

# Monstrous Abilities

Some Monsters will have unique and powerful abilities beyond what most players will be able to perform themselves. Many of the Status Effects will only be heard when fighting certain types of Monsters, and others will have abilities even beyond that. Although some of these will be exceptionally uncommon, these effects are defined here for clarity in an Encounter where they may be used.

## Strength

Some Monsters may have the ability to break themselves free from effects which may physically restrict them, such as Bind and Root. This ability is referred to as Strength, and is performed by the Monster in one of two ways – Breaking and Snapping.

Breaking out of confining effects will be done on a Count of “Breaking 1, Breaking 2...” and so on, the duration of the Count depending on the type of confining effect.

- **Root:** Three (3) seconds.
- **Bind:** Four (4) seconds.
- **Web:** Eight (8) seconds.
- **Stasis:** Ten (10) seconds.

While a Monster is Breaking out of the effect, they are still able to take damage, with the exception of Stasis which renders them completely immune to attacks. They may also not receive a Killing Blow, including by the caster of a Stasis, as the act of Breaking means they are not fully immobilized as defined in the rules for Killing Blow. After the Monster has finished their Count, the effect is considered expired and they may resume any actions that were previously hindered by that effect.

Some more powerful Monsters may instantly free themselves from these effects using the Snap ability. Unlike the Break ability, Snapping has no Count and is performed instantly. A Monster may also choose to perform a Snap at any point once they are under the effects of the confining status, and does not necessarily have to Respond with this within three (3) seconds like most Responses.

## Threshold

Some Monsters will have a type of damage reduction referred to as Threshold. A Monster with a Threshold will ONLY take full damage from attacks which deal enough damage to overcome their Threshold amount. Any other attack will reduce the damage

they are receiving to 1 Damage. The Monster will then respond with the Response “Threshold” to signify to their attacker they are receiving a reduced amount of damage.

For example, a Monster with a 4 Threshold is hit with “3 Physical Normal”. The Monster will then respond “Threshold” and only take 1 point of damage. If the Monster is then hit with “4 Physical Normal”, they will take the full damage (and therefore will not have a Response).

Although Monsters are not expected to Respond to every attack they receive that is below their Threshold, as this would disrupt the flow of gameplay and combat, it is expected that Monsters will Respond appropriately so that the players fighting them will understand the effect their attacks are, or are not, having.

## Intellect

Monsters each have an Intelligence stat which will generally dictate how they act and interact with the world or with players. The following is a general guide to intelligence levels and how they should be roleplayed.

- **Animal:** Defensive and focused on self preservation. Animals may only engage in the most simple of individual logic. Animals will generally be coming into town and attacking players as they are seeking food. Example: Bear
- **Automaton:** Unintelligent, disregard for self preservation. Automatons have been given simple commands and will follow them absolutely. Automatons may use their abilities to the best of the player’s skill and ability. Example: Iron Golem
- **Undead:** Unintelligent, disregard for self preservation. Seek out any living being and attack it directly. Undead may be given specific, simple commands and will follow them absolutely. Undead may use their abilities to the best of the player’s skill and ability. Example: Zombies
- **Mindless:** Unintelligent, disregard for self preservation. Seek out any living being and attack it directly. Example: Slimes
- **Low Intelligence:** Monster may engage in simple, individual logic. The Monster may understand language on the most basic of terms, but can not necessarily speak. Example: Goblins
- **Full Intelligence:** Monster may act to the full skill and ability of the player playing them. These Monsters can also understand language and speak, if they choose to. Example: Bandits

## Speed

The speed of a Monster determines how fast the player who is playing them can physically move and attack in combat.

- **Full Speed:** Monster has no physical limitations. They may run, jump, dodge, and attack as quickly as the player can physically perform these actions.
- **Half Speed:** Monster may NOT run, and the player should move no more quickly than a brisk walk. The Monster may still physically dodge attacks or use Dodge skill (if applicable). The player may attack as quickly as they can physically perform combat.
- **Quarter Speed:** Monster may NOT run, jump, or dodge attacks. The player should move no more quickly than a normal walking speed. The player's attack tempo should be at a slow, deliberate pace, and NOT as quickly as they can physically swing attacks.

## Immunity

Some creatures are completely immune to certain attacks or effects. If you have *Immunity* to either the *Attack Type* or the *Status Effect* of an attack, you will not be affected by that part of the attack. For example, a Fire Elemental with *Immunity* to Fire is hit by a weapon attack for “5 Flaming Normal.” In this case, the Fire Elemental is immune to the *Flaming* (Attack Type) and, therefore, takes no damage from the attack.

The exception to this is attacks with the *Magic* Status Effect, which causes an attack to bypass a creature's *Immunity*. The full description of the *Magic* Status Effect is detailed in the Status Effects section.

If you are completely immune to an attack, you MUST respond with "No Effect" to let other players know that the attack had no impact on you.

## Greater Body

Some creatures are so powerful that they are able to shrug off even the most devastating of attacks and effects. The attributes of a creature having Greater Body are as follows:

- Inherently immune to Alchemical, Mental, and Venomous Type packet attacks.
- Inherently immune to Physical Type weapon attacks. Physical Type weapon attacks must carry the Magic Tagline to damage the creature.
- Inherently immune to Knockback and Knockdown Status Effects.
- Unless otherwise denoted, the creature has Strength: Snap Root, Bind. Break Web, Stasis.
- Any effect that would instantly bring the creature to Bleeding to Death status instead deals 25 Damage directly to their Hit Points.

- Any effect that would instantly bring the creature to Dead status instead deals 50 Damage directly to their Hit Points.
- The creature may continue to cast spells while taking Hit Point damage without interruption.

## Phasing, Burrowing, and Corporeal State

Some creatures have the ability to *Phase*, allowing them to shift between a visible, tangible state and an invisible, intangible state. This ability is represented by crossing arms or weapons over the head to signal their “Corporeal State”. Some creatures may refer to their ability to change Corporeal State in other terms depending on their creature type – for example, “Burrowing” or “Melding” – but these are still considered a *Phasing* action and follow the same rules.

Any player with both arms or weapons crossed over their head is considered *Out of Phase*. Similar to being Out of Play, any in-play character cannot see or interact with them. However, being *Out of Phase* is still an in-play action, as certain abilities, skills, or effects may allow a character to sense the *Out of Phase* creature’s presence. For safety reasons, players are asked to step aside and make space for an *Out of Phase* player if necessary.

To *Phase In* or *Phase Out*, the creature must perform a three (3) count, announcing “Phasing In 1, Phasing In 2, Phasing In 3” or “Phasing Out 1, Phasing Out 2, Phasing Out 3,” respectively. Once a creature has decided to change their Corporeal State, they must fully Phase In before Phasing Out, and vice versa. While *Phased Out* or in the process of changing their Corporeal State, a creature is considered Half Speed and may only walk, regardless of their actual Speed.

When in the process of *Phasing In*, the creature becomes visible as soon as they start their count, but remains immune to all damage and attacks until their count is complete. Once fully *Phased In*, the creature is tangible and can be attacked.

When *Phasing Out*, the creature remains vulnerable to attacks during their entire count. Once their count is complete, they are again intangible and immune to damage or attacks. If a creature is in the process of *Phasing Out* but is affected by a Shackle effect, which negates using their *Phasing* ability, the creature will immediately cease their *Phasing* count and is considered *Phased In*.

*Phased Out* creatures cannot pass through magical barriers, such as *Arcane Circle* or other protections defined as “Building Protections”, while these effects are active or “raised”.

Creatures can change their *Corporeal State* while immobilized, such as under the effects of Web or Stasis.

*Phased Out* creatures cannot hear anything happening around them. They can sense the presence of nearby creatures but cannot identify them.

## Tabard Colors and Challenge

Rather than the color of a Monster's tabard matching their creature type or description, the tabard color is a visual indicator of the Monster's level of challenge. Players will be able to immediately determine if a creature will be too dangerous for them to handle, and the game will be able to generally convey an encounter's threat level at an immediate, visual glance.

Green with White Circle – Novice

Blue with White Square – Advanced

Black with White Diamond – Expert

Specific physical descriptions will still be handled with a "What Do I See" call-out, but these will not be correlated to the player's tabard color.

## NPC-Only Taglines

These abilities are the most dangerous in the game world, and will only be seen wielded by NPCs. These abilities are not meant to be in the hands of the players, and will never be used by a creature in a tabard and mask. These abilities will always be paired with an origin type (IE: mental, physical, fire) so that players are able to defend against them.

### ***Disintegrate***

Duration: Instant

Causes the target to skip the bleeding state AND the dead state, going directly to spirit form and causing the player to resurrect. Disintegrate may target dead bodies.

### ***Obliterate***

Duration: Instant

Causes the target to skip the bleeding state AND the dead state, going directly to spirit form and causing the player to resurrect. They also lose 2 additional lives from their life total.