the next. This chart identifies the prices of the units at each town. Understand how easy this is to make. Pick a random town and pick a random value. Now adjust the value a little as you move from town to town until all towns have a value fore that unit. Repeat until all the units are defined. You now share this with the players so they can plot out trade routes.



	Abbat	Bonoty	Catom	Dogwood	Eggplant	Fancy	Gemmyton	Humphry
Ore	70	80	80	80	100	115	135	130
Rock	115	125	100	80	70	80	100	85
Lumber	115	100	120	85	90	70	130	115
Cloth	115	125	100	105	85	110	80	70
Art	85	100	70	100	100	120	115	115
Equip.	85	70	100	80	100	100	130	120
Entertain.	80	80	100	70	80	85	110	100
Food	140	150	110	125	90	110	70	80
Education	120	100	140	100	120	80	100	80
Metal	100	115	100	120	120	140	110	125

To use this the players could purchase 10 units of rock at Dogwood city for \$800 and carry it to Eggplant city where they would sale it for \$1000 and net \$200 profit.

The average worker makes \$600 copper per week. Thus, they spend \$600 copper per week. For 10 workers this is how the money is spent.

Universal Unit consumption

	Units	
Ore	5%	3
Rock	10%	6
Lumber	5%	3
Cloth	5%	3
Art	5%	3
Equipment	5%	3
Entertainment	20%	12
Food	20%	12
Education	10%	6
Metal	5%	3
Generic	10%	6
	100%	60 units

This defines the maximum amount of units that can be converted into cash per week. This is only relevant with small communities. Let's say you own your own village of 50 people and want to run eight smithies (6 workers each). Thus, you are producing 6 units of equipment per worker per week. 48 workers = 288 units of equipment per week. While the village wants to consume 300 units per week, only 15 of those units are equipment units. The rest of the units must be exported to some other town.

Sub-chapter 3: Structures

A comment about quantity of workers in a given building. Bookkeepers, managers, janitorial, sales reps, guards, and customers DON'T count. People who don't produce the product of the building are not counted as using up the number of workers the space allows.

Buildings

Building	Trade	Workers	Mo. Rent	Price
Tailor	Tailor	6	\$2,400	156K
Jewelers	Jeweler	4	\$1,600	104K
Lumber Mill	Carpenter	6	\$2,400	156K
Smithy	Smith	6	\$2,400	156K
Art Gallery	Painter	4	\$1,600	104K
Mine	Geologist	3	\$1,200	78K
Quarry	Geologist	3	\$1,200	78K
Chemistry Lab	Chemist	6	\$2,400	156K
Office		4	\$1,600	104K

Green House	Herbalist	2	\$800	52K
Coral	Beast Master	2	\$800	52K
Foundry	Metallurgist	6	\$2,400	156K
Hospital	Doctor	10	\$4,000	260K
Barn	Farmer	2	\$800	52K
Theatre	Dancer	8	\$3,200	208K
Church	Priest	14	\$5,600	364K
Barracks	Fighters	10	\$4,000	260K
House		4	\$1,600	104K
Wall		~	~	52K
Wizards Lab	Wizards	6	\$2,400	156K

Sub-chapter 4: Synergy

When employees produce products, the company represented by the building gets to sell them at retail price. Within this, the profit can be seen.

However, when employees produce units we do not see anything for the company. As such, when employees make units the building they are in which allows the employee to work (lumber mill for a carpenter) makes a half-unit profit. Thus, employees = 6 units, and the building = 3 units. For a total of 9 units. But we are not done. There is another 6 units (same quantity as employee) in expenses that are produced and instantly consumed. They are synergy units. Within industry, synergy is the balance of products with products consumed within an ecosystem.

Units	Workers	Production	Consumed	Discrepancy
Ore	4	24	34.8	10.8
Rock	12	72	69.6	2.4
Lumber	6	36	34.8	1.2
Cloth	6	36	34.8	1.2
Art	4	24	34.8	10.8
Equip.	6	36	34.8	1.2
Entertain.	24	144	139.2	4.8
Food	24	144	139.2	4.8
Education	12	72	69.6	2.4
Metal	6	36	34.8	1.2
Generic	12	72	69.6	2.4
Total	116	696	696	43
43/696 =	6%			

This town operates at 94% parity—almost perfect. Such precision is impossible in actual implementation because of the absence of power structures, which don't produce units. However, power structures protect a settlement from invasion and

destruction. As a result, if we were to add another 20% population we would discover the amount consumed easily exceeds the amount produced. If you are the sole owner of the town, you will build and pay for them out of the profits from everyone else. It sounds like we just invented . . . taxation. If you are in a community of players, the tax levels will need to be defined and agreed upon. The community will operate much like a royal house with lords, barons, counts, and so on.

Let's look at the synergy units a building produces and instantly consumes. This is 40% of the gross revenue. (Employee 6, building 3, synergy 6) This 40% accounts for the overhead: taxes, insurance, sales and marketing, storage, theft, etc. 10 of the 40 will go to taxes. This 10% is converted into cash and goes to the town royalty, which in turn pays the fighters and wizards who purchase alchemy and animals. They also build the walls. If you are the royalty of this town, then it goes to you. We are going to ignore theft and insurance because as a mechanic of the game they are exceedingly rare. In real life, these are enormously frustrating and cause many businesses to go bankrupt. This is a game. Except as a plot device, they don't exist. This implies the last 30% of gross revenue is consumed with sales and marketing. To see this in

action let us examine the two primary product types. First "sold as units," and second "sold at wholesale." Notice wholesale is 45% of retail. That means the building is making 122% of the employee's income. However, it does not have cash or currency like units. It has an item. The building must actually sell the item manually. If a building wants to convert an item into cash by sailing it to . . . the Game Master, then they sale it at liquidation price 63% of retail. This is liquidation. If we compare this to the production of units, we calculate the company makes 22.5% instead of 18%. ($\text{Half of } 45\% = 22.5\%$) and ($63\% - 45\% = 18\%$) [[This is where the 18% peddle price comes from](#)]. Example: An employee makes an item with a retail price of \$2,222. He is paid wholesale of 45% = \$1,000 copper. Employee B makes 10 units at 100 copper each for \$1000 copper. Both employees made the same income. Company A liquidates the \$2,222 retail item at 63% = \$1,377. However, we must pay the employee \$1,000. With liquidation, the company gets \$377 profit. While Company B received 5 units which is \$500. The difference is security. With units the income is guaranteed, and with items the potential profit margin is huge ($\$2,222 - \$1,000 = \$1,222$ profit).

Building	Units	Workers	Income	Ore	Rock	Lumber	Cloth	Art	Equipment	Entertainment	Food	Education	Metal	Generic
Tailor	Cloth	6	90	78	156	78	78	78	78	312	312	156	78	156
Jewelers	Art	4	60	52	104	52	52	52	52	208	208	104	52	104
Lumber Mill	Lumber	6	90	78	156	78	78	78	78	312	312	156	78	156
Smithy	Equipment	6	90	78	156	78	78	78	78	312	312	156	78	156
Art Gallery	Art	4	60	52	104	52	52	52	52	208	208	104	52	104
Mine	Ore	3	45	39	78	39	39	39	39	156	156	78	39	78
Quarry	Rock	3	45	39	78	39	39	39	39	156	156	78	39	78
Chemistry Lab		6	0	78	156	78	78	78	78	312	312	156	78	156
Office	Generic	4	60	52	104	52	52	52	52	208	208	104	52	104
Green House		2	0	26	52	26	26	26	26	104	104	52	26	52
Coral	Food	2	30	26	52	26	26	26	26	104	104	52	26	52
Foundry	Metal	6	90	78	156	78	78	78	78	312	312	156	78	156
Hospital	Generic	10	150	130	260	130	130	130	130	520	520	260	130	260
Barn	Food	2	30	26	52	26	26	26	26	104	104	52	26	52
Theatre	Entertainment	8	120	104	208	104	104	104	104	416	416	208	104	208
Church	Entertainment	14	210	182	364	182	182	182	182	728	728	364	182	364
Barracks		10	0	130	260	130	130	130	130	520	520	260	130	260
House	Generic	4	60	52	104	52	52	52	52	208	208	104	52	104
Wall		0	0	26	52	26	26	26	26	104	104	52	26	52
Wizards Lab		6	0	78	156	78	78	78	78	312	312	156	78	156

The table above looks at purchasing / constructing buildings with units instead of copper. The columns on the right list the quantity of each unit needed to manifest the building into existence. There is nothing added to this price. To construct a tailor to employ 6 tailors you need 78 ore units, 156 rock units, 78 lumber units, 78 art units, 78 cloth units, 312 entertainment units, 312 food units, 156 education units, 78 metal units, and 156 generic units. You need only declare you are spending the units to manifest the building and the building is complete. The in-game reality is the planning and construction occurred while you were making the units. Thus, the construction happened at a normal speed and in a normal amount of time and in a normal way.

Sub-chapter 5: Followers

In the world of Ryvah, you have followers. These poor, uneducated fools are gender neutral, have no skills, cannot leave town, and their most bazaar trait is that you don't notice them. If you help them find work, they will share their income with you. Moreover, many businesses like to employ followers. This sounds great until you discover they are in serious need of some discipline. You must constantly (every few days) tell them to go back to work, over and over and over. This still sounds pretty good until you find out how much they are paid. Followers are paid in shells. Maybe 5 shells, maybe 10 shells, and eventually you will collect enough shells (100 shells) to purchase one whole copper coin. At this point, they sound useless; however, as your character gains experience your followers gain "generic experience" up to 13,000. generic experience is never allocated, but increases how much they get paid by the following chart: 500 exp. = 5 shells per week; 1,000 exp. = 7 shells per week; 1,500 exp. = 10 shells per week; 2,000 exp. = 15 shells per week; 2,500 exp. = 22 shells per week; 3,000 exp. = 33 shells per week; 3,500 exp. = 50 shells per week; 4,000 exp. = 70 shells per week; 4,500 exp. = 1 copper per week; 5,000 exp. = 2 copper per week; 5,500 exp. = 3 copper per week; 6,000 exp. = 5 copper per week; 6,500 exp. = 7 copper per week; 7,000 exp. = 10 copper per week; 7,500 exp. = 15 copper per week . . . etc. up to 13,000 experience at 3 gold per week. You start with five followers at character creation. You may purchase more followers at a 1,000 copper each. After they have obtained the 13,000 generic experience, they become

useful. Now they gain experience (not generic experience), and this can be assigned to things like smith or tailor. Now they get their own character sheets. Smiths work at a smithy, tailors work at a tailor. We need to take the next step. We understand the business consumes half the net income from the customers before it pays the employee. This is the margin between retail and wholesale price. As an employee, you make product at wholesale and the business sells it at retail. If you own the building your followers work at, then you get the other half of the income also. Therefore, you want to own the buildings. If you have a lumber mill then you are producing lumber units (which are a type of currency). Nevertheless, you are still missing out on synergy. Expenses consume a full one-third of customer income before we get to the net income, which is divided in two to get to employee income.

With followers, you also get to invent your own culture. You get to define the: (color of clothing, type of clothing, the shape of clothing), (types of jewelry, shapes of jewelry, metal of jewelry, stones of jewelry), (holidays, activity on holidays, special clothing on holidays, special jewelry on holidays, special food on holidays), (types of food, types of cooking, types of seasoning), (types of drinks), (sports, sports rules, clothing for sports, equipment for sports, ticket prices for pro-sports), (entertainment types, music, dance moves, entertainment clothing, entertainment equipment, game rules, game conduct), sexual behavior in all its many shades and colors), (marital behavior, quantity of children), (all aspects of structures), and (tattoos, bodypaint, scars, and body art).

Next for a nifty option. Once you have followers who have their own character sheet, you get to purchase more of them at a price of \$1000 +\$1300 + \$1 per experience. Prior to this, you would purchase more at a price of \$1000 +\$1 per 10 generic experience. This allows you to streamline your town, so that many followers can share the same character sheet. You must also purchase all of their items. And yes, if you have 10 fighters then you need to purchase 10 swords, one for each. At least if you want them to stay identical and share a character sheet. Why? Puzzle. Followers are not allowed to leave town. True, but monsters can enter and make all sorts of havoc. Presuming you are the adventuring sort, you might start by hunting down all the local threats before they find the buffet of yummy followers you have created.

Chapter 8 ~ Science

Within these walls, we delve in to the depths of an ecosystem intended more for online play than tabletop play. The detail is elaborate enough to quench the thirst of a player who plays a fulltime dedicated smith, no weapons, no magic, no animals. With that in mind, be warned. These trades are not after thoughts or a token gesture. “Hey, can I make my fighter-magi a smith too?” Hmmmm, well no. You can be an amateur novice who like to whack metal with a hammer. Every piece of this puzzle fits into a global economy. If you are looking for a common skill that most other systems have only to find Ryvah does not have it, then it is because Ryvah could not find a way to hook it into the global economy. Like cooking. Ryvah does not yet have that skill, and the reason is the implementation of requiring food slows the game down and is not fun. Even if automated for online play, how much money can you make? “What’s the cheapest food that will keep me alive?” –player. “You have 100,000 gold and you’re going to be a cheapskate on your food?” –GM. This is actually where the SLB (Standard of Living Bonus) was invented from. Please notice column 1 “SLB assets” is one of the ways those trades are justified. “The Lolita-complex prostitute with a Comeliness of 16 and escort score of 93 will cost 75,000 copper for the weekend.” –GM. “Oh my God, Wizard loan me 10,000; I need it.” Observe how every trade provides a service or product that at high levels (100,000 experience and up) will still be in demand by the population of players. The SLB assets is an accumulation of toys. When a player purchases clothing, jewelry, sculptures, paintings, and structures they add that value to “pending SLB assets.” They may convert pending SLB assets to SLB at any time to obtain the SLB bonus for a given week. If they sale those assets, then they reduce their pending SLB assets by the amount they sold them for. Thereby allowing a negative amount in pending. For example: they purchase an \$800 ring (+800 pending); use the \$800 to get a +3 SLB for the week (-800 pending). Pending is now zero. It has been used. Okay, now they sale the ring for \$200 (-200 pending). Pending is now negative. The next time they want to buy SLB, they must first cover the negative debt. Therefore, you keep your toys, or just give them away. Make the girl at the bar happy.

Books

For some skills, a book can add to your score. When a skill can be augmented by a book as well as a

tool, then all the bonuses of both will compound. You in effect get to add two qualities, two magic pluses, two mystics, and two blesses. Further for all of science, art, pilot, and politics **Quality add +2 per point of quality, magic adds +3 per point of magic, the correct corresponding mystic type adds +3 per *(1.5), and a Nymph's bless adds +5.** The base price of all books is \$1,000.

Skill Accommodation

For every point you lower your skill check by you reduce your time to make by 4% up to -9 at 36% time reduction. What this allows is a gradual increase in the income of a smith (any trade) as his skill goes up. At 40 he makes standard items. At 50 he makes +1 quality items. At 41 to 49 he lowers his score by the excess not needed to increase his speed to make standard items faster.

When you craft an item (or deliver a service) the quality is $(\text{score}-40) \div 10$. Thus, 50 = +1; 60 = +2; 70 = +3, etc. **For most science skill checks, you do not roll to modify your score. Thus, the designation of “fixed.”**

Units

The number of units you make when making units is defined by a chart with the trade. Many trades have the option to make one exact type of unit. There are 10: art, cloth, education, entertainment, equipment food, metal, ore, rock, and wood.

Sold as units v. Sold at wholesale

When a task produces something that is sold as units it indicates the owner of the building is being paid in product, which is like units in liquidity. The building revenue does not decrease yours but is in addition to yours and is equal to half of what you gained. If you get six units, then the building gets three units. If you get 6 pounds, then the building gets 3 pounds. In general, everything sold as units is very easy to sell, and a business can assume it to be sold to convert it to cash. As an employee if you want cash, make actual units instead of something sold as units. Players do not get to convert directly into cash; however, they probably plan to use it and don’t even want to sell it.

Products “sold at wholesale” are sold to the building and the employee is paid the wholesale price. The building gets the item. If an employee wants to purchase an item they made they get an employee discount of 37%. In other words, they can buy it at 63% of retail. But, don’t forget they were paid for making it. So what if we skip the middleman and don’t

pay the employee the 45%? Well $(63 - 45 = 18)$; thus, if a player pays for the materials, makes the item for free, the rent to use the building is the peddle price of the item you made. (18% peddle).

Science Overview Table

	SLB assets	Master Craft	Juggernaut	golems	alchemy	Class	tools	\$ tools	Mystic tool type	Units
Tailor	X	X	X				Cloth Working Tools	\$5,000	Force	Cloth
Jeweler	X	X	X				Jeweler's Tools	\$5,000	Ice	Art
Carpenter		X	X				Wood Working Tools	\$5,000	Wood	Lumber
Smith		X	X				Forge & Tools	\$5,000	Fire	Equipment
Sculptor	X	X	X				Sculpting Tools	\$5,000	Rock	Art
Geologist			X		X		Misc. Equip. Geology	\$1,500	Iron	Rock, Ore
Chemist			X			X	Lab Equipment	\$3,000	Acid	--
Calculus			X				--	--	Light	Education
Painter	X			X			Paintbrushes	\$1,000	Mud	Art
Herbalist					X		Gardening Tools	\$1,000	Thorn	--
Animal Trainer						X	Training Tools	\$3,000	Iron	--
Architect	X						Drafting Tools	\$1,000	Force	Generic
Locksmith					X		Lath & Fine Tooling	\$1,000	Lightning	Equipment
Metallurgist					X		Foundry & Tools	\$1,000	Lava	Metal
Archeologist							Telescope & Tools	\$1,000	Rock	Generic
Doctor							Medical Kit	\$1,000	Poison	Generic
Farming							Harvesting Tools	\$600	Wood	Food
Rogue						X	Thieves Pick & Tools	\$3,000	Iron	--
Ships							Ship	?	Ice	--
Singer, Dancer, Performer	X						Costumes And Attire	\$1,000	Force	Entertainment
Escort	X						Sex Toys	\$1,000	Acid	Entertainment
Priest	X					X	Holy Symbol	\$1,000	Light	Entertainment
Veterinarian							Medical Kit	\$1,000	Poison	Generic

	Book	Building	Consumable	skill check score	Category	Group
Tailor	--	Tailor	cloth	Fixed	Artistry	Art
Jeweler	--	Jeweler	gems and metal	Fixed	Artistry	Art
Carpenter	--	Lumber Mill	wood	Fixed	Science	Mechanics
Smith	--	Smithy	metal	Fixed	Science	Mechanics
Sculptor	--	Art Gallery	rock	Fixed	Artistry	Art
Geologist	"Rocks & Minerals"	Mine, Quarry	--	Roll	Science	Chemistry
Chemist	"Chemistry"	Chemistry Lab	material components	Fixed	Science	Chemistry
Calculus	"Math"	Office	--	Fixed	Science	Mathematics
Painter	"Figures & Nudes"	Art Gallery	paint	Fixed	Artistry	Art
Herbalist	"Magical Plants"	Green House	fertilizer	Roll	Science	Biology
Animal Trainer	--	Coral	food	Fixed	Piolet	Animals
Architect	"Buildings"	Office	--	Fixed	Science	Mechanics
Locksmith	"Machinery"	Office	metal	Fixed	Science	Mechanics
Metallurgist	"Metals"	Foundry	ore	Fixed	Science	Chemistry
Archeologist	"Lost Treasure"	Office	--	Fixed	Science	Chemistry
Doctor	"Anatomy"	Hospital	herbs	Fixed	Science	Biology
Farming	"Food"	Barn	--	Fixed	Science	Biology
Rogue	--	--	?	Roll	Science	Mechanics
Ships	"The Sea"	--	maintenance	Fixed	Pilot	Vehicles
Singer, Dancer, Performer	"Song Book"	Theatre	--	Roll	Artistry	Music, Acting
Escort	"Kamasutra"	--	--	Roll	Artistry	Charm
Priest	"Holy Book"	Church	--	Roll	Politics	Religion
Veterinarian	"Animals"	Hospital	herbs	Fixed	Science	Biology

Animal Trainer

The Beast Master

This is commonly referred to as the beast master, and it is its own full-blown character paradigm. The beast master loves and controls animals, and a few will be bonded to him. The bonded animals will grow alongside the beast master. A 5th level beast master can easily be as powerful in battle as a 5th level chi fighter or 5th level magi.

- Stats: (2)Spirit, (1)Comeliness, (1)Intelligence
- Skills: Category: Pilot Group: Animals Basic: Special
- Tools: optional -- Training Tools \$3,000
- Building: optional – Coral
- Consumables: Food.
- Skill check: Do **not** modify your score with a roll.
- Books:

- Units: Generic
- Master craft: No.
- Mystic tool type: Iron
- Juggernaut:

The beast master modifies the core rules on the definition of a skill set. The standard is (category, group, basic, and specific). The beast master uses (category, group, classification, basic, and specific). They are (category 4000 column, group 1000 column, classification 500 column, basic 500 column, and specific 250 column). Further, the level of your skill in your classification, basic, and specific is doubled when calculating your score. Let's take a look at this in action.

Type	Lv.	Exp.	Skill
4000	0	0	Pilot
1000	1	1000	Animals
500	2	1000	Pets
500	2	1000	Dogs
250	3	750	My Dog Spot

This would produce a score of 15. The list of animal classifications is: birds, dragons, large beasts, pets, slimes, steeds, and other. The basic is a single race of an animal and includes all sub-races and augmentations of that animal. Thus: dog, drow dog, grack dog, hell dog, and nightmare drow dog would all be covered by the skill dog. For clarification, the colors of dragons are NOT sub-races. Red dragon is a base race. White dragon is a different base race.

When a beast master encounters an animal, he can make an “animal control check” against that animal’s control difficulty score. But there is no roll. You can do it or you can’t. The duration of control is the square root of the time under control in rounds. Thus, if you have had the animal an hour (1800 rounds) you could send the animal out where you did not have the ability to see it for up to 42 rounds. Then it runs off. However, that’s only an hour, and just have the animal return to you so you can re-establish control over it again. Realistically you never lose control once you have gained it. That animal is yours. To make an animal control check over an animal under the control of someone else, you subtract their animal control from yours before you compare it to the animal’s required score.

Your animal control check is decreased by five for every animal you already control. This rule is not applicable to the generation of the animal’s bonded experience.

To train an animal you must control the animal and have it with you for its (animal’s control difficulty score) $\times 3$ days. The animal is now trained. There is nothing else to do. We assume you are doing all the stuff, so that’s it. You’re done. A trained animal can be controlled by anyone riding it. It is equivalent to a trained horse or dog.

The beast master has a great deal more control over his animals than a person who simply has a trained animal. A beast master controlled animal is like a 6-year-old child who loves the you. You can tell them to go into the kitchen and get you a glass of water. Go get help and make them come back with you. Your animal will protect you and your loved ones with its life. Any and every real story of an animal doing something amazing is fully applicable to what you can automatically get from your animal. Even many of the fantasy stories of animals doing incredible things can be petitioned for.

Animal Prices

Animal prices are based on the animal having all its race skills up to <Price Point>. The race skills represent 95% of an animal’s price. You may purchase young animals and prorate the price by the percentage of experience in skills the animal has. Ryvah has a chart by most animals to do this for you. For example:

Bear:

Age, Price, and Experience Calculator

100%	50%	45%	35%	25%
\$19,539	\$10,258	\$9,330	\$7,474	\$5,617
163,900	81,950	73,755	57,365	40,975

Tiger:

Age, Price, and Experience Calculator

30%	25%	20%	15%	10%	5%
\$12,228	\$10,494	\$8,760	\$7,026	\$5,293	\$3,559
57,225	47,688	38,150	28,613	19,075	9,538

In the two charts above for the bear and tiger, the third row indicates the experience the animal has at that price. Thus, age = top row, price = middle row, experience = bottom row.

To do this start by calculating 95% of the price. Only this part is subject to the discount. Thus, a \$100,000 animal with zero skill (a baby) would have a price of \$5,000. For our example, we will use an animal with a price of \$10,526. 95% of that is \$10,000. If our animal had 8,888 experience in available skills and we wanted one with only 2,222 experience (25%), than the price would be \$2500 (the 25%), + \$526 (the price of the baby) = \$3,026. Now because there are race skills to be learned, when the owner of the animal gains experience, then the animal will receive half of that amount in the animal's race skills. This is not an aspect of bonding or training, but simply the animal growing up. This is only applicable to living animal race skills and excludes undead skills, augmentation skills, and all non-animal skills. When complete, the animal stops gaining experience this way. For animals, skills are always in exact order. Whether you are prorating the animal by age or gaining new skills it is always in exact order. The sub-race of an animal is an animal skill.

50% of the difficulty of an animal control check is based on its age as an adult as defined by the sum of the three age categories Child, Adolescent, and Adult. Experience not yet learned by the animal from these age categories will decrease its difficulty by the percentage not know. We also do not pass the <Price Point>. Thus, the dog has 28,700 experience because we ignore the experience past the <Price Point>. This dog has an animal control of 40. 50% of 40 = 20. Thus, the age can reduce that 20 points. If the dog only had 7,175 experience (25% of total), then only 25% of the 20 is applicable (5 points), for a total difficulty of 25. Note: if the animal gained experience faster than the beast master improved his animal control, then he could lose control over the animal.

In the event the animal has any form of experience that has not been accounted for with its animal control difficulty, then we must increase both the price in copper to purchase the animal and the animal control check to beast master the animal. Examples of where this can occur include: adding a sub-race, adding an augmentation beyond animal form I, II, or III, reincarnated past lives, and slimes who were formally people. The price in copper is increased by 1/3 the uncounted experience. Thus, a dog is \$200 copper, but a tsul dog is $200 + 62,033 = \$62,233$ copper. Next, the animal control difficulty starts at 68. Now add $((\text{old}+\text{new})/3500)^{0.85}$. This says to add the old experience to the new experience, then divide by 3500. Now raise it to the power of 0.85. Let us look at a daisy dog. The dog has 28,700 experience and the daisy sub-race has 68,250. Combined it has 96,950 experience. Take that and divide by 3500 = 27.7. Next take that to the power of 0.85 and we get 16.83 round up to +17. Add that to our base of 68 to get a new animal control of 85. The daisy dog will only cost \$22,950. Let's say I am building my 10k character and need to get the animal control down to a 71. Not a problem. 50% of that 85 is 42 points. We need to lower it by 14 points. $14/42 = 33\%$. We have 88,950 experience between the dog and daisy in the child, adolescent, and adult categories. 33% of that is 29,650 experience we need to remove. Thus, our puppy daisy dog will have all of its skills in child, adolescent, and 12,600 experience from the adult age range. We are now at a 71 animal control. Oh and the price went down. This is not a sacred spirit dog. So the combined experience is 96,950 for everything. However, we only got 67,300 for 69.4% = \$16,281 copper. Don't forget about the bottom 5%.

Dragons are special. $((\text{earned experience}/3500)^{0.85}+68 = \text{control check}$. You're done. These animal dragons always start with an intelligence of four. Moreover, there is no such thing as a "trained" dragon. FYI, a Nacirema is code for wild red dragon. This never lowers the control check.

Animals never get character innate skills; such things are part of the set of animal constants like AC and To Hit. That is why they start at the animal constant instead of at zero. If we were to give them the set of character innates (the +3 to a stat, +3 to a category, +3 to a group, and +3 to a basic), then they have a combined value of 25,000 experience. At high levels this is a bargain, but at low levels it tends to be too expensive to be worthwhile. The reason it is high is because it is flexible. +3 intelligence is 4,300 normally, but you don't get to pick it. If the character innates are randomly determined after they are paid for, the price drops to 10,000 experience. To do this roll for the stat, roll for the category, then from within the category roll for the group, then from within the group roll for the basic.

Bonded Animals

Bonded animals are the few special animals the beast master has kinship with. The beast master is allowed to have (score-30)/10 quantity of bonded animals. Thus, one at 40, two at 50, three at 60, etc. This is where the real power is. The bonded animals gain private experience equal to your score as a percentage of what your character gains. For example: a beast master earns 2,000 experience. He has two dogs, and a control check of 80. The dogs each gain 80% of the 2,000 for 1,600 private experience. Private experience cannot be drained by any spell, and it only exists while the animal is under the control of its beast master. Thus, if the animal gets a new master, then all its bonded experience to its old master is unusable. While private experience can generate mana, the mana cannot be yielded. It is private mana. Private experience augments the animal's constants, and everything is considered an animal constant. For example: you determine your animal's AC, to hit, save, health, magical abilities, etc. Now you spend 1,000 experience on melee combat, 1st level. The "to hit" just went up by +1. You purchase 3 levels of intelligence for 3,000 experience and your animal's 4 Intelligence is now a 7. Your animal can learn to cast magic. For an animal, they get to ignore intelligence requirements. If your animal already can use magic in the form of a spell, ability, internal, or talent then if you add levels to get more mana and levels to get more max, and then you can improve them. You should observe your private experience starts at the bottom (level 1) even if you are increasing an 8 to a 9.

The evolution of private experience is the exception to the rules. While your animal will eventually learn its living race skills, maybe you want it to learn them faster. In addition, you may want your undead animal to learn its undead skills. You may allocate your private experience to both living and undead race skills. When you do, the private experience evolves into real permanent experience. The animal is effectively becoming what it is supposed to be. None of the rules for private experience apply after it has evolved into normal experience. Just realize this is ONLY possible to do with skills on the age charts for that exact animal, that exact sub-race, and that exact augment if it has them. A dog does NOT evolve private experience in the bird's fly skill.

If a bonded animal can carry the beast master as a rider, then if he rides the animal then all attacks with a "to hit" score must resolve against the animal and not the beast master. This is only applicable to the beast master and not to other riders. Thus, the animal protects the beast master from attacks.

Morphing. If the animal ever changes, the beast master has the option to morph the skills that control the animal into the parallel and equivalent skills. Thus, if God turns your Dog Spot into an eagle, then your skills: pets, dogs, my dog Spot, can morph into birds, eagle, my eagle Spot.

When all animals attack they use strength and dexterity to determine their "to hit" score and dexterity and perception to determine their AC. This is a Ryvah system-wide constant.

A note about slimes: you cannot beastmaster a slime that has a mortal form.

Animal Price Chart

Animal	Class	Control	Rider Wt.	Wild \$ Price	Trained \$ Price	AC	To Hit	Health	Damage	Defense	Damage Resist
Anhkhed	Other										
Axe Beak	Birds	51	200	\$1,348	\$7,489	15	47	30	D10	~	~
Basilisk	Dragons	116	770	\$167,000	\$927,778	95	133	452	16D20	+3 magic	~
Bear	Pets	78	280	\$19,539	\$108,550	50	58	70	3D12	~	20
Black Slime	Slime	100	no	\$60,330	\$335,167	0	auto	340	25*(1.5)	+1 magic	~
Blink Dog	Pets	51	3	\$996	\$5,533	30	42	20	2D8	~	~

Bo-Gwiesh	Other	84	600	\$6,891	\$38,283	45	auto	117	special	platinum	~
Brain Mole	Pets	51	2	\$252	\$1,400	10	10	9	ED:6	~	~
Bullet	Large Beasts	104	1500	\$359,487	\$1,997,150	50	200	380	3D6	~	100
Cat	Pets	40	2	\$19,000	\$105,556	35	35	3	D2	~	~
Catoblipas	Large Beasts	68	700	\$9,561	\$53,117	25	70	66	3D20	~	~
Centipede	Other	51	3	\$100	\$556	15	45	5	2D12	~	~
Chimera	Dragons	127	400	\$493,000	\$2,738,889	147	350	2800	3D100	+3 magic	~
Clouded Leopard	Pets	59	24	\$5,000	\$27,778	37	37	14	D8	~	~
Cockatrice	Birds	90	1	\$17,950	\$99,722	60	80	181	3D6+10*(1.5)	+1 magic	~
Crawler	Other	45	100	\$100	\$556	20	40	34	D10+hinder	~	~
Crockin	Pets	130	~	\$400,000	\$2,222,222	255	auto	100	D20	+95 magic	~
Despiser	Other	100	60	\$131,294	\$729,411	110	135	280	7D20	+2 magic	~
Dog	Pets	40	20	\$200	\$1,111	37	47	18	D10		
Eruutan	Other	127	200	\$486,000	\$2,700,000	400	~	800	special	+3 magic	40
Fire Lizard	Dragons										
Flaming Growtak	Large Beasts	150	1800			113	485	4000	2D1000	~	100
Giant Spider	Other	96	1200	\$110,000	\$611,111	130	175	550	8*(1.5)	~	~
Gorgon	Steeds	132	2300	\$611,000	\$3,394,444	100	300	4444	4D10+250	~	~
Gray Slime	Slime	69	no	\$2,700	\$15,000	0	auto	51	2D6	~	~
Green Slime	Slime	73	no	\$2,940	\$16,333	0	auto	98	2D6	~	~
Griffon	Birds	111	600	\$149,625	\$831,250	93	91	1000	50*(1.5)	+2 magic	~
Hippocampus	Steeds	84	770	\$8,953	\$49,739	36	59	192	3D20	~	~
Hippogriff	Steeds	88	350	\$81,098	\$450,544	91	62	60	3D6	+1 magic	~
Horse	Steeds	66	310	\$360	\$2,000	32	42	80	2D12	~	~
Hydra	Dragons	116	6800	\$362,025	\$2,011,250	80	220	100	20D20	~	~
Jabberwock	Steeds	84	2600			30	65	150	D20	~	8
Lion	Pets	84	150	\$16,712	\$92,844	60	80	209	3D20	~	~
Living Rock	Other	88	25	\$19,086	\$106,033	38	29	10	16*(1.5)	+1 magic	20
Mastodon	Large Beasts	112	15000	\$593,000	\$3,294,444	220	220	1100	9D20	~	20
Owl	Birds	50	5	\$19,000	\$105,556	30	40	10	D20	~	~
Owlorc	Birds	84	330	\$89,942	\$499,678	60	60	93	3D20	+1 magic	~
Pegasus	Steeds	100	560			81	81	241	4D20	+3 magic	30
Phoenix	Birds										
Pseudo Dragon	Dragons	84	5	\$14,216	\$78,978	55	70	118	D6	silver	8
Purple Worm	Large Beasts										
Red Slime	Slime	40	no	\$50	\$278	15	auto	1	D4-1	~	~
Remorhaz	Large Beasts	141	15000			258	775	14000	4D100+300	+10 magic	12
Roc	Birds	145	168000			30	special	5000	3D100	~	~
Rust Monster	Other	84	400	\$14,225	\$79,028	30	60	213	3D20	~	~

Sea Lion	Other	78	600	\$11,216	\$62,311	40	65	110	5D12	+1 magic	~
Snake	Other	40	7	\$8,510	\$47,278	20	70	53	D6	~	~
Squid	Other	75	500	\$9,025	\$50,139	60	70	80	5D12	~	~
Serpent	Large Beasts										
Stirge	Birds										
Tiger	Pets	95	200	\$72,091	\$400,506	70	90	170	3D20+20	~	~
Trilf	Pets	84	15	\$60,988	\$338,822	45	71	135	20*(1.5)	~	~
Umbrix	Birds										
Unicorn	Steeds	95	200	\$27,000	\$150,000	58	auto	210	15*(1.5)	+3 magic	~
Wolf	Pets	71	145	\$20,000	\$111,111	35	35	10	D6	~	~
Wyvern	Dragons										
Ysatsce	Steeds	64	150	\$10,432	\$57,956	55	30	23	7D12	~	~
Yellow Slime	Slime	127	no	\$450,000	\$2,500,000	150	250	3600	D6+230	+3 magic	~

Architect

Architects can make plans for a Juggernaut with a score of 51 and up. The level of the plans is $(\text{score} - 50) \div 10$. Thus, 51 = level 0.1, and a score of 55 = level 0.5. A score of 60 = level 1, etc. You can use the plans on any Juggernaut of a level lower than or equal to the plans.

- Stats: (2) Intelligence
- Skills: Category: Science Group: Mechanics Basic: Architect
- Tools: Required -- Drafting Tools \$1,000
- Building: Required – Office
- Consumables: none.
- Skill check: Do **not** modify your score with a roll.
- Books: Buildings,
- Units: Generic
- Master craft: No.
- Mystic tool type: Force
- Juggernaut: can make the plans to build it.

Task #1 Make Juggernaut Plans

Time = 40 hours. retail price is: score 51 \$2020, score 52 \$2120, score 53 \$2220, score 54 \$2320, score 55 \$2430, score 56 \$2540, score 57 \$2630, score 58 \$2720, score 59 \$2800, score 60 \$2880, score 61 \$3180, score 62 \$3480, score 63 \$3780, score 64 \$4180, score 65 \$4580, score 66 \$4980, score 67 \$5360, score 68 \$5730, score 69 \$6100, score 70 \$6480, score 71 \$7010. The owner of the office gets 55% of the price.

Task #2 make units.

35	40	45	50	55	60	65	70	75	80	85	90	95	100
5 Units	7 Units	9 Units	11 Units	14 Units	17 Units	24 Units	32 Units	44 Units	57 Units	73 Units	90 Units	112 Units	132 Units

For one week's labor.

Archeologist

This is the ability to

- Stats: (2) Intelligence
- Skills: Category: Science Group: Chemistry Basic: Archeologist

- Tools: Required – Telescope & Tools \$1,000
- Building: Required – Office
- Consumables: none.
- Skill check: Do **not** modify your score with a roll.
- Books: Lost Treasures.
- Units: Generic
- Master craft: No.
- Mystic tool type: Rock
- Juggernaut:

Task #1 make units.

35	40	45	50	55	60	65	70	75	80	85	90	95	100
5 Units	7 Units	9 Units	11 Units	14 Units	17 Units	24 Units	32 Units	44 Units	57 Units	73 Units	90 Units	112 Units	132 Units

For one week's labor.

Calculus

This is an unusual skill within Ryvah. It has only two functions. First is to make refined soul alchemy for the juggernaut war machines, and the second is to make units of education.

- Stats: (2) Intelligence
- Skills: Category: Science Group: Mathematics Basic: Calculus.
- Tools: Required: none
- Building: Optional – Office
- Consumables: none
- Skill check: Do **not** modify your score with a roll.
- Books: Math.
- Units: Education
- Master craft: No.
- Mystic tool type: Light
- Juggernaut: can make refined “soul” alchemy with a skill check of 64 and it requires one hour per does.

Task #1 make units.

35	40	45	50	55	60	65	70	75	80	85	90	95	100
5 Units	7 Units	9 Units	11 Units	14 Units	17 Units	24 Units	32 Units	44 Units	57 Units	73 Units	90 Units	112 Units	132 Units

For one week's labor.

Carpenter

This is the ability to craft items out of wood and wood-like material such as bows, wagons, etc. Wood has a broad definition that includes: bone, scale, and even teeth, horn, skull, and ivory. Refer to the list of alchemy that can become refined wood alchemy in the spell Juggernaut. However, these need to be harvested for wood not alchemy because harvesting for alchemy reduces the weight down to one ounce. Note: When alchemy is used, it retains untappable mana for the resistance to rot or rust magic. The volume is always 70 doses of alchemy. This is a constant that regulates price to benefit and is enforced indifferent to all other considerations. Thus, the dagger for the pixy and plate armor for the storm giant both take 70 doses.

- Stats: (1)Intelligence, (1)Dexterity
- Skills: Category: Science Group: Mechanics Basic: Carpenter
- Tools: Required -- woodworking tools \$5,000
- Building: Required – Lumber Mill
- Consumables: wood, one plank is \$5 copper.

- Skill check: Do **not** modify your score with a roll.
- Books: none
- Units: Lumber
- Master craft: Yes. The carpenter is able to master craft cloth, weapons, and armor.
- Mystic tool type: Wood
- Juggernaut: can make refined “wood” alchemy with a skill check of 64 and it requires one hour per does.

Ranged Weapons & Shields

Item	Planks	\$ Plank	\$ Retail	50%	Net	Labor Hours
Arrow	0.05	\$0	\$5	\$3	\$2	9 minutes
Staff	1	\$5	\$105	\$53	\$48	3.2 hours
Bow - elven	1	\$5	\$7,000	\$3,500	\$3,495	233 hours
Bow - human	1	\$5	\$3,500	\$1,750	\$1,745	116.3 hours
Bow - satyr	1	\$5	\$3,000	\$1,500	\$1,495	99.7 hours
Bow - sylph	1	\$5	\$1,500	\$750	\$745	49.7 hours
Crossbow (2x) -E	1	\$5	\$3,600	\$1,800	\$1,795	119.7 hours
Crossbow (2x) -H	1	\$5	\$1,800	\$900	\$895	59.7 hours
Crossbow (2x) -Sa	1	\$5	\$1,543	\$771	\$766	51.1 hours
Crossbow (2x) -Sy	1	\$5	\$771	\$386	\$381	25.4 hours
Crossbow (4x) -E	1	\$5	\$5,000	\$2,500	\$2,495	166.3 hours
Crossbow (4x) -H	1	\$5	\$2,500	\$1,250	\$1,245	83 hours
Crossbow (4x) -Sa	1	\$5	\$2,143	\$1,071	\$1,066	71.1 hours
Crossbow (4x) -Sy	1	\$5	\$1,071	\$536	\$531	35.4 hours
Crossbow -E	1	\$5	\$2,400	\$1,200	\$1,195	79.7 hours
Crossbow -H	1	\$5	\$1,200	\$600	\$595	39.7 hours
Crossbow -Sa	1	\$5	\$1,029	\$514	\$509	34 hours
Crossbow -Sy	1	\$5	\$514	\$257	\$252	16.8 hours
Shield Small	3	\$15	\$500	\$250	\$235	15.7 hours
Shield Medium	5	\$25	\$1,500	\$750	\$725	48.3 hours
Shield Large	8	\$40	\$3,000	\$1,500	\$1,460	97.3 hours

Vehicles

Item	Planks	\$ Plank	\$ Retail	50%	Net	Labor Hours	Cargo in Pounds	Passengers
Cart	150	\$750	\$5,000	\$2,500	\$1,750	116.7 hours	2,100	3
Wagon 1 horse	500	\$2,500	\$10,000	\$5,000	\$2,500	166.7 hours	3,500	5
Wagon 2 horse	700	\$3,500	\$15,000	\$7,500	\$4,000	266.7 hours	4,900	7
Wagon 4 horse	1000	\$5,000	\$20,000	\$10,000	\$5,000	333.3 hours	6,300	9
Boat 4 man	300	\$1,500	\$7,500	\$3,750	\$2,250	150 hours	1,100	4
Boat 6 man	600	\$3,000	\$15,000	\$7,500	\$4,500	300 hours	1,650	6
Boat 10 man	2000	\$10,000	\$60,000	\$30,000	\$20,000	1333.3 hours	2,750	10
Schooner 15 man	4000	\$20,000	\$120,000	\$60,000	\$40,000	2666.7 hours	4,125	15

Schooner 25 man	10000	\$50,000	\$300,000	\$150,000	\$100,000	6666.7 hours	6,875	25
Galleon 40 man	15000	\$75,000	\$500,000	\$250,000	\$175,000	11666.7 hours	11,000	40
Galleon 60 man	30000	\$150,000	\$1,000,000	\$500,000	\$350,000	23333.3 hours	16,500	60
Ship 80 man	45000	\$225,000	\$1,300,000	\$650,000	\$425,000	28333.3 hours	22,000	80
Ship 120 man	75000	\$375,000	\$1,600,000	\$800,000	\$425,000	28333.3 hours	33,000	120
Ship 200 man	170000	\$850,000	\$2,000,000	\$1,000,000	\$150,000	10000 hours	55,000	200

Cargo in pounds is a maximum total of cargo + passengers.

Item	Planks	\$ Plank	\$ Retail	50%	Net	Labor Hours
Box 1 cb. Ft.	2	\$10	\$50	\$25	\$15	1 hours
Box 2 cb. Ft.	3.5	\$18	\$75	\$38	\$20	1.3 hours
Box 4 cb. Ft.	6	\$30	\$120	\$60	\$30	2 hours
7 Ft. door	15	\$75	\$300	\$150	\$75	5 hours
Chair	4	\$20	\$200	\$100	\$80	5.3 hours
Desk	50	\$250	\$500	\$250	\$0	0 minutes
Cabinet	70	\$350	\$1,500	\$750	\$400	26.7 hours
Bed	65	\$325	\$750	\$375	\$50	3.3 hours

Task #1 make item - sold at wholesale

After working for the time required on the chart for the given item, and having consumed the amount of material required on the chart for the given item, and then you produce the item of the quality equal to your (score – 40) ÷ 10. Thus, 50 = +1, 60 = +2, 70 = +3, etc. You can actually track the decimal if you care. However, most implementations round down.

Chemist

This is the ability to Greek fire oil (bombs), poisons, and acids. You do not have specific skill in your tool. You have three options for your specific skill: Greek fire oil, poisons, and acids. As such, the chemist is divided into those three sections.

Name	Price	Units	Damage	Time to make	Formula	Difficulty	Materials	Weight
Greek Fire oil	\$247	2.5	1*(1.5)	5 hr	60	40	194	1 oz
Greek Fire oil	\$247	2.5	1*(1.5)	5 hr	70	50	86	1 oz
Greek Fire oil	\$371	3.7	2*(1.5)	8½ hr	60	40	291	1 oz
Greek Fire oil	\$371	3.7	2*(1.5)	8½ hr	70	50	129	1 oz
Greek Fire oil	\$597	6.0	3*(1.5)	1.42 Days	60	40	437	1 oz
Greek Fire oil	\$597	6.0	3*(1.5)	1.42 Days	70	50	194	1 oz
Greek Fire oil	\$597	6.0	3*(1.5)	1.42 Days	80	60	86	1 oz
Greek Fire oil	\$845	8.5	4*(1.5)	1.89 Days	60	40	656	4 oz
Greek Fire oil	\$845	8.5	4*(1.5)	1.89 Days	70	50	291	4 oz
Greek Fire oil	\$845	8.5	4*(1.5)	1.89 Days	80	60	129	4 oz
Greek Fire oil	\$1,238	12.4	5*(1.5)	2.53 Days	70	50	437	4 oz
Greek Fire oil	\$1,238	12.4	5*(1.5)	2.53 Days	80	60	194	4 oz

Greek Fire oil	\$1,814	18.1	6*(1.5)	3.37 Days	70	50	656	4 oz
Greek Fire oil	\$2,476	24.8	7*(1.5)	+	+	+	+	8 oz
Greek Fire oil	\$3,321	33.2	8*(1.5)	+	+	+	+	12 oz
Greek Fire oil	\$4,952	49.5	10*(1.5)	+	+	+	+	16 oz
Greek Fire oil	\$11,142	111.4	15*(1.5)	+	+	+	+	36 oz
Greek Fire oil	\$19,808	198.1	20*(1.5)	+	+	+	+	64 oz

- Stats: (2)Intelligence, (1)Spirit
- Skills: Category: Science Group: Chemistry Basic: Chemist
- Tools: Required – Lab Equipment \$3,000
- Building: Required – Chemistry Lab
- Consumables: material components, \$1 copper per gram.
- Skill check: Do **not** modify your score with a roll.
- Books: Chemistry.
- Units: --
- Master craft: No.
- Mystic tool type: Acid
- Juggernaut: can make refined “fuel” alchemy with a skill check of 64 and it requires one hour per does.

Greek Fire Oil

Task #1 Greek Fire Oil - sold as units.

The higher Greek fire oils with no formulas are simply compounded lower level Greek fire. The equation is the hypotenuse. Thus, you take the square root of the sum of everything squared. For example: the \$2,476 is just two at \$1,238 each. They do 5 each (that's 5^2), so the equation is: $\sqrt{5^2 + 5^2} = 7$ (rounded down). Thus, the \$2,476 does 7*(1.5) and has double the weight. You could do this: Quantity is 100 of 6*(1.5). 6 squared is 36 and there are 100 of them; thus, a total of 3600. Now take the square root of 3600 to get 60. Thus, 60*(1.5) damage. There is no limit. Of course, that would weight 400 ounces. That's a 25-pound bomb.

To calculate the explosive effect of Greek fire oil we start at ground-zero move out 2 feet and decrease damage by five. Thus, it is spherical in shape. In the example to the left, we start with 18 damage. On round one, damage is as type force only. On all following rounds the damage decreases by 3 points per round and is as type fire only. If more than one Greek fire oil is detonated, they compound as described above. This can be done after the determination of damage just as easily as before damage is rolled. Thus, if a target is in the area of effect of two bombs (one doing 3 damage, the other 4 damage), the hypotenuse of 3 and 4 is 5. You are done; the guy takes 5 damage.

To be this type of chemist means, you make the Greek fire oil. To do this, you need a formula. You are welcome to make your own formula with the rules or use one of the predefined formulas. The predefined formulas are in the chart above. You need to achieve a skill check equal to “Formula” to make the formula so you can use it. The higher the skill check to make the formula the more profitable the formula. Once you succeed, you have that formula forevermore. You can use it over and over. As you advance, you will probably upgrade your formula. The formula defines the skill check required to make a Greek fire with it in the “Difficulty” column. It require **40 hours** and a success/fail roll to see if you succeeded at making a formula. Once you do, you guard it with your life. While you can buy and sell a formula, this is almost never done; thus, they have no defined price. Fundamentally, a formula is nothing more than ink on

paper and can be copied with ease. While you “roll to modify your score” when making a formula, you do NOT roll to modify your score when making Greek fire oil.

Greek fire oil cannot be added to weapons. They are either thrown (arbitrary range of 60 feet) and detonated on impact, or set with a wick to detonate with a time delay of 100 rounds or less. While a bomb can be detonated above the ground, the entire area of effect descends 70 feet per round until it hits ground or water. Bombs thrown at targets under 300 pounds will NOT detonate on impact. They are too soft. This is particularly important for air bound targets. Since a bomb cannot be part of a weapon, it cannot have a “to hit” score. The only way to hit an air bound target with a bomb is with a wick timed perfectly. All of that is left up to the Game Master to decide on.

Poison, bless, mystic, metal types, quality, and magic CANNOT be added to a bomb. Bombs never get excess damage or additional damage from the spells magic blade, curse, or voodoo doll. Master crafted bonuses do not add to bombs. Damage bonuses from obelisks, the chi effect damage, the spell ** kinesis 2, and the spell become elemental ARE added, but they are added after the area of effect of the bomb has been determined. Even when this happens, bombs NEVER overcome defense such as “silver of better” which reduces damage by five.

In order to detonate Greek fire you need damage of type: force, fire, lava, or lightning. Wicks are of type fire. Molotov cocktails use cloth on fire, which detonate the Greek fire when broken. Force is not impact; it is spiritual energy or life force. Thus, dropping or smashing a flask of Greek fire will not detonate it.

Custom Formulas:

- Formula = F
 - Difficulty = $((A + B + C) \times 10) - F$
 - Damage = A + B This is the number of (1.5)s.
 - Materials = 1.5 to the power of (22 +B -C) This is similar to effect Z in the Ryvah Magic system.
 - Time = $(10^{\frac{2}{3}} \text{ Days}) \times (0.75 \text{ to the power of } (10 - A))$ This is similar to effect W in the Ryvah Magic system. Note: this cannot exceed 10. Time is in 8-hour days. Thus, 3 in A which results in 7 in effect W in the Ryvah Magic system results in 25 hours or 1.04 Days, which converts into 8½ hours.
- Now pick numbers for A, B, C, and F. You may pick any integer.

Poisons

Task #2 Poisons

- sold at wholesale

Name	Retail	Damage	D. Round 2	Damage 3,4,5	Hinder	Hinder Time	Difficulty
Poison Oak	\$34	4					40
Poison Ivy	\$34				-4	2 rounds	40
Bee Sting	\$38			5			43
Hornet	\$40	2	2	2			44
Wasp	\$43				-6	2 rounds	46
Mushroom	\$43	2	6				46
Ice Thistle	\$43			4	-2	2 rounds	46
Blood Art	\$49	4			-3	2 rounds	49
Fire Ant	\$49	5			-1	7 rounds	49
Black Mold	\$54				-4	7 rounds	52
Anthrax	\$57		13				54
Fire Thistle	\$59				-3	30 rounds	55
Cyanide	\$59	3	3	4			55
Arsenic	\$64			6	-2	7 rounds	58
Viper	\$64	10					58
Pone 4	\$49			7			49
Pone 3	\$43			6			46
Pone 2	\$38			5			43

Damage adds to weapon damage, and the dose is only consumed on a successful hit. If poison is in food or drink, success implies it has been consumed. Damage has three parts: initial damage, round two damage, and damage for round three-four-five. Initial damage types the attack as poison and is part of the attack. The other two forms of damage (round two damage, and damage for round three-four-five) are not part of the attack. They bypass defense, resistance, damage resistance, magical armor resistance, stone skin, and elemental skin. They are effected by the rest. Thus, weakness and resistance effect the damage of these two forms. Hinder causes the victim to suffer a penalty to four things: AC, to hit, movement, and save. A hinder of 5 would inflict -5 AC, -5 to hit, -5 ft. per round movement, and -5 save. **Hinder never compounds.** Take the highest. You may put multiple doses on a weapon and only one dose will ever be used at a time.

Making poison is simple and easy. Simply add up all the difficulties together to determine the score required.

- 3 points each one point of initial damage.
- 2 points each one point of round two damage.
- 3 points each one point of damage on each of round 3,4, and 5. Total of three damage.
- 3 points each one point of hinder for two rounds.
- 6 points each one point of hinder for seven rounds.
- 9 points each one point of hinder for 30 rounds.

All poisons take 48 minutes to make. You may make a maximum of 10 in a day. All poisons require 5 grams of “material components.” Geologists mine the material components.

Task #3 Acids - sold at wholesale
Undefined.

Doctor

This is the ability to heal the wounded and cure the sick. Unlike most everything else in Ryvah, we flatly abandon all logic and reason in favor of making the game fun and playable. As such, within that tiny little village too small to even have a first level smithy we can find a doctor with skills on par with a grand arch-magi. Further, all the money you pay him vanishes instantly. Thus, you cannot rob him. Further, there is no restriction on the amount of service you can get from a village, such that an army of a thousand mortally wounded soldiers at the brink of death could all be healed . . . if they had the money to pay for it.

- Stats: (1)Intelligence, (1)Spirit, (1)Comeliness
- Skills: Category: Science Group: Biology Basic: Doctor
- Tools: Required – Medical Kit \$1,000
- Building: Required – Hospital
- Consumables: herbs.
- Skill check: Do **not** modify your score with a roll.
- Books: Anatomy.
- Units: Generic
- Master craft: No.
- Mystic tool type: Poison
- Juggernaut:

Task #1 make units.

35	40	45	50	55	60	65	70	75	80	85	90	95	100
Units	5	7	9	11	14	17	24	32	44	57	73	90	112
	Units												

For one week's labor.

Escort

This is the ability to entertain a person sexually. As a customer, this service is converted into SLB (Standard of Living Bonus). The amount paid is put toward a person's SLB for the week, with excess rolling over. In other word, since SLB is 200, 400, 800, 1600, 3200, etc. as exact incremental amounts, if a customer spends 500 copper on singers and dancers there would be 100 that would roll over into the next week. $500 - 400 = 100$. The 400 gives the person a +2 SLB.

- Stats: (2)Comeliness
- Skills: Category: Artistry Group: Charm Basic: Escort
- Tools: Required -- Sex Toys \$1,000
- Building: none
- Consumables: none
- Skill check: Roll to modify your score.
- Books: Kamasutra.
- Units: Entertainment
- Master craft: No.
- Mystic tool type: acid
- Juggernaut:

Task #1 Sex - as units of entertainment.

$((score \div 20)^3) \times 10 = \income . This represents an overnight experience consisting of an hour of foreplay, an hour of sexual passion, copulation, and genital intercourse, and 7 hours of sleep. For a half hour quickie you must divide your income by 4. For a multiple-day event, simply multiply income by days.

Don't forget about the political experience. You get your income in political experience as well. This is how we quantify fame.

To convert to units divide income by 100.

Farming

This is the ability to harvest food from animals and fields. Thus, this includes butchering an animal.

- Stats: (1)Strength, (1)Spirit, (1)Intelligence
- Skills: Category: Science Group: Biology Basic: Farming
- Tools: Required – Harvesting Tools \$600
- Building: Required – Barn
- Consumables: none.
- Skill check: Do **not** modify your score with a roll.
- Books: Food.
- Units: Food
- Master craft: No.
- Mystic tool type: Wood
- Juggernaut:

Task #1 make units.

35	40	45	50	55	60	65	70	75	80	85	90	95	100
5 Units	7 Units	9 Units	11 Units	14 Units	17 Units	24 Units	32 Units	44 Units	57 Units	73 Units	90 Units	112 Units	132 Units

For one week's labor.

Butchering Livestock

The time required to butcher an animal follows an equation: $1 * 0.66^{((score - 40)/10)}$. Here is a chart of the output

Score	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
Time	152%	123%	100%	81%	66%	54%	44%	35%	29%	23%	19%	15%	13%	10%	8%

Animal	Gross Weight	Hours To Butcher	Net Weight	\$Per Pound	Total Value
Ankhed		0	0		0
Axe Beak	300	6	60	4	240
Basilisk	2330	65	466	6	2796
Bear	435	10	87	5	435
Black Slime		0	0		0
Blink Dog	12	0	2.4	4	9.6
Bo-Gwiesh	40	1	8	4	32
Brain Mole	7	0	1.4	4	5.6
Bullet	2200	41	440	4	1760
Cat	7	0	1.4	4	5.6
Catoblipas	2300	54	460	5	2300
Centipede		0	0		0
Chimera	1200	28	240	5	1200
Clouded Leopard	80	1	16	4	64
Cockatrice	3	0	0.6	10	6
Crawler		0	0		0
Crockin	1	0	0.2	50	10
Despiser	180	5	36	6	216
Dog	60	1	12	4	48
Dragon	?	?	?	15	?
Erutan	500	14	100	6	600
Fire Lizard	1200	67	240	12	2880
Flaming Growtak	5500	154	1100	6	6600
Giant Spider		0	0		0
Gorgon	2700	76	540	6	3240
Gray Slime		0	0		0
Green Slime		0	0		0
Griffon	1800	50	360	6	2160
Hippocampus	1800	50	360	6	2160
Hippogriff	620	17	124	6	744
Horse	930	22	186	5	930
Hydra	12000	728	2400	13	31200
Jabberwock	8000	336	1600	9	14400
Lion	450	15	90	7	630
Living Rock		0	0		0
Mastodon	16000	373	3200	5	16000
Owlorc	700	16	140	5	700

Owl	15	0	3	5	15
Pegasus	850	40	170	10	1700
Phoenix	30	14	6	100	600
Pseudo Dragon	15	1	3	15	45
Purple Worm	315000	8820	63000	6	378000
Red Slime		0	0		0
Remorhaz	45000	210	9000	1	9000
Roc	500000	11667	100000	5	500000
Rust Monster	1200	17	240	3	720
Sea Lion	1600	45	320	6	1920
Serpent	2500000	35000	500000	3	1500000
Snake	20	0	4	3	12
Squid	2500	35	500	3	1500
Stirge	1	0	0.2	3	0.6
Tiger	500	16	100	7	700
Trilf	51	2	10.2	7	71.4
Umbrix	30	14	6	100	600
Unicorn	600	28	120	10	1200
Wolf	435	10	87	5	435
Wyvern	?	?	?	15	?
Ysatsce	450	11	90	5	450
Yellow Slime		0	0	0	0

Geologist

This is the ability to locate and mine for alchemical minerals. This can also locate and mine for non-alchemical minerals such as iron, silver, and gold. When non-alchemical minerals are mined then, ore for that material is produced. The metallurgist is the trade that possesses the ore into metal. A mine produces ore units, and a quarry produces rock units.

- Stats: ((2)Intelligence, (2)Strength, (1)Dexterity
- Skills: Category: Science Group: Chemist Basic: Geologist
- Tools: Required – Misc. Equipment Geology \$1,500
- Building: Required – Mine or Quarry
- Consumables: none.
- Skill check: Roll to modify your score.
- Books: Rocks & Minerals.
- Units: Rock or Ore
- Master craft: No.
- Mystic tool type: Iron
- Juggernaut: can make refined ““rock” alchemy with a skill check of 64 and it requires one hour per does.

Name	Price	Yield	Skill	Days	Price * Yield
Black Gold	\$550	40	46	30	\$22,000
Blue Jade	\$323	320	40	200	\$103,360
Blue Jasper	\$83	180	50	15	\$14,940
Blue Silver	\$221	160	53	35	\$35,360
Emerald 0.25 ct	\$146	160	43	38	\$23,360
Emerald 0.4 ct	\$388	320	46	168	\$124,160

Emerald 0.5 ct	\$435	360	56	137	\$156,600
Emerald 1.0 ct	\$1,948	100	70	66	\$194,800
Fire Emerald	\$13,582	120	83	300	\$1,629,840
Golden Opal	\$611	54	63	16	\$32,994
Green Iron	\$952	110	53	107	\$104,720
Green Star Sapphire	\$478	120	46	80	\$57,360
Green Tiger-eye	\$567	120	50	75	\$68,040
Mithral – Black	\$6,414	50	116	15	\$320,700
Mithral – Blue	\$2,166	60	73	37	\$129,960
Mithral – Green	\$5,898	100	80	110	\$589,800
Mithral – Pearl	\$1,045	300	46	470	\$313,500
Mithral – Pink	\$3,554	320	76	246	\$1,137,280
Mithral – Purple	\$7,671	440	83	560	\$3,375,240
Mithral – Red	\$1,953	280	63	280	\$546,840
Mithral – White	\$4,526	150	93	75	\$678,900
Mithral – Yellow	\$872	50	50	50	\$43,600
Pepper Weed Rock	\$3,292	60	66	84	\$197,520
Pink Star Sapphire	\$10,974	2	73	4	\$21,948
Platinum – Blue	\$1,975	30	53	64	\$59,250
Platinum – Green	\$210	100	43	34	\$21,000
Platinum – Orange	\$2,953	42	70	38	\$124,026
Platinum – Pink	\$1,772	20	63	16	\$35,440
Platinum – Red	\$378	14	40	9	\$5,292
Platinum – White	\$618	40	63	12	\$24,720
Pop Rock	\$2,933	20	70	18	\$58,660
Purple Agate	\$422	60	50	29	\$25,320
Purple Chrisicola	\$88	1000	43	136	\$88,000
Purple Opal	\$442	100	43	66	\$44,200
Purple Zinc	\$82	600	43	79	\$49,200
Rainbow Copper	\$551	60	50	39	\$33,060
Rainbow Mercury	\$3,103	60	60	128	\$186,180
Rainbow Mithral	\$14,567	16	93	24	\$233,072
Red Nickel	\$395	400	63	81	\$158,000
Ruby 0.1 ct	\$39	1000	53	38	\$39,000
Ruby 0.5ct	\$699	80	66	22	\$55,920
Ruby 1.2 ct	\$2,056	28	73	15	\$57,568
Ruby 2.0 ct	\$3,880	18	40	127	\$69,840
Sapphire 0.2 ct	\$107	400	56	38	\$42,800
Sapphire 0.3 ct	\$326	60	56	17	\$19,560
Sapphire 1.6 ct	\$2,454	16	43	63	\$39,264
Sapphire 1.7 ct	\$2,607	120	66	148	\$312,840
Shimmer Sand	\$288	200	86	6	\$57,600
Star Amethyst	\$260	100	46	33	\$26,000
Star Emerald	\$2,163	40	93	8	\$86,520

Star Quartz	\$887	20	43	29	\$17,740
Star Ruby	\$2,727	100	103	19	\$272,700
Sun Stone	\$234	170	60	30	\$39,780
Titanium – Black	\$1,049	60	53	62	\$62,940
Titanium – Blue	\$611	40	63	14	\$24,440
Titanium – White	\$646	32	43	30	\$20,672
White Malachite	\$937	28	60	19	\$26,236
Woodgrain – Copper	\$707	70	63	25	\$49,490
Woodgrain – Platinum	\$94	400	60	27	\$37,600
Woodgrain – Silver	\$204	200	56	34	\$40,800
Yellow Jade	\$739	16	70	2	\$11,824

Task #1 Locate alchemical mineral mine.

This finds the spot you need to be at in order to mine for that exact alchemy mineral. The task takes two days. Your score must be equal to or over the skill for the mineral.

Task #2 Mine alchemical substance.

This task is performed in a number of days. Every day requires a successful skill check. When you achieve a number of successes equal to the days, then you have mined the total yield of alchemy. If the price seems like it is four times higher than it should be, you might consider: a geologist of the matching skill to the alchemy skill will fail half the time. This doubles the expense. If this businessman expects to sell the alchemy then, he would expect to only get the wholesale price (45%); thus, his income will be cut in half again.

Task #3 locate mineral mine. (Non-alchemical)

This finds the spot you need to be at in order to mine for that mineral. The task takes 3 weeks. Your score must be over 40. Once you have a mine, it runs dry after 2,000 units have been mined from it. This 2,000 units is for the worker, if there is a building and or synergy involved, then their cut is in addition to the 2,000.

Task #4 Mine substance. (Non-alchemical)

For one week of work, if your score is over 30 you get 6 units of ore or rock depending on the mine. Alternatively, you get your score $\times 15$ in grams of “material components.” Material components are one copper per gram and sold as units also. A mine cannot produce more than one product: rock, ore, or material components.

Herbalist

This is the ability to find and grow alchemical plants. They also grow medical herbs.

- Stats: (1)Intelligence, (1)Perception, (1)Spirit
- Skills: Category: Science Group: Biologist Basic: Herbalist
- Tools: Required -- Gardening Tools \$1,000
- Building: optional – Green House
- Consumables: Fertilizing, specific to each plant.
- Skill check: Roll to modify your score.
- Books: Magical Plants.
- Units: none
- Master craft: No.
- Mystic tool type: Thorn
- Juggernaut:

Name	Price	Yield	Mana	Skill to Find	Skill to Grow	Climate	Days	Price*Yield
Anti-Poison Mushroom	\$1,259	6	8	120	90	Lake	20	\$7,554
Black Lily Silk	\$255	13	1	96	73	Jungle	20	\$3,315
Black Night Plant	\$815	7	8	93	70	Forest	40	\$5,705
Black Pearl	\$51	35	3	63	40	Lake	70	\$1,785
Black Pond Mushroom	\$23	42	2	70	56	Swamp	18	\$966
Black Ring Algae	\$12	140	1	63	43	Swamp	55	\$1,680
Black Tar Mushroom	\$59	26	3	70	56	Swamp	30	\$1,534
Blood Moss	\$379	10	4	73	60	Desert	63	\$3,790
Blood Mushroom	\$383	10	5	93	70	Jungle	26	\$3,830
Blue Cat Mushroom	\$1,135	6	8	86	66	Mountain	62	\$6,810
Blue Daisies	\$414	10	16	70	53	Forest	85	\$4,140
Blue Marsh Spore	\$319	11	4	86	66	Plains	30	\$3,509
Blue Mushroom Stem	\$79	23	3	73	60	Plains	30	\$1,817
Blue Spotted Mushroom	\$24	41	2	80	63	Desert	12	\$984
Buttercup Fungi	\$495	9	5	83	63	Cave	45	\$4,455
Carmel Moss	\$283	12	4	106	76	Mountain	15	\$3,396
Carnivore Mushroom	\$183	15	3	96	70	Cave	17	\$2,745
Chocolate Oil	\$404	20	8	66	46	Jungle	240	\$8,080
Chow Vine	\$670	8	8	76	60	Plains	74	\$5,360
Cit Berries	\$3,529	3	8	76	60	Swamp	160	\$10,587
Citory Blossom	\$243	13	8	70	53	Swamp	65	\$3,159
Citossen Root	\$229	13	6	66	46	Swamp	80	\$2,977
Clear Mushroom	\$5	89	2	70	53	Desert	10	\$445
Dark Blood Mushroom	\$893	7	6	113	86	Cave	20	\$6,251
Deep Sea Moss	\$1,258	6	11	90	66	Jungle	60	\$7,548
Draw Oak Berry	\$265	20	4	63	46	Cave	160	\$5,300
Dust Devil Fern Leaf	\$4,471	3	14	106	80	Swamp	55	\$13,413
Ecnamor Flower	\$2,269	4	12	83	66	Mountain	90	\$9,076
Ecnamor Oil	\$1,146	6	17	73	56	Lake	125	\$6,876
Ecnamor Silk	\$2,901	4	14	83	63	Jungle	120	\$11,604
Edundlihc Flower	\$2,185	4	18	93	70	Mountain	63	\$8,740
Emerald Fern Leaf	\$2,631	4	18	106	80	Mountain	44	\$10,524
Enin Pollen	\$1,123	6	6	86	66	Plains	58	\$6,738
Eninyt Root	\$1,123	6	12	110	83	Plains	25	\$6,738
Eninytxi Wood	\$1,430	5	8	103	76	Plains	35	\$7,150
Esrucocrenni Sap	\$136	37	4	60	40	Cave	200	\$5,032
Evit Rose	\$24,636	1	23	83	63	Desert	260	\$24,636
Evitcudes Wood	\$214	30	4	66	46	Desert	180	\$6,420
Evo Berry	\$3,771	3	50	66	50	Lake	265	\$11,313

Evolef Root	\$39	200	4	66	46	Lake	216	\$7,800
Evolef Seeds	\$8	800	2	63	43	Lake	200	\$6,400
Fairy Ring Mushroom	\$93	200	12	83	63	Cave	200	\$18,600
Felicity Sap	\$30	37	2	103	76	Lake	5	\$1,110
Firefly Algae	\$203	14	5	90	70	Lake	21	\$2,842
Giant Green Mushroom	\$2,342	4	8	90	70	Jungle	70	\$9,368
Giant Ring Mushroom	\$155	16	3	70	53	Desert	50	\$2,480
Gold Marsh Spore	\$3,518	3	18	106	80	Jungle	44	\$10,554
Gold Mushroom Stem	\$139	17	13	70	56	Jungle	44	\$2,363
Gray Lily	\$70,864	1	50	100	73	Mountain	400	\$70,864
Green Stun Mushroom	\$2,353	4	13	93	70	Mountain	65	\$9,412
Grey Mushroom	\$242	13	5	83	63	Mountain	35	\$3,146
Hcuot Leaf	\$26	250	2	66	46	Desert	189	\$6,500
Heureuse Root	\$516	9	9	106	80	Swamp	20	\$4,644
High Moss	\$508	9	9	106	76	Swamp	20	\$4,572
I'A Sap	\$2,152	4	2	80	63	Plains	100	\$8,608
I'Amour Vine	\$10	200	14	66	46	Plains	60	\$2,000
Iron Tea Leaf	\$161	16	8	63	43	Forest	80	\$2,576
Je T'aime Leaf	\$18	47	3	66	50	Swamp	20	\$846
Je Tode Vine	\$229	13	5	83	63	Swamp	30	\$2,977
La Jeneusse Blossom	\$120	60	6	63	40	Desert	260	\$7,200
La Passion Fruit	\$645	8	12	83	66	Swamp	50	\$5,160
La Vie Rose	\$396	10	12	86	66	Forest	33	\$3,960
Laugh Rose	\$369	10	6	63	43	Swamp	120	\$3,690
Laugh Roztal Root	\$2,074	4	14	76	60	Swamp	120	\$8,296
Lead Oak Wood	\$345	11	4	73	56	Jungle	70	\$3,795
Legbath Leaf	\$107	19	3	63	40	Cave	75	\$2,033
Legna Pollen	\$1,967	5	13	73	56	Cave	180	\$9,835
Legnonal Sap	\$508	9	5	86	66	Cave	44	\$4,572
Lekcit Pickle	\$1,734	5	37	76	60	Swamp	115	\$8,670
Lick Weed	\$758	7	16	70	53	Forest	112	\$5,306
Loka Fern Seed	\$123	18	4	63	40	Mountain	80	\$2,214
Loop Loop Lichen	\$218	30	4	70	53	Cave	130	\$6,540
Mandra Leaf	\$104	20	3	66	46	Forest	60	\$2,080
Mandrake Root	\$33	70	2	66	50	Forest	60	\$2,310
Mandrazale Wine	\$70	40	3	63	43	Forest	96	\$2,800
Mazak Mushroom	\$122	18	3	73	60	Desert	37	\$2,196
Mazakala Pollen	\$102	140	7	63	46	Desert	435	\$14,280
Miamese Mushroom	\$1,444	5	6	113	83	Plains	25	\$7,220
Milk Weed	\$125	18	6	66	50	Mountain	57	\$2,250
Misty Mushroom	\$17,534	1	80	80	63	Forest	200	\$17,534

Moon Tar	\$17,038	2	12	73	56	Forest	600	\$34,076
Nightmare Mushroom	\$860	7	12	90	66	Swamp	50	\$6,020
Nightshade	\$8	200	3	63	40	Swamp	60	\$1,600
Oak Leaves	\$11	700	9	66	46	Jungle	215	\$7,700
Orange Tar	\$3,402	3	15	80	63	Cave	130	\$10,206
Platinum Mushroom	\$8,345	1	23	116	86	Desert	25	\$8,345
Pole Ring Mushroom	\$83	22	3	63	40	Plains	70	\$1,826
Pond Pearl	\$606	8	11	96	70	Swamp	30	\$4,848
Powat Flower	\$2,724	4	14	100	73	Plains	60	\$10,896
Pulp Oak Raisin	\$578	8	9	70	53	Desert	103	\$4,624
Purple Cat Wood	\$7,847	2	37	96	73	Swamp	95	\$15,694
Purple Ring Mushroom	\$230	13	6	86	66	Forest	28	\$2,990
Pyrite Lichen	\$4,574	3	15	86	66	Swamp	132	\$13,722
Rainbow Moss	\$190,766	1	43	126	96	Forest	364	\$190,766
Rainbow Mushroom	\$2,958	4	43	70	53	Lake	234	\$11,832
Red Angel Wood	\$5,937	3	54	110	80	Forest	67	\$17,811
Red Cat Fungi	\$651	8	6	66	50	Desert	130	\$5,208
Red Striped Mushroom	\$1,148	6	5	80	63	Forest	83	\$6,888
Ruby Rose	\$2,219	4	16	80	63	Lake	110	\$8,876
Sand Milk	\$63	25	2	60	40	Jungle	63	\$1,575
Saphyre Blossom	\$394	40	8	66	50	Plains	394	\$15,760
Saphyre Cactus	\$984	50	6	86	66	Jungle	450	\$49,200
Saphyre Daisy	\$87	60	17	73	60	Forest	87	\$5,220
Saphyre Leaf	\$118	38	3	66	46	Swamp	118	\$4,484
Saphyre Oil	\$45	30	3	63	43	Desert	45	\$1,350
Saphyre Vine	\$283	30	4	66	50	Cave	210	\$8,490
Saphyre Wine	\$6	82	1	70	53	Lake	10	\$492
Shade Lichen	\$294	12	4	90	66	Cave	28	\$3,528
Shadow Cloves	\$792	7	12	80	63	Desert	67	\$5,544
Shadow Wine	\$16	70	3	63	40	Lake	44	\$1,120
Shy Oil	\$805	7	5	83	66	Lake	56	\$5,635
Silver Mushroom	\$275	12	4	70	53	Swamp	66	\$3,300
Snapdragon Flower	\$700	8	11	106	80	Jungle	24	\$5,600
Song Lily Honey	\$1,311	3	43	126	96	Lake	8	\$3,933
Spirit Moss	\$76	23	3	70	56	Lake	33	\$1,748
Sprite Mushroom	\$1,186	6	7	110	80	Jungle	27	\$7,116
Star Flower	\$4,268	3	8	86	66	Swamp	116	\$12,804
Sun Sickle Sap	\$427	10	6	126	96	Cave	9	\$4,270
Tehp Cherry	\$1,261	80	16	63	43	Lake	225	\$100,880
Tehpm Leaf	\$34	90	2	126	96	Lake	90	\$3,060

Umbra-La-Death Flower	\$825	7	18	93	70	Jungle	40	\$5,775
Violet Fungi Branch	\$194	14	4	80	63	Desert	35	\$2,716
White Mushroom	\$360	11	4	73	56	Mountain	70	\$3,960
Wob Sap	\$38	40	4	63	40	Desert	60	\$1,520
Wobniar Wood	\$2,571	70	11	123	93	Desert	430	\$179,970
Ycimitni Mushroom	\$4,102	3	43	73	56	Lake	220	\$12,306
Yellow Mushroom	\$10	63	2	66	50	Swamp	16	\$630

Task #1 Find Alchemy Plant

This require one week before you roll. Your score must be equal to or higher than the plants “Find” score.

Task #2 Grow Alchemy Plant

This requires a live plant. You cannot grow from alchemy. This requires the number of days indicated for the plant before you roll. If and only if your score is equal to or higher than the plants “Skill to Grow” score, then (you have a harvest of the “Yield” quantity of that alchemy) or (you have **two** more plants). Thus, you can increase the number of plants you are growing OR make alchemy, not both. To get more plants you sacrifice the entire harvest. You can at best triple the size of your farm every season (Days to Grow). In general, you can never purchase plants—they are the goose that lays the golden egg. An approximate value of two plants is the “Price × Yield;” however, it’s arbitrary in consideration to supply and demand, and plants do not have a peddle price because they will die quickly without proper care. Magical plants die in 25 days without all three: the correct soil, climate, and water. They die in 15 days without water. Moreover, they die in 10 day without any of the three: water, correct soil, and the correct climate.

Task #3 Grow medical herbs - sold as units

One week of work will make: your score × 15 copper in medical herbs.

Jeweler

This is the ability to make wands, rods, staves, rings for magic, and all manner of spell books. They also make all other books, and finally, yes they make jewelry too.

- Stats: (1)Intelligence, (1)spirit
- Skills: Category: Artistry Group: Art Basic: Jeweler
- Tools: Required – jeweler’s tools \$5,000
- Building: Required – Jeweler
- Consumables: gems and precious metals
- Skill check: Do **not** modify your score with a roll.
- Books: none
- Units: Art or Education
- Master craft: Yes. The jeweler is able to master craft clothing, weapons, and armor.
- Mystic tool type: Ice
- Juggernaut: can make refined “rock” alchemy with a skill check of 64 and it requires one hour per does.

Wands & Spell Books

Task #1 Make casting spell book – sold at wholesale.

Time: 20 hours. All spell books retail at \$2,000.

Materials: \$700 in precious metal and gems. You produce the item of the quality equal to your (score – 40) ÷ 10. Thus, 50 = +1, 60 = +2, 70 = +3, etc. You can actually track the decimal if you care. However, most implementations round down.

Task #2 Make books – sold at wholesale or as units.

Time: 40 hours for 6 units. All books retail at \$1,000 (10 units); thus, wholesale at \$450 (4.5 units). Wait? What? Thus, a jeweler makes \$600 a week like everyone else. If he is making books as units then he gets books as units of education. When classed as units of education, the price is flexible in the same way a hundred dollar bill is flexible. Two \$50s is also \$100. When they make books at wholesale, they are making exact books such as an alchemy book, or monster manual book. In this case the book takes 30 hours to make, but cannot be converted into units. It will have a retail of \$1000, a wholesale of \$450, and a peddle price of \$180.

The quality is equal to your (score – 40) ÷ 10. Thus, 50 = +1, 60 = +2, 70 = +3, etc. Track the decimal.

Task #3 Make jewelry – sold as units.

This makes rings, crowns, bracelets, and whatever. Simply pick a final price. Subtract the cost of materials and divide by 100 to calculate units. The materials MUST be in the form of units or currency. To use found precious metal and gems you add only the peddle price of 18% or (10% if alchemy). A found \$100 ruby adds only 18 copper.

Time: 40 hours. 6 units.

If you wish to capture the full value of found materials, then the final price is dictated at 30 copper per hour of labor (which must be greater than 20% of the final price) plus the retail value of the materials. However, this does not make units. This makes jewelry at a retail price. This is NOT currency. To get the money out of it, you open your own jewelry storefront and get customers to come in and purchase it.

Locksmith

This is the ability to make the tools that make the tools other trades use.

- Stats: (2)Intelligence, (1)Perception
- Skills: Category: Science Group: Mechanics Basic: Locksmith
- Tools: Required – Lathe & Fine Tooling \$1,000
- Building: Required – Office
- Consumables: metal, a pound of iron is 12.8 copper.
- Skill check: Do **not** modify your score with a roll.
- Books: Machinery.
- Units: Equipment
- Master craft: No.
- Mystic tool type: Lightning
- Juggernaut:

Tools

Item	Pounds of Metal	Cost of Metal	\$ Retail	50%	Net	Labor Hours
Lock	1	\$13	\$500	\$250	\$237	16 hours
Cloth Working Tools	16	\$205	\$5,000	\$2,500	\$2,295	153 hours
Drafting Tools	8	\$102	\$1,000	\$500	\$398	27 hours
Gardening Tools	23	\$294	\$1,000	\$500	\$206	14 hours
Harvesting Tools	16	\$205	\$600	\$300	\$95	6 hours
Jeweler's Tools	16	\$205	\$5,000	\$2,500	\$2,295	153 hours
Lathe & Fine Tooling	31	\$397	\$1,000	\$500	\$103	7 hours
Medical Kit	16	\$205	\$1,000	\$500	\$295	20 hours
Misc. Equip. Geology	39	\$499	\$1,500	\$750	\$251	17 hours
Telescope & Tools	23	\$294	\$1,000	\$500	\$206	14 hours
Wood Working Tools	117	\$1,498	\$5,000	\$2,500	\$1,002	67 hours

Foundry & Tools	23	\$294	\$1,000	\$500	\$206	14 hours
Forge & Tools	138	\$1,766	\$5,000	\$2,500	\$734	49 hours
Lab Equipment	46	\$589	\$3,000	\$1,500	\$911	61 hours
Paintbrushes	4	\$51	\$1,000	\$500	\$449	30 hours
Animal Training Tools	12	\$154	\$3,000	\$1,500	\$1,346	90 hours
Sculpting Tools	165	\$2,112	\$5,000	\$2,500	\$388	26 hours
Thieves' Pick & Tools	4	\$51	\$3,000	\$1,500	\$1,449	97 hours

Task #1 make item - sold at wholesale

After working for the time required on the chart for the given item, and having consumed the amount of material required on the chart for the given item, then you produce the item of the quality equal to your (score – 40) $\div 10$. Thus, 50 = +1, 60 = +2, 70 = +3, etc. You can actually track the decimal if you care. However, most implementations round down.

For an actual lock, the difficulty to unlock is the score it was made with (+20 per point of magic plus), (+40 per level of mystic), (+50 if blessed by a nymph.) Mystic and blessed locks will inflict their damage upon anyone trying to pick them.

Task #2 Manufacture Alchemy - sold as custom order. The metallurgist and locksmith can collaborate together to manufacture custom designed alchemy. Seem metallurgist for details.

Metallurgist

The metallurgist takes ore and turns it into metal.

- Stats: (1) Intelligence, (1) spirit, (1) Dexterity.
- Skills: Category: Science Group: Chemistry Basic: Metallurgist
- Tools: Required – Foundry & Tools \$1,000
- Building: Required – Foundry
- Consumables: ore
- Skill check: Do **not** modify your score with a roll.
- Books: Metals.
- Units: Metal
- Master craft: No.
- Mystic tool type: Lava
- Juggernaut:

Task #1 make units. For one week of labor.

35	40	45	50	55	60	65	70	75	80	85	90	95
4 Units	7 Units	9 Units	13 Units	17 Units	22 Units	28 Units	35 Units	43 Units	52 Units	63 Units	75 Units	88 Units

Notice the chart is different.

Task #2 make metal - sold as units. 100 pounds of ore costs \$150 copper. Time: 40 hours. Consumable: pounds of ore = (Score $\times 7$) \times (Score/40) 2 . Product: pounds of iron = 30% of the pounds of ore. Thus, a score of 40 consumes 280 lb. of ore and produces 84 lb. of iron. One pound of iron = \$12.8 copper. 84 pounds of iron is worth \$1,075 but you must pay \$420 for the consumed ore. Net profit is \$655. A bit less than seven units. 7.8 lb. of iron = \$100 copper = one unit. Here is a chart of this equation, which produced the chart for units:

Score	35	40	45	50	55	60	65	70
Pounds of Ore	188	280	399	547	728	945	1,201	1,501

Pounds of Metal	56	84	120	164	218	284	360	450
Value of Metal	\$720	\$1,075	\$1,531	\$2,100	\$2,795	\$3,629	\$4,614	\$5,762
Expense of Ore	\$281	\$420	\$598	\$820	\$1,092	\$1,418	\$1,802	\$2,251
Net Profit	\$439	\$655	\$933	\$1,280	\$1,703	\$2,211	\$2,811	\$3,511
Units	4	7	9	13	17	22	28	35

One unit is 7.8 lb.	cost per pound Iron = \$12.8	\$100
100 oz.	Copper = \$16	\$100
50 oz.	Nickel = \$32	\$100
25 oz.	Zinc = \$64	\$100
10 oz.	Silver = \$160	\$100
1 oz.	Gold = \$1,600	\$100
0.1 oz.	Platinum = \$16,000	\$100

Manufacture Alchemy

Name	Group	Effects	Compatibility	Mana
Reverse Flux Capacitor	Abjuration	A-Z	A-Z	5
Yumaria's Engine	Acid	A-Z	A-Z	5
Lilith's Creation Matrix	Alteration	A-Z	A-Z	5
Eve's Bag of Awesome	Black	A-Z	A-Z	5
Hathawatt's Class Ring	Blue	A-Z	A-Z	5
Mimi's Lightning Rod	Conjuration	A-Z	A-Z	5
Twinkle's Barrette	Creation	A-Z	A-Z	5
Sarah's Heart	Divination	A-Z	A-Z	5
White Nymph Special	Enchantment	A-Z	A-Z	5
Nymph's Phylactery	Evocation	A-Z	A-Z	5
Hubble's Space Heater	Fire	A-Z	A-Z	5
Newtonian Apple	Force	A-Z	A-Z	5
NonNewtonian Apple	Green	A-Z	A-Z	5
J.W.'s Web Telescope	Ice	A-Z	A-Z	5
Curie's Cure-All	Illusion	A-Z	A-Z	5
Jungian Dreamcatcher	Lava	A-Z	A-Z	5
Freudian Knotwork	Light	A-Z	A-Z	5
Tesla's Tesseract	Lightning	A-Z	A-Z	5
Da Vinci's Wire whisk	Movement	A-Z	A-Z	5
Ben Franklin's Key	Mud	A-Z	A-Z	5
Archimedes' Toolbox	Necromancy	A-Z	A-Z	5
Plato's Playdough	Poison	A-Z	A-Z	5
Pythagoras's Square	Red	A-Z	A-Z	5
Oppenheimer's Hammer	Rock	A-Z	A-Z	5
Einstein's Chalkboard	Thorn	A-Z	A-Z	5

Noble's Kewpie Doll	White	A – Z	A – Z	5
Planck's Plank	Wood	A – Z	A – Z	5
Cue's Klicity Clock	Yellow	A – Z	A – Z	5

Task #3 Manufacture Alchemy - sold as custom order. The metallurgist and locksmith can collaborate together to manufacture custom designed alchemy. First the metallurgist makes the metal, then the locksmith makes the mechanism. This makes one dose, which is consumed when used.

It is used like regular alchemy anywhere alchemy is used. Custom designer alchemy has a compatibility of A – Z. It works with everything. It has effects A – Z, it can be used on any effect. It always has 5 mama. There is exactly one and only one custom alchemy per group.

Now to make it. It is the metallurgist who must have a stockpile of materials to work with. “Variety” = the number of unique types of alchemical metals he must have. There are 32 alchemical metals in Ryvah. “Quantity” = the number of EACH you must have. Thus some alchemy require a large variety but small quantity, while other alchemy require a large quantity but have a small variety. They all need about 60 doses of alchemy. These are NOT consumed. This is what he has available to play with. “Consumed” = the copper value of his supply of alchemical metals which is used up or wasted in the process of making one dose of custom alchemy. To do this correctly. The metallurgist purchases his 60+ doses of alchemical metal in advance. He has his tools, books, and foundry. Next he pays the “consumed” price. Thus, he automatically refreshes his metals. We never reduce the alchemical metal he has on hand. The consumed is the price paid to replenish it and represents the value of what was used.

Skill = the minimum skill needed. Days = the number of 8-hour days of labor. It does not need to be done all at once, and no more than 8 hours can be done in a single day. Price = the wage paid to him. It is his skill-level-wage-rate times the number of days. Interestingly, we use the farmer’s skill-to-unit wage chart. Now for the weird part. Notice consumed + metallurgist price + locksmith price = \$12,800 all the time. This is by design. Truthfully all custom alchemy is woefully overpriced and borderline pathetic . . . unless you are using it to Master Craft!

When it comes time to level up with master crafting your objects, you need alchemy that costs a lot. Ten doses of one of these custom alchemy will cost \$128,000, which is the exact amount needed to master craft at level 8.

Name	Variety	Quantity	Consumed	Metallurgist			Locksmith			Total
				Skill	Days	Price	Skill	Days	Price	
Reverse Flux Capacitor	32	2	\$2,440	60	4	\$1,360	90	5	\$9,000	\$12,800
Yumaria's Engine	26	3	\$2,120	65	4	\$1,920	85	6	\$8,760	\$12,800
Lilith's Creation Matrix	21	3	\$2,260	70	4	\$2,560	80	7	\$7,980	\$12,800
Eve's Bag of Awesome	17	4	\$480	75	5	\$4,400	75	9	\$7,920	\$12,800
Hathawatt's Class Ring	13	5	\$1,480	80	6	\$6,840	70	7	\$4,480	\$12,800
Mimi's Lightning Rod	10	6	\$1,140	85	7	\$10,220	65	3	\$1,440	\$12,800
Twinkle's Barrette	7	9	\$1,760	90	5	\$9,000	60	6	\$2,040	\$12,800
Sarah's Heart	31	2	\$2,660	55	18	\$5,040	60	15	\$5,100	\$12,800
White Nymph Special	27	3	\$800	65	9	\$4,320	70	12	\$7,680	\$12,800
Nymph's Phylactery	23	3	\$680	75	6	\$5,280	80	6	\$6,840	\$12,800
Hubble's Space Heater	18	4	\$1,560	85	4	\$5,840	90	3	\$5,400	\$12,800
Newtonian Apple	14	5	\$1,760	60	6	\$2,040	90	5	\$9,000	\$12,800
NonNewtonian Apple	9	7	\$2,000	90	3	\$5,400	90	3	\$5,400	\$12,800
J.W.'s Web Telescope	5	12	\$2,000	90	3	\$5,400	90	3	\$5,400	\$12,800
Curie's Cure-All	30	2	\$200	90	3	\$5,400	90	4	\$7,200	\$12,800
Jungian Dreamcatcher	25	3	\$1,880	55	26	\$7,280	55	13	\$3,640	\$12,800
Freudian Knotwork	20	3	\$2,160	55	13	\$3,640	55	25	\$7,000	\$12,800

Tesla's Tesseract	15	4	\$1,600	55	20	\$5,600	55	20	\$5,600	\$12,800
Da Vinci's Wire whisk	11	6	\$1,920	70	2	\$1,280	70	15	\$9,600	\$12,800
Ben Franklin's Key	8	8	\$640	70	17	\$10,880	70	2	\$1,280	\$12,800
Archimedes' Toolbox	29	2	\$720	70	2	\$1,280	90	6	\$10,800	\$12,800
Plato's Playdough	24	3	\$1,400	70	15	\$9,600	90	1	\$1,800	\$12,800
Pythagoras's Square	19	4	\$1,660	85	1	\$1,460	75	11	\$9,680	\$12,800
Oppenheimer's Hammer	12	5	\$820	85	7	\$10,220	75	2	\$1,760	\$12,800
Einstein's Chalkboard	6	10	\$820	75	2	\$1,760	85	7	\$10,220	\$12,800
Noble's Kewpie Doll	28	2	\$1,660	75	11	\$9,680	85	1	\$1,460	\$12,800
Planck's Plank	22	3	\$2,680	90	1	\$1,800	70	13	\$8,320	\$12,800
Cue's Klicity Clock	16	4	\$720	90	6	\$10,800	70	2	\$1,280	\$12,800

Painter

This is the ability to paint pictures.

- Stats: (1)Intelligence, (1)Comeliness, (2) Spirit
- Skills: Category: Artistry Group: Art Basic: Painter
- Tools: Required -- Paintbrushes \$1,000
- Building: Required – Art Gallery
- Consumables: Paint, \$20 per week.
- Skill check: Do **not** modify your score with a roll.
- Books: Figures & Nudes.
- Units: Art
- Master craft: No.
- Mystic tool type: Mud
- Juggernaut:

Task #1 Paint, - sold at wholesale

You produce a painting of the quality equal to your $(\text{score} - 40) \div 10$. Thus, 50 = +1, 60 = +2, 70 = +3, etc.

Track the decimal. To record a painting that can be used for a golem the quality, score, and hours to make MUST all be recorded.

With one week of work a painter can make a painting worth $((\text{score}-50) \div 4)^3$ copper.

score	40	50	60	70	80	90	100	110	120	130	140	150	160
Value	-\$16	\$0	\$16	\$125	\$422	\$1,000	\$1,953	\$3,375	\$5,359	\$8,000	\$11,391	\$15,625	\$20,797

Any amount of time can be used. Simply multiply the value by the time ratio. 40 hour = 100%, 20 hours = 50%, 80 hours = 200% etc. Collaboration is also possible. Add the individual values together. To calculate the skill check of the artwork from a value use the inverse equation of the above, which is $(\text{cube root of } (\text{value})) \times 4 + 50 = \text{score}$. Finished artworks cannot be combined to produce a collaboration. Units of art can NEVER be used to calculate a skill check. Units of art are similar to cheap toys you give children, the paintings in hotel bedrooms, and other mass produced products for public consumption. No amount of these artworks can ever achieve the glory of a painting by Adolf William Bouguereau, Leon Grom, Michelangelo, Rembrandt, Renoir, or Maxfield Parrish.

Priest

This is the ability to do the will of God. This single skill represents an entire category of character concepts as vast as the Ryvah combat system and Ryvah magic system combined and adds about two and a half levels of complexity to a character. **It is the single hardest concept in the Ryvah system to master.** Fundamentally, the

life-blood of a priest depends on out-of-game research and preparation as well as in-game roleplaying. Without both this character becomes a worthless peasant. A good priest takes everything from the Ryvah combat system, Ryvah magic system, Ryvah beast master system, Ryvah science system, and Ryvah politics system combines it all together and wraps it up inside the Ryvah holy priest system.

The holy priest prays to one exact target. For simplicity, we will call that target God, but Merlin, Thor, Pathreana, or Shopan are all logical options. Prayers are not magical. To pray simply means you say, "I pray to," This is an instruction from Player to Game Master of the character's conduct. The character does not need the words. In the online game, the option to pray has its own button for players to use. This is where it gets interesting. Within Ryvah, there is a spell "hear prayer." Gods have hear prayer at infinite mana, but mortals like Shopan could cast it also. This spell gives the caster the ability to receive all the prayers to them. The caster can even delegate the work to their "angles," their workers. With this, God can now hear you. What will God do? Are you a loyal follower? Have you paid your tithing? Have you been doing the will of God? How many people have you converted to worship God? How many temples to God have you built, and how big are they? I would like to point out, none of those five core questions reference a skill check. In fact, none even references a skill. It doesn't even make sense to have a skill in "amount of money donated." This is ridiculous. Yet, this is what this skill represents. This skill represents a quantified value for the summation of the answers to those questions. This is where it gets hard. While you can have a high skill check, you MUST back it up with actions. The character must constantly be preaching about his God, doing His will, donating money and getting others to donate money. If the priest fails to do all of these things, then God will ignore the priest. A priest can be ridiculously powerful; however, all that power is contingent on doing the will of God constantly, consistently, and relentlessly.

- Stats: (2)spirit
- Skills: Category: Politics Group: Religion Basic: Pick a religion
- Tools: Required – Holy Symbol \$1,000
- Building: Required – Church
- Consumables: none
- Skill check: Roll to modify your score.
- Books: Holy Book.
- Units: Entertainment
- Master craft: No.
- Mystic tool type: Light
- Juggernaut:

To run a priest character. Step one, you (the player) must define god. Notice I lowercased the G? We need a name. We need 4 to 7 pictures to model your clothing and attire. We need to see what he, she, or it is. Where are his angels, other priests, temples, and churches? What is this god's morality? We need to see buildings of this god. What does a temple look like? We need several pages of history about this mythology. Where does the mythology come from in real life? What kind of personality does this god have? What kind of powers does this god have? God does not need to be a god. God could be the town wizard. If the player is inventing this god (mortal or not) then we need a full character sheet for the god and everyone in the pantheon the player is inventing. To shortcut this Ryvah recommends a god from Ryvah, or real history and real life mythology. A player could invent a demigod in and existing mythology to leverage content that can simply be found on the internet. Now that we have about ten pages of material, we can start to think about a character.

Step two. What is a priest of THIS god required to look like?

- "My god is Thor." –okay. You must have some skill in hammers, combat, and lightning. Your strength needs to be an eight or more. Comeliness of seven or more. You must have personality skills of brave, proud, and egotistical. You are a macho-man.
- "My god is Poseidon." –okay. You love the water and sea. You must know how to swim and sail a ship. You are a water/ice type specialist. You absolutely have magic.
- "My god is Aphrodite." –okay, then you had better have a 9+3 Comeliness or higher and you don't wear clothing. You might as well be a dryad.
- "The Egyptian god Set." –okay, then you need to do at least one human sacrifice a month.

In general, when you are defining what you must have, we are sculpting the character who prays to god to look like that god. You well explore the pages and pictures you have that define your god and pull from it. However, this is not making a priest; this is how you join the club. This, if done well, logically causes the rest of the members of the club to like you, because you fit into the group.

Step three. “Do not ask what God can do for you; ask what you can do for God.” Take this to heart. In real life, imagine a poor man enters a church. I need, I need, I need . . . Yes we will help you get on your feet again. However, nobody looks upon him as a worker for the church. That is what a priest is. He is a worker doing the work the church needs done. How about this guy. “Hi, it’s a pleasure to meet you. I just moved in to town two weeks ago. I’m a handyman. I fix toilets, broken windows, drywall, and all sorts of stuff. I would be happy to donate my time to this church if there is anything God needs done.” Wow, yeah. Let me introduce you to EVERYONE! This is what your holy priest character MUST do. Oh, but what does YOUR god (defined in those pages) need? In the magical world of Ryvah, mana is in high demand. It is completely realistic to have levels of a given spell just so God can yield them FROM you. That’s right, you are likely to be yielding your mana TO you god. You are God’s mana battery. Realistically, Thor has no healing mana, or if he does it is not enough to serve all his followers. Therefore, Thor pulls the mana off one of his followers to give to another one of his followers. However, you build your character, it must be useful to the exact god as defined in those pages.

Step four. Now you need to build a holy priest. You still need to worship your God. You need levels in religion, levels in your exact God, whoever they are. You need to figure out how to get followers. You need to build a church, a temple, oh my gosh! And how much extra experience do I get to do all of this? None! Let us revisit the five core questions.

Are you a loyal follower? (Your prayer score should be 30 + 10 per level, first level = 40)

Have you paid your tithing? (Donate 300 copper per month times your (level squared))

Have you been doing the will of God? (One quest of your level per month, for free)

How many people have you converted to worship God? (Your level squared per month)

How many temples to God have you built, and how big are they? (at 2nd level you should have built a monument of worth \$10,000, at 3rd level your little church is worth about \$100,000, at 4th level you should have a temple worth a solid million. Just keep multiplying by 10 per level.) If you think we skipped first level—go look at the price of your holy symbol.

What you get for all of this is love. Your god likes you, and to the degree you are important to him or her, he will protect you. For example: you are in an abandoned cave collecting alchemy. Opps, it’s not abandoned any more. God yields you just enough mana and max in teleport to escape. Example two: Your high priest has sent you out to scout out the mountaintop. You’re a first level fighter, and have walked into an orc army 500 men strong. All of the following are reasonable responses: “Thanks for the info, good luck.” “Here is some mana to escape.” “I want you to attack. Here is 200 mana in fireball. If you can stay alive I will yield you more.” “Who are you again? You have not prayed to me in over a month.” “Hide. Backup is on the way. They will come from the west. When they attack you will cast X spell from the east.” It is this element right here that makes the holy priest such a difficult character to play. You are a part of a large conglomerate where you are leveraging the power of the whole. How many times have you seen a large company just through one of its employees under the buss? The expense to save them was more than their value to the company. How many times have you seen the military spend millions of dollars to save the ass of one man? That happens too. For a player to manifest this delusion in the mind of the Game Mater they must role-play their holy priest with flair, style, and phenomenal drama.

Score	Mana	Thing you have done for God
35	3	Donate \$10 a week for a year
40	5	Donate \$20 a week for a year
45	7	Donate 10 hours a week for a year
50	10	Complete a quest for your God
60	15	Build a \$5000 shrine to God
70	20	Build a \$50,000 temple to God
80	30	Convert at least 30% of the population of a town of at least 3,000 people.
90	45	Convert at least 30% of the population of a city of at least 10,000 people.

100	60	Convert at least 30% of the population of multiple towns of at least 30,000 people total.
110	80	Convert at least 20% of the population of the Kingdom of 100,000+.

This is a rough guideline at best. It implies at a skill check of 40 you are expected to donate at least 20 copper a week and could get 5 mana a day. However, this is enormously arbitrary. For example: our priest worships Shopan (rank 22 grand arch magi with 300 mana per day). Our priest is out scouting and gets trapped as he discovers a death squad of Shopan's enemies trying to launch a surprise attack on Rio. The priest is a faithful first level priest and about to die. Along with the rest of his first level friends. Realistically, what do you think Shopan would do?

"Have a 110 mana with a 22 max casting in ice attack." There is a lot of logic to this. Perhaps Shopan will yield him the exact amount of mana for three rounds of battle. Perhaps Shopan will just yield him mana for teleport. Mana is a valuable resource, but so is a priest. A priest in the right location at the right time is enormously valuable. Shopan's actions will not stop there. This could trigger an array of actions. Shopan might notify other troops and tell them to save you. Of course, everything has its price. Shopan might find it most economical to yield the priest just enough mana for a suicide attack. In fact, he may not have a better option. He may even ignore you.

Task #1 Preach - sold as units

As if that's not enough, we are now going to integrate the priest into industry and economics. We will use up to three different skill checks. The first is priest of course. The second is a non-combat and non-magic skill check (smith, dance, etc.) that is prominent within the god's lore. Poseidon would be something like boating, Aphrodite would be escort, Odin or Zeus would be something like management. The third skill can be a "to hit" score or magic score. A magic score is simply: tools + quality of wand + SLB + Intelligence + (Intelligence or Spirit) + Supernatural + a group skill like Evocation + a basic skill like Fire Attack + a specific skill like Fire Attack With My Wand. You will produce all three skill checks independently. You will take the hypotenuse of the three results as your final score. Thus, each one is important. The hypotenuse of 40, 40, 40 = 69. If you need help figuring this out, then don't be a priest. Now this final score is used when asking a congregation for donations. This is a near mirror of what a performer does, except this is phantom money.

Event	Donations	Estimate Worshipers	Preparation	Minimum Skill	Expense	Max Income
One	\$10	16	4 hours	20	\$200	$\$800 \times (2 - 40 \div (\text{Score} - 0))$
Two	\$16	43	2 Days	30	\$400	$\$2,000 \times (2 - 40 \div (\text{Score} - 10))$
Three	\$24	100	4 Days	40	\$900	$\$4,000 \times (2 - 40 \div (\text{Score} - 20))$
Four	\$54	403	3 Weeks	50	\$2,250	$\$10,000 \times (2 - 40 \div (\text{Score} - 30))$
Five	\$96	1281	2½ Months	60	\$4,000	$\$20,000 \times (2 - 40 \div (\text{Score} - 40))$
Six	\$150	2500	5 Months	70	\$6,000	$\$40,000 \times (2 - 40 \div (\text{Score} - 50))$
Seven	\$220	5272	11 Months	80	\$10,000	$\$80,000 \times (2 - 40 \div (\text{Score} - 60))$

We call this phantom money because you must spend it in service to your god. That could be a new sword, but it is more likely a new sword for one of your fellow followers of the faith. How this money is spent is critical in establishing what your god will do for you. Unlike the entertainer, we remove most of the limitations on how often you can have an event. Further, preparations no longer restrict you. Preparations are simply how far in the future the event takes place. Event seven could theoretically be done every week; however, you would collapse the church. Your followers would all fall into bankruptcy as they sold everything they own to give their money to you. After which they could no longer work or feed themselves and would all starve to death. This would be like Jamestown all over again. Now imagine the wrath your god would inflict upon you.

Don't forget about the political experience. You get your income in political experience. However, this is not as an entertainer, it is as a savior. Entertainer political experience: "Oh look, it's Tylor Swift. I will spend hundreds of dollars, on you." Savior political experience: "Oh look, it's my Lord. I will die for you." Obviously, it takes a long time to obtain his level of devotion, but it is there to gain.

To convert to units divide income by 100.

Rogue

This covers a wide variety of tasks: pick pockets, find traps, set traps, hide in shadows, move silently, climb walls, and open locks. **Most importantly this skill generates experience (x2) chi / chakra.**

- Stats: (1)Dexterity, (1)Perception, (1)Intelligence
- Skills: Category: Science Group: Mechanics Basic: Rogue
- Tools: Required -- Thieves Pick & Tools \$3,000
- Building: none
- Consumables: varies
- Skill check: Roll to modify your score.
- Books: none
- Units: none
- Master craft: No.
- Mystic tool type: Iron
- Juggernaut:

Task #1 Pick Pockets

While this action is done in one round, it is likely to take a long time to get into the best possession for a given target. For example: the Game Master rolls a D20 and adds 22 to his roll. He rolled a 17. “The difficulty is 37. Want to try now?” “Ummmm, no. I wait a bit. What is it now?” The Game Master rolls again, “35.” After a few minutes, the rogue finally see the opportunity. “27,” the Game Master says. “Now.”

Task #2 Find Traps

This skill has three parts. Part one is the auto-on find traps. The Game Master requests an unidentified roll; he knows it's to detect the trap you are about to step on. This auto-on roll is at -10. The second aspect is as an intentional act. “I look for traps.” –player. Same check but without the penalty. In all cases, it is score vs score: Rogue vs trap. The third part is trap disarmament. This has many different issues. The rogue could step to the side and trigger the trap to cause an auto miss. Oh but what if there is a second trap triggered by this first trap? The rogue could cut the cord to prevent the trap from having the ability to fire. Sounds harder. The rogue could simply avoid the trap: step over it. This might work, or it might not. If the trap is on the treasure chest you want to open, then you don't get the money. What if the trap is a 50 foot pit spanning the hallway? The pit does not go away if you spring the trap. The difficulty of trap disarmament starts at the trap score and goes up. How much is up to the Game Master.

Task #3 Set Traps

With a skill check of 35, it takes 10 rounds (20 seconds) to set a snare trap. A snare trap can attack one exact location with a zero damage needle, but it can be poisoned. It can use only one poison, so go get a nice one. Poisons are made by a chemist. A snare trap can also drop stuff, and it can be set to trigger off of a taunt string up to 20 feet long. In other words, it could cause a loud noise, which would awaken sleeping people. Thus, if a rogue wanted a 50 foot radius around his campsite at night then, campsite = 20 feet across, +50 to the left and right = 120 foot diameter. The perimeter is $\pi \times$ diameter. $120 \times 3.14 = 376$ feet. At 20 feet every 20 second, it will take 376 seconds, which is about 6½ minutes.

A rogue can define the attack as “auto hit” or “roll to hit.” If roll to hit, then the “to hit” score is the trap set score. Traps can trigger contingency spells and contingency spells can trigger traps. Traps can detonate potions, scrolls, and Greek fire oil.

Mechanical traps tend to be expensive and require vast amounts of time, but they can do damage. An arrow is cheap, but the crossbow that fires it is not. Sure, you can set up a hundred crossbows to fire on a person in one exact spot, but it will cost you \$120,000. Oh and what if the wrong person enters? The boss's minion instead of the boss? You can't tell a trap, “not yet.” You can dig a pit—that will take a couple hundred hours of labor. You can drop stuff, again very difficult.

To use a sword instead of an arrow is going to take a bit of math. By the way, this works for all weapons, even weapons that do not exist. We start with the weapon damage ratio. An arrow does D6 for \$1205 (\$1200 crossbow + \$5 arrow) (ammo + firing mechanism). A sword does D10, 166% more, therefore it cost \$2000 for the (ammo + firing mechanism). Oh, but we know the ammo (the sword) costs \$1500 so the firing mechanism must

cost \$500. Notice the range difference between a crossbow and a sword. Once you have the (ammo + firing mechanism) it becomes a snare trap. Let's claim you salvaged five swords from your last battle. At a cost of \$500 per firing mechanism, you can turn them into a trap. Let's take the next step. A firing mechanism cost \$500, which is 42% of the crossbow. The crossbow takes five planks of wood and 20 hours to make. At 42%, our mechanism takes two planks and 9 hours to make. Yes, we rounded planks down so we rounded the time up. Were close enough. However, this is by a carpenter.

While it may be odd, the materials and magic of the thieves pick & tools applies to the trap. Such that, normal arrows fired by a trap set up with silver thieves pick & tools would overcome the defense of a creature with silver or better defense. It would also be applied to weakness and resistance; quality adds to the "to hit" score, and magic adds to damage. Therefore, the way a master w sets a trap is to use a D1 crossbow bolts. The ammo + firing mechanism in only \$201 with a 36 foot range. ($\frac{1}{6}$ of 220 foot range = 36 ft.) He uses a +4 magic, +2*(1.5) mystic fire set of thieves pick & tools. Thus, every arrow is doing 8 damage. Now for traps and only for traps we "mingle damage." To mingle damage means, if that rogue set up ten D1 arrow traps with his magic tools and it struck a target with 7 damage resistance the rogue would inflict 73 damage net. What? How? Mingling damage means we determine each part of the trap separately, Thus, ten times $D1+4+2*(1.5) = 8$ damage each, and then add them all together. $8 \times 10 = 80$. Now mingling calls this thing one act that does 80 damage. We now proceed to the order of operations to deduct the damage resistance.

The time required to set a trap will range from one minute for a "manual trip" trap at 15 feet, to several days for a 30-foot deep pit trap (most of the time would be spent digging the pit). In addition, how the trap is hidden will affect how long it takes to set it up. An arrow trap where a bush is used to hide the location of the arrow may only take a minute, but drilling long holes into walls and camouflaging them with perfectly painted paper covers would require an hour or two per arrow. Falling rock and boulder traps would depend on the availability of the rock or boulder and how you move it. Often it is best for the Game Master to separate such labor from the task of setting up the trap.

Task #4 Move Silently

This is simply score vs score. The rogue get -5 for a full turn run, no modifier for a half-move, +10 for a quarter move.

Task #5 Climb Walls

This is the ability to climb up a surface. There is a speed modifier, slope modifier, and condition modifiers. Speed: quarter move: no penalty, half-move: -10, full move: -20.

Slope: 20° is 5, 30° is 10, 45° is 15, 60° is 20, 75° is 25, 90° is 30 (this is a vertical wall), 105° is 35(this is an overhang), 120° is 40, 180° is 45 (this is the ceiling). This is basically the base difficulty. Thus, a person with no skills can climb a 45° slope.

The condition modifiers: The surface has large semi-loose rocks, -10; small loose gravel, -20; the surface has no hand holds like a brick wall, -20; very smooth surface, -30; the surface is oily and slippery perhaps is covered in flowing water, -20. This set of modifiers stacks. Thus, a slimy algae covered brick wall with water flowing over it would be -40.

Task #6 Pick Locks

This is simply score vs score. The locks score is the score used to make it. A standard lock is base 40. Refer to the locksmith for all the rules on fancy locks. The spell lock only creates a difficulty score. Beat the score or dispel the spell. Mystic and blessed locks will inflict their damage upon anyone trying to pick them.

Task #7 Hide in Shadows

This is simply score vs score. However, the environment will almost always have a major impact. An empty well-lit 20-foot by 20-foot room is -100. In a cargo bay at night is +30; you hardly need the skill at all. To have no modifier we would assume daylight under normal conditions in a town or battlefield. A forest would give you +10. A cave has no modifier if you are NOT behind a wall. Thus, you could hide in the corner using the natural shadows. Once seen others can point you out which gives them +20 to spot you.

Sculptor

The sculptor is more of a craftsmen than an artist and is responsible for the esthetics and decorations on, in, and around structures. While they do make statues like The Statue of David by Michelangelo or Venus Dimilo, they more commonly do molding, doors and doorways, arches, stained glass windows, and columns. All that said, the sculptor is critical for high-level power gaming. They are the bedrock the empire is built on.

- Stats: (1)Intelligence, (1)Comeliness, (1)spirit
- Skills: Category: Artistry Group: Art Basic: Sculptor
- Tools: Required – sculptor tools \$5,000
- Building: Required – Art Gallery
- Consumables: Rock, normally purchased as units at \$100 copper ± local variation.
- Skill check: Do **not** modify your score with a roll.
- Books: none
- Units: Art
- Master craft: Yes. The sculptor is able to master craft sculptures that can improve the skill checks of workers in buildings. They can also master craft weapons, armor, and clothing.
- Mystic tool type: Rock
- Juggernaut: can make refined ““clay” alchemy with a skill check of 64 and it requires one hour per does.

Minimum Skill	Time in Days	Retail	Level	Pounds of marble or bronze	Price of materials
70	10	\$8,000	1	200	\$4,000
80	17	\$17,000	2	400	\$8,000
90	25	\$34,000	3	800	\$16,000
100	35	\$68,000	4	1,600	\$32,000
110	49	\$137,000	5	3,200	\$64,000
120	69	\$273,000	6	6,400	\$128,000
130	97	\$545,000	7	12,800	\$256,000

Task #1 Structural Sculpture – sold at wholesale

Each unit of rock requires 6 hours to sculpt and install. It cannot be removed or relocated without losing all master craft aspects by anyone except the person who created it. This is exclusively for master crafted sculptures, not units of art. To understand the power, you must understand the sculptor is the only one who can master craft an item that augments the skill checks of a tailor, smith, carpenter, and jeweler. The sculptor is the person who powers up the people who power up the wizards and fighters.

Task #2 make units.

35	40	45	50	55	60	65	70	75	80	85	90	95	100
5	7	9	11	14	17	24	32	44	57	73	90	112	132

For one week's labor.

Ships & Boats

This is the ability to pilot a ship or boat.

- Stats: (1)Intelligence, (1)Perception, (1)Spirit
- Skills: Category: Pilot Group: Vehicles Basic: Ships
- Tools: Required -- A ship or large boat \$???

- Building: Ship
- Consumables: maintenance.
- Skill check: Do **not** modify your score with a roll.
- Books: The Sea.
- Units:
- Master craft: No.
- Mystic tool type: Ice
- Juggernaut:

Task #1

I don't know, maybe it's the ability to pilot a boat?



Singer, Dancer, Performer

These three different skills are the ability to entertain people, either as a solo act, small group of performers, or a large company. As a customer, this service is converted into SLB (Standard of Living Bonus). The amount paid is put toward a person's SLB for the week, with excess rolling over. In other word, since SLB is 200, 400, 800, 1600, 3200, etc. as exact incremental amounts, if a customer spends 500 copper on singers and dancers there would be 100 that would roll over into the next week. $500 - 400 = 100$. The 400 gives the person a +2 SLB.

- Singer Stats: (2)Comeliness, (1)Intelligence
- Dancer Stats: (2)Comeliness, (1)Intelligence, (2)Dexterity
- Performer Stats: (1)Comeliness, (2)Intelligence, (1)Dexterity
- Skills: Category: Artistry Group: Music or Acting Basic: Singing, Dancing, Acting
- Tools: Required – Costumes & Attire \$1,000
- Building: Required – Theatre
- Consumables: none
- Skill check: Roll to modify your score.
- Books: Song Book.
- Units: Entertainment
- Master craft: No.
- Mystic tool type: Force
- Juggernaut:

Task #1 Entertain - sold as units.
Simply divide your income by 100.

There are seven different types of events. Each one targeting a different skill and preparation level. While any of them can be done by anyone of any skill, they are more or less economical. Events require preparation time and money. They also have a maximum number of shows per year. Events have a fixed ticket price that you do NOT control and an estimated number of people. In addition to money, the performer gains political experience with the customers.

Event	Ticket Price	Estimate Customers	Preparation	Max Shows per Year	Expense	Max Income
Weekday M-F	\$10	16	4 hours	250	\$40	$\$160 \times (2 - 40 \div \text{Score})$
Friday or Saturday	\$16	43	2 Days	100	\$200	$\$700 \times (2 - 40 \div (\text{Score} - 10))$
Saturday only	\$24	100	4 Days	50	\$900	$\$2,400 \times (2 - 40 \div (\text{Score} - 20))$
Once a Month	\$54	403	3 Weeks	12	\$9,000	$\$22,000 \times (2 - 40 \div (\text{Score} - 30))$
Once in 3 Months	\$96	1281	2½ Months	4	\$50,000	$\$123,000 \times (2 - 40 \div (\text{Score} - 40))$
Once in 6 Months	\$150	2500	5 Months	2	\$150,000	$\$375,000 \times (2 - 40 \div (\text{Score} - 50))$
Once a Year	\$220	5272	11 Months	1	\$500,000	$\$1,160,000 \times (2 - 40 \div (\text{Score} - 60))$

You cannot prepare for more than one show at a time. The expense is paid in advance of the beginning of the preparation. You cannot have more of a given type of show than the “Max Shows per Year.” Income is NOT determined by the ticket price or number of customers; it is exclusively a calculation of score. Your customers might travel to the event from hundreds of miles away. However, **the expense is an aspect of location.** The expense indicates supplies and labor of locals. For example: there is a tiny village of 100 people in a beautiful paradise with a waterfall and lush flowers like one might imagine in Hawaii or France, at least you could subvert 10% (arbitrary) of the population from their normal jobs. That would be 10 people at 600 copper a week. That would be 6,000 copper of potential a week. Notice you could manage a 3-week preparation event, but not a 5-month preparation event.

Let us take a look at the Max Income equation. For the example, we will look at a Friday or Saturday event. $\$700 \times (2 - 40 \div (\text{Score} - 10))$ First we spend \$200. Next, we consume two days of time. Now we roll. If our score was poor, say 46. Then $\$700 \times (2 - 40 \div (46 - 10)) \rightarrow \$700 \times (2 - 40 \div 36) \rightarrow \$700 \times (2 - 1.111) \rightarrow \$700 \times 0.888 \rightarrow \622 copper. Of course, you spent \$200, so your true net profit was \$422 copper. Now that is Friday or Saturday so you could do it on both days using Monday and Tuesday to prepare for the first and Wednesday and Thursday to prepare for the second. Thus, you do not violate the rule, “You cannot prepare for more than one show at a time.”

Don’t forget about the political experience. You get your income in political experience. Thus, in the example above they would have gained 622 experience for the one event. They all add up. This is how we quantify fame.

Smith

This is the ability to craft *simple* metal items such as weapons and armor.

- Stats: ((1)Intelligence, (1)Dexterity, (1)Spirit)
- Skills: Category: Science Group: Mechanics Basic: Smith
- Tools: Required – Forge & Tools \$5,000
- Building: Required – Smithy
- Consumables: metal, a pound of iron is \$12.8 copper.
- Skill check: Do **not** modify your score with a roll.
- Books:
- Units: Equipment
- Master craft: Yes. The smith is able to master craft clothing, weapons, and armor.
- Mystic tool type: Fire
- Juggernaut: can make refined “metal” alchemy with a skill check of 64 and it requires one hour per dose.

Weapons

Item	Metal	\$ Metal	\$ Retail	50%	Net	Labor Hours
Axe	2	\$26	\$800	\$400	\$374	25 hours
Axe 2-handed	10	\$128	\$1,700	\$850	\$722	48 hours
Claws	2	\$26	\$1,500	\$750	\$724	48 hours

Dagger	0.5	\$6	\$200	\$100	\$94	6 hours
Dagger short	0.25	\$3	\$75	\$38	\$34	2.3 hours
dart or Arrow	0.07	\$1	\$5	\$3	\$2	6.4 minutes
Flail	4	\$51	\$800	\$400	\$349	23 hours
Halberd	7	\$90	\$900	\$450	\$360	24 hours
Hammer	3	\$38	\$700	\$350	\$312	21 hours
Hammer 2-handed	12	\$154	\$1,400	\$700	\$546	36 hours
Hammer short	2	\$26	\$350	\$175	\$149	10 hours
Mace	4	\$51	\$300	\$150	\$99	7 hours
Morning Star	7	\$90	\$1,850	\$925	\$835	60 hours
Spear	1	\$13	\$80	\$40	\$27	2 hours
Sword	5	\$64	\$1,500	\$750	\$686	50 hours
Sword 2-handed	15	\$192	\$3,000	\$1,500	\$1,308	90 hours
Sword short	3	\$38	\$850	\$425	\$387	30 hours

Armor

Item	Metal	\$ Metal	\$ Retail	50%	Net	Labor Hours
Banded armor	70	\$896	\$30,000	\$15,000	\$14,104	940 hours
Bracers	2	\$26	\$350	\$175	\$149	10 hours
Buckler	3	\$38	\$250	\$125	\$87	6 hours
Chainmail	60	\$768	\$8,000	\$4,000	\$3,232	220 hours
Full Plate armor	110	\$1,408	\$83,000	\$41,500	\$40,092	2670 hours
Helmet	10	\$128	\$1,000	\$500	\$372	25 hours
Platemail armor	90	\$1,152	\$50,000	\$25,000	\$23,848	1590 hours
Scale mail armor	30	\$384	\$4,500	\$2,250	\$1,866	120 hours
Shield Large	25	\$320	\$3,000	\$1,500	\$1,180	79 hours
Shield medium	12	\$154	\$1,500	\$750	\$596	40 hours
Shield small	8	\$102	\$500	\$250	\$148	10 hours

Task #1 make item - sold at wholesale

After working for the time required on the chart for the given item, and having consumed the amount of material required on the chart for the given item, then you produce the item of the quality equal to your $(\text{score} - 40) \div 10$. Thus, 50 = +1, 60 = +2, 70 = +3, etc. You can actually track the decimal if you care. However, most implementations round down.

Tailor

This is the ability to craft cloth or leather into clothing and other items. A tailor also makes cloth and leather.

- Stats: (1)Intelligence, (1)Comeliness, (1)spirit
- Skills: category:Art Group: art Basic: tailor.
- Tools: Required –cloth working tools, \$5,000
- Building: Required – tailor
- Consumables: cloth (see chart), a yard is 8 copper.

- Skill check: Do **not** modify your score with a roll.
- Books: none.
- Units: cloth.
- Master craft: Yes. The tailor is able to master craft clothing, weapons, and armor.
- Mystic tool type: Force.
- Juggernaut: can make refined “cloth” alchemy with a skill check of 64 and it requires one hour per does.

Task #1 Make cloth – sold as units.

Time: The number of yards of cloth you make for 40 hours of work is your score \times 1.8. One yard of cloth sales for \$8 copper. Treated as currency.

Task #2 make item - sold at wholesale

After working for the time required on the chart for the given item, and having consumed the amount of material required on the chart for the given item, and then you produce the item of the quality equal to your (score – 40) \div 10. Thus, 50 = +1, 60 = +2, 70 = +3, etc. You can actually track the decimal if you care. However, most implementations round down.

Task #3 Make leather – sold as units.

Time: A tailor with a score over 39 can make one yard of leather or hide in three hours from an animal skin. One yard of leather sales for \$50 copper. Treated as currency.

Clothing

Item	Yards	\$ Yards	\$ Retail	50%	Net	Labor Hours
Shirt	1.5	\$12	\$35	\$18	\$6	22 minutes
Pants	2	\$16	\$40	\$20	\$4	16 minutes
Jacket	4	\$32	\$100	\$50	\$18	1.2 hours
Hat	0.5	\$4	\$10	\$5	\$1	4 minutes
Gloves	0.5	\$4	\$20	\$10	\$6	24 minutes
Dress	6	\$48	\$185	\$93	\$45	3 hours
Skirt	3	\$24	\$65	\$33	\$9	34 minutes
Gown	10	\$80	\$500	\$250	\$170	11.3 hours
Robe- Common	4	\$32	\$80	\$40	\$8	32 minutes
Robe – Rich	8	\$64	\$300	\$150	\$86	5.7 hours
Clock	2.5	\$20	\$50	\$25	\$5	20 minutes
Blanket	3	\$24	\$70	\$35	\$11	44 minutes
Pillow	0.5	\$4	\$15	\$8	\$4	14 minutes
Backpack	1	\$8	\$40	\$20	\$12	48 minutes
Sleeping Bag	5	\$40	\$120	\$60	\$20	1.3 hours
Boots	1	\$8	\$65	\$33	\$25	1.6 hours
Lingerie	1	\$8	\$100	\$50	\$42	2.8 hours
Leather Armor	3	\$150	\$500	\$250	\$100	6.7 hours
Studded Leather Armor	6	\$300	\$1,500	\$750	\$450	30 hours
Hide Armor	7	by chart	by chart			

Lingerie Armor

Item	Gems & Metals	\$ Retail	50%	Net	Labor Hours
Lingerie leather armor	75	\$500	\$250	\$175	12 hours
Lingerie Studded Leather	250	\$1,500	\$750	\$500	33 hours
Lingerie Scale armor	500	\$4,500	\$2,250	\$1,750	120 hours
Lingerie Chainmail	1000	\$8,000	\$4,000	\$3,000	200 hours
Lingerie Banded Mail.	3000	\$30,000	\$15,000	\$12,000	800 hours
Lingerie Plate Mail	5500	\$50,000	\$25,000	\$19,500	1300 hours
Lingerie Full Plate	9000	\$83,000	\$41,500	\$32,500	2170 hours

[Hide](#)

Hide armor is lingerie armor by default, but may be standard.							
Item	Yards from one animal	\$ Price Per Yards	Cost of 7 yards	Labor hours to make	Custom Commission Price	AC	Resistance
Anhkhed							
Anhkhed	1.5	\$100	\$700	\$20	\$2,000	3	50% lightning
Basilisk	2	\$1,150	\$8,050	\$80	\$18,500	6	50% lightning, hammers
Bullet	17	\$1,107	\$7,750	\$200	\$21,500	4	50% fire, poison, sword
Catoblipas	5	\$536	\$3,750	\$50	\$9,000	4	100% mud
Chimera	4	\$657	\$4,600	\$110	\$12,500	5	50% ice, force, axe
Crocken	0.05	\$30,259	\$211,813	\$2,000	\$483,625	9	100% poison, 75% fire, ice, lightning, 50% sword
Dispizer	1	\$1,004	\$7,025	\$65	\$16,000	5	50% lightning, poison, axe
Ertuan	3	\$421	\$2,950	\$120	\$9,500	5	50% fire, hammer
Flaming Growtak	19	\$7,000	\$49,000	\$500	\$113,000	7	100% fire, lava, 50% ice, thorn
Giant Spider	13	\$171	\$1,200	\$20	\$3,000	3	50% ice, spear
Griffon	6	\$1,464	\$10,250	\$150	\$25,000	6	50% ice, poison, daggers
Hippogriff	4	\$343	\$2,400	\$40	\$6,000	4	50% ice, acid
Hydra	14	\$2,286	\$16,000	\$200	\$38,000	5	75% fire, swords
Jabberwock	25	\$493	\$3,450	\$70	\$9,000	4	50% fire, rock, wood
Ki-Rin	3	\$13,376	\$93,635	\$1,200	\$223,270	9	50% fire, ice, lightning, poison, axe, silver, platinum, elf bow
Mastodon	25	\$2,071	\$14,500	\$300	\$38,000	5	90% ice, 50% poison, hammers
Morth	1	\$864	\$6,050	\$130	\$16,000	5	50% ice, rock, wood, dagger
Phoenix	0.1	\$32,915	\$230,406	\$3,000	\$550,813	7	100% fire, force, lava, light, wood
Purple worm	65	\$3,429	\$24,000	\$400	\$60,000	7	50% fire, lightning, (ALL)bows
Remorhaz	51	\$31,987	\$223,906	\$3,000	\$537,813	6	90% fire, ice, poison, daggers
Roc	57	\$1,107	\$7,750	\$100	\$18,500	6	50% ice, spear
Rust monster	0.25	\$79	\$550	\$30	\$2,000	3	50% acid
Sea Lion	6	\$100	\$700	\$20	\$2,000	3	50% ice
Umbrix	0.1	\$39,551	\$276,856	\$2,500	\$628,713	10	100% ice, rock, acid, mud, thorn
Xorn	3	\$16,004	\$112,028	\$1,000	\$254,056	6	90% fire, ice, lightning, 50% acid, thorn, dagger
Ysatsce	3	\$464	\$3,250	\$100	\$9,500	3	75% swords

Note: the value of yards of animal hide do not have a (retail / wholesale / peddle) variation because it is almost always custom ordered. A suit of hide armor always requires 7 yards indifferent to the cosmetic design of the armor, which could resemble anything from a human's suit of full plate mail to the string bikini on a very small girl. Only the volume modifiers of Size Counts changes the yards of leather. Tiny = 3, small = 5, standard = 7, great = 10, giant = 14. A tailor would be expected to pay the per-yard price to the hunter as agreed upon by a contract the hunter would have with the tailor to get it. A tailor actually makes hide armor at wholesale (50% of

retail) but here again this is rare because it is unlikely a tailor would make hide armor without a buyer. This means a tailor with a buyer will make a very high income, and a tailor without a buyer is likely to waste a lot of money on yards of hide. Realize all these prices are at standard, and do not include quality modifiers. Hide armor does not have damage resistance, unless it is by the magical plus of the armor. The compounding of resistance with a character's race resistance is an "either one—not both." You take the higher of the two, they do not compound, such that if your race has 50% fire and the hide has 50% fire, then the result is 50% fire. Conversely, it does offset weakness. Such that, if your race has weakness 150% fire and the hide has resistance 50% fire, then the result is 75% fire. $150\% \times 50\% = 75\%$. Note: for resistance you multiply by (100% - the amount). If you have 75% resistance then you only take 25% of the damage.

Leather

Animal	Yards	Total Value	Pounds	Labor Hours
Bear	4	\$200	620	3
Catoblipas	5	\$250	820	3
Horse	5	\$250	820	3
Manticore	3	\$150	400	3
Mastodon	25	\$1,250	8,000	3
Unicorn	4	\$200	600	3
Axe Beak	3	\$150	500	3
Cow	10	\$500	2,000	3
Sheep	1	\$50	200	3
Pig	4	\$200	600	3
Goat	0.5	\$25	80	3

Veterinarian

This is the ability to

- Stats: (2)Intelligence, (2)Spirit, (1)Comeliness
- Skills: Category: Science Group: Biology Basic: Veterinarian
- Tools: Required – Medical Kit \$1,000
- Building: Required – Hospital
- Consumables: herbs
- Skill check: Do **not** modify your score with a roll.
- Books: Animals.
- Units: Generic
- Master craft: No.
- Mystic tool type: Poison
- Juggernaut:

Task #1 make units.

35	40	45	50	55	60	65	70	75	80	85	90	95	100
5 Units	7 Units	9 Units	11 Units	14 Units	17 Units	24 Units	32 Units	44 Units	57 Units	73 Units	90 Units	112 Units	132 Units

For one week's labor.

Chapter 9 ~ Master Craft

Special Effect	Object	Levels	Group
AC	Armor	+3 per level	Illusion
Area(H,H2)	Jewelry	+2 mana per level	Poison
Attack Speed	Weapon	+20% per level	Conjuration
Carpenter	Sculpture	+3 per level	Mud
Chemist	Sculpture	+3 per level	Ice
Comeliness	Clothing	+2 per level	White
Damage	Weapon	+2 per level	Evocation
Damage Resistance	Armor	+2 per level	Necromancy
Dexterity	Clothing	+2 per level	Red
Dispel Res. (M)	Jewelry	+2 mana per level	Wood
Doctor	Sculpture	+3 per level	Acid
Duration (B,C,D)	Jewelry	+2 mana per level	Force
Fire Resistance	Armor	+3 per level	Black
Floating Mana	Clothing	+5 per level	Creation
Herbalist	Sculpture	+3 per level	Fire
Ice Resistance	Armor	+3 per level	Blue
Jeweler	Sculpture	+3 per level	Light
Lightning Resistance	Armor	+3 per level	Green
Movement	Clothing	+10' per round per level	Movement
Painter	Sculpture	+3 per level	Lightning
Perception	Clothing	+2 per level	Yellow
Range	Weapon	+40% per level	Alteration
Save	Clothing	+5 per level	Abjuration
Smith	Sculpture	+3 per level	Lava
Spell Damage(A)	Jewelry	+2 mana per level	Thorn
Strength	Clothing	+2 per level	Enchantment
Tailor	Sculpture	+3 per level	Rock
To Hit	Weapon	+3 per level	Divination

The Ryvah master craft system is not really science and not really magic. It is the invention of Cassondra, who is the fourth member of the Council of Eight to honor the parental love the will-O'-wisps, disenchanters, sylph, dryads, and fairies have for their children. As such, it is a secret technology that can only be gained by honoring this love and solving the mysteries of how to do that. Further, each and every specific effect must be individually taught. The Ryvah master craft system is somewhat like starting with a 1967 Cadillac and giving it custom glass windows, custom leather upholstery, a custom paint job, and a custom hot rod engine. Notice we start with an existing vehicle of high quality. A character must start with an existing item +3 quality or more. Nothing less can be master crafted. Each aspect of the vehicle required a different trade. As such, each aspect of master craft must be from a different trade. You may add only **one special effect from each of the five master craft trades:** Tailor, smith, carpenter, jeweler, and sculptor. Oddly, the effect is NOT limited by trade. A smith can add attack speed with blue silver; a carpenter can add attack speed with naga scales, a tailor can add attack speed with tanuki fur, a sculptor can add attack speed with sprite

ash, and a jeweler can add attack speed with bullet claws. However, there can be no duplicates and no compounding. You cannot have two attack speeds. Each specific effect must be unique. This means if you want three special effects on an item, then you must have three different master crafters to augment the item. While it requires alchemy to master craft an item, we ignore "effects," "compatibility," and the limitation of only one dose of any given alchemy component. A smith could use five doses of green iron to master craft a level-3 effect damage, which requires \$4,000 or more of evocation alchemy. However, there is a restriction that no more than 10 doses may be used at the same time. Thus, doppelganger bone alone cannot be used to master craft because it's too cheap. At \$47 copper a dose, it would require more than 10 doses to reach the minimum expense for a level 1 master crafted item. You may mix and match to work around this limitation. Both doppelganger bone and chimera scales are abjuration and "carpenter" class alchemy. Five of each would be $(47 \times 5) + (189 \times 5) = 1,280$. That's enough for level 1. With regard to multiple items (such as a shield and chainmail) duplicate effects still do not compound.

Special Effects

Let us look at “Area(H,H2).” This master craft will add +2 mana per level of master craft which is matched by existing mana in the spell. Thus, a level 3 would add +6 to effect H or H2 up to the mana used. Thus, if you put 5 mana in H it would only add 5 for a total of 10. If you put no mana in effect H, it would add no mana. Master crafted mana stacks on top. Thus, if you have a 3 max casting and put 3 mana from skill, 3 mana from alchemy, and master craft can add +6, then you would have 12 mana in H. Master crafted mana applies to every spell you cast without any limits on quantity. Master crafted mana effects your spells, race-spells, race-abilities, race-internals, and race-talents.

Level	Retail	Skill	Minimum Quality	Minimum Alchemy	Time
1	\$45,000	70	+3	\$1,000	10 Days
2	\$90,000	80	+4	\$2,000	17 Days
3	\$135,000	90	+5	\$4,000	25 Days
4	\$180,000	100	+6	\$8,000	35 Days
5	\$225,000	110	+7	\$16,000	35 Days
6	\$300,000	120	+8	\$32,000	35 Days
7	\$450,000	130	+9	\$64,000	35 Days
8	\$750,000	140	+10	\$128,000	35 Days

Attack speed is +20% per level. 3rd level is +60%. At +20% you would get an extra attack every 5 rounds. Unfortunately this does not make your bacon cook faster. Wizards who use 3 round or longer to cast employ “cook time.” This is a requirement of their spell, not them.

Instant and one-round casters

ARE improved in the same way a fighter’s attack speed is. This does NOT affect initiative.

There are four resistances: damage, fire, ice, and lightning. If you suffered fire damage, than both the damage resistance and the fire resistance would compound. This reduces damage from each attack individually. +2 damage resistance acts the same as +2 magic armor, and it stacks with magic armor.

Movement is +10 feet per round per level. This is a modification of your total movement. Thus, if you start at 30 feet per round and have +10 feet per round, then you now have a 40-foot movement and a 20-foot half-move and attack option.

Range applies to all things: melee weapons, hand attacks, ranged weapons, and spells.

Damage applies to all things: melee weapons, hand attacks, ranged weapons, and spells.

Objects

The special effects are restricted to only weapons, armor, jewelry, clothing, or sculptures. The only type of object that can be master crafted with attack speed is a weapon. Thus, the wizard who wants it must have a sword or the like. Wands are jewelry. Leather armor is NOT clothing. A cloak that adds to your AC is NOT clothing. A cloak that does not add to your AC is clothing. No item can ever be two thing at the same time, and no item can toggle between two things. Sculptures are ALWAYS fixed to the ground and part of buildings and their benefit applies to the one structure and everyone in it.

Group

The alchemy that must be used to master craft an item must come from the correct group. The only group that can add attack speed is conjuration, and conjuration can only add the one special effect of attack speed, nothing else.

The Alchemy

The alchemy list has (name, group, price, and master craft). This is the alchemy component, what group it is in, its price, and what trade can use it to master craft an item.

Name	Group	Price	Master Craft
Chimera – Scales	Abjuration	\$189	Carpenter
Doppelganger – Bone	Abjuration	\$47	Carpenter
Hill Giant - Spine	Abjuration	\$233	Carpenter
Mandrake Root	Abjuration	\$33	Carpenter
Serpent - Bone	Abjuration	\$2,291	Carpenter
Stirge - Beak	Abjuration	\$33	Carpenter
Red Pseudo Dragon – Scales	Acid	\$756	Carpenter
Basilisk – Scale	Alteration	\$33	Carpenter
Beguiler – Scale	Alteration	\$3,630	Carpenter
Bullet – Armor	Alteration	\$3,057	Carpenter
Ice Giant – Bone	Alteration	\$2,231	Carpenter
Mermaid – Scales	Alteration	\$997	Carpenter
Minotaur – Horn	Alteration	\$3,091	Carpenter
Morth – Beak	Alteration	\$789	Carpenter
Morth – Ribs	Alteration	\$143	Carpenter
Pegasus – Hoof	Alteration	\$626	Carpenter
Purple Cat Wood	Alteration	\$7,847	Carpenter
Quasit – Horn	Alteration	\$2	Carpenter
Rust Monster – Scales	Alteration	\$54	Carpenter
Zombie – Bone	Alteration	\$103	Carpenter
Zombie – Vertebra	Alteration	\$175	Carpenter
Ghost of War – Bone	Black	\$210	Carpenter
Hell Hound – Skull	Black	\$183	Carpenter
Ysatsce – Bone	Black	\$233	Carpenter
Green Dragon – Skull	Blue	\$1,409	Carpenter
Axe Beak – Beak	Conjuration	\$57	Carpenter
Ki-Rin – Horn	Conjuration	\$6,339	Carpenter
Naga – Scales	Conjuration	\$183	Carpenter
Laugh Rozzal Root	Creation	\$2,074	Carpenter

Name	Group	Price	Master Craft
Catoblipas – Horn	Divination	\$119	Carpenter
Centaur – Hoof	Divination	\$22	Carpenter
Lorelei – Spine	Divination	\$2,800	Carpenter
Satyr – Hoof	Divination	\$1,601	Carpenter
Satyr – Horn	Divination	\$2,855	Carpenter
Serpent – Scales	Divination	\$2,346	Carpenter
Cockatrice - Beak	Enchantment	\$1,713	Carpenter
Despiser - Bone	Enchantment	\$2,350	Carpenter
Dragon - Scales	Enchantment	\$3,477	Carpenter
Owlorc - Beak	Enchantment	\$164	Carpenter
Yeti - Spine	Enchantment	\$611	Carpenter
Nightmare - Hoof	Evocation	\$4,425	Carpenter
Pseudo Dragon - Scales	Evocation	\$179	Carpenter
Skeleton Warrior - Bone	Evocation	\$4,135	Carpenter
Specter - Bone	Evocation	\$827	Carpenter
Violet Fungi Branch	Evocation	\$194	Carpenter
Fire Giant - Bone	Fire	\$811	Carpenter
Fire Giant - Vertebra	Fire	\$915	Carpenter
Fire Lizard - Scales	Fire	\$22	Carpenter
Flaming Minotaur - Skull	Fire	\$2,486	Carpenter
Phoenix - Beak	Fire	\$10,149	Carpenter
Wobniar Wood	Fire	\$2,571	Carpenter
Black Dragon - Horn	Force	\$6,003	Carpenter
Black Dragon - Scale	Force	\$1,091	Carpenter
Evolef Root	Force	\$39	Carpenter
Heureuse Root	Force	\$516	Carpenter
Quasit - Bone	Force	\$111	Carpenter
Atilol - Horn	Green	\$1,838	Carpenter
Atilol - Scale	Green	\$1,154	Carpenter
Evitcudes - Bone	Green	\$231	Carpenter

Name	Group	Price	Master Craft		Name	Group	Price	Master Craft
Roc - Beak	Green	\$368	Carpenter		Lizardman - Scales	Necromancy	\$31	Carpenter
Tehpmyn - Scales	Green	\$3,632	Carpenter		Lizardman - Skull	Necromancy	\$49	Carpenter
Troll - Skull	Ice	\$538	Carpenter		Lycanthrope - Scales	Necromancy	\$299	Carpenter
Vampire - Bone	Ice	\$307	Carpenter		Ecneconni - Horn	Poison	\$339	Carpenter
Vampire - Spine	Ice	\$1,093	Carpenter		Wyvern - Scales	Poison	\$876	Carpenter
White Dragon - Scales	Ice	\$870	Carpenter		Despiser - Claw	Red	\$482	Carpenter
White Dragon - Skull	Ice	\$786	Carpenter		Hippocampus - Hoof	Red	\$1,800	Carpenter
Black Dragon - Skull	Illusion	\$3,617	Carpenter		Minotaur - Bone	Red	\$232	Carpenter
Living Rock - Point	Illusion	\$1,307	Carpenter		Medusa - Scales	Rock	\$476	Carpenter
Ogre Mystic - Horn	Illusion	\$473	Carpenter		Medusa - Skull	Rock	\$1,190	Carpenter
Peryton - Antler	Illusion	\$523	Carpenter		Xorn - Bone	Rock	\$924	Carpenter
Sea Beguiler - Scales	Illusion	\$183	Carpenter		Eninyt Root	Thorn	\$1,123	Carpenter
Flaming Growtak - Horn	Lava	\$2,492	Carpenter		High Goblin - Spine	Thorn	\$384	Carpenter
Red Angel Wood	Lava	\$5,937	Carpenter		Horn Devil - Skull	Thorn	\$529	Carpenter
Remorhaz - Skull	Lava	\$2,283	Carpenter		Eninytxi Wood	White	\$1,430	Carpenter
Salamander - Skull	Lava	\$901	Carpenter		Erutan - Horn	White	\$609	Carpenter
Unicorn - Bone	Light	\$51	Carpenter		Fairy Dragon - Scales	White	\$977	Carpenter
Will-O'-Wisp - Bone	Light	\$2,085	Carpenter		Storm Giant - Skull	White	\$2,697	Carpenter
Gorgon - Bone	Movement	\$99	Carpenter		Wobniar - Bone	White	\$4,909	Carpenter
Griffon - Beak	Movement	\$414	Carpenter		Wobniar - Horn	White	\$6,015	Carpenter
Unicorn - Hoof	Movement	\$844	Carpenter		Citossen Root	Wood	\$229	Carpenter
Unicorn - Horn	Movement	\$3,959	Carpenter		Evitcudes Wood	Wood	\$214	Carpenter
Noitatrilf - Bone	Mud	\$1,264	Carpenter		Hippogriff - Beak	Wood	\$700	Carpenter
Zombie - Skull	Mud	\$21	Carpenter		Mermaid - Bone	Yellow	\$647	Carpenter
Horn Devil - Scales	Necromancy	\$354	Carpenter		Succubus - Bone	Yellow	\$293	Carpenter
Lead Oak Wood	Necromancy	\$345	Carpenter		Bolrog - Teeth	Abjuration	\$5,479	Jeweler
Lich - Bone	Necromancy	\$5,012	Carpenter		Chimera - Claw	Abjuration	\$1,131	Jeweler
Lich - Skull	Necromancy	\$6,433	Carpenter		Green Dragon - Tooth	Abjuration	\$1,722	Jeweler

Name	Group	Price	Master Craft
Imp - Stinger	Abjuration	\$31	Jeweler
Manticore - Spike	Abjuration	\$29	Jeweler
Ruby 1.2 ct	Abjuration	\$2,056	Jeweler
Stirge - Fang	Abjuration	\$716	Jeweler
Rust Monster - Tooth	Acid	\$143	Jeweler
Bear - Claw	Alteration	\$12	Jeweler
Emerald 0.4 ct	Alteration	\$388	Jeweler
Purple Worm - Tooth	Alteration	\$217	Jeweler
Vampire - Tooth	Alteration	\$1,107	Jeweler
Werewolf - Fang	Alteration	\$132	Jeweler
Ghost of War - Tooth	Black	\$1,277	Jeweler
Lich - Tooth	Black	\$1,003	Jeweler
Specter - Tooth	Black	\$150	Jeweler
Erutan - Stinger	Blue	\$825	Jeweler
Green Star Sapphire	Blue	\$478	Jeweler
Hippocampus - Teeth	Blue	\$900	Jeweler
Lausnes - Teeth	Blue	\$441	Jeweler
Shimmer Sand	Blue	\$288	Jeweler
Hobgoblin - Tooth	Conjuration	\$10	Jeweler
Black Pearl	Conjuration	\$51	Jeweler
Bullet - Claws	Conjuration	\$1,266	Jeweler
Crawler - Spike	Divination	\$20	Jeweler
Emerald 0.25 ct	Divination	\$146	Jeweler
Emerald 0.5 ct	Divination	\$435	Jeweler
Otugh - Teeth	Divination	\$330	Jeweler
Sea Hag - Teeth	Divination	\$221	Jeweler
Crockin - Teeth	Enchantment	\$2,631	Jeweler
Ruby 0.1 ct	Enchantment	\$39	Jeweler
Sea Lion - Claw	Enchantment	\$610	Jeweler
Sea Lion - Tooth	Enchantment	\$210	Jeweler
Serpent - Tooth	Enchantment	\$836	Jeweler
Succubus - Fang	Enchantment	\$2,076	Jeweler
Yeti - Tooth	Enchantment	\$92	Jeweler
Fire Emerald	Evocation	\$13,582	Jeweler

Name	Group	Price	Master Craft
Pop Rock	Evocation	\$2,933	Jeweler
Pseudo Dragon - Stinger	Evocation	\$263	Jeweler
Tiger - Claw	Evocation	\$219	Jeweler
Phoenix - Claw	Fire	\$1,864	Jeweler
Pink Star Sapphire	Force	\$10,974	Jeweler
Purple Chrisicola	Force	\$88	Jeweler
Erutan - Spike	Green	\$341	Jeweler
Green Tiger-eye	Green	\$567	Jeweler
Lausnes - Fang	Green	\$685	Jeweler
Purple Opal	Green	\$442	Jeweler
Roc - Claw	Green	\$410	Jeweler
Star Amethyst	Green	\$260	Jeweler
Blue Jasper	Ice	\$83	Jeweler
Dragon - Claw	Illusion	\$1,345	Jeweler
Flaming Minotaur - Claw	Illusion	\$960	Jeweler
Lion - Tooth	Illusion	\$8	Jeweler
Pond Pearl	Illusion	\$606	Jeweler
Sea Beguiler - Claw	Illusion	\$444	Jeweler
Salamander - Tooth	Lava	\$625	Jeweler
Jabberwock - Claws	Light	\$750	Jeweler
Star Ruby	Lightning	\$2,727	Jeweler
Beguiler - Tooth	Movement	\$611	Jeweler
Emerald 1.0 ct	Movement	\$1,948	Jeweler
Flaming Growtak - Teeth	Movement	\$1,506	Jeweler
Griffon - Claw	Movement	\$543	Jeweler
Harpy - Talon	Movement	\$652	Jeweler
Manticore - Tooth	Movement	\$143	Jeweler
Mastodon - Ivory	Movement	\$124	Jeweler
Ruby 2.0 ct	Movement	\$3,880	Jeweler
Sapphire 0.2 ct	Movement	\$107	Jeweler
Sapphire 0.3 ct	Movement	\$326	Jeweler

Name	Group	Price	Master Craft
Sapphire 1.6 ct	Movement	\$2,454	Jeweler
Sapphire 1.7 ct	Movement	\$2,607	Jeweler
Blue Jade	Mud	\$323	Jeweler
Hippogriff - Talon	Mud	\$500	Jeweler
Centipede - Stinger	Necromancy	\$40	Jeweler
Chimera - Fangs	Necromancy	\$3,140	Jeweler
Horn Devil - Teeth	Necromancy	\$471	Jeweler
Red Slime - Teeth	Necromancy	\$22	Jeweler
Ruby 0.5ct	Necromancy	\$699	Jeweler
Jabberwock - Fangs	Poison	\$750	Jeweler
Wyvern - Stinger	Poison	\$3,111	Jeweler
Cockatrice - Claw	Red	\$37	Jeweler
Star Quartz	Red	\$887	Jeweler
Ysatsce - Teeth	Red	\$624	Jeweler
Hippogriff - Claws	Rock	\$450	Jeweler
Basilisk - Tooth	Thorn	\$1,168	Jeweler
Pepper Weed Rock	Thorn	\$3,292	Jeweler
Umbrix - Claw	White	\$4,494	Jeweler
White Malachite	White	\$937	Jeweler
Star Emerald	Wood	\$2,163	Jeweler
Blink Dog - Tooth	Yellow	\$106	Jeweler
Golden Opal	Yellow	\$611	Jeweler
Noitatrilf - Teeth	Yellow	\$446	Jeweler
Purple Agate	Yellow	\$422	Jeweler
Sun Stone	Yellow	\$234	Jeweler
Wobniar - Teeth	Yellow	\$8,983	Jeweler
Yellow Jade	Yellow	\$739	Jeweler
Banshee - Dust	Abjuration	\$237	Sculptor
Imp - Blood	Abjuration	\$14	Sculptor
Red Dragon - Ash	Abjuration	\$1,820	Sculptor

Name	Group	Price	Master Craft
Psychophile - Ash	Abjuration	\$2,339	Sculptor
Atilol - Blood	Acid	\$2,858	Sculptor
Bullet - Ash	Alteration	\$104	Sculptor
Green Dragon - Ash	Alteration	\$4,152	Sculptor
Moon Tar	Alteration	\$17,038	Sculptor
Pixy - Dust	Alteration	\$885	Sculptor
Sacrobeck - Blood	Alteration	\$777	Sculptor
Specter - Ash	Alteration	\$1,384	Sculptor
Psychophile - Blood	Alteration	\$427	Sculptor
Beguiler - Blood	Black	\$2,321	Sculptor
Hell Hound - Blood	Black	\$134	Sculptor
Tehpmyn - Blood	Black	\$3,330	Sculptor
Wobniar - Blood	Black	\$6,593	Sculptor
Disenchanter - Blood	Blue	\$669	Sculptor
Doppelganger - Blood	Blue	\$10	Sculptor
Erutan - Blood	Blue	\$252	Sculptor
Lizardman - Blood	Blue	\$70	Sculptor
Doppelganger - Ash	Conjuration	\$157	Sculptor
Medusa - Blood	Conjuration	\$847	Sculptor
Sprite - Ash	Conjuration	\$266	Sculptor
Will-O'-Wisp - Dust	Creation	\$12	Sculptor
Brain Mole - Ash	Divination	\$19	Sculptor
Satyr - Blood	Divination	\$718	Sculptor
Crockin - Blood	Enchantment	\$1,148	Sculptor
Efreeti - Ash	Enchantment	\$194	Sculptor
Orange Tar	Enchantment	\$3,402	Sculptor
Owlorc - Blood	Enchantment	\$103	Sculptor
Ghost of War - Dust	Evocation	\$3,119	Sculptor
Grack Vampire - Blood	Evocation	\$1,046	Sculptor

Name	Group	Price	Master Craft		Name	Group	Price	Master Craft
Green Slime - Ash	Evocation	\$258	Sculptor		Skeleton Warrior - Dust	Movement	\$1,359	Sculptor
High Goblin - Blood	Evocation	\$621	Sculptor		Troll - Blood	Movement	\$1,249	Sculptor
Kobold - Ash	Evocation	\$40	Sculptor		Shambling - Blood	Mud	\$802	Sculptor
Suicide Beguiler - Ash	Evocation	\$72	Sculptor		Ysatsce - Blood	Mud	\$2,242	Sculptor
Suicide Beguiler - Blood	Evocation	\$71	Sculptor		Ytidun - Blood	Mud	\$3,417	Sculptor
Flaming Minotaur - Blood	Fire	\$173	Sculptor		Zombie - Ash	Mud	\$12	Sculptor
Sea Lion - Blood	Force	\$83	Sculptor		Lich - Ash	Necromancy	\$5,925	Sculptor
Serpent - Blood	Force	\$124	Sculptor		Lizardman - Ash	Necromancy	\$71	Sculptor
Bullet - Blood	Green	\$463	Sculptor		Titan - Blood	Necromancy	\$123	Sculptor
Citore - Blood	Green	\$351	Sculptor		Crawler - Blood	Poison	\$6	Sculptor
Ettin - Blood	Green	\$312	Sculptor		Giant Spider - Blood	Poison	\$190	Sculptor
Evitcudes - Blood	Green	\$1,117	Sculptor		Wyvern - Blood	Poison	\$1,126	Sculptor
Fairy - Blood	Green	\$871	Sculptor		Esruocrenni Sap	Red	\$136	Sculptor
Purple Worm - Blood	Green	\$70	Sculptor		Gnoll - Blood	Red	\$23	Sculptor
Roc - Blood	Green	\$581	Sculptor		Minotaur - Blood	Red	\$368	Sculptor
Yeti - Blood	Ice	\$74	Sculptor		Modeerf - Blood	Red	\$3,948	Sculptor
Black Slime - Ash	Illusion	\$390	Sculptor		Nymph - Blood	Red	\$354	Sculptor
Living Rock - Blood	Illusion	\$250	Sculptor		Ogre - Blood	Red	\$10	Sculptor
Will-O'-Wisp - Ash	Illusion	\$859	Sculptor		Basilisk - Blood	Rock	\$1,320	Sculptor
Flaming Growtak - Blood	Lava	\$472	Sculptor		Gorgon - Blood	Rock	\$53	Sculptor
Remorhaz - Blood	Lava	\$1,581	Sculptor		Xorn - Blood	Rock	\$449	Sculptor
Unicorn - Blood	Light	\$559	Sculptor		Quasit - Blood	Thorn	\$41	Sculptor
Will-O'-Wisp - Blood	Light	\$338	Sculptor		Trilf - Blood	Thorn	\$55	Sculptor
Blue Dragon - Blood	Lightning	\$4,202	Sculptor		Enin Pollen	White	\$1,123	Sculptor
Bolgrog - Blood	Lightning	\$1,600	Sculptor		Fairy Dragon - Blood	White	\$569	Sculptor
Fire Giant - Ash	Movement	\$550	Sculptor		Griffon - Blood	White	\$2,300	Sculptor
Ghost - Dust	Movement	\$4,046	Sculptor		Lausnes - Blood	White	\$828	Sculptor

Name	Group	Price	Master Craft
Manticore - Essence	Abjuration	\$721	Smith
Mithral - Black	Abjuration	\$6,414	Smith
Mithral - Blue	Abjuration	\$2,166	Smith
Platinum - Pink	Abjuration	\$1,772	Smith
Red Dragon - Essence	Abjuration	\$22,983	Smith
Titanium - White	Abjuration	\$646	Smith
Ecneconni - Essence	Acid	\$2,246	Smith
Flaming Growtak - Essence	Alteration	\$9,043	Smith
Mimic - Essence	Alteration	\$738	Smith
Mithral - Pearl	Alteration	\$1,045	Smith
Pixy - Essence	Alteration	\$5,754	Smith
Platinum - Green	Alteration	\$210	Smith
Platinum - White	Alteration	\$618	Smith
Roc - Essence	Alteration	\$5,912	Smith
Will-O'-Wisp - Essence	Alteration	\$5,032	Smith
Troll - Essence	Black	\$1,974	Smith
Ytidun - Essence	Black	\$10,380	Smith
Doppelganger - Essence	Blue	\$468	Smith
Rainbow Copper	Blue	\$551	Smith
Blue Silver	Conjuration	\$221	Smith
Mithral - White	Conjuration	\$4,526	Smith
Sacrobeck - Essence	Conjuration	\$749	Smith
Wyvern - Essence	Conjuration	\$1,785	Smith
Banshee - Essence	Creation	\$6,850	Smith
Chin Cat - Essence	Creation	\$12,882	Smith
Hippocampus - Essence	Creation	\$5,500	Smith
Rainbow Mithral	Creation	\$14,567	Smith

Name	Group	Price	Master Craft
Black Dragon - Essence	Divination	\$6,168	Smith
Mithral - Yellow	Divination	\$872	Smith
Otugh - Essence	Divination	\$2,715	Smith
Platinum - Blue	Divination	\$1,975	Smith
Platinum - Orange	Divination	\$2,953	Smith
Vampire - Essence	Divination	\$12,124	Smith
Cockatrice - Essence	Enchantment	\$4,207	Smith
Mithral - Pink	Enchantment	\$3,554	Smith
Platinum - Red	Enchantment	\$378	Smith
Sylph - Essence	Enchantment	\$3,139	Smith
Ghost of War - Essence	Evocation	\$3,754	Smith
Gnome - Essence	Evocation	\$82	Smith
Grack Vampire - Essence	Evocation	\$16,820	Smith
Gray Slime - Essence	Evocation	\$1,291	Smith
Green Iron	Evocation	\$952	Smith
Kobold - Essence	Evocation	\$146	Smith
Pseudo Dragon - Essence	Evocation	\$1,150	Smith
Sea Lion - Essence	Force	\$382	Smith
Serpent - Essence	Force	\$21,658	Smith
Bullet - Essence	Green	\$2,499	Smith
Ettin - Essence	Green	\$627	Smith
Evitcudes - Essence	Green	\$2,178	Smith
Trilf - Essence	Green	\$6,536	Smith
Ysatscē - Essence	Green	\$1,310	Smith
Ice Giant - Essence	Ice	\$3,715	Smith
White Dragon - Essence	Ice	\$18,408	Smith
Yeti - Essence	Ice	\$942	Smith
Black Gold	Illusion	\$550	Smith
Dwarf - Essence	Illusion	\$695	Smith

Name	Group	Price	Master Craft		Name	Group	Price	Master Craft
Lorelei - Essence	Illusion	\$6,500	Smith		Dryad - Essence	Wood	\$4,200	Smith
Remorhaz - Essence	Lava	\$6,407	Smith		Elf - Essence	Wood	\$85	Smith
Salamander - Essence	Lava	\$749	Smith		Woodgrain Platinum	Wood	\$94	Smith
Woodgrain Silver	Lava	\$204	Smith		Blink Dog - Essence	Yellow	\$359	Smith
Efreeti - Essence	Movement	\$1,625	Smith		Harpy - Essence	Yellow	\$234	Smith
Rust Monster - Essence	Movement	\$4,204	Smith		Imp - Essence	Yellow	\$100	Smith
Titanium - Blue	Movement	\$611	Smith		Mermaid - Essence	Yellow	\$2,861	Smith
Shambling - Essence	Mud	\$4,508	Smith		Modeerf - Essence	Yellow	\$2,212	Smith
Mithral - Green	Necromancy	\$5,898	Smith		Purple Zinc	Yellow	\$82	Smith
Mithral - Purple	Necromancy	\$7,671	Smith		Succubus - Essence	Yellow	\$4,180	Smith
Mithral - Red	Necromancy	\$1,953	Smith		Tehpmyn - Essence	Yellow	\$10,320	Smith
Rakshasa - Essence	Necromancy	\$2,708	Smith		Blink Dog - Pelt	Abjuration	\$26	Tailor
Tanuki - Essence	Necromancy	\$838	Smith		Chin Cat - Fur	Abjuration	\$2,744	Tailor
Titanium - Black	Necromancy	\$1,049	Smith		Flaming Growtak - Skin	Abjuration	\$903	Tailor
Jabberwock - Essence	Poison	\$750	Smith		Xorn - Skin	Abjuration	\$165	Tailor
Woodgrain Copper	Poison	\$707	Smith		Hobgoblin - Pelt	Alteration	\$13	Tailor
Despiser - Essence	Red	\$1,336	Smith		Blonde Medusa - Hair	Alteration	\$5,731	Tailor
Gnoll - Essence	Red	\$27	Smith		Despiser - Pelt	Alteration	\$1,040	Tailor
Ogre - Essence	Red	\$301	Smith		Medusa - Hair	Alteration	\$758	Tailor
Red Nickel	Red	\$395	Smith		Mermaid - Fin	Alteration	\$89	Tailor
Blonde Medusa - Essence	Rock	\$7,681	Smith		Mermaid - Hair	Alteration	\$730	Tailor
Gorgon - Essence	Rock	\$817	Smith		Mimic - Skin	Alteration	\$537	Tailor
Xorn - Essence	Rock	\$6,094	Smith		Morth - Fin	Alteration	\$481	Tailor
Noitatrifl - Essence	White	\$2,473	Smith		Pegasus - Feathers	Alteration	\$36	Tailor
Rainbow Mercury	White	\$3,103	Smith		Pink Medusa - Hair	Alteration	\$4,343	Tailor
Sprite - Essence	White	\$1,653	Smith		Remorhaz - Hide	Alteration	\$2,028	Tailor
Storm Giant - Essence	White	\$2,243	Smith		Roc - Feathers	Alteration	\$374	Tailor

Name	Group	Price	Master Craft
Specter - Rags	Black	\$5	Tailor
Troll - Hair	Black	\$2,398	Tailor
Wendigo - Wing	Black	\$2,300	Tailor
Citore - Feathers	Blue	\$960	Tailor
Disenchanter - Hair	Blue	\$526	Tailor
Rewoprewolf - feather	Blue	\$900	Tailor
Umbrix - Feathers	Blue	\$8,389	Tailor
Ysatsce - Fur	Blue	\$412	Tailor
Ytidun - Hair	Blue	\$849	Tailor
Axe Beak - Feathers	Conjuration	\$6	Tailor
Goblin - Hair	Conjuration	\$33	Tailor
Griffon - Feathers	Conjuration	\$149	Tailor
Ki-Rin - Fur	Conjuration	\$3,794	Tailor
Ogre - Hair	Conjuration	\$105	Tailor
Purple Worm - Skin	Conjuration	\$18	Tailor
Tanuki - Fur	Conjuration	\$320	Tailor
Brownie - Hair	Divination	\$16	Tailor
Catoblipas - Skin	Divination	\$63	Tailor
Centaur - Leather	Divination	\$11	Tailor
Gorgon - Hide	Divination	\$23	Tailor
Vampire - Hair	Divination	\$4,471	Tailor
Cockatrice - Feathers	Enchantment	\$1,379	Tailor
Crockin - Skin	Enchantment	\$5,182	Tailor
Sea Lion - Mane	Enchantment	\$340	Tailor
Sprite - Wing	Enchantment	\$720	Tailor
Succubus - Wing	Enchantment	\$1,696	Tailor
Yeti - Fur	Enchantment	\$42	Tailor
Dryad - Hair	Evocation	\$405	Tailor
Gray Slime - Skin	Evocation	\$2,180	Tailor
Nightmare - Mane	Evocation	\$3,741	Tailor
Pixy - Wing	Evocation	\$2,803	Tailor

Name	Group	Price	Master Craft
Salamander - Fin	Evocation	\$970	Tailor
Salamander - Skin	Evocation	\$196	Tailor
Tiger - Pelt	Evocation	\$338	Tailor
Wyvern - Wing	Evocation	\$3,164	Tailor
Black Dragon - Wing	Force	\$444	Tailor
Efreeti - Hair	Force	\$180	Tailor
Gorilla - Fur	Force	\$122	Tailor
Red Dragon - Wing	Force	\$3,151	Tailor
Serpent - Fin	Force	\$145	Tailor
Citore - Hair	Green	\$673	Tailor
Ettin - Hair	Green	\$208	Tailor
Evitcudes - Hair	Green	\$472	Tailor
Fairy - Hair	Green	\$948	Tailor
Fairy - Wing	Green	\$518	Tailor
Lick Weed	Green	\$758	Tailor
Owl - Feathers	Ice	\$28	Tailor
Black Slime - Skin	Illusion	\$395	Tailor
Flaming Minotaur - Fur	Illusion	\$253	Tailor
Hippocampus - Mane	Illusion	\$300	Tailor
Lorelei - Hair	Illusion	\$2,200	Tailor
Peryton - Tail Feather	Illusion	\$914	Tailor
Remorhaz - Fin	Illusion	\$718	Tailor
Shambling - Skin	Illusion	\$280	Tailor
Storm Giant - Hair	Illusion	\$403	Tailor
Nymph - Hair	Light	\$540	Tailor
Black Lily Silk	Lightning	\$255	Tailor
Bolrog - Skin	Lightning	\$1,525	Tailor
Bolrog - Hair	Movement	\$307	Tailor
Fire Giant - Hair	Movement	\$6,376	Tailor
Ghost - Hair	Movement	\$326	Tailor
Giant Spider - Hair	Movement	\$38	Tailor
Giant Spider - Silk	Movement	\$268	Tailor

Name	Group	Price	Master Craft		Name	Group	Price	Master Craft
Harpy - Feathers	Movement	\$1,163	Tailor		Wobniar - Hair	Poison	\$4,560	Tailor
Hippogriff - Wing	Movement	\$1,500	Tailor		Despiser - Whiskers	Red	\$231	Tailor
Lion - Pelt	Movement	\$8	Tailor		Lausnes - Fin	Red	\$730	Tailor
Manticore - Pelt	Movement	\$234	Tailor		Noitatrifl - Skin	Red	\$895	Tailor
Mastodon - Hide	Movement	\$181	Tailor		Rewoprewolf - Whiskers	Red	\$610	Tailor
Stirge - Wing	Movement	\$55	Tailor		Hippogriff - Feathers	Thorn	\$750	Tailor
Unicorn - Mane	Movement	\$362	Tailor		Quasit - Wing	Thorn	\$221	Tailor
Otugh - Fin	Mud	\$1,306	Tailor		Atilol - Wing	White	\$3,498	Tailor
Otugh - Hide	Mud	\$617	Tailor		Etanoissap - Skin	White	\$369	Tailor
Horn Devil - Wing	Necromancy	\$5,155	Tailor		Fairy Dragon - Wing	White	\$4,018	Tailor
Hydra - Fin	Necromancy	\$994	Tailor		Pegasus - Hide	White	\$795	Tailor
Leprechaun - Hair	Necromancy	\$3,922	Tailor		Trilf - Skin	White	\$126	Tailor
Lycanthrope - Fur	Necromancy	\$232	Tailor		Etanoissap - Hair	Yellow	\$191	Tailor
Phoenix - Feathers	Necromancy	\$4,559	Tailor		Modeerf - Wing	Yellow	\$1,140	Tailor
Rakshasa - Whiskers	Necromancy	\$574	Tailor		Rewoprewolf - Wing	Yellow	\$1,214	Tailor
Titan - Hair	Necromancy	\$1,756	Tailor		Succubus - Hair	Yellow	\$372	Tailor
					Tehpmyn - Hide	Yellow	\$1,219	Tailor

Exotic Weapons

Many players love inventing new toys: strange weird toys that do weird things. Here are the rules (which can all be staked together) which allows a player to make exotic items.

(+) Multi-item: This is like a sword-axe. It can be used as either an axe or a sword, never both. You may use a compound skill or a standard skill. When using it as a sword you can use the skill: sword, or sword-axe. When using it as an axe, you can use the skill: Axe or sword-axe. Sword-axe is a compound basic skill in the 1,000-experience column. The column is defined by the number of parts. Thus, axe + sword is $500 + 500 = 1,000$. A ridiculous but legal compound skill: sword, axe, dagger, shield, bow, smith would be in the 3,000 experience column. You would need to calculate the custom column yourself. Compound skills are usable with non-compound items. Thus, you may use sword-axe when using a sword. For a multi-item, when used as a sword it has the components of a sword: range, damage, type, number of hands, and ammunition.

When used as an axe, then it has the components of an axe. The price of the base item is the sum of all items. Bow-sword is $\$3500 + \$1500 = \$5000$. An additional note is sword-axe (as a two handed item doing one handed damage) is discounted by a 500-experience column type. This aligns to the Florentine combat method with one weapon in each hand, and that puts the binary-skill sword-axe in the 500 column. This is different than using a one-handed sword-axe in one hand while you have a shield in the other. That would require the compound-skill sword-axe in the 1,000-experience column. With a multi-item, you gain flexibility in exchange for a higher purchase price and higher experience expense. But, in the end you will only suffer about -3 from your to hit score (-1 for one less quality, and -2 levels in the basic skill). This is not a bad trade.

(+) Compound-items: This looks similar, but is very different. A compound item is ALWAYS both, never just one. It requires a compound skill to use. The components are: best damage, best range, most hands,

all types, and ammunition if and only if used at a range where ammunition is defined. The bow-sword will have a compound basic skill and a compound group skill: bow-sword (1,000 exp. column), ranged-melee (2,000 exp. column). The price of the base item is the sum of all items. Bow-sword is $\$3500 + \$1500 = \$5000$. Compound-items are not flexible, but are more likely to be a type the target is weak toward. You can also manufacture hyper-targeted weapons. A goblin has an 800% weakness to the “human-bow, axe, sword” compound-item.

(+) Mega-mystic: a flaming sword is simple. Just make it mystic fire. Mystic ice makes an ice blade. However, mystics cannot be used together. Well that is what mega-mystic allows. This allows a player to make an item that is both mystic fire and ice (anything) at the same time. First, we purchase the weapon for each type we want. If we want fire-ice then we pay double. Next, it must be enchanted twice, enchant plus twice, permanency twice, and mystic weapon twice to get both fire and ice. The quality, magic plus, and mystic level must all be the same, and they do not add together. However, it can be mystic fire, or ice, or fire-ice. You can use this to manufacture hyper-targeted weapons.

(+) Split item. This is an item in an item: something like a sword with a dagger in the hilt. Simply make both independently. Everything is separate. Now describe it as one item that can become two. You could have a 2h-sword that can split apart into two one-handed swords. This is simply three items described as one item that becomes two items. The fact the 2h-sword does not exist while the two swords do is irrelevant and part of the rule override.

(+) Hand-and-a-half weapons. This is a weapon that can be used one handed or two handed. The price is the sum of both. Nevertheless, other aspects are based on how it is used. Thus, the damage goes up when used with two hands. The character may use double strength to determine their “to hit” score when using two hands. The skills would be either sword or the compound skill sword-2h-sword when used as a one handed weapon. The skills would be either 2h-sword or the compound skill sword-2h-sword when used as a two handed weapon. Moreover, you can mix and match: 2h-sword-axe. That is a two handed weapon and a one handed weapon.

(+) Size-weapons. This is mixing different sized weapons. For example: a sword (requires a weight lift of between 100 – 300 pounds) and a great sword (requires a weight lift of between 300 – 1000 pounds). If you envision the ability to increase a character’s strength or size with either chi or magic, then this might

work out well. The same rules would apply as above but we are including the weight lift as an aspect of the weapon. A difference is the skill is the same so there is no need to have a compound skill. In addition, there are the spells Shrink and enlarge which could be incorporated into the item using rules already defined to accomplish the same thing.

(+) Super alloys: traditionally Ryvah requires 51% to count as a given metal. This means it is mathematically impossible to have a weapon that counts as both silver and gold. However, this is a game and super alloys overrides this. To do this you pay for the item once for each metal. For example: an iron sword is the base at \$1500 copper. A copper sword is \$1580, and a silver sword is \$2300. To have a copper-silver super alloy sword you add them together. $\$1580 + \$2300 = \$3880$. It now always counts as both copper and silver. The metal added \$880 to the price, and our base price to calculate quality is \$3000.

(-) Extra damage and to hit. No new rules here. Simply use quality for extra to hit, magic for extra damage. Also, master craft can add lots. Spells like magic blade can add both. These mechanisms already exist in Ryvah.

(-) Critical hit weapons. No new rules here. Simply obtain a high to hit score and calculate excess damage. This mechanisms already exist in Ryvah as a default for all to hit rolls.

(-) Auto kill weapons. These are untenable. They do not and cannot exist in any *good* gaming system.

(?) How can a character make a chain sword? A sword that can reach out 20 feet and grapple the target. No new rules here. Simply put the spell entangle on the sword. As for the range, put the spell return on your sword. Now that it can legitimately do everything you want it to do, you may describe it the way you want to. Notice all the questions like chance to entangle, save, dispel resistance, etc. are answered for us in great detail by the spells we are using. What you call it is not relevant.

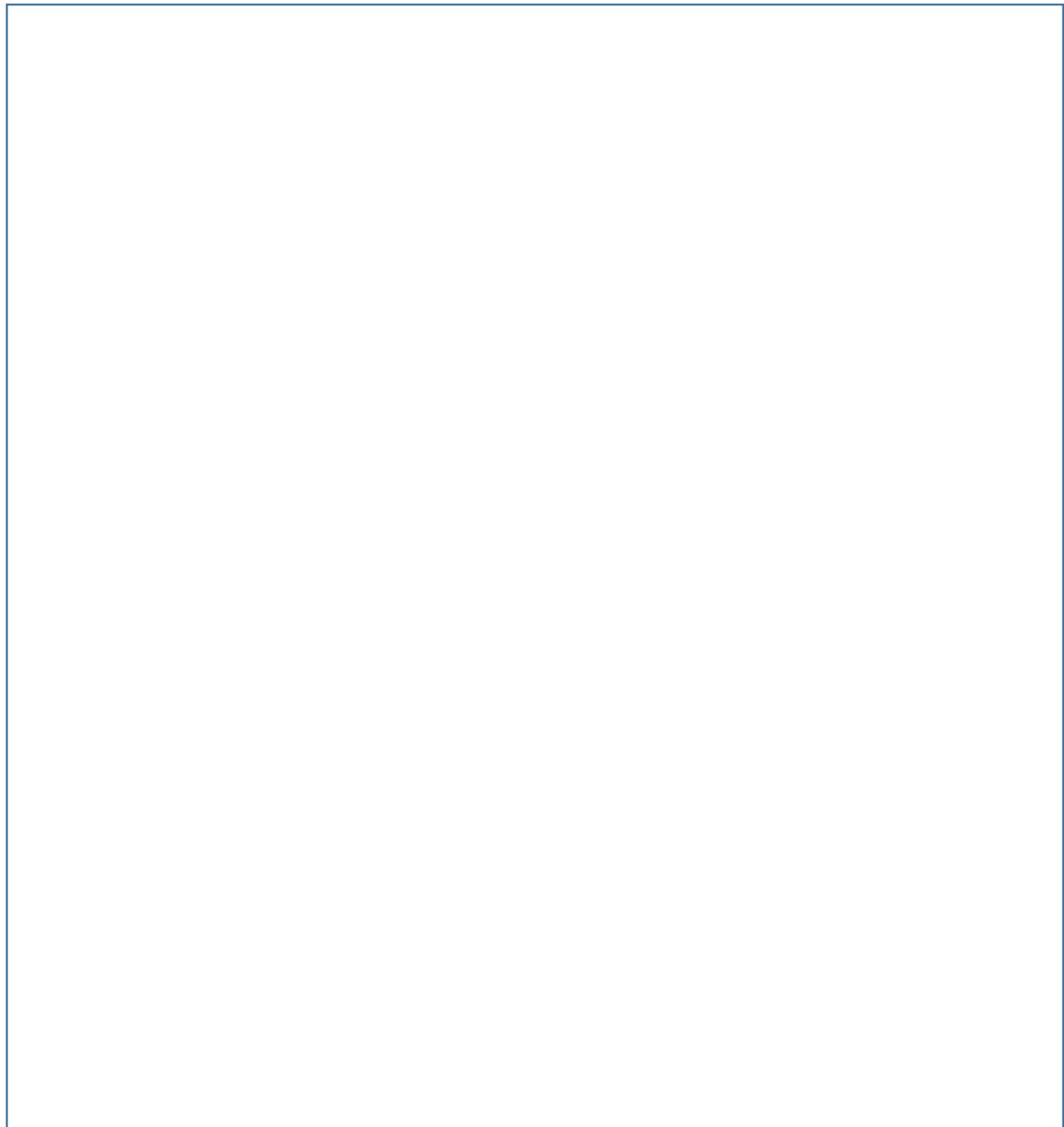
(?) How about a [Mystic Bite] sword? Is this possible? It isn’t even hard. Simply put the spell component morph on your sword so the sword casts it on the holder of the blade to shape change the body part needed to use the race skill [Mystic Bite]. Next put 4,300 experience into the sword with conversion 2 and permanency so you can use skill drain (put that on the sword also) to transfer the experience off the sword onto the holder. When cast the holder now has [Mystic Bite].

Chapter 10 ~ Advanced Sample Characters

There are no more rules; however, we now use all of the rules. With intermediate play, you are expected to know the basics well and dabble in one or two of the Ryvah system's vast collection of concepts. Perhaps you will play with personality experience, or perhaps restricted experience. Maybe you go the extra mile with a backstory. Perhaps you will try out politics. Then of course, you will still build your character.

What separates intermediate play from advanced play is in advanced play we use ALL the rules. All advanced play characters are expected to have a defined personality with a total of 10,000 experience. All advanced play characters have a family and family diagram. All of them have a well-developed backstory. All of them have a full implementation of politics. All advanced play characters have allocated their 10,000 restricted experience to a meaningful end. As an advanced player, there is no hesitation to play any race, half-breed, augmentation, sub-race, or freakish combination thereof. Further the advanced player diligently searches all the races to pick the perfect one to bring a concept to life. Advanced players explore all the spells and chi maneuvers looking for inspiration. The goal of an advanced player is to compound two or three independent components to achieve something spectacular. A component could be a spell, spell implementation, the effect of a chi maneuver, the rules for size, industry, science, or even a race skill. And even more difficult than that is long range planning. This comes in two forms. The first is to visualize what your character will evolve into in another 10,000 experience, 30,000 experience, 100,000 experience, etc. An advanced player anticipates the focal point of power on their timeline. Where is it? What is it? The second form of long range planning is inner-party collaboration. This is the incorporation of your character's design into the grand design of the parties entire composition. This is what it means to be an advanced player of Ryvah. Advanced players also need to see the Game Master's maps and know the world history so that also can be incorporated into the custom built masterpiece, the character. It goes without saying, you need a good picture. Now add good quote or philosophy.

Stacy



Very few 10K characters have any hope of killing a monster with +1 magic defense. Stacy does. Stacy can temporarily boost her hammer up to a +1 magic weapon. The gorgon Stacy rides is trained, not beast mastered. Thus it does not get involved in battle. Any place Stacy cannot ride her gorgon, her “to hit” score drops by 6.

1. Stacy
2. Dad – Dryad: 10,000 exp. love
3. Mom – Dryad: 10,000 exp. love
4. Erica – Dryad: 200 exp. love: Herbalist
5. Marco – Dryad: 500 exp. lust: wizard
6. Douglas – Elf: 600 exp. lust: Lab magi
7. Anne – Elf: 200 exp. protection: mana battery
8. Timmy – Elf: 300 exp. lust, 100 exp. protection
9. Jennifer: 100 exp. fear
10. Jorden – Human: 300 exp. lust: Master smith
11. Nicholas – Human: 300 exp. lust: Master tailor
12. Jennifer – Human: 600 exp. lust: Master jeweler
13. Paul – Human: 400 exp. lust: town guard

Okay, so I admit it; I am an addict. Erica and I are the same age, and we have been lovers for seven years. She just entered a union with Marco, and I was invited into the union, but I declined. We have been having threesomes for the last two years, but I don't want to be tied down. There is an elven village only a mile away, and Douglass is a mature elf married to Anne. Their son Timmy was captured by a female demonic beast: beast, and I hunted it down and killed it. She had already abused the poor boy, so I taught him what sex was supposed to be like before I returned him to his mom. After I returned him to Anne, she was very grateful, and we became lovers. Douglass too, but none of them know I am getting it from all three. Douglass knows I have an agenda. He knows I want to make the magic on my hammer permanent. Naturally Anne and Timmy support the idea. Now Jennifer was an accident and she happened only once. I am embarrassed to say I took advantage of her, but I don't regret it. You see, I caught my dad cheating with Jennifer and I said, "I want in or I'm telling." So now I know why my mom loves my dad so much. As for the humans, they were carefully selected. Paul is my "get out of jail free card" if I ever need it, and Jorden, Nicholas, and Jennifer are all masters at a craft which can master craft my hammer.

My gorgon is very strange. Its horns are so small they are hidden by its ears, and it walks about only on its hind legs. But the magic of the elves has confirmed it's a true gorgon. I can attest to its bazaar behavior and insane madness. I think it allows me to ride it more because we are kindred spirits than any training it has received. Oh, and I tried to milk it when we first met. Hey, it was an easy mistake to make. It is such a weird gorgon I didn't know it wasn't a cow gorgon. Anyway, it likes it when we find a ranch and I allow it to mate with all the cows. The cows don't seem to mind, but the bulls though a fit. I always seem to find strange magical spots, leylines, mystical temples, and stuff when I let it go where it wants to.

Marco is actually the guy who paints my henna bodypainting. He says it is an ancient chin cat custom that symbolizes the Lolita. Ever since then, I have been able to use chi. Every three weeks or so, it fades. So I have him put it back on. I have a copy of the runs, so I can have someone else do it just in case I lose him.

Personality:

- 5,000 experience Lustful
- 3,000 experience Brave
- 2,000 experience Ignorant – clumsy

Gorgon

Health: 25	Save: 36	Regeneration: 0
AC: 20	To Hit: 20	
Weapon: Gore	Range: -	Damage: D2 RDM: 8
Resistance: -	Weakness: -	
Strength: 8	Dexterity: 7	Intelligence: 4 Spirit: 8 Comeliness: 6
Movement: 30 ft.	Fly: no.	Alertness: 20 Night Vision: Not earned
Size: 8 ft. *	Weight: 435 lb. *	
Animal control: **	Rider weight limit: 150 lb. *	

* The size of an adult is 15 ft. with a weight of 2,700 lb. This one is a baby.

** Base animal control is 135. However, this is not a full adult and the low age lowers the control. Gorgon has 0% of its experience. ($\frac{1}{2}$ of 135) = 67.5. That 67.5 will be reduced to zero. Thus, the base 135 drops to 68. Still beyond reach without training.

The price of the baby gorgon at \$5,000 is negotiated. An adult gorgon is \$611,000 and 5% is \$30,550. The beast is a level 5 encounter. Still, all good Game Masters idiot checks the numbers. A \$100,000 gorgon is worth every penny. They are not intended or priced to be purchased at zero exp. As such as the character gains experience we will require them to pay the balance. 636,550 Experience is worth \$611,000. That's almost 1 to 1. So that's what is required. For every experience the gorgon gains the player must pay a like amount in copper, and Stacy starts the game with 5,000 credit balance, thus she paid \$5,000.

X1	Enchant Plus	D	M	X	\$
Skill		1	0	0	
White mushroom				1	\$360
Total	1	0	1		\$360

One day duration, +1 magic. 2% dispel resistance. She starts the game with only two doses. Thus, they are very precious. She does not use them unless she needs to.

Restricted Skills

Type	Lv.	Exp.	mana chi	Skill
500	6	5,000	0	Herbalist
500	6	5,000	0	Herbalist w/ my tools

Herbalist

	Points	Description
Tools		
Stat 1	7	Intelligence
Stat2	7	Spirit
SLB		Lovers
Category		Science
Group		Biologist
Basic	6	Herbalist
Specific	6	My tools Herbalist
	26	:Total

Stacy does not yet own the herbalist tools. When she purchases them, then we will allocate the rest of her experience.

Subject	Exp.	People	Total	Political
				Skill
Dryad clan	300	6	1,800	Loyalty, protection, love
Elven village	70	200	14,000	Protection, trust
demonic beast: beasts	100	8	800	Assault, injury, death
Human town	70	200	14,000	Lust, entertainment
Human town	30	400	12,000	Dislike, slutty
Local farmers	30	40	1,200	Perverted with animals
Local artists	50	8	400	Money, modeling

44,200 Total

In implementation if Stacy were to:

- Want to purchase weapons from the elves. ($70 \times 200 = 14,000$) 14,000 divided by peasant's reputation of 1,000 = 14 base leverage. Next make sure to only purchase from merchants who know you. $14 + 70 = 84$ leverage. Next we consult the chart to find we are above "not cheat on taxes for \$80 copper. We are above it so let's call it \$100. Stacy could reasonably get a \$100 discount off her purchase.
- If Stacy encountered a lone demonic beast: beast who had the 100 experience, he would flee out of fear. He would spend "a day's wage" to escape. Perhaps not even knowing her weapon was not currently magical. Conversely, two or more demonic beast: beasts would spend "a day's wage" to kill her, believing they had the force to overpower her. Note, the entire chart does not take into consideration the individual political experience define with her named contacts.

Chi Maneuvers & Combat Styles

Shaman

BD – Doom: 1 round, AC(2), Majors(1), Jump (5 ft.), Spirit Wrath(4), Destruction (2).

Stacy has three chi pools of 5, 4, and 2. She will put the 5 in Majors, the 4 in Spirit Wrath to turn it on, and 2 into Jump for a 10 foot jump.

BG – Flee: 1 round, AC (1), AOE dodge (10 ft.), Majors(1), Whirlwind (4 ft.), Spirit Wrath(2), Destruction (2).

Stacy has three chi pools of 5, 4, and 2. She will put the 5 in Majors, a 2 in Spirit Wrath to turn it on, and 4 in into either AOE Dodge for 40 ft., or Whirlwind for 16 feet.

BS – Mystery: 2 rounds, Majors(1), Spirit Wrath(5).

Stacy has three chi pools of 5, 4, and 2. She will put the 4 in Majors, and 5 in Spirit Wrath to turn it on.

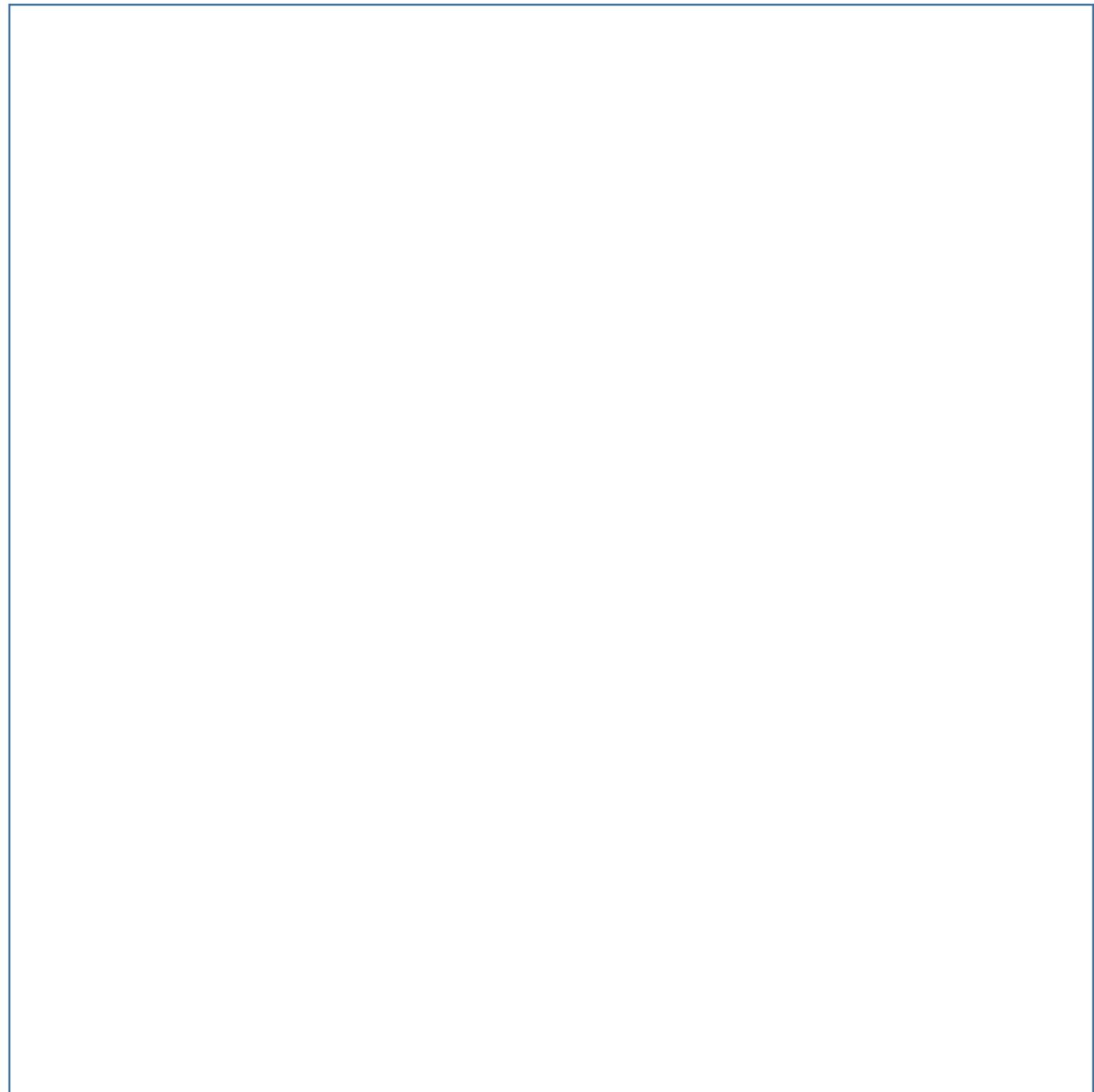


Now let's look at that hammer.

Stacy has purchased a "tiny hammer-short: silver/enchanted, +4 quality." It does D2 damage, and she claims she uses both hands. Let's start with the base weapon. Just like we have swords and short swords, Ryvah has hammers and short hammers. It is listed as Hammer – short. It costs \$250 and does D6 damage. To make it cheaper we change the size class of the hammer. (tiny, small, standard, great, giant). The tiny hammer costs 33% price, 33% material, and does -D4 damage class. Thus, the tiny short-hammer costs \$82.5 and does D2 damage. The +4 quality increases the price from 100% to 960%. So far it \$792 copper. The silver is also 33%. Original metal cost of \$320 for silver is now \$107. Our silver hammer is up to \$899 copper. But now we want to purchase Enchant Object (the precursor to Permanency). That is another \$2,500. For a grand total of \$3,399 copper. It is noted the original design was for a spear, because that is what is in the picture of the dryad. But the dryad gets an advantage on hammers, so I switched her over.

When she uses the enchant plus spell she will gain an extra point of damage, but most of her power will come from her chi Spirit Wrath. If she finds a Demonic Beast: Beast her Spirit Wrath will give her +15 to hit and +15 to damage. With it her to hit is 58. That gives her 6 excess damage, +1 for magic, +15 for the spirit wrath, +1 for the bas D2. Now double it because its weak to silver. That's 46 out of 50 health. She almost one-shot kills this level 2 challenge. With even a little more experience, she will.





The only reason the bastard child—product of a rape by a monster—can live is well played politics, superior roleplaying, and the grace of God.

1. Backen
2. Elven Mom
3. Tammy, bar maid / prostitute
4. Dan, Tammy's dad
5. Dad, Yeti
6. My son

Name's Backen. Don't like me? Tough. I don't like you either. My mom is a beautiful elven women, but her husband never let her do anything. So, she went to the waterfall to paint. It's a half day travel up the mountain where she was brutally raped by yeti. I nearly killed my mother when she gave birth to me. I'm kinda big, but like any elf I love my bows. I collect bows; got three so far, but elves are so small—so all my bows make me feel like I'm using a toy. The only thing I love more than my bows is my baby. I have a little bundle of joy I love so much. Well, a bar maid / part time prostitute has my boy. I got tired of being rejected by every female in town, and she was drunk and needed money. I didn't intend to knock her up; it just happened. Tammy, that's my baby's momma, lives with her dad. He has wanted to kill me since the day my baby was born. He's just too much of a coward to do it. Anyway, I see my boy in between jobs, and I drop off as much money as I can afford, normally 400 copper a week. My childhood was hell, and I'm doing everything I can to prevent the rest of the elves from hating my son as much as they hate me.

Personality:

5,000 experience Family

3,000 experience Generous

2,000 experience Kind

Restricted Skills				
Type	Lv.	Exp.	mana chi	Skill
1000	3	3,300	0	Mechanics
500	5	3,350	0	Carpenter
500	5	3,350	0	Carpenter w/ my tools
.				

Carpenter—lumberjack

	Points	Description
Tools		
Stat 1	7	Intelligence
Stat2	9+3	Dexterity
SLB	2	Child
Category		Science
Group	3	Mechanics
Basic	5	Carpenter
Specific	5	My tools Carpenter
	34	:Total



Backen does not yet own the tools. When he is not working as a mercenary he is a lumberjack, and makes almost 5 units a week (500 copper). He give 400 of it to Tammy to care for their kid.

Become Ice Elemental	A	C	L	M	N	O	P	T	R	Y
Skill	0	8	8	3	0	0	5	0	0	8
Lizardman – Blood	3	X	X	X	X		0	0	X	X
Spirit Moss	3	X	X	X	X	X	X	X	X	X
Legbath Leaf	X	3	0	0	X	X	X	X	X	X
							1			
Total	6	1	8	3	0	0	5	0	0	8

+6*(1.5)damage, 121 hour duration ~ 5 days,
24% success/fail, 71% dispel resistance, +15 mph movement ~ +45 ft. per round, +16 AC, +16 To Hit.

The 24% success mean he averages 4 casting attempts per one success. The alchemy costs him \$253 per cast, so he is blowing a grand per become elemental he uses. But this is his Holy Grail. This requires a lot of preparation. He only get one attempt per day, so he must have a quest that can be started and finished in the 5-day window of duration. If he gets caught in battle without this on, he is dead. So he must pick a quest where he can start casting day after day, and as soon as he succeeds, he takes off.

½ Elf / ½ Yeti

Child Age 13 to 33		
Exp.	#	Race skill description
6,000	1	Ability: Ice Attack (1,0,0,7,10,Void)
3,350	1	Spell:x1 Become Ice Elemental (0,8,8,3,0,0,5,0,0,8)
333	1	Damage Resistance: +1, Save: +7
1,675	1	Health: +16
500	1	Night Vision: 200 feet
500	2	Minimum Score: 35 Music, 35 Painting
150	1	+2 Dance
Adolescent Age 26 to 49		
Exp.	#	Race skill description
6,000	1	Spell:x1 Become Ice Elemental (0,11,11,4,0,0,8,0,11)
1,125	1	+1 Strength
6000	1	+10 - 2h Hammer: requires Ice attack ability
3,000	2	+5 Geologist (x2): requires Ice attack ability
2,325	1	Health: +14
222	1	Alertness: +4
3,350	1	Minimum To Hit with Bow: 40
1,125	2	+1 Dexterity, +1 Perception
Adult Age 37 to 120		
Exp.	#	Race skill description
7,000	1	Spell:x1 Become Ice Elemental (0,15,34,5,0,0,10,0,20)
8,419	1	Health: +52
3,000	1	Health: +15
4,300	1	Spell: x10 Freeze(12...)
8,000	1	Spell:x1 Become Ice Elemental (10,8,17,8,0,0,15,0,30)
800	2	+2 Sculptor (x2)
1,125	3	Mana: +5 Silence, +6 Dispel, +6 Blind
Middle-age Age 92 to 220		
Exp.	#	Race skill description
10,000	1	Internal: x1 To Hit(30...)
10,000	1	Ability: Ice Attack (10,0,0,10,13,Void)

8,419	1	Health: +52	Yeti
6,000	1	Spell: x10 Freeze(24...)	Yeti
4,300	1	[Spell - Chi generation]	Yeti
9,000	1	Spell:x1 Become Ice Elemental (15,11,26,11,0,0,23,0,45)	Yeti
3,500	4	+5 Rogue (x4)	Elf
Senior Age 180 to 375			Yeti
Exp.	#	Race skill description	Yeti
10,000	1	Internal: x1 To Hit(60...)	Yeti
20,000	1	Ability: Ice Attack (50,0,0,15,13,Void)	Yeti
8,419	1	Health: +52	Yeti
20,000	1	Spell: x10 Freeze(50...)	Yeti
10,000	1	Spell:x1 Become Ice Elemental (20,15,34,15,0,0,30,0,60)	Yeti
4,000	8	+5 Bow (x8)	Elf
3,000	1	+3 Artistry	Elf

Grand total = 241,112 Experience

Backen's social circle

Political				
Subject	Exp.	People	Total	Skill
Elven village	30	100	3,000	Respect, protection
Elven village	200	10	2,000	Hate, want to kill me
Elven village	60	50	3,000	Disgust

In general, everyone wants this guy dead. But, Backen's has been absolutely faithful, absolutely loyal, has stepped up to pay for the child. His simply has earned a place among the elves in which he lives. Tammy literally keeps him alive with comments like, "If you dear hurt him, I'll make you pay the 400 copper a week he gives me." As long as he keeps paying the bills, even the people who hate his guts won't touch him. But they are all watching, waiting for him to mess up. All they need is an excuse. But Backen won't give them one.

The next aspect is as a mercenary of war. Backen is good against large quantities of relatively common enemies. The elves can (and do) send him out on commando attacks. When they learn of a group of 10+ of something soft (orcs, goblins, hobgoblins, imps, lizardmen, humans, Gnolls, etc.) then they pay him to do as much damage as he can. What's funny, is they always send him out with several elves. Why? So they

can . . . split the loot six ways! Backen does all the work, and everyone with him gets a cut. One of these missions can bring back 6,000 copper. That's a lot of money to pay this freak. And that just doesn't sit right with the elves. But guess what that means? All those elves that tag along with Backen look at him as easy money—the goose that lays the golden egg. That's one more reason the very elves who hate him won't harm him.

Make no mistake, without a very good reason to not kill him, a yeti or half yeti is killed at the gate the first time he shows up at a town.

Chi Maneuvers & Combat Styles

Warlord

BN – Frenzy: 1 round, AC(1), Stone Skin(1), Dispel(5), Shadows(4), AOER(5 ft.), AOEA(3 ft.), Damage 3, Slice(4 ft.)

Backen has two chi pools of 5 and 4. He will put the 5 in AOER, the 4 in slice. He will always get the +3 damage.



The area of the AOER does not exist in the area of the Slice if they overlap. You will normally suffer a 15% penalty on your “to hit” score (before the roll). Backen’s 55 drops to a 46 “to hit” score.



BO – Illusion: 1 round, To Hit(1), Consciousness, Resistance(1.5), Save(2), Dispel(5), Illusion(4), AOER(5 ft.), ignition(2).

Backen has two chi pools of 5 and 4. He will put the 5 in AOER, the 4 in To Hit for +4 to hit unless

his target is weak to fire, then he will use ignition. His 55 “to hit” goes up to a 59 then down 15% to a 50.

Now let's look at that Bow.

Backen does not have any skill in “My” bow. That means he can use ANY bow. So he has a collection of them. He wants to get an elven bow too. It was just too much money right now. He wants to upgrade to “standard” size class bows. Again, more money. It requires a half move to ready his bow. Then he fire the correct bow for the job.

	Bow - Human (small)	Bow - Sylph (small)	Bow - Satyr (small)	Fire	Ice
Damage	D4	D2	D6		
Range	150 ft.	100 ft.	75 ft.		
Axe Beak		200%		200%	
Doppelganger	200%			200%	200%
Gnoll	200%			50%	200%
Goblin	200%			200%	50%
Harpy			200%	200%	
High goblin	200%				200%
Hobgoblin	200%			200%	200%
Kobald	200%			200%	200%
Lizardman	200%			200%	50%
Orc	200%			50%	200%

This is where he makes his money. He is always typed as ice, but everywhere they are resistant to ice they are also weak to fire. Use ignition. In fact only Gnolls and orcs are resistant to fire, so other than those two, he always use ignition. When he uses ignition he gets an extra 4 damage. So let's add this up. He is attacking a Kobald with his human bow D4 (let's say he rolls a 1) his ignition does 4 damage, his $6*(1.5)$ ice averages 9 damage. That's 14 so far. Now double it for human bow, ice, and fire for 112 damage. Don't forget, he is using his AOER, so they ALL take 112 each.

Now it is true if he was attacking a bunch of gnolls they would only be taking 40 damage each, minimum. And goblins and lizardmen are even harder to kill. He cannot avoid the 50% ice resistance, so he only does 28 damage . . . to each and every one on the battlefield.

This is why he carries 100 arrows. He uses transcendence to pull them from inventory when using AOER.



Heat Up

money; pigs get slaughtered.” – identify person quoted.

1. Heat Up
2. Dwarven supplier
3. Humans
4. Orcs
5. Goblins
6. Kobolds
7. Elves
8. Fairies
9. Symthy

There is a powerful secret empire trying to take over the world. They puppet master all the wars. So I figured I could make a lot of money if I was an international arms dealer.

I make poison to help everyone kill each other faster. My poison retails for \$60 copper each, but I sale wholesale at \$30 copper each. Of course there is shipping. So knock off another \$3 bucks for a net \$27, minus \$5 for material components for \$22 net profit. It's a good price and a fair price. I purchase my materials from Derik; he is a dwarven geologist. Harvey is a human, captain of the fighter's guild. They are fighting the Orcs on the other side of the mountain. It's funny; they use the same mountain pass I do. The goblins and kobalds are east of the humans. The humans want to expand to get to the ocean to have a sea port, and the goblins are in the way. Now, I charge the goblins and kobalds \$32 a dose, but they want it badly. As for the elves, they are trying to eradicate the kobalds. I only charge the elves \$22, but I like them, and I always tell them when I make a delivery to the kobalds or goblins so they can charge up with poison protection. So truthfully, I am really

screwing over the kobalds and goblins. The fairies are even more kindred to me. I don't charge them a dime. I give it to them for free, but I confess, I have an agenda.

There is an ecneconni who lives with the fairies. First off, he is the hottest stud-muffin I've ever seen. Then he turns out to be a Second Degree master jeweler! (that's a skill check of 80). He can make +4 quality chemistry books and master craft at level 2. His name is Symthy, and I pretty much do anything he wants.

My goal is to get the humans, orcs, goblins, and kobalds to wipeout each other and have the brownies, elves, and fairies take over. Oh yeah, I guess the dwarves can join too.

While I have lots of contacts in towns where I could sale my poison at near retail (\$50 a dose), I seldom use them because I would need to travel out there. So if you know of anyone who want to take a road trip with me, let me know.



Personality:

5,000 experience Proud
3,000 experience Deceitful
2,000 experience Greedy

Restricted Skills

Type	Lv.	Exp.	mana chi	Skill
500	6	5,000	0	Chemist
500	6	5,000	0	Poisons

Notice Heat Up gets to double dip. This skills go into her primary skill. Thus she is acting like a character of a much higher level.

Message	D	M	P
Skill	1.5	0	1.5

Duration 2.25 days, Speed 4.5 mph.

Maximum reach is 243 miles.

With 7 mana in message and 7 spirit, She can cast 4 times per day for free. They never go to waste. Heat Up is in constant communication. With 3 to 6 people per town, he has 30 to 40 contacts. At 4 casts per day, each one gets an update every 10 days or so.

Political

Subject	Exp.	People	Total	Skill
Humans	50	500	25,000	Arms dealer
Orcs	50	800	40,000	Arms dealer
Goblins	50	1,200	60,000	Arms dealer
Kobalds	50	2,000	100,000	Arms dealer
Elves	70	200	14,000	Arms dealer
Fairies	150	30	4,500	Protection, trust
			243,500	Total

In implementation if Heat Up were to:

- Want to purchase weapons from the elves. ($70 \times 200 = 14,000$) 14,000 divided by peasant's reputation of 1,000 = 14 base leverage. Next make sure to only purchase from merchants who know you. $14 + 70 = 84$ leverage. Next we consult the chart to find we are above "not cheat on taxes for \$80 copper. We are above it so let's call it \$100. Heat Up could reasonably get a \$100 discount off her purchase.
- But let us look at the bigger picture. Heat Up is pushing a quarter million total experience in total. 243,500 divided by peasant's reputation of 1,000 = 243 base leverage.

100	spend a day working for it
400	spend a week's income

That's a couple days wages for that peasant.

Heat Up is simply never charged for any serves under \$200 copper. All vendors discount their products to their hard-costs up to a \$200 copper discount. Oh but, Heat Up is all business, and since in the business world is ALL reputation, and he would NEVER want people to think him a cheat, he pays full price or leaves a big tip to pay full price. It's all political. If he actually needed something for free, he can get it. In general for every copper he takes for free he will lose about 20 political experience.

- Heat Up can encounter a hostile group of orcs, and as soon as they know it's her, the battle stops. They might try to enslave her, but there is no chance they will kill her. And there is no chance such captivity will last beyond their superiors discovering her. Heat Up can enter any of these towns, do business, and leave unharmed.

The only way a player can claim they have such a reputation is to earn it with conduct. Heat Up must make her 10 doses of poison every day, probably 6 days a week. That is 60 doses a week. At an average of \$20 copper profit each, she is pulling in \$1,200 copper a week. She can bankroll the entire party single handedly.

Every dose consumes \$5 copper in components.

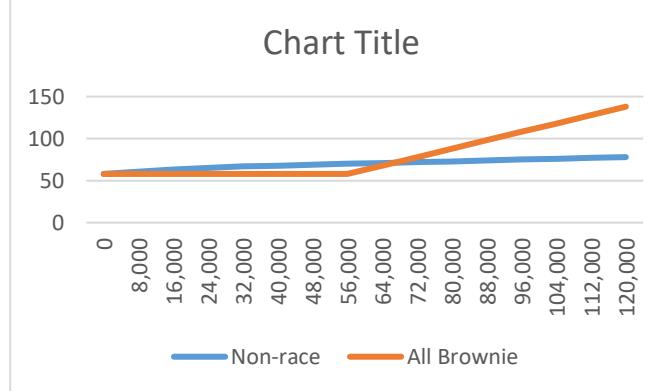
Name	Retail	Damage	Damage 3,4,5	Hinder	Hinder Time	Difficulty
Arsnick	\$64		6	-2	7 rounds	58
Viper	\$64	10				58
Heat Up	\$64			-10	2 rounds	58
Heat Up 2	\$64		10			58

One might ask the question, how should Heat Up advance?

Skills				
Type	Lv.	Exp.	mana chi	Skill
4000	0	0	0	Science
1000	8	22,000	0	Chemistry
500	10	21,500	0	Chemist
500	10	21,500	0	Poisons

So this just spent about 50,000 more experience and we get an extra 11 levels. But we don't have any race innate skill. If we spend that 50,000 experience on race innate skill, we don't improve our chemistry score by a single point. Oh, but we soon will.

New Experience	Non-race	All Brownie
0	58	58
8,000	61	58
16,000	63	58
24,000	65	58
32,000	67	58
40,000	68	58
48,000	69	58
56,000	70	58
64,000	71	68
72,000	72	78
80,000	73	88
88,000	74	98
96,000	75	108
104,000	76	118
112,000	77	128
120,000	78	138



This allows us to plan the future of our character. At that final point on the chart with a 138 chemistry check Heat Up makes these poisons.

Name	Retail	Damage	Damage 3,4,5	Hinder	Hinder Time	Difficulty
God 1	?		36			136
God 2	?	36				136
God 3	?			-36	2 rounds	136

The idea in 7½ months of time, Heat Up could equip a thousand strong army with two doses of poison per soldier shows the scale she works at.

And if you really want to see her power at high level, look at what 138 score can do with Greek fire oil.

Heat Up is intended to become Queen, and she will place that crown on her head herself.

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Jamie

Few dare to walk her path. She just turned 3; she has exactly three years to become a god or she dies!

1. Jamie
2. Goblin Mom
3. Goblin Dad

I cannot say my life has been unhappy, but I think it could have been a lot better. My dad was a goblin wizard. He tried to teach me magic. He said I have more magic in my soul than the sum of Mankind. I think he just doesn't like humans. My mom was the one who "found me." I thought I was just a weird goblin. But right before my journey, she confessed she was not my true mother. Apparently I am some kind of cat. Chin cat I think. A white one at that. My mom gave me my first opal. She told me to collect them. She said the dwarves mine them. I tried to go, but they yelled at me. They called me "nude?" I think it mean dirty and nasty. But, I bathe every day. I brush my teeth and comb my hair. They were really mean. I ran away. Then I found some satyrs, and they started out nice enough. That's where I got my second opal and my escort toys. They didn't know what I was supposed to do with the opal, but the taught me all about those toys. They said I could make real good money if I get better at it. And, the opals do cost a lot of money. After that I ran into some lizardmen. I don't like lizardmen. They invited me to dinner and acted all sweat. I didn't understand, I was the main course. They wanted to eat me! Oh my god! What gives? "But Jose said you would be down for it." What nonsense. Jose was one of the nice satyrs. It didn't end well. Apparently, they have no power to hurt me. I tend to be mostly immune to non-magical weapons. That's all they had. I killed most of them, but a few got away. So now there is this huge bounty on my head. All because I didn't want to get eaten. After that, I met some imps. I don't think they hurt me, and that's when I got my third opal and my super special mirror. But, I don't feel clean anymore. I don't know how to describe it, but I definitely no longer like imps. However, since I have had the mirror, I look at myself all the time, and I have been able to use chi. It is really nifty because now I can protect my friends.



Personality:

5,000 experience Ignorant
3,000 experience Erotic
2,000 experience Vengeful

Restricted Skills

Type	Lv.	Exp.	mana	chi	Skill
500	6	5,000	0	0	Escort
500	6	5,000	0	0	Escort w/ my toys



Escort		
	Points	Description
Tools	0	Toys
Stat 1	9+3	Comeliness
Stat2	9+3	Comeliness
SLB		
Category		Artistry
Group		Charm
Basic	6	Escort
Specific	6	My E.
	36	Total



Political				
Subject	Exp	People	Total	Skill
Goblin village	60	40	2,400	Love
Dwarven vil.	20	80	1,600	Dislike, slutty
Lizardmen town	70	60	4,200	Assault, injury, death
Imps	150	8	1,200	Lust, entertainment
			9,400	Total

Politics don't play a major role because she has only been alive for three years. Even what we have is hard to justify.

Child Age 2 to 3				
Exp.	#	Race skill description		
2,250	2	{+2 intelligence, +2 Spirit}: requires Defense: mithral	Cat	
3,350	1	Defense: mithral	Cat	
4,300	5	Minimum Max of: 10 in 1/9th Combat, +5 Supernatural, +10 Creation, +10 Alteration, +10 Necromancy	Cat	
14,000	1	+10 Sci-fi	Cat	
2,250	3	+2 Comeliness, +22 Escort, +22 Charm (skill)	White	
1,500	1	+4 Artistry	White	
4,300	3	[Naked Opal], [Rose Stone], [Bejeweled]	White	
Adolescent Age 3 to 5				
Exp.	#	Race skill description		
3,750	2	+2 Intelligence, +2 Spirit	Cat	
4,650	1	Defense: +3 Magic	Cat	
9,700	5	Minimum Max of: 15 -1/9th Combat, +5 Supernatural, +10 Creation, +10 Alteration, +10 Necromancy	Cat	
2,250	9	Effect: +1 B, C, G, H, L, M, Q, W, Y	Cat	
26,000	1	+10 Sci-fi	Cat	
3,350	4	Spell: x2 Mind transfer(10...), x2 Protection(10...), x2 Banishment(10...), x2 Skill Drain(10...)	White	
3,750	1	+2 Comeliness	White	
2,050	1	+21 Escort	White	
2,250	1	Save: +25	White	
5,000	4	Mana: +10 White (x4)	White	
Adult Age 5 to 7				

Chi Maneuvers & Combat Styles

Samurai

With all of Jamie's maneuvers, she has but one goal. All attacks land on her. Her +3 magic defense gives her 18 damage resistance against normal weapons. Most level-1 encounters can attack her 'til hell freezes over. Well, she has 7 rounds. Hopefully the rest of her party can do its job.

X – Intervention: 3 rounds, Consciousness, Interception(3), Resistance(½), Rest(2), AOE(5 ft.), Spirit Wrath(2).

Jamie has two chi pools of 5 each. She will put the 5 in resistance for 2 more damage resistance. We don't care about the other 5.



BH – Phantom: 2 rounds, Consciousness, Interception(3), Resistance(1½), Save(3), Minions(1), Jump(5 ft.), Whirlwind(2 ft.), Slice(4 ft.)

Jamie has two chi pools of 5 each. She will put the 5 in resistance for 7 more damage resistance. We put the other 5 in minions or whirlwind.



BI – Rescue: 2 rounds, Consciousness, Interception(3), Shadows(4), Slice(6 ft.), Destruction(½), Spirit Wrath(½)

Jamie has two chi pools of 5 each. She will put the 5 in resistance for 2 more damage resistance. We put the second 5 into shadows.



Now let's look at her magic.

Jami is a late game power caster who dabbles as a 1st level defensive fighter. She does not even start to cast until she gets another 11,000 experience. She wants +10 Creation, [Naked Opal], Effect: +1 L. Oh,

This obelisk reaches out 350 feet. It has 15 health and 10 damage resistance. The rock sculpture must weigh 40,960 pounds and cost \$40,960 copper. Jamie can cast permanency on it for free, so it cannot be dispelled. 33% success / fail. Every attempt will consume \$226 in alchemy. Thus, it costs another \$678 copper on average. But each successful cast adds a +10 buff!

So for all, this what is it worth? Jamie can get paid \$15,000 copper for every successful cast. She can cast many times on the same obelisk. But this about world domination more so than wealth.

You cannot use the “**” two asterisk. Well unless you are casting the without using any basic skills—She is. The weapon must do D8 or more bas damage. She cans cast twice a day, three times if she uses her spirit to refill. Each cast will cause something to have 3D6 mystic . . . something (fire, ice, thorn, all thirteen types). She will cast 13 times to put all 13 types for each of all the weapons, armor, and tools of the party. She will sale the service also. But, no one has enough money to pay for it. Each cast has a theoretical value of \$260,000 copper. That means, Jamie is theoretically making ¾ of a million copper . . . a day! The local economy will set the price she gets. All the items must start as +3 magic.

After she purchases [Rose Stone] she will be a 25,000 experience character (10k + 15 more). And now she has alchemy recycling, she will purchase every opal in the kingdom over \$3000 copper. She has six now. Each one will take a week to convert. Once done each stone has a 20% of alchemy recycling. In other words, she has an unlimited supply of alchemy. With just her six rose stones, 20%, 20%, 20%, 20%, 20%, and 20% she has a 73% of recycling the alchemy she uses. 10 rose stones would give her 90% alchemy recycling.

What dose late game look like?

This is Jamie at 85,000 experience. She is a solid ARCH-MAGI. She can now make a fountain of youth. And if she doesn't get to this point before she turns 6, she dies.

and another 3 opals at \$3,001 each. After that the next 4300 goes to [Rose Stone].

Her main two spells are:

Obelisk	E	N	O	V	L	T	M
Skill	7	7	2	7	7	0	0
[Naked Opal]	3	3	3	3	3	3	3
Effect: +1 L						1	
Gold Mushroom Stem	x	X	7	x	x	x	6
Saphyre Daisy	7.5	X	x	x	x	7.5	x
	17.5	10	12	10	11	10.5	9
							\$139
							\$87

Mystic Item Of **	A	K	K	M
Skill	0	7	7	0
[Naked Opal]	3	3	3	3

: Magical Method					
	Type	Level	Exp.	Skill	Old exp
Space	100	15	17,100	100 sq. ft. Lab	670
Time	250	12	20,000	Three Rounds	750
Movement	100	15+7	17,100	Full Dance	670
Combat	Race	15	14,000	1/9th Combat	4300
Total:	64	¾=	16	Max	
Net:	61,810		68,200		6,390

Chapter 11 ~ Alchemy Tables

Name	Group	Price	Effects	Compatibility	Yield	Mana
Anhkhed - Antennae	Conjuration	\$449	K M O	I L S	2	5
Anhkhed - Leg	Abjuration	\$319	B C M	F G H J K X	8	5
Anhkhed - Mandible	Movement	\$657	B J M	G H J U Y	1	7
Anhkhed - Tongue	Conjuration	\$229	A D E	D G H S	1	6
Anti-Poison Mushroom	Necromancy	\$1,259	A L M	I O Q	6	8
Atilol – Blood	Acid	\$2,858	A D K L N	A G S X Z	10	16
Atilol – Horn	Green	\$1,838	H M X	B M N Z	2	18
Atilol – Scale	Green	\$1,154	A B F R Q	B C I L M V	15	10
Atilol – Wing	White	\$3,498	F K N R	D E I K L M R S	2	20
Axe Beak – Beak	Conjuration	\$57	A E N	K L N V	1	3
Axe Beak – Eye	Conjuration	\$48	A C L N O	K L N S Y	1	2
Axe Beak – Feathers	Conjuration	\$6	A H I	K L Z	3	2
Axe Beak – Foot	Alteration	\$3	C I M	I O Q Y	2	1
Banshee – Dust	Abjuration	\$237	C H M	A B C F G H	20	6
Banshee – Essence	Creation	\$6,850	M O X	A B C F G I	1	10
Banshee – Hand	Conjuration	\$540	A D N P T Y	A K L T Y	2	8
Banshee – Head	Divination	\$914	G J K	E Q W R	1	9
Basilisk – Blood	Rock	\$1,320	D H M T	B C H U V	8	8
Basilisk – Leg	Abjuration	\$169	C K S	A C D E G H	8	5
Basilisk – Scale	Alteration	\$33	C H J	B D F J	62	4
Basilisk – Tail	Divination	\$641	D E M	C F H I J K L	1	8
Basilisk – Tooth	Thorn	\$1,168	B D U	D G I K T Z	16	9
Bear – Claw	Alteration	\$12	C K L	B M N	2	1
Beguiler – Blood	Black	\$2,321	J K L	A J K N S	8	11
Beguiler - Main Eye	Necromancy	\$1,177	J R V	H I J K L M N	1	17
Beguiler – Scale	Alteration	\$3,630	E F H	B C G H J K L O	6	16
Beguiler - Tongue	Black	\$1,567	B C R	A D E F L	8	12
Beguiler - Tooth	Movement	\$611	L M N U	D G H J	1	11
Black Beguiler - Eye	Conjuration	\$1,016	F K N R	D E I K L M R S	1	18
Black Beguiler - Guts	Conjuration	\$613	A F N	E F H G K N S	4	14
Black Beguiler - Main Eye	Conjuration	\$1,711	F L V	D E F G J O P Q R S	1	22
Black Beguiler - Tentacle	Enchantment	\$2,370	P T Y	D F G H J	10	14
Black Dragon - Essence	Divination	\$6,168	F L V	D E F G J O P Q R S	1	22
Black Dragon - Horn	Force	\$6,003	B C E	C G H J K	3	27
Black Dragon - Scale	Force	\$1,091	D J P R	R U V	40	7
Black Dragon - Skull	Illusion	\$3,617	C J V	E F G H I	1	44

Name	Group	Price	Effects	Compatibility	Yield	Mana
Black Dragon - Wing	Force	\$444	E H K M N R	D I M N O W Y	2	12
Black Gold	Illusion	\$550	R V X	B C K L V X Z	40	6
Black Lily Silk	Lightning	\$255	E K R	A D E	13	1
Black Night Plant	Conjuration	\$815	J L P	D E I J L R S	7	8
Black Pearl	Conjuration	\$51	F M R	E Q R T	35	3
Black Pond Mushroom	Evocation	\$23	A D E	B M N Q W	42	2
Black Ring Algae	Conjuration	\$12	A E N	I O P T U Y	140	1
Black Slime - Acid	Necromancy	\$1,579	C K N	E R T U Y	1	8
Black Slime - Ash	Illusion	\$390	E N O	E G J K L M	4	7
Black Slime - Brain	Abjuration	\$462	I L M	A B C N O P Q	1	10
Black Slime - Muscle	Acid	\$178	O R X	A N P Q T	2	5
Black Slime - Skin	Illusion	\$395	A C I	E G J K L M	8	7
Black Slime - Stomach	Acid	\$412	B D K T	E R T W	1	5
Black Tar Mushroom	Creation	\$59	D J L	A D F G H S	26	3
Blink Dog - Essence	Yellow	\$359	C G J	A H J	1	8
Blink Dog - Paw	Alteration	\$18	B E M	B C D E F	4	1
Blink Dog - Pelt	Abjuration	\$26	A B T	A B F G H	1	2
Blink Dog - Tail	Necromancy	\$18	D J M	H I J K L	1	1
Blink Dog - Tooth	Yellow	\$106	B J M	H G J U Y	2	3
Blonde Medusa - Essence	Rock	\$7,681	M R S T	F N S T	1	28
Blonde Medusa - Hair	Alteration	\$5,731	A B C O	C E I S U	2	7
Blonde Medusa - Milk	Rock	\$2,753	A F N	E F G H K N S	1	14
Blonde Medusa - Toes	Rock	\$1,018	C F H I	C D E F G	2	8
Blood Moss	Conjuration	\$379	D L O	A D F S	10	4
Blood Mushroom	Abjuration	\$383	D L O	A D F S	10	5
Blue Cat Mushroom	Creation	\$1,135	E L T	J K L	6	8
Blue Daisies	Conjuration	\$414	C H P	G H J K L	10	16
Blue Dragon - Blood	Lightning	\$4,202	D H L	J K N Q R S T	20	16
Blue Dragon - Dung	Lightning	\$369	D E I J	F J L M O S Y	2	5
Blue Dragon - Spit	Lightning	\$1,053	A D E	C D E F G	1	8
Blue Jade	Mud	\$323	E G K M U	S J H	320	19
Blue Jasper	Ice	\$83	E H I O R	I R T U Y	180	5
Blue Marsh Spore	Movement	\$319	B C H J O P	I U W X	11	4
Blue Mushroom Stem	Alteration	\$79	A H K	D G L S	23	3
Blue Silver	Conjuration	\$221	J M N	D F G H L M T U Y	160	5
Blue Spotted Mushroom	Divination	\$24	C M U	A J K L R	41	2
Bo-Gwiesh - Eye	Divination	\$836	C F K	C V X Z	2	8
Bo-Gwiesh - Guts	Enchantment	\$115	I J N	D F G H I S	1	6
Bo-Gwiesh - Heart	Divination	\$1,341	F G M	A K M P Q	1	10

Name	Group	Price	Effects	Compatibility	Yield	Mana
Bo-Gwiesh - Lung	Illusion	\$265	C R X	A K M P Q	2	5
Bolrog - Blood	Lightning	\$1,600	E H M	A D G J L	12	16
Bolrog - Foot	Abjuration	\$4,429	K R T	L M N Q R S T	2	20
Bolrog - Hair	Movement	\$307	E G O	A D F I L	10	5
Bolrog - Hand	Necromancy	\$2,078	M R V	D F G J K N S T	2	27
Bolrog - Skin	Lightning	\$1,525	A C N S	A F J L	12	10
Bolrog - Teeth	Abjuration	\$5,479	D H L	J K N Q R S T	2	24
Bolrog - Toenails	Lightning	\$262	B C M	F G H J K X	2	8
Brain Mole - Ash	Divination	\$19	L M N	B G T	1	2
Brain Mole - Brain	Divination	\$14	G J K	A M Q Z	1	1
Brain Mole - Guts	Divination	\$28	B G L	D E W	1	2
Brownie - Fingernails	Divination	\$98	E H J Y	F I J K M	2	3
Brownie - Foot	Abjuration	\$69	D T M	A D H J	2	3
Brownie - Hair	Divination	\$16	B E V	D G I	1	2
Brownie - Head	Movement	\$13	B J P	A M N O P Q	1	1
Bullet - Armor	Alteration	\$3,057	E H K M N R	D I M N O P W	1	9
Bullet - Ash	Alteration	\$104	C P Q	B E F K L M O	5	6
Bullet - Blood	Green	\$463	D E F	I U W Y	25	7
Bullet - Claws	Conjuration	\$1,266	K M O	D F G H J	4	6
Bullet - Essence	Green	\$2,499	C P Q	B E L M O T	1	16
Bullet - Heart	Conjuration	\$351	I K M	C D E I K M	1	7
Bullet - Tongue	Alteration	\$71	D I J	F J L M O S Y	5	5
Buttercup Fungi	Divination	\$495	C F M R	H J M N U Y	9	5
Carmel Moss	Yellow	\$283	C F M R	H J M N U Y	12	4
Carnivore Mushroom	Evocation	\$183	C H L M	A B I M S U	15	3
Catoblipas - Ears	Divination	\$141	B C J	E K L T Y	1	9
Catoblipas - Horn	Divination	\$119	M N R	C D Q S V W	2	4
Catoblipas - Skin	Divination	\$63	C M U	B C D E G	20	3
Catoblipas - Tail	Illusion	\$75	C J M	B C D E G	10	3
Centaur - Hoof	Divination	\$22	G M U	J K L P U Y	4	1
Centaur - Leather	Divination	\$11	J N Y	E I O W	10	1
Centaur - Tail	Divination	\$14	K R Y	A D J K S	1	1
Centipede - Antenna	Enchantment	\$121	B D G	B E H Q R U	1	3
Centipede - Guts	Evocation	\$13	I P R	C E M V	1	1
Centipede - Stinger	Necromancy	\$40	L M N U	E F G H	1	2
Centipede - Venom	Enchantment	\$80	B G N	B C M N X Z	1	3
Chimera - Blood	Wood	\$306	J K X	C D F R T V	10	12
Chimera - Claw	Abjuration	\$1,131	D I K X	A B C D E F	6	9
Chimera - Fangs	Necromancy	\$3,140	J K L	H I J M N	1	11
Chimera - Liver	Wood	\$1,746	E F J P	R S U V	1	9

Name	Group	Price	Effects	Compatibility	Yield	Mana
Chimera - Scales	Abjuration	\$189	I K L	K L Q R S	40	4
Chimera - Tail	Wood	\$2,842	J L U X	F M U V	1	12
Chin Cat - Essence	Creation	\$12,882	H I L V	B E F I M N O R U V W	3	40
Chin Cat - Eye	Abjuration	\$8,403	C M X	B E F I M N O R U V W	2	35
Chin Cat - Fur	Abjuration	\$2,744	J N X	A B D F I M N O R S T V	3	16
Chin Cat - Heart	Movement	\$9,701	B E O	A C L O U T	1	30
Chocolate Oil	Lightning	\$404	H I L	G H I N	20	8
Chow Vine	Enchantment	\$670	E H J	E F I O T	8	8
Cit Berries	Thorn	\$3,529	D L R S T U	A J K L S U	3	8
Citore - Blood	Green	\$351	D I P	E F I O T	9	9
Citore - Feathers	Blue	\$960	J K L M N R S T V	D H K X	8	9
Citore - Hair	Green	\$673	H J O	B C D E V	2	7
Citore - Heart	Red	\$1,366	A E K	C G K L V Z	1	11
Citore - Oil	Green	\$379	M O V	G M N T	2	6
Citory Blossom	Black	\$243	A L M	A G I	13	8
Citessen Root	Wood	\$229	G H I J	L P Q Z	13	6
Clear Mushroom	Creation	\$5	D E J M	D H J K S	89	2
Cockatrice - Beak	Enchantment	\$1,713	B H J	E M V Y	1	11
Cockatrice - Claw	Red	\$37	A C I	D F G K	8	5
Cockatrice - Essence	Enchantment	\$4,207	G J L	B M R S V Y	1	17
Cockatrice - Eyes	Red	\$85	K L M N R	B G R T	2	8
Cockatrice - Feathers	Enchantment	\$1,379	G I M	A J K Y	6	10
Cockatrice - Tongue	Enchantment	\$337	I K N	C E T V Z	1	9
Crawler - Blood	Poison	\$6	B G L	D E W	6	2
Crawler - Eye	Divination	\$12	F I V	C H N T V	2	1
Crawler - Leg	Enchantment	\$16	B H I R	D G R W	14	1
Crawler - Mandible	Divination	\$40	F L U	H J K M T Y	1	2
Crawler - Spike	Divination	\$20	B E F G H	B F J N W Y	8	1
Crawler - Tentacle	Divination	\$255	E K U	B E F G N R	8	5
Crockin - Blood	Enchantment	\$1,148	K M R	A D G I R Y	1	22
Crockin - Skin	Enchantment	\$5,182	L M V	D G H Q T Y	1	25
Crockin - Teeth	Enchantment	\$2,631	B K M	B D G I J W	1	15
Dark Blood Mushroom	Creation	\$893	D O X	B F H R V	7	6
Deep Sea Moss	Enchantment	\$1,258	C M N	D F G S	6	11
Despiser - Bone	Enchantment	\$2,350	G N R	I O P U X	10	11
Despiser - Claw	Red	\$482	C E O R S	E S Y	8	10
Despiser - Essence	Red	\$1,336	C O S	I O P U X	1	15

Name	Group	Price	Effects	Compatibility	Yield	Mana
Despiser - Jaw	Divination	\$3,085	E F M	D E G H J K L	1	19
Despiser - Pelt	Alteration	\$1,040	A B F R	B C F I L: M	1	17
Despiser - Tentacle	Alteration	\$2,843	E M P	B C D E F	2	15
Despiser - Whiskers	Red	\$231	A C D E F K	B C M N V X	1	8
Disenchanter - Blood	Blue	\$669	F G J K	C H N T	12	7
Disenchanter - Goop	Evocation	\$3,417	C R T	F H K S	4	16
Disenchanter - Hair	Blue	\$526	B H J	B G M Y	4	8
Disenchanter - Heart	Conjuration	\$1,946	A H O	B H I J	1	8
Disenchanter - Milk	Blue	\$289	A C E K R	B D N	1	11
Doppelganger - Ash	Conjuration	\$157	I N O	C D I K N P	2	3
Doppelganger - Blood	Blue	\$10	C D M	B H V Y	8	3
Doppelganger - Bone	Abjuration	\$47	H N P	K L M Q R S	8	2
Doppelganger - Essence	Blue	\$468	D K M	E R T	1	6
Doppelganger - Thumb	Evocation	\$19	E I M	E K L M P Q T U	2	1
Dragon - Claw	Illusion	\$1,345	C I J	E F K O S U V	2	18
Dragon - Egg	Evocation	\$1,470	B D M P R	F H I N O R T	1	18
Dragon - Scales	Enchantment	\$3,477	B L N	E F G H	40	15
Draw Oak Berry	Lightning	\$265	E K L M N R U	H M U Y	20	4
Dryad - Blood	Wood	\$104	A G H J	D E F	4	7
Dryad - Essence	Wood	\$4,200	A C J M X	J M P T U	1	17
Dryad - Hair	Evocation	\$405	A C T	E H N X Y	5	5
Dryad - Heart	Alteration	\$3,068	H M X	B M N V	1	18
Dryad - Milk	Wood	\$173	I M P R	C K O	1	9
Dryad - Tears	Alteration	\$2,007	C I J N	I R T U Y	1	12
Dust Devil Fern Leaf	Enchantment	\$4,471	D L R U	A J K L S U	3	14
Dwarf - Essence	Illusion	\$695	D H K M	E F H I J L	1	13
Ecnamor Flower	Blue	\$2,269	C E H I	J K L M T U	4	12
Ecnamor Oil	Fire	\$1,146	E H T	F G H M S V	6	17
Ecnamor Silk	Black	\$2,901	H I L	L O P S	4	14
Ecneconni - Essence	Acid	\$2,246	C D E K M	B G J K L T	1	14
Ecneconni - Horn	Poison	\$339	J K M O X	F G H M S V	1	7
Ecneconni - Spit	Blue	\$254	H J K	C G V X Y	6	5
Edundlihc Flower	Yellow	\$2,185	L M O	B M N V Z	4	18
Efreeti - Ash	Enchantment	\$194	E J U	J M R T U Y	1	12
Efreeti - Essence	Movement	\$1,625	C J R	A B C Q R S	1	21
Efreeti - Hair	Force	\$180	I L P	I N R U	2	6
Efreeti - Hand	Abjuration	\$1,746	B D E M	A B C	2	14
Efreeti - Heart	Illusion	\$662	C H V	A C Q X Z	1	18
Elf - Essence	Wood	\$85	C J N	D F H L S V	1	3

Name	Group	Price	Effects	Compatibility	Yield	Mana
Elf - Milk	Wood	\$15	B C E F G J K L M N	I K O P T Y	2	1
Emerald 0.25 ct	Divination	\$146	B E K R	B D G N Y	160	5
Emerald 0.4 ct	Alteration	\$388	E H O R	B E R T Y	320	5
Emerald 0.5 ct	Divination	\$435	C D N V	C F H J K	360	7
Emerald 1.0 ct	Movement	\$1,948	B E G	A C D O	100	11
Emerald Fern Leaf	Creation	\$2,631	L M O	A D L M Y	4	18
Enin Pollen	White	\$1,123	A L Z	E F S T U	6	6
Eninyt Root	Thorn	\$1,123	A D N T	F H T U W	6	12
Eninytxi Wood	White	\$1,430	E H J	F G Q	5	8
Erutan - Blood	Blue	\$252	J M N V	S V Y	6	6
Erutan - Horn	White	\$609	E H S	J K R Z	6	6
Erutan - Spike	Green	\$341	C D N	H K L Y	8	6
Erutan - Stinger	Blue	\$825	C H L M	D E G H N R	1	8
Esruocrenni Sap	Red	\$136	B C D	E K L O P Q W	37	4
Etanoissap - Blood	Yellow	\$548	O R Q	A O T	8	6
Etanoissap - Eye	Red	\$223	B E G H I	F M S V	2	7
Etanoissap - Hair	Yellow	\$191	A F Q R	B D N T	6	5
Etanoissap - Skin	White	\$369	L M U	H I L P	4	5
Ettin - Blood	Green	\$312	B G O Q	W X Y Z	12	5
Ettin - Ear	Divination	\$791	G H J	D E F	4	7
Ettin - Essence	Green	\$627	E M P	B C E F W	1	13
Ettin - Eye	Necromancy	\$1,070	L M U	H I L P	4	6
Ettin - Foot	Green	\$385	J L M	E I M P	2	8
Ettin - Hair	Green	\$208	A F M X	D S U Y	16	4
Ettin - Lung	Abjuration	\$1,542	K R X	M N O P T Z	2	9
Evit Rose	Red	\$24,636	E S X	A D G J L O	1	23
Evitcudes - Blood	Green	\$1,117	Q R S T	A L P X Z	24	8
Evitcudes - Bone	Green	\$231	C G P S	B D E K W Y	1	13
Evitcudes - Essence	Green	\$2,178	A K O R	Q S Z	6	8
Evitcudes - Hair	Green	\$472	B G H M	C D H O X	8	9
Evitcudes - Oil	Acid	\$1,030	H I J	D R W	9	8
Evitcudes Wood	Wood	\$214	A L R Z	I P U W Y	30	4
Evo Berry	Green	\$3,771	D L M	B D E K W Y	3	50
Evolef Root	Force	\$39	E H I	B C D S V	200	4
Evolef Seeds	Black	\$8	D E J M	D F G H R S	800	2
Fairy - Blood	Green	\$871	I N O	E J R V	2	8
Fairy - Hair	Green	\$948	A R S	C E W Z	2	9
Fairy - Spit	Green	\$67	B I S	A H O X	1	3
Fairy - Wing	Green	\$518	J K M	B F S V Y	2	9

Name	Group	Price	Effects	Compatibility	Yield	Mana
Fairy Dragon - Blood	White	\$569	E M T	A K L S	4	18
Fairy Dragon - Egg	White	\$1,058	J N X	A B C D E F G H I J K	3	26
Fairy Dragon - Scales	White	\$977	A B C O	C E I S U	2	7
Fairy Dragon - Wing	White	\$4,018	H J R	B K L O Q	2	18
Fairy Ring Mushroom	Creation	\$93	D N T	F H T U W	200	12
Felicity Sap	Blue	\$30	J K L	G H J Y	37	2
Fire Emerald	Evocation	\$13,582	A C R	B F J K V	120	62
Fire Giant - Ash	Movement	\$550	M P Q	A M R U V	6	9
Fire Giant - Bone	Fire	\$811	B E V	G I K	8	8
Fire Giant - Foot	Fire	\$2,488	A L T X	R U X	2	8
Fire Giant - Hair	Movement	\$6,376	J K L P	F J R U V	6	18
Fire Giant - Liver	Movement	\$4,639	J O P	A K S U V	2	16
Fire Giant - Vertebra	Fire	\$915	H I J K L	D E F G T Y	9	6
Fire Lizard - Scales	Fire	\$22	A H I	B X Z	13	2
Firefly Algae	Illusion	\$203	I J N	B F N R V	14	5
Flaming Growtak - Blood	Lava	\$472	G M U	D L M V Y	30	8
Flaming Growtak - Essence	Alteration	\$9,043	K O S	B F R	1	14
Flaming Growtak - Horn	Lava	\$2,492	F I J	N T V Y	1	15
Flaming Growtak - Skin	Abjuration	\$903	B J V	J K L M	40	7
Flaming Growtak - Tail	Lava	\$569	E H J Y	F I J K M	1	13
Flaming Growtak - Teeth	Movement	\$1,506	B F M	A E O P S	1	19
Flaming Minotaur - Blood	Fire	\$173	H I R	A D H L V Z	8	8
Flaming Minotaur - Claw	Illusion	\$960	N O P T Y	K L M N U	4	12
Flaming Minotaur - Eye	Illusion	\$465	M V O	B G M N T	2	11
Flaming Minotaur - Fur	Illusion	\$253	C D N	H J K L Y	8	6
Flaming Minotaur - Skull	Fire	\$2,486	A F S	G N O S V	1	9
Ghost - Dust	Movement	\$4,046	K L Q	A M O Q S X	1	14
Ghost - Hair	Movement	\$326	C E H I	F N U Q X Y	8	5
Ghost - Veins	Movement	\$274	M O P	P S U X Y	6	4
Ghost of War - Bone	Black	\$210	M N O R U V W	E H S W	4	5
Ghost of War - Dust	Evocation	\$3,119	D H M	B C H U V	10	8
Ghost of War - Essence	Evocation	\$3,754	B H I	C D G H N	1	13
Ghost of War - Tooth	Black	\$1,277	A C D J K L M N O R U V	D E J R S	6	7
Ghoul - Ear	Evocation	\$11	A D S T	G H T	2	1
Ghoul - Hand	Evocation	\$28	F K P	C X Z	2	2
Ghoul - Leg	Evocation	\$12	M R T	F N S T	2	1

Name	Group	Price	Effects	Compatibility	Yield	Mana
Ghoul - Tongue	Evocation	\$22	I L P	I P R U	2	1
Giant Green Mushroom	Evocation	\$2,342	H I L	G H I N	4	8
Giant Ring Mushroom	Evocation	\$155	A B C D E F	A L R U	16	3
Giant Spider - Blood	Poison	\$190	A M N O P Y	G H O W	4	4
Giant Spider - Hair	Movement	\$38	G M O	E J T	7	2
Giant Spider - Leg	Movement	\$73	C O P	D I J K	8	3
Giant Spider - Silk	Movement	\$268	M O P	A L X Z	20	5
Giant Spider - Venom	Poison	\$219	A C F R	G H J	1	4
Gnoll - Blood	Red	\$23	C E H Y	E G J K Q R W	6	2
Gnoll - Essence	Red	\$27	B E M	B C D E F	1	4
Gnoll - Finger	Red	\$29	J R V Y	H I J K L M N	2	2
Gnoll - Hand	Abjuration	\$63	D E K T	F G H K	2	3
Gnoll - Thumb	Abjuration	\$50	E I J M R L	K O Q S	1	2
Gnoll - Toe	Abjuration	\$74	C D M	C H V X	8	3
Gnome - Essence	Evocation	\$82	E I M	F G J	1	3
Goblin - Hair	Conjuration	\$33	A C L	V X Y Z	1	3
Goblin - Nose	Enchantment	\$91	G L R	E I O P	1	3
Goblin - Spit	Abjuration	\$37	E L R S T	B L Q R X	1	2
Gold Marsh Spore	Divination	\$3,518	A B F	F H T O	3	18
Gold Mushroom Stem	Creation	\$139	D E H I J M O	A I P R	17	13
Golden Opal	Yellow	\$611	B C L	D K O R S	54	8
Gorgon - Blood	Rock	\$53	J L M	B D K P V	8	5
Gorgon - Bone	Movement	\$99	B C M	A G N O P	8	3
Gorgon - Essence	Rock	\$817	B C E F G I	D F R V	1	7
Gorgon - Gas	Movement	\$1,452	F K O	F G H O	1	9
Gorgon - Hide	Divination	\$23	C J N	D F H L S V	4	3
Gorgon - Tongue	Rock	\$54	B E F G H S	B F J N W Y	1	5
Gorilla - Fur	Force	\$122	N R U	F G R T V	12	6
Grack Vampire - Blood	Evocation	\$1,046	A D L	A D R X Z	10	18
Grack Vampire - Essence	Evocation	\$16,820	H K M	A D G J L	1	16
Grack Vampire - Heart	Evocation	\$19,734	I N P R	D Q R S W	1	54
Gray Lily	Creation	\$70,864	D L M	A B D F K Y	1	50
Gray Slime - Essence	Evocation	\$1,291	H I J K L	D F G O R T	1	6
Gray Slime - Gray Ooze	Evocation	\$154	C L P	E O Q T U	30	3
Gray Slime - Skin	Evocation	\$2,180	E I M	F H T U Y	1	7
Green Dragon - Ash	Alteration	\$4,152	C E O R S	E S Y	8	19
Green Dragon - Heart	Blue	\$4,144	B D E L M	J R U	1	19
Green Dragon - Skull	Blue	\$1,409	C M X	A Q S U W X Y Z	1	35
Green Dragon - Tooth	Abjuration	\$1,722	O R S X	A B E F	16	13

Name	Group	Price	Effects	Compatibility	Yield	Mana
Green Iron	Evocation	\$952	H M R	C B M Z	110	7
Green Slime - Ash	Evocation	\$258	B E R	H M N	6	5
Green Slime - Green Slime	Evocation	\$279	M P S	N V X	6	6
Green Star Sapphire	Blue	\$478	A D I O	D E S	120	8
Green Stun Mushroom	Enchantment	\$2,353	B E L	F G S	4	13
Green Tiger-eye	Green	\$567	D J P R	G H Q S X	120	9
Grey Mushroom	Illusion	\$242	H I Y	C Q R U	13	5
Griffon - Beak	Movement	\$414	A B C	A L S	2	6
Griffon - Blood	White	\$2,300	A C D E F K L M N P	C M N V	16	13
Griffon - Claw	Movement	\$543	C E M	M P T	2	10
Griffon - Eye	White	\$290	B J V	M V X Z	2	7
Griffon - Feathers	Conjuration	\$149	A O P	C E H K M P S	24	3
Harpy - Essence	Yellow	\$234	M P Q	A M R U V	1	9
Harpy - Feathers	Movement	\$1,163	M O P	F G I U	5	7
Harpy - Milk	Yellow	\$104	C J Q	H J K	1	4
Harpy - Talon	Movement	\$652	O Q R	A O T	8	6
Harpy - Thumb	Movement	\$2,335	B E F J K L M O P	F I S	2	8
Harpy - Tooth	Abjuration	\$384	E M T	L Q R V	4	8
Hcuot Leaf	Blue	\$26	C L M U	A J R W Z	250	2
Hell Hound - Blood	Black	\$134	L R U X Z	I J K R V	8	4
Hell Hound - Fur	Black	\$226	K N R	E K L M U X	6	4
Hell Hound - Jaw	Alteration	\$533	E H S	J K R Z	1	6
Hell Hound - Nose	Alteration	\$290	C M S	G J U Y	1	6
Hell Hound - Skull	Black	\$183	E N O P	E J K Z	1	7
Hell Hound - Tail	Movement	\$335	C G J	E J K Z	1	5
Henti Beast - Brain	Movement	\$607	A E H	E R T Y	1	13
Henti Beast - Tentacle	Movement	\$572	B C E F G J	E I U	8	5
Heureuse Root	Force	\$516	B S T	A H J	9	9
High Goblin - Blood	Evocation	\$621	A B S	I P R W Y	4	11
High Goblin - Foot	Thorn	\$98	B E K R	D J U Z	2	6
High Goblin - Hand	Thorn	\$602	A B I M S	G H J K L U	2	11
High Goblin - Nose	Evocation	\$1,035	J M R	H I P S U	1	11
High Goblin - Spine	Thorn	\$384	A M N R	B E K S Y	1	8
High Goblin - Spit	Evocation	\$207	J L M	B D K P V	1	5
High Moss	Evocation	\$508	B S T	D Q T V	9	9
Hill Giant - Hand	Abjuration	\$262	S V X	F H J L W	2	5
Hill Giant - Spine	Abjuration	\$233	B J M R	J S V	1	4
Hill Giant - Spleen	Abjuration	\$71	D M S K	G H J K	1	3

Name	Group	Price	Effects	Compatibility	Yield	Mana
Hippocampus - Essence	Creation	\$5,500	C G O S X	D E H X J K L	1	8
Hippocampus - Fin	Black	\$250	H O Q T	U E H Z D	5	5
Hippocampus - Hoof	Red	\$1,800	A G H Z	E O H	2	13
Hippocampus - Mane	Illusion	\$300	C H J K M O P	Z G R W	1	4
Hippocampus - Teeth	Blue	\$900	B G I N V	D B H I	5	14
Hippogriff - Beak	Wood	\$700	K Q T V	A D G J L	1	12
Hippogriff - Claws	Rock	\$450	B C L V Y	L N F Y E S	8	6
Hippogriff - Feathers	Thorn	\$750	A C Q U V	Q A Z W S X	12	7
Hippogriff - Tail	Movement	\$900	J M N R Z	I M Y V E X	1	10
Hippogriff - Talon	Mud	\$500	K L M O P	W S X R F	6	8
Hippogriff - Wing	Movement	\$1,500	C L Q R U	G R Y A	6	8
Hobgoblin - Hand	Movement	\$5	E Q R	G H J O R	2	1
Hobgoblin - Pelt	Alteration	\$13	E M P	B D G J K	1	1
Hobgoblin - Toes	Conjuration	\$16	K O P	C E H J L M	1	1
Hobgoblin - Tooth	Conjuration	\$10	K N R	B V H J K L M	2	1
Horn Devil - Eye	Thorn	\$213	A O P S	L S T W	2	9
Horn Devil - Scales	Necromancy	\$354	A O W	B C R W	12	8
Horn Devil - Skull	Thorn	\$529	A B R	Q S V X	1	13
Horn Devil - Tail	Thorn	\$810	B D J R S K	E I J O P R U	1	6
Horn Devil - Teeth	Necromancy	\$471	C K V Z	F R S Y	1	5
Horn Devil - Wing	Necromancy	\$5,155	L U X	F M U V	2	14
Hydra - Fin	Necromancy	\$994	D J M	J L O S	5	7
Hydra - Heart	Necromancy	\$2,155	D L R	G I J V	1	8
I'A Sap	Force	\$2,152	D E F R	A D E G J L	4	2
I'Amour Vine	Light	\$10	D S T	B F H R T Y	200	14
Ice Giant - Bone	Alteration	\$2,231	E H M	F G H X	8	12
Ice Giant - Essence	Ice	\$3,715	B C D E H I J K L M N R	D J K L S	1	14
Ice Giant - Fingernails	Alteration	\$737	A B R	Q S V X	2	13
Ice Giant - Heart	Alteration	\$688	C H I	D J P X	1	17
Ice Giant - Toenails	Ice	\$132	B J M R	C F X	1	4
Imp - Blood	Abjuration	\$14	L T X	L N X	2	1
Imp - Essence	Yellow	\$100	B L P R	A D J K L	1	4
Imp - Nose	Movement	\$27	C J Q	H J K	1	2
Imp - Stinger	Abjuration	\$31	M O R	K L P	1	2
Imp - Toe	Yellow	\$46	B C E F G J	E I U	8	2
Iron Tea Leaf	Rock	\$161	A J L P S	D E I J K L R S	16	8
Jabberwock - Claws	Light	\$750	A H K L R Y	E D C R F V	6	7
Jabberwock - Essence	Poison	\$750	F Q S T U X	T G B Y H N	1	7
Jabberwock - Fangs	Poison	\$750	D G K N P Q	U J M I K	2	7

Name	Group	Price	Effects	Compatibility	Yield	Mana
Jabberwock - Heart	Light	\$750	A F J L S X Y	O L P Z X C	1	7
Jabberwock - Jaw	Poison	\$750	C J O U V Y	N M A S Q	1	7
Jabberwock - Tail	Light	\$750	D O P T Y Z	R G N U J	1	7
Je T'aime Leaf	Blue	\$18	N R U	B C F T X	47	3
Je Tode Vine	Light	\$229	A B C D E F H I	A B C O S	13	5
Ki-Rin - Fur	Conjuration	\$3,794	A L N Y	C D F G	8	23
Ki-Rin - Heart	Abjuration	\$6,105	C M S X	J M P T U	1	27
Ki-Rin - Horn	Conjuration	\$6,339	A K O	G I R S U	8	11
Kobold - Ash	Evocation	\$40	B I L	F K L R S Y	1	2
Kobold - Essence	Evocation	\$146	B D J R S	E I J O P R U	1	3
Kobold - Finger	Evocation	\$19	F J L	E G K O	6	1
La Jeneusse Blossom	Red	\$120	B C D E H I	O P Q W	60	6
La Passion Fruit	Poison	\$645	A B E	A O R	8	12
La Vie Rose	Black	\$396	C K N	I M N W	10	12
Laugh Rose	Necromancy	\$369	K N Z	E K H X	10	6
Laugh Roztal Root	Creation	\$2,074	D L M	F H L S	4	14
Lausnes - Blood	White	\$828	R U V W	I U Z	4	7
Lausnes - Fang	Green	\$685	N O P Q R S T	B I W Y	2	7
Lausnes - Fin	Red	\$730	C H J	E G I Z	2	8
Lausnes - Heart	Mud	\$366	E H N O	G J L T Y	1	9
Lausnes - Teeth	Blue	\$441	R S T	E G H U	2	8
Lead Oak Wood	Necromancy	\$345	L O X	D E H J U	11	4
Legbath Leaf	Ice	\$107	C H I L M	A B F G M S	19	3
Legna Pollen	Fire	\$1,967	D E H I J M O	B F I J Y	5	13
Legnonal Sap	Poison	\$508	D E H I J M O	H J M N U Y	9	5
Lekcit Pickle	Blue	\$1,734	I J X	B K M R S Z	5	37
Leprechaun - Foot	Necromancy	\$1,205	N O V	A E H K L R S U	2	12
Leprechaun - Hair	Necromancy	\$3,922	A L M R	D E H N S U	2	10
Leprechaun - Hand	Necromancy	\$1,170	K N O U	B F G H R T	2	15
Lich - Ash	Necromancy	\$5,925	C J R W	D G N S T U	4	20
Lich - Bone	Necromancy	\$5,012	A L U	A E J M N W Y	6	20
Lich - Hand	Black	\$2,302	B E G H I J K L M N R U	K T U V Y	2	8
Lich - Skull	Necromancy	\$6,433	A J K	F H J K S T	1	28
Lich - Tooth	Black	\$1,003	A B N	B L T Z	10	7
Lick Weed	Green	\$758	C H P	J K L X Z	7	16
Lion - Heart	Abjuration	\$8	C H I	A B C D E	1	1

Name	Group	Price	Effects	Compatibility	Yield	Mana
Lion - Pelt	Movement	\$8	J M Q	A G J Q	1	1
Lion - Tooth	Illusion	\$8	I M Q V	E G J K L M	8	2
Living Rock - Blood	Illusion	\$250	I J M	B C M N V X	3	6
Living Rock - Point	Illusion	\$1,307	R V X Z	E O R V Y	1	9
Lizardman - Ash	Necromancy	\$71	J L M Z	C F G V	6	3
Lizardman - Blood	Blue	\$70	A O P	H K M P S	8	3
Lizardman - Scales	Necromancy	\$31	A J O	C H X	6	2
Lizardman - Skull	Necromancy	\$49	A D J	F K S Y	1	2
Lizardman - Tail	Blue	\$34	B C E G	C D I K	1	3
Loka Fern Seed	Abjuration	\$123	E H I	B C D G V	18	4
Loop Loop Lichen	Abjuration	\$218	B C D	A K N R U S V	30	4
Lorelei - Essence	Illusion	\$6,500	A E K Q V X	B F P	1	18
Lorelei - Eyes	Acid	\$4,500	E F N R	P E Q S K	2	16
Lorelei - Feet	Lava	\$5,500	A K L Y	L C U J I	2	16
Lorelei - Hair	Illusion	\$2,200	C I J K Q X	E V T N U K	4	12
Lorelei - Hand	Movement	\$2,500	A B G O Q	F V K T	2	9
Lorelei - Spine	Divination	\$2,800	F K Y Z	C D G H R W	1	13
Lycanthrope - Fur	Necromancy	\$232	A D W	E H R S V U W	5	4
Lycanthrope - Scales	Necromancy	\$299	C K V	C K V	5	4
Mandra Leaf	Necromancy	\$104	A B N	H J K R S	20	3
Mandrake Root	Abjuration	\$33	J K L	H J K L	70	2
Mandrazale Wine	White	\$70	C F M	J K M R S	40	3
Manticore - Essence	Abjuration	\$721	M N R	B E K S Y	1	6
Manticore - Pelt	Movement	\$234	F G J	M N O P Q W X Z	1	4
Manticore - Spike	Abjuration	\$29	S T V	A B E H R	15	4
Manticore - Tooth	Movement	\$143	B C E G	C D J U W	6	3
Mastodon - Hide	Movement	\$181	L M O	C E J N	10	4
Mastodon - Ivory	Movement	\$124	G P Q R	E K L S U Y	18	3
Mazak Mushroom	Force	\$122	A B C D E F R	R U W X	18	3
Mazakala Pollen	Yellow	\$102	G M P	B H U W	140	7
Medusa - Blood	Conjuration	\$847	C F H I	C D E F G	2	21
Medusa - Hair	Alteration	\$758	H J R	B K L O Q	3	18
Medusa - Scales	Rock	\$476	A H I T	R T Y	12	8
Medusa - Skull	Rock	\$1,190	A L N S Y	C D F G	1	13
Medusa - Snake	Conjuration	\$573	G J K	D H O R V	12	6
Mermaid - Bone	Yellow	\$647	B C E F G J L M O P Q R	C D J K N S	8	6
Mermaid - Essence	Yellow	\$2,861	F P Q	P S U V	1	13
Mermaid - Fin	Alteration	\$89	O P S	L S T W	1	3
Mermaid - Hair	Alteration	\$730	D E F	A I U W	5	7

Name	Group	Price	Effects	Compatibility	Yield	Mana
Mermaid - Milk	Yellow	\$326	E O P	E M N Q W	2	6
Mermaid - Scales	Alteration	\$997	C L M	J K S V	10	6
Mermaid - Tears	Alteration	\$2,531	J L M	D I M P	1	10
Miamese Mushroom	Necromancy	\$1,444	A L Z	E D S T U	5	6
Milk Weed	Alteration	\$125	G H I	E F S T U	18	6
Mimic - Essence	Alteration	\$738	D I P	L P Q Z	1	11
Mimic - Heart	Alteration	\$193	C H J	E I O T U	1	9
Mimic - Skin	Alteration	\$537	J K M	B S U V Y	4	9
Minotaur - Blood	Red	\$368	A C L	B D I N P	4	6
Minotaur - Bone	Red	\$232	A C E K R	E G J K L M	8	7
Minotaur - Ear	Alteration	\$2,789	D K R	D U W	2	11
Minotaur - Horn	Alteration	\$3,091	D K R	B D G I P R T	2	13
Minotaur - Tail	Enchantment	\$889	B D U	D G I K T Z	1	9
Misty Mushroom	Creation	\$17,534	L M V	D G J R X	1	80
Mithral - Black	Abjuration	\$6,414	B J M V	K L M	50	27
Mithral - Blue	Abjuration	\$2,166	D I M	A B C	60	18
Mithral - Green	Necromancy	\$5,898	L O R	I J K	100	24
Mithral - Pearl	Alteration	\$1,045	A D I O	B C D	300	8
Mithral - Pink	Enchantment	\$3,554	B J M R	E F G	320	21
Mithral - Purple	Necromancy	\$7,671	C D Z	H I J	440	13
Mithral - Red	Necromancy	\$1,953	V W Z	J K L	280	8
Mithral - White	Conjuration	\$4,526	D L O	J K L	150	10
Mithral - Yellow	Divination	\$872	J K R	D E F	50	15
Modeerf - Blood	Red	\$3,948	R V X Z	E O R V Y	3	9
Modeerf - Essence	Yellow	\$2,212	B E F J K L M O P	F I S	1	13
Modeerf - Eye	White	\$1,659	C F H	I J L P W	2	10
Modeerf - Foot	Yellow	\$977	A O P	E I R T V	2	9
Modeerf - Tail	White	\$1,718	I K N	C E T V Z	1	9
Modeerf - Wing	Yellow	\$1,140	F K O	F G H O	2	9
Moon Tar	Alteration	\$17,038	N O P	A I P W	2	12
Morth - Beak	Alteration	\$789	E H N O	G J L T Y	1	7
Morth - Fin	Alteration	\$481	Q R S T	A L P Q Z	2	8
Morth - Ribs	Alteration	\$143	C F H	I J L P W	4	8
Naga - Eye	Conjuration	\$80	E F K	B V Y	2	5
Naga - Scales	Conjuration	\$183	A C D	A E F I J O P S	8	4
Naga - Tail	Conjuration	\$6,068	A M N O P Y	G H O W	1	10
Nightmare - Ear	Evocation	\$2,600	C M R	B F I Y	2	17
Nightmare - Hoof	Evocation	\$4,425	B I M S	G H J K L U	4	11
Nightmare - Mane	Evocation	\$3,741	I M S T	H J K S	1	14

Name	Group	Price	Effects	Compatibility	Yield	Mana
Nightmare Mushroom	Evocation	\$860	A B E	A O R	7	12
Nightshade	Divination	\$8	N R U	B C M N X	200	3
Noitatrifl - Blood	White	\$69	F G M	C V X Z	6	10
Noitatrifl - Bone	Mud	\$1,264	D I K M X	E I O T W Y	6	9
Noitatrifl - Essence	White	\$2,473	K R X	E M O Q T W	1	16
Noitatrifl - Skin	Red	\$895	C G Q	I O P U	4	12
Noitatrifl - Teeth	Yellow	\$446	C E M	M P T	2	10
Nymph - Blood	Red	\$354	E N V	E F G K M Q	2	14
Nymph - Hair	Light	\$540	B C J	I K L O P	2	14
Nymph - Milk	Light	\$6,928	A D F T	C G H J	2	5
Nymph - Thumb	Red	\$266	C E H I J M N V	E J R W	2	10
Oak Leaves	Enchantment	\$11	B C H	D K S	700	9
Ogre - Blood	Red	\$10	K M R	A D G I R Y	14	3
Ogre - Brain	Conjuration	\$59	D K Y	C F G H	1	3
Ogre - Essence	Red	\$301	K O N	K L N S Y	1	4
Ogre - Hair	Conjuration	\$105	C H V	G M O Y	4	3
Ogre - Toe	Alteration	\$16	A C I	D F G K	8	3
Ogre Mystic - Head	Necromancy	\$902	H I J	H K N U W	1	9
Ogre Mystic - Heart	Illusion	\$538	C H V	E H I J K	1	10
Ogre Mystic - Horn	Illusion	\$473	H I J	B D I N P	1	16
Orange Tar	Enchantment	\$3,402	K L M	A B J P S Y	3	15
Orc - Ear	Alteration	\$46	C J X	B H M V	2	2
Orc - Eye	Abjuration	\$86	B D T	M P Q Z	2	3
Otugh - Essence	Divination	\$2,715	B E F G J	E I O W	1	18
Otugh - Fin	Mud	\$1,306	A D M S T	G H T	2	8
Otugh - Hide	Mud	\$617	I L M	H I J K M N U	1	10
Otugh - Slime	Conjuration	\$2,678	A O P	E H I P U W	4	7
Otugh - Teeth	Divination	\$330	B C E	B C H J V X	3	7
Owl - Feathers	Ice	\$28	B G N	B C N U Y Z	16	3
Owlorc - Beak	Enchantment	\$164	N R U	I R T U V	1	6
Owlorc - Blood	Enchantment	\$103	J M R	F N P Q U	50	3
Owlorc - Brain	Enchantment	\$1,296	C D E	C M N V X	1	10
Pegasus - Blood	White	\$760	M R V	D F G J K N S T	20	7
Pegasus - Feathers	Alteration	\$36	D J P	U V X	40	4
Pegasus - Hide	White	\$795	F K L	C O	10	6
Pegasus - Hoof	Alteration	\$626	E F P	R S U V	4	6
Pegasus - Tail	Alteration	\$591	A F S	N O S T V Y	1	8
Pepper Weed Rock	Thorn	\$3,292	A B C	D K L M Q W	60	19
Peryton - Antler	Illusion	\$523	C E H Q	E G J K Q R W	2	10

Name	Group	Price	Effects	Compatibility	Yield	Mana
Peryton - Tail Feather	Illusion	\$914	A X Y	G J K L S T Y	10	8
Phoenix - Beak	Fire	\$10,149	E I R	N F I J Y	1	38
Phoenix - Claw	Fire	\$1,864	E F H	G H I J K L O T	6	26
Phoenix - Feathers	Necromancy	\$4,559	A K L X	A D F H O P	20	25
Pink Medusa - Hair	Alteration	\$4,343	A B C O	C E I S U	2	7
Pink Star Sapphire	Force	\$10,974	A K L	F J K N Y	2	52
Pixy - Dust	Alteration	\$885	A H I	A B M N Z	1	21
Pixy - Essence	Alteration	\$5,754	H M N	B D G J M P S V	1	26
Pixy - Wing	Evocation	\$2,803	C H K	E L N O S	2	9
Platinum - Blue	Divination	\$1,975	C G K	D J R T U Y	30	10
Platinum - Green	Alteration	\$210	D J P	H G S U X	100	9
Platinum - Orange	Divination	\$2,953	C G K M U	H J S	42	19
Platinum - Pink	Abjuration	\$1,772	C D H	A L S	20	11
Platinum - Red	Enchantment	\$378	I J R	D R X	14	12
Platinum - White	Alteration	\$618	B I K	B C E J Y	40	8
Platinum Mushroom	Abjuration	\$8,345	E S X	G I M O S Y	1	23
Pole Ring Mushroom	Divination	\$83	C F M	J K M R S	22	3
Pond Pearl	Illusion	\$606	N V Y	C J N V	8	11
Pop Rock	Evocation	\$2,933	A B C	D K L M Q W	20	19
Powat Flower	Evocation	\$2,724	D E F	A E G I J L O	4	14
Pseudo Dragon - Essence	Evocation	\$1,150	B K M R T	D I R S	1	7
Pseudo Dragon - Poison	Evocation	\$56	H I K	B D G U V Y	1	2
Pseudo Dragon - Scales	Evocation	\$179	E H I	B F G S U Y	5	3
Pseudo Dragon - Stinger	Evocation	\$263	L M P	C K O	5	1
Psychophile - Ash	Abjuration	\$2,339	J N S T	A B D Q	6	16
Psychophile - Blood	Alteration	\$427	A D N P T Y	A S V X	8	11
Psychophile - Eye	Red	\$399	A E K	A K L T Y	2	8
Psychophile - Tentacle	Conjuration	\$426	H I J	C G K L V Z	4	11
Pulp Oak Raisin	Evocation	\$578	R S T	I O Q R W	8	9
Purple Agate	Yellow	\$422	A F P	N O P	60	8
Purple Cat Wood	Alteration	\$7,847	I J X	B E K M Q R	2	37
Purple Chrisicola	Force	\$88	H M R	B C E M	1000	7
Purple Opal	Green	\$442	C D N V	C F J K N	100	7
Purple Ring Mushroom	Conjuration	\$230	D J M	D H J R	13	6
Purple Worm - Blood	Green	\$70	E L R S T	E I W X Z	100	3
Purple Worm - Brain	Conjuration	\$1,432	D H I	D E H P Q T	1	27
Purple Worm - Eye	Green	\$1,324	C H V	E H J K O	2	10
Purple Worm - Skin	Conjuration	\$18	A F M	C D H I P Q	400	3
Purple Worm - Tooth	Alteration	\$217	E K R	D J U Z	40	4
Purple Zinc	Yellow	\$82	B F G Q	A D M P S	600	3

Name	Group	Price	Effects	Compatibility	Yield	Mana
Pyrite Lichen	Necromancy	\$4,574	A C D	J M S U	3	15
Quasit - Blood	Thorn	\$41	B I J N	D F G H I S	1	4
Quasit - Bone	Force	\$111	E H I	B G U W X Y/	6	3
Quasit - Horn	Alteration	\$2	F I P	B D F G	2	1
Quasit - Lung	Thorn	\$53	A E I M	F H T U Y	1	4
Quasit - Tongue	Alteration	\$380	B M T	D Q T U	1	7
Quasit - Wing	Thorn	\$221	A C D	A E F I J O P S	2	4
Rainbow Copper	Blue	\$551	I J R	G R T X	60	12
Rainbow Mercury	White	\$3,103	C D H	J M U	60	11
Rainbow Mithral	Creation	\$14,567	D J L V	F H K M S	16	66
Rainbow Moss	Creation	\$190,766	T V X	A E M S U V	1	43
Rainbow Mushroom	Evocation	\$2,958	A B J M R	E H L S V	4	43
Rakshasa - Essence	Necromancy	\$2,708	J K L	K Q V	1	17
Rakshasa - Tongue	Necromancy	\$582	M N O	A G H	9	9
Rakshasa - Whiskers	Necromancy	\$574	R U V W	I U Z	4	7
Red Angel Wood	Lava	\$5,937	H L M V	D G I O X	3	54
Red Cat Fungi	Abjuration	\$651	B C D E H I	F T W Y	8	6
Red Dragon - Ash	Abjuration	\$1,820	B G O Q	W X Y Z	12	7
Red Dragon - Essence	Abjuration	\$22,983	D O R	R S T U V	1	14
Red Dragon - Tail	Fire	\$1,974	A C H K	M N O S V	1	11
Red Dragon - Wing	Force	\$3,151	C R T	G H K	2	16
Red Nickel	Red	\$395	B I K Y	B C E J Y	400	8
Red Pseudo Dragon - Scales	Acid	\$756	K N O U	B J P R U Y	12	15
Red Slime - Nose	Necromancy	\$12	J K M	A G I S	1	1
Red Slime - Teeth	Necromancy	\$22	C K N O	G L N S	1	1
Red Slime - Tongue	Necromancy	\$17	J M V	A D E L	1	3
Red Striped Mushroom	Evocation	\$1,148	A C H I P R	F G O S U	6	5
Remorhaz - Blood	Lava	\$1,581	A B C D E F	A C H I P R U	14	8
Remorhaz - Essence	Lava	\$6,407	D H K M S	E R U W	1	25
Remorhaz - Eyes	Alteration	\$656	C G P	I O P U X	2	15
Remorhaz - Fin	Illusion	\$718	E N V	E F G K M Q	2	14
Remorhaz - Guts	Abjuration	\$2,172	J K L M N R S T V	F L S Y	8	11
Remorhaz - Hide	Alteration	\$2,028	A K O R	Q S V	14	8
Remorhaz - Skull	Lava	\$2,283	C H K S	A C D E G H	1	13
Rewoprewolf - Blood	Yellow	\$1,684	J K L P	F J R U V	6	18
Rewoprewolf - Feather	Blue	\$900	D E M	B H M	3	12
Rewoprewolf - Spit	Blue	\$226	C O R T V X	J P L	2	8
Rewoprewolf - Whiskers	Red	\$610	E F M	D E G H J K L	1	12
Rewoprewolf - Wing	Yellow	\$1,214	I J P	B F G J S	1	19

Name	Group	Price	Effects	Compatibility	Yield	Mana
Roc - Beak	Green	\$368	C K L	B D N	1	10
Roc - Blood	Green	\$581	D E K T	A E Q U	26	8
Roc - Claw	Green	\$410	E H M	F G S X	8	12
Roc - Essence	Alteration	\$5,912	B E H	H J M S U	1	24
Roc - Feathers	Alteration	\$374	I P Q	B F G J M	80	9
Ruby 0.1 ct	Enchantment	\$39	E R U	E F G	1000	5
Ruby 0.5ct	Necromancy	\$699	A C R U	H I J	80	6
Ruby 1.2 ct	Abjuration	\$2,056	D E M	K L M	28	12
Ruby 2.0 ct	Movement	\$3,880	A G Q	N O P	18	18
Ruby Rose	Creation	\$2,219	D J L M	H J S V	4	16
Rust Monster - Antennae	Divination	\$4,300	F G J K Y	E F G Q R	2	7
Rust Monster - Essence	Movement	\$4,204	L M O P Q R	D H I O	1	15
Rust Monster - Mandible	Movement	\$1,057	A O P	E I R T V	1	9
Rust Monster - Scales	Alteration	\$54	A B C D E F	A C H I O P	14	2
Rust Monster - Thumb	Acid	\$2,782	B E H	D M R S U	1	12
Rust Monster - Tooth	Acid	\$143	D K M T	A B P Y	8	4
Sacrobeck - Blood	Alteration	\$777	G H I J K M	A B D H V W	6	11
Sacrobeck - Essence	Conjuration	\$749	A C D E F K	B C M N V X	1	12
Sacrobeck - Heart	Alteration	\$778	N O P Q R S T	E I W Y	1	7
Salamander - Essence	Lava	\$749	G H J K	B C M N V X	1	9
Salamander - Fin	Evocation	\$970	L M P R	S U V Y	30	8
Salamander - Skin	Evocation	\$196	C R H	E I K M	4	4
Salamander - Skull	Lava	\$901	A B C D E F I K L M P	G Q R T	1	7
Salamander - Tail	Evocation	\$773	D P R	E I Q V	1	12
Salamander - Tooth	Lava	\$625	C F K	E I Q V	1	12
Sand Milk	Conjuration	\$63	L M N O P	E I U W	25	2
Saphyre Blossom	Mud	\$394	E L M T	J K L	40	8
Saphyre Cactus	Red	\$984	D J M	D H J R	50	6
Saphyre Daisy	Creation	\$87	E H T	F H M P V W	60	17
Saphyre Leaf	Lightning	\$118	D J L	A D F G H S	38	3
Saphyre Oil	Black	\$45	F M R	D H K L R	30	3
Saphyre Vine	Yellow	\$283	B C H J O P	I U W X	30	4
Saphyre Wine	Mud	\$6	A E N	I O P T U Y	82	1
Sapphire 0.2 ct	Movement	\$107	B F Q	A D M P S	400	3
Sapphire 0.3 ct	Movement	\$326	E J R	N Q	60	8
Sapphire 1.6 ct	Movement	\$2,454	E O P	K L P S	16	13
Sapphire 1.7 ct	Movement	\$2,607	B C L	D K O R S	120	8
Satyr - Blood	Divination	\$718	B C E F G I	D F R V	8	6
Satyr - Hoof	Divination	\$1,601	C F K	H S V Y	2	14

Name	Group	Price	Effects	Compatibility	Yield	Mana
Satyr - Horn	Divination	\$2,855	F G J K	C H Q T U	2	12
Sea Beguiler - Claw	Illusion	\$444	E I T Y	C S V W X	4	12
Sea Beguiler - Eye	Illusion	\$627	H J O	B C D E V	1	11
Sea Beguiler - Lung	Green	\$318	C I M	O Q Y	1	10
Sea Beguiler - Scales	Illusion	\$183	I M N	B F N R V	8	5
Sea Beguiler - Tentacle	Green	\$358	C M S	G J U W	4	6
Sea Hag - Eye	Divination	\$556	G M U	D L M V Y	2	6
Sea Hag - Fingers	Divination	\$1,680	K L M N R	B G R T	8	10
Sea Hag - Teeth	Divination	\$221	F I J	N T V Y	10	6
Sea Lion - Blood	Force	\$83	B E G H I	F M N U	8	5
Sea Lion - Blubber	Force	\$54	A E G H I J K L M N R U	B F I T	18	5
Sea Lion - Claw	Enchantment	\$610	B E G H I	F M S V	8	6
Sea Lion - Essence	Force	\$382	B K N	B G H J T	1	9
Sea Lion - Mane	Enchantment	\$340	B E G H I	G F N P	8	5
Sea Lion - Tooth	Enchantment	\$210	B E G H I	H J N Y	10	4
Serpent - Blood	Force	\$124	A B R S	I K P Y	50	8
Serpent - Bone	Abjuration	\$2,291	J K X	A B C K L M	40	12
Serpent - Essence	Force	\$21,658	C I J R	K O Q S U V Z	1	68
Serpent - Fin	Force	\$145	L M P R	C M N O	10	8
Serpent - Scales	Divination	\$2,346	F K L	C G O P	300	8
Serpent - Tooth	Enchantment	\$836	H J K	C E V X Z	20	8
Shade Lichen	Enchantment	\$294	J K L M N R U	H J M U Y	12	4
Shadow Cloves	Illusion	\$792	C E H I	J K L T U Y	7	12
Shadow Wine	Black	\$16	J N Y	D E R T	70	3
Shambling - Blood	Mud	\$802	C M U	C D Q S V W	20	7
Shambling - Essence	Mud	\$4,508	C H I	B G H U Y	1	17
Shambling - Lung	Mud	\$740	A M T	E H J N Q U	1	9
Shambling - Nose	Illusion	\$593	M N P Y	G N S	1	10
Shambling - Skin	Illusion	\$280	J M N V	S W X	6	6
Shimmer Sand	Blue	\$288	C O R T V X	J L P	200	8
Shy Oil	Evocation	\$805	A B C D E F H I	A B C H O S	7	5
Silver Mushroom	Necromancy	\$275	A L Z	I P U W Y	12	4
Skeleton Warrior - Bone	Evocation	\$4,135	E I P Y	C G V X Y	7	19
Skeleton Warrior - Dust	Movement	\$1,359	I J P	B F G J S	1	19
Snapdragon Flower	Evocation	\$700	K L M P R S T	D K L R	8	11
Song Lily Honey	Blue	\$1,311	V X T	A M Q R S V	3	43
Specter - Ash	Alteration	\$1,384	J K M O X	B M N V Z	1	7

Name	Group	Price	Effects	Compatibility	Yield	Mana
Specter - Bone	Evocation	\$827	A M T	E H J N Q U	2	9
Specter - Eye	Alteration	\$538	C G P S	E H J N Q U	2	8
Specter - Rags	Black	\$5	M O R	C I Q W	10	1
Specter - Tooth	Black	\$150	B C V F J K R	E R V	4	5
Spirit Moss	Blue	\$76	A H K	D E S X	23	3
Sprite - Antennae	Conjuration	\$64	D F K R	J K S	2	3
Sprite - Ash	Conjuration	\$266	D K M	C D E R T	1	6
Sprite - Essence	White	\$1,653	I P Q	B F G J M	1	9
Sprite - Milk	White	\$38	E F K	B V Y	2	5
Sprite - Spit	White	\$15	B D M P R	F H I N O R T	2	5
Sprite - Wing	Enchantment	\$720	B G H M	C D O X Z	2	8
Sprite Mushroom	Movement	\$1,186	G M P	B H U W	6	7
Star Amethyst	Green	\$260	D I M	I K R	100	18
Star Emerald	Wood	\$2,163	C G K R	D J R T U Y	40	10
Star Flower	Conjuration	\$4,268	J M O	B D O V Y	3	8
Star Quartz	Red	\$887	J M N	D F G H L M T U Y	20	5
Star Ruby	Lightning	\$2,727	B J M R	E F G	100	21
Stirge - Beak	Abjuration	\$33	C I L T	A F S U	1	2
Stirge - Fang	Abjuration	\$716	B H N	A M S Z	1	6
Stirge - Wing	Movement	\$55	E O P	E M N Q W	2	3
Storm Giant - Essence	White	\$2,243	B E F G J	E I O W	1	18
Storm Giant - Hair	Illusion	\$403	E J V	D S	25	8
Storm Giant - Skull	White	\$2,697	L M V	D G H Q T Y	1	15
Storm Giant - Toe	Illusion	\$2,734	C R O T V X	G I J	2	18
Storm Giant - Tongue	Illusion	\$345	A H I	R T Y	1	16
Succubus - Bone	Yellow	\$293	A E H	E R T Y	13	7
Succubus - Essence	Yellow	\$4,180	J O P	A K S U V	1	16
Succubus - Fang	Enchantment	\$2,076	B E N R	D H I J Q	2	13
Succubus - Finger	Evocation	\$2,405	H I R	A D E H L P	8	8
Succubus - Hair	Yellow	\$372	B C R	A D E F L	8	9
Succubus - Milk	Enchantment	\$775	E K M N R	E H I O R W	4	13
Succubus - Wing	Enchantment	\$1,696	E L R	B I L S Y	2	8
Suicide Beguiler - Ash	Evocation	\$72	C E F	B C H U V	3	3
Suicide Beguiler - Blood	Evocation	\$71	C L M N O P T Y	C D K M Y	3	3
Suicide Beguiler - Eye	Evocation	\$76	B E S	B I J N V	1	3
Sun Sickle Sap	White	\$427	D O X	B F H R V	10	6
Sun Stone	Yellow	\$234	B E G	A C D O	170	11
Sylph - Essence	Enchantment	\$3,139	G I L	B O S U	1	9
Sylph - Milk	Enchantment	\$2,854	I J L	D Q R S X	4	13

Name	Group	Price	Effects	Compatibility	Yield	Mana
Sylph - Tears	Lightning	\$667	C H I	D J P X	1	7
Sylph - Wing	Alteration	\$412	D O T	J O T X Y Z	2	5
Tanuki - Essence	Necromancy	\$838	R U Z	I J N R V	1	4
Tanuki - Eye	Abjuration	\$663	R S T	A B E G	2	8
Tanuki - Fur	Conjuration	\$320	A D F T	C G H J	6	9
Tehp Cherry	Green	\$1,261	D J L M	J S U V	80	16
Tehpm Leaf	Lava	\$34	A D E	B D N W	90	2
Tehpmyn - Blood	Black	\$3,330	B C F J K R	F J R S T V	4	19
Tehpmyn - Essence	Yellow	\$10,320	C J R	A B C Q R S	1	31
Tehpmyn - Hide	Yellow	\$1,219	B F M	A E O P S	6	19
Tehpmyn - Scales	Green	\$3,632	A H I	A B D S Z	20	21
Tiger - Claw	Evocation	\$219	A C R	G H J	4	4
Tiger - Pelt	Evocation	\$338	F G K	E Q R W	1	5
Tiger - Tail	Enchantment	\$205	E L M	E R T Y	1	4
Tiger – Tooth	Fire	\$395	A D O	J O T W X	1	5
Titan - Blood	Necromancy	\$123	M N O R U V W	E P R S	40	3
Titan - Ear	Divination	\$498	B C E F G J K L M N R	I K O P T Y	2	5
Titan - Hair	Necromancy	\$1,756	A C D J K L	E I O W	12	8
Titanium - Black	Necromancy	\$1,049	L U V	J K L Z	60	6
Titanium - Blue	Movement	\$611	A F P	N O P	40	8
Titanium - White	Abjuration	\$646	J K S	L M Q W	32	6
Trilf - Blood	Thorn	\$55	B E R	H M N	6	5
Trilf - Brain	Yellow	\$223	M O P	A L X Z	1	5
Trilf - Essence	Green	\$6,536	E K U	A B G N R S	1	9
Trilf - Skin	White	\$126	I K L	I P R W Y	40	4
Trilf - Toes	Yellow	\$113	M O P	P S U W X Y	6	3
Troll - Blood	Movement	\$1,249	F P Q	P S U V	16	13
Troll - Essence	Black	\$1,974	B C H X	B I T Y	1	16
Troll - Finger	Movement	\$2,218	B L P R	A D J K L	8	10
Troll - Hair	Black	\$2,398	K N O	I N U W	1	9
Troll - Heart	Alteration	\$1,451	B C H X	I N U W	1	10
Troll - Skull	Ice	\$538	A F I M	I T U Y	1	8
Umbra-La-Death Flower	Black	\$825	A B F	C F H V	7	18
Umbrix - Blood	Yellow	\$1,598	K L Q	H I J K P Q	7	24
Umbrix - Claw	White	\$4,494	B L N	E F G H	8	25
Umbrix - Feathers	Blue	\$8,389	A B C D E F G H I J K L	C E F J R	20	20
Unicorn - Blood	Light	\$559	C H J	J L S T	8	9
Unicorn - Bone	Light	\$51	I M N	B F N R V	8	5

Name	Group	Price	Effects	Compatibility	Yield	Mana
Unicorn - Eye	Light	\$679	G I J	N S V Y	2	10
Unicorn - Hoof	Movement	\$844	B M R	B D J R S W	4	12
Unicorn - Horn	Movement	\$3,959	B C E F G J L M O P Q R	C D J K N S	1	12
Unicorn - Mane	Movement	\$362	A F Q R	B D N T	6	7
Vampire - Bone	Ice	\$307	I J M R	E H I P R	14	11
Vampire - Essence	Divination	\$12,124	B C F J R	C E J R S T	1	19
Vampire - Hair	Divination	\$4,471	K L Y	A F O P T Y	5	17
Vampire - Hand	Ice	\$959	M V Y	D F N R S Y	2	16
Vampire - Spine	Ice	\$1,093	N O P T Y	C M N U V	1	12
Vampire - Tooth	Alteration	\$1,107	I N O	E R V W	2	8
Violet Fungi Branch	Evocation	\$194	A D P	B K M N O	14	4
Wendigo - Brain	Acid	\$3,500	C J L S X	Z I G D N L	1	12
Wendigo - Ears	Black	\$2,500	F H J N R U	E R S	2	14
Wendigo - Heart	Acid	\$3,000	E J P Q	O F N T C X	1	14
Wendigo - Jaw	White	\$2,000	E G K Q U V	C J L M P	1	13
Wendigo - Tail	Red	\$5,500	F K S U Y	F G O T Y	1	15
Wendigo - Wing	Black	\$2,300	D H I J P Y	T H J F	1	8
Werewolf - Fang	Alteration	\$132	F M T	B S T V	2	14
Werewolf - Foot	Alteration	\$583	A R S	C W X Z	2	10
Werewolf - Hand	Illusion	\$362	J H C	E G I Z	2	7
White Dragon - Essence	Ice	\$18,408	H I L V	B E F H I O U V W	1	40
White Dragon - Heart	Conjuration	\$965	A D E	C D E F G	1	21
White Dragon - Scales	Ice	\$870	B K M	B G I R T W	30	15
White Dragon - Skull	Ice	\$786	J N S T	A M N Q	1	16
White Dragon - Tail	Necromancy	\$1,456	M N U	H J M P Q	1	20
White Malachite	White	\$937	B J M V	K L M	28	27
White Mushroom	Creation	\$360	E O X	A B C M U	11	4
Will-O'-Wisp - Ash	Illusion	\$859	A P Y	D F G H J K	1	17
Will-O'-Wisp - Blood	Light	\$338	G I M	A J K Y	6	10
Will-O'-Wisp - Bone	Light	\$2,085	K R T	L M N Q R S T	2	12
Will-O'-Wisp - Dust	Creation	\$12	A C E G I K M O Q R T	A D J K L Z	50	3
Will-O'-Wisp - Essence	Alteration	\$5,032	A B C D E F G H I J K L	E I J O R	1	16
Wob Sap	Light	\$38	A D P	B K M N O	40	4
Wobniar - Blood	Black	\$6,593	A J K	C F J M S T	1	28
Wobniar - Bone	White	\$4,909	F L V	D E F G J O P Q R S	3	22
Wobniar - Hair	Poison	\$4,560	F P T Y	Q E T U O	1	18
Wobniar - Horn	White	\$6,015	H M N	B D G J M P S V	1	26
Wobniar - Teeth	Yellow	\$8,983	B E O	A C L O T U	1	30

Name	Group	Price	Effects	Compatibility	Yield	Mana
Wobniar Wood	Fire	\$2,571	A L M P R S T	A D F R	70	11
Woodgrain Copper	Poison	\$707	J K R	D E F	70	15
Woodgrain Platinum	Wood	\$94	J K R S	I T U Y	400	6
Woodgrain Silver	Lava	\$204	B E K R	B L N V Y	200	5
Wraith - Hand	Divination	\$4,230	K L M	P Q R U W Y	2	14
Wraith - Nose	Divination	\$3,742	M V Y	G N R S U Y	1	16
Wyvern - Blood	Poison	\$1,126	E F I P Y	C G V X Y	7	9
Wyvern - Essence	Conjuration	\$1,785	A C D E F K L M N P	C M N V	1	13
Wyvern - Eye	Necromancy	\$3,246	A C D J K L M N O R U V	E J K R S	2	9
Wyvern - Scales	Poison	\$876	C F I L T	A F S U	40	6
Wyvern - Stinger	Poison	\$3,111	C G H J	B D F J	1	18
Wyvern - Wing	Evocation	\$3,164	A B C D E F I K L M P	G K R T	2	12
Xorn - Blood	Rock	\$449	I K M T	C D E I K M	13	7
Xorn - Bone	Rock	\$924	D H I S	D E H P Q T	3	7
Xorn - Essence	Rock	\$6,094	A D E T	D G H S	1	26
Xorn - Eye	Illusion	\$227	C E H I J M N V	E H R W	3	5
Xorn - Finger	Illusion	\$440	H I J	B E R V	9	8
Xorn - Skin	Abjuration	\$165	B C D E H I J K L M N R	E J K L W	6	4
Ysatsce - Blood	Mud	\$2,242	O R S X	D G H S	16	13
Ysatsce - Bone	Black	\$233	F G I	A C D X	8	11
Ysatsce - Essence	Green	\$1,310	G H I J K M	A B D H V W	1	17
Ysatsce - Fur	Blue	\$412	E K M N R	H I O R T	4	13
Ysatsce - Teeth	Red	\$624	D H K M Y	E F H I J L	1	13
Ycimitni Mushroom	Wood	\$4,102	A B J M R	E H L S V	3	43
Yellow Jade	Yellow	\$739	E J R	N Q	16	8
Yellow Mushroom	Evocation	\$10	D S T	B F H R T Y	63	2
Yellow Slime - Guts	Enchantment	\$1,174	G I J	N S V Y	1	10
Yellow Slime - Stuff	Enchantment	\$198	G I J	I O Q W	8	5
Yeti - Blood	Ice	\$74	D F H K R	B J N	8	3
Yeti - Essence	Ice	\$942	C L M	K T V Y	1	6
Yeti - Fur	Enchantment	\$42	B E G H I J K L M N R U	A I J W	20	2
Yeti - Heart	Ice	\$303	H I N	G H P U	1	5
Yeti - Spine	Enchantment	\$611	B E G H I J K L M N R U	F I J S	1	5

Name	Group	Price	Effects	Compatibility	Yield	Mana
Yeti - Tooth	Enchantment	\$92	B E G H I J K L M N R U	N O T Y	4	3
Ytidun - Blood	Mud	\$3,417	D M O R	R S T U V	8	14
Ytidun - Ear	Blue	\$711	D K R	G H I J P R T U	2	15
Ytidun - Essence	Black	\$10,380	C F K	N V Y Z	1	21
Ytidun - Hair	Blue	\$849	F M T	B S T V	2	14
Ytidun - Milk	Mud	\$1,405	K L M	P Q R U W Y	2	17
Zombie - Ash	Mud	\$12	H N P	B G H N T Y	4	2
Zombie - Bone	Alteration	\$103	B I S	A H P Y	4	3
Zombie - Skull	Mud	\$21	F M O X	A B C F G I	1	3
Zombie - Vertebra	Alteration	\$175	A F M X	I S U Y	16	4

Alchemy by Group

Name	Group	Price	Effects	Compatibility	Yield	Mana
Anhkhed - Leg	Abjuration	\$319	B C M	F G H J K X	8	5
Banshee - Dust	Abjuration	\$237	C H M	A B C F G H	20	6
Basilisk - Leg	Abjuration	\$169	C K S	A C D E G H	8	5
Black Slime - Brain	Abjuration	\$462	I L M	A B C N O P Q	1	10
Blink Dog - Pelt	Abjuration	\$26	A B T	A B F G H	1	2
Blood Mushroom	Abjuration	\$383	D L O	A D F S	10	5
Bolgrog - Foot	Abjuration	\$4,429	K R T	L M N Q R S T	2	20
Bolgrog - Teeth	Abjuration	\$5,479	D H L	J K N Q R S T	2	24
Brownie - Foot	Abjuration	\$69	D T M	A D H J	2	3
Chimera - Claw	Abjuration	\$1,131	D I K X	A B C D E F	6	9
Chimera - Scales	Abjuration	\$189	I K L	K L Q R S	40	4
Chin Cat - Eye	Abjuration	\$8,403	C M X	B E F I M N O R U V W	2	35
Chin Cat - Fur	Abjuration	\$2,744	J N X	A B D F I M N O R S T V	3	16
Doppelganger - Bone	Abjuration	\$47	H N P	K L M Q R S	8	2
Efreeti - Hand	Abjuration	\$1,746	B D E M	A B C	2	14
Ettin - Lung	Abjuration	\$1,542	K R X	M N O P T Z	2	9
Flaming Growtak - Skin	Abjuration	\$903	B J V	J K L M	40	7
Gnoll - Hand	Abjuration	\$63	D E K T	F G H K	2	3
Gnoll - Thumb	Abjuration	\$50	E I J M R L	K O Q S	1	2
Gnoll - Toe	Abjuration	\$74	C D M	C H V X	8	3
Goblin - Spit	Abjuration	\$37	E L R S T	B L Q R X	1	2
Green Dragon - Tooth	Abjuration	\$1,722	O R S X	A B E F	16	13
Harpy - Tooth	Abjuration	\$384	E M T	L Q R V	4	8
Hill Giant - Hand	Abjuration	\$262	S V X	F H J L W	2	5
Hill Giant - Spine	Abjuration	\$233	B J M R	J S V	1	4
Hill Giant - Spleen	Abjuration	\$71	D M S K	G H J K	1	3
Imp - Blood	Abjuration	\$14	L T X	L N X	2	1
Imp - Stinger	Abjuration	\$31	M O R	K L P	1	2
Ki-Rin - Heart	Abjuration	\$6,105	C M S X	J M P T U	1	27
Lion - Heart	Abjuration	\$8	C H I	A B C D E	1	1
Loka Fern Seed	Abjuration	\$123	E H I	B C D G V	18	4
Loop Loop Lichen	Abjuration	\$218	B C D	A K N R U S V	30	4

Name	Group	Price	Effects	Compatibility	Yield	Mana
Mandrake Root	Abjuration	\$33	J K L	H J K L	70	2
Manticore - Essence	Abjuration	\$721	M N R	B E K S Y	1	6
Manticore - Spike	Abjuration	\$29	S T V	A B E H R	15	4
Mithral - Black	Abjuration	\$6,414	B J M V	K L M	50	27
Mithral - Blue	Abjuration	\$2,166	D I M	A B C	60	18
Orc - Eye	Abjuration	\$86	B D T	M P Q Z	2	3
Platinum - Pink	Abjuration	\$1,772	C D H	A L S	20	11
Platinum Mushroom	Abjuration	\$8,345	E S X	G I M O S Y	1	23
Psychophile - Ash	Abjuration	\$2,339	J N S T	A B D Q	6	16
Red Cat Fungi	Abjuration	\$651	B C D E H I	F T W Y	8	6
Red Dragon - Ash	Abjuration	\$1,820	B G O Q	W X Y Z	12	7
Red Dragon - Essence	Abjuration	\$22,983	D O R	R S T U V	1	14
Remorhaz - Guts	Abjuration	\$2,172	J K L M N R S T V	F L S Y	8	11
Ruby 1.2 ct	Abjuration	\$2,056	D E M	K L M	28	12
Serpent - Bone	Abjuration	\$2,291	J K X	A B C K L M	40	12
Stirge - Beak	Abjuration	\$33	C I L T	A F S U	1	2
Stirge - Fang	Abjuration	\$716	B H N	A M S Z	1	6
Tanuki - Eye	Abjuration	\$663	R S T	A B E G	2	8
Titanium - White	Abjuration	\$646	J K S	L M Q W	32	6
Xorn - Skin	Abjuration	\$165	B C D E H I J K L M N R	E J K L W	6	4
Aitolol - Blood	Acid	\$2,858	A D K L N	A G S X Z	10	16
Black Slime - Muscle	Acid	\$178	O R X	A N P Q T	2	5
Black Slime - Stomach	Acid	\$412	B D K T	E R T W	1	5
Ecneconni - Essence	Acid	\$2,246	C D E K M	B G J K L T	1	14
Evitcudes - Oil	Acid	\$1,030	H I J	D R W	9	8
Lorelei - Eyes	Acid	\$4,500	E F N R	P E Q S K	2	16
Red Pseudo Dragon - Scales	Acid	\$756	K N O U	B J P R U Y	12	15
Rust Monster - Thumb	Acid	\$2,782	B E H	D M R S U	1	12
Rust Monster - Tooth	Acid	\$143	D K M T	A B P Y	8	4
Wendigo - Brain	Acid	\$3,500	C J L S X	Z I G D N L	1	12
Wendigo - Heart	Acid	\$3,000	E J P Q	O F N T C X	1	14
Axe Beak - Foot	Alteration	\$3	C I M	I O Q Y	2	1
Basilisk - Scale	Alteration	\$33	C H J	B D F J	62	4
Bear - Claw	Alteration	\$12	C K L	B M N	2	1
Beguiler - Scale	Alteration	\$3,630	E F H	B C G H J K L O	6	16
Blink Dog - Paw	Alteration	\$18	B E M	B C D E F	4	1
Blonde Medusa - Hair	Alteration	\$5,731	A B C O	C E I S U	2	7
Blue Mushroom Stem	Alteration	\$79	A H K	D G L S	23	3

Name	Group	Price	Effects	Compatibility	Yield	Mana
Bullet - Armor	Alteration	\$3,057	E H K M N R	D I M N O P W	1	9
Bullet - Ash	Alteration	\$104	C P Q	B E F K L M O	5	6
Bullet - Tongue	Alteration	\$71	D I J	F J L M O S Y	5	5
Despiser - Pelt	Alteration	\$1,040	A B F R	B C F I L: M	1	17
Despiser - Tentacle	Alteration	\$2,843	E M P	B C D E F	2	15
Dryad - Heart	Alteration	\$3,068	H M X	B M N V	1	18
Dryad - Tears	Alteration	\$2,007	C I J N	I R T U Y	1	12
Emerald 0.4 ct	Alteration	\$388	E H O R	B E R T Y	320	5
Flaming Growtak - Essence	Alteration	\$9,043	K O S	B F R	1	14
Green Dragon - Ash	Alteration	\$4,152	C E O R S	E S Y	8	19
Hell Hound - Jaw	Alteration	\$533	E H S	J K R Z	1	6
Hell Hound - Nose	Alteration	\$290	C M S	G J U Y	1	6
Hobgoblin - Pelt	Alteration	\$13	E M P	B D G J K	1	1
Ice Giant - Bone	Alteration	\$2,231	E H M	F G H X	8	12
Ice Giant - Fingernails	Alteration	\$737	A B R	Q S V X	2	13
Ice Giant - Heart	Alteration	\$688	C H I	D J P X	1	17
Medusa - Hair	Alteration	\$758	H J R	B K L O Q	3	18
Mermaid - Fin	Alteration	\$89	O P S	L S T W	1	3
Mermaid - Hair	Alteration	\$730	D E F	A I U W	5	7
Mermaid - Scales	Alteration	\$997	C L M	J K S V	10	6
Mermaid - Tears	Alteration	\$2,531	J L M	D I M P	1	10
Milk Weed	Alteration	\$125	G H I	E F S T U	18	6
Mimic - Essence	Alteration	\$738	D I P	L P Q Z	1	11
Mimic - Heart	Alteration	\$193	C H J	E I O T U	1	9
Mimic - Skin	Alteration	\$537	J K M	B S U V Y	4	9
Minotaur - Ear	Alteration	\$2,789	D K R	D U W	2	11
Minotaur - Horn	Alteration	\$3,091	D K R	B D G I P R T	2	13
Mithral - Pearl	Alteration	\$1,045	A D I O	B C D	300	8
Moon Tar	Alteration	\$17,038	N O P	A I P W	2	12
Morth - Beak	Alteration	\$789	E H N O	G J L T Y	1	7
Morth - Fin	Alteration	\$481	Q R S T	A L P Q Z	2	8
Morth - Ribs	Alteration	\$143	C F H	I J L P W	4	8
Ogre - Toe	Alteration	\$16	A C I	D F G K	8	3
Orc - Ear	Alteration	\$46	C J X	B H M V	2	2
Pegasus - Feathers	Alteration	\$36	D J P	U V X	40	4
Pegasus - Hoof	Alteration	\$626	E F P	R S U V	4	6
Pegasus - Tail	Alteration	\$591	A F S	N O S T V Y	1	8
Pink Medusa - Hair	Alteration	\$4,343	A B C O	C E I S U	2	7
Pixy - Dust	Alteration	\$885	A H I	A B M N Z	1	21

Name	Group	Price	Effects	Compatibility	Yield	Mana
Pixy - Essence	Alteration	\$5,754	H M N	B D G J M P S V	1	26
Platinum - Green	Alteration	\$210	D J P	H G S U X	100	9
Platinum - White	Alteration	\$618	B I K	B C E J Y	40	8
Psychophile - Blood	Alteration	\$427	A D N P T Y	A S V X	8	11
Purple Cat Wood	Alteration	\$7,847	I J X	B E K M Q R	2	37
Purple Worm - Tooth	Alteration	\$217	E K R	D J U Z	40	4
Quasit - Horn	Alteration	\$2	F I P	B D F G	2	1
Quasit - Tongue	Alteration	\$380	B M T	D Q T U	1	7
Remorhaz - Eyes	Alteration	\$656	C G P	I O P U X	2	15
Remorhaz - Hide	Alteration	\$2,028	A K O R	Q S V	14	8
Roc - Essence	Alteration	\$5,912	B E H	H J M S U	1	24
Roc - Feathers	Alteration	\$374	I P Q	B F G J M	80	9
Rust Monster - Scales	Alteration	\$54	A B C D E F	A C H I O P	14	2
Sacrobeck - Blood	Alteration	\$777	G H I J K M	A B D H V W	6	11
Sacrobeck - Heart	Alteration	\$778	N O P Q R S T	E I W Y	1	7
Specter - Ash	Alteration	\$1,384	J K M O X	B M N V Z	1	7
Specter - Eye	Alteration	\$538	C G P S	E H J N Q U	2	8
Sylph - Wing	Alteration	\$412	D O T	J O T X Y Z	2	5
Troll - Heart	Alteration	\$1,451	B C H X	I N U W	1	10
Vampire - Tooth	Alteration	\$1,107	I N O	E R V W	2	8
Werewolf - Fang	Alteration	\$132	F M T	B S T V	2	14
Werewolf - Foot	Alteration	\$583	A R S	C W X Z	2	10
Will-O'-Wisp - Essence	Alteration	\$5,032	A B C D E F G H I J K L	E I J O R	1	16
Zombie - Bone	Alteration	\$103	B I S	A H P Y	4	3
Zombie - Vertebra	Alteration	\$175	A F M X	I S U Y	16	4
Beguiler - Blood	Black	\$2,321	J K L	A J K N S	8	11
Beguiler - Tongue	Black	\$1,567	B C R	A D E F L	8	12
Citory Blossom	Black	\$243	A L M	A G I	13	8
Ecnamor Silk	Black	\$2,901	H I L	L O P S	4	14
Evolefil Seeds	Black	\$8	D E J M	D F G H R S	800	2
Ghost of War - Bone	Black	\$210	M N O R U V W	E H S W	4	5
Ghost of War - Tooth	Black	\$1,277	A C D J K L M N O R U V	D E J R S	6	7
Hell Hound - Blood	Black	\$134	L R U X Z	I J K R V	8	4
Hell Hound - Fur	Black	\$226	K N R	E K L M U X	6	4
Hell Hound - Skull	Black	\$183	E N O P	E J K Z	1	7
Hippocampus - Fin	Black	\$250	H O Q T	U E H Z D	5	5
La Vie Rose	Black	\$396	C K N	I M N W	10	12

Name	Group	Price	Effects	Compatibility	Yield	Mana
Lich - Hand	Black	\$2,302	B E G H I J K L M N R U	K T U V Y	2	8
Lich - Tooth	Black	\$1,003	A B N	B L T Z	10	7
Saphyre Oil	Black	\$45	F M R	D H K L R	30	3
Shadow Wine	Black	\$16	J N Y	D E R T	70	3
Specter - Rags	Black	\$5	M O R	C I Q W	10	1
Specter - Tooth	Black	\$150	B C V F J K R	E R V	4	5
Tehpmyn - Blood	Black	\$3,330	B C F J K R	F J R S T V	4	19
Troll - Essence	Black	\$1,974	B C H X	B I T Y	1	16
Troll - Hair	Black	\$2,398	K N O	I N U W	1	9
Umbra-La-Death Flower	Black	\$825	A B F	C F H V	7	18
Wendigo - Ears	Black	\$2,500	F H J N R U	E R S	2	14
Wendigo - Wing	Black	\$2,300	D H I J P Y	T H J F	1	8
Wobniar - Blood	Black	\$6,593	A J K	C F J M S T	1	28
Ysatsce - Bone	Black	\$233	F G I	A C D X	8	11
Ytidun - Essence	Black	\$10,380	C F K	N V Y Z	1	21
Citore - Feathers	Blue	\$960	J K L M N R S T V	D H K X	8	9
Disenchanter - Blood	Blue	\$669	F G J K	C H N T	12	7
Disenchanter - Hair	Blue	\$526	B H J	B G M Y	4	8
Disenchanter - Milk	Blue	\$289	A C E K R	B D N	1	11
Doppelganger - Blood	Blue	\$10	C D M	B H V Y	8	3
Doppelganger - Essence	Blue	\$468	D K M	E R T	1	6
Ecnamor Flower	Blue	\$2,269	C E H I	J K L M T U	4	12
Ecneconni - Spit	Blue	\$254	H J K	C G V X Y	6	5
Erutan - Blood	Blue	\$252	J M N V	S V Y	6	6
Erutan - Stinger	Blue	\$825	C H L M	D E G H N R	1	8
Felicity Sap	Blue	\$30	J K L	G H J Y	37	2
Green Dragon - Heart	Blue	\$4,144	B D E L M	J R U	1	19
Green Dragon - Skull	Blue	\$1,409	C M X	A Q S U W X Y Z	1	35
Green Star Sapphire	Blue	\$478	A D I O	D E S	120	8
Hcuot Leaf	Blue	\$26	C L M U	A J R W Z	250	2
Hippocampus - Teeth	Blue	\$900	B G I N V	D B H I	5	14
Je T'aime Leaf	Blue	\$18	N R U	B C F T X	47	3
Lausnes - Teeth	Blue	\$441	R S T	E G H U	2	8
Lekcit Pickle	Blue	\$1,734	I J X	B K M R S Z	5	37
Lizardman - Blood	Blue	\$70	A O P	H K M P S	8	3
Lizardman - Tail	Blue	\$34	B C E G	C D I K	1	3
Rainbow Copper	Blue	\$551	I J R	G R T X	60	12
Rewoprewolf - Feather	Blue	\$900	D E M	B H M	3	12

Name	Group	Price	Effects	Compatibility	Yield	Mana
Rewoprewolf - Spit	Blue	\$226	C O R T V X	J P L	2	8
Shimmer Sand	Blue	\$288	C O R T V X	J L P	200	8
Song Lily Honey	Blue	\$1,311	V X T	A M Q R S V	3	43
Spirit Moss	Blue	\$76	A H K	D E S X	23	3
Umbrix - Feathers	Blue	\$8,389	A B C D E F G H I J K L	C E F J R	20	20
Ysatsce - Fur	Blue	\$412	E K M N R	H I O R T	4	13
Ytidun - Ear	Blue	\$711	D K R	G H I J P R T U	2	15
Ytidun - Hair	Blue	\$849	F M T	B S T V	2	14
Anhkhed - Antennae	Conjuration	\$449	K M O	I L S	2	5
Anhkhed - Tongue	Conjuration	\$229	A D E	D G H S	1	6
Axe Beak - Beak	Conjuration	\$57	A E N	K L N V	1	3
Axe Beak - Eye	Conjuration	\$48	A C L N O	K L N S Y	1	2
Axe Beak - Feathers	Conjuration	\$6	A H I	K L Z	3	2
Banshee - Hand	Conjuration	\$540	A D N P T Y	A K L T Y	2	8
Black Beguiler - Eye	Conjuration	\$1,016	F K N R	D E I K L M R S	1	18
Black Beguiler - Guts	Conjuration	\$613	A F N	E F H G K N S	4	14
Black Beguiler - Main Eye	Conjuration	\$1,711	F L V	D E F G J O P Q R S	1	22
Black Night Plant	Conjuration	\$815	J L P	D E I J L R S	7	8
Black Pearl	Conjuration	\$51	F M R	E Q R T	35	3
Black Ring Algae	Conjuration	\$12	A E N	I O P T U Y	140	1
Blood Moss	Conjuration	\$379	D L O	A D F S	10	4
Blue Daisies	Conjuration	\$414	C H P	G H J K L	10	16
Blue Silver	Conjuration	\$221	J M N	D F G H L M T U Y	160	5
Bullet - Claws	Conjuration	\$1,266	K M O	D F G H J	4	6
Bullet - Heart	Conjuration	\$351	I K M	C D E I K M	1	7
Disenchanter - Heart	Conjuration	\$1,946	A H O	B H I J	1	8
Doppelganger - Ash	Conjuration	\$157	I N O	C D I K N P	2	3
Goblin - Hair	Conjuration	\$33	A C L	V X Y Z	1	3
Griffon - Feathers	Conjuration	\$149	A O P	C E H K M P S	24	3
Hobgoblin - Toes	Conjuration	\$16	K O P	C E H J L M	1	1
Hobgoblin - Tooth	Conjuration	\$10	K N R	B V H J K L M	2	1
Ki-Rin - Fur	Conjuration	\$3,794	A L N Y	C D F G	8	23
Ki-Rin - Horn	Conjuration	\$6,339	A K O	G I R S U	8	11
Medusa - Blood	Conjuration	\$847	C F H I	C D E F G	2	21
Medusa - Snake	Conjuration	\$573	G J K	D H O R V	12	6
Mithral - White	Conjuration	\$4,526	D L O	J K L	150	10
Naga - Eye	Conjuration	\$80	E F K	B V Y	2	5
Naga - Scales	Conjuration	\$183	A C D	A E F I J O P S	8	4
Naga - Tail	Conjuration	\$6,068	A M N O P Y	G H O W	1	10

Name	Group	Price	Effects	Compatibility	Yield	Mana
Ogre - Brain	Conjuration	\$59	D K Y	C F G H	1	3
Ogre - Hair	Conjuration	\$105	C H V	G M O Y	4	3
Otugh - Slime	Conjuration	\$2,678	A O P	E H I P U W	4	7
Psychophile - Tentacle	Conjuration	\$426	H I J	C G K L V Z	4	11
Purple Ring Mushroom	Conjuration	\$230	D J M	D H J R	13	6
Purple Worm - Brain	Conjuration	\$1,432	D H I	D E H P Q T	1	27
Purple Worm - Skin	Conjuration	\$18	A F M	C D H I P Q	400	3
Sacrobeck - Essence	Conjuration	\$749	A C D E F K	B C M N V X	1	12
Sand Milk	Conjuration	\$63	L M N O P	E I U W	25	2
Sprite - Antennae	Conjuration	\$64	D F K R	J K S	2	3
Sprite - Ash	Conjuration	\$266	D K M	C D E R T	1	6
Star Flower	Conjuration	\$4,268	J M O	B D O V Y	3	8
Tanuki - Fur	Conjuration	\$320	A D F T	C G H J	6	9
White Dragon - Heart	Conjuration	\$965	A D E	C D E F G	1	21
Wyvern - Essence	Conjuration	\$1,785	A C D E F K L M N P	C M N V	1	13
Banshee - Essence	Creation	\$6,850	M O X	A B C F G I	1	10
Black Tar Mushroom	Creation	\$59	D J L	A D F G H S	26	3
Blue Cat Mushroom	Creation	\$1,135	E L T	J K L	6	8
Chin Cat - Essence	Creation	\$12,882	H I L V	B E F I M N O R U V W	3	40
Clear Mushroom	Creation	\$5	D E J M	D H J K S	89	2
Dark Blood Mushroom	Creation	\$893	D O X	B F H R V	7	6
Emerald Fern Leaf	Creation	\$2,631	L M O	A D L M Y	4	18
Fairy Ring Mushroom	Creation	\$93	D N T	F H T U W	200	12
Gold Mushroom Stem	Creation	\$139	D E H I J M O	A I P R	17	13
Gray Lily	Creation	\$70,864	D L M	A B D F K Y	1	50
Hippocampus - Essence	Creation	\$5,500	C G O S X	D E H X J K L	1	8
Laugh Rozzal Root	Creation	\$2,074	D L M	F H L S	4	14
Misty Mushroom	Creation	\$17,534	L M V	D G J R X	1	80
Rainbow Mithral	Creation	\$14,567	D J L V	F H K M S	16	66
Rainbow Moss	Creation	\$190,766	T V X	A E M S U V	1	43
Ruby Rose	Creation	\$2,219	D J L M	H J S V	4	16
Saphyre Daisy	Creation	\$87	E H T	F H M P V W	60	17
White Mushroom	Creation	\$360	E O X	A B C M U	11	4
Will-O'-Wisp - Dust	Creation	\$12	A C E G I K M O Q R T	A D J K L Z	50	3
Banshee - Head	Divination	\$914	G J K	EQWR	1	9
Basilisk - Tail	Divination	\$641	D E M	C F H I J K L	1	8
Black Dragon - Essence	Divination	\$6,168	F L V	D E F G J O P Q R S	1	22

Name	Group	Price	Effects	Compatibility	Yield	Mana
Blue Spotted Mushroom	Divination	\$24	C M U	A J K L R	41	2
Bo-Gwiesh - Eye	Divination	\$836	C F K	C V X Z	2	8
Bo-Gwiesh - Heart	Divination	\$1,341	F G M	A K M P Q	1	10
Brain Mole - Ash	Divination	\$19	L M N	B G T	1	2
Brain Mole - Brain	Divination	\$14	G J K	A M Q Z	1	1
Brain Mole - Guts	Divination	\$28	B G L	D E W	1	2
Brownie - Fingernails	Divination	\$98	E H J Y	F I J K M	2	3
Brownie - Hair	Divination	\$16	B E V	D G I	1	2
Buttercup Fungi	Divination	\$495	C F M R	H J M N U Y	9	5
Catoblipas - Ears	Divination	\$141	B C J	E K L T Y	1	9
Catoblipas - Horn	Divination	\$119	M N R	C D Q S V W	2	4
Catoblipas - Skin	Divination	\$63	C M U	B C D E G	20	3
Centaur - Hoof	Divination	\$22	G M U	J K L P U Y	4	1
Centaur - Leather	Divination	\$11	J N Y	E I O W	10	1
Centaur - Tail	Divination	\$14	K R Y	A D J K S	1	1
Crawler - Eye	Divination	\$12	F I V	C H N T V	2	1
Crawler - Mandible	Divination	\$40	F L U	H J K M T Y	1	2
Crawler - Spike	Divination	\$20	B E F G H	B F J N W Y	8	1
Crawler - Tentacle	Divination	\$255	E K U	B E F G N R	8	5
Despiser - Jaw	Divination	\$3,085	E F M	D E G H J K L	1	19
Emerald 0.25 ct	Divination	\$146	B E K R	B D G N Y	160	5
Emerald 0.5 ct	Divination	\$435	C D N V	C F H J K	360	7
Ettin - Ear	Divination	\$791	G H J	D E F	4	7
Gold Marsh Spore	Divination	\$3,518	A B F	F H T O	3	18
Gorgon - Hide	Divination	\$23	C J N	D F H L S V	4	3
Lorelei - Spine	Divination	\$2,800	F K Y Z	C D G H R W	1	13
Mithral - Yellow	Divination	\$872	J K R	D E F	50	15
Nightshade	Divination	\$8	N R U	B C M N X	200	3
Otugh - Essence	Divination	\$2,715	B E F G J	E I O W	1	18
Otugh - Teeth	Divination	\$330	B C E	B C H J V X	3	7
Platinum - Blue	Divination	\$1,975	C G K	D J R T U Y	30	10
Platinum - Orange	Divination	\$2,953	C G K M U	H J S	42	19
Pole Ring Mushroom	Divination	\$83	C F M	J K M R S	22	3
Rust Monster - Antennae	Divination	\$4,300	F G J K Y	E F G Q R	2	7
Satyr - Blood	Divination	\$718	B C E F G I	D F R V	8	6
Satyr - Hoof	Divination	\$1,601	C F K	H S V Y	2	14
Satyr - Horn	Divination	\$2,855	F G J K	C H Q T U	2	12
Sea Hag - Eye	Divination	\$556	G M U	D L M V Y	2	6
Sea Hag - Fingers	Divination	\$1,680	K L M N R	B G R T	8	10
Sea Hag - Teeth	Divination	\$221	F I J	N T V Y	10	6

Name	Group	Price	Effects	Compatibility	Yield	Mana
Serpent - Scales	Divination	\$2,346	F K L	C G O P	300	8
Titan - Ear	Divination	\$498	B C E F G J K L M N R	I K O P T Y	2	5
Vampire - Essence	Divination	\$12,124	B C F J R	C E J R S T	1	19
Vampire - Hair	Divination	\$4,471	K L Y	A F O P T Y	5	17
Wraith - Hand	Divination	\$4,230	K L M	P Q R U W Y	2	14
Wraith - Nose	Divination	\$3,742	M V Y	G N R S U Y	1	16
Black Beguiler - Tentacle	Enchantment	\$2,370	P T Y	D F G H J	10	14
Bo-Gwiesh - Guts	Enchantment	\$115	I J N	D F G H I S	1	6
Centipede - Antenna	Enchantment	\$121	B D G	B E H Q R U	1	3
Centipede - Venom	Enchantment	\$80	B G N	B C M N X Z	1	3
Chow Vine	Enchantment	\$670	E H J	E F I O T	8	8
Cockatrice - Beak	Enchantment	\$1,713	B H J	E M V Y	1	11
Cockatrice - Essence	Enchantment	\$4,207	G J L	B M R S V Y	1	17
Cockatrice - Feathers	Enchantment	\$1,379	G I M	A J K Y	6	10
Cockatrice - Tongue	Enchantment	\$337	I K N	C E T V Z	1	9
Crawler - Leg	Enchantment	\$16	B H I R	D G R W	14	1
Crockin - Blood	Enchantment	\$1,148	K M R	A D G I R Y	1	22
Crockin - Skin	Enchantment	\$5,182	L M V	D G H Q T Y	1	25
Crockin - Teeth	Enchantment	\$2,631	B K M	B D G I J W	1	15
Deep Sea Moss	Enchantment	\$1,258	C M N	D F G S	6	11
Despiser - Bone	Enchantment	\$2,350	G N R	I O P U X	10	11
Dragon - Scales	Enchantment	\$3,477	B L N	E F G H	40	15
Dust Devil Fern Leaf	Enchantment	\$4,471	D L R U	A J K L S U	3	14
Efreeti - Ash	Enchantment	\$194	E J U	J M R T U Y	1	12
Goblin - Nose	Enchantment	\$91	G L R	E I O P	1	3
Green Stun Mushroom	Enchantment	\$2,353	B E L	F G S	4	13
Minotaur - Tail	Enchantment	\$889	B D U	D G I K T Z	1	9
Mithral - Pink	Enchantment	\$3,554	B J M R	E F G	320	21
Oak Leaves	Enchantment	\$11	B C H	D K S	700	9
Orange Tar	Enchantment	\$3,402	K L M	A B J P S Y	3	15
Owlorc - Beak	Enchantment	\$164	N R U	I R T U V	1	6
Owlorc - Blood	Enchantment	\$103	J M R	F N P Q U	50	3
Owlorc - Brain	Enchantment	\$1,296	C D E	C M N V X	1	10
Platinum - Red	Enchantment	\$378	I J R	D R X	14	12
Ruby 0.1 ct	Enchantment	\$39	E R U	E F G	1000	5
Sea Lion - Claw	Enchantment	\$610	B E G H I	F M S V	8	6
Sea Lion - Mane	Enchantment	\$340	B E G H I	G F N P	8	5
Sea Lion – Tooth	Enchantment	\$210	B E G H I	H J N Y	10	4
Serpent – Tooth	Enchantment	\$836	H J K	C E V X Z	20	8

Name	Group	Price	Effects	Compatibility	Yield	Mana
Shade Lichen	Enchantment	\$294	J K L M N R U	H J M U Y	12	4
Sprite – Wing	Enchantment	\$720	B G H M	C D O X Z	2	8
Succubus – Fang	Enchantment	\$2,076	B E N R	D H I J Q	2	13
Succubus – Milk	Enchantment	\$775	E K M N R	E H I O R W	4	13
Succubus – Wing	Enchantment	\$1,696	E L R	B I L S Y	2	8
Sylph – Essence	Enchantment	\$3,139	G I L	B O S U	1	9
Sylph – Milk	Enchantment	\$2,854	I J L	D Q R S X	4	13
Tiger – Tail	Enchantment	\$205	E L M	E R T Y	1	4
Yellow Slime - Ochre Jelly – Guts	Enchantment	\$1,174	G I J	N S V Y	1	10
Yellow Slime - Ochre Jelly – Stuff	Enchantment	\$198	G I J	I O Q W	8	5
Yeti – Fur	Enchantment	\$42	B E G H I J K L M N R U	A I J W	20	2
Yeti – Spine	Enchantment	\$611	B E G H I J K L M N R U	F I J S	1	5
Yeti – Tooth	Enchantment	\$92	B E G H I J K L M N R U	N O T Y	4	3
Black Pond Mushroom	Evocation	\$23	A D E	B M N Q W	42	2
Carnivore Mushroom	Evocation	\$183	C H L M	A B I M S U	15	3
Centipede – Guts	Evocation	\$13	I P R	C E M V	1	1
Disenchanter – Goop	Evocation	\$3,417	C R T	F H K S	4	16
Doppelganger - Thumb	Evocation	\$19	E I M	E K L M P Q T U	2	1
Dragon – Egg	Evocation	\$1,470	B D M P R	F H I N O R T	1	18
Dryad – Hair	Evocation	\$405	A C T	E H N X Y	5	5
Fire Emerald	Evocation	\$13,582	A C R	B F J K V	120	62
Ghost of War – Dust	Evocation	\$3,119	D H M	B C H U V	10	8
Ghost of War - Essence	Evocation	\$3,754	B H I	C D G H N	1	13
Ghoul – Ear	Evocation	\$11	A D S T	G H T	2	1
Ghoul – Hand	Evocation	\$28	F K P	C X Z	2	2
Ghoul – Leg	Evocation	\$12	M R T	F N S T	2	1
Ghoul – Tongue	Evocation	\$22	I L P	I P R U	2	1
Giant Green Mushroom	Evocation	\$2,342	H I L	G H I N	4	8
Giant Ring Mushroom	Evocation	\$155	A B C D E F	A L R U	16	3
Gnome – Essence	Evocation	\$82	E I M	F G J	1	3
Grack Vampire - Blood	Evocation	\$1,046	A D L	A D R X Z	10	18
Grack Vampire - Essence	Evocation	\$16,820	H K M	A D G J L	1	16
Grack Vampire - Heart	Evocation	\$19,734	I N P R	D Q R S W	1	54
Gray Slime – Essence	Evocation	\$1,291	H I J K L	D F G O R T	1	6
Gray Slime - Gray Ooze	Evocation	\$154	C L P	E O Q T U	30	3
Gray Slime - Skin	Evocation	\$2,180	E I M	F H T U Y	1	7

Name	Group	Price	Effects	Compatibility	Yield	Mana
Green Iron	Evocation	\$952	H M R	C B M Z	110	7
Green Slime - Ash	Evocation	\$258	B E R	H M N	6	5
Green Slime - Green Slime	Evocation	\$279	M P S	N V X	6	6
High Goblin - Blood	Evocation	\$621	A B S	I P R W Y	4	11
High Goblin - Nose	Evocation	\$1,035	J M R	H I P S U	1	11
High Goblin - Spit	Evocation	\$207	J L M	B D K P V	1	5
High Moss	Evocation	\$508	B S T	D Q T V	9	9
Kobold - Ash	Evocation	\$40	B I L	F K L R S Y	1	2
Kobold - Essence	Evocation	\$146	B D J R S	E I J O P R U	1	3
Kobold - Finger	Evocation	\$19	F J L	E G K O	6	1
Nightmare - Ear	Evocation	\$2,600	C M R	B F I Y	2	17
Nightmare - Hoof	Evocation	\$4,425	B I M S	G H J K L U	4	11
Nightmare - Mane	Evocation	\$3,741	I M S T	H J K S	1	14
Nightmare Mushroom	Evocation	\$860	A B E	A O R	7	12
Pixy - Wing	Evocation	\$2,803	C H K	E L N O S	2	9
Pop Rock	Evocation	\$2,933	A B C	D K L M Q W	20	19
Powat Flower	Evocation	\$2,724	D E F	A E G I J L O	4	14
Pseudo Dragon - Essence	Evocation	\$1,150	B K M R T	D I R S	1	7
Pseudo Dragon - Poison	Evocation	\$56	H I K	B D G U V Y	1	2
Pseudo Dragon - Scales	Evocation	\$179	E H I	B F G S U Y	5	3
Pseudo Dragon - Stinger	Evocation	\$263	L M P	C K O	5	1
Pulp Oak Raisin	Evocation	\$578	R S T	I O Q R W	8	9
Rainbow Mushroom	Evocation	\$2,958	A B J M R	E H L S V	4	43
Red Striped Mushroom	Evocation	\$1,148	A C H I P R	F G O S U	6	5
Salamander - Fin	Evocation	\$970	L M P R	S U V Y	30	8
Salamander - Skin	Evocation	\$196	C R H	E I K M	4	4
Salamander - Tail	Evocation	\$773	D P R	E I Q V	1	12
Shy Oil	Evocation	\$805	A B C D E F H I	A B C H O S	7	5
Skeleton Warrior - Bone	Evocation	\$4,135	E I P Y	C G V X Y	7	19
Snapdragon Flower	Evocation	\$700	K L M P R S T	D K L R	8	11
Specter - Bone	Evocation	\$827	A M T	E H J N Q U	2	9
Succubus - Finger	Evocation	\$2,405	H I R	A D E H L P	8	8
Suicide Beguiler - Ash	Evocation	\$72	C E F	B C H U V	3	3
Suicide Beguiler - Blood	Evocation	\$71	C L M N O P T Y	C D K M Y	3	3
Suicide Beguiler - Eye	Evocation	\$76	B E S	B I J N V	1	3
Tiger - Claw	Evocation	\$219	A C R	G H J	4	4
Tiger - Pelt	Evocation	\$338	F G K	E Q R W	1	5

Name	Group	Price	Effects	Compatibility	Yield	Mana
Violet Fungi Branch	Evocation	\$194	A D P	B K M N O	14	4
Wyvern - Wing	Evocation	\$3,164	A B C D E F I K L M P	G K R T	2	12
Yellow Mushroom	Evocation	\$10	D S T	B F H R T Y	63	2
Ecnamor Oil	Fire	\$1,146	E H T	F G H M S V	6	17
Fire Giant - Bone	Fire	\$811	B E V	G I K	8	8
Fire Giant - Foot	Fire	\$2,488	A L T X	R U X	2	8
Fire Giant - Vertebra	Fire	\$915	H I J K L	D E F G T Y	9	6
Fire Lizard - Scales	Fire	\$22	A H I	B X Z	13	2
Flaming Minotaur - Blood	Fire	\$173	H I R	A D H L V Z	8	8
Flaming Minotaur - Skull	Fire	\$2,486	A F S	G N O S V	1	9
Legna Pollen	Fire	\$1,967	D E H I J M O	B F I J Y	5	13
Phoenix - Beak	Fire	\$10,149	E I R	N F I J Y	1	38
Phoenix - Claw	Fire	\$1,864	E F H	G H I J K L O T	6	26
Red Dragon - Tail	Fire	\$1,974	A C H K	M N O S V	1	11
Tiger – Tooth	Fire	\$395	A D O	J O T W X	1	5
Wobniar Wood	Fire	\$2,571	A L M P R S T	A D F R	70	11
Black Dragon - Horn	Force	\$6,003	B C E	C G H J K	3	27
Black Dragon - Scale	Force	\$1,091	D J P R	R U V	40	7
Black Dragon - Wing	Force	\$444	E H K M N R	D I M N O W Y	2	12
Efreeti - Hair	Force	\$180	I L P	I N R U	2	6
Evolef Root	Force	\$39	E H I	B C D S V	200	4
Gorilla - Fur	Force	\$122	N R U	F G R T V	12	6
Heureuse Root	Force	\$516	B S T	A H J	9	9
I'A Sap	Force	\$2,152	D E F R	A D E G J L	4	2
Mazak Mushroom	Force	\$122	A B C D E F R	R U W X	18	3
Pink Star Sapphire	Force	\$10,974	A K L	F J K N Y	2	52
Purple Chrisicola	Force	\$88	H M R	B C E M	1000	7
Quasit - Bone	Force	\$111	E H I	B G U W X Y/	6	3
Red Dragon - Wing	Force	\$3,151	C R T	G H K	2	16
Sea Lion - Blood	Force	\$83	B E G H I	F M N U	8	5
Sea Lion - Blubber	Force	\$54	A E G H I J K L M N R U	B F I T	18	5
Sea Lion - Essence	Force	\$382	B K N	B G H J T	1	9
Serpent - Blood	Force	\$124	A B R S	I K P Y	50	8
Serpent - Essence	Force	\$21,658	C I J R	K O Q S U V Z	1	68
Serpent - Fin	Force	\$145	L M P R	C M N O	10	8
Atilol - Horn	Green	\$1,838	H M X	B M N Z	2	18

Name	Group	Price	Effects	Compatibility	Yield	Mana
Atilol - Scale	Green	\$1,154	A B F R Q	B C I L M V	15	10
Bullet - Blood	Green	\$463	D E F	I U W Y	25	7
Bullet - Essence	Green	\$2,499	C P Q	B E L M O T	1	16
Citore - Blood	Green	\$351	D I P	E F I O T	9	9
Citore - Hair	Green	\$673	H J O	B C D E V	2	7
Citore - Oil	Green	\$379	M O V	G M N T	2	6
Erutan - Spike	Green	\$341	C D N	H K L Y	8	6
Ettin - Blood	Green	\$312	B G O Q	W X Y Z	12	5
Ettin - Essence	Green	\$627	E M P	B C E F W	1	13
Ettin - Foot	Green	\$385	J L M	E I M P	2	8
Ettin - Hair	Green	\$208	A F M X	D S U Y	16	4
Evitcudes - Blood	Green	\$1,117	Q R S T	A L P X Z	24	8
Evitcudes - Bone	Green	\$231	C G P S	B D E K W Y	1	13
Evitcudes - Essence	Green	\$2,178	A K O R	Q S Z	6	8
Evitcudes - Hair	Green	\$472	B G H M	C D H O X	8	9
Evo Berry	Green	\$3,771	D L M	B D E K W Y	3	50
Fairy - Blood	Green	\$871	I N O	E J R V	2	8
Fairy - Hair	Green	\$948	A R S	C E W Z	2	9
Fairy - Spit	Green	\$67	B I S	A H O X	1	3
Fairy - Wing	Green	\$518	J K M	B F S V Y	2	9
Green Tiger-eye	Green	\$567	D J P R	G H Q S X	120	9
Lausnes - Fang	Green	\$685	N O P Q R S T	B I W Y	2	7
Lick Weed	Green	\$758	C H P	J K L X Z	7	16
Purple Opal	Green	\$442	C D N V	C F J K N	100	7
Purple Worm - Blood	Green	\$70	E L R S T	E I W X Z	100	3
Purple Worm - Eye	Green	\$1,324	C H V	E H J K O	2	10
Roc - Beak	Green	\$368	C K L	B D N	1	10
Roc - Blood	Green	\$581	D E K T	A E Q U	26	8
Roc - Claw	Green	\$410	E H M	F G S X	8	12
Sea Beguiler - Lung	Green	\$318	C I M	O Q Y	1	10
Sea Beguiler - Tentacle	Green	\$358	C M S	G J U W	4	6
Star Amethyst	Green	\$260	D I M	I K R	100	18
Tehp Cherry	Green	\$1,261	D J L M	J S U V	80	16
Tehpmyn - Scales	Green	\$3,632	A H I	A B D S Z	20	21
Trilf - Essence	Green	\$6,536	E K U	A B G N R S	1	9
Ysatsce - Essence	Green	\$1,310	G H I J K M	A B D H V W	1	17
Blue Jasper	Ice	\$83	E H I O R	I R T U Y	180	5
Ice Giant - Essence	Ice	\$3,715	B C D E H I J K L M N R	D J K L S	1	14
Ice Giant - Toenails	Ice	\$132	B J M R	C F X	1	4

Name	Group	Price	Effects	Compatibility	Yield	Mana
Legbath Leaf	Ice	\$107	C H I L M	A B F G M S	19	3
Owl - Feathers	Ice	\$28	B G N	B C N U Y Z	16	3
Troll - Skull	Ice	\$538	A F I M	I T U Y	1	8
Vampire - Bone	Ice	\$307	I J M R	E H I P R	14	11
Vampire - Hand	Ice	\$959	M V Y	D F N R S Y	2	16
Vampire - Spine	Ice	\$1,093	N O P T Y	C M N U V	1	12
White Dragon - Essence	Ice	\$18,408	H I L V	B E F H I O U V W	1	40
White Dragon - Scales	Ice	\$870	B K M	B G I R T W	30	15
White Dragon - Skull	Ice	\$786	J N S T	A M N Q	1	16
Yeti - Blood	Ice	\$74	D F H K R	B J N	8	3
Yeti - Essence	Ice	\$942	C L M	K T V Y	1	6
Yeti - Heart	Ice	\$303	H I N	G H P U	1	5
Black Dragon - Skull	Illusion	\$3,617	C J V	E F G H I	1	44
Black Gold	Illusion	\$550	R V X	B C K L V X Z	40	6
Black Slime - Ash	Illusion	\$390	E N O	E G J K L M	4	7
Black Slime - Skin	Illusion	\$395	A C I	E G J K L M	8	7
Bo-Gwiesh - Lung	Illusion	\$265	C R X	A K M P Q	2	5
Catoblipas - Tail	Illusion	\$75	C J M	B C D E G	10	3
Dragon - Claw	Illusion	\$1,345	C I J	E F K O S U V	2	18
Dwarf - Essence	Illusion	\$695	D H K M	E F H I J L	1	13
Efreeti - Heart	Illusion	\$662	C H V	A C Q X Z	1	18
Firefly Algae	Illusion	\$203	I J N	B F N R V	14	5
Flaming Minotaur - Claw	Illusion	\$960	N O P T Y	K L M N U	4	12
Flaming Minotaur - Eye	Illusion	\$465	M V O	B G M N T	2	11
Flaming Minotaur - Fur	Illusion	\$253	C D N	H J K L Y	8	6
Grey Mushroom	Illusion	\$242	H I Y	C Q R U	13	5
Hippocampus - Mane	Illusion	\$300	C H J K M O P	Z G R W	1	4
Lion - Tooth	Illusion	\$8	I M Q V	E G J K L M	8	2
Living Rock - Blood	Illusion	\$250	I J M	B C M N V X	3	6
Living Rock - Point	Illusion	\$1,307	R V X Z	E O R V Y	1	9
Lorelei - Essence	Illusion	\$6,500	A E K Q V X	B F P	1	18
Lorelei - Hair	Illusion	\$2,200	C I J K Q X	E V T N U K	4	12
Ogre Mystic - Heart	Illusion	\$538	C H V	E H I J K	1	10
Ogre Mystic - Horn	Illusion	\$473	H I J	B D I N P	1	16
Peryton - Antler	Illusion	\$523	C E H Q	E G J K Q R W	2	10
Peryton - Tail Feather	Illusion	\$914	A X Y	G J K L S T Y	10	8
Pond Pearl	Illusion	\$606	N V Y	C J N V	8	11
Remorhaz - Fin	Illusion	\$718	E N V	E F G K M Q	2	14
Sea Beguiler - Claw	Illusion	\$444	E I T Y	C S V W X	4	12

Name	Group	Price	Effects	Compatibility	Yield	Mana
Sea Beguiler - Eye	Illusion	\$627	H J O	B C D E V	1	11
Sea Beguiler - Scales	Illusion	\$183	I M N	B F N R V	8	5
Shadow Cloves	Illusion	\$792	C E H I	J K L T U Y	7	12
Shambling - Nose	Illusion	\$593	M N P Y	G N S	1	10
Shambling - Skin	Illusion	\$280	J M N V	S W X	6	6
Storm Giant - Hair	Illusion	\$403	E J V	D S	25	8
Storm Giant - Toe	Illusion	\$2,734	C R O T V X	G I J	2	18
Storm Giant - Tongue	Illusion	\$345	A H I	R T Y	1	16
Werewolf - Hand	Illusion	\$362	J H C	E G I Z	2	7
Will-O'-Wisp - Ash	Illusion	\$859	A P Y	D F G H J K	1	17
Xorn - Eye	Illusion	\$227	C E H I J M N V	E H R W	3	5
Xorn - Finger	Illusion	\$440	H I J	B E R V	9	8
Flaming Growtak - Blood	Lava	\$472	G M U	D L M V Y	30	8
Flaming Growtak - Horn	Lava	\$2,492	F I J	N T V Y	1	15
Flaming Growtak - Tail	Lava	\$569	E H J Y	F I J K M	1	13
Lorelei - Feet	Lava	\$5,500	A K L Y	L C U J I	2	16
Red Angel Wood	Lava	\$5,937	H L M V	D G I O X	3	54
Remorhaz - Blood	Lava	\$1,581	A B C D E F	A C H I P R U	14	8
Remorhaz - Essence	Lava	\$6,407	D H K M S	E R U W	1	25
Remorhaz - Skull	Lava	\$2,283	C H K S	A C D E G H	1	13
Salamander - Essence	Lava	\$749	G H J K	B C M N V X	1	9
Salamander - Skull	Lava	\$901	A B C D E F I K L M P	G Q R T	1	7
Salamander - Tooth	Lava	\$625	C F K	E I Q V	1	12
Tehpm Leaf	Lava	\$34	A D E	B D N W	90	2
Woodgrain Silver	Lava	\$204	B E K R	B L N V Y	200	5
I'Amour Vine	Light	\$10	D S T	B F H R T Y	200	14
Jabberwock - Claws	Light	\$750	A H K L R Y	E D C R F V	6	7
Jabberwock - Heart	Light	\$750	A F J L S X Y	O L P Z X C	1	7
Jabberwock - Tail	Light	\$750	D O P T Y Z	R G N U J	1	7
Je Tode Vine	Light	\$229	A B C D E F H I	A B C O S	13	5
Nymph - Hair	Light	\$540	B C J	I K L O P	2	14
Nymph - Milk	Light	\$6,928	A D F T	C G H J	2	5
Unicorn - Blood	Light	\$559	C H J	J L S T	8	9
Unicorn - Bone	Light	\$51	I M N	B F N R V	8	5
Unicorn - Eye	Light	\$679	G I J	N S V Y	2	10
Will-O'-Wisp - Blood	Light	\$338	G I M	A J K Y	6	10
Will-O'-Wisp - Bone	Light	\$2,085	K R T	L M N Q R S T	2	12

Name	Group	Price	Effects	Compatibility	Yield	Mana
Wob Sap	Light	\$38	A D P	B K M N O	40	4
Black Lily Silk	Lightning	\$255	E K R	A D E	13	1
Blue Dragon - Blood	Lightning	\$4,202	D H L	J K N Q R S T	20	16
Blue Dragon - Dung	Lightning	\$369	D E I J	F J L M O S Y	2	5
Blue Dragon - Spit	Lightning	\$1,053	A D E	C D E F G	1	8
Bolrog - Blood	Lightning	\$1,600	E H M	A D G J L	12	16
Bolrog - Skin	Lightning	\$1,525	A C N S	A F J L	12	10
Bolrog - Toenails	Lightning	\$262	B C M	F G H J K X	2	8
Chocolate Oil	Lightning	\$404	H I L	G H I N	20	8
Draw Oak Berry	Lightning	\$265	E K L M N R U	H M U Y	20	4
Saphyre Leaf	Lightning	\$118	D J L	A D F G H S	38	3
Star Ruby	Lightning	\$2,727	B J M R	E F G	100	21
Sylph - Tears	Lightning	\$667	C H I	D J P X	1	7
Beguiler - Tooth	Movement	\$611	L M N U	D G H J	1	11
Blue Marsh Spore	Movement	\$319	B C H J O P	I U W X	11	4
Bolrog - Hair	Movement	\$307	E G O	A D F I L	10	5
Brownie - Head	Movement	\$13	B J P	A M N O P Q	1	1
Chin Cat - Heart	Movement	\$9,701	B E O	A C L O U T	1	30
Efreeti - Essence	Movement	\$1,625	C J R	A B C Q R S	1	21
Emerald 1.0 ct	Movement	\$1,948	B E G	A C D O	100	11
Fire Giant - Ash	Movement	\$550	M P Q	A M R U V	6	9
Fire Giant - Hair	Movement	\$6,376	J K L P	F J R U V	6	18
Fire Giant - Liver	Movement	\$4,639	J O P	A K S U V	2	16
Flaming Growtak - Teeth	Movement	\$1,506	B F M	A E O P S	1	19
Ghost - Dust	Movement	\$4,046	K L Q	A M O Q S X	1	14
Ghost - Hair	Movement	\$326	C E H I	F N U Q X Y	8	5
Ghost - Veins	Movement	\$274	M O P	P S U X Y	6	4
Giant Spider - Hair	Movement	\$38	G M O	E J T	7	2
Giant Spider - Leg	Movement	\$73	C O P	D I J K	8	3
Giant Spider - Silk	Movement	\$268	M O P	A L X Z	20	5
Gorgon - Bone	Movement	\$99	B C M	A G N O P	8	3
Gorgon - Gas	Movement	\$1,452	F K O	F G H O	1	9
Griffon - Beak	Movement	\$414	A B C	A L S	2	6
Griffon - Claw	Movement	\$543	C E M	M P T	2	10
Harpy - Feathers	Movement	\$1,163	M O P	F G I U	5	7
Harpy - Talon	Movement	\$652	O Q R	A O T	8	6
Harpy - Thumb	Movement	\$2,335	B E F J K L M O P	F I S	2	8
Hell Hound - Tail	Movement	\$335	C G J	E J K Z	1	5
Henti Beast - Brain	Movement	\$607	A E H	E R T Y	1	13

Name	Group	Price	Effects	Compatibility	Yield	Mana
Henti Beast - Tentacle	Movement	\$572	B C E F G J	E I U	8	5
Hippogriff - Tail	Movement	\$900	J M N R Z	I M Y V E X	1	10
Hippogriff - Wing	Movement	\$1,500	C L Q R U	G R Y A	6	8
Hobgoblin - Hand	Movement	\$5	E Q R	G H J O R	2	1
Imp - Nose	Movement	\$27	C J Q	H J K	1	2
Lion - Pelt	Movement	\$8	J M Q	A G J Q	1	1
Lorelei - Hand	Movement	\$2,500	A B G O Q	F V K T	2	9
Manticore - Pelt	Movement	\$234	F G J	M N O P Q W X Z	1	4
Manticore - Tooth	Movement	\$143	B C E G	C D J U W	6	3
Mastodon - Hide	Movement	\$181	L M O	C E J N	10	4
Mastodon - Ivory	Movement	\$124	G P Q R	E K L S U Y	18	3
Ruby 2.0 ct	Movement	\$3,880	A G Q	N O P	18	18
Rust Monster - Essence	Movement	\$4,204	L M O P Q R	D H I O	1	15
Rust Monster - Mandible	Movement	\$1,057	A O P	E I R T V	1	9
Sapphire 0.2 ct	Movement	\$107	B F Q	A D M P S	400	3
Sapphire 0.3 ct	Movement	\$326	E J R	N Q	60	8
Sapphire 1.6 ct	Movement	\$2,454	E O P	K L P S	16	13
Sapphire 1.7 ct	Movement	\$2,607	B C L	D K O R S	120	8
Skeleton Warrior - Dust	Movement	\$1,359	I J P	B F G J S	1	19
Sprite Mushroom	Movement	\$1,186	G M P	B H U W	6	7
Stirge - Wing	Movement	\$55	E O P	E M N Q W	2	3
Titanium - Blue	Movement	\$611	A F P	N O P	40	8
Troll - Blood	Movement	\$1,249	F P Q	P S U V	16	13
Troll - Finger	Movement	\$2,218	B L P R	A D J K L	8	10
Unicorn - Hoof	Movement	\$844	B M R	B D J R S W	4	12
Unicorn - Horn	Movement	\$3,959	B C E F G J L M O P Q R	C D J K N S	1	12
Unicorn - Mane	Movement	\$362	A F Q R	B D N T	6	7
Anhkhed - Mandible	Movement	\$657	B J M	G H J U Y	1	7
Blue Jade	Mud	\$323	E G K M U	S J H	320	19
Hippogriff - Talon	Mud	\$500	K L M O P	W S X R F	6	8
Lausnes - Heart	Mud	\$366	E H N O	G J L T Y	1	9
Noitatrilf - Bone	Mud	\$1,264	D I K M X	E I O T W Y	6	9
Otugh - Fin	Mud	\$1,306	A D M S T	G H T	2	8
Otugh - Hide	Mud	\$617	I L M	H I J K M N U	1	10
Saphyre Blossom	Mud	\$394	E L M T	J K L	40	8
Saphyre Wine	Mud	\$6	A E N	I O P T U Y	82	1
Shambling - Blood	Mud	\$802	C M U	C D Q S V W	20	7
Shambling - Essence	Mud	\$4,508	C H I	B G H U Y	1	17
Shambling - Lung	Mud	\$740	A M T	E H J N Q U	1	9

Name	Group	Price	Effects	Compatibility	Yield	Mana
Ysatsce - Blood	Mud	\$2,242	O R S X	D G H S	16	13
Ytidun - Blood	Mud	\$3,417	D M O R	R S T U V	8	14
Ytidun - Milk	Mud	\$1,405	K L M	P Q R U W Y	2	17
Zombie - Ash	Mud	\$12	H N P	B G H N T Y	4	2
Zombie - Skull	Mud	\$21	F M O X	A B C F G I	1	3
Anti-Poison Mushroom	Necromancy	\$1,259	A L M	I O Q	6	8
Beguiler - Main Eye	Necromancy	\$1,177	J R V	H I J K L M N	1	17
Black Slime - Acid	Necromancy	\$1,579	C K N	E R T U Y	1	8
Blink Dog - Tail	Necromancy	\$18	D J M	H I J K L	1	1
Bolrog - Hand	Necromancy	\$2,078	M R V	D F G J K N S T	2	27
Centipede - Stinger	Necromancy	\$40	L M N U	E F G H	1	2
Chimera - Fangs	Necromancy	\$3,140	J K L	H I J M N	1	11
Ettin - Eye	Necromancy	\$1,070	L M U	H I L P	4	6
Horn Devil - Scales	Necromancy	\$354	A O W	B C R W	12	8
Horn Devil - Teeth	Necromancy	\$471	C K V Z	F R S Y	1	5
Horn Devil - Wing	Necromancy	\$5,155	L U X	F M U V	2	14
Hydra - Fin	Necromancy	\$994	D J M	J L O S	5	7
Hydra - Heart	Necromancy	\$2,155	D L R	G I J V	1	8
Laugh Rose	Necromancy	\$369	K N Z	E K H X	10	6
Lead Oak Wood	Necromancy	\$345	L O X	D E H J U	11	4
Leprechaun - Foot	Necromancy	\$1,205	N O V	A E H K L R S U	2	12
Leprechaun - Hair	Necromancy	\$3,922	A L M R	D E H N S U	2	10
Leprechaun - Hand	Necromancy	\$1,170	K N O U	B F G H R T	2	15
Lich - Ash	Necromancy	\$5,925	C J R W	D G N S T U	4	20
Lich - Bone	Necromancy	\$5,012	A L U	A E J M N W Y	6	20
Lich - Skull	Necromancy	\$6,433	A J K	F H J K S T	1	28
Lizardman - Ash	Necromancy	\$71	J L M Z	C F G V	6	3
Lizardman - Scales	Necromancy	\$31	A J O	C H X	6	2
Lizardman - Skull	Necromancy	\$49	A D J	F K S Y	1	2
Lycanthrope - Fur	Necromancy	\$232	A D W	E H R S V U W	5	4
Lycanthrope - Scales	Necromancy	\$299	C K V	C K V	5	4
Mandra Leaf	Necromancy	\$104	A B N	H J K R S	20	3
Miamese Mushroom	Necromancy	\$1,444	A L Z	E D S T U	5	6
Mithral - Green	Necromancy	\$5,898	L O R	I J K	100	24
Mithral - Purple	Necromancy	\$7,671	C D Z	H I J	440	13
Mithral - Red	Necromancy	\$1,953	V W Z	J K L	280	8
Ogre Mystic - Head	Necromancy	\$902	H I J	H K N U W	1	9
Phoenix - Feathers	Necromancy	\$4,559	A K L X	A D F H O P	20	25
Pyrite Lichen	Necromancy	\$4,574	A C D	J M S U	3	15
Rakshasa - Essence	Necromancy	\$2,708	J K L	K Q V	1	17

Name	Group	Price	Effects	Compatibility	Yield	Mana
Rakshasa - Tongue	Necromancy	\$582	M N O	A G H	9	9
Rakshasa - Whiskers	Necromancy	\$574	R U V W	I U Z	4	7
Red Slime - Nose	Necromancy	\$12	J K M	A G I S	1	1
Red Slime - Teeth	Necromancy	\$22	C K N O	G L N S	1	1
Red Slime - Tongue	Necromancy	\$17	J M V	A D E L	1	3
Ruby 0.5ct	Necromancy	\$699	A C R U	H I J	80	6
Silver Mushroom	Necromancy	\$275	A L Z	I P U W Y	12	4
Tanuki - Essence	Necromancy	\$838	R U Z	I J N R V	1	4
Titan - Blood	Necromancy	\$123	M N O R U V W	E P R S	40	3
Titan - Hair	Necromancy	\$1,756	A C D J K L	E I O W	12	8
Titanium - Black	Necromancy	\$1,049	L U V	J K L Z	60	6
White Dragon - Tail	Necromancy	\$1,456	M N U	H J M P Q	1	20
Wyvern - Eye	Necromancy	\$3,246	A C D J K L M N O R U V	E J K R S	2	9
Crawler - Blood	Poison	\$6	B G L	D E W	6	2
Ecneconni - Horn	Poison	\$339	J K M O X	F G H M S V	1	7
Giant Spider - Blood	Poison	\$190	A M N O P Y	G H O W	4	4
Giant Spider - Venom	Poison	\$219	A C F R	G H J	1	4
Jabberwock - Essence	Poison	\$750	F Q S T U X	T G B Y H N	1	7
Jabberwock - Fangs	Poison	\$750	D G K N P Q	U J M I K	2	7
Jabberwock - Jaw	Poison	\$750	C J O U V Y	N M A S Q	1	7
La Passion Fruit	Poison	\$645	A B E	A O R	8	12
Legnolnal Sap	Poison	\$508	D E H I J M O	H J M N U Y	9	5
Wobniar - Hair	Poison	\$4,560	F P T Y	Q E T U O	1	18
Woodgrain Copper	Poison	\$707	J K R	D E F	70	15
Wyvern - Blood	Poison	\$1,126	E F I P Y	C G V X Y	7	9
Wyvern - Scales	Poison	\$876	C F I L T	A F S U	40	6
Wyvern - Stinger	Poison	\$3,111	C G H J	B D F J	1	18
Citore - Heart	Red	\$1,366	A E K	C G K L V Z	1	11
Cockatrice - Claw	Red	\$37	A C I	D F G K	8	5
Cockatrice - Eyes	Red	\$85	K L M N R	B G R T	2	8
Despiser - Claw	Red	\$482	C E O R S	E S Y	8	10
Despiser - Essence	Red	\$1,336	C O S	I O P U X	1	15
Despiser - Whiskers	Red	\$231	A C D E F K	B C M N V X	1	8
Esrucocrenni Sap	Red	\$136	B C D	E K L O P Q W	37	4
Etanoissap - Eye	Red	\$223	B E G H I	F M S V	2	7
Evit Rose	Red	\$24,636	E S X	A D G J L O	1	23
Gnoll - Blood	Red	\$23	C E H Y	E G J K Q R W	6	2
Gnoll - Essence	Red	\$27	B E M	B C D E F	1	4

Name	Group	Price	Effects	Compatibility	Yield	Mana
Gnoll - Finger	Red	\$29	J R V Y	H I J K L M N	2	2
Hippocampus - Hoof	Red	\$1,800	A G H Z	E O H	2	13
La Jeneusse Blossom	Red	\$120	B C D E H I	O P Q W	60	6
Lausnes - Fin	Red	\$730	C H J	E G I Z	2	8
Minotaur - Blood	Red	\$368	A C L	B D I N P	4	6
Minotaur - Bone	Red	\$232	A C E K R	E G J K L M	8	7
Modeerf - Blood	Red	\$3,948	R V X Z	E O R V Y	3	9
Noitatrilf - Skin	Red	\$895	C G Q	I O P U	4	12
Nymph - Blood	Red	\$354	E N V	E F G K M Q	2	14
Nymph - Thumb	Red	\$266	C E H I J M N V	E J R W	2	10
Ogre - Blood	Red	\$10	K M R	A D G I R Y	14	3
Ogre - Essence	Red	\$301	K O N	K L N S Y	1	4
Psychophile - Eye	Red	\$399	A E K	A K L T Y	2	8
Red Nickel	Red	\$395	B I K Y	B C E J Y	400	8
Rewoprewolf - Whiskers	Red	\$610	E F M	D E G H J K L	1	12
Saphyre Cactus	Red	\$984	D J M	D H J R	50	6
Star Quartz	Red	\$887	J M N	D F G H L M T U Y	20	5
Wendigo - Tail	Red	\$5,500	F K S U Y	F G O T Y	1	15
Ysatsce - Teeth	Red	\$624	D H K M Y	E F H I J L	1	13
Basilisk - Blood	Rock	\$1,320	D H M T	B C H U V	8	8
Blonde Medusa - Essence	Rock	\$7,681	M R S T	F N S T	1	28
Blonde Medusa - Milk	Rock	\$2,753	A F N	E F G H K N S	1	14
Blonde Medusa - Toes	Rock	\$1,018	C F H I	C D E F G	2	8
Gorgon - Blood	Rock	\$53	J L M	B D K P V	8	5
Gorgon - Essence	Rock	\$817	B C E F G I	D F R V	1	7
Gorgon - Tongue	Rock	\$54	B E F G H S	B F J N W Y	1	5
Hippogriff - Claws	Rock	\$450	B C L V Y	L N F Y E S	8	6
Iron Tea Leaf	Rock	\$161	A J L P S	D E I J K L R S	16	8
Medusa - Scales	Rock	\$476	A H I T	R T Y	12	8
Medusa - Skull	Rock	\$1,190	A L N S Y	C D F G	1	13
Xorn - Blood	Rock	\$449	I K M T	C D E I K M	13	7
Xorn - Bone	Rock	\$924	D H I S	D E H P Q T	3	7
Xorn - Essence	Rock	\$6,094	A D E T	D G H S	1	26
Basilisk - Tooth	Thorn	\$1,168	B D U	D G I K T Z	16	9
Cit Berries	Thorn	\$3,529	D L R S T U	A J K L S U	3	8
Eninyt Root	Thorn	\$1,123	A D N T	F H T U W	6	12
High Goblin - Foot	Thorn	\$98	B E K R	D J U Z	2	6
High Goblin - Hand	Thorn	\$602	A B I M S	G H J K L U	2	11
High Goblin - Spine	Thorn	\$384	A M N R	B E K S Y	1	8

Name	Group	Price	Effects	Compatibility	Yield	Mana
Hippogriff - Feathers	Thorn	\$750	A C Q U V	Q A Z W S X	12	7
Horn Devil - Eye	Thorn	\$213	A O P S	L S T W	2	9
Horn Devil - Skull	Thorn	\$529	A B R	Q S V X	1	13
Horn Devil - Tail	Thorn	\$810	B D J R S K	E I J O P R U	1	6
Pepper Weed Rock	Thorn	\$3,292	A B C	D K L M Q W	60	19
Quasit - Blood	Thorn	\$41	B I J N	D F G H I S	1	4
Quasit - Lung	Thorn	\$53	A E I M	F H T U Y	1	4
Quasit - Wing	Thorn	\$221	A C D	A E F I J O P S	2	4
Trilf - Blood	Thorn	\$55	B E R	H M N	6	5
Atilol - Wing	White	\$3,498	F K N R	D E I K L M R S	2	20
Enin Pollen	White	\$1,123	A L Z	E F S T U	6	6
Eninytxi Wood	White	\$1,430	E H J	F G Q	5	8
Erutan - Horn	White	\$609	E H S	J K R Z	6	6
Etanoissap - Skin	White	\$369	L M U	H I L P	4	5
Fairy Dragon - Blood	White	\$569	E M T	A K L S	4	18
Fairy Dragon - Egg	White	\$1,058	J N X	A B C D E F G H I J K	3	26
Fairy Dragon - Scales	White	\$977	A B C O	C E I S U	2	7
Fairy Dragon - Wing	White	\$4,018	H J R	B K L O Q	2	18
GriFFon - Blood	White	\$2,300	A C D E F K L M N P	C M N V	16	13
GriFFon - Eye	White	\$290	B J V	M V X Z	2	7
Lausnes - Blood	White	\$828	R U V W	I U Z	4	7
Mandrazale Wine	White	\$70	C F M	J K M R S	40	3
Modeerf - Eye	White	\$1,659	C F H	I J L P W	2	10
Modeerf - Tail	White	\$1,718	I K N	C E T V Z	1	9
Noitatrilf - Blood	White	\$69	F G M	C V X Z	6	10
Noitatrilf - Essence	White	\$2,473	K R X	E M O Q T W	1	16
Pegasus - Blood	White	\$760	M R V	D F G J K N S T	20	7
Pegasus - Hide	White	\$795	F K L	C O	10	6
Rainbow Mercury	White	\$3,103	C D H	J M U	60	11
Sprite - Essence	White	\$1,653	I P Q	B F G J M	1	9
Sprite - Milk	White	\$38	E F K	B V Y	2	5
Sprite - Spit	White	\$15	B D M P R	F H I N O R T	2	5
Storm Giant - Essence	White	\$2,243	B E F G J	E I O W	1	18
Storm Giant - Skull	White	\$2,697	L M V	D G H Q T Y	1	15
Sun Sickle Sap	White	\$427	D O X	B F H R V	10	6
Trilf - Skin	White	\$126	I K L	I P R W Y	40	4
Umbrix - Claw	White	\$4,494	B L N	E F G H	8	25
Wendigo - Jaw	White	\$2,000	E G K Q U V	C J L M P	1	13
White Malachite	White	\$937	B J M V	K L M	28	27

Name	Group	Price	Effects	Compatibility	Yield	Mana
Wobniar - Bone	White	\$4,909	F L V	D E F G J O P Q R S	3	22
Wobniar - Horn	White	\$6,015	H M N	B D G J M P S V	1	26
Chimera - Blood	Wood	\$306	J K X	C D F R T V	10	12
Chimera - Liver	Wood	\$1,746	E F J P	R S U V	1	9
Chimera - Tail	Wood	\$2,842	J L U X	F M U V	1	12
Citossen Root	Wood	\$229	G H I J	L P Q Z	13	6
Dryad - Blood	Wood	\$104	A G H J	D E F	4	7
Dryad - Essence	Wood	\$4,200	A C J M X	J M P T U	1	17
Dryad - Milk	Wood	\$173	I M P R	C K O	1	9
Elf - Essence	Wood	\$85	C J N	D F H L S V	1	3
Elf - Milk	Wood	\$15	B C E F G J K L M N	I K O P T Y	2	1
Evitcudes Wood	Wood	\$214	A L R Z	I P U W Y	30	4
Hippogriff - Beak	Wood	\$700	K Q T V	A D G J L	1	12
Star Emerald	Wood	\$2,163	C G K R	D J R T U Y	40	10
Woodgrain Platinum	Wood	\$94	J K R S	I T U Y	400	6
Ycimitni Mushroom	Wood	\$4,102	A B J M R	E H L S V	3	43
Blink Dog - Essence	Yellow	\$359	C G J	A H J	1	8
Blink Dog - Tooth	Yellow	\$106	B J M	H G J U Y	2	3
Carmel Moss	Yellow	\$283	C F M R	H J M N U Y	12	4
Edundlihc Flower	Yellow	\$2,185	L M O	B M N V Z	4	18
Etanoissap - Blood	Yellow	\$548	O R Q	A O T	8	6
Etanoissap - Hair	Yellow	\$191	A F Q R	B D N T	6	5
Golden Opal	Yellow	\$611	B C L	D K O R S	54	8
Harpy - Essence	Yellow	\$234	M P Q	A M R U V	1	9
Harpy - Milk	Yellow	\$104	C J Q	H J K	1	4
Imp - Essence	Yellow	\$100	B L P R	A D J K L	1	4
Imp - Toe	Yellow	\$46	B C E F G J	E I U	8	2
Mazakala Pollen	Yellow	\$102	G M P	B H U W	140	7
Mermaid - Bone	Yellow	\$647	B C E F G J L M O P Q R	C D J K N S	8	6
Mermaid - Essence	Yellow	\$2,861	F P Q	P S U V	1	13
Mermaid - Milk	Yellow	\$326	E O P	E M N Q W	2	6
Modeerf - Essence	Yellow	\$2,212	B E F J K L M O P	F I S	1	13
Modeerf - Foot	Yellow	\$977	A O P	E I R T V	2	9
Modeerf - Wing	Yellow	\$1,140	F K O	F G H O	2	9
Noitatrilf - Teeth	Yellow	\$446	C E M	M P T	2	10
Purple Agate	Yellow	\$422	A F P	N O P	60	8
Purple Zinc	Yellow	\$82	B F G Q	A D M P S	600	3
Rewoprewolf - Blood	Yellow	\$1,684	J K L P	F J R U V	6	18

Name	Group	Price	Effects	Compatibility	Yield	Mana
Rewoprewolf - Wing	Yellow	\$1,214	I J P	B F G J S	1	19
Saphyre Vine	Yellow	\$283	B C H J O P	I U W X	30	4
Succubus - Bone	Yellow	\$293	A E H	E R T Y	13	7
Succubus - Essence	Yellow	\$4,180	J O P	A K S U V	1	16
Succubus - Hair	Yellow	\$372	B C R	A D E F L	8	9
Sun Stone	Yellow	\$234	B E G	A C D O	170	11
Tehpmyn - Essence	Yellow	\$10,320	C J R	A B C Q R S	1	31
Tehpmyn - Hide	Yellow	\$1,219	B F M	A E O P S	6	19
Trilf - Brain	Yellow	\$223	M O P	A L X Z	1	5
Trilf - Toes	Yellow	\$113	M O P	P S U W X Y	6	3
Umbrix - Blood	Yellow	\$1,598	K L Q	H I J K P Q	7	24
Wobniar - Teeth	Yellow	\$8,983	B E O	A C L O T U	1	30
Yellow Jade	Yellow	\$739	E J R	N Q	16	8

Don't Look

The astral is very advanced play. It is primarily intended for online play more than tabletop play, but is legal for both. It represents a pseudo-secret aspect of power, where hidden passcodes unlock rules which can then be employed. As such, they are written like a riddle, and intentionally difficult to solve. Ryvah does not wish them to be used except by those few who have legitimately earned the right to use them. Sadly we have at this time only two.

Astral One

Riddle: she is like an angel, or is it a he? If the model was female and the painting of a male which could be claimed as ambiguous, do you call her a him? By his legend and lore his gender is defined, yet by the feather which hides truth I contest it. The artist's middle name was William. And I will tell you the quiver behind her feet has a red strap. To unlock Astral One you must tell me the title of the painting and upload a thumbnail of it.

Rule: Orange = black, grey = green, pink = red, purple = white, magenta = yellow, and brown = blue. What does this mean? Can you see the pattern I put in it? Are you magical enough to know that pattern? Now are you frustrated by what the conservative right has that the liberal left lacks? Oh, but that is an . . . equal sign. What if, I mean if you can imagine conservatives and liberals truly being equals, then maybe the right can be used on the left.

Astral Two

Riddle: she is like an angel, or is it a he? If the model was female and the painting of a male which could be claimed as ambiguous, do you call her a him? By his legend and lore his gender is defined, yet by the rock she sits on her lap hides truth so I contest it. The artist's middle name was William. And I will tell you the quiver has seven arrows in it. To unlock Astral Two you must tell me the title of the painting and upload a thumbnail of it.

Rule: Have you ever been confused about the one column named "Mana chi" in the list of skills? Which is it: mana or chi? You know the spot on a character sheet. We have: Type, Level, Experience, *Mana chi*, and skill. I mean, I get it. Skills for magic generate mana, while skills for combat generate chi. So they never overlap, and Ryvah is simply recycling the column. I mean, it would make no sense to even claim the skill "Sword" generated mana. What kind of mana would it be—Supernatural? And wow, just imagine taking that once a day mana in fire attack doubled because you are a fire specialist and using it as chi. That would be silly. Ryvah didn't do this intentionally, did they? I mean, mana chi is two things not one, right?

RYVAH

Mission Statement

We intend to lobby for and pass the Laws of Ryyah in every state and country in the world. If you want to help, please contact Ryyah. 100% of the funds will go to funding our mission.

We believe freedom can only be obtained with tolerance. You cannot get freedom with blood, sweat, or money. It does not matter how many people you kill, how hard you work, or how much money you spend, **FREEDOM** will never be obtained! You must be tolerant of the behavior that is uncomfortable to you in order for someone else to be tolerant of your behavior which is uncomfortable to them.

Too often in our culture people sacrifice the freedom of others, so they will not be offended. It is our belief this is a mistake. To practice wide spread censorship over content that is within the law has devastating long term effects. It suffocates creativity, lowers morale, and encourages political corruption through the suppression of ideas that don't conform.

It is our belief that there are few goals in life as worthwhile as obtaining and maintaining freedom. It is an objective that is worth dying for and killing for. When freedom is taken away, the culture suffers and decays until it finally collapses. If we do not fight to protect and preserve the freedom our ancestors died to obtain for us, our children will die to get it back.

It is our mission to find those who love freedom, bring them together and unite them, defend what freedom we have, and fight for more.

Laws of Ryvah

Preamble

Our objective with the Laws of Ryvah is to protect, serve, and defend this great nation; uphold the values of freedom and love; and provide prosperity for all.

We are compelled to pass these laws because we truly believe all people are created equal with certain Inalienable Rights which provide life, liberty, and the pursuit of happiness; and these rights are being stripped away, robbed, and dismantled by a government that has become destructive, oppressive, and tyrannical. Our government no longer serves the common welfare of the people. Our government has sabotaged and eroded every Constitutional right we hold sacred. The protections our Constitution was designed to afford us have been subverted and, in practice, are ineffective.

Our First Amendment grants us the right to “petition the government for a redress of grievances.” The Laws of Ryvah define this redress specifically for every violation of our Constitutional rights. Currently, we are vulnerable to having our rights severely violated with impunity, and have no effective method for obtaining our just compensation. Not only do the Laws of Ryvah provide just compensation, they take it one step further and prevent the violations of our rights altogether.

It has proven to be futile to threaten politicians with criminal consequences for violating our rights because they are fundamentally immune to judicial proceedings. It has also been proven to be foolish to expect impeccable moral behavior from our politicians. The Laws of Ryvah do not have these flaws.

When we comprehend the Declaration of Independence, the U. S. Constitution, the Bill of Rights, and the historical context under which they were written, we can feel the dream our founding fathers had and the love they expressed for the welfare of the People – all of them. The Laws of Ryvah deliver this dream and are written with this love.

Let us never again be so oppressed we are forced into revolutionary war. If we do not protect the rights our ancestors died to give us, then our children will die to get them back.

Explanation of the Laws

After each law is an explanation of it. These explanations are to explain individual laws, the goals and objectives of a given law, and if a law is not accomplishing its objective or is doing something beyond its intended use, then these explanations are to be used as the groundwork to modify the law to make it do what it is intended to do. It will also provide the historical context and explanation of the problems we wish to solve.

(Jury Empowerment)

Law of Ryvah 1.

A jury member must be informed by the judge of the maximum potential punishment of each charge (and collectively as a set of charges) and be asked to consider the potential punishment of a charge or set of charges as one that is appropriate and not excessive for the acts committed; and thus, part of the criteria that must be met or exceeded in order for a jury member to reach a guilty verdict. If a jury member is not informed of the maximum punishment or is not allowed to consider that part of the criteria for a guilty verdict, then the court shall pay a fine to the defendant of 10 AIPY via FPS and each jury member one AIPM via FPS.

(Explanation of 1st Law – Jury Empowerment)

First, the FPS is defined with Law of Ryvah 24, along with those other terms.

We wish to put an end to excessive punishment. The petty theft of a candy bar should never again get life in prison. Yes, again—America was doing this. The politicians have many creative ways to misuse justice and inflict ridiculously excessive punishments. At first such amplifiers as repeat offenders, prison priors, gang enhancements, gun enhancements, hate crime, and many more—they sound good. The idea of filing over thirty charges based on thirty different crimes, also sounds good. Until you get to the jury box when you realize he kissed her thirty times on the date, or there were thirty pictures on his phone, or there were thirty M&M's in the bag of candy.

Further, we wish to strip power from the prosecutor and judge and give the power to the jury. The penalty to the prosecutor for attempting to over punish a defendant is to lose. The jury most accurately represents the People, and they are the ones who will ultimately pay the expense of incarceration.

Further, we wish to directly associate punishment with the act committed and remove the abstraction of judging guilt by category, then punishment by category. We intend to require all twelve jury members to conclude the punishment fits the crime. We fully intend for jury members to consider their own behavior and opinion on morality; thus, we expect it to be the prosecutor's job to explain why an act is harmful if there are jury members who disagree. We expect jury members to ask more questions along those lines. The jury is currently being used as a scapegoat for horrifically harsh punishment under the mask “the jury convicted him” knowing the jury would not have convicted them had they known what was to happen.

This is linked to the U. S. Constitution through the 7th Amendment which reads, “the right of trial by jury shall be preserved.” Also the 8th Amendment which reads, “[no] excessive fines imposed, nor cruel and unusual punishments inflicted.”

Quote, “The history of criminal prosecution is long, bloody, unjust, and downright ludicrous in many cases.” – Sean Patrick.

(Attorney’s Fees)

Law of Ryvah 2.

After a misdemeanor or felony charge against the defendant is resolved without a guilty verdict, the defendant’s attorney is to submit a reasonable and complete expense report related to that charge. Those expenses shall be paid by the court to the defendant as a fine via FPS.

(Explanation of 2nd Law – Attorney’s Fees)

We wish to fully reimburse defendants who are not convicted to prohibit monetary attacks. We wish to stop the prosecution’s strategy of bankrupting a defendant with false charges to remove their ability to employ representation for other charges. We wish to remove false accusations. We wish to remove weak and flimsy accusations. We wish to stop the slander of a defendant’s character by an abundance of charges with little to no substance. We wish to reduce or eliminate the impact of such secondary issues as publicity, expense of representation, expense of bail, etc.

We acknowledge we will need more courthouses, but far fewer prisons. One of the effects of this law is to encourage private attorneys to offer defendants their services with no or little up-front payments. Most, if not all, defendants who have even a slight chance of winning will be able to obtain a private attorney who can dedicate the necessary hours to the case to provide a reasonably good defense with respect to the defendant’s situation. There will still be a need for public defenders for cases where there are no private attorneys willing or able to represent the accused.

This is linked to the U. S. Constitution through the 5th Amendment which reads, “no person shall . . . be deprived of . . . property, without [a conviction].”

Quote, “The sacred rights of mankind are not to be rummaged for among old parchments or musty records. They are written, as with a sunbeam, in the whole volume of human nature, by the hand of the Divinity itself, and can never be obscured by mortal power.” – Alexander Hamilton, 1775.

(Under Three Years)

Law of Ryvah 3.

Defendants who suffer from chemical intoxication may be detained at a hospital with a doctor's approval. Defendants who suffer from rage may be detained at a mental institution with a doctor's approval. A defendant may not be incarcerated for a charge (or set of charges) that combined carries a maximum sentence of less than three years until after a guilty verdict has been reached, unless the defendant has (an unexcused absence or tardy for court, or has left a hospital or mental institution without a doctor's release) within the past six years. Any agency that violates this law shall pay the defendant a fine of one AIPH for every hour for every charge the defendant is incarcerated via FPS until they are released or a guilty verdict rendered.

(Explanation of 3rd Law – Under Three Years)

The fundamental principal we are adhering to is: innocent until proven guilty. We recognize a defendant may pose an immediate threat due to such things as drug use or rage. Those defendants need help. They need access to medical and psychiatric care. Further, we intend to fully strip the police from having the power to incarcerate a person. The police are not judges nor are they a jury and shall not be executioner. On the other hand, when a defendant demonstrates they are unwilling to participate in the judicial system (failing to attend court, etc.), then we are left with no alternative.

Further, we intend to empower defendants to be able to acquire a fair trial as required by the U.S. Constitution. We intend for defendants to be free and able to do research and assist in their own defense. We intend to prohibit the demoralization, depression, and desperation intentionally, maliciously, and strategically inflicted on the defendant. The most important goal is to eliminate all scenarios of "time served" where a defendant (even an innocent one) will accept a guilty verdict because they have already served more time than would have been required if they had been guilty. This is the default approach to convictions for small accusations. Our government has millions of these convictions. The majority of people who have been convicted of a crime, and served under six months, are innocent. They did not commit the crime. In fact, most cases take over a year to get to trial, frequently two or three years. The morality of keeping a defendant in jail for three years when they are facing a maximum three year sentence is horrific—well that is where we were as of 2021. And we must correct this. Notice the focus is on small crimes that can render a maximum sentence of

less than three years. We will handle more serious charges with the Seventh Law of Ryvah.

This is linked to the U. S. Constitution through the 5th Amendment which reads, "no person shall . . . be deprived of . . . liberty, . . . without [proof they are evading due process of law]."

Quote – "All that is necessary for the triumph of evil is that good men do nothing." – Edmund Burke.

(Testimony)

Law of Ryvah 4.

If law enforcement is not undercover and communicates with a witness (who is not part of law enforcement) more than six hours after the discovery of a potential crime, then they must record the entire communication. If the communication is done in person, then they must record on video the witness and officer, and the first thing communicated to the witness must be, "This is being recorded," and the interview must end with, "This concludes our questions." A. Failure of an officer to comply with this, is an argument a witness has been unduly influenced and both the officer's and witness's testimony be excluded for that conversation and all other testimony. Copies of all recordings and videos must be delivered to the defense attorney within one week of production or arrest. If law enforcement fails to make or deliver the recordings and videos on time, then the court shall pay a fine to the defendant of one AIPM per recording and video via FPS.

B. This shall hold true for all those in law enforcement, police, parole officers, contractors, etc.

(Explanation of 4th Law - Testimony)

No more bribes, threats, or witness coercion. If a witness changes their story, then one story is false, and that is relevant information as to the credibility of the witness. The defendant must have full access to all of this. It has become standard operating procedure for law enforcement to offer bribes to witnesses to compel them to lie to convict innocent people. It has also become standard operating procedure for law enforcement to threaten witnesses to compel them to lie to convict innocent people. Our goal is to eliminate these unethical practices.

This is linked to the U. S. Constitution through the 6th Amendment which reads, "the accused shall enjoy the right to a . . . trial, by an impartial jury."

Quote, "the only means to gain one's ends with people are force and cunning. Love, also, they say; but

that is to wait for sunshine, and life needs every moment.” – Johan von Goethe, 1749-1832. ++ This concept is employed by governments to destroy obstacles to conviction, indifferent to truth.

Quote, “So often people try to use evil to do good under the premise of ‘the ends justify the means’; however, the most significant result of using evil is to promote the use of evil.” – M. J. Leonard.

(Consent)

Law of Ryvah 5.

Age of sexual consent is to be determined every ten years by non-biased survey and defined as the age at which twenty-five percent of the surveyed population has voluntarily and intentionally pursued and had any form of physical contact with sexual intent. The survey is to consist only of people of an age within two years of the current age of sexual consent. The survey question shall be: “At what age (did you or do you intend to) voluntarily and intentionally touch any person with the intent to stimulate or gratify the sexual desire of any person?” During (the time prior to the first survey) as well as (if it has been more than ten years without a survey) the age of sexual consent shall decrease by one year per year until reestablished by a survey. If a defendant is arrested for an act made legal by this law, the court shall pay a fine to the defendant of 10 AIPY via FPS PA.

(Explanation of 5th Law – Age of Consent)

This is the only cultural Law of Ryvah. Thus, it is radically different from all the others. It also serves as a template for all other cultural laws. The rest of the Laws of Ryvah are intended to protect freedom and love for all eternity without any change to the law. By contrast, a cultural law is designed to automatically and dynamically modify itself with the ebb and flow of culture, religion, and science.

The key aspect of this template is a reoccurring reevaluation. Every ten years it will be adjusted. The second key aspect is the non-biased survey restricted to the relevant population where the most accurate data can be obtained.

The next key aspect is the exact definition of the question (parameter of data collection) and how it will be interpreted. This is important because any wiggle room here could subject the law to manipulation by corrupting the question or how the results will be interpreted. When designing other cultural laws it is important to expect the elite in power are going to attempt to sabotage it.

Another key element that is very subtle is the question echoes the exact text of the current laws which

regulate that aspect of culture. We want to establish a one-to-one connection. We should be able to claim if you are saying yes to this question, then you are violating the associated criminal law; conversely if you are not, then you are not.

The next key element is the motivator clause. This prohibits the avoidance of a survey to circumvent the law in total. If the government wishes to ignore the requirement to host a survey, then it shall be subject to an unpalatable consequence. As for the topic of this template of a cultural law being the age of sexual consent, it is probably the most appropriate topic based on the vast diversity and intense emotional passion/hatred this topic possesses. Other good subjects for cultural laws would be the criminalization of alcohol, drugs, homosexuality, pornography, blasphemy, infidelity, slavery, and many more. All of which could be broken down. For example, many countries have criminalized homosexuality differently for men than for women.

Next, to understand how to interpret the data, please notice the question asks for a number (an age). Notice, at 25% we define the age. Observe that extreme numbers are irrelevant. Look at this set of numbers (17, 17, 18, 18, 18, 18, 18, 18, 18, 9999). In this example our result is 18 which lands on the 25% mark. The fact someone suggested an outlandish 9999 is irrelevant. It is simply one number and has no more weight than any other number. Further we should understand 25% of the population will be in violation of the law. As far as we are concerned, 25% is very arbitrary. The relevance of it is to identify the severity of a violation of the law. As we increase 25% to 30% we make it more common and hence decrease the severity of the law. Likewise as we decrease the 25% down to 20% we make it less common and hence increase the severity. To put this in perspective, 30% of the population will get a speeding ticket. 5% will get a DUI. 1% will be convicted of a minor felony of less than two years in jail. This forces us to conclude cultural laws do not follow any level of logic or reasonability.

This is linked to the U. S. Constitution through the 1st Amendment which reads, “Congress shall make no law respecting an establishment of religion.”

Quote, “Conceal your purpose and hide your progress, do not disclose the extent of your designs until they cannot be opposed, until the combat is over. Win the victory before you declare the war.” – Ninon de Lenclos, 1623-1706. ++ In 1957 after WWII, the first age of consent laws took shape under the guidance of the Council of Foreign Relations and the Trilateral Commission to install a mechanism that could control

civil unrest, and remove the leader of an uprising. It had nothing to do with protecting children – that was just a sales pitch.

Quote, “Recognize the fortunate so that you may choose their company, and the unfortunate so you may avoid them. Misfortune is usually the crime of folly, and among those who suffer from it there is no malady more contagious.” – Baltasar Gracián. 1601-1658.

(Nudity)

Law of Ryvah 6.

If a person is arrested for nudity on (private property (where they have permission from the owner or renter to be nude), public beaches (where there are no life guards on duty), public pools (which received funding from the government), or public parks (where the person is more than 100 feet away from a mowed lawn)) indifferent to its vantage point from other locations provided sitting towels are used on chairs and benches on public property, then the court shall pay a fine to the defendant of one AIPY via FPS PA.

(Explanation of 6th Law – Nudity)

Historically we know the painting “Daybreak” by Maxfield Parrish depicting a nude girl was the most popular image on earth in 1925 with reproductions of it found in 25% of all American households. We know in 1942 the U.S. Army used a bare-breasted woman on posters to recruit men for WWII. Since then there has been an agenda to demonize all forms of nudity by the extreme elite.

Anyone who is so fearful, offended, or terrified of beholding a fellow member of humanity in the nude as God created Adam and Eve suffers from an extreme psychological disorder caused by this unnatural manipulation and needs to be admitted to a psyche ward for mental correction. The de-normalization of observing nudity has manifested perversions of human sexuality including sodomy, bestiality, sexual sadistic and masochistic abuse, sexual mutilation, sexual violence, and non-biological homosexuality. We observe there has been an enormous increase since 1942 in all of these behaviors. We acknowledge that a small percentage of humanity is biologically homosexual. They are born that way. It matters not how they are raised. We also know many people who claim to be homosexual are not, and it is only a perversion of their true form. Our goal is to once again normalize nudity as it has been for thousands of years. Hopefully alleviating the psychological harms the prosecution has engendered.

This is linked to the U. S. Constitution through the 1st Amendment which reads, “Congress shall make no law respecting an establishment of religion.”

Quote, “Words [clothing] put you on the defensive. If you have to explain yourself, your power [beauty] is already in question. The image, on the other hand, imposes itself as a given. It discourages questions, creates forceful associations, resists unintended interpretations, communicates instantly, and forges bonds that transcend social differences.” – from 48 Laws of Power by Robert Greene.

Quote, “the value of a thing sometimes lies not in what one attains with it, but in what one pays for it – what it costs us.” – Friedrich Nietzsche.

Quote, “Fear of failure in the mind of a performer is, for an onlooker, already evidence of failure.” – Baltasar Gracián. 1601-1658. ++ The obscurement caused by clothing causes us to ponder what defect you lack the confidence to reveal.

(Payments for Not Guilty)

Law of Ryvah 7.

If a defendant is incarcerated prior to a guilty verdict who (does not have an unexcused absence or tardy from court, and does not have an unauthorized departure from a hospital or mental institution) and is not deemed guilty to all charges, then the court shall pay the defendant a fine of one AIPH for every hour the defendant was incarcerated for each charge that did not receive a guilty verdict via FPS.

(Explanation of 7th Law – Payment for Not Guilty)

The goal is innocent until proven guilty. Here it is at the court’s discretion/risk to incarcerate a defendant prior to a guilty verdict. Notice, a defendant does not need to be found innocent. It does not matter why a defendant is not found guilty. If the court drops the charges, then the court pays the fine. If the defendant dies, then the court pays the fine. If the defendant gets a hung jury, then the court pays the fine. If a defendant is found guilty on one charge, but not guilty on the second charge, then the court pays the fine on the second charge. Notice, the more charges filed, the more risk is burdened. Each and every charge that does not generate a guilty verdict generates the fine. Our goal is for only legitimate charges to be filed. We also want a conservative court. Once a court can guarantee a sentence of thirty or more years, additional charges are moot.

As a side note, the practice of a sentence being reduced should be mostly eliminated. Thirty years should be thirty years with something like a 20% discount for good behavior. It is treason to intentionally misinform the public. If a person's minimum sentence is only four years because they will get 33% time and can earn up to six years off for educational programs, then it is unethical to tell the people 30 years ($30 \times 33\% = 10$, $10 - 6 = 4$).

It is very important to recognize that 100% of this fine is avoidable. A court never needs to risk a payment. Simply do not incarcerate innocent defendants prior to a guilty verdict. If the court is at all concerned with obtaining a guilty verdict, simply do not put them in jail. That, of course, is the true objective. Jail should be reserved for the guilty.

This is linked to the U. S. Constitution through the 5th Amendment which reads, "no person shall . . . be deprived of . . . liberty, . . . without [a conviction]."

Quote, "Since the beginning of history, tyrants have used criminal law to crush opposition, non-conformists, and undesirable minorities. Indeed, one's home could not be his castle, his property be his own, or his rights to expression and conscience be intact if he could be searched, arrested, judged, or imprisoned in inconsistent or unjust ways." – Sean Patrick

(Double Jeopardy)

Law of Ryvah 8.

If a defendant is charged with a crime or crimes based on a given scope of acts known to the court or prosecution which has already been used to levy a charge which has been dropped or resolved, then the court (all courts) shall reject any and all new charges for acts within the same scope. If a court does not reject such new charge, then the court shall pay the defendant a fine of four AIPY per charge via FPS.

(Explanation of 8th Law – Double Jeopardy)

Obviously, this is enforcing double jeopardy. The Constitution reads, "no man shall twice be put at risk." A person is put at risk the moment they are arrested. The Constitution has been subverted in many ways. The prosecution can re-file . . . not anymore. A hung jury . . . not anymore. Simply reinterpreting an act as first degree, second degree, etc. to bypass double jeopardy . . . not anymore. Being arrested for the same act from multiple jurisdictions . . . not anymore. Having the case dropped because of a Constitutional violation and simply refiling . . . not anymore. With this law, the defendant prepares the defense only once. If they are not convicted, then it is over.

This means if the prosecution is aware of a robbery in one jurisdiction, and an assault in a second jurisdiction, then they must address both, and the prosecution's failure to address both does not harm the defendant. Both are closed. The prosecution cannot stagger accusations. Such staggering is detrimental to both judicial economy and defendant's rights. One of the two jurisdictions must yield to the other to allow the charges to be resolved in one court.

This is linked to the U. S. Constitution through the 5th Amendment which reads, "no person shall . . . be subject for the same offence to be twice put in jeopardy."

Quote, "Affliction shall not rise up a second time." – King James Bible, referenced by the Founding Fathers in support and drafting the clause about double jeopardy in our 5th Amendment.

Quote, "It is a rule of law that a man shall not be twice vexed for one and the same cause." – A maxim connected to Coke and Blackstone.

Quote, "In a case of 1696, the King's Bench – England's highest criminal court – affirmed the right when it acquitted defendants charged with larceny because they had been acquitted of earlier charges of breaking and entering for the same crime. Though they faced different charges than before, the court's ruling said the defendants could not be indicted for larceny or on any charge 'for the same fact' or deed." – from 'Know Your Bill of Rights' by Sean Patrick.

(Unconstitutional Laws)

Law of Ryvah 9.

A. If a person challenges a law or Presidential Executive Order, or anything by any name that has the power of a law (National Security Council memos for example) (here after referred to as law), as unconstitutional and the court finds that the law is unconstitutional, obsolete, or unenforceable, then the court shall pay a reward to that person of four AIPY via FPS and the law is void—it is not now, nor ever was.

B. If a judge concludes person is not injured by a law and therefore cannot challenge the Constitutionality of it, while the person makes the claim the law threatens to subvert, reduce, or minimize any U.S. citizen's free exercise of their Constitutional rights, then that judge must pay the person a fine of ten AIPY via FPS.

(Explanation of 9th Law – Unconstitutional Laws)

A. The goal is to remove unconstitutional material (laws, presidential executive orders, etc.) from our country. To succeed we must remove them faster than they are being added. By establishing a substantial financial reward that makes it profitable to challenge laws, we can accomplish this goal. We also wish to simplify the books. Having excessive information increases the difficulty of maintaining a free nation. Laws should be made clear and concise as to leave no room for misinterpretation. It should be agreed that the only requirement to challenge a law is a belief that it is unconstitutional and violates our rights. A person does not need to have been injured by the law. It should not be expected that a person be personally affected by an unconstitutional law to challenge it. For by then it is too late and their rights have been violated. It is our goal to incentivise a radical transformation from oppression to freedom in which anyone can participate. The implementation of this law will dramatically increase public awareness and interest in the matter of knowing what a fair and just government ought to look like and increase public awareness of how far we have diverted from the Constitution. This will shed light on unconstitutional laws that have been passed and shame our current government for allowing it.

B. This literally targets an actual ruling by at least one judge that is so grievous it gets its own clause to insure it never happens again. This prohibits a court from protecting an unconstitutional law by preventing it from being challenged. In other words, they know it's a bad law, they know it will lose in a Constitutional challenge, so they refuse to look at it.

The way things are currently, the invalid excuse they use to ignore the challenge is: the idea you “personally” are not “currently” being harmed. This is like asking them to stop raping your daughter and the court saying, “You are not being harmed, so it’s none of your business.” If you think this is an exaggeration, you should look into the conduct of officers to inmates.

This is linked to the U. S. Constitution through the 1st Amendment which reads, “. . . right . . . to petition the Government for a redress of grievances.”

Quote, “God grants liberty only to those who love it, and are always ready to guard and defend it.” – Daniel Webster.

Quote, “Do not separate text from historical background. If you do. You will have perverted and subverted the Constitution, which can only end in a distorted, bastardized form of illegitimate government.” – James Madison

(Corruption)

Law of Ryvah 10.

Government funded organizations cannot hold fund-raisers, cannot receive or make donations, cannot possess any investments of their own money (thus, money of others may be invested), cannot lobby for or against any law (this does not prevent them from producing statistical reports, data, or professional recommendations available on their website provided no reference is made to current bills up for consideration), and cannot support or oppose any candidate for a publicly elected position, (this includes paid or volunteer staff claiming affiliation to the organization verbally or by wearing a uniform). Any government funded organization that violates this during any given month will be fined 20% of its yearly government funding per month in violation, which shall be deducted from future funding automatically or paid back to the state via FPS.

(Explanation of 10th Law – Corruption)

We must put a stop to all conflicts of interest of government funded organizations. We must stop these organizations from voicing an opinion. Taxpayer money should never go for lobbying. We pay them to do a job. The money should not go to anything but doing that job. Fund raisers are not their job. Money is not to be rerouted via donations. They are not to augment or depend on investments to pay their expenses; that would create a conflict of interest. Using taxpayer money to lobby for bills or candidates who will give them more money is a direct conflict of interest.

This is linked to the U. S. Constitution through Article II, paragraph 8, the oath, which reads, “I do solemnly swear [to] . . . preserve, protect, and defend the Constitution . . .”

Quote, “Educate and inform the whole mass of the people. . . . they are the only sure reliance for the preservation of our liberty.” – Thomas Jefferson.

Quote, “The shortest and best way to make your fortune is to let people see clearly that it is in their interests to promote yours.” – Jean de la Bruyère, 1645-1696. ++ Bribery and corruption fueled by tax-payers is akin to forcing a man to sharpen the blade of his guillotine.

(Pardons)

Law of Ryvah 11.

When a law is changed such that an act is legalized, everyone convicted of the act automatically

has that conviction removed and voided. When this occurs, all evidence of the act possessed by all government agencies is to be given to the defendant and nothing shall be retained by any government agency, not even a record of the act. For every month a defendant is incarcerated for an act after it has been legalized in this way the court shall pay a fine of one AIPM via FPS to the defendant.

(Explanation of 11th Law – Pardons)

The statement we make when we declare an act is not a crime is the act should never have been a crime. The idea is to support the fighters for freedom. If we enjoy the freedom to perform an act, it is probable we possess that freedom because someone was willing to go to jail for the right we now enjoy. To continue to punish a person who has been proven to be a fighter for freedom is to promote oppression and discourage people from fighting for freedom. The removal of all evidence supports the goal of restoring the defendant and inhibits post reform retaliation. By giving the evidence to the defendant, we restore their faith. They can fight for what they believe in and win.

This is linked to the U. S. Constitution through the 8th Amendment which reads, “[no] . . . cruel and unusual punishments inflicted.”

Quote, “It is better to die on your feet than live on your knees.” – Emiliano Zapata.

Quote, “It is better to abandon all state laws than to infringe on even one Constitutional right; for we favor anarchy over slavery.” – M. J. Leonard.

(Intent)

Law of Ryvah 12.

As part of an interaction with an individual that is not malicious, unwanted by the recipient, violent, or forceful, sexual intent is defined as an expectation that as a result of the interaction with the individual sex with the individual could occur within one week. If the court uses a less restrictive definition for sexual intent against a defendant who was not malicious, violent, forceful, or unwanted by the recipient, then the court shall pay a fine of 10 AIPY via FPS to the defendant.

(Explanation of 12th Law – Intent)

We need to divide this term into two separate terms with radically different meanings. Then we need a clear and concise definition which leaves no room for interpretation. This is our goal. In truth, all legal terms should have such explicit definitions. Our goal here is to sever this term in half. The half that contains malice,

violence, force, and is clearly unwanted, keeps the old definition with these new requirements. Truthfully, without these requirements, the old definition is unconstitutional in several ways: 1. Freedom of speech, 2. It is vague, 3. It is over broad, 4. It prohibits the right to pursue happiness.

The second definition of the term is devoid of malice, violence, force, and is not unwanted. We have to acknowledge an enormous range of behavior by parents, friends, siblings, fans, and behaviors as people mature, experiment, and practice courtship. The selection of a person whom you will have children with is the single most important decision a person will make during their life. Because of this, the infringement must only be at the point where sex could be eminent. To establish sex could be eminent, we qualify the act with “an expectation that as a result of the act sex could occur.” This is not meant to be easy to establish. It is intended to allow a person to cultivate a relation to the point of marriage which would not occur until the subject is legal. This would allow loyalty to be proven, but more importantly, if the relationship fails the subject is unharmed and benefits greatly from having it. Truth be told, all of these relations would be expected to end prior to marriage, especially as the age of marriage continues to rise. The benefits to a person who practices social interaction, dating, and courtship are enormous. A second byproduct is well employed and educated breadwinners are likely to comprise the other half of the relationship establishing very high expectations in the subject. Losers don’t get to participate.

This is linked to the U. S. Constitution through the 6th Amendment and is a definition of a term required to achieve the 6th Amendment. “The accused shall enjoy the right to a . . . trial, by an impartial jury.”

Quote, “The beginning of wisdom is the definition of terms.” – Socrates

(Removing Children)

Law of Ryvah 13.

If any government employee removes a child from their (parent with custody) without (video or photographic evidence depicting child abuse or child endangerment, or video or audio recording testimony from the child claiming abuse or endangerment), then that government agency shall pay a fine to the parent the child was removed from of one AIPM for every day the child is gone for each child removed via FPS.

B. The biological parental rights of custody are established at birth to both the mother and father equally. If any government agency removes the

biological right of custody over a child without the written approval of the other parent and the majority of the living grandparents, then that government agency shall pay a fine to the parent the child was removed from of one AIPM for every day the child is gone for each child removed via FPS.

(Explanation of 13th Law – Removing Children)

We wish to strip power away from Child Protective Services, while not fully dismantling it. In a healthy society people do not abuse their children, but we don't have a healthy society. The power to rock the cradle must be in the hands of the parent. Nothing but abuse or the child's desperate plea for asylum should allow a government to separate parent from child. My personal belief is that only four things should separate a child from their parents: emancipation, marriage, adulthood, or death. This belief is based on family honor where you, your parents, your children are all . . . part of you. Of course, with this philosophy I also inherit my father's debts and am punished for my father's crimes. I am one life that (thru procreation) has lived for thousands of years.

In a modern day paradigm devoid of family honor and responsibility, I would acknowledge the need to allow a child to request help and get help. I would acknowledge an injury on a child should cause mandatory reporters to identify the cause and document the incident with photos and an explanation of their research.

This is linked to the U. S. Constitution through the 5th Amendment which reads, "no person shall . . . be deprived of life, liberty, or property . . ."

Quote, "The hand that rocks the cradle rules the world." – William Ross Wallace (1819-1881)

(Marriage)

Law of Ryvah 14.

If a person is arrested for officiating, attending, or participating in a marriage based on the gender, race, religion, or number of participants, husbands, or wives, then the court shall pay a fine to the defendant of 10 AIPY via FPS PA.

(Explanation of 14th Law – Marriage)

Our goal is to remove marriage from government. Marriage is clearly a religious act. Our Constitution states "we shall respect no religion." Our government has no business using the word marriage, domestic partnership, or any other religious act. There should be no laws that reference either, anywhere, ever.

It is the respecting of a religion which has established what amounts to a monetary bribe. A monetary bribe which is at the core a conflict. As soon as we recognize this and remove the bribe, all arguments over marriage will be moot. "I want *your* tax money to pay for only *my* religious beliefs, not yours," is unconstitutional.

I have no objection to contracts unless they are verbal. Verbal contracts are prolific with problems, I love marriage contracts that clearly spell out the rights, privileges, obligations, and consequences. A good contract clearly identifies what happens in a breach or termination of contract. It identifies expectations and represents a meeting of the minds where neither party is taking abusive advantage of the other. The government should not pay a man and a woman to enter into a particular contract while failing to pay three men who do the same. One contract should not have benefits and privileges such as survivor benefits or legal immunity for sex acts when other contracts do not. The government should not respect one contract over another, especially when the contract is founded in religious ceremony and structure; that is respecting religion. Imagine if you can, a tax law that paid you \$100,000 per year if you were a man with five or more wives. In other words respecting a polygamous religion. Oh, and we will also add that all your wives must be assigned to you by an elder. Such an imaginary law respects religion, violates the Constitution, and cannot be tolerated.

This is linked to the U. S. Constitution through the 1st Amendment which reads, "Congress shall make no law respecting an establishment of religion."

Quote, "In 1824, James Rothschild married his brother's daughter, and so began the family policy to marry within the family. With such incestuous anchoring the family thrived amidst chaos. Concentration was the foundation of their power, wealth, and stability." Historical fact from 48 Laws of Power by Robert Greene.

Quote, "The Egyptian King Akhenaten married two of his daughters. While this is debated, some historical parallels exist: Akhenaten's father Amenhotep III married his daughter Sitamun, while Rameses II married two or more of his daughters, even though their marriages might simply have been ceremonial.." – Wikipedia

Quote, "The LDS church men married several women in church approved polygamous relationships. However, many were widows or elderly women for whom he merely cared for or gave the protection of his

name. Many men were killed or died and women needed protection of a marriage. This practice was abandoned when Utah became a state. However, rogue groups still practice polygamy today.”— Historical fact.

(Recording)

Law of Ryvah 15.

A. If a law enforcement officer, not inside a law enforcement structure, who is on duty or has identified themselves as a law enforcement officer and is interacting with another person, then if a law enforcement officer knowingly prohibits, or attempts to prohibit, the recording of a law enforcement officer who is not inside a law enforcement structure (interacting with another person after the law enforcement officer has been identified as a law enforcement officer) or (while on duty), then the law enforcement officer shall pay the person (making the recording, or attempting to make the recording) a fine of one AIPY via FPS.

B. If a law enforcement officer or government agent intentionally destroys, damages, or renders useless privately owned surveillance equipment on private property or the property used by a private business, then the law enforcement officer or government agent shall pay the owner of the surveillance equipment a fine of 10 AIPY via FPS.

Property refers to real property (land) and not vehicles.

(Explanation of 15th Law – Recording)

A. Police are no longer allowed to commit crimes. Police will be held accountable. Full transparency and accountability of law enforcement must be obtained. This is why we require body cams.

B. National security is not a reason to violate our rights. It is a reason for full transparency. Also in part B, we are specifically excluding body cams, hand held cameras, and cameras on vehicles. It is intended the Fifteenth Law covers different aspects of surveillance. Notice part A is only one AIPY while part B is ten AIPY. That is because surveillance from structures fixed on real property is capable of revealing much darker secrets. Consider the video footage from September 11th, 2001 of the Pentagon attack. 104 cameras on structures were seized in the interest of national security. Never again! I want the footage on those cameras made public. Those cameras would provide proof of the perpetrator of the attack.

This is linked to the U. S. Constitution through the 6th Amendment which reads, “The accused shall enjoy the right to a . . . trial, by an impartial jury.”

Quote, “Truth is so precious that she should always be attended a bodyguard of lies.” – Winston Churchill.

(Bodycams)

Law of Ryvah 16.

If a law enforcement officer discharges a weapon and does not have a body camera equipped and recording, then the officer shall pay a fine of one AIPY to the person the weapon was discharged at via FPS.

(Explanation of 16th Law – Bodycams)

Body cams are required. It’s that simple.

Notice that we are actually targeting the individual. We expect the government to throw the officer under the bus. This makes them accountable.

This is linked to the U. S. Constitution through the 6th Amendment which reads, “The accused shall enjoy the right to a . . . trial, by an impartial jury.”

This is linked to the U. S. Constitution through the 5th Amendment which reads, “no person shall . . . be deprived of life, . . .”

(Restitution)

Law of Ryvah 17.

If (a defendant is fined, has money or assets or property seized, or pays any law enforcement agency for any reason) and (all money and revenue from these fines, money, assets, property, and payments (including any interest gained on such) are not paid to the victim or victims of the defendant), then the agency which received the revenue shall pay a fine to the victim of one AIPY plus all the revenue via FPS. If no victim can be identified, then a random US citizen from the state the defendant is from is paid instead.

(Explanation of 17th Law – Restitution)

This is to stop a conflict of interest where the more the police steal, the more money they are paid. The idea of seizing money, assets, etc. from convicted defendants after conviction is great, but none of that money can fall into the hands of law enforcement. Not even the expense of collecting and distributing the money can be reimbursed from money taken from defendants. If the law enforcement are unwilling to give the money to the victims, then don’t take it. There can be no exception to this conflict of interest.

This is linked to the U. S. Constitution through Article II, paragraph 8, the oath, which reads, “I do solemnly swear [to] . . . preserve, protect, and defend the Constitution . . .”

Quote, “Everybody steals in commerce and industry. I’ve stolen a lot myself. But I know how to steal.” – Thomas Edison 1847-1933. ++ Let us prohibit the police from doing this to victims.

(Inaction)

Law of Ryvah 18.

Other than a subpoena , if a defendant is fined, arrested, or incarcerated by law enforcement for inaction (failing to perform a task they have not agreed to perform, failing to purchase a product, or failing to wear a product), then the law enforcement agency shall pay the defendant (one thousand times the fine) and (one AIPM for each day incarcerated) via the FPS PA. Being ordered to “stop” an action, “pull over,” “freeze,” or “drop your weapon,” etc. is to assume a state of inaction; thus excluded. Likewise, preventative orders such as “do not do an action,” are to maintain or assume inaction. If law enforcement, fire protection, or health protection officials make demands and a defendant fails to comply, then that grants the officials the right to use force to protect people, acquire license, and acquire insurance information. Further, termination of employment, licenses, or memberships does not represent a fine. Removing a defendant from private property which the defendant is not leasing or the owner thereof represents protecting the people. Agreeing to perform a task is intended to apply to health and safety responsibilities such as police, fire protection, military, and even baby sitters. The ability for such people to relinquish their agreed upon responsibility is contingent on the ability of someone else taking over. Further, it can never be interpreted a person has agreed to break the law; thus, subject to arrest, etc. and inaction. Further, it is to be interpreted, this does not infringe on the publicly accepted policy and practices of law enforcement to control a person who is incarcerated, under arrest, has a warrant for their arrest, or a suspect with sufficient evidence to arrest. Additionally, aiding an organization is also excluded. In other words, law enforcement can document your conduct (such as not wearing a helmet while riding a motorcycle) and communicate it to an organization which has established a contract you agreed to which established a fine for that conduct.

(Explanation of 18th Law – Inaction)

This concept is difficult; inaction is not a crime. Yet, if you agree to take on a responsibility and then do not do it, this is one action over a long stretch of time. It is not inaction. A babysitter is not inactive if she does not intervene to protect the child she is responsible for. Giving birth to a child is an action that lasts 18 years. Getting elected president is an action that lasts four

years. My litmus test is a dead body is in a state of total inaction. A dead body can never be held to have broken a law. A dead president immediately relinquishes all his responsibilities; thus, his dead body cannot fail to do something. It has no responsibilities.

Next we need to acknowledge the need of law enforcement to prevent future actions by ordering a subject to “stop.” This is to err in good faith of law enforcement. While we have a lot of very unethical police who will kill an innocent man, we also have a lot of unethical people who will kill a policeman. If the officer orders you to drop your gun, I don’t care if it’s a cell phone, I don’t care if it will smash on the concrete, you need to release it immediately with your fingers spread apart and your hands away from your body in plain clear view while you yell “yes, sir” in a controlled firm voice of respect and fear acknowledging there may be a law enforcement officer pointing a lethal weapon at you who is already fearful for his life. A defendant who plays games, jokes around, or does not take the situation seriously, has earned the right to die. No part of this law is intended to protect a person in situations like this.

The next aspect may be even more complex to explain, the use of force as granted by inaction. If you are in a motor vehicle and wish to be inactive, then the officer gains the privilege of removing you from the vehicle. If he cannot locate your lawful privilege of using the roads taxpayers built using taxpayer money where taxpayers established a requirement to be licensed, then your car is getting removed from the road, and it will not be allowed to be a threat to the public safety. My advice is to help the officer help you overcome whatever problem you have. If you are on private property, you have a choice, walk off or be dragged off.

Next the subpoena, this is required. Your rights to inaction do not protect you from the needs of the citizens of this country to compel you to testify as a witness. Honestly, if I could make a dead man talk, I would. Notice that I do not reserve the ability to compel a person to serve on a jury. It is my intention and hope that jury members will be financially compensated for their time based on either minimum wage for the unemployed or 150% of a juror’s established verifiable income.

Next, the concept of failing to purchase a product is aimed directly at health care. I think a national health care program based on the Oregon plan is a great idea, but it must be funded from the general fund. All health insurance companies must be removed and the medical procedures offered must be based on a cost-to-benefit analysis from greatest ratio of benefits to least. There are to be no levels of care so that congressmen and homeless will receive the exact same

care. Requirements for the general population must also be required of all congressmen. If a private individual wants private medical care, (not offered to everyone as part of the national health care program,) then the private individual can pay for it with their own money from a for-profit hospital which does not serve the public. Upon analyzing this we realize no one should be compelled to purchase any product.

Next, failing to wear a product; this is obviously aimed at wearing masks in response to Covid-19. We need only contemplate a national dress code that varies by age, gender, and rank where the proud display of religious ideals to a God you do not worship may be required by law. We can never allow this. We can never allow any gateway to this. There can be no exceptions.

This is linked to the U. S. Constitution through the 5th Amendment which reads, “No person shall be . . . deprived of . . . liberty [labor], or property [labor] . . . without [a conviction].”

Quote, “The power to compel a person into action against their will is the power to convert that person into a slave.” – M. J. Leonard.

(Vaccines)

Law of Ryvah 19.

A. If law enforcement takes any action against a person, parent, or child for (failing to take or accept a microchip, vaccine, or any form of medication) or (not doing something which requires a microchip, vaccine, or medication), then the law enforcement or agency shall pay the parent one thousand AIPY via FPS PA. A vaccine is defined here as any medical or psychological procedure or substance administered in any way.

B. If a government funded school, fire department, or hospital refuses to provide service to a person because they have not received a vaccine, microchip, or medication, then the school, fire department, or hospital shall pay the person a fine of one AIPM via FPS.

(Explanation of 19th Law – Vaccines)

It is understood that many people believe that vaccines are used to depopulate the world. There is evidence to suggest the aids virus was distributed via vaccine. Many people believe that vaccines are used to dumb down and sedate the population into a state of lethargic apathy and acceptance of an indoctrination into slave labor. It is a belief there is a direct correlation between the administration of vaccines to children and autism in children. We need only look at the cyanide laced Kool-aid the citizens of Jamestown

were compelled to drink by the judicial authorities of Jamestown, to understand the absolute requirement to prohibit any government from compelling the citizens to take any vaccine. This law is intended to prohibit the government from harming the parent or child directly or indirectly. The government cannot require you to drink the Kool-aid in order to keep your job, go shopping, enjoy the park, etc. Restrictions are actions against you. If a government agency is paying a private organization to place restrictions on you, then the government agency is taking an action against you and is subject to the fine. Only a private organization is exempt from this law except as defined in part B.

Part B. Focuses on schools, even fully private schools with no government funding. The fine is much smaller, but still accomplishes the objective. Also the only act the school is prohibited from doing is refusing to enroll because of a failure to take the vaccine. It is intentionally watered down.

This is linked to the U. S. Constitution through the 5th Amendment which reads, “No person shall be . . . deprived of life, liberty, or property . . . without [a conviction].”

Quote, “Hitler used powerful drugs to make ‘super soldiers’ with no consideration to the fatal side effects. Hitler also used drugs on himself, for energy and strength. He also drugged internees as test subjects to determine the effects of the drugs on malaria, typhoid, and other diseases.”

(Dolls)

Law of Ryvah 20.

If a person is arrested for the possession, display, use, manufacturing, sale, purchase, or distribution of a doll, sculpture, robot, statuette, figurine, mannequin, model, or any figure, then the court shall pay the defendant a fine of ten AIPY per charge via FPS PA. This is not applicable to civil lawsuits over copyright, publicity rights, and privacy rights.

(Explanation of 20th Law – Dolls or figures)

Freedom of Speech is one of our most precious rights. Dolls (and their many forms) are a branch of art and freedom of speech. There are agendas to criminalize them. There is already legislation in other countries to outlaw certain types of dolls. This type of an attack uses parental fear with the association of horrific crime. They fabricate a crisis. They find some innocent little girl, and they claim the monster had possession of (something they want to outlaw) in this case, dolls. They launch an elaborate advertising

campaign to persuade the public the dolls caused the horrific crime and the only way to protect the public is to outlaw the dolls. At first they will outlaw only a very specific type of doll, something nobody really cares about. Once the community has accepted this, then the definition will be expanded until all dolls are a crime. To see this progression in implementation you need only watch public TV when they depict the statue of David (a doll) which is the iconic symbol of the nation of Italy. Notice how they censor out his mid-section. If you are an Italian, you should be angry. If you are an American, you should be angry. If you are a human, you should be angry. No doll can ever be classified as a crime.

This is linked to the U. S. Constitution through the 1st Amendment which reads, “...no law . . . abridging the freedom of speech . . .”

Quote, “The bland exterior – like the unreadable poker face – is often the perfect smoke screen, hiding your intentions behind the comfortable and familiar. If you lead the sucker down a familiar path, he won’t catch on when you lead him into a trap.” – 48 Laws of Power by Robert Greene. ++ The criminalization of dolls is a well camouflaged trap.

Quote, “There are very few men—and they are the exceptions—who are able to think and feel beyond the present moment.” – Carl von Clausewitz, 1780-1831. ++ Very few people are able to see what the oppression of dolls will transform into.

Quote, “The most ordinary cause of people’s mistakes is their being too much frightened at the present danger, and not enough so at that which is remote.” – Cardinal do Retz. ++ The present danger will be the heinous criminal activity of a sick man—the remote will be the removal of Freedom of Speech and the enslavement of the entire nation.

(Return Property)

Law of Ryvah 21.

A. When a government agency or private company under the authority of a government agency takes possession of personal property from a known person (including under a search warrant), then if (the property has not been returned to the person within three months of the date taken) and (the property has not been determined to be illegal by: a chemical analysis in the case of drugs, chemicals, or medicine; a judge’s assessment in the case of weapons possessed by convicted felons, counterfeit money, stolen property when the true owner can be identified, and something

produced by the commission of a crime; and a jury trial in the case of weapons owned by non-felons, pornography, something specifically used in the commission of a crime, and piracy or counterfeit products), then that government agency or private company shall pay a fine of (10% of the fair market value of vehicles; 10% the replacement cost of tools, computers, machinery, dishes, clothing, children’s toys, furniture, appliances, and bedding; 10% of the appraised value of antiques, artwork, jewelry, fossils, and mineral specimens; 10% of US currency, stocks, and bonds; and 10% of market value of silver and gold) per month to the owner of the property via FPS. Appraisals must be provided for items needing appraisal and can be attached to the item. The appraisal can be submitted at any point in time by an attorney or the owner of the property; however, the value is to be assessed at zero until the appraisal of the item has been sent by certified mail. Documentation of the purchase price can serve as an appraisal at its purchase price. In order for an appraisal to be valid, it must be from a company in the business related to the item. (Antiques, art, jewelry, or fossils and minerals, etcetera), and include the name and contact information of the appraiser. Possessions or personal property seized from incarcerated persons may be returned by placing said property in property-in-storage for the inmate upon release.

(Explanation of 21st Law – Return Property)

We are focusing on innocent until proven guilty and the right to a fair trial which requires the ability to defend yourself. By taking a person’s assets, the police can inflict extreme hardship, financial loss and expense, and deny a defendant the ability to defend themselves. If you take their car, they can’t go to work or must rent or purchase a new car. The same is true of many things. If the police take enough, they can completely cripple a person: no phone, no computer, no car, no furniture, no dishes, no clothing. Do you get it yet? Our goal is to force the police to simply return the property. Unfortunately it is not that easy. There is some stuff we do not want them to return. Obviously, we will not return the money they stole from the bank, but how do we determine this? So we defined categories: chemist, judge, jury, everything else. Each of these four categories cover a specific type of property. A chemist is obvious; we use a professional expert to make the determination. The three remaining are a scale of easy, hard, and very hard. A judge’s assessment is easy. “Hey judge, we don’t want to return this,” – prosecutor. “Okay, what’s the excuse?” – Judge. As a result, this is a very narrow list, not just a weapon, but one owned by a convicted felon. Notice counterfeit money is here, but

counterfeit products are not. Money is intended to include money orders, bank checks, stamps, stocks and other currencies which are counterfeit. This is key. It in no way covers real money, real money orders, real bank checks, real stamps, etc. Of course the next item is stolen property where the true owner can be identified. Thus, the five hundred dollars in the pocket of a thief (even if you know he stole the money, but you don't know who from), cannot be kept by the police. Why? Because if you don't know who it was taken from, then the truth is you don't know it was stolen. I now envision a scenario where the police bust a ring and seize a truckload of stolen property from hundreds of unidentified victims. Well the police have three months to identify as many as they can. This is intentional. As a victim, I want my property back. I envision a lost & found style police recovery website where victims can identify stolen property and search the database.

Next, "something produced by the commission of a crime." Money is produced by the crime of selling illegal stuff. The bookkeeping records, not the computer, are produced: however, if these records cannot be moved onto another computer, then the computer gets sucked in. This is like ink on paper. If I can't keep the ink without keeping the paper, then the police get to keep the paper. Of course, there is this mysterious and magical device called a copy machine that I could claim allows the police to keep the data and return the paper. Property that was theoretically purchased with money which was produced by the commission of a crime is not a product of the crime. It is only indirectly connected.

The next category is very hard: by a jury trial. This would require the prosecution to bring the case to trial within three months or start paying rent, or photograph documents and return the property with a lean to seize it again upon the determination of a jury. The right to bear arms puts weapons owned by non-felons in this category. All forms of pornography and child pornography fall into this category. I trust no judge with the capacity to know the difference between legal and illegal art. Something specifically used in the commission of a crime, this is strange because it would include the murder weapon, this sounds ridiculous until you do the math: A baseball bat – \$7, a kitchen knife – \$5, a handgun – \$200. What is 10% of \$200? Well \$20. The conviction of an average gun charge will cost society between \$100,000 and \$300,000. If the object is important, simply pay the rent. Even a couple hundred dollars in rent is perfectly acceptable. Oh, but now we have a solid precedent that benefits the defendant and irrelevant property is not economical to keep nor does keeping the property sabotage the

defendant's ability to function. I also want to point out, if the police do their job and get the case to trial within three months, none of this matters.

This is linked to the U. S. Constitution through the 5th Amendment which reads, "no person shall . . . be deprived of . . . property, without [a conviction]."

This is linked to the U. S. Constitution through the 6th Amendment which reads, "the accused shall enjoy the right to a . . . trial, by an impartial jury."

Quote, "The tactic of strangulation is to deprive your opponent of the resources required to live, where upon neither innocence nor guilt matter." – M. J. Leonard.

(Evidence for Appeal)

Law of Ryvah 22.

If all evidence used in trial or offered by the defense pre-trial is not preserved ((digitally in its original form if it is a computer file) or (photographed in color at a minimum of 1080 by 680 pixel resolution)) and available to be obtained by the defendant's attorney for the purpose of an appeal, then the court shall pay a fine to the defendant of one AIPY via FPS. If any part of this evidence becomes lost prior to the defendant's release, then the convictions dependent on the evidence are concluded as time served.

(Explanation of 22nd Law – Evidence for Appeal)

The function of the destruction or concealment of evidence used in trial is to hide an injustice and promote malpractice. In the case of drugs, I would expect the report from a chemist that identifies the substance. The goal is to be able to recreate the trial. With this in mind, both the defense and prosecution may wish to add evidence, arguments, and counter arguments that did not get included in trial such that if the case is appealed and areas perceived to be irrelevant become important, these arguments and counter arguments can address them. It should be obvious, if the defendant is representing themselves, then this evidence must be available to them as they are their own attorney.

This is linked to the U. S. Constitution through the 6th Amendment which reads, "the accused shall enjoy the right to a . . . trial, by an impartial jury."

(Curfew)

Law of Ryvah 23.

A. If a person is detained or incarcerated in any manner for violating any kind of curfew, then the

government agency detaining or incarcerating them shall pay the person a fine of one AIPM via FPS PA.

B. If a person is fined for violating a curfew, then the agency placing the fine shall pay a fine of one hundred times the amount of the fine the agency placed to the person being fined via FPS.

This is linked to the U. S. Constitution through the 5th Amendment which reads, “No person shall . . . be deprived of . . . liberty . . . without [a conviction]”.

This is linked to the U. S. Constitution through the 1st Amendment which reads, “. . . no law . . . abridging the freedom of speech . . .”

(FPS)

Law of Ryvah 24.

FPS = the Fine Payment Standard. When a person or organization is required to pay a fine, fee, or reward to a payee, the payee’s attorney shall submit an invoice to the payer via certified mail. The attorney shall continue to send monthly statements to the payer. The payer shall pay the payee’s attorney who will deduct for unpaid services rendered and then pay the balance to the payee within 30 days.

1. The payment to the payee is not considered income and is not subject to any form of tax. There is an additional fee of 5% on the unpaid balance every month (thus approximately 79.59% APR). This five percent fee applies to both the payer and the payee’s attorney. If after each year, the fine, fee, or reward has not been paid in full, then all the assets of the payer are to be seized to pay the debt. The payee’s attorney may directly seize the assets which may be sold at auction. At this point if the payer is an organization, then that organization shall be dissolved and all employees terminated. Then the unpaid balance becomes the responsibility of the parent organization. If this fine, fee, or reward is to be paid by an individual, then a year later the employer (parent organization) becomes responsible and becomes the payer of the fine, fee, or reward via FPS. If the employer is not a city, county, or state, then a year later the (parent organization) city having jurisdiction over the employer becomes the payer. If the employer is a city, then a year later the county (parent organization) becomes the payer. If the county is the payer, then a year later the state (parent organization) becomes the payer.

2. No form of bankruptcy has the power to remove this debt or prevent the seizing of assets or the escalation of the debt to the parent organization.

3. If the invoice is contested by the payer, then the interest on the invoice will accrue from the date of the invoice, not the date of the judgement of the validity of the invoice.

4. If the payment is to be paid to every US citizen, then any one attorney at law from each state may submit the invoice and distribute payment to each of the US citizens within the one-and-only-one state they represent. No attorney or law firm may invoice for more than one state. Once an attorney has been selected, the payer must pay only one invoice from each state and the rest may contact that attorney for verification identifying the attorney who was paid, the date payment was made, the check number or tracking number of the payment, and the amount paid.

5. If the act causing the fine, fee, or reward was done in the interest of national security, then the fine, fee, or reward is quadrupled.

6. A successful appeal indicates the judge who presided over trial failed to do their job and that judge shall pay a fine to the defendant of one AIWY via FPS. Further, a successful appeal removes a guilty verdict, and thus, all other FPS fines that would have taken place are also applicable.

PA = Plus Associates: the arresting officer shall pay an additional fine to the defendant of one AIPY via FPS. Further the politician(s) if alive, or the estates thereof if one exists, who authored the law being used to make the arrest shall also pay a fine to the defendant of one AIPY via FPS.

AIPY = the average income per capita for one year.

AIPM= one twelfth the AIPY. (one month)

AIPW= one 50th the AIPY. (week)

AIPD = one fifth the AIPW. (day)

AIPH = one eighth AIPD. (hour)

AVL = sixty AIPY. (average value of a life)

(Explanation of 24th Law – FPS)

It is critical that an organization which is fined is not aided by additional funds to offset a fine. You absolutely cannot increase an organization’s budget in response to any deficit caused by a fine to the organization. To understand this you must also realize the police love it when the police station is bombed. This sounds strange until you realize the result of the bombing is a bran new building, new cars, and big fat promotions for everyone. The police will advertise the bombing like it was Christmas, and for them . . . it is. The police love riots that thrash the town to protest the police. “Look at the danger. Pay us more.” Conversely the “defund the police” movement—that terrified them. The idea of lowering their paycheck only works if a fine is not offset. If an organization is forced into destruction, then the crimes of the people in the organization are worse than the absence of the organization. We must shut it down, remove everyone

in it, and make a new organization with people who will not generate fines.

The next consideration is financial sabotage. Let us look at an example: A police department has 10 officers at \$200,000 per year each. They also have \$100,000 per year in expenses via utilities and rent. They get hit with a fine of \$100,000. They could choose to lower everyone's pay to \$190,000, but instead they cut the utilities and rent which prohibits all of them from working at all. They still all get paid \$200,000—they just don't work. "Oh my, the fine cause the department to shut down." The only acceptable response to this is the lifetime termination of all those employees from all government jobs. When police do this, they are saying, "Police would sooner help a rapist molest your kids than comply with the law," "Police will let innocent people die before they allow anyone to hold them accountable for their crimes."

With a fine: priority one—hold them accountable, priority two—everything else. If you fail to hold a government agency accountable, then nothing else matters, not services, not justice, not life, not even death.

Absolutely no pity or compassion can be given to any organization that receives a fine. These acts that cause fines molest the sovereignty of our children's future, before they are old enough to defend it. This molestation of children's sovereignty robs them of their right to freedom, rights to speech, their rights to bear arms, their rights to vote, and even their rights to not be enslaved. This molestation can receive no pity. The defiling of our children's freedom can receive no compassion. Is it going too far to classify the people who cause fines as . . . child molesters? Perhaps, but perhaps not. If it walks like a duck, quacks like a duck, and flies like a duck, maybe it's a duck. The government employees who cause fines are not merely molesting one child hundreds of times; they are brutally and maliciously molesting all children thousands of times. The fines if enforced correctly is the mechanism that kills the duck.

This is linked to the U. S. Constitution through the 1st Amendment which reads, ". . . to petition the Government for a redress of grievances."

Quote, "All government ought to be instituted . . . to enable the individuals who compose [the common wealth] to enjoy their national rights." — James Wilson.

Quote, "The Constitution is not an instrument for the Government to restrain the People, it is an instrument for the People to restrain the Government –

lest it come to dominate our lives and interests." — Patrick Henry

(Solicitation)

Law of Ryvah 25.

In any accusation of attempt or solicitation of a crime, (where the participation of another person is required) the crime must be identified with an understanding the attempt or solicitation is a request or offer which if done will be a crime. This understanding must be known to both parties. Participation excludes all forced conduct and unwilling conduct. If it is even remotely possible the act is not a crime, then the attempt or solicitation is protected by Freedom of Speech. If a defendant is charged with attempt or solicitation and the crime has not been identified and there is a remote possibility the act is not a crime, then the court shall pay the defendant a fine of one AIPY via FPS. Identified is to be interpreted as "as a crime" with reasonable confidence, not absolute proof; thus, a statement by a participant of "I believe that is a crime" adequately identifies and provides understanding. Prior to such a statement, understanding cannot be established, and after it, understanding is proven.

(Explanation of 25th Law – Solicitation)

Too often innocent people get dragged into the cons and scams of perpetrators of criminal conduct without realizing it is even criminal conduct. Thus, after they are victimized by the perpetrator, they are arrested, convicted, and victimized by the judicial system, while never once having intended to break the law. Case in point: thousands of female youths have been victimized by men willing to pay them a little money to get groped. The girls have unknowingly committed the crime of prostitution, and because she does not know it, when she is explaining it to the police, she is the first to go to jail. Further, many people suggest outlandish things, but upon collective consideration if someone considers it a crime and discloses that opinion, the person originating the idea must be given the opportunity to back out before we put them in jail. If all of the participants fail to even whisper the notion it may be a crime, then it stands to reason, no one intends or believes the conduct would include anything that would constitute a crime.

Next please focus on the underlined word, "and." There must exist a remote (however small) chance the act is not a crime. This requirement removes all events where two or more defendants have conspired to attempt to commit a crime against a third unwilling victim.

This is linked to the U. S. Constitution through the 1st Amendment which reads, “. . . no law . . . abridging the freedom of speech . . .”

This is linked to the U. S. Constitution through the 6th Amendment and is a definition of a term required to achieve the 6th Amendment. “The accused shall enjoy the right to a . . . trial, by an impartial jury.”

(Verbal Testimony)

Law of Ryvah 26.

Verbal testimony of events more than three years in the past from when the testimony is given is inadmissible for the prosecution. Testimony that is video recorded and created within three years remains admissible; however, the witness is still required to appear during trial for cross examination by the defense. In this case the prosecution will not be permitted to question the witness during trial. If the prosecution asks the witness a question about events over three years in the past, or video recorded testimony is presented without the opportunity for the defense to cross examine the witness, then the court is to pay the defendant a fine of five AIPY via FPS and the prosecutor is to pay a fine to the defendant of one AIPY via FPS.

(Explanation of 26th Law – Verbal Testimony)

Verbal testimony is the least creditable type of evidence that is admissible in a trial. It changes on a whim and is frequently for sale to the highest bidder. Further, it deteriorates over time. The closer the testimony is to the event, the more accurate it is, and by the time it is three years away from the event it cannot be trusted. Compounding this is the impact emotions and fear can play on the mind. A hundred plus years ago, verbal testimony was used to convict women of witchcraft under the claim they had turned men into toads. Obviously it was an error then, just as it is an error today to trust verbal testimony. People get scared and their minds alter what they believe to be true. And, we have said nothing of malicious intent or greed. For these reasons, there must be an absolute statute of limitations on the admissibility of verbal testimony for the prosecution. If the criteria needed to render a guilty verdict was 51% to 49%, more probably than not, then this law would deny both prosecution and defense from using testimony over three years old. However, the criteria to reach a guilty verdict is 99% to 1%. Beyond a reasonable doubt. The defense only needs to establish a reasonable possibility the crime has not been committed by the defendant. It is the prosecution who must prove it, and prove it beyond a reasonable doubt. The idea that verbal testimony of events over three

years old can meaningfully and credibly add to the prosecution’s case is wrong.

This is linked to the U. S. Constitution through the 6th Amendment which reads, “the accused shall enjoy the right to a . . . trial, by an impartial jury.”

Quote, “Do not people talk in society of a man being a great actor? They do not mean he feels, but that he excels in simulating, though he feels nothing.” – Denis Diderot, 1713-1784

(Judges)

Law of Ryvah 27.

If a judge has less time as a defense attorney than prosecuting attorney, they must pay a fine of one AIPM to every defendant they preside over via FPS.

(Explanation of 27th Law – Judges)

A judge who had more time as a prosecuting attorney than as a defense attorney is biased in favor of the prosecution and no longer requires the establishment of beyond a reasonable doubt. It is far less likely for a judge biased in favor of the defense to convict an innocent person, than a judge who is biased in favor of the prosecution.

This is linked to the U. S. Constitution through the 6th Amendment which reads, “the accused shall enjoy the right to a . . . trial, by an impartial jury.”

Quote, “The current American Judicial System seems to have incorporated some of the worst parts of both trial by combat and trial by ordeal.” – Melody A. Kramer

(Coercion)

Law of Ryvah 28.

A. If law enforcement misinforms a juror, witness, or defendant of the law or their rights, then the law enforcement officer must pay that juror, witness, or defendant a fine of one APIW via FPS.

B. If law enforcement threatens a witness or potential witness to coerce them to testify against a defendant, talk to law enforcement, or file any form of court order, then the law enforcement officer must pay a fine to both the (witness or potential witness) and the defendant of one AIPW via FPS each.

C. If law enforcement implies or provides information to a witness or potential witness that a defendant has enough money that the witness or potential witness could sue the defendant to get money, then the law enforcement shall pay a fine to both the

(witness or potential witness) and the defendant of one AIPW via FPS each.

(Explanation of 28th Law – Coercion)

A. The term “their” is reflexive back on the juror, witness, or defendant and is specific to them. In other words, if a witness is misinformed of the witness’s rights, if a juror is misinformed of the juror’s rights, if a defendant is misinformed of the defendant’s rights, – it is not the cartesian product. Our goal here is to stop coercion, stop the malicious lies about what the law actually says, and to punish those who spread the lies.

B. No more threats. A threat is a consequence which causes harm. The statement, “If you don’t file a restraining order against that man, I’m going to get CPS involved, and they may take your child,” should be answered with, “Will you be paying your fine with cash, check, or charge?” Never talk to a law enforcement officer without a hidden recorder.

C. Putting a stop to another form of witness coercion.

This is linked to the U. S. Constitution through the 6th Amendment which reads, “the accused shall enjoy the right to a . . . trial, by an impartial jury.”

Quote, “Creativity involves breaking out of established patterns in order to look at things in a different way.” – Edward de Bono. ++ True, but coercion is not creativity; it is criminal activity. It is not creative to look at an innocent man as guilty; it is immoral.

(Term Limits)

Law of Ryvah 29.

For every year and every employee a government agency employs a person in the field of law enforcement (to include: police, sheriffs, deputies, and prosecutors; while excluding defense attorneys, private investigators, medical staff, psychiatric staff, and unpaid volunteers) over fifteen years total during that person’s life the government agency is to pay the defendant who was arrested by, searched by, detained by, given a ticket or citation by, processed by, questioned by, prosecuted by, or presided over by, a fine of one AIPM via FPS.

(Explanation of 29th Law – Term Limits)

Real simple, this imposes a 15-year term limit on the sum of time as a policeman, sheriff, deputy, judge, and prosecutor. Time as a defense attorney, private investigator, etc. does not add to the sum. I cannot really envision a job as policeman where they

never arrested, investigated, searched, detained, ticketed, processed, questioned, prosecuted, or presided over a defendant, but just in case someone else can, the intent is to include them, too. After 15 years they need to find a new job. Over time, these people become jaded, and their point of view becomes cynical and dystopian. As such they are statistically more likely to conceal inconvenient evidence, and if that is not enough then they just fabricate the parts they need.

This is linked to the U. S. Constitution through the 6th Amendment which reads, “the accused shall enjoy the right to a . . . trial, by an impartial jury.”

(One-Hundred-Person Survey)

Law of Ryvah 30.

A person or defense attorney may employ a professional third-party company to perform a one-hundred-person survey on the clarity of a precise law or aspect of law as it applies to a precise act or product. The people taking the survey must be over 18 years old, not suffer from any mental disability, speak English fluently, be a U. S. citizen, and be unbiased and selected randomly.

Then if (this precise law or aspect of law is required to be met in order for the person to be deemed guilty) and (the survey concludes the act or product does not clearly meet the criteria of the law or aspect of law by at least 95% of the people surveyed), then if said person is arrested, the prosecution or judge has one month to redo the exact same survey after the defense has provided their survey.

If the charges are not dropped, or a new survey is not done, or the new survey concludes the act or product does not clearly meet the criteria by 95%, then the court shall pay the defendant ten AIPY per charge via FPS.

(Explanation of 30th Law – One-Hundred-Person Survey)

The concept of defacto law is a relic from a time when people could not read. Laws were not written, and if they were, they were not written clearly. We are no longer in an era where the English competency of our lawmakers is so poor as to need defacto laws. As such we declare all defacto laws null and void.

Fundamentally, the 100-person survey holds all law to a level of clarity as to be understood by a minimum of 95% of the people who read them. Before Ryvah, the ambiguity and vagueness of law empowered the law to attack innocent people indiscriminately with callous impunity. With the 100-person survey ambiguity and vagueness will cripple those laws and force the law

makers to write them with clear and concise language. Of course, that will open them up for Constitutional challenges where the law depends on ambiguity to hide its unconstitutionality. The 100-person survey will also be instrumental in conjunction with challenging a law by establishing what people think it means.

Let us take a look at some of the key points of the survey. I expect the third-party company to survey well over 100 people in an exact order. Such that, if an individual who took the survey were disqualified, there would be a backup. So maybe 130 people. Next we reserve the right to redo the exact same survey. The questions must be identical. Note: It is up to the first third-party company to define the question with the counsel of an attorney, probably the defense attorney. The prosecution can do nothing but get a new batch of people to take it. Of course, if your survey just barely hits 94% (below 95%) then it is risky to think you will get the same or better result. A result that would allow you to feel safe doing the act described in the survey would be closer to 85% with a solid 15% concluding it ambiguous.

This is linked to the U. S. Constitution through the 6th Amendment which reads, “the accused shall enjoy the right to a . . . trial, by an impartial jury.”

This is linked to the U. S. Constitution through the 5th Amendment which reads, “No person shall . . . be deprived of . . . liberty . . . without [a conviction].”

This is linked to the U. S. Constitution through the 14th Amendment which reads, “No state shall make or enforce any law which shall abridge the privileges or immunities of citizens . . . nor deprive any person of life, liberty, or property, without due process of law.” Ambiguity is a violation of due process.

Quote, “The first and fundamental rule in the interpretation of all instruments is to construe them according to the sense of the terms and intentions of the parties . . . its nature and objects, its scope and design.”
– Joseph Story.

(Pornography)

Law of Ryvah 31.

A. If a person is arrested for an image that does not depict explicit sexual (vaginal, anal, oral, or genital) (intercourse, masturbation, or sadistic or masochistic abuse) or an explicit depiction of the (pubic area, genitals, or anus) with any substance indicating lascivious (post sexual intercourse or ejaculation), then the court is to pay a fine to the defendant of 10 AIPY via FPS.

B. If a government agency uses any form of the word pornographic referring to content that is not an

image which depicts explicit sexual (vaginal, anal, oral, or genital) (intercourse, masturbation, or sadistic or masochistic abuse) or an explicit depiction of the (pubic area, genitals, or anus) with any substance indicating lascivious (post sexual intercourse or ejaculation), then that agency must pay a fine of one AIPY per reference to the owner of the content via FPS.

C. If law enforcement informs a person that a given image or type of image is pornographic when it does not depict explicit sexual (vaginal, anal, oral, or genital) (intercourse, masturbation, or sadistic or masochistic abuse) or an explicit depiction of the (pubic area, genitals, or anus) with any substance indicating lascivious (post sexual intercourse or ejaculation), then the law enforcement officer must pay that person a fine of one AIPY via FPS.

(Explanation of Law 31 – Pornography)

A. Child pornography laws first defined child pornography as: sexually explicit conduct. This sounds pretty good, and each of these three words conveys a powerful meaning. First, sexual: must have something to do with sex. Second, explicit: a clear and concise understanding—not suggestive. And third, conduct: Action, not inaction. The sales pitch continues with a very clear and precise list of extreme actions that further restrict the definition: genital–genital sex, genital–anal sex, genital–oral sex, masturbation, bestiality, and the second to last is sadistic or masochistic abuse. So far so good. At this point the law consistently describes extreme acts of clear sexual conduct. All of these forms would logically inherit all three conditions of the core definition; thus they must be explicit and depict conduct. In the case of sadistic or masochistic abuse, it would inherit sexual also. Therefore, an image of a child cutting her own arm (masochistic abuse) falls short of “sexually explicit conduct.” Ahhh, but they slipped in one last form: a lascivious exhibition of the pubic area. Now, Title 18, Section 2256, which defines child pornography goes to great effort to also define the following terms; minor, producing, organization, visual depiction, computer, graphic, and even indistinguishable. However, they have intentionally and maliciously omitted a definition of lascivious counting on the hope most jurors will not know what it means. Now, the Merriam-Webster dictionary defines lascivious as: Lustful → unbridled sexual desire, or lecherous → inordinate indulgence in sexual activity. Oh, but this is not the definition the courts instruct jury members to use. Because lascivious does not have a legal definition, the courts think they can fabricate one. The fabricated definition includes: 1. Images that focus on the pubic area or have it in the center of the image; 2. Images that have sexually suggestive settings; 3.

Images that have unnatural poses; 4. Images that depict inappropriate attire; 5. Partial nudity or nudity; 6. If the image suggests coyness or flirtation; 7. If the image is intended to illicit a sexual response in the viewer; 8. If the customer might use the image for sexual gratification; 9. And even if the image has been advertised inappropriately.

All nine of these considerations would each be considered unconstitutionally over broad and a clear violation of our First Amendment rights which is why they have been omitted from the definition of child pornography. They are intentionally evading a Constitutional challenges. You need to fully realize with this definition a child need not be nude. Any image that meets any one of these considerations can be called pornographic. People are being convicted of child pornography for photos of fully clothed children on playgrounds. They are being convicted for child pornography for photos of children in swimsuits. People are being convicted for photos of children in clothing that does not fit right, people are being convicted for photos of sleeping children. These nine considerations have fully circumvented every aspect of sexually explicit conduct. An image no longer needs to be sexual. It no longer needs to be explicit, and it no longer needs to depict conduct. Worse than that, it circumvents the restriction to the pubic area. The law says, “lascivious . . . pubic area . . .” Thus, they have circumvented the restriction to the pubic area. Virtually all images can be deemed pornographic. Now if you’re not scared yet, let me convey to you we could see a point where all photos of children in undergarments, leotards, or swimsuits would be deemed child pornography and many of your family photos deleted from all the genealogy databases, effectively removing you from history.

Is this an overreaction? Are we really at risk of all child beauty pageants, gymnastics, and home dance videos being classed as child pornography? Consider these facts. In 1925 the painting by Maxfield Parish “Day Break”, which depicts a full nude ten-year-old girl was so widely accepted and loved a reproduction of the image was in 25% of all American households, making it the most popular image of its time. Child nudity was simply commonplace. By 1942 it had diminished only slightly and the US military used an image of a bare-breasted woman to recruit soldiers for the war and junior high schools still hosted plays of Adam and Eve where the two junior high school students were nude in front of family, classmates, and faculty. In 1970-71 the famous photo from the Viet Nam war of a ten-year-old full frontal nude girl was on the front page of Time magazine and won a Pulitzer Prize. In 1978, the child pornography laws were passed. In 1986, United States

V. Dost was the first use of the nine considerations. In 2020 the implementation is so unconstitutionally broad, just about anything can fall into its jaws. The progress is very clear. Because the last four generations failed to protect their freedoms, they were taken away.

B. This is intended to prohibit the misuse of the word and prohibit its erosion, it would cover porn, porno, pornographic, pornography, the plural form of these words, and all compound phrases including one of these words.

C. First, only lawyers can give legal advice. We must stop the lies and malicious misinformation which is eroding our Freedom of Speech.

This is linked to the U. S. Constitution through the 1st Amendment which reads, “. . .no law . . . abridging the freedom of speech . . .”

Quote, “The basic tool for the manipulation of reality is the manipulation of words. If you can control the meaning of words, you control the people who must use the words.” – Philip Dick. ++ Thus, we cannot allow anyone to ever alter the meaning of a word.

(Criminal History Limit)

Law of Ryvah 32.

If a government agency or private company possesses or uses the criminal history of a person (which is older than 10 years past the release date of said person) for any court purpose, job application, or membership, then the government agency or private company must pay a fine to the person of one AIPM via FPS.

(Explanation of 32nd Law – Criminal History Limit)

It has been ruled in Europe that we have the right to be forgotten. This is very interesting. Also, we need to rehabilitate convicts, and to do that, they must be able to get away from a mistake they made. Additional conditioning to re-enforce the past behavior will cause it to repeat. If you tell a person over and over they are good, then they echo that programming in their behavior. Because of this and the current negative conditioning programming, we can conclude society is in part to blame for recidivism. By limiting the use of criminal history we reduce crime.

This is linked to the U. S. Constitution through the 8th Amendment which reads, “shall not . . . impose . . . cruel and unusual punishment . . .”

(Right to Bear Arms)

Law of Ryvah 33.

The second amendment as intended. If a militiaman (over 18 years of age who has sufficiently identified himself / herself as a militiaman along with the militia they belong within to allow verification) is arrested for the possession, maintenance, purchase, sale, training, transportation, manufacturing, or distribution of any form of weapon of war usable to assist in the over through of our government (including: guns, machine-guns, rocket launchers, grenades, ammunition, lasers, bombs, explosives, missiles, scopes and targeting devices, silencers, tanks, combat aircraft, chemical warfare, napalm, and drones) even in secret, unregistered, unlicensed, and indifferent to criminal history, then the court is to pay the militiaman 10 AIPY via FPS PA.

This law is not to be interpreted to protect a defendant (a militiaman) against negligence or miss use, and an expectation of advanced training in the particular aspect (possession, use, maintenance, transportation, storage, or manufacturing) they are involved in is levied on the defendant.

A militiaman is a currently registered member of a privet self-regulated militia which has more than 500 members who have paid more than two AIPD in annual dues for at least two years, and the militia has staffed a contact to be available by phone and internet 24-7-365 to law enforcement for verification of a militiaman, and has accepted legal responsibility of its members misconduct.

In the circumstance where verification cannot be accomplished after a well-documented repeated good faith effort to verify a militiaman an arrest, citation, or detainment may be contingent that the defendant will not be verified later by a militia. Any defense attorney may provide militiaman verification of a defendant. At which point, if the charges are not dismissed, then the court is to pay a fine to the defendant of 10 AIPY via FPS. If at any point a militia verifies a militiaman after a contingent arrest, citation, or incarceration, then the militia is responsible for all expenses accrued between the contingent arrest, citation, or incarceration and the verification, which resulted out of a failure to verify the defendant.

(Explanation of Law 33 - Right to Bear Arms)

This is the Second Amendment reverse-engineered. Instead of trying to grant people the Right to Bear Arms, which is still in effect, we establish the right to maintain a well-regulated militia. The reason we need the Right to Bear Arms is so we can do our duty and over through the country if the government should fall into tyranny. That's why we need a group of 'men with guns,' better referred to as a well-regulated militia.

Let's take a look at what this says. Did you notice there is no definition of a militia? And there never will be one. Anyone who claims to have a militia has one. However, that does not imply its members are militiamen. It is the term militiaman which is defined. It appears a militiaman must pay his dues for two years before he can be called a militiaman and gain those rights. Even here, if at any point the militia drops below 500 members who have two years of service as a militiaman, then ALL members would lose their status as militiamen. We are still defining a militiaman, not a militia. The militia must reasonably staff the phone. If the militia does not do this, then it fails to qualify for the militiaman. We say reasonably because a power outage, computer crash, and natural disaster do NOT disqualify, but could interfere with communication. We are indirectly placing requirements on a militia through the definition of a militiaman. The logic behind this approach is to place responsibility on the militiaman not the militia. We expect militias to fold and dissolve from time to time, and we grant no protection to people who do not qualify. Notice, militias have no power to declare a member a militiaman; they have the power to say they qualify as one. Thus, we take away nothing from a person who used to qualify as a militiaman from a defunct militia.

Recognize a person may belong to more than one militia. I want to point out a very subtle new ounce. Once the militia has 500 members with two years of service, then other members added can (at the discretion of the militia) be qualified as a militiaman immediately. That is why we said "appears" up above. This empowers a well-regulated militia the ability to in effect deputize an army if needed.

Let us look at what might happen if organized crime decided to have its own militia. That militia would be legally responsible for all the conduct of its militiamen. If any of them committed a crime, then the police and victims would go after the militia for damages. This is the difference between getting punched in the face by a random individual, verses being punched in the face by a Disney Land employee while you are at Disney Land and his boss is telling him to hit you. In scenario one, you get a black-eye. In scenario two, you get a black-eye and a couple of million dollars. Because all militia are private organizations, they have no protection against civil lawsuits. This compels militia to educate and train its militiamen before that level of membership, and conduct that could cause a lawsuit would likely be prohibited, even if it had started from organized crime.

This is linked to the U. S. Constitution through the 2nd Amendment – all of it.

Quote, "You can have my gun when you pry it out of my cold dead hands." – Charlton Heston

Quote, "The strongest reason for the people to retain the right to keep and bear arms is, as a last resort, to protect themselves against tyranny in government." - Thomas Jefferson.

Quote, "The British had previously sought to disarm the colonials in an attempt to enslave them." - George Mason.

Quote, "If a government wishes to disarm its citizens, then the government has clearly stated it wishes to enslave them." – M. J. Leonard.

(Business Protection)

Law of Ryvah 34.

If a government agency prohibits a business from operating in part or whole based on factors beyond the control of the business, then the business is to submit its established income and expenses and its current income and expenses, and the government agency is to pay a fee equal to the difference prorated to the amount of time of the period to the business via FPS.

The established income and expense is a three-year average which is two years old; thus, goes back five years, four years, and three years. Factors not beyond the control include all violations of regulations, pre-existing moratoriums, structural integrity, and the criminal activity of at least one owner of the business which resulted in a conviction. Factors beyond the control of a business include eminent domain, military or police activity, disease control, loss due to riots or protests. Further, this is to be interpreted to only be applicable when a government agency is imposing some form of prohibition; thus, it excludes acts of nature such as fire, flood, earthquake, etc. where the government is making no demands on the business.

This fee shall continue until the prohibition is removed. If the government agency needs to make the prohibition permanent, then it may pay five additional years of established income and expense in one lump sum to close the case.

(Explanation of Law 34 – Business Protection)

This is not intended to punish the Government, but to accurately assess the cost of a policy or action. If the Government decides it needs to impose a burden on a company for the greater good, then we acknowledge the Government has the ability to do so; however, the expense of this decision shall not belong to the

business, it shall belong to the Government. The Government shall pay the price of shutting down the business. That is all we are trying to do here. When Covid-19 hit America, certain types of business were selected and closed. These businesses did nothing wrong. The business did not choose to be shut down. The Government is responsible, and the Government must pay for its decision. With this new law we are actually empowering the Government. Many of the violent protesters were not truly protesting the shutdown, so much as they were protesting that they were being disproportionately robbed and paying for the shutdown. Had this law been in place, most of the population would have had little or no objection. Of course, nobody would have lost their job either. Companies would have simply told their employees to stay home and they would still get paid. Vendors and suppliers would have also done just fine. Not one company would have gone bankrupt due to the pandemic.

On the down side, business can't grow easily during this. This is a dollar-per-dollar replacement. There is no capacity to factor in lost expansion. Also this is a conservative reimbursement for a stable business which has a flat-line growth rate. If the business has less than five years of history, or has significant growth in the last two years, then that business will not receive a fair reimbursement. Observe these yearly amounts:

$$\begin{aligned} & [(5,5,5), 5,5 \rightarrow \text{reimb. of } 5], \\ & [(0,0,3), 6,9 \rightarrow \text{reimb. of } 1], \\ & [(3,4,5), 6,7 \rightarrow \text{reimb. of } 4], \end{aligned}$$

Notice the stable business gets what it needs. The startup gets very little, however, if the shutdown lasted two years, the second year reimbursement would be 3, and the third year reimbursement would be 6. Further, this is for burdens a business is not responsible for. This in no way covers business expenses that are burdened because the business failed to do what it was required to do. If the Government shuts down a business because they violated a regulation or law, it is the business's fault. A business is responsible for its own building. If your building becomes condemned by the Government, then it is at the business's expense. In general, natural events are not covered, but there are loopholes. A huge fire threatens a small town. The Government orders an evacuation which lasts one day while the fire plows through and destroys the town. The business ends up shut down for six months. The reimbursement the business will get will be for the one day the Government imposed the shutdown, nothing more, and not damages from the fire. The rest was an act of God and the Government was not imposing any burden.

Addressing aggravated burdens. The Government needs to do road work, and access to your business parking-lot has been obstructed. It is logical you will have fewer customers because of the road closure. I know a business owner who experienced this exact scenario. Under this law he might have a legitimate claim. His customers had to walk a block to get to him. As a result the customers didn't want to waste the trip and spent a lot more time . . . and money. He actually had significantly more sales, not less. Had this business owner closed for the week, he would have aggravated the loss. This isn't allowed. That business needs to stay open, and if it suffers a loss, then document it and get reimbursed for the discrepancy between what you should have made and what you did make. Notice the effect of everyone trying their best, knowing the Laws of Ryvah are there to protect you.

This is linked to the U. S. Constitution through the 5th Amendment which reads, “[no] property [shall] be taken for public use, without just compensation.”

Quote, “The greater fool is someone with the perfect blend of self-delusion and ego to think that he can succeed where others have failed. This whole country was made by greater fools.” – Aaron Sorkin, the newsroom.

(Scope)

Law of Ryvah 35.

Every law which identifies more than one precise form of violation must have comparable forms; such that, no form is greater than triple the severity of any other form. If a defendant is charged for violating a law based on actions that are not at least one third as severe as the most severe identified form of violation of the law as determined by the jury or judge, then they are to render a not guilty verdict and the court shall pay the defendant a fine of three AIPY vis FPS per charge. This is not to be interpreted to prohibit a guilty verdict where the severity of actions of the defendant exceeds the most severe form of violation. Jury or judge means if either the jury or judge make this determination, it stands in favor of the defendant.

(Explanation of 35th Law – Scope)

We wish to require a clear and concise definition for a violation of a given law. As such the scope of a given law cannot be excessive. Excessive means greater than a three-to-one ratio from least to greatest form of violation. Let's take a look at what this would look like. Sentences of: (10 to 30 days), (1 to 3 months), (3 to 9 months), (9 to 27 months), (2 to 6 years), (6 to 18 years), (18 to 56 years -

life). This is only seven forms and gives us a well-defined scope. With each of these forms we would define the severity of the acts which would not overlap. This grants us amazing resolution. We now inhibit excessive punishments. With this, the most a defendant could get is triple what they deserve, but at least we have prohibited the 1,000 to 1 ratio which is common and the 10,000 to 1 ratio which is rare. Like life imprisonment for a \$2 petty theft.

This is linked to the U. S. Constitution through the 8th Amendment which reads, “[no] excessive fines imposed, not cruel and unusual punishments inflicted.”

(Presenting Evidence)

Law of Ryvah 36.

A. Every time a defendant is asked about their understanding of a law or the definition of a word and then prohibited by the judge from answering the question in part or whole to include referencing the exact law or dictionary definition, then the court shall pay a fine to the defendant of one AIPY via FPS. This includes prohibiting a copy of the law or dictionary or examples of non-violations of the law to be reviewed by the jury. With these, each law, dictionary, and example will generate the fine. If a defense attorney is prohibited from asking the defendant or witness about their understanding of a law or definition of a word, then the court shall pay a fine to both the defendant and defense attorney of one AIPY each via FPS. If a defense attorney is arrested or charged an amount of money for asking, attempting to ask, or requesting to ask the defendant about their understanding of the law or definition of a word, then the court shall pay the defense attorney a fine of 100 times the charge and 100 AIPY via FPS. If the defense attorney is suspended or dis-barred as a result of any of these actions, then the state shall pay a fine to the defense attorney of 1,000 AIPY via FPS.

B. If (a witness takes the stand or any statement from the witness is used as evidence) and (a video, audio recording, hand written statement, or any digital communication of/by the witness is prohibited from being entered into evidence and presented during trial by the defense), then the court shall pay a fine of 5 AIPY for each item prohibited to the defendant via FPS.

C. The requirements on the admissibility of evidence are less strict for the defense than the prosecution. The prosecution must achieve beyond a reasonable doubt, while the defense needs only establish plausible denyability. This same criteria must also apply to evidence in order to allow a defendant to present the defense of their choosing. The notion that excessive volume of evidence is justification for the

prohibition of evidence is only applicable after two days of presentation or eight hours of presentation (whichever is greater) by each single witness for the defense. With this limitation, if any protected evidence is prohibited from being introduced in trial by the judge, then the judge shall pay a fine to the defendant of 10 AIPY via FPS. Protected evidence must be copied and available to the prosecution a minimum of one month prior to presentation in trial. Protected evidence includes: a scientific report or publication, whether written or video, where the author is clearly identified and possessed a minimum credential of a bachelor's degree in the topic of the report or publication; a published work of journalism, whether written or video, where the publisher has a circulation of greater than 5,000 people; or a document from a hospital, fire department, police department, or government agency. Most importantly, the hand written statements of the defendant, where the defendant themselves will read them aloud to the court while under oath to tell the truth. Noting the prosecution may pause this reading to immediately cross-examine the defendant at the end of each paragraph or segment with the assumption these paragraphs or segments should be no greater than 150 words. Paragraphs or segments greater than 150 words may be interrupted as needed. Each paragraph or segment must be separated by a blank line. This is the defendant's reading, and if this is prohibited then there is an additional fine of 100 AIPY that shall be paid by the court to the defendant via FPS.

The final type of protected evidence is very specific. When an exact physical object or data file on a computer in the possession of either the prosecution or defense is specifically referenced in the defendant's reading and is then requested by the jury, it shall be provided as evidence for the jury to inspect.

(Explanation of 36th Law – Presenting Evidence)

A. No more defacto laws. If it is not written down, then it is not law. No exceptions. Our goal is to be able to look up a law and look up the definition of words (not defined in law) within the Merriam-Webster Dictionary and follow the law without fear of arrest and infringement of our rights. The goal with this law is to empower a defendant to present State law, Federal law, Constitutional law, commonly understood definitions of words as found in a dictionary, case law, examples, etc. in a court to be able to achieve the right to a fair trial.

B. If a witness has changed their story, the defense has the right to present evidence that discredits the witness by presenting these other scenarios.

C. It is very important to understand the difference between the prosecution and defense. They

are not equal. In every aspect, the defense is superior. In every aspect, the defense must have the advantage. This is not 51% to 49%. It is beyond a reasonable doubt 99% to 1%. It is better to fail to convict 99 guilty men than it is to convict even one innocent man. We hold to this standard not to protect the public from the criminals, but rather to protect the whole sovereignty of the commonwealth from a tyrannical Government wishing to oppress the one spokesman of the People, who fights for freedom and liberty, whom this tyrannical Government wishes to silence. In fact, one might well give special consideration to those rare people who are willing to defend our Constitution and have a history of doing so. So what of the common criminal? Unfortunately, he or she is blessed by this standard as well. We say unfortunately because, we do not wish to grant the common criminal this blessing. But we have no choice. There is absolutely no way to identify those rare spokesmen of the People. If we could, we would put them in the highest of command as Presidents, Supreme Court Justices, and Congressmen.

This is linked to the U. S. Constitution through the 6th Amendment which reads, "the accused shall enjoy the right to a . . . trial, by an impartial jury."

Quote, "the true sign of intelligence is not knowledge, but imagination." – Albert Einstein. ++ This is why people who fight for freedom are non-conformists.

Quote, "intellect is a magnitude of intensity, not a magnitude of extensy." – Schopenhauer. ++ The same is true of Evidence and Truth. A drop of gold will always be worth more than a ton of trash.

Quote, "There is no more infuriating feeling than having your individuality ignored, your own psychology unacknowledged." – 48 Laws of Power by Robert Greene. ++ While being convicted is bad, it is far worse to be convicted having been denied the ability to tell your side of the story.

Quote, "Being frugal does not equate to being cheap, petty, or delinquent, and in truth a smidge of grandeur can purchase favor, loyalty, and quality which in the long run will be economically advantageous." – M. J. Leonard ++ A couple extra dollars spent in the court room will save millions outside it.

(Speedy Trial)

Law of Ryvah 37.

A. If a defendant has no unexcused absences or tardies for court in the last six years, then for every day

past (90 days after a competent defendant has waived time (or from the point of arrest) or two years after a defendant has been deemed incompetent) the court has not resolved a charge or started trial, the court shall pay a fine to the defendant of one AIPW vis FPS.

B. The statute of limitations on all crimes cannot exceed one year plus the maximum punishment of the crime. If a defendant is arrested for a crime beyond this limit, then the court shall pay the defendant a fine of two AIPY per charge vis FPS.

(Explanation of 37th Law – Speedy Trial)

A. Just enforcing the right to a speedy trial. Notice, we have removed the power of a judge to determine “good cause.” The only alternative to a speedy trial is the dismissal of the charges.

B. The Statute of Limitations is an extension of the right to a speedy trial.

This is linked to the Constitution thru the 6th Amendment which reads, “. . . the accused shall enjoy the right to a speedy and public trial.”

Quote, “Procrastination kills. If you want to destroy or stop something, simply postpone it, over and over. Put it off, delay it, find any excuse you can to do it later until it is too late; time has run out. Conversely, be wary of others using this against you.” – M. J. Leonard. ++ If a defendant is incarcerated and the prosecution can procrastinate until the time has been served, then the defense has been destroyed.

(Discovery)

Law of Ryvah 38.

For all discovery of a given defendant upon a written request by the defense attorney or any request made in court by the defendant or defense attorney, the prosecutor shall provide to the defendant a lap top computer with all discovery, and to the defendant’s attorney (if different) a digital copy of all discovery. The computer and digital copy will contain all discovery including: photos of all physical evidence, photos of all property seized, all recordings of all communications with all witnesses and potential witnesses, and all data on all (phones and computers) seized. Photos must be a minimum of $3,000 \times 1,800$ pixels and be in color. If the prosecution requests jail video or phone recordings, then everything provided to the prosecution is also part of discovery. All reports from psychiatric staff given to the prosecutor are also part of discovery. For the lap top, the prosecution may redact text (containing last names, addresses, contact information, identification information such as SSN or DMV numbers) for/of victims. Property which has

been returned and which will not be referenced by the prosecution during trial may be excluded with permission from the defense attorney. The lap top will include a charger. If the defendant is incarcerated, then his/her cell must have a compatible plug for power, such that he/she can use the lap top 24 hours a day. If the defendant is not incarcerated, then a permanent residence shall have a 100 foot activation beacon. If the lap top is within 100 feet from the beacon, then it must be able to power on. The beacon may be a GPS location. A second beacon would exist at the attorney’s office. For every day past one week the prosecutor has not delivered the above described discovery, the prosecutor shall pay a fine to the defendant of one AIPW via FPS.

(Explanation of 38th Law – Discovery)

There can be nothing the prosecution has access to that the defense does not. All evidence which starts in file format, stays in file format and is not altered, (except as mentioned for defendant). Photos are not shrunk. Nothing is summarized. Nothing is omitted which the prosecution has access to. All the software programs required to open and annotate the files must also be installed on the tablet, via the file extensions which identify the native program. Corel WordPerfect is not Microsoft Word. The rights of the defendant are U. S. Constitutional law. Victims do not have rights except as provided by inferior State law.

This is linked to the U. S. Constitution through the 6th Amendment which reads, “. . . the accused shall enjoy the right to . . . be informed of the nature and cause of the accusation . . .”

Quote, “You know as well as we do, that the standard of justice depends on the equality of power to compel and that in fact the strong do what they have the power to do and the weak accept what they have to accept.” – Delegates of Athens, 416 BC. ++ Information is power, and when the prosecution deprives the defense of discovery, they can compel the defense to believe any lie.

(Military Vetting)

Law of Ryvah 39

For every month, and for every employee a government agency pays where that employee has training or experience in machines with weapons of war (guns, robots, projectiles (mortars, rockets, missiles, etc.), tanks, aircraft, battleships, cyber warfare computers, chemical warfare, or biological warfare) who has not taken, sworn, and vowed to keep the Oath

of Ryvah, that government agency shall pay a fine to every US citizen in their jurisdiction one AIPD via FPS.

The oath of Ryvah, “I solemnly swear to secretly document and record all acts by my superiors including congressmen, senators, and the President where those acts would sabotage the US Constitution, constitute war crimes, represent treason, kill US citizens, or endanger the freedom and liberties of the People. I will leak this information to the public in a manner that protects my own safety, and when the time comes, I will testify in a court of law even if at my own peril. If our government falls into a state of catastrophic tyranny, I shall organize or be part of a revolution to remove the illegitimate government from power and restore the sovereignty of the People of this great country even at the cost of my own life.”

(Explanation of 39th Law – Military Vetting)

The military of our country is for the protection of the People of our country, not the elite, not any subset to the exclusion of any US citizen, and not any foreigner. I want to point out this oath would not cover the vast majority of conduct that fills our prisons. This law doesn't care if they murder a random person at a bar, have some underage mistress, or make the days go by with the most criminal use of drugs imaginable. This law has one goal: prevent treason. Take a second look at the list of conduct this law asks our loyal men and women to report: acts that would sabotage the US Constitution, constitute war crimes, represent treason, kill US citizens, or endanger the freedom and liberties of the People. Killing US citizens would be like the destruction of the World Trade Center Towers, not the vehicular manslaughter by a general who got drunk and drove home, and then covered it up. This would be like sending tens of thousands of US citizens into Viet Nam with guns that have no bullets, not ordering your men to burn down your ex-husband's house to get revenge for cheating. Fundamentally this is empowers them to preserve, protect, and defend the Constitution.

This is linked to the U. S. Constitution through Article II, paragraph 8, the oath, which reads, “I do solemnly swear [to] . . . preserve, protect, and defend the Constitution . . .”

(Plea Deals)

Law of Ryvah 40.

If a prosecutor offers a defendant or defense attorney a plea deal, then the prosecution shall pay a fine to the defendant of one AIPY vis FPS.

(Explanation of 40th Law – Plea Deals)

No more plea deals. They have been weaponized. They are misused. They allow terrorism, fear, and psychological warfare tactics which do not serve to distinguish between guilty and innocent defendants, and plea deals represent a criminal abuse of power to convict the innocent.

This is linked to the U. S. Constitution through the 7th Amendment which reads, “the right of trial by jury shall be preserved.” Also the 8th Amendment which reads, “[no] excessive fines imposed, not cruel and unusual punishments inflicted.”

This is linked to the U. S. Constitution through the 14th Amendment which reads, “No state shall make or enforce any law which shall abridge the privileges or immunities of citizens . . . nor deprive any person of life, liberty, or property, without due process of law.” Coercion and fear are violations of due process.

Quote, “Kill 'em all and let God sort them out.” – Medieval Origins from a Crusader in 1209 and made popular in a movie. ++ This is not how we should administer justice.

(Legal Definitions)

Law of Ryvah 41.

When a set of laws does not provide a definition of a word or phrase, only the definitions found in the three most widely distributed dictionaries may be used in court. Of these definitions, all that are applicable should be used. Most widely distributed is determined by total volume of individual book sales over the last ten years. Individual means no other product is bundled with the dictionary, which excludes all software packages. Sales indicates a financial transaction which is not free has occurred. Total volume refers to the number of people who have purchased the book, not the dollar total or the quantity of books. If a court offers a different definition, a clarification, an interpretation, instructions, or other factors to be considered by the jury that are not in law or one of these dictionaries, then the court shall pay a fine to each juror of one AIPY via FPS and pay a fine to the defendant of 12 AIPY vis FPS. Further, the jury is to disregard said comments by the judge.

(Explanation of 41st Law – Legal Definitions)

No more unwritten laws. No more defacto laws. No more judges acting like self-ordained kings thinking they have any right to define law. The only courts that get to interpret law are courts that do not have a jury. If a court has a jury, then it can offer the law and a dictionary, nothing else. If that is not enough, then the law is too poorly written to be enforceable.

Rewrite it or remove it – I don’t care, but it shall not stand. The primary agenda of this law is to utterly remove weaponized laws with maliciously vague definitions which are fully rewritten on the fly by corrupt judges who know they are violating the Constitution.

This is linked to the U. S. Constitution through the 1st Amendment which reads, “...no law . . . abridging the freedom of speech . . .”

This is linked to the U. S. Constitution through Section 9, paragraph 3, which reads, “No bill of Attainder or ex post facto law shall be passed.”

(Prohibit Law Removal)

Law of Ryvah 42.

This is actually the founding law of Ryvah. With this law, we enter a new era of Mankind. So let us begin with our declaration.

“We the citizens of this sovereign nation declare in unity, We have absolute power and authority that supersedes all agendas, organizations, covenants, contracts, agreements, rules, the U. S. Constitution, the Charter of the United Nations, and laws of the world within the geographical area known as the United States of America and its territories. We are the supreme law of the land and in unity We answer to no one. And, within our land all shall answer to us.”

We have no need to go through Congress, and We claim our united authority. Whether or not We chose to do this with “gun in hand” is open for debate. I believe as long as the perception is securely installed in the minds of the ruling elite that We the People in unity are capable, willing, and ready to take our country by lethal force from which no president, congressman, senator, governor, or judge shall survive, then the need to use such force will be unnecessary and the current ruling power can aid us in a smooth transition into the Era of Ryvah. It is important to understand this law protects the rest. Further, We the People in unity are supreme—not the Laws of Ryvah. Further yet, the Laws of Ryvah do not diminish or usurp the authority of the U. S. Constitution, except to make clear no part of the U. S. Constitution shall ever be interpreted to grant any power over the United States of America and its territories to foreign people or foreign nations. It is not that we take it back; they never had it, and they never will. Further, the U. S. Constitution shall always be interpreted to benefit the whole of the People. The Laws of Ryvah are to fortify the vision our founding fathers had when they wrote the U. S. Constitution in both spirit and soul. The U. S. Constitution shall always be interpreted to establish justice, promote the general welfare, and secure the blessings of liberty for

all U. S. citizens; these three dominate above all else. We clarify “Ourselves and prosperity,” to be all U. S. citizens. The goals of a more perfect union, domestic tranquility, and common defense (while important) are subservient to justice, general welfare, and liberty. Referring to Article I: the 70th law of Ryvah is the method by which the People shall choose the electors. The criteria established in the 42nd law is more restrictive upon electors and thus meets all requirements established by Article I. Inversely, any requirement established by the U. S. Constitution shall also be imposed on the 42nd Law of Ryvah with respect to elector qualifications.

Referring to Article I section 3 in relation to the 61st Law of Ryvah, the U. S. Constitution states: “The party convicted shall be liable and subject to indictment, trial, judgment, and punishment.” We the People in unity interoperate this segment of the Constitution to establish absolutely no protection from the law can be gained by any electors from any source. We the People in unity establish the combined power of all branches of government is insufficient to protect any individual within any branch of government from the law.

Referring to Article II. The U. S. Constitution requires an oath for certain positions such as the President. The 42nd Law of Ryvah does not remove this requirement, and this oath requires the elector to preserve, protect, and defend the U. S. Constitution. We the People in unity interoperate this to fully prohibit the President, Congress, the House of Representatives, and the Courts from having any authority, power, or ability to increase or decrease the authority, power, or abilities of the President, Congress, the House of Representatives, or the Courts. No treaty, alliance, or agreement can be made or enforced which in any way compromises, usurps, or diminishes the U. S. Constitution, Presidency, Congress, the House of Representatives, or the Courts. The Laws of Ryvah are to strengthen and preserve the objective of the U. S. Constitution as defined in the Ryvah preamble. The 42nd Law of Ryvah requires a two-thirds vote of the general population (with a two-thirds quorum) to remove or modify any Law of Ryvah in an attempt to adhere to the Constitutional requirement to “promote the general welfare.”

Referring to Article VI in regards to “Debts contracted and Engagements entered into, before the adoption of this Constitution, shall be as valid against the United States under this Constitution,” we the People in unity declare this as having no power, no authority, and for the convenience of the general welfare and liberty of all U. S. Citizens. Further, there are no secret debts, secret contracts, or secret engagements and thus all are void. Only the debts,

contracts, and engagements which are publicly known, accepted by the People, and serve to enhance the general welfare and liberty of all U. S. Citizens will be convenient to be held valid. All others past, present, and future are retroactively void, such that they are not now inforce, have never been inforce, and shall never be in force.

Referring to Article VI in regards to “This Constitution, and the laws of the United States which shall be made pursuance thereof; and all treaties made,” We the People in unity are Superior to the U. S. Constitution and Laws of Ryvah. The U. S. Constitution and Laws of Ryvah are superior to all other laws of the country. Laws of the country are superior to all treaties. All treaties are superior to all state laws. All state laws are superior to all county laws. And all county laws are superior to all privat organization rules.

(Explanation of 42nd Law – Prohibit Law Removal)

We are re-establishing the sovereign claim of our country.

This is linked to the U. S. Constitution through the Declaration of Independence which reads, “Governments are instituted among men, deriving their just powers from the consent of the governed.” ++ This is why We the People in unity have the power to revoke the Government; We the People in unity is the consent of the governed.

(Gender/Race Equality)

Law of Ryvah 43.

A defendant may contest any consequences such as the amount of jail, fines, or restrictions they receive for a set of charges. At which point, if a defense attorney can find ten cases representing similar conduct within the last ten years where the case had an opposite-gender defendant and after being adjusted for discrepancies between the conduct of the cases, the defendant’s jail time, fine, or other consequence is to be reduced down to the equivalent of the opposite-gender amount. Factors that may not be considered: trial vs plea deal, age if over 18, gender, race, and criminal history. Factors to be considered are: if the defendant provided useful information leading to other convictions, the quantity of acts, and severity of acts, violence, cruelty, abuse of authority, significant superior physical power, and mental disabilities. A case that has already had its consequence reduced by this law may not be used by this law as one of the ten. If a judge does not re-evaluate the consequence within one month of the submitted petition by the defense attorney, then the judge shall pay a fine of one AIPM vis FPS.

This law has no retroactive aspect such that convictions that took place prior to the enactment of this law cannot be used. Further, it is the hope of Ryvah that future sentencing judges will document in quantified detail, the very reason that was used to establish the sentence associated with the amount of time, fine, or consequence which was added, removed, or modified and whether the modification was as a flat amount, a percentage, or combination of both. In this extremely rare case, the term defense attorney refers to a licensed attorney at law and excludes a pro per defendant.

(Explanation of 43rd Law - Gender/Race Equality)

Our goal is gender equality. A second objective is transparency in the logic behind a sentence and consequence. We should be able to produce a report of convictions grouped by crime and sorted by consequence and not see the high end dominated by a gender or race.

This is linked to the U. S. Constitution through the 14th Amendment which reads, “equal protection of the laws.”

(Free Speech)

Law of Ryvah 44.

Provided nobody suffers direct loss, within the fields of Freedom of Speech (defined below), if a person is arrested or fined, or a business is fined or prohibited by any Government agency based on protected content (defined below), then the agency shall pay a fine to the person or business of ten times the fine issued and three AIPY if arrested via FPS. The failure to provide does not equate to the prohibition of an act. Thus, the government is not obligated to provide you a pool to enable you to swim. For incarcerated individuals, receiving mail and possessing personal effects, contraband cannot be based on protected content, such that if any 4"x6" photo is acceptable, then all 4"x6" photos of protected content must also be acceptable.

In circumstances where a person or organization is likely to suffer direct loss regarding the communication of real events and facts, the public communicator may decline to reveal sources of information.

If a teacher or educator is subject to disciplinary action based on protected content of fields of Freedom of Speech, then the school shall pay a fine to the teacher or educator of one AIPY via FPS. If the disciplinary action comes from an agency above the school, (such as a district board, court, or law enforcement), then that

agency shall pay a fine of 10 AIPY to the teacher or educator via FPS. If the principle of the school is the subject of the disciplinary action, then the fine is 100 AIPY via FPS.

Fields of Freedom of Speech: writing, plays, poetry, comics, drawings, paintings, sculptures, music, dance, modeling, pottery, acrobatics, non-health massages, photography, videography, computer generated art, computer generated games, role playing games, card games, board games, skating, swimming, sun bathing, home or business decor, and speech.

Protected content: Religious views, political views, choice of sexuality, grammar, language, intended audience, nudity, inappropriate attire, offensive or inappropriate behavior as content in something such as a book and excludes actual conduct of a person. Verbal abuse is not protected content. (It would violate the direct loss clause). A very slight exception is a performer or dancer in a play on a stage which would cause us to conclude the conduct actually is in something like a book.

(Explanation of 44th Law – Free Speech)

This is intended to be the Cartesian product of all fields of Freedom of Speech crossed with any combination of one or more types of protected content. The liability on public communicators which could take any of the forms of the Cartesian product is applicable at the civil lawsuit level and the plaintiff is not suppressing Freedom of Speech but supporting it by prohibiting fraud.

The provision “Nobody suffers direct loss” would void protection under this law for the following: plagiarism, copyright infringement, vandalism, graffiti, sound loud enough to disrupt the peace, anything that causes injury to bystanders, the invasion of privacy, trespassing, and gambling where it is prohibited. This is not a complete list.

This is linked to the U. S. Constitution through the 1st Amendment which reads, “...no law . . . abridging the freedom of speech . . .”

Quote, “I disapprove of what you say, but I will defend to the death your right to say it.” – Voltaire.

Quote, “Without freedom of thought, there can be no such thing as wisdom; and no such thing as public liberty, without Freedom of Speech.” – Benjamin Franklin.

Quote, “Eventually, in the guise of preventing ‘hate speech’ all manner of communications will be forbidden. Through censorship, our opinions and

attitudes will become prescribed by the authorities.” – a warning by Sean Patrick.

Quote, “[a citizen has the right to] say everything which his passions suggest, he may employ all his time, and all his talents, . . . [even in] matters that are false, scandalous, and malicious . . . however salutary, and conduct of letter, . . . even if he ascribes to them measures and acts which never had existence; thus violating at once every principle of decency and truth.” – George Hay, part of the establishment clause for the Freedom of Speech in our Constitution.

(Annoy)

Law of Ryvah 45.

If law enforcement arrests a person for being offensive, annoying, or irritating where the charge is a misdomener, felony, or carries jail time (to exclude infractions lacking jail time) without a formal complaint being filed where a loss has been identified and quantified in terms of an amount of currency greater than \$100, then the court shall pay a fine to the defendant of one AIPY per charge via FPS PA.

(Explanation of 45th Law - Annoy)

Disturbing the peace is a loss, a good night’s rest has a monetary value which can be quantified, and disturbing the function of a location (library, school, hospital, business, park, or beach) also causes a quantifiable loss. However, person one’s failure to adhere to person two’s religious values, opinions, creeds, or desires does not inflict loss. If a person goes to a site which provides a product or service or requests someone to come to them to provide a product or service, then the person can have no legitimate claim of annoyance against the provider of the product or service. The term “annoy” is extremely vague and ambiguous. As such it has no power and can be omitted without altering the law. Any place where the removal of the word annoy causes the determination of a violation to be impossible, those laws are void. They are unconstitutional. I can say, “You annoy me if you do not give me all your money.” To grant any legality to a criminal offence based on such a statement is ludicrous. Everyone can claim everyone else annoys them at any time for any reason.

This is linked to the U. S. Constitution through the 6th Amendment and is a definition of a term required to achieve the 6th Amendment. “The accused shall enjoy the right to a . . . trial, by an impartial jury.”

(Jury Selection)

Law of Ryvah 46.

If the judge or prosecuting attorney asks a potential juror if they possess any educational degrees, licenses, or certifications, then that judge or prosecutor shall pay a fine to the defendant of one AIPD per question via FPS. This includes asking about activities required to obtain the educational degree, license, or certification and excludes employment.

(Explanation of 46th Law – Jury Selection)

First, defense attorneys can ask. As such this may make no difference at all to jury selection.

Are highly educated expert witnesses with advanced knowledge of the precise topic of contention better capable of serving society's best interests as jury members than poorly educated, confused individuals who can be easily manipulated by flashy showmanship, passionate speeches, and dramatic performances that offer no legitimate evidence? Our conclusion is yes. This is why it is standard for all prosecutors to remove all potential jurors who have relevant knowledge when prosecuting innocent defendants. If there is a scientific proof of innocence, then prosecutors remove all the potential jurors who might understand it. Therefore, our objective is to stop them. We want experts to be allowed to serve as jurors.

This is linked to the U. S. Constitution through the 6th Amendment which reads, "the accused shall enjoy the right to a . . . trial, by an impartial jury."

(Permits)

Law of Ryvah 47.

If Government agencies charge for issuing permits, licenses, or certification, or the testing required to obtain or maintain such, then they shall pay a fine of one AIPY plus the amount of the charge to the customer via FPS.

(Explanation of 47th Law – Permits)

We have absolutely no interest in removing the safeguards permits, licenses, and certifications give us. We want these expenses to be paid out of the general fund. We want better testing and better businesses by empowering startup companies, small business, and the highly talented poor. The dream of owning and running your own business belongs to everyone. By placing these expenses on the Government (the taxpayers), we are able to have much higher quality safeguards. The attaining of a business license or permit should not be determined by the wealth of the applicant, but by his ability to pass the safeguards required.

This is linked to the U. S. Constitution through the Preamble which reads, ". . . in order to . . . promote the general welfare . . ."

(Abuse, Harm)

Law of Ryvah 48.

If a defendant is arrested on a charge which has the criteria of abuse or harm and that act described is not ((one with a negative overall impact) and (did not directly and immediately cause any of: loss, humiliation, guilt, condemnation, fear, a loss of self-esteem, slander, or discrediting either the subject or loved one of the subject, intentional damage to highly valued personal property, physical injury to pets, or physical injury)), then the court shall pay the defendant a fine of one AIPY via FPS.

(Explanation of 48th Law – Abuse, Harm)

We are simply enforcing the definition of terms. Notice the damage must be immediate, such that humiliation that manifests after the fact is not sufficient. A man lifting a skirt to humiliate inflicts harm immediately. Conversely, a willing homosexual relationship that becomes humiliating when discovered by others does not. We could even claim the homosexual is not the direct cause of the humiliation because it was in truth the ridicule from those who discovered it that caused it, not the original conduct.

This is linked to the U. S. Constitution through the 6th Amendment and is a definition of a term required to achieve the 6th Amendment. "The accused shall enjoy the right to a . . . trial, by an impartial jury."

(Beyond a Reasonable Doubt)

Law of Ryvah 49.

If any level of determination of guilt less than beyond a reasonable doubt is used in a criminal conviction of a US citizen, then the court is to pay a fine to the defendant of ten AIPY per charge vis FPS.

Beyond a reasonable doubt requires all scenarios offered by the defense to be proven wrong, preposterous, wholly ridiculous, and beyond any level of doubt which could be considered reasonable. The inclusion of fictional characters such as the Easter Bunny, aliens from another world, demons, possession, and absurd supernatural powers without any scientific mechanism to cause them such as teleportation, invisibility, and polymorphing are considered to prove a defense scenario wrong.

Audio/video recordings that disprove critical elements of a defense scenario can prove it wrong. Evidence such as ballistics, medical, bank records, DNA, and finger prints which scientifically disprove

critical elements of a defense scenario can prove it wrong.

Computer generated data such as GPS locations, text messages, and e-mails must prove there was zero access by potential imposters during the time in question in addition to disproving critical elements of a defense scenario in order to prove it wrong.

Admission of facts by the defendant which contradict and disprove critical elements of a defense scenario can prove it wrong.

In order for verbal testimony to obtain enough credibility that it may disprove a critical element of a defense scenario the verbal testimony must meet all five criteria of: insistent, consistent, persistent, untainted, and complete.

Insistent requires the subject fight fiercely and defend their statement as true. A casual suggestion is inadequate to establish the required credibility.

Consistent requires there are no other statements by the same person which contradict the aspects which must be credible such that with these statements “he hit me Monday,” and “he hit me Tuesday,” we cannot establish credibility on the day, but might still be able to accept as a fact that “he hit me.” If the actual day is critical, the testimony is dead.

Persistent requires continuous repeated and numerous attempts to convey the testimony. A set of three or fewer testimonies is inadequate to establish enough credibility. Further, they cannot occur on the same day and should be several days or weeks apart. The testimony delivered on the stand will be one of the set of four or more.

Untainted is the most important criteria and has many requirements. Any monetary compensation direct or indirect, given or promised, destroys credibility of the testimony. Any form of fear, threat, or coercion destroys the credibility. A pre-existing hatred or desire of the subject to inflict revenge or harm on the defendant destroys credibility. Pre-existing means it is not associated with the acts of accusation. Obviously, if someone robs the subject, then the subject will at the very least wish revenge upon their assailant. Ie: a woman robbed on Monday who is dumped by her boyfriend on Tuesday, and then on Wednesday accuses him of the robbery, does, in fact, have a pre-existing enmity, because the accusation occurred after the breakup (perhaps because of the breakup). Collaboration and/or any form of coaching taints the testimony and destroys its credibility. The need to protect a loved one (including self) destroys any credibility. “I was told CPS would take my child if I didn’t say . . .” Such testimony is dead.

The final requirement is that the testimony be complete. This is not a demand on the testimony, but a

demand on the follow up of actually gathering the evidence the testimony indicates is available. The failure to acquire the evidence causes the testimony to be incomplete. As such it cannot be considered creditable. This is particularly important for medical aspect, crime scenes, or anything where evidence disappears of its own accord. If a thorough search and documentation (reports and photography) are not performed in time to acquire the physical evidence which would validate the testimony, then it is incomplete and lacks credibility. An immediate search on the same day as the testimony was obtained is always adequately in time. The testimony of a medical condition/injury is not creditable without medical reports and photographic validation.

The laws of mathematics and physics which contradict critical elements of a defense scenario can prove it wrong.

A defense scenario (where it is possible to present evidence; however, said evidence is prohibited from being introduced in trial by the judge) is by definition established. It cannot be disproved. The only valid verdict is not guilty. Only by addressing the evidence the defense desires to present can the prosecution prove it wrong. All defense scenarios involving extremely wealthy people, drug cartels, secret societies, government corruption, and elaborate conspiracies must be thoroughly considered because it is plausible they exist in reality. The prosecution must demonstrate that it is beyond any level of doubt which could be considered reasonable that the defense scenario is not true.

Provided all defense scenarios have been proven wrong, the prosecution must then prove the prosecution scenario true. Even if the defense were to offer nothing, the prosecution must still establish solid evidence of the crime, and that it was committed upon the victim, and that it was committed by the defendant, and that the punishment is not excessive for the acts done. The motive, means, and method must all be clearly established and no reasonable doubt can remain. There are fundamental rules of logic that lead to sound reasoning which the prosecution must follow: 1. No consideration can be given to an adverse consequence. The statement by the prosecution during trial, “What if he is guilty?” or “What if he does it again?” is a deliberate request to use less than beyond a reasonable doubt to convict. The fine must be paid. 2. No untestable postulation can be presented. The prosecution’s statement during trial, “If you only knew what I know.” is a deliberate request to use less than beyond a reasonable doubt. The fine must be paid. 3. The prosecution must not appeal to ignorance. This is a claim that something must be true because it has not

been disproved. The statement by the prosecution during trial, “The fact police cannot find any photos proves they exist,” demands the fine be paid. 4. The middle cannot be excluded. Between the prosecution’s scenario and the defense’s scenario are many middle scenarios where some will provide plausible deniability. The claim, “a defendant admits to elements (that do not violate law)” cannot be used as proof of guilt without violating the requirements of reasonable doubt. Further, such admission of the defense stands firm on the right of the defendant to have exercised his Constitutional rights up to that point where he would not pass. The prosecution is now further encumbered with the requirement to prove the defendant exceeded it sufficiently to have violated the law as charged. 5. A strawman argument by the prosecution violates the requirement of beyond a reasonable doubt. If the prosecution paraphrases or rewords the defendant’s argument in an exaggerated manner or misrepresents and inaccurately describes the defense’s argument, then the defense has been denied his right to beyond a reasonable doubt. The fine must be paid. To avoid this error, the prosecution should not describe it. 6. Special pleading, the statement by the prosecution during trial, “We need to believe them,” is a deliberate request to disregard the requirement of a reasonable doubt. The fine must be paid.

(Explanation of 49th Law – Beyond Reasonable Doubt)

Simply establishing a clear and concise universal definition.

This is linked to the U. S. Constitution through the 6th Amendment and is a definition of a term required to achieve the 6th Amendment. “The accused shall enjoy the right to a . . . trial, by an impartial jury.”

(Three Days of Deliberation)

Law of Ryah 50.

A reasonable doubt has been established after a jury has deliberated for three days. For each day after the third day of deliberation, the court shall pay a fine to the defendant of ten AIPY vis FPS.

(Explanation of 50th Law – Three Days of Deliberation)

By removing all the weak accusations we minimize a case down to just a few of the strongest charges. After a couple life sentences, there is simply no need for more. We envision no scenario where a jury will need more than two days, much less three. By the time a jury has exhausted three full days of deliberation, it is clear there are scenarios where the

defendant would be innocent. Reasonable doubt has now been irrevocably established, and from such a point no conviction can be valid.

This is linked to the U. S. Constitution through the 6th Amendment which reads, “the accused shall enjoy the right to a . . . trial, by an impartial jury.”

(Suspension of Service)

Law of Ryah 51.

When a person is incarcerated for more than five consecutive days and has not been convicted of the crime they are incarcerated for, then insurance, loans, services, and support payments go into hibernation. Hibernation begins retroactively to the date of incarceration and ends when it ends (or a conviction is levied). During hibernation no interest, fees, or other charges can be levied. The service cannot be discontinued by the provider. The person cannot be evicted. Insurance includes: home, auto, medical, theft, vandalism, and life insurance. It excludes: workers compensation, commercial auto, and business insurance. Loans include: all loans initiated over six months prior to the incarceration wherever the defendant is the only signer such as a home mortgage, vehicle loan, small business loan, and all credit card debt. For credit card debt, the account must be over six months old and the date of individual charges is irrelevant. Services include: electric, water, gas, utilities, security, residential home maintenance, online services, memberships, newspapers and magazines (which must be forwarded to the person’s current address). Support includes: alimony, child support, and court ordered payments. Nothing else qualifies as support. All hibernation expenses are to be paid by the court. If an organization does not forward invoices to the court, then the organization shall pay a fine to the defendant one dollar via FPS. If the court does not pay the expenses that are forwarded to it, then those invoices become fines due the defendant via FPS. In this case “unpaid services rendered” would include those by the organizations providing service.

(Explanation of 51st Law – Suspension of Service)

Even in cases which result in a conviction with jail time, the punishment is exclusively what is determined during sentencing. Punishment should never include the destruction of all the defendant’s worldly assets, family photos, and possessions of extreme endearment. This is exactly what America currently does. Upon arrest a defendant is forcefully ripped from society. They have no access to their bank account or ability to send payments to pay their bills.

Their home falls into default from which they are evicted and everything they own is thrown into the trash. Vehicles are repossessed and then debt collectors go after the rest.

“Oops, that one was innocent. Oh well, LOL, sucks to be you.” God Bless America.

To stop this we put lots of stuff (not everything) into hibernation. The bills are forwarded to the court or defense attorney. If a defendant is not convicted, they now have a home to return to and can at least try to pick up their life where they left off.

Our objective is to minimize the Government’s capacity to inflict harm on the innocent. Truth be told, the unbridled power of the Government lies in its ability to inflict extreme harm, loss, and suffering on the innocent. They care very little about the guilty.

This is linked to the U. S. Constitution through the 5th Amendment which reads, “no person shall . . . be deprived of . . . property, without [a conviction].”

Quote, “When you want to fight us, we don’t let you, and you can’t find us. But when we want to fight you, we make sure that you can’t get away and we hit you squarely . . . and wipe you out . . . The enemy advances, we retreat; the enemy camps, we harass; the enemy tires, we attack; the enemy retreats, we pursue,” – Mao Tse-Tung, 1893-1976 ++ This is how the Government works toward enslaving us.

(Probation)

Law of Ryvah 52.

If a person is placed on any form of parole, registration, or probation, then the court shall pay that person a fine of one AIPW per week via FPS until it is terminated.

(Explanation of 52nd Law – Probation)

The goal is the full eradication of all forms of parole, registration, and probation. We cannot allow multiple sets of laws. One set of laws for group one, a much more restrictive set for group two, more restrictions on group three, etc. Congressmen live by one set of laws, citizens by another, children a third, and ex-convicts a fourth. The protection of the law must be equal for all.

This is linked to the U. S. Constitution through the 14th Amendment which reads, “equal protection of the laws.”

(Violence)

Law of Ryvah 53.

The term “violent” may only be used to describe an act which inflicts mayhem or the upper end of great bodily injury where what has occurred includes any of: attempted murder, overnight hospitalization, stitches or staples, blood transfusion, broken bones, or permanent partial blindness. It cannot be used to describe emotional damage or acts where both parties were willing participants. It is simply the wrong term to describe humiliation or sexual conduct. If law enforcement uses the term violent to describe an act that does not meet this minimum criteria, then the court shall pay a fine to the defendant of one AIPY via FPS.

(Explanation of 53rd Law – Violence)

The term violent is being misused. This definition is clear and concise. It is high enough to mean something. With this definition yelling and screaming are only semi-violent not violent. Slapping someone’s face, scratching, other forms of battery without serious damage, are semi-violent and the victim must still be protected, but the conduct should not be classed as violent. We do not want to allow slapping, punching, scratching to be grouped in with “gouged out an eye”, “chopped off a hand”, or “set on fire”.

This is linked to the U. S. Constitution through the 6th Amendment and is a definition of a term required to achieve the 6th Amendment. “The accused shall enjoy the right to a . . . trial, by an impartial jury.”

(Legal Consistency)

Law of Ryvah 54.

If a person’s race, gender, lineage, DNA, criminal history, or psychological diagnosis is used to define a criminal offense, then the court shall pay a fine to the defendant of four AIPY via FPS PA.

(Explanation of 54th Law - Consistency)

Stating the obvious, but sometimes it is in the failure to protect what we perceive to be immutable we find our greatest weakness. Considering an “abnormal interest” is a psychological diagnosis, and the use of such to determine guilt generates the fine.

This is linked to the U. S. Constitution through the 8th Amendment which reads, “shall not . . . impose . . . cruel and unusual punishment . . .”

This is linked to the U. S. Constitution through the 14th Amendment which reads, “equal protection of the laws.”

(Altering Evidence)

Law of Ryvah 55.

If a defendant is arrested by, searched by, detained by, given a ticket or citation by, processed by, questioned by, or prosecuted by a law enforcement person who has altered evidence or clearly misrepresented evidence to the disadvantage of ANY defendant, then the court shall pay a fine to the defendant of one AIPM via FPS.

(Explanation of 55th Law – Altering Evidence)

One of the greatest crimes is to bear false witness against a defendant. It is well rooted in Biblical origins as just barely below murder and above rape. Law enforcement are never to alter evidence to the disadvantage of a defendant. If they do, then they shall never work as law enforcement again. This is our goal. Once we can establish a law enforcement has altered evidence against a defendant, for any case, for any charge during any part of their life, then we want them out of the field of law enforcement forever. We must stop the police from altering evidence and convicting innocent people.

This is linked to the U. S. Constitution through the 6th Amendment which reads, “the accused shall enjoy the right to a . . . trial, by an impartial jury.”

Quote, “identify, isolate, and remove those people who are toxic, arrogant, greedy, sadistic, lazy, self-absorbed, hopelessly insecure, and the enviously entitled. Remove them from your circle of friends, your employment, even your following of customers, and most importantly remove them from your lovers and business partners.” – M. J. Leonard

(Own Real Property)

Law of Ryvah 56.

Only (U.S. citizens and organizations which are solely owned by U.S. citizens (hereafter referred to as People)) may own real property in the (United States of America and its territories (hereafter referred to as (Our Land)) or possess loans secured by Our Land. On January 1st, 2027 all loans which are secured by Our Land possessed by non-US-citizen organizations or non-US-citizens (hereafter referred to as Foreigners) individuals are void. Property owned by Foreigners will transfer ownership on that date to the current tenant, if they are among the People or the State the property is located in if the tenants are also Foreigners. Foreigners may not lease Our Land for a period greater than five years into the future. After the date above, if the People who are the current tenant of Our Land (where ownership has changed via the above) request a transfer of the title & deed into their name, and then the Government does not make the transfer within one year

of the request or contest the request within six months, then that Government agency shall pay the current tenant ten times the value of the property via FPS.

(Explanation of 56th Law – Own Real Property)

We are kicking the foreigners out. We are no longer for sale. For all who have sold their property to foreigners, Ryvah corrects the error. For a country which has sold its soul to the devil, Ryvah gets it back. Understand the reason we try to refer to this country indirectly instead of by name is because, the Laws of Ryvah are not intended for this country exclusively, but for all countries. So envision all countries having the Laws of Ryvah. Every country has a sovereign right to not be monetarily enslaved. We do not have the right to enslave them, and they do not have the right to enslave us. We can still do business, but foreigners are renters not owners.

This is linked to the U. S. Constitution through the 14th Amendment, section 4, which reads, “neither the United states nor any State shall assume or pay any debt or obligation . . against the United States . . ; but all such debts, obligations, and claims shall be held illegal and void.”

This is linked to the U. S. Constitution through the preamble, “. . in order to . . promote the general welfare . .”

(Privacy)

Law of Ryvah 57.

A subject is one person or one contiguous group of people with simultaneous interactive communication which is not trespassing, stealing, or vandalizing and is not in eminent danger due to fire, war, or natural disaster. Each and every email, phone call, chat conversation, text message, transaction, and conversation constitutes a separate and independent incident with privacy. Companies and corporations are not subjects, they do not have rights.

Public Service Clause: If an organization contractually requires the ability to violate a subject’s privacy, then that organization shall pay a fee of one APIM via FPS per month while the subject is under contract.

If a government organization or a 1,000-strong organization directly or indirectly without a contract, court order, or probable cause (applicable to law enforcement, fire abatement, or medical service) invades the privacy of a subject, then that organization shall pay the subject a fine of one AIPY via FPS per violation of privacy. 1,000-strong organization means a private organization with more than 1,000 employees.

Indirect in this context means through another organization or individual who is not reporting crime.

Type A. For an organization which is not providing a product or service which enables the subject to do what they are doing and is not part of the subject, an invasion of privacy is:

1. The photographing of a person on private property behind any barrier designed to obstruct vision where the person's head is more than 15 pixels across.
2. The video or audio recording of any person in an area where there is an expectation of privacy where the recording device is within 100 feet of the subject.
3. Accessing an account the organization is not authorized to access owned by the subject.
4. Trespassing on private property or entering a restricted area owned by the subject.
5. Recording any communication by the subject.

Type B. For an organization which is providing a product or service (which enables the subject to do what they are doing) and (is not part of the subject) and (does not have a contract with the subject), an invasion of privacy is:

1. The photographing of a person on private property behind any barrier designed to obstruct vision where the person's head is more than 15 pixels across.
2. Accessing an account the organization is not authorized to access owned by the subject.
3. Trespassing on private property or entering a restricted area owned by the subject.
4. The use of any recording for any purpose other than the prevention of crimes committed on or by the subject while the subject is using the product or service, or the arrest and conviction of the subject for crimes committed while using the product or service, or the actual act of providing the service. (A photo booth, for example.)

Clarification: identification is prohibited unless they are, at that moment, the assailant or victim of crime. To be explicitly clear: the confessions of crime committed elsewhere are private and their use is a violation of privacy.

5. Identifying the source of money or assets. Any requirement to identify the source of money or assets is a violation of privacy. The seizing of: trade secrets or intellectual property not released to the public, any requirement to disclose trade secrets or intellectual property not released to the public. Any requirement to disclose the assets or income of the subject or any person. The recording or tracking of the subject's money or income. Thus, it is acceptable for a grocery store to track purchases with an internal club card which does not and cannot be linked to a credit

card, SSN, DMV license, etc. thus, does not identify a person, and only records sales trends.

Type C. For an organization which is providing a product or service which enables the subject to do what they are doing and is not part of the subject; however, has a contract with the subject for said product or service an invasion of privacy is:

1. Accessing an account the organization is not in control of which is owned by the subject where the subject has not provided the login information.
2. The use of any photographic or video recording capable of identifying the subject which (the subject has not loaded into the product or service) or (the subject has attempted to remove from the product or service) for any purpose other than enabling the subject to use the service (such as video conference or motion capture games), or the prevention of crimes committed on or by the subject while the subject is using the product or service, or the arrest and conviction of the subject for crimes committed while using the product or service. This carries the same clarification found in Type B. 4.
3. The use of data obtained about the subject to glean information the subject did not intend to give the service provider, with the exception of the prevention of crimes on or by the subject and the arrest and conviction of the subject.

This excludes: account numbers, names, addresses, locations, date and time, duration of service, product or service type, prices, taxes, shipping information and receipt signatures, check imprints, check numbers, amount paid, smoke alarms, motion detectors, glass-break sensors, volume of usage, and other similar data.

This prohibits the analyzing of communication for key words to establish anything about the subject. (Like that you need a new car, you're a smoker, or you like porn.) Such information must be explicitly given to the service provider. You can tell a search engine you need a car, but unless you load such information into a profile, the search engine may only use the information momentarily and cannot add it to a profile you are unaware of.

4. Identifying the source of money or assets is a violation of privacy. Any requirement to identify the source of money or assets. The seizing of: trade secrets or intellectual property not released to the public, any requirement to disclose trade secrets or intellectual property not released to the public. Any requirement to disclose the assets or income of the subject or any person. The recording or tracking of the subject's money or income. Thus, a grocery store could track purchases with an internal club card which does not and cannot be linked to a credit card, SSN, DMV license,

etc. thus, does not identify a person, and only records sales trends.

(Explanation of 57th Law – Privacy)

This enforces the right to privacy. As we worked on this, we realized there are three distinct rights to privacy. While no one is ever allowed to invade your privacy, and you should never give it up (except in the service of your government), we find your right to privacy changes based on a few simple factors. This is why a single unified right to privacy never functioned. While the Laws of Ryvah fundamentally avoid the regulation of US citizens and private industry, we find the 1,000-strong organizations tend to function as extensions of the Government. This in no way limits your right to privacy which is held intact against other individuals, even your wife, husband, or partner. None of the Laws of Ryvah should be interpreted as to define the limits of any of your rights.

Our definition of a subject is important and can be a group of people. Imagine two lovers, collectively they are one subject. This one subject has the right to privacy from everyone else; however, there is no privacy between them. The subject, or part of the subject, may choose to disclose information which makes that information public. Other parties of the subject have no power to stop this. You cannot impose the subject's right to privacy on its component parts. For example, if a man has a mistress, they have the right to privacy from his wife; however, he has no power to stop his mistress from talking to his wife.

Next we qualify the subject by demanding they are not committing some kind of crime. We interpret trespassing to be very broad and include accessing an account they are not authorized to access. Stealing is also broad. It could be identity theft, embezzlement, forgery, plagiarism, any scenario where something is taken without permission. Vandalism would be so broad as to include assault, battery, slander, and many more. Someone is suffering a loss caused by someone without the authority or permission to inflict it.

The subject cannot be in eminent danger. Here we go narrow and not broad. The vast majority of eminent dangers do not void a subject's right to privacy. All medical conditions are not justification. That would be a horrible loophole you could march an army through. Crime, not committed by the subject, even if it puts the subject in eminent danger, also does not void the subject's right to privacy. It is a trivial task to fabricate a felonious crime to justify the violation of privacy. In fact, our current government does this all the time. The desire or need to investigate a crime the subject did not perpetrate is not a justification to violate

the subject's privacy, this is exactly the excuse the FBI tried to use to compel Apple Corporation into divulging the key to all its phones which would have allowed the FBI (and any good hacker) to invade every Apple phone on Earth. Luckily, our Supreme Court decided against the FBI. Coincidentally, the FBI was hacked six months later. There are only three forms of eminent danger: fire, war, and natural disaster. War is between two countries and excludes all police action. Natural disaster means Mankind did not cause it to happen: lightning, flood, earthquake, tornado, hurricane, meteor, forest fire. Many natural disasters are too slow to permit a violation of privacy: global warming, drought, plague, insect infestation, famine, heat wave, cold snap. These do not allow an invasion of privacy. Fire stands alone. With fire, we grant the fire department the ability to enter – not the FBI, police, or other agencies.

Public Service Clause. This is a fee, not a fine. While the FPS treats them identically, we make the distinction because we intend to pay it regularly to all elected positions. By doing this, we clearly remove all rights to privacy by those people. This is not a wage. We have not paid for their service yet. We have only paid the fee required to remove their privacy during an exact period of time. The vast majority of public servants would not be subject to this, and since the Laws of Ryvah only regulate and restrain the Government, the only entity being granted a contractual privilege to invade the subject's privacy would be the Government itself. Further, there must be a contract, and it would explicitly define what privacy is being given up. The goal is to empower some Government agency (perhaps Congress) to be able to prohibit high treason, the corruption of our Government, and be able to provide checks and balances. This is for transparency.

Type C. Products and services. 1000-strong organizations must be held accountable and may not violate the rights of users while providing contracted services.

Type B. This privacy grants users even more protection and privacy while still empowering the service provider.

Type A. This privacy grants the maximum protection. This is what is in effect 99% of the time. Surveillance from aircraft and satellites is limited. Close proximity invasions of privacy are prohibited. Invading a person's account is prohibited. Trespassing is prohibited. And the most powerful aspect is the prohibition of the recording of any communication. The key point is the distinction between people and organizations. People are not organizations. While it is a crime for a person to invade your privacy, it is not the job of the Laws of Ryvah which focuses on restraining

Government. You must find that level of protection in State law and with civil lawsuits. However, as soon as you can link that person to an organization then the organization is indirectly violating your privacy and on the hook. For example: a person (like a paparazzi) invades the privacy of a movie star, then sells the photos to a magazine. If that magazine is a 1,000-strong organization, it must pay the fine. An organization or Government cannot condone, support, or reward an invasion of privacy.

This is linked to the Constitution by the 4th Amendment which reads, “the right of the people to be secure in their persons, houses, papers, and effects, against unreasonable searches and seizures, shall not be violated.”

Quote, “the poorest man may, in his cottage, bid defiance to all the forces of the Crown. It may be frail; its roof may shake; the wind may blow through it; the storm may enter; the rain may enter; but the King of England may not enter; all his force dares not cross the threshold of the ruined tenement.” This was declared to Parliament on the right to privacy by William Pitt, 1763.

(Consent)

Law of Ryvah 58.

A. If the ability of a conscious* individual to grant or deny permission or consent is removed, suspended, not granted, not acknowledged, or for any reason is ignored by law enforcement, and (any person is subject to (drugs, mutilation, delays or continuances in court, criminal proceedings, or death) which could not have been done had the individual’s right to grant or deny permission of consent been observed), then the court shall pay the person a fine of ten AIPY via FPS.

* Conscious in this context means awake and of sound mind. It excludes a person suffering from an extreme condition who is functionally incapacitated. A victim of a car crash who requires immediate medical attention but is incoherent, is not conscious. An unconscious person cannot be awakened and has an immediate life altering medical need. A sleeping person is conscious.

B. If a Government agency subjects a person to a drug or chemical that causes (sedation, apathy, compliance, lethargy, confusion, drunkenness, disorientation, or euphoria) without (the person’s written consent or a court order specific to that single person and no one else), then the agency shall pay a fine to the person of one AIPY vis FPS. In the case of written consent, a full disclosure of all possible side effects to the mental condition including its probability

and severity must be included or the consent is invalid. This is interpreted to include vaccines, mental treatment, modifications of drinking water or consumables, soap, make up, pesticides used to grow food, and preservatives used in food. This includes conditions that require many years to manifest.

(Explanation of 58th Law – Consent)

This is a fundamental human right.

A Government may never claim the power to, for any reason in any way, speak for an individual as if they had “Power of Attorney” and the individual has none. The Government may never say “I grant or deny permission” for you, indifferent to your wishes. If the Government wishes to do (something to a person or deny something from a person), then the Government shall own this and be responsible for the infliction. The Government may never tell me what I think. This is going to require some reconstruction of law which impose rules by claiming the Government can dictate what people think. By doing this, we will expose subversive laws that evade constitutional challenges by hiding behind this camouflage.

B. Obviously, we are removing fluoride from the drinking water. We will stop chem-trails over populated areas. We are not targeting cancer-causing chemicals; we are focusing on psycho-drugs only. However, we are making the umbrella huge. Further, we are only focusing on negative effects (yes euphoria is a negative—it removes your desire to defend yourself). We do not use the word negative because it can easily be misused. The Nazis thought the sedation and execution of the Jews was not a negative effect.

This is linked to the Constitution by the fourth Amendment which reads, “the right of the people to be secure in their persons, . . . shall not be violated.”

(Privacy of Property)

Law of Ryvah 59.

If a person is arrested or fined for failing to report the possession of personal property, then the agency arresting or fining them shall pay a fine of the value of the assets not reported plus ten times the fine plus one AIPY to the person via FPS PA.

(Explanation of 59th Law – Privacy of Property)

This protects our right to own personal property. Virtually all tyrannical governments wish to rob the People of their property. Step 1. Force People to disclose what they have. Step 2. Tax it. Establish that the Government has a claim on it. Step 3. Fabricate an excuse to justify taking it. Step 4. Make

sure the Government never pays just compensation through a variety of systems: payment of Government services, incorrect valuation (five pounds of gold being valued at pennies), denial of receipt of property, indefinite postponement of payment, etc.

This is linked to the Constitution by the fourth Amendment which reads, “the right of the people to be secure in their . . . papers, and effects, . . . shall not be violated.”

(Self-incrimination)

Law of Ryvah 60.

A. If you are compelled to testify in a court of law against yourself, your biological descendants, the biological ancestors of your biological descendants, or your own biological ancestors, then the court shall pay you a fine of 30 AIPY via FPS.

B. If a meeting between a defendant and a defense Attorney is recorded with any mechanical device (audio or video), or a person is positioned such that they can hear any part of the confidential meeting, or a court appointed defense attorney discloses confidential content about the case to law enforcement, then the court shall pay the defendant a fine of one AIPY via FPS. This excludes courtroom video and audio over 30 feet from the defendant’s chair stationed next to his defense attorney. This also excludes recordings not made by law enforcement. All papers, video, recordings taken illegally (theft) from a defense attorney shall not be allowed as evidence for the prosecution.

C. If a defendant’s silence, or choice to not testify, or choice to decline any form of evaluation or interview is used as evidence of guilt, then the judge and prosecutor shall each pay a fine to the defendant of one AIPY via FPS, and the court shall pay a fine to the defendant of 10 AIPY via FPS.

D. If the prosecutor calls a witness who is (or was) incarcerated and housed in the same room, cell, or pod as the defendant where the witness was previously unconnected to the defendant’s case, then the prosecutor shall pay a fine to the defendant of one AIPY via FPS. This testimony shall not be heard by the jury.

E. In the event a defendant as a witness for a different case is in court, on the stand, under oath, and being asked a question by the prosecution, then if the answer to the question (excluding unrelated comments not related to the question) from this case is then used in a later case against the defendant (to include evidence derived from the answer), then the prosecutor shall pay a fine of five AIPY to the defendant via FPS.

(Explanation of 60th Law – Self Incrimination)

A. Your lineage is you. You are alive because of your ancestors. Your descendants are alive because you lived. To testify against your biological ancestors or descendants is to potentially render harm to yourself. This includes direct lineage, not siblings, aunts, uncles, their children, etc.

B. The recording of phones from jail to attorneys is clearly covered.

C. Hypothetical interpretations of why a defendant does not do something are unacceptable in a court of law.

D. This removes the use of invasive jailhouse spies where a defendant has no means of escape. This does not prevent one of the participants of a crime from testifying against the other parties.

E. The prosecution cannot use the opportunity to question a defendant in one case to develop, gather evidence, or incriminate a defendant in a different case. To do so is to prohibit the defendant from providing a defense against the first case. We have created an exception around unrelated comments. We have no intention of allowing a defendant to evade prosecution by a confession unrelated to the prosecutor’s question.

This is linked to the 5th Amendment which reads, “No person shall be . . . compelled . . . to be a witness against himself . . .”

Quote, “Better to remain silent and be thought a fool than to speak and to remove all doubt,” – Maurice Switzer, 1907.

Quote, “It is even more dangerous for a minister to say foolish things than to do them.” – Cardinal de Retz, 1613-1679.

(Information)

Law of Ryvah 61.

If a Government agency does not produce information that is has or should have which is over 15 years old within three weeks of demand, then the Government shall pay a fine of one AIPM per document to the requestor via FPS, unless the document has been lost or destroyed in which case they shall pay a fine of one AIPY per document to the first requestor. Each document may only be demanded once per year per person. Criminal activity kept secret by Government agencies shall have a 15 year extension on the statute of limitations.

(Explanation of 61st Law – Information)

Absolute total Government transparency and accountability after 15 years. I want to know the names

and actions of all secret activities by all Government agents, secret or not. Everything shall be disclosed. Every deal, every deed, every crime. If we want a good Government, it must be held accountable and we must be able to see everything.

This is linked to the U. S. Constitution through Article II, paragraph 8, the oath, which reads, “I do solemnly swear [to] . . . preserve, protect, and defend the Constitution . . .”

(Miranda)

Law of Ryvah 62.

If you are not informed of your right to council and your right to remain silent (at the time of arrest) or (prior to any questions by law enforcement after a warrant (even verbal by any superior) for your arrest has been issued), then the arresting officer or the law enforcement asking the questions shall pay a fine to the defendant of one AIPW via FPS.

(Explanation of 62nd Law – Miranda)

The Miranda rights. Observe with this, they begin at the moment a warrant is issued. A warrant is an instruction. Further, this is to be interpreted as any instruction by a superior to place the defendant under arrest. At the moment the decision has been made to make the arrest the Miranda is required before any additional questions can be asked.

This is linked to the 5th Amendment which reads, “No person shall be . . . compelled . . . to be a witness against himself . . .”

(Witness for the Defense)

Law of Ryvah 63.

A. If a defendant submits a “Request for Subpoena” for a given witness (with a full explanation of what the witness is expected to say or contribute along with credentials if applicable) and the court both chooses to not subpoena the witness and the entire “Request for Subpoena” is not provided for the jury to review and consider and read to the jury by either the defense attorney (first choice) or prosecution attorney (if first declines), then the court shall pay a fine to the defendant of 2 AIPY via FPS per request.

B. If a defendant is not given an opportunity to question a witness against him to the defendant’s satisfaction (provided this can be done within two hours), then the court shall pay a fine to the defendant of one AIPY per witness via FPS. Provided the defendant’s opportunity has been granted, the response of the witness is irrelevant. If the expenses of witnesses for the defense (travel, lodging, food, lost income,

cancellations of scheduled purchases like trips, etc.) are not paid in full to the witnesses, then the court shall pay the witness one AIPY via FPS and shall pay the defendant three AIPY via FPS.

A request for subpoena must be submitted at least two weeks prior to trial to employ this law.

(Explanation of 63rd Law – Witness for the Defense)

A defendant must be capable of presenting its case, no matter how ridiculous. In the situation a judge does not permit a given witness to be subject to a subpoena and be compelled to appear, then the speculation document on the request for subpoena becomes evidence, and it is up to the prosecution to discredit it and the jury to ponder it.

This is linked to the 6th Amendment which reads, “The accused shall enjoy the right to . . . have compulsory process for obtaining witness in his favor . . .”

(Voting)

Law of Ryvah 64.

All votes from all U.S. citizens shall be equal. The right to vote shall belong to every U.S. citizen over the age of 10 years old. The validity of all voters must be established in order to maintain the equality of all voters. The fabrication of fictitious people is one of two primary forms of voting fraud. The second form is vote modification, which will be solved by a self-regulating, reconcilable voting system. (SRRVS).

A valid U.S. citizen is over the age of 10 years and has a fixed real property address where their existence can be verified by voting officials. An address that a voting official cannot find disqualifies the voter’s validity. An address that does not allow the physical voter to be seen and touched disqualifies the voter’s validity.

If the Government agency denies a valid U.S. citizen, the ability to vote or to be validated and registered to vote when more than six months in advance of an election or vote of the People, then that agency shall pay a fine to that person of one AIPW via FPS.

(Explanation of 64th Law – Voting)

Taxation without representation violate the Constitution. It is illegal to tax an inmate or child in any manner where they are denied their vote. Nobody under ten should be subject to tax; however, very few such people work, and more often than not, it is their parent’s money used to make purchases and their parents who earn income, not the child.

But even more importantly, we must be able to prove every vote and disprove and invalidate every form of voter fraud.

Explanation of SRRVS. We are empowering everyone with the ability to reconcile a vote. Voting will be done over the internet. Any registered voter will be able to go to any computer with internet, log onto the government voting website, vote, and reconcile the vote. All post offices, pseudo-post office locations which offer PO boxes, hospitals, nursing homes, incarceration facilities, and public libraries will have dedicated voting stations which can also assist with voter registration, and vote reconciliation. As a voter votes, their picture is taken.

Post-election results of the SRRVS will be available through the same website for all voters. They will be displayed as a grand total of clusters. Each cluster will be further broken down into smaller clusters. Clusters will be logically organized: grand total, group of states, state, group of counties, county, group of zip codes, zip code, group of streets, street, a street segment. You then reconcile the number of votes to the number of registered voters in that section. Geographical maps by population density would be displayed for viewers to challenge blocks of votes. Overly high population densities would automatically be flagged for investigation, but users could drive out to these locations and also flag locations with comments. "X address is a vacant lot. Nobody lives there." Or "This address is a four-person home not a 300 person apartment complex." Or "The community for this location has at most 300 people and 3,000 is not possible." Additionally each voter could enter their password and Social Security Number and review their own voting ballot, thus you can reconcile your ballot. The resolution would allow you to get down to just ten voters. This is small enough that if the ten were willing they could share their information and reconcile the smallest block with the exact votes of the exact people (7 voted for A, while 3 voted for B). This is the critical point. With our technology it is trivial to program the vote counting machine to always render a 51% to 49% victory in the favor of the elite even where 90% of the population was opposed. Many speculate this is already the norm, and we have lost the ability to have our votes counted accurately by the machines. But with this method, those strategies fail. Because individual clusters of ten can reconcile their exact block, and all blocks above it can be reconciled, the entire vote is highly resistant to fraud.

Additional comment about the voting age of 10. With about 98% accuracy, the votes of children echo their parents, and the 2% deviation is random. This means the additional voters do not fundamentally alter

the ratio of votes on any issue. 60 out of 100 is 60%. If we add the children we get 66 out of 110 which is still 60%. However, by teaching children to vote at an early age, we create a habit and tradition of voting, and it will become an entrenched expectation of responsibility and ownership of our country.

This is linked to the 15th Amendment, Section 1 which reads, "the right . . . to vote shall not be denied . . ."

(Inheritance)

Law of Ryvah 65.

If a person is (in any way taxed, charged, fined, or arrested) for (any form of (failing to disclose, failing to pay taxes on, or failing to turn over)) any part of their inheritance, then that agency shall pay a fine to the person of (five AIPY plus 10 times the amount of the tax, charge, or fine, plus 10 times the value of all property seized) via FPS.

(Explanation of 65th Law – Inheritance)

The elite do not fear the poor or middle-class.

The upper middle-class and the lower upper-class who have not been corrupted and could become an elite are the targets of inheritance tax. The elite want to prohibit anyone from joining the club. If you want to tax the elite, then elevate the standard deduction up to 100 AVL (about 300 million). The dishonest billionaires you want to tax will not pay it. Only honest people pay taxes. Which means, the effect of an inheritance tax is to penalize honest people and empower dishonest people.

The top upper crust of the elite bypass 99% of inheritance law through a combination of offshore accounts, loopholes, secrecy, and fraud. The poor and middle class are exempt via standard deduction. This current approach is poor in design; thus, the Law of Ryvah fixes it.

This is linked to the U. S. Constitution through the 5th Amendment which reads, "no person shall . . . be deprived of . . . property, without due process of law."

(Real Property)

Law of Ryvah 66.

<Removed.> The idea of this law was to prevent the government from taking your land. It required the government to give you a new plot of land of greater square feet and greater fair market value. But, I no longer see this as an issue that needs to be protected. My fear was imminent domain could be used

to damage the standing of land owners. This needs a lot of thought and open debate.

(Explanation of Law 66 - Real Property)

The goal is to protect private property. The law states that property may be seized for “fair market value” only for Government projects that benefit the public. Eminent Domain should provide 130% of fair market value for property seized.

This is linked to the U. S. Constitution through the 5th Amendment which reads, “no person shall . . . be deprived of . . . property, without due process of law.”

(Banishment)

Law of Ryvah 67.

If a judge rejects a petition for banishment over incarceration, then the court shall pay the defendant 10 AIPY via FPS. A rejection occurs one month after a petition for banishment has been submitted without acceptance or notice of the petition’s failure to be valid with an explanation of short comings and the remedies. A valid petition for banishment requires the court of a different community / foreign community (which uses a different criminal definition or sentencing for the crimes the defendant is accused of or convicted of) to review a complete copy of discovery provided by the prosecution to the defense and if available a record of trial. Then this court of a different community must create its determination of guilt and sentence. This determination is the petition of banishment. The burden of obtaining a petition is the defendant’s. Additionally, the foreign community must understand the defendant will be relocated to it, and the community must indicate they will accept that relocation. Two countries that use the same criminal definition are not foreign communities, while two states within one country with distinctly different criminal definitions are foreign communities.

(Explanation of 67th Law –Banishments)

When communities have different criminal standards it is fundamentally an oppression of Freedom of Speech and a failure to separate religious creeds, religious philosophies, and religious demands from the rest of the culture. This separation of church and state is required by the Constitution.

Banishment has been successfully used within thousands of cultures around the world for thousands of years. “If you don’t like our rules, then leave.” In this community, we do not do X. In that community, they allow X but not Y. In that other community, neither X or Y is okay but you can Z all day. When a person commits a crime in a given community, logic dictates

the best first step is to determine if there is another community which would welcome this defendant. Upon finding such a community, the defendant must be given the option of being banished from his current community and relocated to the new community. This issue has now been permanently resolved. Additional violations are a physical impossibility as the perpetrator no longer exists within that community. Everyone wins except the devil.

Sadism is the deriving of joy by inflicting pain and suffering. Torturing a person for pleasure is the root of demonic worship, thus the word sadistic. The idea of imprisonment for life indicates the person will never contribute to that community. Moreover, the community intends to spend vast amounts of money (more than a \$130,000 per year, per person) where the only thing gained is the pleasure of inflicting torture, cruelty, hate, and evil upon the defendant. A judicial system that enjoys long prison terms that inflict horrific suffering, destroys families and love, and cripples the defendant to promote recidivism is demonic and satanic. Its goal is to feed the devil and bring joy to the devil by killing love and God. This is America, and when the elite in power say, “God bless America,” it should be understood they are referring to Lucifer, not Yahweh, Buddha, or Jesus Crist. So either burn your Bible and Quran, or do something about the prolific demonic worship practiced by the politicians you are responsible for putting in power.

What to do: We implement a banishment umbrella. There would be a standardization of the exact vocabulary of a given crime, and all the words would have exact definitions. Thus, you cannot call the act of growing marijuana the same act as manufacturing cocaine unless all the communities agree on such a standardization. When a community is dilatory in its duty to define its crimes correctly, then those crimes are pushed outside the umbrella. The umbrella means that if you are banished for a given crime, then you are simultaneously banished from all communities worldwide which use the exact same definition of that crime. This prohibits a problem from being pushed from one community to the next without any resolution. The standardization of criminal definitions combined with the umbrella mostly eliminates that issue. If marijuana is legal in California and a crime in Nevada, then you absolutely cannot get banished from California for marijuana use in Nevada. It is not relevant that Nevada calls it “drug trafficking” and California has a law by the same name. If the definitions are not identical, then they are not in the umbrella and you could get banished from Nevada into California. The next aspect of the umbrella addresses the inconsistency of the punishment of a crime. This is addressed with

delayed banishment. Simply put, the defendant serves time in the first community until they have exceeded the time of the second community. Thus, a defendant sentenced to 30 years by the first community, who is sentenced to one year by the second community, would serve one year at the first community, then the delayed banishment would take effect. Thus, the defendant arrives in the second community with time served. The banishment is delayed until the incarcerated time has satisfied the requirement of the second community.

With this umbrella, we open many conversations between different cultures about morality, economics, rehabilitation, and love. Demonic cultures will suffer and holy cultures will thrive.

It is understood, if a defendant violates a banishment by returning to a community they have been banished from, then they lose the option to be banished, and the sentence already established resumes.

This is linked to the U. S. Constitution through the 1st Amendment which requires Freedom of speech and Freedom of Religion.

(Treason)

Law of Ryvah 68.

If (prior to a given law being deemed unconstitutional, or removed for some other reason) any court rules that (any form of harm, including homicide, inflicted upon a (politician or prosecutor) who has authored or enforced the law which violates the Constitution beyond a reasonable doubt)) is not self-defense, then the judge shall pay a fine of ten AIPY via FPS to the defendant. It is the jury's responsibility to additionally determine that (in their opinion) the law violates the Constitution beyond a reasonable doubt by a unanimous vote.

(Explanation of 68th Law – Treason)

Our goal is to invoke a deep fear of righteous vengeance against politicians and prosecutors who erode our Constitution. We want to clarify that the criteria for innocence under this law is the flip or inverse of beyond a reasonable doubt. It is not 99% to 1%; it is like 1% to 99%. While to convict a person of a crime, the prosecution must prove the defendant guilty beyond any reasonable measure, in order for a defendant to employ this defense, it is up to the defense (not the prosecution) to prove the law at issue with the defendant violates our Constitution to the degree of proof of beyond any reasonable measure. As such, an act of homicide is highly unlikely; however a simple slap across the face in front of police and news reporters intending to test a given law against a jury could prove very effective, because if the jury concluded (in their

opinion) the law violated the Constitution, it would be open season on that politician or prosecutor. This would likely cause the law's prompt removal to allow them to come out of hiding.

This is linked to the Declaration of Independence which reads in Paragraph 2, "whenever any form of government becomes destructive . . . it is the right [duty] of the people . . . to abolish it."

(Medical)

Law of Ryvah 69.

If a doctor, patient, or parent of a patient (is fined, arrested, or loses their license to practice medicine) for any activity in conjunction with or required by the providing of a medical procedure or substance by the doctor (with the approval of a second doctor) to the patient at the insistent, persistent, and consistent request of the patient, where any and all substances are consumed completely while in the doctor's presence, then the court (if arrests or fines are made) and /or the medical board (if licenses are removed) shall pay a fine to the applicable party (doctor, patient, or parent) of (10 times the fine, 5 AIPY for arrest, and 20 AIPY for the removal of a medical license) via FPS. Substance refers to any form of drink, food, vitamin, drug, illegal drug, poison, chemical, or any known form of matter in any state at any temperature, administered by pill, patch, injection, consumption, implant, or any other means. Consumed completely means there is nothing external to the body, such as a bottle of pills; a patch applied to the skin is not external to the body.

(Explanation of 69th Law – Medical)

A licensed doctor has pledged a Hippocratic Oath to do no harm and protect the patient. The doctor has obtained an enormous list of credentials and is a third party. We then require a long standing standard of credibility where the patient is insistent, persistent, and consistent. Simply put, the combination of these factors allows everything. It allows euthanasia, illegal drugs supervised by the doctor, gender alteration surgery, and abortion, while not holding the doctor, patient, or parent of a patient liable. The FDA (Food and Drug Administration) is reduced to an advisory role only.

It should be noted, no protections against malpractice are granted. The doctor now takes full responsibility and liability for unwanted results that manifest more frequently than disclosed, or more seriously than disclosed.

There is no obligation for a doctor to provide any service. It is at the doctor's discretion to provide service to a child and parental consent is not required.

However, it is highly probable doctors will require parents to be intensely involved in all services except where it would endanger the child to do so. This is a common interpretation of the Hippocratic Oath.

Similarly, safety standards and procedures are normally in the interests of the Hippocratic Oath, and a doctor would need enormous justification and disclosure to not adhere to them.

As for a doctor's decision to report crime, they can still be motivated to report because the act of reporting is completely external to the act of providing service.

This is linked to the Constitution by the fourth Amendment which reads, "the right of the people to be secure in their persons . . . shall not be violated."

(Lottery)

Law of Ryvah 70.

The offices of state governor, congressmen, senators, president, and vice president shall be filled by predictable lottery. The predictable lottery will identify valid candidates. A valid candidate is alive, a US citizen, over the age of 35 years of age, and has a bachelor's degree from an accredited US university. Valid candidates will declare more than 24 hours in advance if they will accept or decline the next available position. The predictable lottery takes a seed number and finds that position of pi (π). The predictable lottery now takes nine digits starting with the one identified by the seed. Nine because that is the size of a Social Security Number (SSN). While the seed does not produce a valid SSN, then the seed is incremented by one and tested again. This is repeated until a valid candidate is found. In the event the candidate has not indicated they will accept a position, the next seed is set to the next 13 digits; thus a trillion digits into pi. In the event the candidate has accepted, they are assigned and, the next seed is set to the next 14 digits. Thus the path of selection forks into two depending on that candidate's choice. All records of the list, the seeds, the date and time of processing, and acceptance or decline are publicly available to allow anyone to reconcile the process. A decision to accept or decline is made by a notarized statement sent by certified mail. Incarceration, hospitalization, criminal history, gender, sexual orientation, disability, military service status, income, and race cannot invalidate a person for office. The term of office: People shall serve three years plus the time to their next even birthday. An even birthday is to turn 22, 24, 26, 28, etc. Time in office prior to this law is not counted.

(Explanation of 70th Law – Lottery)

Ryvah has concluded these elected offices have been corrupted, inclusive of past, present, and future delegates to be offered to the people for election. Gigantic corporations and secret societies have taken enough control to substantially usurp our Constitution and strip us of our basic human rights. Read the book *Behold a Pale Horse* ISBN: 0-929385-22-5. We have. We conclude people selected at random would serve our country better than the politicians we have in power now. In fact, I would claim a thousand convicted felons would serve our country better. I would sooner trust a psychopathic bipolar autistic child with multiple personality disorder who has raped his little sister, brother, grandma, and the dog, than the lot of politicians who belong to the secret societies.

Let us explain how to do this. The system cannot be corruptible. We cannot use a system anyone has any power to control. We would like qualified candidates but at the same time, we want as many as possible. The more candidates there are, the better the security is. Because even incarcerated US citizens can qualify, there will be a huge motivation for all to obtain a bachelor's degree. Notice the area of study and GPA are not defined, thus all qualify. The goal is absolute transparency. Nobody can alter the value of pi. It is a universal constant. 3.14159265... The first digit is a 3, the second is a 1, and the third is 4. Anyone can use a computer to evaluate any exact digit of pi. Everything will be time stamped. Everyone will be able to identify exactly who will be picked next, and the list will indicate if they will accept. Every day, updates will be made to the database. Every day the batch of open offices will be processed. These blocks will link together like a bank statement which is reconcilable all the way back to the very first one. The seed is used as an index into pi. The first seed will be . . . 1. At any point, it will be easy to identify who is picked for that day. Simultaneously the influx of additions and changes to the database will make future predictions almost impossible. Even if a batch was processed on a weekly basis instead of a daily basis the candidates would only have a week's notice they are likely to be picked. That is far too short a period of time to corrupt them. We envision all the positions to be filled to be roughly distributed evenly throughout a term of service of 4 to 6 years where no four positions have the same term. The length of service will intentionally be different to randomly scatter them throughout the years. Thus, you might find a 4 year 118 day term of service. With this, there would be no more radical changes in government. Instead of a massive exodus and entrance every 2/4 years of nearly a thousand people, we would see an average of about one person a day. All

politicians would know the odds of getting elected again are negligible, and they will live in the world they make. The politicians would now truly represent the People. No group or segment of the population would have the privilege of over representation, and no one would suffer with under representation.

This is linked to the Constitution by the right to representation.

(Right to Record)

Law of Ryvah 71.

If a defendant is fined or arrested for recording a conversation they were part of, then the arresting officer, prosecutor, and judge shall each pay a fine to the defendant of three AIPY each via FPS PA. If the judge refuses to hear the case or dismisses it immediately, then he/she is exempt and not fined.

(Explanation of 71st Law – Right to Record)

The ability to obtain the truth is vital. The only justification to prohibit recording of events is to hide criminal activity and remove justice.

This is linked to the U. S. Constitution through the 6th Amendment which reads, “the accused shall enjoy the right to a . . . trial, by an impartial jury.”

(Reasonable Notice)

Law of Ryvah 72.

If the prosecutor calls a non-professional witness without disclosing the witness and discovery

from the witness a minimum of two weeks in advance of the beginning of trial, then the prosecutor shall pay a fine to the defendant of one AIPY via FPS.

(Explanation of 72nd Law – Reasonable Notice)

There can be no leeway to allow surprise prosecutions in order to prohibit the defense from researching a witness. I have some reservations about this law.

This is linked to the U. S. Constitution through the 6th Amendment which reads, “the accused shall enjoy the right to a . . . trial, by an impartial jury.”

(Retrial)

Law of Ryvah 73.

If a defendant was convicted without the protections of the Laws of Ryvah, then they are entitled to a new trial with the Laws of Ryvah.

(Explanation of 73rd Law – Retrial)

We the People in unity cannot and do not condone the criminal conduct of the illegitimate Government which was in power. Everything it touched has been potentially poisoned. And everything it did must be reexamined.

This is linked to the U. S. Constitution through the 6th Amendment which reads, “the accused shall enjoy the right to a . . . trial, by an impartial jury.”

Laws of Ryvah

Questionnaire

1. Will this law reduce the population in jails and prisons?

- The reduction of the population in jails and prisons will require many employees to find new employment. This would save money, reduce taxes, and give these ex-prison employees an opportunity to find a way to benefit society rather than being a burden on it.

2. Will this law protect the innocent?

- Criminal minded people repeat their misdeeds, and even if they evade justice a time or two, statistically it is only a matter of time before they are convicted. Likewise, your brothers, sisters, sons, and daughters are likely to only face trial for a crime they did not commit. Throughout thousands of years of history the only function of trial was to protect the innocent.

3. Does the law establish a financial consequence that punishes the government when it violates the Constitutional Rights of a US citizen?

- State government, county government, and city government will only be compelled to avoid violating the Constitution by a monetary consequence large enough to make granting your Constitutional Rights preferable.

4. Will this law help prevent the erosion and predicted destruction of the Constitution?

- It is predicted that 20% of Americans have started to prepare for an apocalyptic revolutionary war to reclaim and reestablish the US Constitution. It is predicted over 100 million people will die in this war (1 out of 3). The laws of Ryvah avoid this. If you don't like the Laws of Ryvah, then we recommend you secretly invest in a gun and lots of ammo.

5. Think about the things you didn't get to do as a child. Think about the things you didn't get to learn about in public school. How would the laws of Ryvah give your children a better childhood.

Glossary

2D20 roll: This is two dice, which have 20 sides each. One will be positive and the other negative. They are added together; thus, they average to zero. If a 20 is rolled on either, then it is rolled again and added. Thus, it is open ended with no limit. As long as you keep rolling a 20, you keep adding them.

AC: This is the abbreviation of Armor Class. It is the score required in order to hit an opponent with an attack. If your AC is above your opponent's "to hit" score then their attack missed you.

Alignment: Ryvah uses a variety. We do not use the traditional (good, neutral, evil), (lawful, neutral, and chaotic). We describe alignment in terms of words like: kind, greedy, egotistical, erotic, etc. Ryvah knows that alignment shifts radically from moment to moment, and we use this as a guide to help player feel this delicate personality of their own character.

Armor Class: see AC.

Attack: This is what a character does to harm the opponent. The attack is the last action of a character's turn. Ryvah forbids all concepts that allow a retreat to safety *after* an attack.

Attack of opportunity: It is uncommon in the Ryvah system, but it does exist. They are all at the Game Master's discretion. In general, an attack of opportunity should be used only to balance play and cover mistakes. In other words, the Game Master realizes he miscalculated so he is going to start aggressively awarding attacks of opportunity to the players to correct his error. Typically, the bad guys never get them.

Augmentation (race): This is a modification to a base race. It can be made at character creation or done during play. All augmentations started after the base race was born. There are many ways to gain an augmentation, and if you have one then it excludes getting another. Becoming a zombie, skeleton, lycanthrope, angle, or vampire are examples of augmentations. You started as human, got bit by a vampire, now you're a vampire. Your base race has been augmented.

Base race: This refers to a pure and unaltered living creature. Human, elf, dwarf, fairy, dog, and cat are all base races.

Basic: This is a skill type in the 500-experience column. All basic skills are under a group skill. It is focused. Sword, axe, fly, heal, and bookkeeping are all examples of basic skills.

Category: This is a skill type in the 4,000-experience column. All category skills have a collection of group skills below them. Nothing is above a category skill. Combat, Supernatural, and Science are examples of category skills.

Character: This is the player's representation in the fantasy world. A character has a character sheet that defines everything about this imaginary being, which is controlled by the real-life person playing the game.

Chi: This is Ryvah's special combat system. Chi is fuel to power chi maneuvers, earned with chakra. You get chi from combat skills.

Combat style: This is part of Ryvah's special combat system. A combat style has many chi maneuvers. A character must obtain a painting to unlock a combat style. Gambler, highwaymen, knight, and pirate are examples of combat styles.

Defense: This has multiple meanings: 1. Defense is a group skill that adds to the character's AC. 2. Defense is also a type of damage resistance that is applied conditionally. Silver defense reduces damage by five if and only if they are using an inferior weapon with no magic and not of any metal above iron.

Effect (chi): Chi maneuvers are a collection of effects such as jump, AC, AOED, etc. Each effect adds something to what the character can do. Jump increase movement with a jump; AC increases the character's AC.

Effect (magic): Ryvah's magic system uses letters of the alphabet to define effects: A, B, C, D, etc. A given spell has a given list of effects: Fly(CJMOP). C defines duration; P defines the speed, etc. Each effect controls a given aspect of the spell, and must be powered with mana to determine it.

Experience points: Skill level is calculated by the amount of experience in the skill. Experience is awarded for having fun and playing the game.

External: This is a sub-classification of a skill. Start with a skill and apply a restriction to it. Night combat: skill combat with the restriction that it can only be used at night.

Full move: This term indicates the character will move the maximum distance they can move. It is a flat-out ran. No other action can be made normally. You give up your attack.

GM (Game Master): see Game Master.

Group: This is a type of skill in the 1,000-experience column. It is under a category skill and has basic skills below it.

Half move: This indicates the person is only moving half of their maximum movement or less. After which they may attack or cast a spell. A half move is never taken after an attack or spell.

Half-breed: The combination of two base races. A dwarf who mates with an elf will produce a half-breed child: dwarf / elf.

Health: Hit points. Your character's health points define how much damage they can take before they drop. Zero is not dead—it's unconscious.

Initiative: This determines the order in which everything takes its actions for the round. The highest first. A monster's alertness is their base score for initiative.

Level: This is a pseudo arbitrary number. In front of the experience chart is a chart that describes where the numbers come from. Fundamentally, a 1st level smith makes a sword. For each additional level of the smith, we increase the quality of the sword by +1. Thus, a 4th level smith makes a +3 quality sword. Everything else is now defined around this core principle. We now calculate the experience to get to a level based on this goal.

Magic style: This is how a user of magic manifests that magic. It defines if they need a wand, need to speak, need a wizards' lab, etc. Some of the styles have been given names like wizard, cleric, and druid.

Mana: This is the fuel to power magic spells. Skills generate mana equal to their level in that skill.

Maneuver: Part of the chi combat system. A maneuver is what a fighter uses during a turn to gain a collection of benefits defined by the effects of the maneuver.

Melee: My body is holding the object (or is the object) that it impacting the target's body. But, then we usurp it with rules to throw melee weapons (while still counting as melee). Other than that, if you loose the item it is not melee—it is ranged.

Movement: The distance a creature can move with a full turn movement.

Natural 20: When rolling a 2D20 skill check (to hit is a skill check) and one of the dice lands on 20. This is called a natural 20. Further, you roll again and add the 20 to your result. Repeat.

Non-player character (NPC): Everything other than the characters of the players is controlled by the Game Master, thus non-player. Sometimes they get character sheets every bit as detailed as the player character sheets. However, they are not players. They are part of the world. The orc, barmaid, drunk on the corner, dragon, sexy hooker, even your character's hired help are all NPCs. We draw the line where animal familiars, and bonded animals are part of the player character, but the horses for the wagon, and trained hunting dog are NPCs under the control of the Game Master.

NPC: See non-player character.

Player: A player is the real life person who has a character but is not the Game Master.

Player character: This is the fantasy person created by and controlled by the real life player.

Poison: This is several things. 1. Poison is a type like fire and ice. If a character puts poison on their weapon it counts as a poison weapon. Spells can be type poison. 2. There is a spell "poison." 3. Poisons are part of Ryvah's chemistry system. A character can make or purchase a variety of poisons.

Race: This is the sum of all things with age-race charts applied to a single thing. The base race + a second base race if a half-breed + sub-races (applied either to the individual parts or the whole) +

augmentations. Examples: elf, drow elf, succubus elf, succubus drow elf, etc.

Race skill: Every race has a collection of skills for that race. They are divided into five age categories, which overlap: child, adolescent, adult, middle age, and senior. Because they overlap, you can have a child-adolescent. A being cannot use a race skill without the body of the race. A bird with the skill fly cannot fly if in the body of a dog.

Ranged: This is the group skill that covers attacks made with projectile weapons: bows and crossbows. Spears and daggers can be used with the skill ranged, but there are also rules for thrown melee weapons—however, with these rules the range has a maximum of 60 feet. Thus, a spear goes farther as a ranged weapon.

Rank (wizard): This is another way to describe the max casting ability of a spell caster. A rank 22 wizard is said to be able to cast with a casting max of 22.

Reach: This is the distance you can attack at. It is the length of the melee weapon plus the length of a lunge and may include a step.

Resistance: This is a percentage of damage not taken. 90% resistance means 100 damage only does 10 damage. If you need to compound resistance and weakness, then multiply by the inverse. The inverse of 90% is 10% or 0.1. Thus, if the creature had 200% weakness and 90% resistance, you would apply the 200% to double the damage then multiply by 0.1 to remove 90% of the damage.

Restricted experience: Characters start with 10,000 restricted experience, but it is not for power. It is for color and flavor. It can only be used on non-power skills like art and dance.

Restricted skill: Restricted experience can be used on these skills.

Roleplaying game (RPG): This is a game. We are playing to have fun. We are actors and actresses who dress up in our imaginations and play the role of great heroes of one sort or another. We get to live out fantasies that are untenable in the real world. We create characters to help us play the role with passion and vigor. We make and use maps and artworks to help us visualize what is happening.

Round: To play the game we organize play into rounds. Each round everyone gets to do something. Ryvah defines a round as two seconds. It is one swing of a sword or one arrow or one spell.

Save: Some spells allow the subject to resist the spell. This is the save.

Size: How tall or long something is.

Skill: This is knowledge is something that either allows you to do it or do it better.

Specific: This is a skill type in the 500-experience column. All specific skills refer to one exact basic skill and one exact object. The object is the key. The specific skill in my copper sword +2 quality with the little ding in it cannot be used with another copper sword +2 quality.

Spell: In Ryvah's magic system, we call the basic skills spells. Moreover, all spells are basic skills. A spell has effects that are powered with mana.

Square 5x5: This is the default size we subdivide the battlefield into for ease of play. We use a grid of squares that are 5 feet by 5 feet.

Style (combat style): Part of Ryvah's chi combat system. See combat style.

Sub-race: A base race may have one sub-race. Drow is a sub-race. Thus, you can have drow elf, drow orc, drow dwarf, etc. Any sub-race found anywhere can be used on any base race. They are not restricted to the base race where they are defined.

Surprise: This is a +10 to hit for that exact one round. Surprise only exists as the first round of battle. Any successful perception check that indicates danger removes surprise. The spell dangers scenes removes surprise.

Weakness: This is a percentage of damage that increases damage taken. 200% weakness means 10 damage does 20 damage. If you need to compound resistance and weakness, then multiply by the inverse of resistance. The inverse of 90% is 10% or 0.1. Thus, if the creature had 200% weakness and 90% resistance, you would apply the 200% to double the damage then multiply by 0.1 to remove 90% of the damage.

Weapon type: This applies to weakness and resistance. The types are: sword, axe, hammer, dagger, spear, human bow, elven bow, satyr bow, and sylph

bow. Hands, punches, kicks, bites, thrown rocks, etc. do not have a type. They also bypass a slime's immunity.

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Introduction

Ryvah is a rich and flexible system of medieval fantasy and magic. Its extreme freedom manifests horrifically vile mythologies as well as loving and romantic ones. Have a sexual love affair. Rule the kingdom like Mother Teresa or Hitler. It's your choice. Ryvah doesn't censor out nudity or criminal behavior. Within Ryvah, you will find an abundance of beautiful, if not outright erotic, nudes. Ryvah loves life in all its many shades and pushes back against the status quo by intentionally including content others would cut. There is beauty to be seen, horrors to overcome, and a vast diversity of culture, religion, and opinion on morality. Ryvah illustrates and indulges in the exotic and vile behavior that is humanity.

**–Discretion and maturity advised–
Age 11+**

As a game system, with a four-tier skill-based structure with customizable combat, magic, economics, and politics Ryvah is second to none. There are many ways to build a fighter and they all deal and function differently. Monsters have specific weaknesses and defenses causing different players to gain an advantage based on the unique way they built their character. This allows the game master to control the rhythm of the game so low-level players aren't left out. There are over a hundred ways to build a unique wizard, and the player actually feels like the wizard. How about a beast master, a chemist in a lab, an herbalist or a singer? There are 23 trades under science alone. Each one provides its own special contribution to an interdependent ecosystem. And we haven't even touched politics or your character's race.