



Whalenought  
STUDIOS

*Serpent in the  
Staglands  
Manual v.8+*

*Information on  
how to play:*

*main campaign*

*expansion coming soon!*





Whalenought  
STUDIOS



Serpent in the  
Staglands

Fuldea Mare

Overhang Pass

### Foreword

*Welcome! As your GM for this experience, we wanted to let you know what to expect and prepare for. Serpent in the Staglands is an adaptation of a pen & paper roleplaying experience for the computer, and is a module campaign within the world of Vol we've created.*

*We've built a world full of characters, puzzles, intrigue and dangers to explore at your own pace. In this game the narrative is structured around gameplay, and we have striven to weave your story into the world as you experience it without long expositions or cutscenes. We also believe there is value in figuring things out yourself and winning a game, not just completing it with a guiding hand. There are many obstacles that ultimately can stop you, but there is always a way around them with the items, clues dropped, and skills.*

*This is not a game where the world revolves around you. You're not a hero saving hamlets or even in a position to care about the mortals you come across. Our main goal was for this game to feel like your adventure, so how you do that is up to you — the world will react accordingly.*

*Bring a notebook and pencil, your wits, some good mead, and lose yourself in the Staglands. Good luck!*

*Whalenought Studios*

## Table of Contents

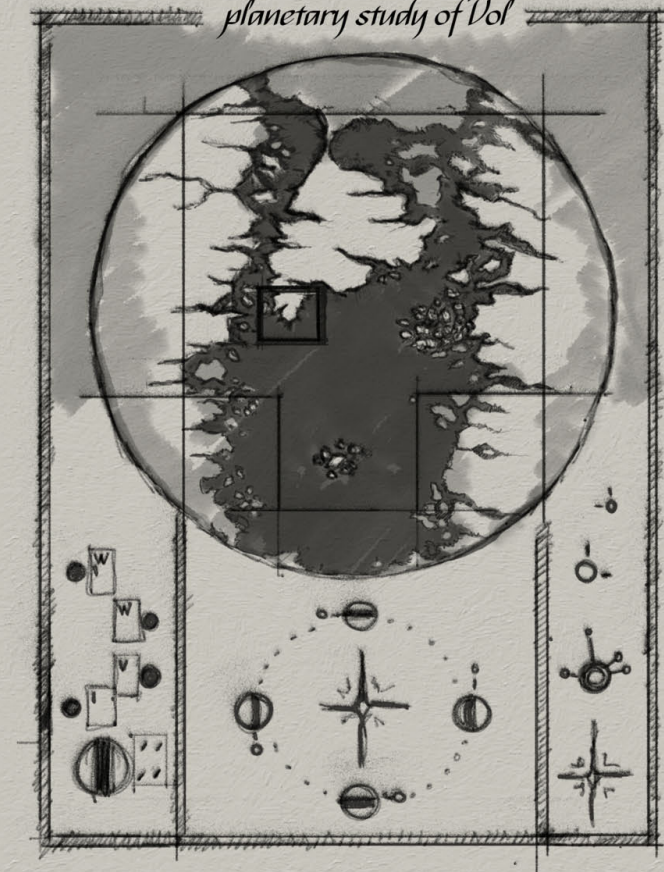
Forword	2
Getting Started	4
Start	5
Dialogue	7
Creating a Character	8
Stats	10
Controls	11
Menus	26
The Staglands	38
Races	41
Adventuring	55
Weapons & Equipment	59
Aptitudes	66
Warbook	73
Grade 1	74
Grade 2	76
Grade 3	81
Spellbook	82
Grade 1	83
Grade 2	86
Grade 3	90
Dangers & Combat	93

## Getting Started

Greetings player! Prior to getting started, you'll want to know who you'll be role playing in this adventure. Vol is full of different races with long forgotten histories, surviving with and against one another. You, however, are not one of these mortal races. You take the role of Necholai, an indolent moon lord with an isolated domain that hovers unwaveringly over the cold, Western

Realm of the planet.

### planetary study of Vol



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After the dawn of the gods and the dividing of powers, you remained isolated on your moon for several eons, until eventually you stumbled into a portal that allowed you to traverse down to the surface of Vol. Skeptical at first, you soon found the novelty a pleasant break from your normal routine, and looked forward to a small vacation down to Vol, at first merely enjoying the landscape and wildlife, and then eventually the warmth and conversations of mortals.

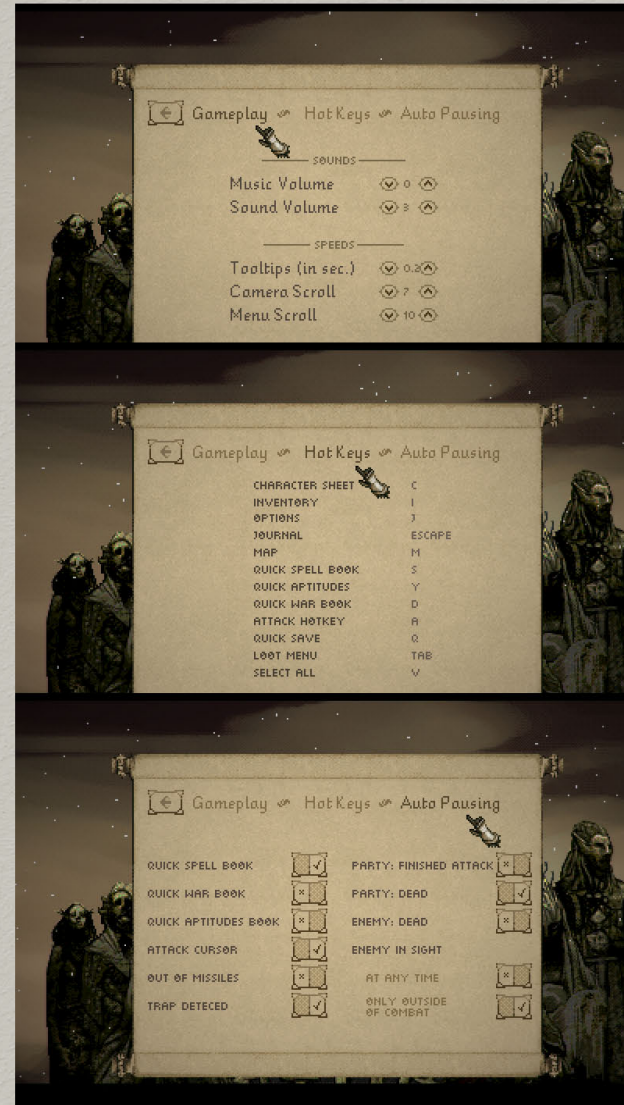
Over time you've come to trust a noble family and asked them look over a temple devoted to you and be your contact in the Staglands. In return for their loyalty and discretion, you have promised them protection through wealth and divine favor. With the power of the moon in your domain, you rose the tides to surface an enormous sum of clams clenching valuable pearls, and in your act of generosity you sealed your claim on their hearts.

In the time since your first landing, the Staglands has since adopted many other mortal races, and you've begun to time your visits to fall at the winter solstice so you can attend the festival in your honor, disguised and delighted with the festivities. You never fail to meet with your current head cleric Erlein, an unfailingly trustworthy, if a bit dull, servant. It's with his guidance you will start your adventure in Serpent in the Staglands.

### Start



To get started, you'll first want to select "Start New Game" From the Main Menu. You can also load a previously saved game if you've started an adventure. The Main Menu also gives you access to your graphics settings, hotkeys, a game manual link, and the credits for the game.



You can also change these settings during gameplay.

Hotkeys can be changed in the Main Menu or during gameplay.

NOTE: V-Sync options are available in the Gameplay tab while you are playing the game, but default at high (60 fps).

Auto Pausing can be toggled on and off in the Main Mmenu or during gameplay.

Enemies can trigger auto pausing when they are spotted regardless of if you are currently engaged in combat, or only when you are not already engaged in combat.

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When you start a new game, you'll be visited in a dream and select a few answers to determine what your version of the moon lord has done in the past. Following this, a short cinematic and dialogue with Erlein will occur, where you will then start character generation proper.

You'll soon learn the disguise you'll be taking to adventure the land in, and note: you're not a hero or someone mortals are going to ask help from, you'll be treated and reacted to as you are.

### Dialogue



Dialogue in the game can be traversed by use of the numbers associated with answers, or by clicking on your desired answer. You'll often have the option to do specific actions in dialogue if you have certain items or tasks, or select a certain party member to speak.

Party members can have different aptitudes, which can alter the conversation if you meet the threshold needed, so it's worth utilizing these characters for dialogues that they would excel in. The ability will augment the conversation automatically.



When an NPC approaches you, you will be able to choose who responds to them. This is helpful if you know that an NPC will respond favorably to a certain aptitude and you have a character skilled with that aptitude.

### Creating a character

You'll be creating an avatar for you to play the game through, both literally as a player and for the mortal disguise of the moon lord. At this time you can create up to four more unique avatars to start the game with. As you adventure you'll be able to find, pay, or soul bind other unique companions with their own stories and abilities that can join your party.

Soul binding is a technique known only to gods, from which mortal life flowed, where they can search inside a man or woman, find the sliver of immortality inside of them, and claim it as their own. The mortal retains their knowledge, intelligence and abilities, but loses their ability to act of their own will. You can dismiss or add companions at any time, although avatars you create at the start of the game will not be able to rejoin your party once removed.

Companions you meet on your travels bring flavor to your adventure as they comment in areas they are familiar with and have dialogues with you. Soul bound companions will never be able leave you, while other companions may get fearful of certain adventures or desire to part ways.

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Your character's combat performance is based off Attributes that can be seen in the Character Sheet, which are generated and affected by many different aspects of your characters stats and current state. Combat is very RNG (random number generator) heavy, or high-range dice rolls in this case, so the range of output grows wider instead of linear growth.

Your goal for your characters should be to select what areas they'd like to minimize roll failure and maximize roll output. An individual character cannot succeed in all skills, aptitudes, spells and attributes, and the game will put you in situations that will benefit from any of these. Build your Moon Lord avatar and companions in mind of this.

For example, if you put all your stat and skill points into strictly damage dealing buffs, you may not be able to hit certain enemies at all without augmented help from a sorcerer or potion.

Select the following during character creation:



1. Name
2. Sex
3. Race: See "Races" for more detail.
4. Racial Attribute: See "Races" for more detail.
5. Portrait: This is the portrait of your character, and will be seen on the interface bar and in their character sheet.
6. Face/Hair: This determines the image and style of your avatar's head in the game.
7. Two stat points: Optional

## Stats

During character creation you can put points in stats, or you can wait and distribute them after creation if you prefer to first peruse the War Book, Aptitude Book, and Spell Book (where you distribute your skill points).

### Intelligence (INT)

Intelligence bolsters most all spell potency in combination with your character level and spell level, increasing one or more of the following: damage output, hit chance, range or duration between spell loops. See spells for specific details. Increasing your OCC or INT will unlock new grades of spells.

### Occult (OCC)

Occult blocks magical attacks and increases potency of spells that pertain to buffing yourself or party, shields, or spell resistances. Increasing your OCC or INT will unlock new grades of spells.

Spell Resistance:  $(\text{above base})\text{Occult} + \text{item/skill mods}$

Spell Dodge Chance:  $(\text{above base})\text{Occult} + 1d24 + \text{item/skill mods}$

### Perception (PER)

Perception augments your natural hit chance for spells and combat. Your hit chance is rolled against a target's dodge chance  $(1d24 + \text{skill mods for physical, OCC} + 1d24 + \text{skill mods for spells})$ .

Physical hit chance:  $\text{Perception (including base)} + 1d24 + \text{skill mods}$

Spell hit chance:  $\text{Perception (including base)} + 1d24 + \text{skill mods}$

### Dexterity (DEX)

Dexterity increases both initial casting speed for all spells and your natural attack speed.

Cast Speed:  $\text{Spell speed} - (\text{Dexterity}(\text{above base}))(0.03) - \text{item/skill mods}$

Attack Speed:  $\text{Weapon speed} - (\text{Dexterity}(\text{above base}))(0.03) - \text{item/skill mods}$

### Strength (STR)

Strength gives a natural bonus to hit damage for melee and range fighters. Phys Damage:  $(\text{above base})\text{Strength}/2 + \text{equipped weapon damage} + \text{item/skill mods}$ .

Increasing STR or DEX will unlock additional tiers of war book skills.

# Serpent in the Staglands Manual v.8+

## Controls

The next section details the intricacies of character interactions, moving, selecting, targeting and the ins and outs of your cursor.



This is the primary view you'll be seeing through the game, which is comprised of:

1. Main View
2. Game Feed
3. Interface Bar

### In the Main View

From this view you can pan the camera in any direction with the arrow keys or moving the camera to the edge of any side of the screen.

### Viewing and Selecting Characters

Your characters have white unit boxes over their heads, shown for selected and unselected states:



Unselected character to left, selected to right.

Neutral characters are distinguished by a light blue bracket that appears above their head. Their name or description will appear above the bracket.



Some of those you meet in the Staglands are not interested in speaking with you. You'll know them by the cursor with an 'X' that appears when you hover over them.



Targeting an NPC for attack sets their unit box to animate and shows them targeted by the character(s) selected:

You can click away before your attack time is finished to avoid finishing your attack.

Hostile characters have red brackets above their heads:



You can hover your mouse over your characters to see their names. During combat, you can hover over enemies to see their names, current health, and any current active buffs/sailments they have.

## Serpent in the Staglands Manual v.8+

To select a character for any action, you can left-click their portrait from the interface bar or drag a selection box around any group of them. You can add or drop characters from selection by SHIFT-left clicking them in the main view or the interface bar.

To move your characters around the world and interact with the objects you'll be left clicking on various items and utilizing different action cursors, some of which change automatically and some you'll be changing manually.

### Moving Characters

To move any selected characters, left click on the ground somewhere walkable (not obstructed by an object or wall):



Each character will move to their own target on the ground.



If an area is obstructed, the cursor will show this. You can still click on the location and your character(s) selected will move as close as possible.

### Interactions

To interact with something in the environment, like examining a table or picking up an item, hover your cursor over it and the cursor will change to the Grab Cursor:



Clicking on this desk will prompt a description of what your characters examines.



Hovering over something destructible, like a barrel, will automatically change the cursor into an attack cursor, and your character will hit the object. Hovering over a hostile NPC will also change the cursor to the attack cursor.

Destructible barrels hold different materials. Sap, oil, and objects are all fairly common around the Staglands, but beware of slipping or getting stuck.





*Hovering over an NPC that has something to say to you will change the cursor to the Dialogue Cursor, and you can click to initiate dialogue.*

*Some NPCs will initiate dialogue themselves, and walk towards you and start it themselves. You cannot save or pause while this is happening.*

*To perform a specific action you can manually change your cursor to various action cursors, see more on that in the Interface Bar section.*



*To quickly see all items on the ground instead of hovering over a single one to pick up, hold (default) TAB and the Ground Inventory Menu will allow you to scroll through and click through them in a list instead. Items listed are shown if in proximity to any selected characters.*

NPC Awareness



*NPCs have awareness fields, both in sight and hearing. While NPCs react to your presence in numerous ways and can become alarmed, such as if you steal things they own, attacking one of their own, or attacking hostile animals you led their way, they can be limited by different sized obstacles. If a room is sealed with a door, it is silenced from the outside world, so anything you do inside that door will not be heard or seen from NPCs on the opposing side (though that doesn't mean they couldn't wander in).*

*Attempting to open a cabinet that belongs to an NPC makes it give you a warning, and they will become hostile if you attempt further pilfering.*

*As mentioned previously, despite the room being surrounded by other NPCs aligned with the one being antagonized, the room is sealed with 2 doors and floor-to-ceiling walls, meaning what happens in there will be completely hidden to all outside of it.*

*If you are behind floor-to-ceiling walls from an enemy's point of view, NPCs will make a roll to see if they hear you or not (if you're doing something to alarm them).*

*If they do hear you, an exclamation point will pop up above their head and they will investigate, otherwise a question mark will appear and they will remain in their current state, such as wandering or standing guard.*

## Serpent in the Staglands Manual v.8+



You can see the [!] appear on enemies as they spot you easily out in the open

During combat and chasing, enemies can see around but not shoot missile weapons or spells through most tall or floor-to-ceiling pillar-shaped objects (like #1 in the following picture). Shorter objects like desks, fences or barrels can be fired over (in picture, the desks labeled #2 could be fired over). You can use this to your advantage for enemies that must get close to attack you by keeping them behind these objects and firing at them, or hiding behind pillars to draw them to you.

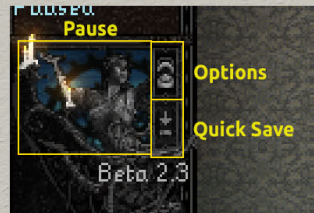


### Game Feed



This feed of information details what your characters are doing in and out of combat, and any other pertinent information such as an inventory items being removed or doors being locked. During conversations, the game feed will update if items have been removed, experience gained or emeralds received. You can click and hold the left mouse button and move it up and down to pan the feed, or use a scroll wheel over it.

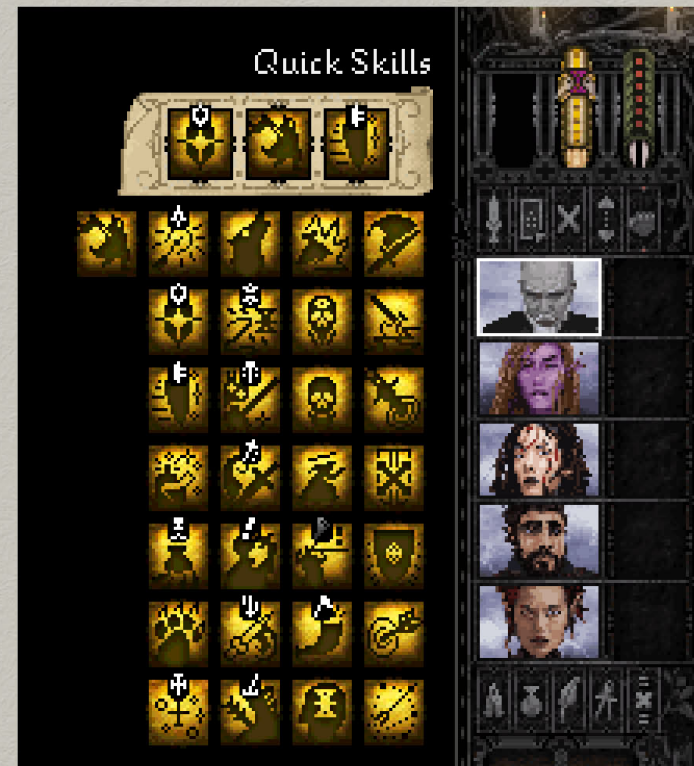
## Serpent in the Staglands Manual v.8+



Pause button pauses and unpauses the game. Options will open the settings menu, where you can save, load and set controls. Quick save will save your game's progress on the fly.

The interface bar is comprised of:

1. Quick Books
2. Party Control
3. Portraits
4. Menu Buttons
5. Quick Inventory

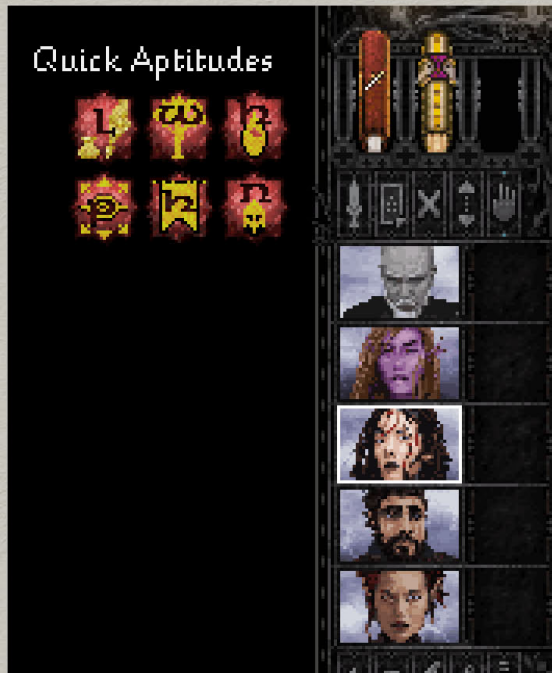


Quick War Book

The three Quick Books at the top of the Interface Panel give easy access to the selected (or top most selected) character's combat skills, spells, and aptitudes.

The War Book allows you to see what 3 skills the character currently has turned activated, or equipped, and allows you to deselect them by clicking on the top row icons, and clicking on new ones in the list below.

Left click on an equipped skill to unequip it. Right click on an unequipped skill to equip it.



Quick Aptitude Book

*The Aptitude Book allows you to utilize your aptitude abilities in the environment on objects and mortals. The cursor will change to reflect when an aptitude is going to be used. Specific uses of the aptitudes and when to use the cursor are outlined in the section detailing aptitudes.*



*For example, if you have points in philosophy you can click on a non-player character with the cursor and their stats are revealed.*



Quick Spell Book

*The Quick Spell Book allows you to select spells to cast and to set hotkeys for spells. To select a spell to cast, simply select the icon of what spell you'd like to initiate from the list available.*

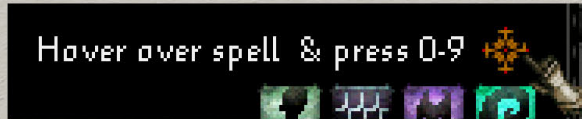


*If the spell is targeting directly on the caster, it will start automatically. If you need to target the spell on the ground or on an enemy/friend, the cursor will change to the Spell Cursor.*

## Serpent in the Staglands Manual v.8+

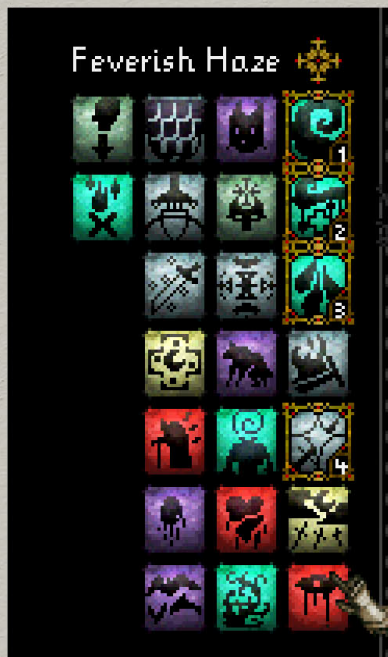
### Quick Spell HotKeys

To create hotkeys from your current known spells, click on the big plus button at the top:



Then simply hover your cursor over any spell and press a keyboard number key (0 - 9) and the icon will change to one with a shell and hotkey number.

These spells can now be cast without needing to go into the Quick Spell Book, and your cursor will change automatically to the Spell Cursor if they need to be targeted. If using a hotkey, self castings spells will fire automatically.



To clear a hotkey, press the same number as it is assigned to.

### Party Control

[Left to right] Attack, Select All, Stop, Swap Order, AI



#### Attack!

Use this to change your cursor into the Attack Cursor, and click on an enemy or NPC to initiate combat with it.

#### Select All

This button will select all of your party members.

#### Stop!

This button will stop movement of any party members selected.



#### Swap Order

This button will allow you to change the order of your party in both the interface bar and your party's formation while moving in-game. It will change your cursor into the Swap Cursor. To swap party member's order, simply select 1 portrait, and then the other portrait position you'd like to swap it with.

#### Party AI

This button toggles your party's AI, which determines if they will be passive or aggressive in combat.

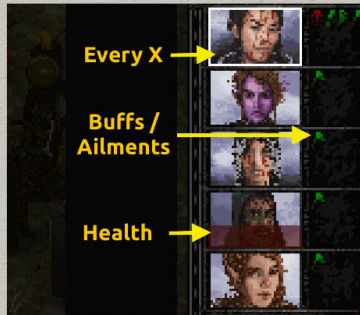
The open hand symbolizes passive, meaning in combat they will wait for orders by you to attack enemies, and otherwise only attack if they are personally attacked. The closed fist symbolizes aggressive, meaning the party will engage nearby enemies on their own if they are in sight. Sorcerers casting spells will cast as directed, regardless of AI choice.

Toggling this button can be useful in a variety of situations. If you find your party in a dangerous or under-leveled area, or are using tactics to flee a powerful enemy, you can turn it to passive to make sure your party doesn't engage on its own and you maintain control over the battlefield. If you're in the midst of combat and are only worried about micro-managing casters, you can turn it on and your party will manage enemy engagement themselves.

## Serpent in the Staglands Manual v.8+

### Portraits

You can select party members by left clicking on portraits, or select multiple party members by holding shift and clicking on portraits. You can hover over portraits to see health numbers, and the red bar indicates health levels.



### War Book Skill Icons: Buffs, Ailments, and Procing

Some War Book skills have icons on the top of their symbol, which is what is shown to the right of their portraits in the interface bar. These are listed out in the character sheet as well.

NPCs affected by these will show the ailments and buffs next to their names. If you hover over their body they will appear. Party members will only show the buffs and ailments as icons next to their portrait, as well as in the character sheet.

In the diagram to the left, you can see the icons stacking for every X and health decreasing during a bout of combat. The buffs show as green icons next to the portrait and the ailments show as red icons.

War Book skills that proc every X will not reset when combat is over, but continue to keep count throughout engagements.

## Menus

There are many menus in Serpent in the Staglands, most of which can be triggered with hotkeys or with a button click. This section will detail the purpose of each menu.



### Character Sheet

Your character sheet is the hub of information describing the permanent and temporary skills, stats, buffs and ailments of a player. This is also where you will level up your player.

## Serpent in the Staglands Manual v.8+

**Armor Class**  
 2+0-0  
**Physical Dmg**  
 2+4D3+0-0+1  
**Hit Chance**  
 2+1D24+2D4-6D1  
**Dodge Chance**  
 1D24+0+0-0  
**Attack Speed**  
 3.98  
**Spell Resistance**  
 0+0+0-0  
**Spell Potency**  
 SPELL SPECIFIC  
**Hit Chance**  
 2+1D24+0-0  
**Dodge Chance**  
 0-1+0-0  
**Cast Speed**  
 MOD: -0.5

You can left click on Attributes to see what they are comprised of. Attributes affect combat performance rolls.

Attributes of your character are a combination of base numbers/die rolls and are added to from stats and items, and then modified with skills, spells, items, curses or any other buffs or ailments. The modifications take the form of dice rolls, the die in green benefits your attribute total, while the die in red negates it.

### Armor Class

Item Mods + Skill Mods

Armor Class blocks incoming physical damage. Some skills do damage that cannot be blocked by any armor, such as explosive damage, burn damage, and bleed damage.

### Spell Resistance

Occult Modifier (# over 10) + Item Mods + Skill Mods

Spell Resistance blocks incoming magical damage.

### Physical Damage

Strength (# over 10)/2 + Wpn Dmg + Skill Mods

Physical Damage is inflicted with an equipped weapon, and can be augmented with skills like Bash or Warcry.

### Physical Hit Chance

Perception (# over 10) + 1d24 + Skill Mods

When taking a swing or a shot at an enemy, your physical hit chance rolls against your target's unhysical dodge chance.

**Armor Class**  
 2+0-0  
**Physical Dmg**  
 2+4D3+0-0+1  
**Hit Chance**  
 2+1D24+2D4-6D1  
**Dodge Chance**  
 1D24+0+0-0  
**Attack Speed**  
 3.98  
**Spell Resistance**  
 0+0+0-0  
**Spell Potency**  
 SPELL SPECIFIC  
**Hit Chance**  
 2+1D24+0-0  
**Dodge Chance**  
 0-1+0-0  
**Cast Speed**  
 MOD: -0.5

### Physical Dodge Chance

1d24 + Item Mods + Skill Mods

When someone is taking a swing or a shot at you, your physical dodge chance rolls against your target's physical hit chance.

### Attack Speed

Wpn - Dexterity Modifier (# over 10) \*(0.03) - Item Mods - Skill Mods

Your attack speed determines how quickly you attack.

The timing for attack speed starts at the end of your last attack swing or shot, or on engaging an enemy.

Your attack speed cannot fall below zero.

### Spell Potency

Intelligence or Occult + Spell Specific Mods (varies by spell)

Spell Potency is determined per spell, and is laid out in the spells section. Spells that buff you or your party's power use Occult, and spells that curse an enemy or create magical damage use Intelligence.

### General Character

From top to bottom, this column features:

Name

Race

Racial Trait

Portrait

Current Level

Experience needed to get to next level weapon proficiencies

**Istav**  
 Lachovinian  
 Disciples  
 8  
 650000 / 700000

## Serpent in the Staglands Manual v.8+

### Weapon Proficiencies

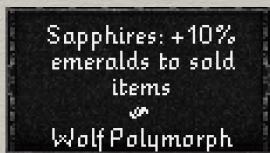
Weapons automatically gain proficiencies (the stars) as you use them in combat. A yellow bar will fill up in whatever weapon category you currently are using when you land hits and do damage. The stars act as flat modifier numbers to your physical damage rolls, and can be seen on the attributes column as the last number mod (labeled prof in description).



The weapons listed from left to right are:

1. Long bladed weapons
2. Short bladed weapons
3. Blunt Weapons
4. Cleaver heavy Weapons
5. Whips
6. Bows
7. Crossbows
8. Elixirs

See more information on weapons in the weapon section.

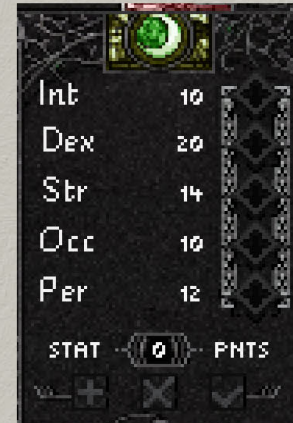


### Bufs and Ailments

This section contains any active buffs or ailments the selected character has. Bufs and ailments come from spells and skills that have targeted your player, as well as environmental hazards, like poison, and racial attributes.

You can hold the left mouse button and drag up and down on this or use the scroll wheel to see them all if more exist than can be displayed in the area.

### Stats



Here you can see your selected characters current stat points. When you level up, the "STAT PNTS" field number will raise, and you can distribute these points by pressing the bottom [+] button, then the [+] button next to the stat you'd like to raise. To cancel your selection you can press the [X] key, or close the menu, and to confirm your stat distribution you can click the checkmark button.

You can see more information on the stat by left clicking on it (and closing the info bar by clicking on it again).



### Books

The War Book, Spell Book, and Aptitude Book can be opened from here.

To unlock grade 1 of spells, you need one point in intelligence or occult, for grade 2, 6 points combined, and for grade 3, 11 points.

To unlock grade 1 of skills, you need one point in dexterity or strength, for grade 2, 6 points combined, and for grade 3, 11 points.

If you have not unlocked any grades with Intelligences, Dexterity, Occult or Strength, no points values will be visible for you, only the ability to read descriptions.



## Serpent in the Staglands Manual v.8+



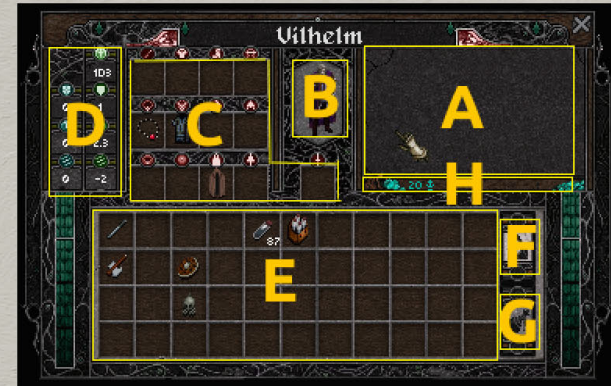
Inside the books you can see what skills and spells your selected character has unlocked, and view aptitudes. If you have points available, you will see a bar appear that will allow you to add points into grades you have unlocked. When you level up, the "SKILL PNTS" field number will raise, and you can distribute these points inside the book you have open by pressing the bottom [+], then the [+] button next to the stat you'd like to raise.

When you're finished, click the check mark to confirm your new skill points.



On any of the left side description fields you can scroll wheel or left mouse button hold and drag to view more text. The tabs at the top left of the Spell and War book can be used to view different grades. There is also a [?] tab to see more detailed information on unlocking grades and what War Skills and Spell Skills do.

### Inventory



This menu is comprised of the following sections:

- A. Item descriptions
- B. Character image
- C. Equipped inventory items
- D. Equipment attributes
- E. Party inventory
- F. Party equipment inventory tab
- G. Party miscellaneous inventory tab
- H. Emerald count

### Item descriptions

Clicking on an item will bring up a description and any stats of the item in the description field:

### Character image

This will reflect what current weapons, cloaks and any armor types you character currently has on, and is the same as the one in the game view.

### Equipped inventory items

You can drag items from section [E] (the party inventory) to be equipped on your character by holding the left mouse button on an item and dragging it to it's respective slot.

## Serpent in the Staglands Manual v.8+



1. wand
2. shirt
3. boots
4. brooch
5. amulet
6. armor
7. gloves
8. helmet
9. ring
10. shield
11. cloak
12. missile ammunition (arrow/bolt/vial)
13. weapon

Certain items will restrict certain fields. For instance if you're using a missile weapon, you cannot equip a shield, or if you're using a crossbow as a weapon you cannot equip vials or arrows, which are for different missile weapons.

### Equipment Attributes

These stats represent what attribute modifiers your equipment has given your character. To see your total attribute portfolio, see the character sheet.



The top row is your weapon's damage modifier. The second row down is your spell resistance and AC modifiers. The third row down is your spell cast speed and attack speed modifiers. The last row is your spell dodge and physical dodge chance modifiers.

You can click on the fields to display what they are in the item description area.



### Party Inventory

The large field at the bottom of the inventory screen represents your party's entire shared inventory. This is separated into 2 tabs, items you can equip and miscellaneous items (F and G, respectively). Only one of these inventories can be open at a time.

You can click and drag items around this to organize them. If you want to split an item, such as arrows or potions, you can do so by shift-clicking on the item to bring up the split item screen.

Items can only be sold in full stacks. The merchant will encourage you to do so if you try to give him or her partial stacks.

## *Serpent in the Staglands Manual v.8+*

### Party Equipment Inventory Tab

*This includes any of the items that could be equipped in the equipment slots in section C.*

### Party Miscellaneous Inventory Tab

*This includes any documents, keys, consumables or any other items that can't be equipped that you pick up.*

### Emerald Count

*Current amount of emeralds available to party. Emeralds are the primary currency used in this region of Vol, and is what you'll be using for bartering with merchants.*

+++

### Quick Inventory

*You can drag items from your inventory screen to the 4 slots at the bottom of the interface bar to be used quickly during gameplay.*



### Journal

*The journal is comprised of two views in the left column, scroll view and recent conversations view.*

*Left click the "Add a Note" button to add a journal scroll, and then click on the journal scroll that appears to open it up. The top of the field can be used to name the scroll (shown in left column), and in the large field you can type the contents of your note.*

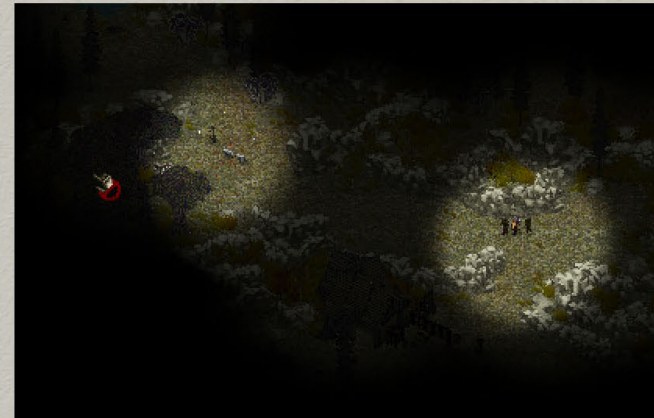
*Click back on the empty scroll container to close the scroll. You can remove it by pressing the "X" button, and confirming with the slash button, or canceling the deletion with the checkmark button.*

*With the talking faces button, you can open the recent conversation tab while writing a scroll to take direct notes based off something recently talked about with an NPC. You can scroll this field by left mouse button click and dragging or by using the scroll wheel.*

*Serpent in the Staglands doesn't tell you what to do throughout the game, so take diligent notes on things you think are important. You may pick up scrolls, bounties or documents that go into your inventory for reference, but if you talk to someone and get information you want to act on or see something you'd like to come back to later, be sure to write it down to remember!*

### Mini Map

*The mini map allows you to zoom out and see your terrain from an eagle's eye view. You can click anywhere on this zoomed out state of your view and you'll zoom back in to the area you've selected.*



*Be aware that gameplay will not pause while you're in your mini map, and you can continue to take damage if you are engaged in combat!*

## Serpent in the Staglands Manual v.8+

### Remove Companion

This button opens the remove companion screen. In this menu you can click on a companion portrait to remove, and then the check button to confirm, or X button to cancel.



Removed companions will let you know where you might find them again.

## Staglands Overview

The Staglands is an icy country in the world of Vol, and one of the youngest regions to boast of inhabitants. Dominated by a coastline that keeps the merchant guilds wealthy and sea trade ever flowing, the land also holds the illustrious Emerald Mines and a vibrant capitol with a bazaar of wondrous spices and diverse cultures.

Be sure to record places you've been! Maps located will be marked on your map, and you can click on them to see their name.



## Serpent in the Staglands Manual v.8+

A bridge between the Southern and Northern hemispheres of Vol, the peninsula is fairly young compared to its surrounding continents. To the North lies looming mountains, encapsulating the peninsula but for a small rocky path. Beyond are rolling plains filled with dangerous clans of beasts and men. So dangerous is the land itself that the populated countries have constructed spires and tall fortified towers to protect themselves.

The history of the Staglands is punctured with fierce skirmishes from all sides. Often overreaching its northern border and harboring an abandoned magical spire, an end to hostilities isn't likely to come in the near future. To the South lies the sea and a vibrant archipelago inhabited by the Lachovinians. Though trade routes and roads are carved out through the lands, much is still unconquered woods, rivers and mountains. The current population has yet to name all the denizens that haunt the waters at night, or find an end to the hulking monsters and packs of wolves that still hold dominion away from the towns.

The people of the Staglands worship the six ancient deities that originally roamed the lands, although it is well known that these gods and goddesses can be a capricious lot.



## The Ancient Tongue

Old Ameythevian is the primary language of the southern and eastern world, derived from the mainland before the mortals had left 1000 years ago. Ameythevia has continued to use it in their island homelands, and the settlers in the Staglands have adopted it and use it with some frequency. You may see this language in the game, and can be translated accordingly:

• •	•	∪	∩	∩	∩	∩	∩	∩	∩
• •									
0	1	2	3	4	5	6	7	8	9

---

∩	∩	∩	∩	∩	∩	∩	∩	∩
A	B	C	D	E	F	G	H	I

---

∩	∩	∩	∩	∩	∩	∩	∩	∩
J	K	L	M	N	O	P	Q	R

---

∩	∩	∩	∩	∩	∩	∩
S	T	U	V	X	Y	Z

## Serpent in the Staglands Manual v.8+

### Races

Five races inhabit the Staglands, some more dominant than others, and with varying amounts of tension. Varuchous and Ameythevians call the peninsula home, but are not averse to traders, mercenaries and craftsmen of the Taratorith, Pasaaren and Lachovinian races. While no race is particularly gifted in any sort of skill, each has unique gifts and personalities to bring to the table.



Ameythevians

#### Homeland

The Ameythevians, like the other mortal races, are believed to have left Vol's mainland 1500 years ago. While artifacts of their early cultures remain on islands not far off the mainland's southeastern coast, it is believed this was only a temporary home, as their ancestors record being pushed across endless water to the deepest reaches of the Southern world to what is now their main homeland island, known as Ameythevia.

The benevolent god that had guided them is commonly, amongst their race, known simply as the jolly fish god. It is this same god that often involves himself in their affairs, talks to fishermen, and designates a King or Queen to rule over the people. This celebratory event occurs every decade, and involves young contenders for the crown to strip and dive from one of their tallest spires into a natural pool below. If chosen, they will emerge from the water with a golden crown.



Ameythevians

Around 210 years ago, restless Ameythevian explorers reached the Staglands in their carrier boats using some engineering marvels to travel the rough waters of the far north. Completely starved and out of resources, they were on the brink of death while helplessly coasting the rocky coasts below Ista Cale. Through the sheets of fog, the moon lord Necholai guided them to shore, where they established Corem, and later all the primary trade routes in what they named the Staglands. They mainly fish Corem's plentiful waters, and are expert boatwrights, chemist, and engineers. With long peacetimes, they are one of the most advanced races, and their achievements include longboats and inventing the materials for the most corrosive elixirs and healing cures on Vol.

#### Organization

What militarized effort they have had has been to suppress groups of Ameythevians that have seceded to take land as their own, and the monstrosities that come from the waters.

#### Characteristics

Ameythevians are characterized by their purple-tinted skin and web-like ears, which is the result of their watery, purple-fogged homeland. They tend to be an easy-going and open people, and welcome new experiences.

## *Serpent in the Staglands Manual v.8+*



### Ameythevian Race Traits

#### Celestials

*Devoted to the moon lord Necholai who saved the lives of several Ameythevians, the purple-skinned shorelings tend to focus their mystic arts into the illumination school. Start your journey with 1 point in Fearful Light, an Illumination spell in grade 1 that forces enemies to flee for an extended duration. [Must have one point in Occult or Intelligence to use skill]*

#### Unshaken

*Ameythevians promote peace and prosperity above conflict and war, instilling civic duties and the benefits of benevolence to neighbors in their children. Start your journey with 1 skill point in Rally, a combat skill buffing the armor class of your entire party at the start of combat. [Must have one point in Dexterity or Strength to use skill]*

#### Fire Weavers

*In the golden age of Ameythevia, engineers tinkered with small, portable explosive liquids, and many have become masters of throwing them with speed and accuracy in defense. Start your journey with a .2 permanent increase in attack speed when attacking with an elixir.*



### Varuchov

#### Homeland

*A few decades after the settling of the Staglands peninsula by the Ameythevians, the Varuchovs surfaced in the mountainous region known now as Emerald Metalis after having thrived underground for hundreds of years. They are the one known mortal race that never left a footprint on Vol's mainland, however ruins scattered around the Western coasts suggest their existence was at one point over a very large dominion.*

*With the Ameythevians in power on the Staglands, they currently are without any surface homeland, but their kingdom continues to flourish below ground. While the reasons for their flight underground are carefully shielded from all but the Varuchov highborn, it is assumed that whatever enemy that forced them to leave the surface and find haven underground must have been terrifying.*

*Varuchovs have begun mining the surrounding region for iron and other minerals, and have made formidable progress in resettling their former domain despite the Ameythevians holding most of the political power. Though their mines are open for trading in Emerald Metalis, the political decisions of their Houses do not allow open entrance to their underground kingdom. What stories they give are of beautiful crystalized domes where the King lavishly sits in his seat of power, and an expansion of shimmering tunnels that lead to great, proud Houses that defend their city against underground invaders.*

## *Serpent in the Staglands Manual v.8+*



Varuchov

### Organization

*Though their mines are open for trading in Emerald Metalis, the Varuchov highborn do not allow open entrance to their underground kingdom.*

### Varuchov Race Traits

#### Weepers

*The mark of a Vykin, the shields of Varuchov fighters do not just showcase the heraldry of their noble lineage, but are often used as a second weapon in battle, bashing and piercing an enemy to gain advantage. When you equip a shield, your physical damage roll is increased by 2d1.*

#### Frost Jackals

*A society with a rigid aristocracy and an obsession with courtly graces, Varchovs never fail to use their heraldry to open doors. Start your journey with a house crest in your inventory to smooth your passage through the Staglands.*



Varuchov

### Horned Ladies

*For many years the Varchovs existed solely under the Emerald Mines, driven there by forces unknown outside their records. Over time the fighters of one scouting battalion, the Horned Ladies, became extremely adept at fighting in the dark and rocky grounds of their cavernous retreat. Gain a hit chance buff when you're underground of 5d1.*



Lachovinians

### Homeland

*The Lachovinians inhabit a large archipelago south of the mainland, about a days sail if the seas allow. Their islands range from exotic lush forests, to marshes, to rocky mounds teeming with iron and minerals. They are a lawless people without a centralized government, but share a common culture comprising of Houses separating island ownership and doing trade with one another.*

*The houses that do not have means of trade usually reap from other islands, through bartering or warefare.*



## *Serpent in the Staglands Manual v.8+*



Lachovinians

*While they are fearless sailors and wage massive sprawling wars, Lachovinians are known to have some of the most fearsome sorcerers. This may be due to the cultural worship of the Carrion god, who was said to have aided them during the evacuation of the mainland. Their rune-splattered skin is surrounded in superstition and mystery, and they are the only known race to boast this beautiful and haunting trait. Their runes aren't a topic discussed with outsiders.*

*Their islands support wheat production, farming, and livestock, but are cramped, making their expanse into Vol's mainland and ongoing war efforts for additional land inevitable. Alongside raiding, some Lachovinians have begun a more strategic trading regime with Vol's mainland, allowing for migration into the Staglands, prized for its ample iron supply and livestock. Lachovinian trade is also prized for artistry - masters with sculptures that often embellish their great Houses. Houses have even been attacked for their decorated halls alone, so as it stands Lachovinians have managed to make beautiful art a declaration for violence.*



Lachovinians

### Organization

*They are a lawless people without a centralized government, but share a common culture comprising of Houses separating island ownership.*

### Characteristics

*Although they are mostly known for their hand-to-hand combat skills, Lachovinians are known to have some of the most fearsome sorcerers. This may be due to the cultural worship of the Carrion god, who was said to have aided them during the evacuation of Vol's mainland.*

*Lachovinian skin is marked by permanent runes, the details of which they refuse to divulge to strangers.*

### Lachovinian Race Traits

#### Blood Omens

*Followers of the Carrion God, a deity that delights in the corruption of flesh and carnage, Lachovinians are not afraid to delve into necromancy and decay in the arts of the Flesh School. Start with 1 skill point in Feverish Haze, a spell that corrupts the flesh and inhibits an enemy's ability to move and think. [Must have one point in Occult or Intelligence to use skill]*

## *Serpent in the Staglands Manual v.8+*



Lachovinians

### Disciples

*A race honed by constant war and an eat or be eaten philosophy, Lachovinians are more difficult to strike down than other races of Vol. Start your journey with an 5 extra hit points.*

### Faithful

*For the seafaring race, fighting is a sport, not a necessity, and from being raised in a society of excessive warfare, they are especially adept at fighting their own kind. 5d1 Phys DC and Spell DC skill mod when fighting humans.*



Taratoriths

### Homeland

*The isolated Taratorith kingdom lies in the great northern plain expanses called the Taratian desert. Due to long dry seasons, their divided kingdoms have led to expansion to southern traders at the expense of their distinct Clans pride. Though without a centralized government to rule over them, the dominion of clans and a naturally fortified territory have led to a time of general peace and capitalistic economy for the past 1000 years. Of note, the only times the clans have banded their united war strength was to keep other regions from overreaching into their kingdom.*



Taratoriths

*The Taratian desert lies north of the Spirelands and ends at the base of the Sky Peaks, the northern tip of Vol's mainland marked by the tallest peaks known on Vol.*

*The northern climate and lands are granted fertile soil for wheat production and livestock roaming, which are primary food sources of the Taratorith and Spirefolk. They enjoy their baked delicacies, teas, ale, and are able to lavishly (and profitably) use their abundant spices to make their cuisine very unique from other mainland regions, which makes their spice trade routes a point of interest for those looking for exotic goods. The northern kingdoms lack lumber, so they follow land routes west across the northern reach of the mainland to the Pasaaran homelands, friendly Spireland kingdoms, and most recently all the way south to the Staglands, where they have established a trade outpost in Rumin.*

*Taratoriths are known to be taciturn and unyielding to outsiders, and despite coming from a desert have a chilly nature. They are fierce fighters, and notoriously loyal to their company.*

### Organization

*Due to long dry seasons, their divided kingdoms have led to expansion to southern traders at the expense of their distinct Clans pride. Though without a centralized government to rule over them, the dominion of clans and a naturally fortified territory have led to a time of general peace and capitalistic economy for the past 1000 years.*

## *Serpent in the Staglands Manual v.8+*



Taratoriths

### Characteristics

*Taratoriths are known to be taciturn and unyielding to outsiders, with burnt orange hair and triangular ears. They are fierce fighters, and notoriously loyal to their company.*

### Taratorith Race Traits

#### Sapphires

*Savvy traders who learn the art of negotiation as they learn their first runes, Taratoriths drive a tough bargain with merchants in the Staglands. Earn 10 percent extra gold per item when selling items to merchants.*

#### Onyx

*As a society that values sharp minds and calculated decisions, Taratoriths train their soldiers to mark enemies with an uncanny precision. Start your journey with a 1 point permanent increase to perception.*

#### Citrines

*Isolated and completely reliant on trade for survival, the study of languages is more than an idle scholastic venture for Taratoriths as their caravans make inroads throughout the lands of Vol. Start your journey with 1 skill point in Linguistics, an aptitude that values the conversation of monsters and ancients alike.*



Pasaarens

### Homeland

*The North East mainland is under control of the Pasaaran matriarchs, who hold a heavy hand over clans that exist under their powerful law. Some of the greatest hunters on the mainland can be found in their ranks, and hunting monsters is a common entry to high ranking society in their culture. Social climbing is common, however, as your worth in Pasaaran society is directly correlated to how much you do to provide for you and yours, and how well you do it. Pasaaran culture is best described as succinct and efficient, as they value expertise and look down upon a jack of all trades. Other cultures may call it stale, but not in front of a Pasaaran. One outcome of their focused skill is a lack of artistic development. They often hire architects from the Spirelands or Lachovinian isles to build their temples and halls.*

*It's said a Pasaaran trying to master artistry to provide for her family worked for years on a musical instrument to entertain courts and matriarchs alike. The lyre was said not to entertain, but control, and was later used as a Matriarch's crest in a militarized effort to exterminate Bloodless encamped in the Eastern region.*

*Matriarchal law exacts dual justice: intention and crime, something outsiders are disappointed to not find elsewhere in the mainland. With the mastery of their divine clerical spells, they decipher intention to a crime as punishable as a crime itself: a man that steals food from another must repay them for the food, and have their provided property taken away. This law commonly leads to exile, and Pasaaran outcasts often find shelter west or in southern islands.*

## *Serpent in the Staglands Manual v.8+*



Pasaarens

*The lush Pasaaran wilderness is ripe with exotic vegetation, and they mainly eat the plentiful fruits and nuts that they grow in their vertical farms. What game they can eat is usually flying, as most land creatures are as inedible as they are dangerous.*

*The Pasaaran outsiders that have settled into the Staglands the past 100 years have done well for themselves, prized for their strength, hunting, and often lead caravans or hire on as mercenaries.*

### Organization

*Matriarchal law exacts dual justice: intention and crime, divined with clerical spells. Their harsh justice often leads to exile, and Pasaaran outcasts often find shelter West or in Southern islands.*

### Characteristics

*The Pasaaran exiles that have settled into the Staglands over the past 100 years have done well for themselves, prized for their strength and hunting prowess, and are marked by the black feathers growing from their heads and their ever judging, opaque pupils.*



Pasaarens

### Pasaaren Race Traits

#### Quezhev

*Ever in pursuit of the demigods known as the Bloodless, a special sect of Pasaaren hunters have become adept at attacking with whips specially designed for the purpose of torturing what they consider the essence of all that is evil before a final strangling snap. Receive 2d1 to physical damage when attacking with a whip.*

#### Destine

*More in touch with the gods than any other race of the Staglands, the Pasaarens exercise a mystical control rarely seen outside their protected forests. Start your journey with 1 point in Occult.*

#### Macha

*Believing themselves to be harbingers of good against the evils of Vol, Pasaaren fighters focus their combatant training to killing blows against monsters, spirits and above all, the Bloodless demigods. Add 5d1 to spell and melee dodge chance rolls when battling any of these foes.*

## *Adventuring*

*The Staglands are fraught with dangers and challenges, and it is helpful to know the lay of the land before embarking on a journey.*



Torches

*A torch will surround your player with a gentle glow and increase your visibility at night. Each player can light their own torch that lasts for 3 minutes, or light just one and stick together. Torches can be bought from merchants, but are often laying around towns and abandoned homes. Torches give off light, which can be used for puzzles or seeing certain enemies otherwise shrouded in mist or darkness. A torch is something you'll use often, especially caverns and night, and is always a good tool to purchase when available.*



Ropes and Shovels

*A rope and shovel are a handy asset to carry around, as you never know when you'll need one to enter a cellar or dig up a grave. You will not need additional rope, as one will give you enough needed for numerous uses, as with a shovel which cannot break. A wise adventuring party wouldn't leave a tavern without these.*



Resting

*There are a few ways to rest in the Staglands. You may speak with an inn keep and pay a few emeralds for a bed. You can also buy camping supplies and rest in wilderness areas, although you'll need someone, preferably adept in the Woodwise aptitude, to keep watch, as it's likely you'll be set upon by local wildlife. When you rest, your party regains full health, with the exception of the person keeping watch.*

Pilfering

*Rummaging through other's possessions is rarely tolerated in the Staglands if the owner is nearby. After a warning, settlers and owners will become hostile. Some chests and dressers have keys that will open them, many of which are carried on the owner and can be attained by Linguistics-pickpocketing or violence. Some keys are for chests or cabinets far away, and usually have hints as to where those are in the description. There's isn't a key without purpose in the Staglands, so be sure to read where they may lead to if it isn't apparent!*



Healing

*Food, potions, resting and blood cocoon spells will heal your party and yourself. Food and potions heal over time, curing you a few hit points every two seconds.*



### Merchants

Most towns will have a few merchants, some specializing in a certain type of items, like alchemists and trappers. Merchants do not restock their supplies and have limited quantities of items. They also have a finite number of emeralds, and if they cannot afford the merchandise you are selling them they will not purchase it. Their emerald count is circled in the image below:

Note that when you sell a stackable item, you must sell it as a full stack (will be listed).

To purchase an item, drag it from the merchant's inventory into your group inventory. To sell an item, drag it into the merchant's inventory. The three tabs on top of the merchant's inventory show three different sections of merchandise, so be sure to check the second tab if the first is full as they may have more goods for sale. These tabs will also fill up as you sell to them with your stock, which you could then purchase back if needed.



### Day and Night

The Staglands' day/night cycle moves forward while traveling on the overworld map or while resting in inns or using camp rations. Some areas cannot be entered at night or require night/daylight as a puzzle element, so utilize different ways of passing times where and when you can if needed. Resting at an inn or with camp rations will jump to the beginning of the next cycle (start of day or start of night), while walking on the overworld map is a gradual passing of those cycles.

### Storing Items

With a limited amount of space in your inventory and most merchants being quite poor, you might find yourself facing difficult choices of what to stash and what to toss. If you choose to leave an item on the ground, you'll find it there again the next time you return to that spot, even if it is much later. This is useful for some puzzles, which require a certain weight to unlock passages. There are temple statues of the Moon Lord that work well as dumping grounds, as well as any location near a merchant you frequent. Items on the ground cannot be picked up or stolen by NPCs.

## Weapons & Equipment

By means of their quality, the bronze, iron, leather and furs you'll be equipping will have different levels of craftsmanship to bolster their stats, good and bad.

### Overview

For instance, a heavy leather jerkin can also have a chain skirt, which will bolster its AC but also make it more cumbersome to use, slowing attack speed and dodge chance. Generally the higher armor something gives you, the more difficult it is to dodge with or resist magic, along with having a slower attack speed ability.

It's always worth checking to see if the armor upgrades fit the build of your character appropriately. Certain bespoke armors get around this by magical means, and benefit you the most with the least ailments. These are quite expensive, but are certainly worth the investment!

Equipment craftsmanship levels will be represented by a +1, +2, etc. after their name, which represents the main stat benefited from the item (this is also usually followed by a basic description to how it is better, and elaborated upon in the description).

### Bronze and Iron Weapons



Ex. A standard Leaf Blade:  
[Damage: 3d2]  
[AS: 2.1]



Ex. A high quality Leaf Blade + 2  
Bronze benefits damage output  
and speed for being lighter, a net  
win:  
[Damage: 5d2]  
[AS: 2]



### Magical Equipment

Magical equipment not made by bespoke tailors are usually as dangerous to the user as they are to the opposing end, a hilt-less sword... Often cursed, these weapons are both sought after and feared by the world of Vol, for without careful crafting these weapons can be quite unsafe.

Some items — trinkets like rings, amulets and brooches can be magically sealed quite safely, as well with some wands depending on materials used to make create them. Weapons can be trickier, and these are very rare — you'd be wise to keep an eye out for them and make sure you're ready to use them knowing any consequences they may have.

Sometimes they could be very beneficial to a certain character build, and for another it could be completely useless. For instance a certain straight edge sword you could find curses your Armor Class and Dodge Chance with almost no damage output. Instead of these usual benefits it dramatically reduces your attack speed to 0, so a character that procs ailing effects or has enough Armor Class piled on through equipment or War Book skills could find it immensely useful for their designed strategy. They are items that should spawn creativity in your builds over the usual upgrades that augment them.

Some magical items may seem useless, more ritual or novel at first glance, but be sure to read the description, as some may save your life in specific situations, or are the only thing that can kill certain creatures.



Weapon Proficiencies

While your characters use weapons they can increase their proficiencies with certain categories. When you land a hit and do damage, a yellow progress bar will fill in it's specific category, and when complete will add a proficiency star to the weapon. These stars add flat modifiers to attack rolls with that specific weapon type. This is label as "prof" in the description for your damage roll.

The categories are listed, from left to right:

1. Long bladed weapons
2. Short Bladed weapons
3. Blunt Weapons
4. Cleaver Heavy Weapons
5. Whips
6. Bows
7. Crossbows
8. Elixirs



It's worthwhile to stick with certain weapons you have higher proficiencies with, and selecting War Book skills to synchronize with them. Numerous skills utilize specific weapon categories that only work if that type of weapon is equipped.



Straight Blades: Melee

These typically iron weapons are traditionally fitted with heavy pommels and cross hilts, deriving from the northern weapon style of Taratoriths. Grips are generally bone or wood, and rarely are their more expensive bronze counterparts found for purchase. Vikings commonly carried bronze forged Straight Blades, decorated with jeweled hilts mirroring their crest's symbolism. Some variations of this weapon include basket hilts with straight edges, compared to the usual double edge, and are cheaper to make.



Whips: Melee

Leather bound whips are usually made from triple plaited rope with a cruse leather handle, and range from single tailed to having metal barbs banded throughout, to the more exotic multi-tailed used by Pasaaran Bloodless Hunters. On Vol, the use of whips are both used for tools of torture and trained weapons for war. Exotic leathers allows whips to be imbued with magical properties, have exceptional sturdiness, and in the right hands allow for devastating blows against even armored opponents. A favored weapon of sorcerers and monster slayers for their magical properties and usually augmented leathers that aid in these kinds of hunts, whips are valuable and desirable weapons you'll find in specialty shops, not with a town's blacksmith.



## Serpent in the Staglands Manual v.8+



### Sceptors & Maces: Melee

These blunt weapons, while slower to wield and less precise, deal higher amounts of impact damage than other slashing weapons could. Their practical design, forging and use make them popular weapons for settlers as much as trained warriors. Often decorated, these weapons are used ceremonially and as flanged, menacing displays of power. These weapons derive from many cultures, but the Varuchovs have made the most widespread use of them. It's said to avoid spilling the toxic blood of some of the more dangerous creatures living below ground they would be forced to bludgeon them with rods and scepters, eventually making it their primary outfitted weapon for soldiers.



### Leaf Blades: Melee

These wide bladed swords are both serviceable in thrusting and slashing with a double edged, wide leaf-shaped blade, and with the typical inclusion of fullers have little weight for faster usability compared to longer, heavier weapons. This style of sword derives from the Ameythevians, and had continued production in the Staglands since being carried over by the first settlers. It's typically an iron weapon (bronze variants exist, albeit more expensive), with bone or wood grips and a thick guard and pommel.



### Axes: Melee

Single edged cleavers are of widespread use throughout Vol, both in farming and battle. Cheap to produce in their simplest form, and an easy weapon to wield and tool to use, they are well stocked in every blacksmith's shop. Generally made from cast metal, these typically narrow headed axes are outfitted with hardwood handles, and short enough for single handed use. Some of the more battle variants include bearded or pronged heads and banded metal around the hardwood, but all axes are lightweight and serviceable cutting weapons.



### Bows: Range

These longbows have traditionally long bowstaves made from the forests of Fuldea Mare, and imported from various Eastern regions that have ample amounts of bow-appropriate wood. They are fitted with a rope of usually hemp tied to each end, and a light coating of wax is lathered onto the bowstave, giving it some protection against the harsh environment. Bows are quick to fire and generally have strong draws that can fire arrows at puncturing strength, but difficult to become trained in, much more so than crossbows, making them less ideal weapons for peasant settlers in the Staglands. Bows require arrows to use, of which there are a variety of different qualities and materials to be found.



Crossbows: Range

Most of these mechanical weapons are made of varnished wood stocks which are sold with an iron crow's foot for cranking. The bow is roughly two feet and made of wood with a tightly wound hemp string. Much easier to operate than a bow and requiring less training, the engineering advancements of the crossbow allow any untrained farmer or soldier to fire long range ammunition, albeit at a slower rate. Specialty crossbows vary by those who make them and their purpose, hunting or war, but many include heavier draws with longer bows for more piercing damage, or more lightweight, bendable woods from different regions of Vol.



Elixirs: Range

Volatile liquid-filled vials that combust on impact, most elixirs are chemical reactions comprised from resources imported from Amethevia, and these are no exception. Though the process of alchemy needed to produce elixirs is becoming more widespread, the 'pure' Ameythevian potions are most popular. The liquid resonates a subtle heat and stinging salt-water scent, and is usually comprised of a mixture of components found locally and from eastern and southern regions. Skilled warriors throwing elixirs can augment their potions for devastating effects by adding additional components. They are best used from a long range to minimize risk of damaging your own feet.

## *Aptitudes*

*Aptitudes are branches of knowledge and persona that affect how your characters interact with the world around them. They also buff certain combat and spell skills. The mortal avatar of the moon god Necholai is completely unique to how you choose to play as him, and you'll learn early on that he'll want to beef up Aptitudes if he wants to relate to the people in his wanderings. Aptitudes can affect conversation and interact with the environment, allies and enemies.*

Overview

*Each Aptitude will have 5 available levels you can choose to put skill points into. Harbinger, Nobility, Woodwise, Philosophy, Linguistics, and Herbology are all elements of social interaction and general scholarly knowledge you're able to advance for your characters. Some NPCs you'll talk to and question will have knowledge of or be affected by your knowledge of particular aptitudes. An herbologist might give you secrets of the craft, and a lawmaker will be more likely to confide in a Harbinger. These choices can lead to larger branching paths in the game.*

*Additionally, all aptitudes unlock different objects that can be used during combat and gameplay, like laying traps, writing incantations and sourcing stats with thieving imps.*

## *Serpent in the Staglands Manual v.8+*



### Harbinger

*Those endowed with harbinger abilities do not simply follow the pack like a mindless sheep, they dominate and intimidate every encounter. They make weaker vessels shiver in their paltry boots while drawing followers to them like flies to a jar of honey.*

*Harbingers are not known just for their forceful personality, but also for their ability to inspire followers to whatever end. With harbinger one can gain favor of constables and arbiters, and by boasting of their tales they can yield larger rewards for bounties and charismatically sway others to their aid.*

### Harbinger Skill Uses:

*Collect summoning horns that will call a variety of creatures to your side that will protect and follow you. (Useable inventory item)*

*A curious mortal might find many things around him or her to examine, and some of those things might be better examined with knowledge of Harbinger. (In the quick skill book, choose Harbinger aptitude and with the aptitude cursor select the object you wish to examine with skill.)*



### Nobility

*With Nobility savvy one can impersonate highborns and utilize your social position as a noble merchant to its fullest by getting access to places otherwise closed off to the commonfolk. With knowledge of nobility one can understand and use Vykin crests, which have the commanding aura to be able to manipulate and control specific enemies.*

*With Nobility you can open more doors for yourself, particularly into the Consils in the Staglands, and reap what services they can offer. Squires and counselors are particularly quick to find kind words for one with noble bearing.*

### Nobility Skill Uses:

*Carry a Vykin crest in your inventory that will turn an enemy into an ally on use. (Useable inventory item)*

*A curious mortal might find many things around him or her to examine, and some of those things might be better examined with knowledge of Nobility. (In the quick skill book, choose the Nobility aptitude and with the aptitude cursor select the object you wish to examine with the skill.)*



Woodwise

*In a country where so much of the land is unsettled, knowledge in Woodwise gives you an edge when exploring forests and wilderness. With your keen nose and eyes you can lay traps and detect and disable traps laid by others. You will also be a boon to your companions if you keep watch during rest breaks, keeping the camp safe from the dangers of the wild.*

*A friend of animals and forest creatures, you understand their tongue and can converse with those willing to stop and talk.*

Woodwise Skill Uses:

*Lay down sap, oil and claw traps that will trip up and harm your enemies. Multiple traps may be used at any given time. (Useable inventory item)*

*Detect and disable traps as you're exploring. (In the quick skill book, choose Woodwise aptitude and with the aptitude cursor select the companion you wish to detect traps. With same cursor you can disable a trap.)*

*A curious mortal might find many things around him or her to examine, and some of those things might be better examined with knowledge of Woodwise. (In the quick skill book, choose Woodwise aptitude and with the aptitude cursor select the object you wish to examine with the skill.)*



Philosophy

*Steeped in tomes and scrolls of the ancients, philosophers love to speak with other scholars and clerics, and can garner information about the world around them based on their previous knowledge of lore. Because of their otherworldly wisdom, philosophers have the unique ability to converse with the demigods known as the Bloodless, who generally dislike all mortals, but make concessions for humans with a thirst for knowledge.*

*Philosophers are also adept at cyphering ancient ruins, and can speak to thieving imps, who have the power to drain attributes from one mortal and give it to another. With enough skill, they are also able to discern the nature of any mortal nearby.*

Philosophy Skill Uses:

*Collect thieving imps trapped in jars that will allow you to steal stats from your companions at no cost to you. (Useable inventory item)*

*Detect the nature of mortals around you. (In the quick skill book, choose Philosophy aptitude and with the aptitude cursor select the mortal you wish to examine.)*

*A curious mortal might find many things around him or her to examine, and some of those things might be better examined with knowledge of Philosophy. (In the quick skill book, choose Philosophy aptitude and with the aptitude cursor select the object you wish to examine with the skill.)*

## *Serpent in the Staglands Manual v.8+*



### Linguistics

*Speaking and understanding the tongues of monsters, spirits and other races is a much prized skill for a traveler in the Staglands, helping you win friends with unconventional and misunderstood parties, and deciphering runes and ancient tomes.*

*With Linguistics, you can unlock the powers of the Incantation Book, and use it's chants to curse your enemies and control the elements.*

### Linguistics Skill Uses:

*With an Incantation Book you can type chants that will be shouted at a nearby friend or foe, enchant certain items, and make changes to the environment. Incantations require a prefix and an action word, and if your curse is aimed at a mortal or item, the true name of your target.*

*Amongst the better skilled apprentices of linguists, it is common to use Incantation Books to pickpocket neighbors with the simple curse "Vrosk Rife Gheorghe", the prefix "vrosk" aiming the spell at a mortal, the action word "rife" indicating an intention to pickpocket, and "Gheorge" being the poor soul about to be short a brooch. (Useable inventory item)*

*A curious mortal might find many things around him or her to examine, and some of those things might be better examined with knowledge of Linguistics, like runes or books written by other races. (In the quick skill book, choose the Linguistics aptitude and with the aptitude cursor select the object you wish to examine with the skill.)*



### Herbology

*The patience and knowledge of crafting potions and tonics to ease ailments is a skill known to few, and those mired in the lore of herbology tend to have a fraternal relationship, trading herbs and secrets and trust. Use your Herbology skill to gain the confidence of herbologists in the Staglands, as well as create potions that augment your strength, cunning, agility and magical resistance.*

### Herbology Skill Uses:

*With an Herb Kit and a brewing pouch, you can create a myriad of potions that boost your speed, physical and arcane defenses, damage potency and accuracy. (Useable inventory item)*

*A curious mortal might find many things around him or her to examine, and some of those things might be better examined with knowledge of Herbology. (In the quick skill book, choose the Herbology aptitude and with the aptitude cursor select the object you wish to examine with the skill.)*

## Warbook Skills

To create melee and range builds, allocate your skill points in the War Book.

### Overview

Fighters can choose between melee, ranged weapons or throwing deadly elixirs that explode at their enemy's feet. Each party member can have three combat skills selected (changeable anytime for variation during battle), which can trigger at specific times, act passively, and can gain extra power from other skills learned.

Some combat skills trigger every attack or every (X) attacks, some on your current enemy's death, some dependent on your health, and some at the beginning of a battle.

You can have three skills active at any time (even while casting spells). These active skills can be selected in the War Book or the Quick War Book in the HUD.

Your combat skills require no additional work for the player but choosing an enemy or position. The combat skills, like spells, are split into four levels, or grades, and are unlocked with a combination of strength and dexterity stats. You can put points into skills to increase the power of the skill.

## Grade 1 Skills

### Quick Strike



{Light Weapons}

Training for speed over inflicted pain, your weapon of choice will slash and parry with a swiftness that's nearly blinding.

### Bash



{Heavy Weapons}

Muster all your weight behind your swings, ensuring that each hit landed inflicts bone crushing might.

### Critical Slash



{Any Melee Weapon}

Hone your sword arm to be able to land attacks on any enemy, ensuring each attack is as deadly and intentional as you need it to be.

### Reckless Offense



{No Shield Equipped, Any Weapon}

Utilize your whole body when fighting, focusing on your agility to dodge and the lack of shield weight to deal increased damage.

### Shield Mastery



{With Shield Equipped}

When fighting in the front lines, a shield is your best defense between an enemy and your vitals. Bolster your armor by mastering better blocking maneuvers with any type of shield equipped in your offhand.

### Grade 1 Skills

#### Slayer



{Any Weapon}

Refine your ability to kill the monsters of Vol. With more knowledge on your enemies, you can make more proficient attacks in killing any of the spirits that surfaced and any other monsters (excluding passive creatures).

#### Assassin



{Any Weapon}

Refine your ability to kill other Mortals. With more knowledge on your enemies, you can make more proficient attacks in killing any of the common mortals (Ameythevians, Pasaarens, Varuchovs, Lachovinians and Taratoriths).

#### Warcry



{Any Weapon}

Your heralding increases the morale of those around you, invigorating them at the beginning of any battle.

#### Rally



{Any Weapon}

Rally your party into combat. Your courage manifests as a physical shield for you and those around you at the start of a battle.

#### Fortify Mind



{Any Weapon}

Hold your ground against any maelstrom of magical assaults by enhancing your will power to naturally resist spells.

### Grade 1 Skills

#### Endure Polymorph State



{Polymorphed as Wolf}

Focus your arcane will when polymorphed to remain in your altered form longer.

#### Agile Fighting



{Any Weapon}

Stand your ground in combat by taking a defensive stance to increase your chance of evading blows completely.

### Grade 2 Skills

#### Mind Crack



{Whips; Procs every X attacks}

Imbue your lashing weapon with a magical corrosion, tearing the words straight from the mouth a sorcerer, and expelling any trace of magical energies. With additional training a whip crack can inflict its damage in vast area, silencing all those within.

#### Seismic Swing



{Heavy Weapon; Procs every X attacks}

Draw an immense amount of might into your swing, charging it into a seismic force when swinging into a target. The force blasts those in an area, knocking the wind out of them and disengaging their defenses.

## Grade 2 Skills

### Staggering Thrust



*{Any Weapon}*

*With trained knowledge on where and how to inflict a crippling attack onto your enemy, you can thrust your weapon into your target's vitals, staggering their balance and ability to attack.*

### Hydra



*{Any Weapon; On Hit}*

*With skilled resilience, you remain calm and calculated after getting attacked, using the increased adrenaline for better agility and precision against your enemies.*

### Pin Shot



*{Missiles; Procs every X attacks}*

*Precise training and hits will allow you to render your targets slowed and crippled. Your projectiles will bring an enemy to a crawl, and with increased skill make them less able to evade attacks.*

### Splinter



*{Missiles; Procs every X attacks}*

*Usually considered a magical boon, a highly skilled archer or crossbowman can notch their weapons to shatter upon impact. The missile splinters into hundreds of pieces, carving deadly lacerations into everyone in the proximity.*

## Grade 2 Skills

### Shield Bash



*{Any Weapon, Shield Equipped; Procs every X attacks}*

*Use your shield offensively by drawing it back and slamming it into your enemy. The larger the shield (AC) the damage can be pummeled into your target. If hit, target is knocked to the ground.*

### Fuming Unguent



*{Elixirs}*

*When battle begins, shatter a volatile, fumigating unguent around you and your companions, which enhances their adrenaline with additional muscle focus and control. This will allow them to attack and cast spells with haste as the enemy closes in.*

### Wolf Claws



*{Polymorphed as Wolf}*

*While polymorphed into a deadly wolf, hone your magically imbued claws to tear at flesh, tendon and bone.*

### Protective Prayer



*{Any Weapon; On combat initiating}*

*Herald a magical protection for your party, praying to the Pasaaran's matriarchal archgod Quanteva, a monstrously powerful and old god who feeds on magical energies. The more skilled and humble the prayer, the more protection and length of shield is given to the caster and their companions.*



## Grade 2 Skills

### Blinding Shield



*{Any Weapon, Shield Equipped; Procs every X attacks}*

*By directing your shield's boss into the sun or moonlight, you're able to skillfully draw the reflection toward your opponents while charging into battle. The light staggers your opponents, and ruins their chance for precise attacks.*



### Spearhead

*{Any Weapon; On combat initiating}*

*Gain the initiative when combat starts by launching yourself to your immediate enemy and instantly attack them. This brazen assault also draws the interest of any enemy within the area.*



### Crippling Ooze

*{Elixirs; Procs every X attacks}*

*By drawing upon some rare components, and masterfully mixing them with the already volatile elixirs, you can create an ooze that explodes into a target, dousing them with a sticky slime, severing their combat movement.*



### Fortitude

*{Any Weapon; On Hit}*

*With reckless rage, the pain you feel enrages your warrior prowess. You return attacks with increased damage.*

## Grade 3 Skills

### Whirl



*{Light Weapons; Procs every X attacks}*

*Master the art of a fluid follow through and surprise your enemy with a second swing immediately after an attack, dealing more than double the usual damage every 5 swings.*

### Concentration



*{Any Weapon; Every Attack}*

*Every time you land a hit on the same enemy, add a stackable ailment to that target's armor class.*

### Strafe



*{Any Missile Weapon}*

*Immediately following your attack, turn to fire a missile at several targets nearby. Procs every 3 attacks.*

### Giant's Pull



*{Any Missile Weapon; On Hit}*

*Pull back your weapon with a monumental force, with no repercussions to speed or ability to hit or dodge your enemies.*

## Serpent in the Staglands Manual v.8+

### Grade 3 Skills



#### Stink Trap

{Elixirs; Every X Attacks}

Fill your vials full of a nauseating gas that will down your enemy for a short period of time, as well as lower their defenses.



#### Adrenaline

{Any Weapon; Every Attack}

Every time you land a hit on the same enemy, gain a stackable boost to your spell resistance.



#### Burst of Life

{Any Weapon, On hit}

With every hit you land, gain a portion of it back in health.



#### Poison Weapon

{Any Weapon; Every Hit}

Soak your weapon in poison to add corruptive damage that cannot be blocked by physical or arcane means to your attack. Your attack must land for the poison damage to reach your target.



#### Mangle

{Polymorphed as wolf, every X attacks}

Knock your enemies to the ground when you've morphed into a wolf form and take advantage of their fallen state, interrupting their attack and shredding their flesh from their body.

## Spellbook

Magic in the Staglands is based in six schools: Illumination, Linking, Transforming, Flesh, Forging and Herbology, flowing originally from the six powers of the land's capricious deities.

### Overview

Sorcerers in the Staglands have no limit on how many spells they can memorize and have access to at any given time, but most spells require strict concentration to cast, and often need the wizard to hold the spell with all their might to keep it effective as it continuously loops with its curse or buff. If they move or draw their weapon, the spell will be broken and the curse or buff lifted from its target. This has its advantages though, as many spells gain in potency the longer they are cast for.

For example, a wizard who wants to cast Searing Light on his enemies (a potent high level spell where a wizard creates a illuminating sphere that radiates scarring damage on a group of enemies) cannot do anything else while the spell is running its thorny course.

The spell skills are grouped into levels, or grades, and are unlocked by intelligence and occult stats. As you level up, you can put skill points into a spell to increase its potency.

Spells that cause damage or curse an enemy require intelligence to reach maximum potency, and spells that augment the power of yourself or your companions rely on your occult.

Grade 1 Spells

Foul Creep



{Herbology School}

Throttle your enemies with a creeping corruption. While you hold the spell, it will continue to work its foul magic, causing both magic damage, and reducing your target's vitals.

(Herbology School)



{Any Weapon: Every Attack}

Hatch a cocoon of purifying blood to be sprayed on a target, quickly healing wounds. A sorcerer may continuously hatch cocoons over a target if they hold the spell on them, and increase the frequency at which they spawn.

Festering Ooze



{Herbology School}

Create a murky, molding sludge on the ground to trip up both your enemies and friends and leave them incapacitated for a period of time. With more skill, your sludge will become so vile it will leave a festering damage to all that fall prey.

Heat Metal



{Forging School}

Cast a smoldering beam of heat to a single target's weapon, ailing their ability to hold the weapon while you hold the beam. After 5 skill levels you begin searing the flesh holding the weapon, doing unblockable burn damage.

Grade 1 Spells

Radiant Stave



{Forging School}

Erect a stave of pure blindingly hot metal out of the ground to blind enemies who gaze into its splendid light, ailing their ability to evade and land attacks. This spell can be emitted from a location upon cast without needing to be mentally held.

Fearful Light



{Illumination School}

Cast a ray of cosmic moonlight which can shock enemies around it into fleeing. The moonlight can continuously radiate a fearful glow for as long as it is held by the sorcerer. Sorcerers can invest more power into the spell to increase the radiating light's effectiveness and area of influence.

Feverish Haze



{Flesh School}

Condemn a single target's body to ruin by sending it plundering into a feverish wreck, weakening their ability to quickly act and even manage to hold their weapon. The longer the duration a sorcerer invokes this spell on a target, the more intense the affliction and chances the target will drop their held weapon.

### *Grade 1 Spells*

#### Feline Polymorph



*(Morphing School)*

*Polymorph your body into that of a mainland feline, the fox eared Shraazen. As a nimble cat, the sorcerer can be astonishingly evasive while in and out of combat, increasing dodge chance and movement speed. This spell is a favorite for scouts and spies looking for a quick getaway, entrance, or to toy with their opponents. Sorcerers are said to be able to even evade magical assaults with the more knowledge invested.*

#### Arcane Shield



*(Linking School)*

*Conjure an arcane shield to scatter incoming spells, increasing spell resistances of the sorcerer and allies. Arcane Shield will radiate out of whomever is targeted and shield any allies within their vicinity.*

#### Arcane Attack



*(Forging School)*

*Imbue your weapon with an arcane aura that disperses magical damage when attacking, allowing you to do physical and magical damage. A sorcerer can cast this augmentation once and it will last on its own energies for a duration of time.*

### *Grade 2 Spells*

#### Polymorph Into Wolf



*(Morphing School)*

*Polymorph your body into a ferocious western-lands wolf, with blackish red fur and brutally sharp claws. Found commonly in the winter forests, the nocturnal beast is outfitted for hunting large prey that stray in its territory, and are rarely seen outside the thickest of forests. The magical conjuring of its skin and mind can be amplified with increased combat prowess and agility.*

#### Ethereal Weapon



*(Forging School)*

*After summoning the necessary magical energies to safely keep the blade intact, a sorcerer can emit a long ethereal blade to wield. While with the snap of his or her fingers the blade can appear, it will also disappear when the energy to contain it wanes. The more powerful the casting, the more potent and devastating the blade.*

#### Nauseate



*(Flesh School)*

*Issuing a magical infestation to degrade the immunities of a target, a caster can cause an immense sickness. Through this sickness a usually simple ailment created within can cause immense pain and internal bleeding, while also lowering the target's strength through frequent throws of the body trying to remove said ailment. A potent casting can cause greater damage, and the longer the casting is in effect the weaker the target will become.*

## Grade 2 Spells

### Strangling Vines



(Herbology School)

Hatch a quick growing seedling that magically erupts and grows to massive sizes below the surface of your targeted ground. The seed has a parasitic mind of its own, and latches onto creatures above ground. It lashes out at targets with barbed branches, grinding at armor and flesh, and wrangles what limbs it can to slow targets down and ail their agility. The more potent the spell, the higher the chance the seedling can entangle those above it, though it could embrace both friend and foe.

### Shimmering Scales



(Forging School)

Imbue a target's skin with dense, shimmering scales. The metallic exoskeleton grants additional protection to both physical weapons and deflection to magical assaults.

### Physical Shield



(Forging School)

Summon a crystalized orb of magical energy around a target location, which is able to absorb and disintegrate incoming projectiles while allowing you to still fire from within. The more potent the spell, the more health the projected shield has before dissipating.

## Grade 2 Spells

### Eclipse



(Illumination School)

Illuminating a target with the moon's unyielding light, you can magically mirror their destruction by transmuting it into a healing beam that is reflected back at any companions. The more destruction your target does, the more healing is reflected back to your party. The more powerful the casting, the more augmented the reflection.

### Hallucinogen



(Herbology School)

Conjure an abomination inside a target's mind. While the abomination writhes and tears within their mind and memories, horrors lash out from the corners of their mind's eye, creating dreadful images of past mistakes, horrifically killed loved ones, and anguish beyond reason. The target flees in terror and rends at their body to try to remove the hallucinogenic corruption. The more concentrated the caster's spell, the more compelled to kill oneself while under the magical hallucinogen.

### Crippling Ray



(Flesh School)

Cripple your target by casting a withering ray at them, debilitating their body to that of an elder. Your ray will seize every one of their vitals, so no matter how strong or willed they are, they will break before you.

## Grade 2 Spells

### Morph Into Fiend



*(Morphing School)*

Polymorph a target into a fiend, transmuting its physical appearance to those around it so much that they are compelled to squelch it from their sight. Even their allies can be frenzied with the need to kill them in their new skin. Upon death, the fiend absorbs the hatred around it and explodes onto its allies, wounding them both physically and emotionally. The more potent the illusion of the fiend by the caster, the more hatred it can absorb and in turn inflict back at allies.

### Morph Into Bats



*(Morphing School)*

Polymorph you and your companions into a gang of large winged bats, with unparalleled speed. Bats can traverse and scout faster than other winged creatures, and are the morphing spell of choice for both engaging and disengaging battles. Their height and small size can also allow entrance into difficult to reach places for regular mortals.

### Parasitic Orb



*(Linking School)*

Cast a magical orb at a target location which siphons a target's willpower and any trace of their innate magical barriers. The parasitic orb, with a high enough skill, can shatter even the most powerful magical barriers.

## Grade 2 Spells

### Siphon Poisons



*(Herbology School)*

There are many poisons that can decay even the most hardy of adventurer's organs within seconds. Even more dangerous are what those who dwell in the Spirit Realm are armed with, an ethereal corrosive that tortures the bodies of mortals. Sorcerers have devised a healing beam by summoning fairies from the air, transmuting them into a fine crystal, and concentrating a beam of it into a target. The more potent and trained the spell, the faster the caster can summon these fairies for transmuting. The beam, upon contact with the target, can instantly heal them of any poisons or ethereal damage.

## Grade 3 Spells

### Greater Blood Cocoon



*(Herbology School)*

Hatch a cocoon of purifying blood to be sprayed at your party, quickly healing wounds. This spell only heals once, and must be recast to heal again.

### Turn To Stone



*(Forging School)*

Turn your enemies to stone, effectively halting their movement, interrupting their attack, and making them an easy target for yourself and your party. If your target takes a hit while you are locking them into their static state, they will roll against crumbling instantly to dust.

### Grade 3 Spells

#### Amplify



*(Linking School)*

Pick an ally and boost their attack speed and casts speed as well as the stats of any companion near to them. The effects of this spell will remain for as long as you are casting it.

#### Magic Shield



*(Forging School)*

Summon a crystalized orb of magical energy around a target location, which is able to absorb and disintegrate incoming spells while allowing you to still fire from within. The more potent the spell, the more health the projected shield has before dissipating.

#### Searing Light



*(Illumination School)*

Sear your enemy and anyone near by them with a white-hot beam of light. Your spell will surge with fresh damage every 8 seconds for as long as you hold it on one target.

### Grade 3 Spells

#### Morph Into Zana



*(Morphing School)*

Polymorph your body into a Zana, a free-spirited sprite of the forest, and a creature well known but rarely seen. Zanas are blessed with an unnatural capacity for arcane power, and can cast powerful and bewitching magics, although they are defenseless against metal and can be easily cut down.

#### Planar Jump



*(Linking School)*

Open a portal at your feet that links to one where you cast to on the ground. Enemies that near your portal will slide in and reappear on your cast point, taking some damage along the way. Once you create your portal, it will stay without you needing to continually fuel it with arcane power.

## *Dangers & Combat*

*Combat in the Staglands requires coordination of your characters, skills, spells, aptitudes and items, while strategizing against enemies that require certain finesse to take down.*

### *Overview*

*There will be a variety of ways you can overcome combat and puzzle challenges.*

*Since your War Book skills auto-proc for you, you can concern yourself with positioning and movement, while casters support or buff. Very often your tactics will change depending on the enemy you are facing. For instance, a large pack of dogs that can overwhelm you will utilize a very different strategy than a sorcerer and small gang of powerful mercenaries.*

*Additionally some enemies require unique tactics to kill, and are otherwise impossible or near-impossible to kill. One example of this is the Harvester, the most powerful of the Shroomer race, who will need to be grounded in order to be killed (otherwise their exoskeleton is extremely strong and bolsters a huge defense). There are numerous ways to go about this, and up to you to figure out what works best for your party. Monster information can be found in libraries, by arbiters of different settlements, or certain merchants or NPCs.*

*Exploring the puzzles, mysteries, stories and what type of combat works best for you is what the game is all about, so we refrain from giving you examples that may push you in certain directions.*

### *Experiment*

*Experiment and have fun — some builds will work better than others for individual units, but your party's composition is what will really prove the test of life or death throughout the game. Know you can always switch out companions for new ones to change up tactics with new skills and spells.*

*Our one suggestion would be to create a few avatars to start, and remove them as you find companions. Companions will always be more powerful than the moon lord's avatars with their unique traits and stats, but starting the game can be quite challenging with the few companions available at the start. Be on the lookout for new companions and what they can bring to your party, and make notes on if you'd like to return to them if you may need their services later.*