

Realms of Loria Online Game Manual

Written and compiled by Wesley Baucum

Table of Contents

<u>Topic</u>	<u>Page #</u>
List of Figures	3
Introduction	4
Loria Mythos	4
“What is a Mythos?”	4
The Gods of Loria	4
Creation	5
The Mortal Races and Their Choices	6
Heroes and Legends	6
Killare and the Fall of the First Kingdom	7
The Realms of Loria	7
Minimum Requirements	8
Getting Started	8
Character Creation	8
Choosing Your Job Class	9
Choosing Your Race	10
Choosing Your Alignment	10
Distributing Your Stat Points	11
Gameplay	11
Controls	11
The Command Screen	12
The Town	13
The Outside	13
The Inventory Screen	13
Equipping Items	14
Using Items	14
The Battle Screen	15
Conditions on Winning a Battle	16
Class Information and Statistics	16
Fighter Statistics	16
Mage Statistics	17
Cleric Statistics	18
Thief Statistics	18
Psion Statistics	19
Druid Statistics	20
Seeds	21
Magic	21
Divinity	22
Psionics	23
Conclusion	24

List of Figures

<u>Figure</u>	<u>Page #</u>
Figure 1: The Command Screen	12
Figure 2: The Inventory Screen	14
Figure 3: The Battle Screen	15
Figure 4: Targeting an Enemy	16
Figure 5: Targeting Yourself	16
Figure 6: Diagram of Arcane Magic Seeds	21
Figure 7: Diagram of Divine Magic Seeds	22
Figure 8: Diagram of Psionics Seeds	23

Introduction

Realms of Loria is the first browser based RPG (role playing game) of its kind, offering free service and high quality 2D graphics, where you create yourself and explore a new world. The purpose of this manual is to provide an organized layout to the game and to serve as a point of reference for players at any time.

(For any questions or corrections concerning the manual or information wrongly recorded or missing, see Conclusion)

Loria Mythos

The Loria Mythos was written entirely by James, the Team Lead of Silver Dragon Entertainment.

What is a Mythos?

Mythos - (Gr. mythos, meaning mythology). Mythos is the original Greek word for mythology. C.S. Lewis and J.R.R. Tolkien adopted the term "mythos" to describe everything that in the world that they created. Everything from people, to races, even to wars is related to a mythos. Creating a mythos was the most important thing for J.R.R. Tolkien when he wrote The Lord of the Rings. Before he ever wrote any story about Frodo, he created the world, with nations, leaders, unique languages, etc. What's more, every society has a mythos, which are, the myths and legends that people tell from generation to generation. The most famous of these would be Greeks with Zeus. The next most famous was the Norse pantheon with the mighty Thor. Even the United States of America has myths unique to it, such as Paul Bunyan and his blue ox, and legends such as Davy Crocket or Daniel Boone.

So, just as it has been done before, the Realms of Loria also has a mythos. It will obviously not be completely unique, because, as the great Solomon once said "there is nothing new under the sun". However, we have tried to make this as unique to our world as possible, trying to come up with a different approach to this. Please, enjoy the mighty Mythos of Loria.

The Gods of Loria

Thormir, God of Healing, Light, and Song :

The first of the gods, he created the world of Ellaron. From the aftermath of the creation came the other gods. However, since they were only an after thought of Thormir, they retained only a piece of his being. Therefore, they were unlike him, each with their own personality. Thormir created all the races that inhabit Ellaron; everything from the graceful elves to the trolls and goblins. He gave each race a choice: they could live together in peace, or let war tear them apart.

Calimah, God of Evil and Darkness :

When light was first created by Thormir, darkness was separated from it. This darkness took form in Calimah. Preferring to hide in the shadows, Calimah has never challenged Thormir, for if he were to, he would not be able to withstand the light that comes from Thormir. Calimah instead prefers to undermine Thormir's

goodness by manipulating others. Even though Calimah hates the light and wants all to turn to darkness, he has a strange respect for Thormir.

Livella, Goddess of Order and Healing:

When Ellaron was actually created, it was in perfect order. From the magical energy that brought it forth from nothingness, and the order or creation, Livella was born. Livella's only enemy among the gods is Descrod, her evil twin brother who despises her for her beauty.

Descrod, God of Chaos and Weakness :

The second after creation, things began to slowly degenerate from order to chaos. Out of the chaos came a deformed being, the exact opposite of his sister. Struggling against his sister Livella constantly, Descrod believes that they way of things must be disorder and chaos. To him, order represents perfection, which he can never obtain.

Hantine, Goddess of Magic and Strength :

The goddess of secrets is another name for her. Each of the gods confides in her and asks for her help. Out of the pure magical energy of creation, Hantine was created and Thormir gave over to her the task of guarding magic. Thormir gave this job to her, because of the way she interacts with not only the other gods, but the created ones as well. She treats all with fairness, being completely neutral in all things. Wizards who work hard gain her favor. She bases her judgment on facts, and working hard is a sign of strength (whether mental or physical).

Creation

At first, all was night, and nothing lit the sky. Out of the darkness came Thormir, who lit everything with his great presence. But his light brought forth nothing, as it shone into the endless void. Thormir was sad at this, and thought at great length what to do. At last, Thormir opened his mouth and began to sing. At first, it was just a low base carrying through the night and into the far reaches of the cosmos. Then, harmony began to be heard as the stars winked into existence and joined the throng. Soon, the night was filled with countless stars, all singing with Thormir. More voices joined in as a vast land was formed amongst the chorus. It was as if the very land, which Thormir named Ellaron, was singing out to its creator. Countless voices joined in, but never made the song any louder. Darkness fled from Ellaron as light began to shine down upon it. Soon, the trees, the rocks, and even the very beasts of the land and sea joined into the mighty chorus. At last, Thormir ended the song, and it ceased. However, Ellaron did not quit singing, for it was this song that brought it life. No mortals can hear the song of Ellaron, but the song is the powerful energy known as "magic", which all beings on Ellaron have flowing through them. All beings on Ellaron have the song of creation running through their veins. Some have it more than others. How much is flowing through you is called by mortals your "mana", or "bread of life". Some have learned to tap into this magic (Wizards), a privilege which Hantine watches over very carefully.

The Mortal Races and Their Choices

Thormir did not think it was right to create races and not allow them the free choice that he himself enjoyed. If the people of Ellaron were going to do what was right, then he wanted it to be by choice and devotion, not by force. Therefore, he gave every race a chance to choose what they wanted. Of the five major races, only Dwarves, Elves, and Humans chose to live nobly. Of course, from each race there are many exceptions, but in each of these races's blood, there flows a feeling a justice and righteousness put there by

Thormir. The other two races, Orcs/Goblins and Trolls/Ogres, chose not to live nobly. Into their hearts, Thormir let Descrod plant the seed of chaos. Because of this choice, these races never prospered as well as the Dwarves, Elves, and Humans.

Heroes and Legends

Hellion the Mighty

Amongst the kingdoms created by the first born (those who were given the choice by Thormir), the greatest was the noble land of Killare, of the humans. The land it controlled was vast, and its people lived in peace. Livella watched over the humans with great pride, as they strove for order in everything.

During these years of peace, of prophet of Livella was given a vision. In this vision he saw a great oak tree, which must have been as big as the very castle where the king of Killare resided. The oak tree stood proud and tall for many years. But soon, its branches began to sulk, and its leaves turned brown. The tree eventually became hollow as it rotted from within, a shell of its former self. The king saw the meaning of this dream and called his council to meet to discuss it. None knew what to do about the apparent inner rotting that was to afflict the nation eventually, if not already. Those gathered there began to accuse the king, claiming that this calamity was his fault. Among them was Hellion, a noble and friend of the king. Hellion was the only one not to accuse the king so unjustly. But the men were scared, and desperate men have been known to render desperate deeds.

The king was taken and thrown into prison, and the kingdom of Killare descended into Chaos. Hellion, however, was not idle during this. He left and began to seek out the prophet that had started this all.

The prophet lived in the very outskirts of Killare, and indeed it took even Hellion several months to find. Upon finding the prophet's home, he called out to him with a loud horn. Bursting forth from the home came the prophet, covered in dark flame. Upon seeing this, Hellion blasted his horn again, bringing the prophet to his knees, hands over his ears. Hellion then brought forth his sword and stabbed it deep into the gut of the prophet. With a great burst of energy, the dark flame left the prophet. However, the wound had killed the prophet, and the blast had killed Hellion, and they both fell to ground.

Livella descended to that very spot, and touched with sadness that her prophet had been killed, and that Hellion had great courage to free her prophet from the evil that was bound to him, she planted a tree there. The tree was a mighty oak, as big as the very castle of Killare. However, from it burst two streams, one from each side. The king of Killare was released and the nobles who put him there were put to death. Livella proclaimed that this tree she planted would never rot as depicted in the dream of the prophet, but instead be a monument to the lives of her prophet and Hellion, the mighty.

Killare and the Fall of the First Kingdom

The first kingdom of men was hailed as a beacon of light by all the noble races (elves, dwarves, and humans). Knowledge was spread to the far corners of the land during the rule of the great kings. And even though troublesome times graced the land (as in the time of Hellion the Mighty), it prospered very well. Knowledge of magic was never at a higher point. The kingdom of Killare was a friendly land, where dwarves and elves could roam freely without prejudice or fear. The three races got along very well indeed during those times, and jointly defended their lands against the random attacks of the lesser races (orcs/goblins and trolls/ogres). The Humans, however, were the only ones to trade with the lesser races, or in fact, have any contact with them. None know for sure how long ago the golden age of Killare was. At last, though, the lesser races realized the error of their ways in the beginning, and united against Killare. They did not do this through any realization of their own, however. It took a leader that was not of the kingdom's own origin. All at once, the attacks stopped being random, and started becoming organized and seemingly planned. The attacks focused on

the elves and dwarves first, causing them to pull their own forces back to their homeland. Then, in one great battle, the lesser races overran the best defenses of Killare. They ransacked their cities and one by one, the regions fell beneath "the unstoppable ones". If not for the wise queen Laura, the human race would have been decimated forever. After the great exodus, there was none left to defend their lands. Livella, angered by the lesser races, asked Thormir if he would destroy them. Thormir decided otherwise and guided the ships to a new shore where they could rebuild again. The kingdom of men that was founded was named Loria, after the wise Queen Laura who had saved their people.

The Realms of Loria

The battered people of Killare no longer felt that they were Kilarians, having left behind forever the land that they so loved. So, they adopted a new name, and a new identity. It has been two hundred and sixty years since they landed on the shores of Loria. The kingdom of Loria spread across the continent quickly and prospered, just as its predecessor had done. They began to focus on their new lives, and soon, the knowledge of Killare all but faded out of existence. It has only been with the recent arrival of the orcs on the continent that the people have begun to remember what happened all those years ago. The elven kingdom just north of the new orc kingdom has requested help as their borders have begun to be attacked. Even scouts of the lesser races have been seen stalking the forests of Loria. It's no longer safe to let children wander the forest at night. The king of Loria has sent forth a call to all those citizens who would defend their country, lest the same thing happen again as it did with Killare. The lesser races are out for blood, and out to finish the job started two hundred and sixty years ago.....

Minimum Requirements :

Either of the following may be used to play the game.

IE 5.0 or greater

Netscape 7.1 or greater

Mozilla Firefox 1.0 (older versions can be used, but for full functionality, 1.0 is recommended)

Newer versions are recommended for better play experience.

Getting Started

On the main page www.sdegames.com, take your mouse to the left and click on "sign up." From there you will be prompted to fill out the following:

Character name (*By what name do you want to be known?*)

Password (*something easily remembered, yet something others won't know*)

Re-entering your password

Email address (*the email address you provide will be where your registration information is sent*)

Class Type (*What will your character be? What skills will he/she specialize in?*)

Race Type (*Are you tired of being human? Does being an elf or dwarf sound good?*)

Alignment (*Are you good or evil...or a little of both?*)

Distribution of statistic points (*refer to character creation section for details*)

When you have filled the above information out, submit the information. If something was not submitted correctly, you will be prompted to correct the error. Otherwise, an affirmation page will appear telling you to check your email for an authentication of your newly created character!

From then on, when you visit the website, you may go to **Log In** on the far left, enter your name and password, and begin play!

Character Creation

There are specific statistics to take into consideration when creating your character:

Strength : points put into strength will raise your physical attack power

Agility: points put into agility will raise your speed and your defense

Vitality: vitality raises your HP (hit points) and resistances. **HP is crucial to survival**. If your total reaches zero, your character dies

Mentality mentality raises your MP (magic points) and magic attack/defense. **MP is needed for casting spells.** When you cast a spell, your character

consumes MP.

Charisma charisma affects your interaction with NPCs. The higher your charisma, the more attracting your character is to them. **

the

** *NPCs are Non-Playable-Characters that the player will interact with during the game, such as the king or the blacksmith.*

You are given the choice of job class, race, and point allocation to customize your character's statistics (also referred to as "stats").

Choosing Your Job Class

The first step in creating your character for this game is to determine your fighting class. You may choose from one of six.

Fighter The fighter is the basic melee warrior of the game and a master of close combat. It is a job class most beginners use to get the feel of the game. The fighter's physical strength has no equal compared to the other job classes.

the

to the other

Mage The mage is a master of arcane magic. Players who enjoy casting spells on their enemies will enjoy this job class.

Cleric The cleric is a master healer and user of divine magic. Players who enjoy healing or enhancing spells (or in some cases enfeebling spells) should look into being a cleric

spells)

When you choose a cleric, you are given a list of deities to choose from:

Thormir, God of Healing and Light (Neutral Good) *

Calimah, God of Evil and Darkness (Neutral Evil) *

Livella, Goddess of Order and Healing (Lawful Neutral) *

Descrod, God of Chaos and Weakness (Chaotic Neutral) *

Hantine, Goddess of Magic and Strength (Neutral)*

Thief The thief is a master of stealth attacks and agility. Weaker than the warrior, but faster and less likely to be hit, players who enjoy this style of fighting would benefit from being a thief.

style of

Psion The Psion is a master of mental energies. Players who seek an alternative from being a mage or cleric will find much fun with being a psion.

When you choose a psion, you are given a list of disciplines to choose from:

Psychometabolism, perfecting the body through the mind. **

Psychomobility, your mind increases your own motion. **

Psychokinesis, your mind reaches out to move things. **

Clairsentience, seeing the unseen, hearing the unheard. **

Telepathy, mental communication and projection.**

Druid The druid is a master of nature and beasts. Players who love having pets to attack their enemies will enjoy being a druid.

**For questions relating to alignment, refer to Choosing Your Alignment section for details. For questions related to the deities, refer to The Gods of Loria section.*

***For questions relating to Psion disciplines, refer to Psionics for details.*

Choosing Your Race

The second step in creating your character is deciding on your race. You may choose from one of seven.

Human The prosperous, energetic race of Loria. No differences from humans in reality. Bonuses include **+3 vitality** and **+50** starting gold.

Dwarf Short, stocky beings hailing from the mountain regions. Especially strong and energetic. Bonuses include **+2 vitality** and **+2 strength**.

High Elf The elves are adept in magic and speed, and are known for their alchemy. Although they lack the stamina or energy of a human. Bonuses include **+2 mentality**, **+2 agility** and **+1 health** potion. Drawbacks include **-2 strength**.

Drow A dark elf, especially fast and able to hold their own in both physical and magical combat. They aren't the most trusted race, however. Bonuses include **+1 to Strength**, **+2 to Agility**, **+1 to Mentality** and **+25 starting gold**. Drawbacks include **-1 Vitality**.

Gnome A race of small innovative midgets, not as stocky as dwarves. Very smart, but they lack in actual physical qualities. Bonuses include **+5 mentality**, **+1 health potion**, **+1 mana** potion. Drawbacks include **-2 strength**, **-2 agility**, and **-2 vitality**.

Halfling Resembling humans but half their size (hence their appropriate name). They are fast creatures and not to be underestimated. Bonuses include **+2 agility** and a **short sword**.

Half-Orc The product of a forbidden bond. Having some orc blood, these beings have great strength. Bonuses include **+2 strength** and a **club**. Drawbacks include **-2 agility**.

Choosing Your Alignment

Alignment ties in with your character's morals and loyalties. Here are some definitions of terms describing your alignment.

- Lawful :** You obey a strict code by which your deity commands you to do.
Neutral: Middle of the road, a moderate.
Chaotic: You do whatever you want with or without other's consent. The ends justify the means.

Here are your character's choices for alignment.

- Lawful good** Loyal to your righteous king, following every order.
Neutral good Loyal to the forces of good, but questioning some things.
Chaotic good Loyal to the forces of good, but you act on your free will whenever you feel like it.
Lawful neutral A mercenary of sorts, doing your task to the very word of the written contract.
Neutral An apathetic warrior to any matters in the world and will only do what he feels is in his immediate needs.
Chaotic neutral A mercenary of sorts, given tasks to do, but you'll do only the ones you see fit, and will do any means to accomplish the ones you do choose.
Lawful evil A loyal member of the forces of darkness.
Neutral evil An evil warrior without any motivation or deity.
Chaotic evil The most egregious beings, killing without reason, wreaking havoc to no end.

Have fun with this aspect of your character and choose how you want your character to be portrayed!

Distributing Your Stat Points

Now, you may choose your starting statistics. You have 65 stat points to distribute among the five statistics. You may have no stat lower than 6, and no stat higher than 18. I.e. you have enough to put 13 in every stat. But that's just one distribution of your 65 stat points. Be careful with how you distribute your points, as your allocation of points cannot be undone. It is wise to distribute your points as it best reflects your chosen race and class. For example, if you are going to be a Half-orc fighter, it is best not to spend too many points in mentality, since you have no magic.

Gameplay

Controls

The mouse is the main source of inputting information and commands for your character's interactions in the game world. Keyboard shortcuts can be used in Internet Explorer, Firefox, and Netscape. For the keyboard shortcuts to start working, just make sure you first click anywhere in the frame where the directional buttons are located. Don't know why this is so, it just is.

The keyboard can be used for the following:

A key:	go west
D key:	go east
W key:	go north
S key:	go south

Attack: how much damage your character may inflict, based on your current equipment (refer to Equipment for details)

Defense: how much defense your character has, based on your current equipment (refer to Equipment for details)

Gold: how much gold your character has (refer to Shops for details)

Below the game module is a list which shows the current players logged into the game.

The Town

When inside a town, you may interact with NPCs. When inside the town walls, you may do things such as:

- Buying items and weapons
- Visiting the tavern
- Fight in the arena
- Accept quests from townsfolk

There may be other things you may find to do in town.

The Outside

The outside is where the real adventure begins. You will explore the land and fight monsters on the way. It may be a good idea to keep a record of how to get back to town, because **there is no map**. That being said, it may be a good idea to buy a warp scroll in town. These scrolls, when used, will instantly take you from your current position to the town you bought the scroll in.

The Inventory Screen

Once you click on the inventory button during gameplay, you are brought to the inventory screen. The following windows are displayed (refer to Figure 2):

At the top left is a picture of your character.

To the right of your character's picture are the statistics of your character as shown in the command screen.

Below the statistics of your character shows the score of your five attributes, plus additional modifiers.

On the far right is your character's list of known abilities. These abilities are used during battle.

On the bottom of the screen is "Your Inventory." This lists your current items. For each item, its name and info will be shown. If the item is classified as equipment, it will show to the side its equipment status.

Below "Your Inventory" are the equip and remove buttons for managing your items.

At the bottom is the "Return to Maze" button, which will return you to the previous screen.

Equipping an Item

If a given item is able to be equipped, you may select the item via the radio button to the left of the item's name, and clicking the equip button. By doing so, the given equipment should have the word "Equipped" to the right of it.

Using an Item

Non-equipment items such as healing potions can be used in the command screen or the battle screen.

It is important to not neglect the uses of your inventory. Your equipment will prove useful as you progress to harder and harder areas of fighting, and it's important to make the most out of your potions and other consumable items.


	<u>Name:</u> Conquistador	<u>Hp:</u> 25/25	<u>Known Abilities</u> Attack Flawless Dodge Run
	<u>Race:</u> Human	<u>Mana:</u> 0/0	
<u>Class:</u> Thief	<u>Attack:</u> 2		
<u>Level:</u> 2	<u>Defense:</u> 7		
<u>XP:</u> 2015	<u>Gold:</u> 37		
<u>Ability</u>	<u>Score</u>	<u>Modifier</u>	
STR	17	+3	
AGL	17	+3	
VIT	14	+2	
MEN	10	+0	
CHA	10	+0	
<u>Your Inventory:</u>			
<u>Name</u>	<u>Info</u>		
Lesser Health Potion	Restores 10 HP		
Shortsword	medium, 1d6 damage, +1 attack	Equipped	

Figure 2: The Item Screen

Don't forget that you can sell items in the town. Consider that as an alternative to removing items.

The Battle Screen

<p>You have encountered a RAT! Conquistador hit Rat for 6 HP! Rat missed Conquistador</p>

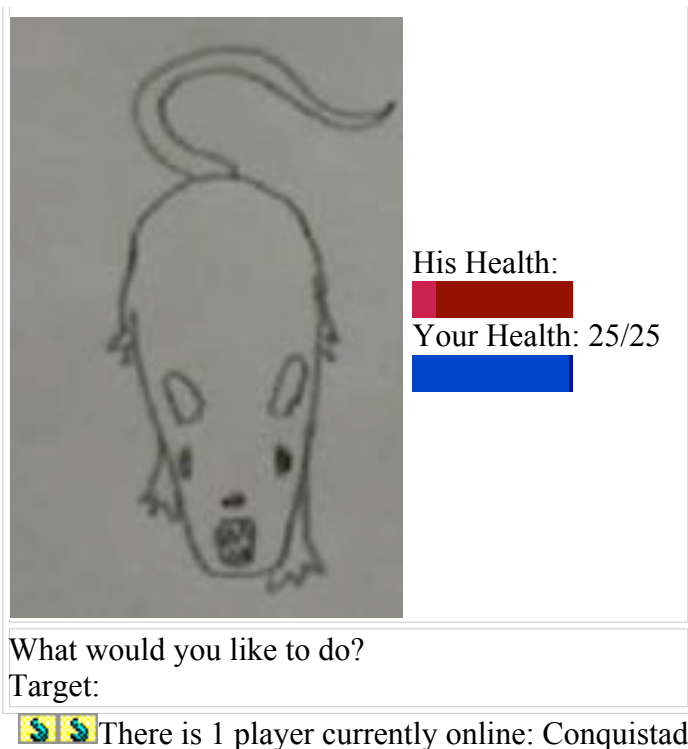


Figure 3: The Battle Screen

This is where the actual fighting takes place. You will be brought to this screen by either a result of your choice to engage a target or by a surprise attack.

The following windows are displayed (refer to Figure 3):

The top window is the action log, which displays text describing the actions of both you and the monster.

Below the action log in left-to-right order are the monster art and the health bars. The monster art shows a graphic view of what you're fighting. The HP bars give you an idea of how close you are to defeating your opponent (or vice versa).

Below both the monster art and health bars is the command box, where you specify what you want to do and the target you wish you enact it on.

For example, let's say you have engaged a rat. To deal damage to this monster, you would do as is shown in figure 4:

Target: *Figure 4: Targeting an enemy*

The rat has been specified as the unlucky target of your attack. You must click the GO button to execute the command.

Here is another example: this time, in figure 5, you are the target of an item in your inventory.

Target: *Figure 5 Targeting yourself*

The effects of the Lesser Health Potion in your inventory will be used on you. (Refer to your inventory on different items,

Conditions on Winning a Battle

Bring the enemies' health bar to zero, while preventing the enemy from doing the same to you!

Depending on your class, **you may have special skills you may use in battle.** Using them at the appropriate time will more than likely spell victory for you.

If you are a magic user, pay special attention to your magic points. You do not want to be caught in a bad situation with very little to no magic points.

You may have items like health potions stocked up in your inventory. These can be used to raise your health bar in or out of battle.

Know when to run! Running away from a battle is often a good idea when you are fighting a monster that is proving too strong.

Get good equipment! You can buy them in town. Perhaps the blacksmith may have some...

Class Information and Abilities

Fighter Statistics:

Upon Creation:

HP: 25 + Vitality Modifier

MP: 0 + Mentality Modifier

Attack: 3

Defense: 7

Upon Level Up:

HP: + 1d10 + Vitality Modifier

MP: + Mentality Modifier

Attack: +1

Defense: +1

Abilities:

Lv. 1 Boost

Once every three hours, a fighter can use the Boost ability. This makes all of his attacks critical hits for the next 2 minutes.

Lv. 3 Defensive Stance

At third level, a fighter gains the ability to do a defensive stance. He does exactly one half his level + 2 damage, if he hits, and adds that amount to his defense.

Lv. 7 Precise Stab

At seventh level, a fighter gains the ability to do a precise stab. The fighter spends 10 MP and performs a critical hit on the enemy. (Yes, this is a fighter ability that requires MP! See, this way it only works for fighters with high mentality, which makes sense for Precise stab.)

Lv. 12 Recoil Strike

At twelfth level, a fighter gains the ability to do a recoil strike. Once every 10 minutes, A fighter may deal three times normal damage using an attack with this ability. However, he takes half of this elevated damage himself.

Mage Statistics:

Upon Creation:

HP: 12 + Vitality Modifier

MP: 24 + Mentality Modifier

Knows: One Spell based on seed

Attack: 1

Defense: 4

Upon Level Up:

HP: + 1d4 + Vitality Modifier

MP: + 1d8 + Mentality Modifier

Attack: +1 every other level

Defense: +1 every other level

Abilities:

Lv. 1 Mana Fountain

Once every three hours, a mage can use the Mana Fountain ability. All spells cast for the next 2 minutes cost 0 MP.

Lv. 10 Power Cast

At tenth level, a mage gains the ability to do a power cast. He spends three times the amount of MP, and for the purpose of casting the spell, his Mentality score is doubled.

Seed Bonuses: *(refer to the Magic section to see your choice of seeds)*

+1 to any seed of choice at levels 3, 6, 9, and 15.

+3 to any seed of choice at levels 4, 8, and 12.

Cleric Statistics:

Upon Creation:

HP: 18 + Vitality Modifier

MP: 12 + Mentality Modifier

Knows: One spell, dependent on deity.

Attack: 2
Defense: 5

Upon Level Up:
HP: + 1d6 + Vitality Modifier
MP: + 1d4 + Mentality Modifier
Attack: +1 two out of every three levels
Defense: +1 two out of every three levels

Abilities:

Lv. 1 Miracle

Once every three hours, a cleric can use the Miracle ability. All lost hp and debilitating status effects are instantly removed from the caster.

Lv. 7 Spontaneous Casting

At seventh level, a cleric gains the ability to cast spells that belong to his deity's seeds with no mana cost. This can be used a number of times per day equal to the cleric's level divided by two.

Seed Bonuses:

+1 to a seed of choice at levels 4, 8, and 12.

+3 to a seed of choice at levels 5, 10, and 15.

Thief Statistics:

Upon Creation:

HP: 16 + Vitality Modifier
MP: 0 + Mentality Modifier
Attack: 2
Defense: 6

Upon Level Up:

HP: + 1d6 + Vitality Modifier
MP: + Mentality Modifier
Attack: +1 every other level
Defense: +1

Abilities:

Lv. 1 Flawless Dodge

Once every three hours, a thief can use Flawless Dodge. This ability stays active for two minutes, and during that time, the thief takes no physical damage.

Lv. 3 Steal

At third level, a thief gains the ability to steal an enemy's item. At the end of a battle, each item in an enemy's inventory has a 50% chance of being hopelessly destroyed. Therefore, stealing one of these items during the battle is advantageous.

Lv. 5 Sneak Attack

At fifth level, a thief gains the ability to do a sneak attack. This can only be done if the enemy has not aggressively attacked you, and is not currently in battle with you (i.e., only on the world map screen). The thief deals an extra 1d8 points of damage on a successful hit. This is doubled on a critical hit. Every six levels after 5 (11, 17, and so on...) the thief's sneak attack gains an extra 1d8 damage.

Lv. 13 Hide

At thirteenth level, a thief can use the hide ability. For the next 10 minutes, enemies are less likely to see him when he enters the square. After this duration runs out, a thief must wait another 10 minutes before reactivating this ability.

Psion Statistics:

Upon Creation:

HP: 10 + Vitality Modifier + Discipline Modifier

MP: 16 + Mentality Modifier + Discipline Modifier

Knows: Two powers, based on discipline

Attack: 2

Defense: 4

Upon Level Up:

HP: + 1d4 + Vitality Modifier

MP: + 1d7 + Mentality Modifier

Attack: +1 two out of every three levels

Defense: +1 every other level

Abilities:

Lv. 1 Third Eye

Once every three hours, a psion can use the Third Eye ability. For the next 2 minutes, all attacks and all powers are doubly effective.

Lv. 9 Mind Over Matter

At ninth level, a psion gains the Mind Over Matter ability. He can use this ability to channel some of his HP into MP. The amount is shown in the following formula:

(Vitality Modifier) + (Mentality Modifier) + (Discipline Modifier) times two

This ability can be used once every thirty minutes.

Druid Statistics:

Upon Creation:

HP: 14 + Vitality Modifier

MP: 10 + Mentality Modifier

Attack: 1

Defense: 5

Upon Level Up:

HP: + 1d5 + Vitality Modifier

MP: + 1d4 + Mentality Modifier

Attack: +1 every other level

Defense: +1 two out of every three levels

Abilities:

Lv. 1 Charm

A druid has the ability to attempt to charm monsters and befriend them. This is a check based on the druid's charisma, his "charming" skill, and the enemy's aggression factor. Some enemies (i.e., most sentient creatures) cannot be charmed. Upon a successful charm, the druid gains the monster as a pet until it dies or is released. This ability costs 6 MP.

Lv. 1 Friendship

Once every three hours, a druid may use the Friendship ability. The druid charms any monster if it is able to be charmed, provided the monster's level is no more than five higher than the druid's level. This does not count toward a druid's total of charms for a given creature. This ability does not cost MP.

Lv. 1 Dismiss

Dismiss allows a druid to release his pet so that he might charm a new one.

Lv. 3 Entangle

At third level, a druid gains the ability to call vines to entangle his enemy. The enemy takes a -4 penalty to attack and defense while entangled. This ability costs 10 MP.

Lv. 6 Summoning

At sixth level, a druid gains the ability to summon monsters. If the druid has charmed five of the same type of monster successfully, he can then summon one at any time, provided they live in the area. This ability costs 12 MP.

Lv. 12 Natural Healing

Beginning at twelfth level, when a druid is in natural terrain, he has a chance of healing 1 HP every step.

Seeds

Upon leveling, mages, clerics, and psions will receive seed bonuses, enhancing their capabilities in battle. The following sections go into detail about arcane magic (mage), divine magic (cleric), and psionics (psion).

Magic

Magic in Loria is almost to the point of a science. Long hours and much research has been put into discovering the secrets of magic. These are their findings:

Magic is pervasive in all the elements, and even beyond.

There is one element that is truly neutral, in the center of all eight elements. Scholars refer to this element as "energy".

Whenever a spell is cast of a certain element, the caster's experience with that elemental "seed" increases. In addition, related "seeds" gain a little bit of experience as well. Each seed, other than your first, requires a certain level of experience before it is discovered. Magic scholars admit that there still may be seeds left to discover. Refer to Figure 6 for a drawn out diagram of the seeds.



Figure 6: Diagram of Arcane Magic Seeds

Divinity

The clergy of the various deities, while they don't always get along too terribly well, have at one time actually met together to bring together their knowledge of the magic that makes up the divine. This is what they have found:

Good and evil, law and chaos, though they seem truly distant, are in the end somehow connected.

Light and darkness have their place on opposite sides of the divine spectrum.

Whenever a spell is cast of a certain type, the deity grants caster experience with the "seed" of that type.

In addition, related "seeds" gain a little bit of experience as well.

Each seed, other than the initial seeds offered by your deity, requires a certain level of experience before it is discovered.

Along with the common connected seeds, certain seeds may be offered by deities that are outside the range of the divine, however, these are in no way connected to the divine.

It is suspected that the deities are withholding some of their power.

Refer to Figure 7 for a diagram of divination spell seeds.

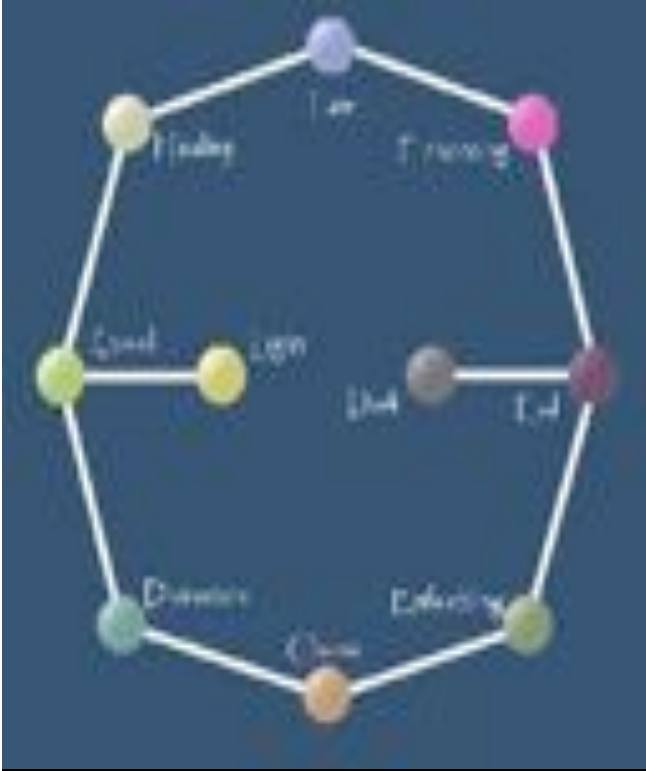


Figure 7: Diagram of Divine Magic Seeds

Psionics

The fellowship of the mind, in the far backwater territories of Loria, spent twenty years unraveling the secrets of the mind. They have discovered that:

The mind and the body are irrevocably linked, and your mental power depends on the abilities of your being.

Each psionic discipline is linked to a certain ability:

Psychometabolism--Strength

Psychomobility--Agility

Psychokinesis—Vitality

Clairsentience—Mentality

Telepathy--Charisma

Whenever a power is used, the manifesto's experience with that power's "seed" increases. In addition, related "seeds" gain a little bit of experience as well.

Each seed, other than your first, requires a certain level of experience before it is discovered.

The links outlined in yellow only exist if they branch out from your primary discipline. (i.e., a Psychometabolist would have access to Acid, Earth, and Enfeebling, as well as Agility, Vitality, Mentality, and Charisma, but nothing else.)

In many ways, the powers of the mind manifest much like arcane and divine magic, and in some cases, exactly like spells of the same kind.

Refer to figure 8 for a diagram of the psionics seeds.

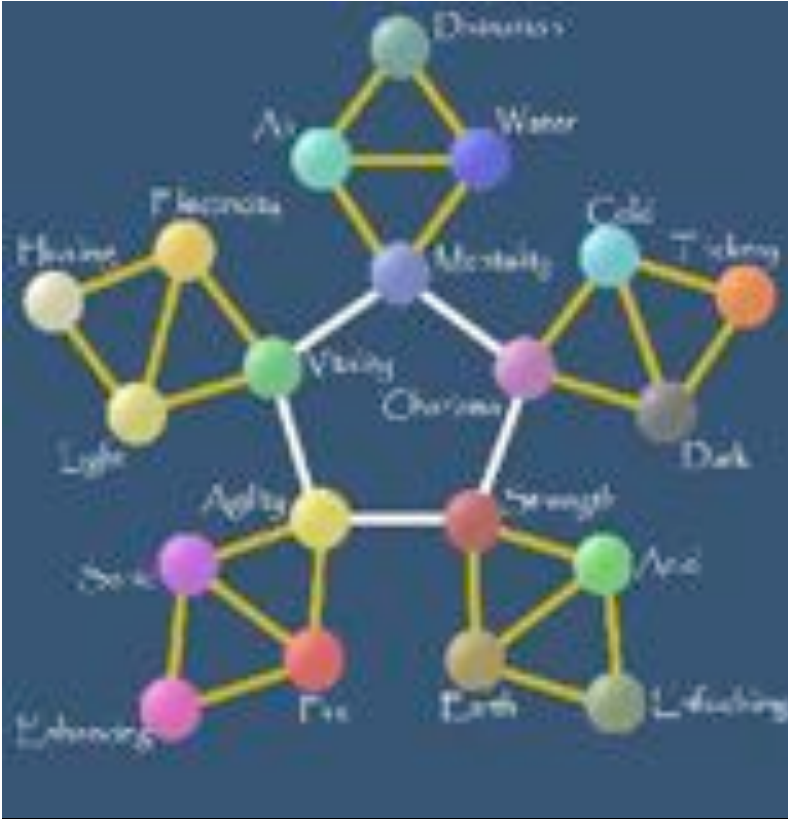


Figure 8: Diagram of Psionics Seeds

Conclusion

This manual attempts to help the player in his or her overall understanding and enjoyment of the game. This game aims to be the single, best, free online browser-based game of its kind in the years to come. It is you, the players, who make it what it is. If there was any obscure or missing information that you wish to receive, please contact the author via Wes@sdegames.com. We here at SDE hope for your continuing satisfaction and support! Thank you!