

ADVENTURES IN AVERLAST

Extra Act: Trials of the Dark Goddess

An hour game with teams of about four.

Saturday, October 24th, Winters Park, Garland

Levels

2nd - 4th or 4th - 6th

Total Levels

N/A

Ratings

F8 M4 P6 R7 (9 failure)

As the days grow short and the night grows long our world becomes closer to the world of the dead. The people of Averlast celebrate this time as the transfer of dominance between the two Goddess Dawn and Dusk. To celebrate this time they generally hold tournaments between fellow warriors and battles against creatures they have captured. Those who perform the best during this holiday are rewarded in various ways. The fights are merely for pleasure and are carefully watched over with many healers and fighters ready for complications. You have been invited to take part in this celebration by King Einar. Attending the event will be many influential people within Averlast.

Special: Limit Point Rules are in effect.

Special: New abilities and spells for all classes as well as unique limit abilities.

Special: No loss of permanent health points on death

Game Fee is \$10 which will include a small lunch.

Mostly all players will be expected to NPC and PC.

Special Rules:

New abilities:

11) Cleric

Bless - Level 3

Range: Touch - Duration: 1 Combat - Area: 1 Target

Stacking: N/A - Misc: Reverse - Costs: 4

The cleric blesses the target, allowing them to receive double the effect of the cleric's heals from spells for 1 combat. The cleric may only have one blessed target at a time and must either Reverse Bless the target or wait till the duration ends. Combat is based off of the Cleric's combat status. The Cleric should call the heal including the blessing as so the heal is not doubled twice. This spell takes 5 seconds of casting.

Sanctuary - Level 6

Range: N/A - Duration: 5 Minutes - Area: 10 Foot Radius

Stacking: N/A - Misc:Material Component - Costs: 6

The cleric makes a zone of healing. All targets standing in the area (including enemies) receive double the effect from all healing spells. The Cleric should make out an enclosed area with yellow tape to assign the area. This spell takes 30 seconds of casting including the time to make out the enclosed area.

Divine Sphere - Limit Ability

Range: Touch - Duration: 10 seconds - Area: 1 Target

Stacking: Limit - Misc: N/A - Costs: Limit

The target gains immunity to all damage. This ability can be dispelled. Any attacks done to the target should be responded with "no mark". You can still attack but you may not use any SAS while under the effects of Divine Sphere.

2) Druid

Gauge Injuries - Level 3

Range: 20 Feet - Duration: Instantaneous - Area: 1 Target

Stacking: N/A - Misc: N/A - Costs: 3

By using this ability a druid can know how badly injured a living creature is. The injuries are of four levels: Not Injured 100-75%, Injured 75-50%, Badly Injured 50-25%, and Near Death 25-0%. When Gauge Damage is used the npc should respond with one of these four. This ability can be used multiple times on a single target, but it costs points each time.

Gift of the Phoenix - Level 6

Range: Touch - Duration: 1 Combat or until used. - Area: 1 Target

Stacking: N/A - Misc: N/A - Costs: 6

The target is endowed with the spirit of the Phoenix. When the target is hit by an attack that would normally kill him he will be restored to 1 health above unconsciousness. This ability lasts one combat or until used.

Attack Shrubbery - Limit Ability

Range: Self - Duration: 1 Combat. - Area: 40 Feet radius

Stacking: N/A - Misc: N/A - Costs: Limit

The druid asks the earth for assistance. The earth grabs hold of enemies allowing them to only move at walking speed. This can be canceled by a Knight's Strength I or a Herring. The area is based from where the druid cast the spell, not where the druid has moved to. This is a 5 second cast.

3) Fighter

Taunt - Level 3

Range: 10 Feet - Duration: 10 seconds - Area: 1 Target

Stacking: N/A - Misc: LI - Uses: Level/Day

The fighter demands the targets attention instantly forcing them to focus on them for 10 seconds. The target does not have to attack them per say but they can not attack others. This is an LI ability with a +2 modifier. This means a level 3 fighter would call it as "Taunt level 5 Green".

Cleave - Level 6

Range: Melee Strike - Duration: Instantaneous - Area: 3 targets

Stacking: Damage - Misc: KD0 - uses: 1/2 Level/Day

Cleaves up to 3 targets in melee dealing full damage and knocking them down for 0s. The Fighter may invoke this ability on a melee hit.

Crushing Blow - Limit Ability

Range: Melee Strike - Duration: Instantaneous - Area: 1 Target

Stacking: Limit - Misc: KD5 - Costs: 1 Limit

Decimate the target dealing your normal damage in no defense damage, going through all defenses excluding Dodge Blow, Evasion, ect. Any touch to the target including shields counts. If the target is wearing non-magical armor or shield it is destroyed. 5 second knockdown.

4) Knight

Cover - Level 3

Range: 10 Feet - Duration: Instantaneous - Area: 1 Target

Stacking: N/A - Misc: N/A - Costs: 3

The knight intercepts an attack on an ally within 10 feet of him taking the damage for one attack at the knight's defense. This ability is used after the attack.

Magic Ward - Level 6

Range: Self - Duration: 1 combat or until used - Area: Self

Stacking: N/A - Misc: N/A - Costs: 6

The knight endows himself with magical protection. The next spell (this includes all spells including helpful spells such as healing) cast on the Knight has no effect. This ability has no effect on Area of Effect spells. This ability takes 5 seconds to invoke. A knight may cover with this ability and consume the spell.

Steel Guard - Limit Ability

Range: Self - Duration: 1 Combat - Area: Self

Stacking: Limit - Misc: N/A - Costs: 1 Limit

The Knight may instantly invoke this ability to gain an additional 2 armor and double healing on itself.

5) Mage

Counterspell - Level 3

Range: 30 Feet - Duration: Instantaneous - Area: 1 Target

Stacking: N/A - Misc: KD0 - Costs: 3

Interrupts the targets cast and makes them suffer a 0 second knockdown. If the target is not casting the mage suffers the knockdown himself. This spell takes 5 seconds to cast and may not be used more than once per combat. If this spell is used against a mage in concentration they take a 5 second knockdown rather than the 0 second knockdown.

Ice Nova - Level 6

Range: Self - Duration: Instantaneous - Area: 10 Foot Radius

Stacking: Damage - Misc: Root 10s - Costs: 6

The mage releases a powerful freezing cold that prevents those caught in the blast from moving for 10 seconds. This ability does 12 points of frost damage and can be cast instantly. The mage may not use any SAS for 10 seconds after using this ability. Those caught in the blast can still pivot and attack as well as use skills.

Double Cast - Limit Ability

Range: Self - Duration: 1 Combat - Area: Self

Stacking: Limit - Misc: N/A - Costs: 1 Limit

The mage may now choose to cast any spell twice. This means a level 3 mage could cast for the time for one 6 point bullseye and call it twice. This still costs the amount of two casts but the time of one. Would be called out twice, this is done so that you may hit two targets at the same time. Example: "Bullseye 6 points blue, Bullseye 6 points red.". This ability can be used for any offensive spell.

6) Monk

Flurry - Level 3

Range: Melee Strike - Duration: Instantaneous - Area: 1 Target

Stacking: Damage - Misc: N/A - Costs: 3

On a melee strike the monk may invoke this ability to quickly strike the target multiple times. Damage is double their base damage including weapon.

Ki Blast - Level 6

Range: 10 Feet - Duration: Instantaneous - Area: 40 feet Long x 5 feet Wide

Stacking: Damage - Misc: KD0 - Costs: 6

The monk focuses for 5 seconds then releases a huge amount of energy forward hitting all targets in its path, including friends. This attack does 2 points of damage per level of the monk and causes everyone to take a 0 second knockdown.

Gentle Fists - Limit Ability

Range: Self - Duration: 1 Combat - Area: Self

Stacking: Limit - Misc: NA - Costs: 1 Limit

The monk focuses for 5 seconds before becoming a deadly weapon. The monk now does no defense damage at his base damage. The Monk may still use SAS but the no defense DOES NOT apply.

7) Ranger

Snipe - Level 3

Range: 80 Feet - Duration: Instantaneous - Area: 1 Target

Stacking: Damage - Misc: NA - Costs: Var.

The Ranger takes special aim at a vulnerable target. By aiming for 20 seconds at a target not yet in combat the ranger will do normal arrow damage plus 4 points of non-magical damage per ability point expended. The ranger can expend up to his level in ability points but must expend at least 3 ability points.

Arrow Shower - Level 6

Range: 30 Feet - Duration: Instantaneous - Area: 5 foot radius

Stacking: N/A - Misc: KD0 - Costs: 6

The ranger aims at a point for 10 seconds then releases a large number of arrows at many targets. All targets within the 5 foot radius will take a critical arrow at +2 damage and a 0 second knockdown. Although many arrows are launched the ranger will only expend one arrow.

On the Hunt - Limit Ability

Range: Self - Duration: 1 Combat - Area: Self

Stacking: Limit - Misc: N/A - Costs: 1 Limit

The ranger can now move while aiming at a target given that they do not lose sight of their target. All ranged attacks will cause a 0 second knockdown and critical arrows will cause a 5 second knockdown.

8) Thief

Cower - Level 3

Range: 10 Feet - Duration: 15 Seconds - Area: 1 Target

Stacking: N/A - Misc: LI - Uses: Level

When a target is focused on the thief he may instantly use this ability to drop from the enemies attention if there is another target within 20 feet. If the skill is successful the target can do as he pleases as long as he is not focused on the thief (example: heal, attack another target, run, ect.). After the duration has passed the target is free to attack the thief again. This is an LI ability with a +2 modifier. The proper way for a level 3 thief to call this ability is "Cower level 5".

Ambush - Level 6

Range: Melee Strike - Duration: Instantaneous - Area: 1 Target

Stacking: Damage - Misc: N/A - Uses: No Limit

If the thief is positioned behind a target that is not currently in combat he may chose to ambush the target. Ambush is an amplified backstab to start a combat and does double base backstab damage. Remember that the target can not currently be in combat and that if the enemy is immune to backstab he will also be immune to ambush.

Locate Weak-point - Limit Ability

Range: 50 Feet - Duration: 1 combat - Area: 1 Target

Stacking: Limit - Misc: N/A - Cost: 1 Limit

The thief studies the target for 10 seconds and locates it's weak point. All backstabs to the target now ignore defense and should be called as such. The thief must notify the gm that he is using the ability, but the target will not know that he has been studied. The ability only lasts for one combat meaning that if the same target appears again in a later encounter he will not be subject to this ability unless it is used again.

Limit Magic:

The peculiar power that clings to inhabitants of the island is commonly referred to as "limit magic", a term derived from its earliest uses in overcoming the physical and mental limitations of its wielders. Over years of exposure, however, locals have developed the ability to manifest a wide variety of powers, often peculiar to the individual. Little is understood about the nature of this magic, but most natives have a fair grasp of its practical aspects.

Key points:

- 1) It seems to be drawn to people who wield power, either personal or political, or who otherwise have a strong influence on life on the island.
- 2) Each person can only accumulate a limited amount; beyond that point, no more threads will stick.
- 3) People can pool their threads to produce greater effects than they could manage on their own. All participants in a pooled limit effect must be within 5 feet of each other.
- 4) Threads dissipate quickly once you leave the island; no limit effects are possible once you leave the mist shrouding it.
- 5) All Limit effects stack with any other ability or item.

The PCs will each obtain 2 limit points upon arriving on the island. They will have access to their only class limit abilities as well as the following standard ones.

Mental Limits:

Insight 1 (1 point) – PC receives the first hint about the solution to a puzzle. May also be used to perform a Foresee

or Wathit once.

Insight 2 (1 point, only after Insight 1 has been used): PC receives the second hint about the solution to a puzzle.

Insight 3 (1point, only after Insight 1 has been used): PC receives the final hint about the solution to a puzzle.

Solution (2 points, only after all 3 Insights have been used on a given puzzle): Allows the team to bypass the puzzle as if they had solved it. All effects of solving the puzzle take place.

Battlefield Limits:

Recklessness (2 points): +4 damage, -2 armor for one combat

Steel-skin (2 points): +4 armor , -2 damage for one combat

Calm Mind (2 points): Spells and abilities cost 1/2 for 1 combat.

Loremaster Inspirations:

The Loremaster may use each of the following once, they stack in the limit group meaning they may not be used with other limits but do stack with other buffs.

Inspire: +1 LI to party for combat.

Bloodrage: +1 Damage to party for combat.

Devotion: +1 Defense to party for combat.

Second Wind: 1 Healing per level of LM to party. No less than 2, round up.

LM Lore

The recently discovered island of Bal'oloran has been investigated by a group of adventures who assisted the Kingdom of Averlast. The kingdom is currently holding a celebration for one of its two goddesses. King Einar is in charge of this celebration and has invited outsiders for the first time.