

FURY OF THE DEEPS

THE GREAT TOME OF PRESTIGIOUS ABILITY

Within this book you will find several different Prestige Classes which players can gain access to starting at Tier 2 of their Class. Prestige Classes will be more difficult to obtain than standard quests, however they may be more unique, and more specialized than standard Classes. New Prestige Classes will be added as they are discovered, and commonly they will be hinted at in the lore, in conversation with others in the world of Vehldathin, or possibly discovered in ancient treasure sites. In some cases, a player can create a Prestige Call on their own.

Prestige Classes can be unlocked either through quests or Scrolls of Knowledge. Scrolls of Knowledge will be items that automatically unlock a Prestige Class for you without a need for a Quest and are very rare. Pursuing Quests for Prestige Classes come with their own challenges, impacts, rewards, and consequences. Be warned that while some of these may offer power, they may lead to an end of your character.

Additionally, newly discovered Schools of Magic will be listed in their own section of this book, these shall be available once they are discovered and unleashed back upon The Vehl. Once unleashed and available they will be able to be chosen the same as any other school of magic.

Lastly, it may be tempting to rewrite your character based on the revealing or discovery of new School's of Magic, or new Prestige Classes. It is perfectly acceptable to change to fit your preferences and goals, however rewriting does remove quests, once you've completed a quest, be cautious on how you choose to rewrite.

LOST SCHOOLS OF MAGIC

Shadow [LOCKED]

1-Now You See Me, this spell allows you to fuse shadow into a blade, allowing it to strike unseen.

Grant 1 use of 2 Stealth by strike to Target 2 Mana, 10CP

1-Now You Don't, this spell allows you to sap the light of your victim's eyes, rendering them lost and blind if just for a moment.

Stun 5 seconds by packet, 3 Mana, 10CP

2-Smoke and Mirrors, this spell allows you to manipulate other's perception of their surroundings, warping their attacks back at them.

Gain 1 use of Reflect per Day, One time purchase, 15CP

2-Out of The Corner of The Eye, this spell allows you to send an assault of magic through shadows to cripple your opponent.

Disable by packet, 5 Mana, 15CP

3-Shadow Work, this spell allows you to channel the unseen potential of your will, protecting from anything that would assail it.

Grant Self unlimited resists to mental effects 1 minute, 10 Mana, 20CP

3-In the Dark of The Night, this spell allows you to show your victim all of the horrors they imagine from darkness, weakening their resolve.

Fear 1 minute by packet, 8 Mana, 20CP

4-Where There's Smoke, this spell allows you to conjure such power through shadowy smoke that the target combusts.

2 Shadow, 5 Shadow, 10 Fire, 6 Mana, 25CP

4-Shade Blade, this spell allows you to meld a weapon with shadow itself, allowing it to ignore certain physical barriers.

Grant 10 uses of pierce to target, Per Purchase, 25CP

5-Heart of Darkness, this spell allows you to fully engross your opponent in darkness, dooming them in a tomb of magic.

Execution by Packet, Once Per Event, Per Purchase, 30CP

5-Penumbra, this spell allows you to flourish your mastery of shadows, and seemingly slip out of existence, only to reappear again.

This spell is reactionary and allows you to Phase any offensive effect, and then immediately go Out of Game and take 5 steps in any direction, to return IG. Per Purchase, 30CP

Beasts, this school does not get an elemental damage. [LOCKED]

1-Eye of the Tiger, this spell allows you to harness the power of the tiger, gaining their eyesight and perception for brief moments.

Grant Target a Resist to the next Stealth effect, 3 Mana, 10CP

1-Quiet as a Mouse, this spell allows you to conjure the meek and timid nature of a field mouse, hexing your target to mirror that behavior.

Silence by Packet, 12 Mana, 10CP

2-Rat's Cunning, this spell allows you to harness the power of the rat, gaining their tenacious ability to find their way into the smallest of spaces.

Grant Target 1 use of 5 Stealth by Strike, 5 Mana, 15CP

2-Reflexes of a Cat, this spell allows you to harness the power of the cat, gaining their graceful movements, always landing on your feet.

Grant Target 1 use of Dodge, Once Per Day, 15CP

3-Lion's Roar, this spell allows you to harness the power of the lion, gaining their forceful roar that can be heard for miles.

By My Voice Fear, Per Purchase, 20CP

3-Tortoise Shell, this spell allows you to harness the power of the tortoise, gaining their durable shell to endure powerful assaults.

Grant Target 1 use of Reduce 10, 7 Mana, 20CP

4-Bear Arms, this spell allows you to harness the power of the bear, gaining their formidable strength and fervor.

Grant Target 5 uses of 5 Damage, 10 Mana, 25CP

4-Power of Beetle, this spell allows you to harness the power of the humble beetle, gaining their caustic saliva to fling at your enemies.

15 Acid by Packet, 10 Mana, 25CP

5-Kadon's Wrath, this spell allows you to harness the powers of all beasts as exemplified by Kadon the first Beastmaster.

Grant Target 100 Temp HP for 30 seconds, One Time Purchase, 30CP

5-Gulk's Immeasurable Fury, this spell allows you to channel the flow of magic through the earth and all of the creatures that reside upon it, infusing your next assault with their power.

Grant Target Base 10 Earth for 30 seconds, 20 Mana, 30CP

Metal [LOCKED]

1-Hounds of Cobalt, this spell allows you to conjure a mass of metal to melt unto the leg of your opponent.

Pin by Packet, 3 Mana, 10CP

1-Hertwin's Foil, this spell allows you to manipulate armor in such a way that it mends itself right before your eyes.

Restore 1 Piece of Armor to full Armor Points, 2 Mana, 10CP

2-Stronger Than Steel, this spell allows you to improve armor to such a point with its latent metals that it can shrug off powerful assaults.

Grant Target 1 use of Reduce 5, Target must be wearing Armor, 3 Mana, 15CP

2-Bronze Bulwark, this spell allows you to improve weapons to such a point with its latent metals that it can warp enough to not break.

Grant Target 1 Resist to the next Shatter effect, Target must have a Weapon or Shield, 3 Mana, 15CP

3-Lead to Gold, this spell allows you to use your knowledge metal to manipulate minerals to form resplendent gold.

Once Per Event you may turn in 1 Mineral Component in return for a Gold Component, One Time Purchase, 20CP

3-Bladed Guile, this spell allows you to unlock the natural magnetism in metals, allowing your weapon to deflect attacks back upon your opponent.

Grant Target 1 use of Reflect to a Melee Strike, Target must have a Weapon. Per Purchase, 20CP

4-Molten Metal, this spell allows you to conjure globs of searing doom and fling them unto your target.

Four rapid uses of 5 Metal by packet, 6 Mana, 25CP

4-Curse of Rust, this spell allows you to hex the minerals in your opponent's armor and weapon, reducing them to unusable scrap.

In rapid succession, 5 Crush, 5 Crush, Shatter, by Packet, 10 Mana, 25CP

5-Aura of Perseverance, this spell allows you to envelop yourself in a layered haze of metal, rendering yourself nearly immune to damage.

While standing completely still, unlimited resists to physical damage. Moving breaks this effect, Per Purchase, 30CP

5-Final Transmutation, this spell allows you to entomb the target within their own form, using the latent metals found within them and their equipment.

Paralyze Permanent by Packet, 12 Mana, 30CP

Celestial [LOCKED]

1-Duel of Fates, this spell allows you to see the threads of fate between you and your target, allowing to properly make a challenge.

Taunt by Packet, 3 Mana, 10CP

1-Clear Mind, this spell allows you to give the clarity of fate to the afflicted mind.

Relieve all Mental Effects from a Target by Touch, 4 Mana, 10CP

2-Starfall, this spell allows you to draw fragments of celestial bodies and cast them unto your enemies.

Three Rapid uses of 2 Celestial, 5 Mana, 15CP

2-Prestidigitation, this spell allows you to conjure cheap tricks, shiny sparks of light, to dazzle your target.

Charm by Packet, Per Purchase, 15CP

3-Foresight, this spell allows you to witness a short period of time in the future, preparing yourself for the struggles ahead, if not making you a bit absent in the present

This is spell is reactionary, allows one resist to anything that would affect you, One time Purchase, 20CP

3-Starseeing, this spell allows you to practice the ancient Bask practice of envisioning the future.

Receive a vision of what may or may not come to pass on the Island at check in, One time Purchase, 20CP

4-Harmonic Swell, this spell allows you to harmonize the energies within your target, restoring their health.

Heal 10 by Touch, 8 Mana, 25CP

4-Apotheosis, this spell allows you to transcend your mortal form if but for a moment, moving freely across the Vehl.

Once cast, you can go Out of Game and take 5 steps in any direction and return In Game. Per Purchase, 30CP

5-Evocation, this spell allows you to recall abilities from the long lost past, of an ancient jungle, of an endless battle.

A Conduit ability that allows unlimited casting of 5 Celestial. Moving your feet will break the Conduit, each instance of 5 Celestial is considered a spell. Per Purchase, 25CP

5-Comet of Mingyun, this spell allows you to drag a large celestial body from out of the sky, sending crashing down unto your foes.

With up to a cluster of Five spell packets, cast 20 Celestial, where each instance of a packet hit would count for damage. One Time Purchase, 30CP

PRESTIGE CLASSES

Paladin, must be an Ascendant, Gain 2HP and 5 Divinity with each Tier increase.

Costume Requirements: Shield with holy symbol of chosen God on it.

Tier 1 4TP, Quest

-Divine Critical, 5 damage by strike, per purchase, 20CP

-Faithful Constitution, Gain an additional 2HP to your maximum HP, One Time Purchase, 20CP

-Divine Shield, resist a Shatter effect on a shield you wield, Per Purchase, 20CP

-Blessed Might, Resist 4 Numb effects per rest, Per Purchase, 20CP

Tier 2 6TP

-Beatific Critical, 10 Damage by Strike, Per Purchase, 25CP

-Divine Constitution, Gain an Additional 2HP to your maximum HP, One Time Purchase, 25CP

-Know No Fear, Become immune to all Fear effects, One Time Purchase, 25CP

-Pious Renewal, once per rest, restore all AP of worn armor instantly, One Time Purchase, 25CP

Tier 3 7tp

-Wrath of God, 15 damage by strike, Per Purchase, 30CP

-Hold the Line, enchant weapon with 5 strikes of 5 bless, can only be cast on yourself, 10 Divinity, One Time Purchase, 30CP

-If Die, Then Don't, With the first Execution effect you would take, instead of dying gain 5HP, One Time Purchase, 30CP

-Oath Sworn Until Oblivion, when reaching 0HP, you may choose to skip your Bleed out and Death count, instead gaining 1 minute of a berserk state. This state grants you unlimited HP and full Divinity, you must attack all perceived enemies to the best of your ability. At the end of your 1 minute counter, or if there are no more perceived enemies you must immediately head to death. No skill in the game will forgo this trip to death. One Time Purchase, 30CP

Siege Master, must be a Tinkerer, Gain 1HP and 5 “Pool” with each Tier increase.

Tier 1, 4TP, Quest

-Calibration, grant target double damage on next ranged weapon attack, Target must wield ranged weapon. 10 Pool, 20CP

-Focused Mind, resist the first Waylay effect to hit you, Per Purchase, 20CP

-More Than Magic, grant target 1 use of 10 Magic with ranged weapon. Target must wield ranged weapon, Per Purchase, 20CP

-Ballista, Prime 3, Pierce 10 Damage by Packet, 5 Pool, 20CP

Tier2, 6TP

-Pack a Punch, Grant Target triple damage on next ranged weapon attack, target must wield ranged weapon. 15 Pool, 25CP

-Danger Close, Grant Self one use of Reduce 10 per Rest, Per Purchase, 25 CP

-Easier to Destroy, Grant Target 1 use of Shatter with ranged weapon, target must wield ranged weapon. Per Purchase, 25CP

-Catapult, Prime 3, 10 Carrythrough by Burst, 10 Pool, 25CP

Tier 3, 7TP

-Sacred Trajectory, Grant Target Burst on next ranged weapon attack, target must wield ranged weapon, Per Purchase, 30CP

-Speed Loader, Restore Target 10 Stamina by touch, once per Day, 30CP

-Greaser, Disable by Packet, 6 Pool, 30CP

-Cannon, Prime 5, Pierce 20 Carrythrough by Packet, Per Purchase, 30CP

Hexblade, must be an Arcanist, Gain 2HP and 5 Mana with each Tier increase

Costume Requirements: Cursemark on costuming, at least 7inx7in.

Tier1, 4TP, Quest

-**Wicked Enchantment**, Enchant Target Weapon with 5 uses of 2 X where X is any magical element you choose. 7 Mana, 20CP

-**Bitter Words**, Fear 5 Seconds by Strike or Packet, 3 Mana, 20CP

-**Befoulment**, Weakness by Strike or Packet, Per Purchase, 20CP

-**Regret**, channel for 15 seconds over your target uninterrupted, if successful remove curse from Target and apply it to yourself. Once Per Event, One Time Purchase 20CP

Tier2, 6TP

-**Strange**, Reflect a mental effect as a reaction, 3 Mana, 25CP

-**Magic Lash**, as a Spell, Agony 5 Seconds, 5 Magic, 5 Magic, by Packet, in rapid succession. Per Purchase, 25CP

-**Spiteful Suggestion**, charm by packet, 8 mana, 30CP

-**Mince**, gain 5 uses of Pierce that can be applied to weapon strikes or spells, Per Rest, One time Purchase 30CP

Tier3, 7TP

-**Acknowledge**, channel for 15 seconds over your target uninterrupted, if successful give target the Cure Curse plot card and send them to Logistics. You will receive your Cure Curse plot card at check in. One Time Purchase, 30CP

-**Cursewind**, gain 1 use of 20 Magic Per Day as a spell for every Curse effecting you. One Time Purchase, 25CP

- **Knowledge as Power**, The Ability to remove Buffs from yourself and convert them to Mana. Gain 1 Mana per buff removed. One Time Purchase 25CP

-**Forgive**, once per Channel over your target for 15 seconds uninterrupted, if successful give them your revivify plot card and send them to Logistics. You will receive your revivify plot card at check in. One Time Purchase. 30CP