

Combat Rules

Living, Dying, and Resurrecting

Health States

A character may find themselves in different Health States during a game event, which have different effects and ramifications for that player.

Players with the Diagnose skill may use this to check your Health State, by coming to you and stating “Diagnose – What is your status?”. This skill use is considered Out of Play, so even if you are at Dead status and therefore could not respond In Play, you may still respond. You would then respond with their Health Status, how many Health Points they are down from their maximum, and any other Status Effects they may be under. See the Skill Description for Diagnose for full details of that skill.

Living

Each player begins a game event at Living Status and at maximum Health Points. A character with the Living status is healthy and able to act normally. They can move, fight, cast spells, and use skills without any problems. One might consider Living to be the default, normal state of characters.

A Living character has at least one Health Point. If a character’s Health Points drop to zero (0), they go to Bleeding to Death status. A character cannot have Health Points lower than zero. Any damage that would reduce the character’s Health Points into negative values is ignored.

Bleeding to Death

A character at Bleeding to Death status can be revived, but will be Dead soon. The player must count — silently — for sixty (60) seconds, and if they are not restored to Living status in that time, they will then go to Dead status. They can return to Living status by gaining Health Points through spells, items, or other effects which restore Health Points.

Players with the First Aid skill may use this to restore you to Living status by stating “First Aid 1, First Aid 2...” while counting for thirty (30) seconds. During this count, you would stop your silent count, and after thirty (30) seconds of First Aid treatment, you will be returned to Living status with one (1) Health Point. See the Skill Description for First

Aid for full details of that skill. If the First Aid skill is interrupted before completion, you would resume your count where it stopped prior to the skill being used.

Dead

A character at Dead status can still be revived, but will Dissipate and must Resurrect soon. The player must count — silently — for five (5) minutes, and if they are not restored to Living status in that time, their body will Dissipate and the player must go Resurrect.

A player reaching Dead status will immediately have all active spells and Status Effects removed, except for those Status Effects which explicitly continue through Death. Once a character is at Dead status, no spells or effects can affect them. The exceptions to this are those Effects that bring the character back to Living status, or otherwise explicitly target characters at the Dead status. See the Status Effect section further down for full details of what Status Effects persist through Death and/or affect characters at Dead status.

Players with the Surgeon skill may use this to restore you to Bleeding to Death status by stating “Surgery 1, Surgery 2...” while counting for thirty (30) seconds. During this count, you would stop your silent count, and after thirty (30) seconds of Surgeon treatment, you will be returned to Bleeding to Death status. See the Skill Description for Surgeon for full details of that skill. If the Surgeon skill is interrupted before completion, you would resume your count where it stopped prior to the skill being used.

Dissipation and Resurrection

After a character has been at Dead status for five (5) minutes without being revived, their body will disappear by turning into dust, and they become a spirit. At this point, all In Play items the character was carrying must be dropped at the place of death. The player then puts on a White Headband to show they are now Out of Play. As a spirit, the character cannot interact with the world or speak to anyone. The player must then immediately and directly go to the Plot Marshal.

Resurrection

The Plot Marshal will make note of your name and your character name in the “Resurrection Book” to keep record of player lives. Then, you may proceed with Resurrecting your character.

A player may Resurrect at designated Resurrection points. Once the player reaches the Resurrection point, the character may count “Resurrecting 1, Resurrecting 2, Resurrecting 3” and return to Living status with full Health Points, but with no active spells and no Armor Points.

Memory Loss

After Resurrection, the character forgets everything that happened in the 30 minutes before going to Dead status, including the moments leading up to being killed. The character will also not remember anything from their time as a spirit. Players must not use Out of Play knowledge to figure out who killed their character (This is considered Bad Metagaming, and is against the rules) — other players must help them discover it through play if possible.

Combat Rules

Attacking With a Weapon

When attacking another player with a weapon, you must swing in a wide arc — at least 45 degrees but not more than 90 degrees. This ensures a player's attacks are neither too fast nor too hard. The goal is to make enough contact with your weapon for your opponent to register a hit, not to knock them down.

A valid, legal hit must make full, uninterrupted contact with your target. If a hit is blocked by a weapon or shield, it does not count as a connecting strike. This includes glancing blows or hits that slide off a weapon or shield before reaching the player.

Packet Attack

A *Packet Attack* is when a player throws a small object, called a Packet, to represent something like a spell, vial of liquid, or other ranged attack. Before throwing the Packet, the player must say a *Call Out* — a short phrase that explains the attack. The type of *Packet Attack* determines the *Call Out* used.

For Spell attacks, a *Verbal* must be said first. A *Verbal* is a specific set of words tied to the spell being cast. After saying the *Verbal*, the player follows up with the *Call Out* or *Tagline* before throwing the packet. For example, "I command you to Sleep! Mental Sleep!" followed by throwing the packet.

See the Spell Description for a full list of Spell Verbals and details of those spells.

Calling Damage and Attack Taglines

For every attack — whether from a weapon or a packet — the player must say a *Call Out* that includes:

- **Numerical Damage:** The amount of damage being done. If an attack has no numerical value (e.g., some spells), this part is not required.
- **Attack Type:** The type of damage, such as *Physical* or *Magical*. For weapons, players will typically call *Physical* unless under powerful effects.
- **Status Effect:** Any additional effect the attack causes, such as *Normal* (no special effect) or something else, depending on the attack.

Example: If you hit someone with a sword, you might say, “2 Physical Normal!” This means you are doing 2 points of Damage, it’s *Physical* damage, and there’s no additional effect.

Verbal

A *Verbal* is the special set of words a player must say when casting a spell. Every spell has a specific *Verbal* that must be spoken clearly and fully before the spell can take effect. After saying the *Verbal*, the player finishes the attack by calling out the *Tagline* (e.g., “Mental Sleep!”). Then, the packet is thrown.

Status Effect

A *Status Effect* is something that changes what a character can do in the game. It might stop them from moving, weaken them, or cause other effects. Some *Status Effects* last for a short time, while others continue until the character is healed or revived. Full details on different *Status Effects* can be found in the next section.

Tagline

A *Tagline* is a short phrase that describes what kind of attack is happening, how much damage is being done, and whether any *Status Effects* are included. Players must say the *Tagline* out loud whenever they attack with a weapon or cast a spell.

The *Tagline* generally refers to the combined Attack Type and Status Effect Call Out of an attack, for example the *Tagline* of a Weapon attack “5 Physical Normal” would be “Physical Normal”.

Duration of Effects

Each *Status Effect* has a specific duration, determining how long it lasts. The possible durations are:

- **1 Minute:** The effect lasts for sixty (60) real seconds.

- **1 Combat:** The duration of a single fight between two or more characters, or the duration of a single “wave” of a battle or encounter. If there is no fighting for more than 10 seconds, the combat is considered over.
- **1 Encounter:** The full duration of an entire battle, a Module, or other side quest that may make up multiple Combats and/or extended breaks in between Combats.
- **1 Event:** The remaining duration of the entire game event.
- **Concentration:** The effect remains active as long as the caster keeps their hand in a concentrated position – outstretched if they are targeting other players, or across their chest if they are targeting themselves. While under Concentration, the player may talk and roleplay, but they may not perform any other attacks, cast any other spells, or use a weapon with the arm being used for concentration for any reason. Additionally, they may not use the Concentration hand for ANY reason other than upholding Concentration. Lowering your hand for any reason will break the effect on the target instantly and the effect ends.
- **Instant:** The effect takes effect immediately and does not have any long-lasting effects.
- **Line of Sight:** The effect will remain active as long as the target remains in the combat area in an unbroken line of sight. The combat area is defined as a line between the caster and the target that is not obstructed by a major structure or thick forest. The caster does not need to be actually looking at their target for the effect to remain active.

Once the duration expires, the effect ends. If a target reaches *Dead* status, all *Status Effects* on them automatically expire.

Failing Spells and Attacks

A player may unintentionally make an illegal attack, by incorrectly or incompletely performing that attack. In the event that a player makes an illegal attack, the target will not take the intended effects of that attack, and the attacker will still expend or consume the skills or other resources used to make that attack. These are referred to as a “Flub”, and the player or game marshal may call that in Response.

If a Spell or Weapon Attack fails to hit a target, the Attack is considered failed and the skill is consumed.

If a Spell or Weapon Attack hits a target in an illegal contact area, such as the head or groin, the Attack is considered failed and the skill is consumed.

If the attack strikes a player other than who the attacker intended as the target, the player that was hit is the target of the effect. Attacks do not have intent.

If a Spell packet is thrown before the complete and correct *Verbal* and *Call Out* are fully spoken, the attack is considered failed and the skill is consumed.

If the player takes Health Point damage at any point between beginning their *Verbal* and throwing the Packet, they are considered to have lost their concentration and the Spell casting immediately fails and the skill is consumed.

Defending Against Status Effects

There are several ways to defend yourself from attacks or spells that can harm or weaken you. Effects labeled as "Protection" fall under *Defensive Magic* and shield you from specific types of attacks or *Status Effects*. *Protections* act like *Status Effects* because they stay active until used up or removed, such as going to Dead status.

When you have an active *Protection* and are hit by an attack it covers, the *Protection* is triggered, and you must immediately respond with the appropriate *Defense Response*.

Defense Exceptions and Touch Casting

Spells or other means of applying beneficial effects, such as Healing or other protection effects, can be performed without triggering the target's existing defenses. This is often referred to as "casting under a Spell Shield".

This also applies to a player attempting to cast or apply these effects on themselves. For example, a player with active spell Defenses may heal themselves without triggering their Defenses.

In order to bypass a target's Defenses, the caster must "Touch Cast" the beneficial effect. This is done by lightly touching the target with a Spell Packet held in the hand, rather than throwing it at them under normal Packet Attack rules.

Permission to Touch

Players must ask for consent before engaging in any form of physical contact with another player, including "Touch Casting". This can be done by clearly asking, "Permission to touch?". The other player may verbally grant consent, suggest an alternative, or deny the request outright. A simple "No" or a nonverbal signal (e.g., thumbs down, head shake) is sufficient to decline.

It is important to remember that:

- Consent must be enthusiastic, ongoing, and can be revoked at any time.
- Consent granted in the past does not imply future consent.

- If there is any doubt about whether permission has been enthusiastically granted, players should assume the answer is “No.”

Players should never be pressured or penalized for refusing physical contact, and anything less than clear, enthusiastic consent is not considered valid.

Defense Types

There are different kinds of *Protection* effects that you may hear or encounter, each designed to block certain types of attacks. They include:

- **Shroud:** Blocks the next non-Physical attack delivered by a packet, such as a spell. After blocking the attack, the *Shroud* is used up, and a new *Shroud* must be applied.
- **Cloak:** Similar to a *Shroud*, but it reactivates after a short time. This makes it a reusable defense against non-Physical, packet based attacks.
- **Shield:** Blocks the next Physical attack delivered by a weapon. After blocking the attack, the *Shield* is used up, and a new *Shield* must be applied.
- **Mantle:** Similar to a *Shield*, but it reactivates after a short time. This makes it a reusable defense against Physical, Weapon based attacks.
- **Resistance:** Allows you to resist a single specific attack of a specific type for each Resist that you have. You can use this defense at your discretion.

Defense Order

If a player has multiple defensive effects active on them at one time, they are triggered in a specific order when hit by an attack:

- Cloak or Mantle
- Shroud or Shield
- Resist
- Reflect

You *must* use the appropriate defense when you are hit, except for *Resist*, which is optional. In the rare case where you have multiple Defenses at a specific level which would apply to the incoming attack, you may choose which of those Defenses is triggered.

Resists

A *Resist* can only be used after all other defenses (such as *Shrouds* or *Cloaks*) have been triggered. Unlike other defenses, you can choose when to use a *Resist*, and you

may even use it after already being affected by the attack. However, you can only use a *Resist* if your character is at *Living* status — not when *Bleeding to Death* or *Dead*.

Defense Response

If a defense is triggered, you must respond verbally with the phrase “**Flash**” so that your attacker knows the effect was negated. This response should be spoken clearly and loud enough for the attacker to hear.

Some skills or abilities allow for defensive actions similar to magical *Protections*. These skills or abilities will have their own Response, which should also be spoken clearly and loud enough for the attacker to hear them. These skills and this Responses include:

- “**Flash**”: Your defensive protection is triggered, negating the incoming attack or effect. This Defense is visible to all players as a “flash” of light. There are several types of Defenses, described above, which will have this Response.
- “**Resist**”: You choose to expend a *Resist* to negate the effect. This defense is invisible to other players, meaning they will not see any outward sign of the resistance.
- “**Parry**”: You block a weapon attack with your own weapon, negating it outright.
- “**Shield Block**”: You take an attack aimed at another player, blocking it with your shield. You take the full effect of the attack.
- “**Dodge**”: You avoid a packet or weapon attack, negating it outright.
- “**Dodge Block**”: You jump in to take an attack meant for someone else within arm’s reach. You take the full effect of the attack.
- “**Reflect, [Status]**”: You take the full effect of the incoming attack. Then, the attack denoted in the Reflect Status is sent to the attacker, who must take the effect. The target of this return attack can defend against it, as though it were a normal packet attack against them. No packet is required for this return attack, but for purposes of Defenses and other skills, the return attack is considered to have been a Packet attack.

See the Skill Description section for full details of these skills.

Other Responses

Certain abilities allow for other defensive responses, often used by monsters. Some examples include:

- “**Snap**”: You instantly break free from a movement-restricting effect, like *Bind*.
- “**Threshold**”: You take less damage from a specific Weapon attack than your attacker might have expected.
- “**No Effect**”: You are completely immune to the attack. You must say “No Effect” when this happens to let other players know that nothing in the attack affected you.

- **“Flub”**: This may be called when an attack or other skill is improperly used or otherwise fails, to denote that the attack was in some way illegal. This Response is typically made by a third party to the combat, such as a game marshal. For example, a game marshal may state “Flub! Pre-cast!” to denote a player casting a spell failed to cast that spell properly as they threw their Packet prior to completing the full Verbal and Status Effect.

See the Monstrous Abilities section for full details of these abilities.

Timing for Responses

Players have up to three (3) seconds after being hit to declare their *Defense Response*. If no response is given within that time, the effect is considered to have hit, and you cannot retroactively use your protections. The exception is *Resist*, which can be declared at any time, as long as the character is still at *Living* status.

Attack Type Taglines

Attack Types define the nature of the attack being performed. Every attack will carry some Type, as these Types will interact with a target’s various defenses, Resistances, or even Immunities.

Abyssal

Attack has the type Divine. This Tagline deals double (2x) damage against creatures with the Celestial type. This damage multiplier stacks with any other damage multiplier effects the creature may be under. These attacks also bypass Immunities of creatures with the Celestial and Undead types.

Alchemical

Attack has the type Poison. This attack type can only be used with Packet attacks. These attacks cannot be blocked by a shield, and the target will take effect if struck.

Arcane

Attack has the type Magical. Attacks with this Tagline are considered Magical in nature. This is typically used to denote an attack is a Spell rather than a Physical Attack.

Celestial

Attack has the type Divine. This Tagline deals double (2x) damage against creatures with the Abyssal type. This damage multiplier stacks with any other damage multiplier

effects the creature may be under. These attacks also bypass Immunities of creatures with the Abyssal and Undead types.

Crushing

Attack has the type Elemental. This Tagline deals double (2x) damage against creatures with the Elemental Air type. This damage multiplier stacks with any other damage multiplier effects the creature may be under. These attacks also bypass Immunities of creatures with the Elemental Air type.

Augment

Effect has the type Augment. This Type Tagline is used for defensive and other effects which grant benefits to the target. Although the structure of this Call Out is identical to offensive attacks, this effect Type is not considered “Damage” for the purpose of other Status Effect interactions.

Flaming

Attack has the type Elemental. This Tagline deals double (2x) damage against creatures with the Elemental Water type. This damage multiplier stacks with any other damage multiplier effects the creature may be under. These attacks also bypass Immunities of creatures with the Elemental Water type.

Freezing

Attack has the type Elemental. This Tagline deals double (2x) damage against creatures with the Elemental Fire type. This damage multiplier stacks with any other damage multiplier effects the creature may be under. These attacks also bypass Immunities of creatures with the Elemental Fire type.

Mental

Attack has the type Mind Affecting.

Physical

Attack has the type Physical. All Physical attacks can be blocked by a shield or weapon, without the target taking effect. This is one of the most common Attack Types.

Shocking

Attack has the type Elemental. This Tagline deals double (2x) damage against creatures with the Elemental Earth type. This damage multiplier stacks with any other damage multiplier effects the creature may be under. These attacks also bypass Immunities of creatures with the Elemental Earth type.

Toxic

Attack has the type Metabolic.

Status Effect Taglines

Unless otherwise denoted, all Status Taglines will only take effect if the target takes damage to their Health Points. While the target has remaining Armor Points, they will be protected from the Tagline's effects.

Acid

Duration: Instant

Attacks with this Status Tagline deal double (2x) damage against creatures with the Automaton type. This damage multiplier stacks with any other damage multiplier effects the creature may be under.

Anger

Duration: 1 Minute

Target under the effect of this Status will respond to any confrontation with immediate physical violence.

Berserk

Duration: 1 Minute

Target under the effect of this Status MUST attack anyone around them, beginning with the nearest person, without exception. They can ONLY use melee weapons, and their melee attacks will deal +2 Damage. If a target has no melee weapons, or weapon skills to use one, they must still roleplay as Berserked.

Bind

Duration: 1 Minute

Target under the effect of this Status cannot use their arms. They must roleplay their arms bound to their sides. They are unable to attack using weapons or shields, casting spells, or any other actions that require use of their hands to perform.

Charm

Duration: 1 Minute

Target under the effect of this Status cannot attack the caster, or otherwise target the caster with harmful abilities or magical effects. The target is unaware they are under the effects of Charm.

Claw

Duration: N/A

This Tagline is most commonly used by Monsters to denote they are using inhuman claws to attack, rather than using weapons of any kind. Claws cannot be the target of Disarm or Shatter effects. If a player is targeted in this way, they would respond with “No Effect”. Claws cannot be used to block attacks or use defensive skills such as Parry, and the player will take damage if they attempt to do so. The Tagline otherwise deals unmodified damage to the target as per the Normal status effect.

Command

Duration: Concentration

Target will obey a single one-word command.

Daze

Duration: 1 Minute

Target under the effect of this Status cannot use Mana.

Death

Duration: Instant

Target immediately goes to Dead status.

Decay

Duration: Instant

This can only target something that is at Dead status. This spell lowers their Death count to 2 minutes and 30 seconds. If their Dead count was already past that, this has no effect.

Disarm

Duration: Instant

Attacks with this Tagline must be accompanied by a hand-held object, no larger than a shield, IE “Disarm Sword”. The target of the attack must immediately drop the object on the ground, and they are unable to pick it up again for three (3) seconds.

If the target has more than one of that item, they get to choose which one to drop. For example, if the caster casts “Disarm Sword” and the target is holding two swords, the target can choose which one to let go of. But if the caster says “Disarm Right Sword”, then the target must drop the sword in their right hand.

Packets are not considered in-play items, and therefore cannot be the target of Disarm. The Claw weapons that a Monster is wielding cannot be the target of Disarm, as per the Claw rules.

Disease

Duration: 1 Minute

Target under the effect of this Status will deal -2 Damage with melee weapons, and is additionally affected as per Slow.

Drain Life

Duration: 1 Minute

Target under the effect of this Status may not cast spells, or attack or block with weapons or shields, and is additionally affected as per Slow.

Enthrall

Duration: Concentration

Target under the effect of this Status will guard the attacker at the cost of their own life, using their skills and abilities to the fullest to do so. Target cannot otherwise speak unless commanded to (they may still freely cast spells), or move more than 10 ft from the caster. The target is unaware they are under the effects of Enthrall. Additionally, the target is affected as per Charm.

Fear

Duration: Line of Sight

Target under the effect of this Status must immediately leave the combat area, until Line of Sight has ended.

Hex

Duration: 1 Encounter

Target under the effect of this Status takes half effect from any Healing effects, as well as any spells using the "Restore" tagline, rounded down to the nearest whole number.

Knockback

Duration: Instant

Target must immediately take ten (10) full steps backwards before resuming combat. A "Hold" may NEVER be called for this ability. If an object prevents the target from moving backwards, you immediately stop and the effect ends.

Knockdown

Duration: Instant

Target must immediately kneel with one knee touching the ground before standing.

Magic

Duration: N/A

This Tagline allows damage to affect creatures that are otherwise immune from attacks of certain Attack Type Taglines, bypassing their Immunity. For example, a Fire Elemental that is Immune to Fire is hit with a Weapon attack for “5 Flaming Normal” would not be affected by this attack whatsoever. However, a Weapon attack for “5 Flaming Magic” would bypass their Immunity to Fire, dealing 5 points of Damage.

The Tagline otherwise deals unmodified damage to the target.

Normal

Duration: N/A

Base tagline for Physical damage from a weapon or packet. Any unaltered weapon that a Player may use would call the Normal Tagline. This is one of the most commonly used Taglines.

Pacify

Duration: 1 Event

Target under the effect of this Status will not initiate any combat or other offensive action against any other target, unless that target attacks first. The target is unaware they are under the effects of Pacify.

Pain

Duration: 1 Minute

Target under the effect of this Status will take double (2x) Damage amounts from any Numeric damage source. This effect will stack with other damage multipliers the target may be affected by.

Paralyze

Duration: 1 Minute

Target under the effect of this Status cannot move or speak. They remain in the position in which they were paralyzed unless moved by someone else.

Petrify

Duration: 1 Minute

Target is instantly turned to stone, and cannot move or speak. If the target receives a Killing Blow, they are instantly destroyed, and must immediately go Resurrect.

Repulse

Duration: Concentration

Target under the effect of this Status must immediately move ten (10) feet away from the attacker, and remain ten (10) feet away from them for the duration of the effect.

Root

Duration: 1 Minute

Target under the effect of this Status cannot move their legs, preventing them from actions such as walking or running.

Rot

Duration: 1 Minute

Target under the effect of this Status cannot heal damage to their Health Points by any means, down to a minimum of 1 HP. This Status Effect remains active on a character even when going to Dead status. It can only be removed by the effect expiring, Resurrection, or other explicitly stated means.

Shackle

Duration: 1 Encounter

Target under the effect of this Status may not Phase, Transteleport, Rift, travel through Portals, or other means of changing corporeal state.

Shatter

Duration: Instant

Attacks with this Tagline must be accompanied by a hand-held object, no larger than a shield, IE "Shatter Sword". The object being held by the target is then immediately destroyed, if possible. Some creatures may take damage from this effect. In this case, the proper Tagline object would be "Shatter Body".

If the target has more than one of that item, they get to choose which one to drop. For example, if the caster casts "Shatter Sword" and the target is holding two swords, the target can choose which one to let go of. But if the caster says "Shatter Right Sword", then the target must drop the sword in their right hand.

Packets are not considered in-play items, and therefore cannot be the target of Shatter. The Claw weapons that a Monster is wielding cannot be the target of Shatter, as per the Claw rules. If a player is targeted in this way, they would respond with "No Effect".

Some items, such as those with Enchantments placed on them, are immune to Shatter. If an unbreakable object is targeted in this way, the player holding it would respond with “No Effect”.

Silence

Duration: 1 Minute

Target under the effect of this Status cannot speak, including casting spells.

Silver

Duration: Instant

Attacks with this Status Tagline deal double (2x) damage against creatures with the Lycanthrope, Fae, or Magical Creature types. This damage multiplier stacks with any other damage multiplier effects the creature may be under.

Slay

Duration: Instant

Target immediately goes to Bleeding to Death status.

Sleep

Duration: 1 Minute

Target under the effect of this Status falls into a deep, magical sleep and is rendered helpless. They may be awoken before the expiration of the effect by another player shaking them on a ten (10) count. Additionally, receiving any amount of Health Point damage will immediately wake the target. The target may be targeted by a Killing Blow while asleep.

Slow

Duration: 1 Minute

Target under the effect of this Status can only move at walking speed, and may not use evasion skills such as Dodge.

Stasis

Duration: Concentration

Target under the effect of this Status is completely immobilized by a barrier of energy. They are immune to ALL attacks and would respond with “No Effect”, except for a Killing Blow dealt only by the caster. Performing a Killing Blow in this way does not break the caster’s Concentration on the Stasis. The caster may release the target – including if the target is themselves – on a Count of “Releasing 1, Releasing 2, Releasing 3”, at which point the effect is expired.

Storm

Duration: Instant

When attacks with this Status Tagline would incur Health Point damage, the target loses Mana points equal to the damage received, in addition to the Health Point damage. Numeric damage attacks only.

Stun X

Duration: Instant

Target under the effect of this Status is completely immobilized and cannot move for X seconds.

Weaken

Duration: 1 Minute

Target under the effect of this Status calls -5 Damage with Weapon attacks, to a minimum of 1.

Web

Duration: 1 Minute

Target under the effect of this Status is completely immobilized and cannot move, but can speak.

Wither

Duration: 1 Minute

Attacks with this Tagline must be accompanied by a specific limb of the target, IE "Wither Right Arm". That limb of the target is then rendered unusable and the target may no longer use that limb to swing weapons, block attacks, cast spells, or walk or run.

Wound

Duration: 1 Minute

Target under the effect of this Status has their Threshold attribute suppressed. They will take the full amount from all Numeric Damage, as though they did not have the Threshold attribute. See the Monstrous Abilities section for full details of the Threshold attribute.

Beneficial Effect Taglines

While most Status Effects will negatively affect a player in some way, there are also several Effects which are beneficial or in other ways enhance the player.

Dispel

Duration: Instant

Target has the Status Effect specified in the Attack Type removed from them, IE "Dispel, Mental" will remove any and all Status Effects of the Mental type the target is currently affected by.

Heal

Duration: Instant

This Tagline will restore the target's Health Points for the amount specified, IE "10 Arcane Heal". Although the structure of this Call Out is identical to damaging attacks, this effect is not considered "Damage" for the purpose of other Status Effect interactions, such as damage multipliers. This Tagline cannot be used with Weapon attacks. This Tagline is considered Beneficial, and may be Touch Cast on a target without triggering their Defensive effects or abilities.

Life

Duration: Instant

Target is immediately restored from Dead status to 1 HP. This Tagline is considered Beneficial, and may be Touch Cast on a target without triggering their Defensive effects or abilities.

Reflect

Duration: 1 Event

Reflect is a defensive Status that, when triggered, will affect the attacker with a specific attack in return. The target of this return attack can defend against it through normal means, as though it were a normal packet attack against them. No packet is actually required to be thrown for this return attack, but for purposes of Defenses and other skills, including additional Reflect abilities, the return attack is considered to have been a Packet attack. When this Defense is triggered, the return attack must carry the "Reflect" modifier. See the Modifiers section below for more details.

Once this defense is expended, the effect has expired. See the Defenses section above for more details about how to declare attack defenses. This Tagline is considered Beneficial, and may be Touch Cast on a target without triggering their Defensive effects or abilities.

Restore

Duration: Instant

This Tagline will restore the target's Mana for the amount specified, IE "10 Arcane Restore". Although the structure of this Call Out is identical to damaging attacks, this

effect is not considered “Damage” for the purpose of other Status Effect interactions, such as damage multipliers. This Tagline cannot be used with Weapon attacks. This Tagline is considered Beneficial, and may be Touch Cast on a target without triggering their Defensive effects or abilities.

Revive

Duration: Instant

Target is immediately restored from Dead status to their maximum HP. This Tagline is considered Beneficial, and may be Touch Cast on a target without triggering their Defensive effects or abilities.

Shield

Duration: 1 Event

Effects with this Tagline must be accompanied by a specific Attack Type or Status Effect which they are defending against, IE “Shield, Mental” or “Shield, Sleep”. Target under the effect of this Status is able to Defend against a single attack of the type declared when the Shield was cast, by responding “Shield!”. Once this defense is expended, the effect has expired. See the Defenses section above for more details about how to declare attack defenses. This Tagline is considered Beneficial, and may be Touch Cast on a target without triggering their Defensive effects or abilities.

Shroud

Duration: 1 Event

Effects with this Tagline must be accompanied by a specific Attack Type or Status Effect which they are defending against, IE “Shroud, Mental” or “Shroud, Sleep”. Target under the effect of this Status is able to Defend against a single attack of the type declared when the Shield was cast, by responding “Shroud!”. Once this defense is expended, the effect has expired. See the Defenses section above for more details about how to declare attack defenses. This Tagline is considered Beneficial, and may be Touch Cast on a target without triggering their Defensive effects or abilities.

Attack Modifier Taglines

Attack Modifiers will enhance or otherwise alter the attack being done. These are not considered Types, and instead modify the effects of a given attack’s statuses or effects. As these Attacks do not carry an inherent Type, they will always be combined or “stacked” with another Attack Type. For example, “Critical Arcane Death” would mean the target would take the attack “Arcane Death”, and the “Critical” Attack Modifier changes the ways the target can Respond or Defend against it.

Bleeding

If a Player is brought to Bleeding to Death status by an attack with this Attack Modifier, they may not be revived using the First Aid or Surgeon skills like normal. If these skills are used on the target under the Bleeding effect, they would respond with “No Effect”. Magical healing will work as normal.

Critical

Attacks with this Attack Modifier cannot be blocked (such as with weapons or shields) or negated (such as with Armor Points or defensive spells) by any means, and the target will take the Damage and/or Effect as normal. The target may still use an applicable Resist defense against this attack.

Persistent

Attacks with this Attack Modifier have their Status Effect Duration increased to 1 Encounter. Additionally, the effect may NOT be removed through normal means and will persist even through the Dead status. A Persistent tagline can ONLY be removed by the duration expiring, Resurrection, or other explicitly stated means.

Piercing

Attacks with this Attack Modifier have their Damage bypass the target’s Armor Points, dealing damage directly to their Health Points. Attacks with this Tagline may still be physically blocked with weapons or shields.

Reflect

Attacks with this Attack Modifier are triggered automatically by a player with a Reflect effect on them. This modifier denotes that the Attack Response immediately affects the target, which would be the attacker of the original attack that triggered the Reflect. The target of this return attack can defend against it through normal means, as though it were a normal packet attack against them. No packet is actually required to be thrown for this return attack, but for purposes of Defenses and other skills, including additional Reflect abilities, the return attack is considered to have been a Packet attack.

Effects with this Tagline must be accompanied by both their Attack Type and Status Effect which they are returning like any other kind of attack, IE “Reflect, Mental Sleep”.

Voice

Any player that hears this Tagline MUST take the Effect, without exception. For example, "Voice Arcane Death" would mean everyone who can hear the Call takes an

Arcane Death effect. This is a rare and very powerful effect, typically reserved for game marshals.

Attack Tagline Examples

Here are a few examples of some common taglines you may experience while in play.

"5 Physical Normal!" with a Weapon – An attack from a typical townspeople. The target would take 5 Physical Damage of the "Normal" type.

"2 Physical Claw!" with a Claw – An attack from a Monster. The target would take 2 Physical Damage of the "Claw" type.

"5 Physical Magic!" with a Weapon – An attack from a townspeople with a Magical weapon. The target would take 5 Physical Damage of the "Magic" type, which would bypass any Physical Immunity the target may have.

"4 Flaming Claw!" with a Claw – An attack from a Fire Elemental. The target would take 4 Flaming Damage of the "Claw" type. If the target is a Elemental Water creature type, they would take 8 Damage because of the "Flaming" Tagline.

"Critical Arcane Disarm!" with a Weapon – A *Precise Strike* attack from a Flashing Vengeance Fighter townspeople. The target would take an Arcane attack of the "Disarm" type. Because the attack is Modified with the "Critical" Tagline, this attack bypasses both their Armor Points as well as any Defenses they have to stop the Disarm effect. As a result, the target takes the Disarm effect, dropping their weapon. If the target has a Resist versus Disarm or a Resist versus Arcane – and chooses to use it – they would not take the effects of the attack.

"Mental Sleep!" with a Packet – A Mind Affecting spell that would put the target at Sleep status.

"Toxic Paralyze!" with a Packet – A Metabolic spell that would put the target at Paralyzed status.

"Arcane Death!" with a Packet – An Arcane spell that would put the target at Dead status.