

Player Status Descriptions



Strength

- **4:** You feel strength coursing through your body and you are full of energy.
- **3:** You are as tough as ever, but just a little tired.
- **2:** You are feeling drained; your muscles are sore and your arms are weak.
- **1:** You are breathing heavily with fatigue; every movement requires great effort.
- **0:** Your body is completely exhausted and you can barely move.

You can not use a sword until you recover.



Dexterity

- **4:** Your reflexes are swift, your vision is keen, and your hands are steady.
- **3:** You are capable and skilled, but your reflexes are a bit slow.
- **2:** There is a slight tremor in your hands and your accuracy is inconsistent.
- **1:** You are feeling sluggish and your vision is blurry.
- **0:** Your movements are awkward and you have lost all coordination.

You can not use a bow until you recover.



Intelligence

- **4:** Your mind is clear, your thoughts are focused, and your will is strong.
- **3:** Your mental powers are still sharp, but you are slightly distracted.
- **2:** Your wits are dulled and your memory is hazy.
- **1:** You are feeling confused and disoriented.
- **0:** Your mind is completely clouded and you have lost all concentration and focus.

You can not use a staff until you recover.

Weapon Descriptions



Swords

- **Bronze Sword** (power: 1)
A common, heavyweight shortsword. The blade is a dark copper color, moderately sharp, and slightly notched. The grip is wrapped in leather strips. Adequate for fighting.
- **Steel Sword** (power: 2)
A medium-weight longsword, often used by soldiers. The blade is dark gray and finely sharpened. A quality, well-balanced weapon.
- **Adamant Sword** (power: 3)
A two-handed broadsword. Made of reinforced silver, strong enough to shatter rocks on impact. Precious stones are embedded in the hilt. The weapon of an honored knight.
- **Solar Sword** (power: 4)
A mysterious weapon with runes etched along the blade; warm to the touch. Emits a soft yellow glow in dark rooms. Unbelievably light weight, yet effortlessly cleaves through metal.



Bows

- **Wooden Bow** (power: 1)
A small bow made of a light, flexible wood and strung with horsehair. Easy to use; shoots arrows a moderate distance.
- **Iron Bow** (power: 2)
A crossbow made from hardwood, reinforced with iron, and strung with hemp. Launches arrows a great distance with additional force.
- **Golden Bow** (power: 3)
A golden longbow, perfectly balanced, and strung with silk. Shoots arrows that travel faster than sight.
- **Lunar Bow** (power: 4)
Made from an unknown dark blue metal; flexible and cool to the touch. Strung with a metallic thread. Amplifies the power of each shot; arrows pierce any material they hit.



Staves

- **Stone Staff** (power 1)
A staff made of gnarled wood from a cedar tree. Thin branches at the top naturally spiral around a gray stone sparkling with minerals. Focuses mental and spiritual power to cast spells.
- **Jade Staff** (power 2)
Straight and polished, made from marblewood. Claws carved into the top securely grip a sphere of green jade. Greatly enhances focus and magnifies the force of spells.
- **Crystal Staff** (power 3)
Carved from white birch and covered in arcane symbols. A metallic clasp at the top holds a clear, icosahedron-shaped crystal, sparkling with reserves of mystical energy.
- **Meteor Staff** (power 4)
A staff made of metal with a glimmering meteorite welded to the top. Vibrating with energy, spells cast are enhanced with power from astral sources.

Monster Descriptions



Specters

- **Mist Specter** (level 1; health 1)
Almost completely transparent; makes a screeching, wailing sound that causes a feeling of dread and despair.
- **Frostbite Specter** (level 1; health 2)
Shimmers with ice crystals; blows painfully frigid air that will freeze anything or anyone.
- **Plague Specter** (level 2; health 3)
A writhing mass of dense black smoke; spews noxious fumes that are fatal to breathe.



Slimes

- **Rancid Slime** (level 0; health 2)
A muddy brown gelatinous creature that smells like sewage; oozes a substance that sticks to anything that touches it.
- **Toxic Slime** (level 1; health 3)
Yellowish-green with a pungent chemical smell; makes squelching sounds and leaves trails of poisonous mucus as it slowly slides around the ground.
- **Acidic Slime** (level 2; health 4)
Dark orange with swirls of black and a sulfurous odor; drips corrosive globs of acid that smoke and sizzle as they burn holes in the ground.



Skeletons

- **Decaying Skeleton** (level 0; health 3)
Bones are covered with dark patches of rot; walks with an unsteady, shuffling gait; swings a rusty dagger with quick, jerky movements.
- **Warrior Skeleton** (level 1; health 4)
Bones are thick and draped with fragments of cloth and armor; movements are nimble and fluid; wields a spiked club.
- **Obsidian Skeleton** (level 2; health 5)
Bones have been transmuted into black stone; steady and powerful; carries a double-headed axe.



Dragons

- **Armored Dragon** (level 0; health 6)
Dark scales, hard as steel, serve as a coat of armor for this slow moving, hard hitting dragon.
- **Flame Dragon** (level 1; health 6)
Heat radiates from the red scales covering the body of this flying, fire-breathing dragon.
- **Voltaic Dragon** (level 2; health 6)
The air tingles with electricity as sparks fly between the brass scales of this dragon; its eyes glow with malice and its muscles tense for combat.