

The Edron Academy of magic.

Author

Thread #3237491

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Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

A rather large group of people were amassed outside on the fields west of the Ivory towers. They were supposed to be the new students that had come from the Mainland to Edron to study magics.

A small pedestal of wood were built at the middle and soon a man in yellow and purple robes came walking towards it. He had a dark purple hat, carried with him a wizards cane and sported a long white beard.

Beside him walked a pair of younger men, each carrying with them a long wooden staff.

The old wizard stepped on top of the wooden pedestal and coughed a little bit to get the attention of the people present.

"Welcome students, to a new year at the Noodles academy of magic. Now, some of you have been here before, and others are new to the whole idea. All will become clear in time. You would do well to remember my name, for I am Arkulius, Headmaster of this academy. Any questions before we march towards the ivory towers and your quarters?"

A hand was raised by a young man:

"Will we be seperated into groups?"

Arkulius pulled his fingers through his beard thoughtfully before he finally said with a small grin on his face: "Ah yes, you will be seperated into several groups with dysfunctional loyalty and obsessive hate against eachother through the use of a magical hat."

"Really?" The young man asked curiously.

"Of course bloody not. That would be stupid. Unless more of you want to waste my time, lets get going."

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📅 04.12.2010 18:00:24

Post #29053862

Redwick Undersoor

Inhabitant of Antica

Vocation: Knight

Level: 26

Posts: 1219

OOOC: I'm probably not gonna join in, but here's a bump for this thread anyway.

"You can be the most potent sorcerer in the world, but three feet of honest steel still hurts."

Ancient dwarven proverb

▣ 07.12.2010 18:55:42

Post #29078295

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

"Now class, you must forgive me for my rude speech and et cetra, but as of now, one of our many researchers have managed to freeze himself to a block of ice through some ridicilous experiment. I hope that you will be smart enough to not do the same thing."

Arkulius stroke his beard once more.

"Now, we have several classes in these towers, some are based on the knowledge of magic you already have, and some you are required to go to whether you like it or not."

"Basic spells and their uses. Will most new sorcerers and any knights that are among us go the left and make a group?"

There was a rustle among the many people as some people moved.

"Now, I don't expect any of the knights to get to a higher class than this, but please do your best nonetheless. Also, beginning paladins, please join the group as well."

"Those of you who have studied magic before, please go to the right. You may join intermediate classes."

"Classes that you are required to go are:

"Beast lore, magical history and wizards through the ages, and how to fight worshippers of Zathroth and other nasty creatures."

Arkulius coughed a little:

"I do not any more to say to you, go ahead and get some knowledge."

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▣ 08.12.2010 22:38:14

Post #29088716

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Class: History

Teacher: Wyrdin

Wyrdin soon stepped into the classroom, carrying with him an old and dusty book that seemed to hold itself together with the mere goodwill of the gods.

"Think that is his diary?" One of the students asked his fellow man whereas the latter merely smiled and rolled his eyes.

Wyrdin was known as the head librarian on the Edron academy and like the other wizards had a long gray beard that was tied in his belt. Unlike the other wizards he had an orange robe with the occasional yellow streak and thus he was easy to recognize.

"Today class, we will speak about the sorcerers guilds. These guilds were originally made by Banor to further the teachings of magic to his fellow men. When Daraman came along, the teachings got more refined and focused on the ethics on using magic.

In the beginning, these sorcerer guilds were used as to measure a magic user's ability, and thus grant him a diploma to rank him. This diploma was used by whoever hired the mage to measure how much he should receive in pay."

Wyrdin took a small break to open his book. Upon opening it, he released a small dustcloud that spread itself before vanishing into the air.

"After the defeat of Goshnar the necromant and the sudden collapse of Dago's castle, it became imminent among the royal family of Thais that magic users had to be more strictly controlled and thus Inquisition began. Magic was still a free mans thing, but demonology and necromancy was to be avoided or lest one would lose ones life."

Wyrdin moved some pages in his book, producing some small clouds of dust. If this was book was magic, it had to involve creating immeasurable amounts of dust.

"Regislations came from the royals that only a member of a sorcerers guild could be allowed to sell magical equipment, and only be able to sell it someone who were associated with other guilds. Thus, one did not exactly need to have magical skills in that aspect, but one needs still to have an understanding of magic to run a magic item shop."

Wyrdin moved some more pages in his book, making a couple of the students cough from a cloud of dust.

"We move forward even further, to the beginning of my generation. Ferumbras..." The whole room became silent upon the mentioning of his name.

"...was defeated in the northern regions of Edron and it became evident to the royal family the danger of rogue wizardry and uncontrolled magic. The inquisition got even more resources available and it became illegal to use magic without being registered within a magic guild, whether it be sorcerer or druid in nature."

Wyrdin coughed a little from the dust of the book.

"The situation as it is known, people who use magic without the registration within a legal guild is currently known as dark magicians, witches, warlocks, necromancers and demonologists."

He coughed a little bit more:

"That would be all for now. Class dismissed."

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18.12.2010 17:42:36

Post #29165427

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Class: Magic for beginners

Teacher: Puffels

Puffels was unlike the other teachers at the Edron Academy. Was he talented, oh yes. Did he have knowledge of magic? He had. Was he human? It was a matter under discussion.

The thing about Puffels was that he had a spell go wrong some time ago, and that he now happened to be a rat. Not a particularly big or ugly rat, but a rat nonetheless who spoke common human language.

Some said that he had the means to return to his former self, but that he likes the taste of cheese and that his bed has become much larger after his transformation.

"Now class, I hope you have all bought the book

"Magic by Puffels". Let me start with telling you what magic is:

"Magic is simple explained, one of the essential elements that run through creation. When we use magic, we simply use the magic that is available from our surroundings and direct to our purpose. This requires quite the bit of concentration and thus the term mana comes from.

Mana is a person's mental ability to focus magic. If you do not have the concentration to perform the spell, it will not work, or even worse, it will backfire in a horrible, horrible way."

"Like you?" One of the students asked.

"Of course not, my condition comes from a completely mana-unrelated factor. It was faulty ingredients delivered from an untrustworthy manufacturer that is to blame."

"If you open your books on page 12 you can read a short summary of spells:

There are two kinds of spells: rune-spells, and spontaneous spells.

Rune-spells are cast on blank runestones and some mana is used up in this proces. This stones can easily be carried around and store the specific spell. It can be used at any time, and only some require further investment of mana.

Spontaneous spells are cased in the heartbeat they are needed and take effect instantly. Most of these spells are spells of healing but some of them are agressive and some even have more astonishing effectes, as invisibility, illusionary shapechange etc."

"That would be all for now." Puffels jumped down from his table and ran into a hole in the wall.

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📅 23.12.2010 04:29:54

Post #29198373

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

What happens when one use a spell?

There are many things that could happen, some which involve bothering various deities or poking your fingers into the spirits of the dead.

The thing about some magic, which we can refer to arcane magic is that it floats around Tibia in various layers.

When someone performs a spell, they will make a mental connection towards that layer whereas they will pull out the amount of magic necessary to perform a spell.

The stronger the magic, the further out one must build the connection.

The problem is however that when one perform a spell, one will burn said connection, which is among magic users referred to as burnout. The following reconnection is known as cooldown.

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📅 16.01.2011 23:34:08

Post #29383067

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Teacher: Gundralph.

Appearance: Clothed in black. Black rings beneath his eyes. Very lean and mean looking.

"Now class, I will have to teach a little bit about magicusers.

Sometimes the magicusers title is based on the origin of the powers he is using or the goal that he is using his power towards.

Take for instance Shamanism, Necromancy and Voodoo.

All of them incorporate the use of spirits, but with different means and different goals.

For instance, the orcish shaman takes contact with his ancestral spirits in an attempt to get help from them. This communication is rather voluntary and the ancestral spirits might or might not aid the orc shaman. The common use here is to either learn of things he could not normally do, or to use their magical powers to attack or summon other creatures. (Note that the powers of said spirits will have to be discussed in another class.)

The necromancer however will take a random spirit and tie it to a corpse as to give it moment. How closely the spirit is tied to the corpse defines how much thought it is given. A skeleton guard will be very loosely tied and have very few options in his thought process, (Patrol, attack intruders, defend point) having no idea of self. A lich on the other hand will have his soul very tightly tied to his body and thus will have a lot more freedom of thought. We will however discuss necromancy in another class.

Thirdly, the use of voodoo. It is basically bargaining with spirits in an attempt to use their powers to cause harm upon others. It usually requires the sacrifice of lesser beings, such a chicken or a rat. Greater power requires greater sacrifices. Although it can be used for both good and evil, it definitely looked down upon by the Thaian empire as it basically requires blood to be spilt."

He took a small breath:

"Take a small break class and we will continue afterwards."

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▣ 04.02.2011 18:21:47

Post #29539181

Slaanesh

Inhabitant of Amera

Vocation: Knight

Level: 286

Berserk of the [Respekt](#)

Posts: 473

Very old academy ;P

Yours,

Slaanesh

☐ 05.02.2011 14:35:04

Post #29545500

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Class starts once again and Gundralph continues his speech. Several of the students in the back of class are sleeping soundly.

"Other instances where the name of the magic user is defined from the source are pyromancers and geomancers, dealing with fire and earth. Elementalists would be the general term, dealing with raw energies of the elements.

But what about users of magic that use their powers for their own needs?

You have your typical Dark magician, whereas the normal magician will use their powers of illusion for the sake entertainment, the dark magician will use their powers to manipulate feeble minds.

An at last, you have the Warlock. Whereas the Wizard is an honorary term upon those who have served a good cause with the use of magic through a long time, the warlock is a term that is put upon the worst of magical criminals."

Gundralph closed his books.

"That would be all for now. Class dismissed."

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☐ 19.02.2011 22:38:22

Post #29661609

Pattre Kempe

Inhabitant of Celesta

Vocation: Master Sorcerer

Level: 140

Posts: 1472

Julien, you have a good imagination, you write nice stories, really, why do you waste your time on writing stories about some mediocre game? You could really do anything better and more sensible. Just think about it.



[HAIL MAN IN THE CAVE!](#)

📅 20.02.2011 17:49:02

Post #29666817

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

(It's a good way to procrastinate.)

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📅 20.02.2011 19:42:47

Post #29667643

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Book: The beginners guide to enchanting.

It looks like a colorful book with various illustrations of elements, fire, water, energy and earth. Also features a picture of a portal on its cover.

Enchanting is in simple terms much like blessings. The main difference is the receiver of the spell. Whereas blessings focus itself on a living creature (it does not necessarily have to be a human), enchanting focuses itself on enhancing items magically.

A few things need to be prepared before doing this however.

1. You would need a pure gem that can be associated with a certain element. Somehow certain gems can be the carrier of magical energy compared to other gems. Whereas all gems can carry magic is unknown as of now.

2. You need to find an appropriate shrine for the gem to be enchanted. These shrines are few in existence and is believed to be seated on top of magical ley lines that cross each other. It also could be that they are placed on top of elementally hot spots, places where the dimensional wall between Tibia and the elemental planes are weak.

These shrines are near indestructible, although I suggest not trying to affect it in any way except drawing out energy to the gem. Doing so could result in a burst out of magic that could be disastrous for miles.

As travelling to such shrines can be a bit of a hassle, many cities have crafted portals as a shortcut.

3. Thus we have come to the reason you use a pure gem. The gem, which has to be an appropriate size, or else the transfusion of magical energy from one source to another could destroy the gem.

The transfusion of energy will require mental energy on your part however, and not having enough will make the spell void.

4. When you have an enchanted gem it is time to look for an appropriate thing to use it on. Often the best use is something made of metal, preferably a weapon. The reason for this is that the enchanting magic we know today can only be used for a certain thickness of metal. Thus most armors will not do.

5. Place the gem on the blade of the weapon, or you know, the pointy part which you want to enchant. Put a spark of magic through the gem and it will thus be destroyed, forcing the magical energies to now be placed within the blade.

6. It should be noted that an enchanted sword made through this method will not last forever. After a limited amount of hits, the sword will return to its former state.

Written by Muriel.

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07.03.2011 21:38:12

Post #29783801

Redwick Undersoor

Inhabitant of Antica

Vocation: Knight

Level: 26

Posts: 1219

Originally posted by Pattre Kempe on 20.02.2011 16:49:02:

> Julien, you have a good imagination, you write nice

> stories, really, why do you waste your time on

- > writing stories about some mediocre game? You could
- > really do anything better and more sensible. Just
- > think about it.

If I may...

Writing anything is good. If you want to become better at writing, write. It doesn't matter if it's a book, a blog, on a forum, and it doesn't matter if it's fiction, fact or perhaps even "about some mediocre game". I don't even play Tibia anymore, but I've found that participating in various threads on this forum has helped me to improve my own writing to some extent.

Nobody's ever perfect when it comes to writing, there's always room for improvement, and the best way to improve is, as I stated earlier, to write and write whenever the fancy strikes you. And who knows, maybe our writing here on this forum will in some small way improve the "mediocre game" itself for someone? Maybe someone else will be inspired to start writing and improve their writing by reading what we've written here?

"You can be the most potent sorcerer in the world, but three feet of honest steel still hurts."

Ancient dwarven proverb

☐ 07.03.2011 22:49:36

Post #29784375

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Book:

Title: Magic spells

Author: Unknown

It is important to note that spells, no matter which type and magnitude, should always be handled with care as in experienced hands, even the smallest of spells can become the greatest weapon.

Let us take a look at three popular spells.

How does the invisibility spell work?

Let us take a look on how it works. Although it can work in several ways, the most common method is to bend the light around oneself and make sure everyone else only see what is around you.

This works on lesser creatures, but stronger creatures will be able to either see the displacement of light, or the magic that is in work around your body.

The same thing is present at the creature illusion spell, although in a different way. The spell wraps your body

in an illusion that sends an image to everyone looking at you.

However, this is rarely useful for any spying on enemies. This is because most creatures may rely on smell, see the magic in works, or detect mannerisms that is evident within their own species, but not within the illusionist in question.

Summoning a creature is a strange spell however. One used to believe that the creature was constructed out of matter, yet recent research have proven that the creatures are taken from one spot, and appear in another whereas they are put under a chain spell.

This chain spell only works on a certain distance, and said creatures will only be present as long as the summoner has his wits about him.

Although the summoning is only limited by mental capacity, certain restraints have been put in motion by the Edron Academy. (This rule was made after the infamous Dago incident at Mount Sternum).

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📅 22.03.2011 23:05:21

Post #29895197

Julien Brighthammer

Inhabitant of Calmera

Vocation: None

Level: 2

Posts: 4

A short index about magical items:

The magic light wand:

These objects are strange, although not directly rare, the production secrets of these have been lost to time. As the situation is now, only the dwarves, demons and the natives to Ankrhmun know how to make these useful wands.

Unlike other wands, the magic resides solely within the wand itself and does not require any input from the user.

Well, except for a start word.

The magic wand itself is quite simple. A metal pole holds a magical crystal stationary at its top whereas magic circulates within the crystal and thus creates light.

The crystal does not last forever however and burns out eventually. Approximately lifetime is 18 hours continous use.

For the budding sorcerer or wizard, it would be advised to stick to candles as they would be a lot cheaper in the long turn.

Memory stone:

This item is rather rare and is usually only found in the treasuries of the richest of nobles, or the oldest of wizards. It works quite simply by copying the memories of it's user if the user wishes to do so.

It is very rare and its material unknown. Thus we are not able to reconstruct it.

Mind stone:

As the above, this item is rare and made of an unknown material. It seems to be related to undead and seems to make them able to retain a mind without actually having a brain.

Life Crystal:

These particular crystals can be found deep in the earth where they capture the magic that runs through them.

They might have a connection with life rings and health potions, although that is a manufacturing secret by the various magic guilds.

Could it be that they take in the lifeforce of the earth around them? The question is, will the constant mining of crystal kill the land?

📅 05.04.2011 21:45:50

Post #29998841

Althox

Inhabitant of Saphira

Vocation: Knight

Level: 259

Posts: 204

Im seriously astonished, this is some really good work and thank you so much for giving me a image of the Edron academy and it's function 🏰 I loved the puffle description (larger bed) haha. You should know that some players(me) love rpg and the stories of Tibia but have a hard time trying to connect it all together, and this really helps. 😊

Tibia is a great world to write about since the grafics and npcs leaves alot for the imagination and you do a great job puzzling em up.

Thank you!

Any man who knows a thing knows he knows not a damn thing at all.

📅 14.04.2011 17:38:56

Post #30072021

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Class: History

Teacher: Wyrdin

As usual, Wyrdin came strolling into the classroom with his orange robe, and his beard finely groomed. After all, a wizard's respect was not only measured after how long his beard was, but also how well it was kept.

He put his old dusty book down on the teacher's desk, coughed a bit before he opened the book.

"Alright class, today we will talk a bit about famous magic users in history. We will start with the story of Dago."

"No one knows where Dago originally came from, but it is suspected that he was a Thaian. His youth, we can merely guess, but it is suspected that he came from a noble family, inheriting a fortune that allowed him to gather the necessary magical equipment."

Wyrdin took a breath before he continued:

"He quickly got famous for his summoning capabilities, and you guys should know, that this was before the summoning restrictions were put in order. The creatures he could summon were both great and numerous. Many people gathered beneath his flag. It was the black eye."

Wyrdin stopped slightly to read something quickly in his book:

"In any case, at one point, he summoned a couple of demons in the Thaian city, and although they did not harm anyone, a shop was set on fire. The result was Dago being banned from Thais. He then took his followers and made his base in Mount Sternum, building his castle there."

As this was before the bridge was built, most merchants had to either travel by sea, or go through the natural tunnels that were in the mountain. Dago then taxed every merchant that went through and profited greatly.

The Thaian kingdom at that time did not have the army strength to deal with him and his followers, and thus let him be. Considering Dago's position, he also provided a buffer zone between the Thaian kingdom and the orcs in the east.

However, one day, no doubt in a summoning accident, Mount Sternum erupted and took part of the top with it. His castle was completely destroyed and his followers scattered. Without the tunnels, Thais was forced to make a bridge over the Sternum River. However, as the Kazordoon dwarves had recently won a war against the orcs, it was done with ease."

Wyrdin closed his book.

"That would be all for now class. Dismiss."

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19.04.2011 13:35:10

Post #30121863

Julien Brightside

Inhabitant of Dolera
Vocation: Sorcerer
Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Class: History
Teacher: Wyrdin

Wyrdin walked into the class, dragging his feet along. He picked up a piece of chalk and wrote a name on the blackboard: "In todays class we`ll talk about Yenny the Gentle." When he was finished with writing the name, he turned himself towards the students: "Yenny was born in a cottage to the north of Carlin in one of the many farmsteads present. Her parents are believed to have taken part in the founding of Carlin, however, that is just speculations.

Her childhood was shielded from the many different battles that happened around Carlin at that time, both the mercenary bands, orcs and even the uprising of Amaza.

As she grew older, her magical abilities manifested themselves, and she was soon known to be one of the greatest, if not the greatest, practitioner of druidic magic of her time.

Her gathering of followers allowed her to make her own guild, which she called Crunors Caress, and it centered itself on progress that benefitted both nature and people.

However, at some point after the founding, her village was destroyed by wolves, and unable to find the power to destroy the source of these attacks, she left Carlin along with her guild and founded a new section south of Mt.Sternum which she called Crunors Cottage.

It is believed that the remnants of Dagos magic affected one of Yennys many experiments, resulting in a faulty summoning that burnt off all land in close proximity to the guild, leaving only one house left standing.

It is believed that she either went insane or she left the guild and wandered into the Plains of Havoc afterwards to correct her mistake. In any case, we have no recordings of her after the incident at Crunors Cottage.

That would be all class. Dismiss."

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📅 30.04.2011 17:30:19

Post #30193302

Redwick Undersoor

Inhabitant of Antica
Vocation: Knight
Level: 26

Posts: 1219

OOOC: Funny how this join-in turned into a thread of magical info instead.

"You can be the most potent sorcerer in the world, but three feet of honest steel still hurts."

Ancient dwarven proverb

📅 12.05.2011 17:51:53

Post #30272026

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

OOOC: Strange that. Guess I am just too stubborn to let a good idea die. If you got a subject you want me to philosopher a bit about, please go ahead and ask.

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

Class: Equipment for wizards

Teacher: Lailene

The class waited patiently, and by patiently, I mean throwing papers and pens at each other. The teacher arrived before magic was thrown however and the class quickly calmed down when Lailene coughed loudly.

Now, Lailene was not your typical bearded gray haired teacher, she had a long black hair that flowed down to her back and unfortunately for the prepubescent boys in the class, had a rather large robes she dragged with her which covered her body.

"Welcome class to Equipment for Wizards." She said with a voice that appeared warm, yet her eyes were cold.

"Today we will take a look on the importance on the right choice of clothing."

"The most important thing about wizards robes is that they are light and comfortable. Whereas a knights armor have to be strong enough to deflect blows from a weapon, and a paladins armor provide easy movement, it is the most important thing for an user of magic to not be distracted from the act of casting spells."

She took a breath before she continued:

"A knight and a paladin might have the physical prowess to carry around heavy equipment. Magic users do not have this as most of the time goes in studying the magical arts. Thus it is important that the robes you carry are both light and sturdy."

However, and do not forget, to make a robe that is both light to not hamper and strong enough to protect, takes both a lot of effort and resources to make.

With enchanted thread, or cloth which has been bathed in products from certain magical creatures, we have been able to make robes which can enhance ones concentration during spell casting, or even make robes which are resistant to certain magic spell.

It should be noted that this is not limited to magical robes alone, but that robes are the easier to make."

She took a final breath:

"To next time, write a report about which magic would be necessary to make a robe lighter and resistant to fire. That would be all for now class. Dismiss."

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

13.05.2011 23:25:05

Post #30281194

Redwick Undersoor

Inhabitant of Antica

Vocation: Knight

Level: 26

Posts: 1219

Doing another one of my bumping sprees, if you don't mind...

"You can be the most potent sorcerer in the world, but three feet of honest steel still hurts."

Ancient dwarven proverb

22.05.2011 00:03:06

Post #30331667

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Class: Equipment for Wizards
Teacher: Lailene

Once again Lailene waited patiently for the class to calm down.
"Alright class, today we will talk about weaponry for magicusers."

She drew a line of chalk on the blackboard.

"The most common is the rod, the wand and the staff. The difference is the size of these and thus their different users. The rod is most commonly associated with druids, and likewise the wand for sorcerers.

The rod will be a bit longer as the druid will commune with the earth in one point, while pointing the opposite end towards the enemy. Although there are practioners that hold the rod upright and just use their mind to direct the magic directly.

As for the wand, it will be around a foot long and function quite similar to a crossbow. Hold the handle in the hand, point the magic end towards enemy, load the wand with magic and release.

The staff used to be our focus for concentrating magic, but considering we have discovered new ways, it is going out of use. Still, some of the old wizards use it to support themselves when casting the more difficult spells.

Now as for the production of these rods and wands, the stronger they are, the more difficult they are to make and thus more expensive.

Let me give you a short summary of how we make it.

First, one must find a material which can hold the magic.

Second, we must find a magic source. We can either use a small localized self-enclosing portal within the material. This is an one way trip, and leads from a place with high concentration of energy.

There`s also possibly to encase a soul or a high-quality gem within the weapon.

At last, one has to fuse the encasing material with a grip. We will explore this subject further, but this would be all for now. Class dismissed."

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☐ 01.06.2011 22:53:23

Post #30403591

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Class: Astronomy and other magic

Teacher: Spectulus

A rather bright coloured fellow entered the class room this particular evening. He wore a brown hat, an orange and yellow robe, and a pair of rather worn leather boots.

His beard was white and reached rather long down, being tucked away in his belt that he wore across his waist.

"Greetings class! I am Spectulus, and I will be your teacher for today." The teacher introduced himself, being loud and obnoxious, just like his colourful robes.

"Today we will speak of magic leylines. The most common idea of they work is that of a giant magic web that is wrapped around Tibia. Take your hand down Timmy, the web is not inhabited by a giant leyline spider."

Spectulus began drawing lines on the blackboard with a piece of chalk. Some of the lines did not go anywhere in particular, while others crossed eachother.

"Now, as you can see, just like a regular web, the leylines do not make a whole lot of sense, but what we do know however is that magic flows by these leylines. Standing on one of these will make it easier to cast spells. Standing on a place where several leylines cross will make spellcasting almost effortlessly."

Spectulus drew a portal and a shrine on the blackboard:

"Now, where these leylines cross, it is often common to build these shrines of magic where one can forge magical equipment. It is believed that by following these leylines, one would be able to teleport from one place to another."

He scratched his beard a little bit:

"As some of you may have seen, we have a flying carpet in Edron. These flying carpets use these leylines to gather energy so they can lift off. To fly one of these, one must first learn how to sense these leylines."

He stifled a small yawn:

"That would be all for now class. To next time, learn the major star constellations in the northern regions of the sky."

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12.06.2011 01:19:29

Post #30468557

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

In the old part of the Edron library, where dust and spiderwebs have gathered for a long time, there is a certain scroll written by an Ankrahmunian by the name of Abdul Al-Harrazad.

Nobody knows where it comes from or how it found its way into the library. This is what it says:

Demons and Mortals
Trades of the soul

The numbers and variation of demonkind are many and their threat is dominant. They are however not able to stay in our world normally, having a realm of their own where they rule.

But where do the strength of demons come from? Surely, some of their strength is innate and some comes from learning the many horrible secrets that this universe holds.

Yet it seems possible that the strength of demons might come from the ownership of souls. It is hard to say what a soul is, but think of it as the collections of knowledge and life force.

Thus when a demon enters our realm, it will if possible devour all plantlife around its portal to strengthen itself.

It seems however that the longer lifespan of the creature, the more sought after it is from demons. A demon might even consider devouring the souls of its own kind.

Although some demons might have a certain cannibalistic trait, it seems that the upper ranks of a demon cabal prefer to have an army of underlings instead of devouring them all.

There have been reports of weaker demons entering our world and issuing trades, power for souls. This could mean that souls are the currency of the demon realm, possibly even being the foundation of markets there.

There is a suspicion that souls might renew themselves when in a demon's possession, although it is possible that they might be burnt out if the demon in question uses too much of their own power.

This is only speculation however, although it could explain a certain status quo among demon cabals, preventing them from an all out war.

It should be noted that demons are a devious collection of creatures and utmost caution should be done, or if possible, avoid contact with them at all cost.

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

22.06.2011 12:34:14

Post #30537345

Redwick Undersoor

Inhabitant of Antica
Vocation: Knight
Level: 26

Posts: 1219

Let's not forget this thread!

"You can be the most potent sorcerer in the world, but three feet of honest steel still hurts."
Ancient dwarven proverb

📅 10.07.2011 23:07:35

Post #30659331

Abvolios

Inhabitant of Fidera
Vocation: Sorcerer
Level: 8

Posts: 35

Free Bump

📅 12.07.2011 19:09:29

Post #30674080

Julien Brightside

Inhabitant of Dolera
Vocation: Sorcerer
Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

In your many walks through the Edron library, you come upon a thick book. It was a sword, a wand, a rod and a bow on its cover along with its title written with big letters.

Tactics for beginners, adventurers and explorers:

Written by: A compilation of various people, although their names seems to have vanished from acts of time.

Introduction:

Teamwork is one of the essential lessons to learn in case you want to survive exploring the lands

of Tibia. An adventurer might become the best in his profession, yet he won't come far if he does not rely on others.

A knight may be able to block an attack from a behemoth, but with archers over a chasm, he'll soon find himself on the verge of death.

A paladin might be able to hit enemies from far away, yet he'll quickly find himself cornered when underground in small tunnels.

A mage can use magic to devastate areas, yet will find himself quickly on death's door if a quick creature escapes his first attack.

Therefore, it is important to have team mates you can rely on in the case of battle.

Tactic #1:

The wingman:

Requires: Two knights, two different weapon styles.

Location: Anywhere where two people can stand beside each other.

One of the common tasks that fall upon knights are the job of stopping enemies from reaching the softer parts of the team, and to eventually kill enemies quickly once they come in reach of his blade.

Therefore, a knight who wields a weapon and a shield would be able to block while the other knight wielding a two-handed weapon can quickly dispatch of the enemies.

Thus you would be able to kill quickly while taking less damage during battle.

Tactic #2:

Spear and shield:

Requires: A knight and a paladin

Location: Anywhere, but best in tight passageways.

As most people know, no one can best a paladin when it comes to fighting with distance related weapons.

Thus, a knight and a paladin usually goes quite along when hunting. The former blocks the monster's passageway while the latter can pick them off one after one.

(Paladin can be replaced with a mage as long as said mage brings along the right equipment)

Tactic #3:

Frost and Flame:

Requires: A druid and a sorcerer proficient in magic.

Location: Anywhere, but with place to run.

As mages normally have less physical prowess than other vocations, it is essential to keep ones distance.

With two mages specializing in two different elementals, they would be capable of defeating anything that is not completely resistant to magic.

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16.07.2011 18:25:13

Post #30706380

Elgard Raven'eye

Inhabitant of Antica

Vocation: Elder Druid

Level: 42

Posts: 494

OoC: It is great so far, especially the story about Dago and Yenni the Gentle. I know Yenni the Gentle is somehow related to Paradox Tower (or the Pits of Inferno, can't quite remember it), but what about Dago? Did a summoner called Dago really exist in Tibia or have you come up with that (amazing) story yourself?

In Vino Veritas!

16.07.2011 19:34:36

Post #30706914

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

OOC: Most of the information about Dago the mage is related to the noble armor quest in Mt sternum. I have a habit of taking small pieces of information and filling in the missing pieces.

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16.07.2011 20:14:27

Post #30707211

Julien Brightside

Inhabitant of Dolera
Vocation: Sorcerer
Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Teacher: Fiona
Class: Potion making and ingredient gathering

Fiona arrived at the class room a couple of minutes late and she was rather upset about it as well as she arrived. She took a deep breath a couple of times before she eventually spoke.

"Good day class!" She said in a cheery, but loud voice. It was rather stressed as if she had never taught a class before. This was in fact true. This would be the first time.

Unlike many of the teachers at the Edron Academy of Magic, Fiona was a fashionably young woman. She also was not very adept at magic, but she had a certain skill at seeing which things could be used for making potions and how to get them.

She had a pair of brown eyes, a dark reddish color of her hair. For the occasion she happened to wear a green shirt (which lacked its upper button, much to the joy of the male students of the academy.) and a green skirt that reached down to her ankles, whereas a couple of long white boots were equipped.

"Some of you have probably met me before, but my name is Fiona. I will be teaching you in potion making and ingredient gathering class. Our first classes together will be in how to recognize a creature's magic abilities and where these might be located on its body for us to use afterwards."

"Now, here on the Edron Academy, we are conducting many magical experiments, and thus we will often require items and creature products that have magic capabilities. Whether it be crafting wands, rods or making potions, enchanting or making seals, it is an essential way of using magic."

She took a deep breath.

"Thus we have to rely on people to go out there and get them. Adventurers mostly to be frank."

She went on about how the creature's magic abilities usually gathered in the things of its body that it used the most. For instance fangs, tails, claws, wings, fur, shells and scales.

She spoke with a rather fast voice, almost making the voice inaudible. Any attempts to write on the blackboard only broke the chalk, and she did. Several times.

"It should be noted that also undead might provide with things that can be used in magical concoctions. This is because the magic of the spirit mixes with the items it wears. It leaks off, if one may say so, and connects itself to the pieces of clothing that the undead wears. Needless to say, these things might be used for darker magic than anyone will do at this academy."

Eventually she came to a close, she managed to give of a fair amount of homework. "Find three different uses of a petrified scream related to magic experiments."

Thus, when her class finally ended, a relieved sigh went from the students.

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27.07.2011 04:35:46

Post #30786503

Trimegis

Inhabitant of Antica

Vocation: Master Sorcerer

Level: 164

Viscount of Greenshore of the [Thaian Kingdom](#) (Vicegerent)

Posts: 383

OoC: I see your little thread develops very nicely. Here, have a guest lecture of mine as a reward



Class: Legendary Creatures

Teacher: Trimegis

Headmaster Arkulius entered the classroom in a hurry, sweating. He cleared his throat loudly. "Today's lecture on legendary creatures of Tibia will be conducted by a guest lecturer. Quite a personage, actually," he said. He swallowed hard seeing the said lecturer enter the classroom. He was escorted by two imperial red guards. "Here, class. This is Master Trimegis, courtmage of King Tibianus III, our sovereign."

The class applauded and the guest performed a sophisticated bow, sending kisses to no one in particular in a theatrical manner. His golden chainmail tinkled and his cloak fluttered.

Arkulius sighed. "Celebrities," he whispered to himself and went for the door.

"Greetings," said the sorcerer. "I am commonly known as Trimegis. The more knowledgeable of you might have heard of me. I am the King's new courtmage and advisor in arcane matters. But I'm not the topic of today's lecture. Today we'll talk about a creature. A legendary one."

Trimegis made a dramatic pause to impose attention.

"We'll talk about the golden whale."

A laugh exploded in the classroom which died as rapidly as it began, for the students saw Trimegis' expression was utterly serious.

A student raised his hand and asked:

"But, sir, the golden whale is but a bedtime story!"

"Is it so?" Trimegis said with reproach. He lifted his sleeve. Upon his muscular arm there was a series of strange-looking scars. "Do bedtime stories scar? I wouldn't think so."

The class fell silent.

"And you would be wise, young Willie, not to call me a sir. Outside the class, it's 'your lordship' to you; within the class, I am professor Trimegis."

The student blushed. He didn't want to know how this scary wizard knew his name.

"If any of you needs more evidence of the golden whale's existence, just *look*. The chainmail I

wear is made of its baleen plates. Yes, the gold you see is, in fact, whalebone of the golden whale."

The students looked surprised, but all listened carefully.

"The golden whale is not a fairy tale. Thrice did I meet it during my journeys. Once, it swallowed me. I was sailing with a late admiral of the Thaian armada when what we took for a tropical storm caught us and crushed the ship on what we took for a reef. I was drowning, like the crew, but the whale saved me. I've spent nearly three days inside of it, enough to examine its structure and anatomy. While I doubt any of you would ever end up swallowed by the golden whale, I guess you should know that no mundane weapon or spell can pierce its golden tissues."

A student asked:

"How did you get that armor, then? With runes?"

"Runes? No. Runes are for apprentices. Masters weave magic," Trimegis answered. He sighed. "I had to crawl out of there somehow, hadn't I..?"

"So... you warmed the whalebone roots with hell-core heat and applied lightning in order to extract the tissue?" a student asked.

"Indeed! I see we do have promising students here."

Everyone suddenly realised they should be taking notes.

"I managed to extract enough of the 'teeth' to crawl out. The passage was tight, however, thus the scars. The whale itself is rather harmless, though when you're THAT large and have guts of steel, you tend to see everything as lunch."

Trimegis smirked.

"To the whale, my survival was but a small toothache. Anyway, we're running out of time. One last question?"

A student raised his hand shyly.

"Yes?"

"What sex was the whale?" the student asked.

Trimegis smiled. "It's a she."

Trimegis of Greenshore, the King's courtmage

[The Mightiest Sorcerer](#)

Who the hell is Trimegis?

<https://www.youtube.com/watch?v=yX94719nQ5M> [Do not look at external websites. Your account could get hacked.]

📅 27.07.2011 14:09:28

Post #30788611

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

OOC: Thanks Trimegis. It is most appreciated that you decided to pitch in on this little story thing. You are more than welcome to come back.

IC:

Headmaster Arkulius bowed as Trimegis finished his lecture.

"Thank you Master," the last word sounding a bit more forced than the others:

"Trimegis for your lecture. I am sure the students found it quite inspiration.

Tactics for beginners, adventurers and explorers:

Written by: A compilation of various people, although their names seems to have vanished from acts of time.

Part 2:

Tactic #4:

Can't touch this:

Requires: Paladins and Mages

Location: Anywhere

The thing with this tactic is heavily relies on dealing quick damage and heavy damage.

Mages would target areas filled with enemies while the paladins would pick off the remnants of the enemy army.

If plan works as it should, the enemy should not be able to come close to attack.

Tactic #5:

Cover Fire:

Requires: Knights and Mages

Location: Open areas preferably.

This tactic require that knights stand one square above and to the right or left of the mage. Thus, lure the enemy in and let the mages use wave spells to blast the enemy into oblivion.

Tactic #6:

One man army:

Requires: Knight and druids

Location: Tight spaces

Casting spells is a tiresome thing, and most mages need time to recover.

Thus, a knight with more druids on his team can benefit from additional healing while the druids don't have to burn out from excessive magic use.

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☐ 09.08.2011 01:31:26

Post #30873119

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

In one of the many shelves within the library of Edron Academy, there is a book that looks like it has been damaged by acid.

"Potions and their uses."

Author: <Name unreadable due to damage on book>

As many up and coming sorcerers and druids know, in fact all mages in general, magic is an important thing about being a mage.

However it should be noted that one should also practice more than just casting spells. Having knowledge about potions can be the difference between life and death in a battle.

Now, for purposes of sales and copyright protection, the exact ingredients nor the making of potions will not be given.

First off, the most important potion for a mage:

The mana potion.

It is a rather powerful potion that allows someone to restore ones mental energy in a rather quick fashion. Moderation when drinking should be important as more than one mage has fallen to a heavy mana potion addiction.

The making of this potion relies on a mix of sling herbs, blue berries and other ingredients.

The health potion.

This one is a must for any warrior that shall fight anything more powerful than a cyclop. This potion when drunk can restore ones body to full health, instantly cure wounds, mend broken bones and get rid of that unhealthy rash.

Strawberries and crushed life crystals are important when making this.

The antidote potion.

Due to the creation of "cure poison" spell, this potion is rarely in use by adventurers. It is however in great use by the common folk who have no knowledge of magic. It is a low cost potion, but still has the effect to cure anything from a spider bite to a scorpion sting.

Blueberries are essential in creating this.

The spirit potion.

This potion is a combination of the mana and health potion and is able to restore both mana and health. It is commonly used by paladins with knowledge of magic.

The color of the potion stems from the use of brown mushrooms which are used to create it.

The berserk potion.

Drinking this potion grant one more prowess in battle. It is as the name suggests, a potion that makes one become more enraged and making you able to hit harder with your weapons, or fists for that matter.

It does take away your defensive powers somewhat as few are able to think calmly after drinking this.

This potion is forbidden by the knight guilds of Tibia as its use can become addictive. Also there has been some accidents because of the users being unable to restrict themselves from attacking.

Bear paws and dragon blood are essential in making this.

The bullseye potion.

This potion allows the user to get a more keen eye sight. Which in turn allows said user to be able to spot an enemy and shoot at said enemys weak points more easily. Unfortunately, it takes away the eyes ability to adjust to close combat in short notice, and thus it is problematic when defending oneself.

This potion is forbidden by the paladin guilds of Tibia as it is believed that repeated use of potion may cause irreperably eyedamage.

Beholder eyes are an important ingredient to this potion.

The mastermind potion.

This potion enhances the thinking ability of anyone who takes it. This also means a great capability of handling magic as well. It is however known to lessen the natural resistance against magic as well while drinking.

It is forbidden by the Edron academy of magic, especially under written exams.

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20.08.2011 18:32:04

Post #30951215

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

OOC: Anyone got any suggestions of anything they want to hear about?

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03.09.2011 14:45:04

Post #31049406

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Class: Astronomy and other magic

Teacher: Spectulus

Spectulus, the rather colorful teacher had returned for another lecture, much to the dismay of some of the class as they thought to themselves that the man was rather insane.

Spectulus had no idea of this and continued with his cheery behaviour.

"Today class, I shall speak to you of..." He paused for dramatic effect: "The sea of light."

"As you might know, the suns are named Fafnar and Suon. What you probably did not know is that they radiate energy? Not just light, but actual energy. Energy that we may use like the magic leylines."

"Now, since we do not know the exact nature of Tibian space when reaching altitude far above what is normal for flying carpets (should be noted that it gets somewhat colder the higher it gets), we would have to build a device that will shield us from the effects of our surroundings."

Spectulus began drawing the crude schematics of a strange looking ship on the blackboard behind him.

"Now, to harness the power of the suns, we need a special crystal that can take in this power and re-distribute it around the ship and thus make it move."

There was a bit of coughing outside the classroom whereas Arkulius, the headmaster, stepped inside.

"I am sorry Spectulus, but were you not supposed to teach the class about the constellations instead of giving them information about ridiculous experiments?"

Spectulus looked as if he had been wounded:

"My experiments are not ridiculous, they are nothing but the purest scientific magic there is."

Arkulius looked at Spectulus with a rather skeptical look:

"And the last experiment you performed with Sinclair almost eradicated the top floor of your tower. Was that purely scientific as well?"

Spectulus looked slightly ashamed:

"Eh...that was a minor miscalculation. Not likely to happen again."

"Better not be..." Arkulius mumbled and gave Spectulus a rather deadly glare.

"Go back to teaching the students what you are supposed to now. I got better things to do than watch you."

"Could have fooled me." Spectulus mumbled, whereas Arkulius raised his voice slightly:

"I am sorry, I could not hear you?"

"I said, you're right, I'll be right back on it."

Arkulius nodded in approval before he left the class room. Spectulus turned towards his class:
"Sorry about that little interruption. How about you take a small break before we go back to the constellations next class."

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12.09.2011 22:11:17

Post #31118878

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Within a book in the closed off section in the Edron library you find a piece of old paper. It does not seem related to the book in question, which is titled "Troll evolution, fantasy or reality? Written by Marlious Dwarving."

The paper in question however seems to be written by Isaac Brewton, although his name is not written on the paper. In fact, there's a piece of the paper missing.

What is a soul?

The soul seems to be a part of all things that live, but for what purpose? Do they even exist?

I am however convinced that the soul is something that indeed exists. They are after all craved by demons, and demons are real.

Demons crave souls because there is power within the soul that the demon can harness.

I will thus present this theory:

Upon creating the first creatures, along with creating the concept of time, one of the gods or maybe all of them created souls for the pure purpose of controlling the sentient beings that populate Tibia.

Now, there is one other thing that gives the gods control and that is time.

Combining souls with the concept of time gives us one thing: Destiny. Throughout a series of actions over an amount of time gives us many different fates. Whereas the gods might give us one particular road, the rest is our potential in whether or not we follow that road.

That is the essence of the soul that the demons crave, the potential of changing ones fate. (The power of a soul might be related to the amount of potential, both fulfilled and unfulfilled. The soul of a king will thus be more important than the soul of a peasant.)

Thus I will present a conclusion to this theory:

A demon will attempt to gather enough souls as it will then be able to change its own fate and escape hell whereas it will come upon Tibia and wreck havoc without the gods intervening.

---The paper ends abruptly as it appears to be ripped off a bigger whole---

A quick search upon the name of Isaac Brewton will reveal that he was in fact hanged in 900 p.g. for heresy.

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

18.09.2011 23:04:55

Post #31160863

Redwick Undersoor

Inhabitant of Antica

Vocation: Knight

Level: 26

Posts: 1219

Oh hoh hoh, it's magic

You know

Never believe it's not so!

"You can be the most potent sorcerer in the world, but three feet of honest steel still hurts."

Ancient dwarven proverb

📅 30.09.2011 19:09:11

Post #31232316

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

I take topic suggestions if there is anything people want me to talk about.

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📅 30.09.2011 19:59:22

Post #31232672

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Class: Culture and History

Teacher: Wyrdin

"Today class, we will talk about the dwarves and how they are connected with the empire of Thais."

The old wizard took a deep breath before he continued:

"As most of you know, the dwarven capitol lies in the middle of Tibia. Now, the dwarves is a peculiar kind as they prefer to live beneath the ground and preferrably in rocky areas."

Wyrdin took up a piece of chalk and began drawing a crude drawing of a stocky character on the blackboard. He pondered upon his creation for a moment before he added a beard to the character.

"Your typical dwarf can be described as shorter than a human, although taller a goblin. They are

naturally strong and most of them sport a beard. In addition they have a very strong resistance against poisons and alcohol."

"Their magic is very closely connected to their way of living and their religion. Their magic users are often pyromancers and geomancers whereas they also worship spirits of earth and fire. Their religion on their personal level works with each dwarf associating him or herself with an element."

Wyrdin drew a crown on the blackboard whereas he drew a few lines from it and then drew some houses:

"Now, their government works with an emperor on top whereas he controls the guildhouses. The guildhouses in turn control their members."

"The government is rather strange in Kazordoon as each citizen is required to work a certain amount of hours for free each day. Then they get all their basic needs provided by their emperor. If they work some extra hours, they get the money to buy some luxuries."

Wyrdin drew a cup of beer on the blackboard:

"The dwarves are also famous for the beer brewed on mushrooms. Both the quantity and strength of the beer is well known. Is it because of the lack of water within the depths of Kazordoon, or is it because it keeps the populace content with their situation?"

He coughed slightly:

"All this talk about beer makes me thirsty. How about you guys take a break while I get something to drink."

Another hour of the subject starts:

"Now, as I said last hour, the dwarves have their capitol in the middle of Tibia, situated within the huge weapon which they refer to as "The old one."

It is believed that they are not native to the land, but instead have come from another continent whereas they settled within the mountain, a natural place to make a defensive structure.

They've always had some trouble with the orcs and the other races that fight them, but they have persevered until today whereas they have allied themselves with the Thaian empire.

Not many years ago, the Dwarven and Thaian armies did a joint effort and pushed back the orcish armies to the eastern border lands.

Their co-operation expands further than just army though. There are several talented jewelers who work in Thaian banks, not to mention all the miners who joined Thais in their colony efforts.

In return for the services of the dwarves, the Thaians have funded several of their mines in Cormaya, Port Hope and Rookgaard.

That would be all for now class. Take care."

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27.10.2011 21:39:45

Post #31425579

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Class: Culture and History

Teacher: Wyrdin

"Today class, we will talk about the goblin."

Shortly after saying that there was a annoying groan that echoed through the class room.

"Oh be quiet you, learning is good for you." Wyrdin said and drew a small creature on the blackboard with pointy ears.

"Now the goblin is mostly recognized by it's green colors, red eyes and it's awfully bad hygiene. They have little to no hair on their head, although we have yet to find out if this is a trait they all share or if it something cultural."

"Now, due to their green color, it is normal to assume they have something in common with orcs. This is not really true. Although orcs and goblins do not kill eachother on sight, they rarely can stand to be close due to the variation in behavior."

"Where the orcs are brutish and strong, the goblin is cunning and cowardious. The goblins usually resort to hit and run tactics and have been known to thrown small stones when they greatly outnumber their enemy. If the smallest sign of losing a battle should arrive, they will ready themselves to flee."

"Their tribes is usually led by some sort of chief, the most cunning and smartest one. Well, that is before some other goblin stabs him in the back and takes over that particular position. There is said to be a goblin king in existence, although that is regarded as a rumour only."

"As for their intelligence, well the less said the better. They do know how to use many weapons and equipment, although they never seem able to craft anything but the simplest of crafts. Their vocabulary is also pretty simple, as they only know a few human words. Their diet seems to consist mostly of fish, roots and worms."

"That will be all for now. Oh, and you will write me a small essay on this subject. I hope you took notes."

There was another groan that went through the classroom.

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

15.11.2011 23:33:46

Post #31557395

Redwick Undersoor

Inhabitant of Antica

Vocation: Knight

Level: 26

Posts: 1219

After class was done, one of the students came up to Wyrdin.

"Sir, um... may I ask you a question about literature, literature concerning goblins, that is."

"Well, I'm sure you'll find everything you need in the *Creature Index*, under G? That's the common source for most students, and I'm sure there's some copies left in the library..."

"Yes, of course, I've looked through it. But I found the subject fascinating, so I've done some more research."

"Field studies?"

The student shook his head. "No sir, I'm afraid I don't have the uh... physical requirements to study living goblins in their natural environments just yet."

"Oh, I'm sure you can find some knight or paladin willing to get some target practice in among the students."

"Yes sir, I'll keep that in mind. But what I did do was to find some other writings on the subject."

"I see. And you would like me to recommend which of them might be useful?"

"Well, sir, they're mostly reputable sources, but I would just like to see what your thoughts on this one was..."

The student pulled out a crumpled up paper clipping, apparently an article from a newspaper. It bore the title *A treatise on Goblins: Homo Deformis*. Wyrdin eyed through it, a glint of recognition in his eye.

"Ah yes" he said finally. "I believe I have read this before. It contains some interesting scraps of information, but to be honest I find it to be a fairly unreliable source. If I recall correctly, the writer was a half-dwarf adventurer, Rudewin or Radrick or something, I can't recall the name exactly. He apparently did some pretty violent 'field studies', most unscientific ones. He was just a swordsman with some interest in books, not a scientist at all."

Wyrdin handed the clipping back to the student.

"I suggest you use it as a start but find other sources for its conclusions."

"Thank you, sir" replied the student, sounding somewhat disappointed. Then he bowed respectfully and went away to write his essay.

OOO: Hope you don't mind a little addition, Julien.

"You can be the most potent sorcerer in the world, but three feet of honest steel still hurts."
Ancient dwarven proverb

📅 27.11.2011 19:37:23

Edited by Redwick Undersoor

on 27.11.2011 19:38:32

Post #31643693

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

OOO: Not at all, I find it quite interesting to see what other people have to add to this as well.

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

📅 27.11.2011 19:54:12

Post #31643794

Redwick Undersoor

Inhabitant of Antica

Vocation: Knight

Level: 26

Posts: 1219

OOO: In that case, I've got an idea for another addition, but I need to have a small question answered first: Which teacher would work best for a class on the "create food" spell? I'm afraid I'm not extremely familiar with the NPCs of Edron, but if I'm just given a name I can find it on Tibiawiki if need be.

"You can be the most potent sorcerer in the world, but three feet of honest steel still hurts."
Ancient dwarven proverb

📅 27.11.2011 20:39:12

Edited by Redwick Undersoor

on 27.11.2011 21:23:14

Post #31644069

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Gundralph is the one selling the food spell in Edron, so maybe he works?

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

📅 27.11.2011 21:59:40

Post #31644597

Redwick Undersoor

Inhabitant of Antica

Vocation: Knight

Level: 26

Posts: 1219

Class: Basic Magical Energy Manipulation

Teacher: Gundralph

The black-clad, pale and generally frighteningly looking Gundralph seemed surprisingly cheerful, at least to the newer students. Those who had been to the Academy for a while knew that his looks were most definitely deceiving, and hid a humorous personality, though he often preferred somewhat black humor. Right now, he was chewing on an apple, and when he saw the surprised looks in the audience, he smiled a wry smile.

"I know food's not usually allowed in the classroom, but in this case we're going to make an exception. I'm sure you've all practiced the 'Food' spell (or 'Create Food' as it's unofficially known)? You..."

He pointed to a student sitting in the front row.

"What's the wording of this spell?"

"Uh... exevo... pan?" answered the new student nervously.

"What's that? A little louder please, so the whole class can hear it."

"Exevo pan!"

To the student's great surprise, a slab of ham suddenly materialized above him and fell on his face. The rest of the class broke out in laughter. Gundralph merely continued his wry smile as he took another bite of his apple.

"And there you go, class. Simple, isn't it? And isn't that a delicious-looking piece of ham?"

The ham did in fact look pretty mouth-watering, and the fact that this particular lesson was so close to lunchtime meant that many of the students were tempted to cast the spell themselves. However, spells were only allowed to be cast during class if the teacher instructed a student to do so.

"Mmmh" continued Gundralph. "Take a bite of it, won't you?"

The student who had conjured up the ham eagerly bit into it. His expression of eagerness quickly turned to disappointment, and while he didn't spit the food out, it was obvious that he didn't find the taste particularly pleasant. Meanwhile, Gundralph took another bite of his apple, and seemed to be enjoying it a lot more.

"Now, would you say that that tasted like ham?"

"Erm... I guess so?" said the student after swallowing the piece of ham.

"How would you describe the taste?"

"Well, to be honest, sir, I didn't really care for it."

"Oh? Would you say that it tasted stale, bland, undercooked, or perhaps a little too salty?"

"Yes to all those things, sir."

"Now, could anyone else in the class tell me why that is?"

The rest of the class was silent, many of the students wracking their brains for an answer but coming up with nothing.

"Maybe he's got bad tastebuds?" one student finally said jokingly, to the laughter of the other students.

"Most definitely not!" Gundralph cut in. "He has perfect taste, able to detect the difference between excellent food and simply 'eatable' food."

"You can be the most potent sorcerer in the world, but three feet of honest steel still hurts."
Ancient dwarven proverb

📅 27.11.2011 22:48:44

Post #31644966

Redwick Undersoor

Inhabitant of Antica

Vocation: Knight

Level: 26

Posts: 1219

"So why did it taste... edible?" asked the student who had created and eaten the ham in question.

"I'll explain" continued Gundralph. "But first I should tell you to throw that thing away when class is done. Now, does anyone here know how the 'exevo pan' spell actually works? No? The fact of the matter, if you'll excuse that particular turn of words, is that it creates the food not out of thin air, but out of magical energy. And have you ever tried tasting magical energy? No, I don't think even Spectulus has tried to do such a thing."

The class laughed at the reference to that particular teacher, the butt of many a joke in the Academy.

"But if the 'exevo pan' spell is any indication..." continued Gundralph "...I'd say it wouldn't really be high on the list of ingredients for most chefs. At least not in its rawest form. What one needs to keep in mind with this spell, and in fact with all spells, is how to manipulate the magical energy with your thoughts. Some people think that the 'create food' spell works at random, and that the food it produces is the product of Nornur's whims. But that's most definitely not true. In fact, the spell creates whatever food the person casting it is thinking of at the moment. Of course, they might not actively be thinking about food, but it's going to be at the back of their mind, of that I assure you."

Gundralph put his eyes on the student in front of him again.

"Now, let's try casting the spell again. But this time, focus your mind on the most delicious piece of ham you have ever tasted as you speak the words."

The student took a deep breath, and recalled the food his mother used to cook back in Thais when he was little. The thought caused some homesickness, and a small tear ran from his eyes, though the only one to notice it was Gundralph. And he was kind enough not to comment on it. Then, the student spoke the words, a lot more forcefully this time.

"Exevo pan!"

This time the ham materialized on the desk in front of him instead of in the air above him. It looked quite good, in fact it looked better than the previous attempt.

"Have a bite" Gundralph suggested. The student did so, expecting the same result as before. The surprise was obvious on his face as he chewed on the new ham.

"How is it?" asked Gundralph.

"It's... it's not the most delicious ham I've tasted, sir. But it's a lot better than the previous one."

Gundralph smiled approvingly.

"Then I suggest you keep it for lunch. As for the rest of you..." he continued as his eyes went over the whole class. "...I hope this lesson has taught you something. Namely, that it's not just the knowledge of the words that makes a good magician. It takes focus of mind to fine-tune the results

of a spell. Practice that, practice turning your thoughts into reality with the help of the proper incantations, and you can create things that a simple knight or hedge-wizard would consider miracles. Perhaps..."

He took another bite of his apple and smiled again to the student with the ham, who smiled back.

"...perhaps you'll even be able to create an apple as good as this one. Class dismissed for lunch."

"You can be the most potent sorcerer in the world, but three feet of honest steel still hurts."

Ancient dwarven proverb

▣ 27.11.2011 22:49:16

Edited by Redwick Undersoor

on 16.02.2012 14:31:48

Post #31644973

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

OOC: That was quite the enjoyable read Redwick. You are more than welcome to come up with more teachings if you feel like it.

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▣ 27.11.2011 23:38:52

Post #31645429

Redwick Undersoor

Inhabitant of Antica

Vocation: Knight

Level: 26

Posts: 1219

OOC: Being ever self-critical, I can't help but think that it's a little unkind of me of having the students remain nameless when they play an important part in the story. Oh well, live and learn. Maybe I'll give 'em names if I write more in this thread in the future.

"You can be the most potent sorcerer in the world, but three feet of honest steel still hurts."

Ancient dwarven proverb

▣ 29.11.2011 14:54:51

Post #31657676

Astan Nigo

Inhabitant of Calmera

Vocation: None

Level: 2

Posts: 9

I am very pleased to read your histories here red witch.

xD

Keep it, it is a pleasure to me and a lot of other readers... 😊

▣ 29.11.2011 20:31:48

Post #31660303

Redwick Undersoor

Inhabitant of Antica

Vocation: Knight

Level: 26

Posts: 1219

Originally posted by Astan Nigo on 29.11.2011 20:31:48:

> I am very pleased to read your histories here red

> witch.

>

> xD

>

> Keep it, it is a pleasure to me and a lot of other

> readers... 😊

Thanks!

"You can be the most potent sorcerer in the world, but three feet of honest steel still hurts."

Ancient dwarven proverb

▣ 04.12.2011 00:12:32

Post #31693515

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Class: Culture and History

Teacher: Wyrdin

It was another day in the Edron Academy and another hour to spend together with Wyrdin talking about cultures that no one in the class had ever paid attention to before.

“Now, today we are going to speak about elves. The standard elf is between 5 and 7 feet tall with quite the lean build. They usually pride themselves on their long hair which range in colors between blonde and brown. A few red haired elves have been seen, but we do not know whether it is colored or not. They are usually seen catering to beauty, and some would call them a bit vain in their tradition to do so.”

“The Thaian empire is not really involved with the Elven people, although Ab’dendriel, their city north of Kazordoon is allied with Carlin and on friendly terms with neighboring villages. They are also known to trade with other cities, like Venore and Edron.”

“In terms of army, they are specialized in ambush warfare and camouflage within forest areas. They are also quite good with bows and light bladed weaponry like a long sword. They are however weak when it comes to sheer melee combat as their lean builds rarely lets them receive physical punishment.”

“When it comes to magic, their race has many talented practitioners of magic, most notable druidic and arcane magic. This is probably due to their long age which allows them to study this for extended lengths of time. It is probably with this magic that they have survived as long as they have in their city to the north.”

Wyrdin took a small pause from talking and used his piece of chalk to write on the blackboard. With what appeared to be a painfully long screeching sound he eventually finished writing.

“Ab’dendriel. That is the name of their city. It is quite a beauty actually. Most of the buildings are either in trees, consist of trees or are part of the trees. If I hadn’t known about it, I would have thought the whole city was nothing but a forest. Then again, this is probably the reason why they have escaped the attention of the bigger orc raids.”

“Well, it seems you younglings have sat here enough for now. Go on out and take a break.”

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26.12.2011 19:22:58

Post #31860512

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Anyone got any suggestions as for the next subject?

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📅 10.01.2012 20:16:53

Post #31966141

Meriado

Inhabitant of Antica

Vocation: Knight

Level: 100

Lost Soul of the [Red Rose](#)

Posts: 389

I'll just give this a little bump.

In memory of the Society of the Black Rose and the Harpers.

📅 14.01.2012 18:02:12

Post #31992704

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

In the old part of the Edron library, where dust and spiderwebs have gathered for a long time, there is a certain scroll written by an Ankrhmunian by the name of Abdul Al-Harrazad.

Nobody knows where it comes from or how it found its way into the library. This is what it says:

...our reality is nothing but a fickle imagination. We are nothing but tools in the hands of beings beyond our understanding. Think about it, the greatst gods in our books are beings that existed

before time was even a concept. Beings who exists before time are not bound by the rules of it.

That is, if I am correct.

If I am correct however, beings that exist before time, can also enter it and change things within it at any given moment, and we wouldn't notice it as our understanding of time consists of three concepts.

Our memories which give us a glimpse into the past, the now which we can notice through our senses and our anticipations of the future.

But these beings which we know only as the elder gods, they are able to change things at any given time. And we wouldn't know at all as we would remember things as if they had always been that way.

For instance, I am sure my socks were green this morning, but now they are brown. Or maybe it is because I spilled my beer on them...

No, I am sure there are elder gods changing the timeline as I write. I know for certain that I poured myself wine.

I can feel it, things are changing as we speak...

The rest of the document seems to be nothing but fast and incoherent scribbling.

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📅 24.01.2012 18:08:20

Post #32059353

Gorak

Tutor



Inhabitant of Refugia

Vocation: Royal Paladin

Level: 321

Quietus of the [Amicitia Semper Prodest](#)

Posts: 2503

OOO: Interesting stories! I know of a new fan site that would perhaps make a nice home for you, and perhaps you might consider publishing some stories there. 😊

📅 26.01.2012 04:07:07

Post #32069882

Darks slayer

Inhabitant of Mythera

Vocation: Knight

Level: 124

Posts: 83

i enjoy it

i read some stories from library of tibia, but this is great.

i read all the class and enjoy it.

Especially the joke about that stupid "selector hat" in chapter 1

keep it :D

i'll support this :D

[Edron Academy's stories](#)

[Small topaz...HOLY WEAPONS?](#)

[THE ULTIMATE MOUNT click here](#)

[Anti-exiva](#)

📅 27.01.2012 03:32:27

Edited by Darks slayer

on 27.01.2012 05:38:57

Post #32076761

Darks slayer

Inhabitant of Mythera

Vocation: Knight

Level: 124

Posts: 83

About Isaac brewton

Out of the classroom...

*But who was isaac brewton?

A student thinking about this singular person, then he walks to main library of the academy.

Between the sections of "forbidden books" & "Science fiction"

he found a very old book with the title "biography of Isaac Brewton, & starts to read the following: |.

Isaac Brewton

Isaac Brewton

thought that the reason that all objects stay in place or move is due to Lucifer's plans; he stated this theory in his book. Hanged in 900 p.g. for claiming satanic influences rule the course of history.

He is buried in the once municipal graveyard of Thais: Graveyard of the Doomed, Grave 10. Two

brothers: Hamilton and Gabriel Fush were subsequently put to death and buried at the same graveyard for supporting Brewton's theory

The following is a little part from his book...

Isaac Brewton, 908 pg
On the movement of objects
As everyone knows many
objects do not remain static all
the time. But what
causes them to move? In some
cases this is clear, if I punch a
ball I am
the cause of the movement, but
what about an object falling?
Falling objects head
downwards, but what is
"down", what is below us? The
answer is simple: Hell! And who
rules hell? Satan! So, obviously
Satan is
the cause of these movements,
Satan is among us all the time.
But if he
causes these objects to fall,
what reason is there that he
should not be
the cause of all other
movements? |.

-hey go back to the classroom

Arkulius screams to the student.
- ok ok, Utani gran hur

the boy drops the book on the table and run to the class.

-Hahaha other scared kid by me and a crazy book.

Arkulius smiles,he enjoy do this.

[Edron Academy's stories](#)
[Small topaz...HOLY WEAPONS?](#)
[THE ULTIMATE MOUNT click here](#)
[Anti-exiva](#)

🕒 27.01.2012 04:47:58

Post #32077028

Julien Brightside

Inhabitant of Dolera
Vocation: Sorcerer
Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Exempt from the Doomsayers weekly:

*“When the suns are devoured by the spider
Darkness will cover the land,
The enraged brother will rise,
And everything will grow sick and wither.
The lost prince will lit up the world,
And the world will burn.
The champion will loosen his chains,
And beasts will roam freely.
The liar will return,
And so will his kingdom.
The father will rise from the grave,
And so will all who ever died.
But when everything seems to be over, the worst is yet to come.
The weapon will appear and shoot the skies apart. ”*

In one of the locked down parts of the library, there is a book that is rarely brought into the light of day:

Demonology for the inspired:

Often none can summon demons through the use of energy transformation from one state of another. This in turn forces open a rift between worlds so that the demon may enter ours. It is easier said than done however. Many have found themselves devoured because they preparations fell short when they managed to summon a demon more powerful than originally intended.

Normally one can summon demonic creatures by making a magic circle and inscribing the various circles with runes that signify sealing. Each circle adds the strength of which the demon is sealed with. The numbers of runes increase for each circle.

For instance: The first circle will have the rune for “Body”. The next circle will have the runes for “Mind” and “Soul”. The third circle will have the runes for “Fire, Water, Earth, Air.” And so on. As the complexity increases, so does the difficulty in maintaining the summoning.

Usually, cults manage to summon powerful demons by assigning some of their members into remembering each rune and chant it. Though with weaker cult members, this usually means that not everyone will survive the ritual. Granted, it is usually the weakest ones that perish, then again, if you have joined a cult based on summoning powerful demons, and then this is only to be expected.

Banishing the demon is fairly easy, if said demon is still within the circle. If that demon gets out of the summoning circle, you might find yourself skewered quite quickly.

In any case, there is no shame in having a backup plan. Nor will anyone judge you if you push some of your fellow cult members before you in an attempt to appease the demon. The dead can't

hold grudges. (Unless they are accompanied by a necromancer, which in that case, make sure that their bodies can't be recovered.)

It would be advisable to start with weaker demons before you work your way up. Fire devils and gozzlers are a good way to begin. Though make precautions for each one; Lots of water for the former and food for the latter in case any of them break loose.

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07.03.2012 22:43:19

Post #32364935

Redwick Undersoor

Inhabitant of Antica

Vocation: Knight

Level: 26

Posts: 1219

An excerpt from another book related to the summoning of demons, that shall remain nameless to avoid having students tampering in such matters:

"It is, of course, important to know exactly *why* you summon a demon, what task you wish it to perform or what question you wish to ask of it (though it is also important to remember that many demons are notorious liars and tricksters, and questions asked are often given an unsatisfactory or false answer). Few things are more dangerous than making exacting preparations to summon one of the inhabitants of the Outer Spheres, only to not know what to tell them once they are at your service. A demon that is summoned but not given a task is easily enraged for having its time wasted, and in its rage can often break the bonds that would hold a calmer demon. Such a rage is, of course, directed at the foolish summoner, who will be lucky if they are simply killed on the spot and thereby avoids the many painful tortures available to even the lowest fire devil.

Thus, before you make preparations to summon a demon, think through and write down what you would have it do. If you want it to perform some menial task such as heavy lifting, digging or cooking, make sure that the instructions for the task are explicit and without room for 'personal interpretation' (many a demon loves to make an overly literal interpretation of a summoner's orders). Also note that the more powerful of demons would be deeply offended if asked to perform tasks that they deem beneath their stature. If you're considering summoning a juggernaut to sweep the floor of your house, you should probably stop being lazy and pick up the broom yourself instead, or hire an ordinary human to do it.

If you want to summon a demon to gain power (which is fairly common among demonologists), again try to be specific. Ask the demon to give you a particular mighty spell or skill, don't just ask for generic 'power to rule the world!' If you do, the demon might be annoyed, or will as previously mentioned give an overly literal interpretation of your request. Such was the case of the famous sorcerer that asked a mighty demon to make him 'the greatest wizard in the world', and then to his great horror began growing taller and taller...

Remember, when dealing with demons, the more specific the better. To a seasoned demonologist

this would be considered obvious and going without saying, but many are the times when some young fool summons a red-skinned monstrosity simply to impress a friend or 'to see what happens', and then ends up as a pile of ash on the floor. Don't let that happen to you."

"You can be the most potent sorcerer in the world, but three feet of honest steel still hurts."
Ancient dwarven proverb

▣ 09.03.2012 13:42:50

Post #32377225

Redwick Undersoor

Inhabitant of Antica

Vocation: Knight

Level: 26

Posts: 1219

OOO: Any opinions on my latest scrawl? The concept of "beware what you wish for" (or at least *how* you wish for it) is a classic one, and certainly one that I'd think is important for magicians.

"You can be the most potent sorcerer in the world, but three feet of honest steel still hurts."
Ancient dwarven proverb

▣ 01.04.2012 21:25:01

Post #32530254

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

OOO: I liked it. I think all magic can backfire, but demons have a tendency to become rather original in how to punish people for their attempts.

As a general rule of thumb when it comes to demon summoning:

If it takes more effort to summon the demon than to do it yourself. Do it yourself.

Also, being specific and being polite is also good things to remember. No one likes jerks, demons hates them.

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▣ 01.04.2012 22:29:50

Post #32530554

Ulric Von Gerwulf

Inhabitant of Astera

Vocation: Paladin

Level: 82

Posts: 1951

Well written thread guys, I enjoy reading it alot wow,again, good job guys.

📅 02.04.2012 15:13:17

Post #32534351

Redwick Undersoor

Inhabitant of Antica

Vocation: Knight

Level: 26

Posts: 1219

Thanks!

"You can be the most potent sorcerer in the world, but three feet of honest steel still hurts."

Ancient dwarven proverb

📅 26.04.2012 19:32:07

Post #32704930

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Origin of Elementalism:

In Tibian lore the gods created everything. This also includes the Tibia itself and all that goes with it. It is common belief that Tibia consist of the four elements, earth, air, fire and water. (The fifth element is believed to be magic, or energy.)

Recent studies have shown that these elements are not completely dependent on the other elements to exist as one have recently found planes where there is a certain lack of some elements

and an incredibly large amount of the others.

One could come to the conclusion that these elements exist in planes on their own and that Tibia is the result where these planes overlap in the same dimensional frequency.

From what we have gathered of information of elements and elementals it seems that they are not intelligent, though they have some sort of sentience. Maybe it is instinct of magic that allows it to form and protect itself.

Note I: Tibiasula was a god, perhaps the elementals take on some of her intelligence when they form in greater measurements. The dwarves from the far north spoke of some benevolent elementals that protected them. Could it be that these elements can be granted more intelligence through the contact with this world?

Note II: Elements seem to have certain restrictions. Though they amass in large numbers in their own plane, they are not seen in others. Could it be that the elements are fighting themselves to protect their plane, or do they take nourishment from their surroundings and thus can not exist in other planes.

Note III: Elements in Tibia seem to gather around areas that resemble their home plane. Evidence suggests that these places might be holes in reality from one place to the other. Though it could also be that elements form naturally when magic and a certain area are connected.

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

12.05.2012 22:44:52

Post #32813327

Redwick Undersoor

Inhabitant of Antica

Vocation: Knight

Level: 26

Posts: 1219

I think you've mixed up "elements" and "elementals" in Note II and III. As in, I assume you mean that elementals gathers in areas resembling their home plane?

"You can be the most potent sorcerer in the world, but three feet of honest steel still hurts."

Ancient dwarven proverb

01.06.2012 19:08:11

Post #32969260

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Ah, I guess I did.

My main idea was that all the four elemental planes overlap each other and form a fifth one which is the basis of Tibia. In places where the elemental forces are quite strong, they kinda "leak" through into Tibia and thus the areas there are more effected.

This in turn explains why there is an abundance of such creatures there.

Or it could work the other way around. If powerful magic has torn through the magic shield that separates different planes, a particular element might seep through.

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

01.06.2012 19:24:32

Post #32969359

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

You find in the library what seem to be parts of a wizard's diary. The name and title of the book has vanished due to the ruination of time. The contents within seems readable:

"...suddenly I found myself at death's door. Some would say it was a metaphor, but to tell the truth, it was more than just a metaphor. It was actually a rather large hallway that ended in two doors.

Both the road and the walls had a bronze color and it led into a rather large room.

I stood for a while and looked at the two doors. They were identical in size and design and I could not decide which to choose. Then, when it was clear that I had no idea two beings appeared, both larger and more intimidating than anything I had ever seen before. They reached from the bottom of the door to the very top.

The one to the left was clad in a simple dark cloak and carried with him a humongous scythe that fit his rather large size. As for the being itself, it looked like a man with a short beard, though the skin was of an earthen color and the eyes glowed slightly of green.

The one to the right was clad in a king's clothes and adorned with numerous necklaces and jewels.

All of them were priceless in their own right. In his hand he carried with him a large sword that looked rather menacing.

As for the fellow himself, he had a sickening look. The skin barely hung on him, stretched to reveal the bones beneath whereas the skin itself had a gray color. His eyes shone with bright yellow.

The one to the left reached out his hand towards me, ushering for me to join him:
"Come with me, and I will give you the peace of death. A neverending sleep without nightmares, a darkness without evil." He spoke with authority, though without any threats.

The one to the right reached his hand towards me as well:
"Come with me and I will grant you life that doesn't wither, a mind that does not rust. The riches of the earth will belong to you." His words carried weight, though they also caused a chill within me.

The one to the left spoke once more:
"Do not listen to my brother. His offer has no freedom. Your chains will be the riches you gather."

The one on the right spoke again:
"Do you not have unfinished business back in the world of the living? You'll have all the time you need to do what you want."

The one on the left spoke once more:
"You will be in the world of the living, but you will not alive yourself."

And so the discussion carried on and I became non the wiser. As time passed the argument seemed to pass on between the two beings instead of being directed towards me.

Then suddenly the two of them looked towards me:
"Seems like the decision has already been made for him."
"Yes, I guess you are right brother."

I was puzzled, but then I felt something tug at my shoulders. With great speed I was pulled back the hallway and my eyes were filled with light so blinding I couldn't help but close them. When I opened them again, I looked into the tear filled eyes of my wife. It was clear to me that she had been the one to pull me back.

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07.06.2012 10:10:26

Edited by Julien Brightside

on 07.06.2012 10:11:14

Post #33006155

Redwick Undersoor

Inhabitant of Antica

Vocation: Knight

Level: 26

Posts: 1219

Now that was a good story!

I've got an idea for something more to write in here, but I'm going to have to think over its wording a while longer...

"You can be the most potent sorcerer in the world, but three feet of honest steel still hurts."
Ancient dwarven proverb

📅 26.06.2012 21:44:00

Post #33139906

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Diary notes of Sinclair Vx1:

Our latest spirit cage is up and going. With this done, we can extract ghosts from the nearby vicinity whereas it will be sucked into the cage and deposited for later usage.

It is still on the experimental stage, and is unlikely to be mass produced.

Diary notes of Sinclair Vx2:

We got a report today that one of the citizens of Edron have problem with his furniture. Said problem being that the furniture trying to kill him with various kitchen implements and/or crush him violently.

This smells of ghosts if you ask me.

Diary notes of Sinclair Vx3:

Not sure if I am disappointed or not.

It turned out that the furniture was in fact made of a Haunted Treeling, and not in fact possessed by an angry ghost.

Said Treeling had at some point been chopped down and made in to furniture whereas it was then sold to the unfortunate citizen.

As a matter of precaution we decided to collect all the wooden furniture and burn it in case demonic possession is transferrable.

The citizen did not share our mindset and protested wildly as we torched his belongings. I am not sure why.

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

☐ 01.07.2012 16:30:46

Post #33166688

Redwick Undersoor

Inhabitant of Antica

Vocation: Knight

Level: 26

Posts: 1219

Oh well, the Ghostbusters did wreck a lot of stuff in their work as well (though not intentionally).

"You can be the most potent sorcerer in the world, but three feet of honest steel still hurts."

Ancient dwarven proverb

☐ 01.07.2012 20:39:28

Post #33167850

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Exerpt from Edron Monthly:

"Though there have been discussions on whether or not to include the decorative drawings of monsters on the maps over the Tibian seas, the cartographers guild have come to the conclusion to continue the practice of drawing them.

Though the monsters are not to scale as opposed to the landmasses, they are in fact real enough to have a reason to be drawn as they pose a real danger to any ships that might pass by.

It should be noted that said monsters not always tend to be where they are drawn on the map, and thus one should in general just be careful when sailing into unknown territory."

Ad:

"Needs assistant for totally safe experiments involving time tempering. Payment will be provided upon experiment fulfillment.

Refer to Speculus when entering Edron towers.

-Note: Any damage to clocks that render them useless is not the Edron towers responsibility."

Ad:

"New teacher for explosive spells needed. Please state your business to the Edron guard."

Ad:

"Carpenters to replace the wall and roof of the southeastern magic tower of Edron towers needed. Refer to the Edron guard."

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

30.07.2012 03:36:10

Post #33329604

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Book of unknown facts:

Most wizards start learning magic because they want to impress the girls. Too bad it takes years of training to actually learn something that is impressive enough.

Most half-human, half something else are the result of the two respective species meeting up at a tavern and consuming a lot of alcohol. The kids usually grow up with their mother, though they are often abandoned if the surroundings are especially harsh.

Suon is Brogs uncle. They rarely talk.

Nornur can affect people through their dreams. In fact, the whole world of dreams may be his realm.

Crunor, Urgith and Toth are all half-brothers. The two latter usually engage in matches of chess whereas the former watch.

Bastesh are known to devour ships whole if someone onboard insults the sea.

The reason Ashfalor is the right hand of Urgith is because the former owes the latter a favor.

Dryads don't reproduce like humans, but more akin to flowers and trees. Dryads are also said to be the daughters of Crunor.

Though Urgith are the god of undeath, he also have a have a soft spot. It happened a long time ago when Urgith first came to be. He complained to his half- brother Crunor that his realm lacked something.

His brother responded by giving Urgith a flower that had a lightblue petals and a long green stalk.

The god of undeath was so thankful for this that he allowed the flower to grow wherever there was a body buried.

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

16.08.2012 23:23:38

Post #33440755

Redwick Undersoor

Inhabitant of Antica

Vocation: Knight

Level: 26

Posts: 1219

Originally posted by Julien Brightside on 16.08.2012 23:23:38:

- > Most half-human, half something else are the result
- > of the two respective species meeting up at a tavern
- > and consuming a lot of alcohol. The kids usually grow
- > up with their mother, though they are often abandoned
- > if the surroundings are especially harsh.

Don't I know it.

"You can be the most potent sorcerer in the world, but three feet of honest steel still hurts."

Ancient dwarven proverb

17.08.2012 10:30:33

Post #33443231

Julien Brightside

Inhabitant of Dolera
Vocation: Sorcerer
Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Continuation of the book of unknown facts:

Demons trade with souls. The more powerful the soul, the more it is worth. They don't really see the difference between races.

Books on Levitation are usually very light.

Hmmmmmm.

Wouldn't mind the link to your Tibia art.

Also like reading your work in general Julien. If anything I think you should start a new thread because well I for one first seen how huge your thread was and was so intimidated by the sheer size of it, I didn't bother reading any of it for the longest.

Take a genius to understand me.

📅 23.02.2013 22:00:33

Edited by Ulric Von Gurwulf

on 23.02.2013 22:04:53

Post #34549598

Julien Brightside

Inhabitant of Dolera
Vocation: Sorcerer
Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

It is spread a bit around, but my blog is:

<http://julienbrightsidesart.blogspot.no/> [Do not look at external websites. Your account could get hacked.]

and my DA is:

<http://j4b.deviantart.com/> [Do not look at external websites. Your account could get hacked.]

Also, got a thread on Tibianews, Tibiacity and Tibiarp.

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

23.02.2013 22:12:54

Post #34549663

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

"There is an idea that there is not just one, but countless worlds out there where the main happenings of the world history are the same, but there are a few differences that makes everything different too.

For instance, there will always be a King of Thais called Tibianus and a queen of Carlin.

However this idea of multiple worlds being in existance is just preposterous and ridiculous."

-Court Magician of Thais response to the uprising of strange ideas among the populace.

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20.03.2013 17:59:19

Post #34674958

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

It is believed that the reason most wizards go into a hermit stage of living is because they want to not get distracted by stuff like people.

And by people, it is mostly women that tend to distract them the most.

Of course with that kind of thinking you would expect liches to know a lot more magic considering that they no longer have any sexual urges. (Or any biological for that matter.)

And even if they have them, there is very little they can do to act upon them.

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14.04.2013 01:27:53

Post #34793240

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

A thing about cyclops and math:

Though cyclopes may not be the best candidate within a mathematicians degree, they still have a better take on numbers than what most people believe.

There is a hypothesis that the way they count is based on their body parts. For instance, "aye" (one), "hands" (two), "lefty" (number of toes on left foot is three) and "righty" (number of toes on the right foot is four).

Granted this may not really help a lot when doing trade, but it would seem that cyclopes are not that interested in gold, but more interested in exchange of materials.

For instance when someone wants a cyclops smith to create a weapon, that someone would have to come up with the iron (or whatever material that weapon is made of). The cyclops may request more material than is needed, create a weapon and then keep the remainder as a payment.

Though the author is not that familiar with cyclopean culture, he still have a mental image of cyclopes as someone who enjoys smithing and thus may request very little from someone they actually enjoy. (The author do not wish to confirm the existance of a four feet long sword in his house after a long night on the town together with a cyclopean female that may or may not have ended in a cave with a very awkward morning afterwards...)

How much a cyclops want for their work is a bit uncertain if you determine it in sheer numbers, as they use words as:

"Puny, tiny, alright, fair, heap" and "lots."

This value may be determined from the cyclops rank among his fellow smiths and his actual size.

Signed

~Unknown.

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13.05.2013 07:27:30

Post #34920837

Redwick Undersoor

Inhabitant of Antica

Vocation: Knight

Level: 26

Posts: 1219

If cyclopes do indeed count using body parts, it could lead to some unfortunate misunderstandings to an outsider. Consider, for example, the horrified reaction a human would have when the cyclops asks for an eye or a pair of hands in exchange for some repairwork.

"You can be the most potent sorcerer in the world, but three feet of honest steel still hurts."

Ancient dwarven proverb

📅 13.05.2013 22:03:28

Post #34923561

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Thus the expression of someone shopping from a cyclops smith only to learn that it'll cost them an arm and a leg.

Some rarer items might also be quite handy when trading with them. I have sources tell me that these one eyed giants are rather fond of eye-drops.

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📅 14.05.2013 00:00:49

Post #34924035

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

A study between relations of creatures:

According to the genesis, among the minions of Brog, Cyclopes were made first, trolls, goblins and minotaurs somewhere in the middle and orcs at end.

Though many may think that the whole lot of them are all just brutes, it is important to remember that they are just as a varied group as the various factions of humans.

It is common among these races to reward those with great strength or great cunning, and thus it is possible for a member of one race to be regarded as a leader among the others.

It is not uncommon for a cyclops to achieve high status among the other races, not only are they strong, but their smithing skill is also highly appreciated. Among their own kin, it is only the most talented smiths who achieve leadership.

Trolls and goblins will only work together if they have something stronger than their both uniting them. Usually if left to their own, they will fight amongst themselves over valuables and terrain.

It is possible that under strong leadership trolls and goblins may be able to pursue some lesser form for tactics, the phalanx formation and ambush attack respectively.

Among the races, it is usually orcs and minotaurs who have the strongest combination of strength and leadership, and thus it is not uncommon for them to make the weaker ones submit. Among such places it is however hard for champions to rise as the orc (or minotaur) leader will make sure that no one questions his (or hers) rule.

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☐ 01.06.2013 16:50:13

Post #35002233

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

-Report from headmaster Arkulius:

It has come to my notion that some of you have been practicing magic within the library's cursed section. Now, I haven't forbidden being close to there, or casting magic, but you should know better. These books are volatile and vicious and their curse might spread.

Please contact the school nurse, or contact your nearest teacher if you encounter any of the following:

-A book tries to bite you. Even a scratch might be poisonous, so don't hesitate to take contact.

-You keep hearing mysterious voices coming from the bookshelves.

-The letters of books arrange themselves into spelling out your demise. (Take contact if you see them arrange into anything other than their original contents.)

-Impossibly large bookworms.

-Flying books. (I was earlier hit by a book on levitation. I suspect it might have been a prank, but I am letting it slide for now.)

We will try to nullify the library during the weekend, so if possible, please try to avoid loitering there too much and instead get some free air. Banor knows some of you need it.

Signed:

Your headmaster, Arkulius.

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☐ 28.06.2013 07:32:23

Post #35117485

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

A message to our students:

We would like to inform you that necromancers and bloodhands are not considered legitimate career options for those studying at our school.

Anyone attempting to become one will be exiled from this school and fed to a dragon, or something along those lines.

Keep studying my young students, you'll be fine mages one day.

-Arkulius

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18.07.2013 16:42:40

Post #35191591

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

The realm of Tibia is a sixsided dice.

One is the realm of the living, the earth, the sea, the sky and everything inbetween.

The second is the realm of the gods, those who watch over us and watch our moves.

The third is the realm of the demons. Numerous planes that expand in every direction. Here the voice of Zathroth can be heard louder than anywhere else.

The fourth is the realm of the dead. The place where all the corpses and those who aren't allowed into heaven. Here Urgith and Toth decide who leaves and who enters.

The fifth is Elysium, home to those who did good in life and is worthy of peace in death. Banor, Durin and Crunor deem those who are worthy of entering.

The sixth is Valhalla, home to those who found pleasure in battle. A giant arena where Brog holds seat.

And the things that are not within the dice are called the void and the things that live in the void are better not mentioned.

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

11.08.2013 23:35:39

Post #35284131

Saschar

Inhabitant of Antica

Vocation: None

Level: 8

Posts: 12

Originally posted by Julien Brightside on 23.02.2013 21:33:23:

> Anyone wanna discuss anything magic/roleplaying
> related?

What could you teach us about Liches and Lichdom in general? It is a truly fascinating state of existence between life and death.

▣ 27.08.2013 21:30:56

Post #35362230

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

There are various means and methods to become undead, most of which include dying.

A lich however is not only aware that he is dead, he embraces it and uses the power that comes with the state to keep himself upright and moving.

If we go by the idea that the gods of Tibia are around, we could assume that those who aren't approached by Toth linger around by their corpse, sharing the life out of anyone who comes nearby.

However if someone interesting enough dies, Urgith might take notice and offer the deceased power in return for a favor, their service or perhaps an offering of interest.

There are rumours however that the most interesting ability to a lich is their capability of not dying. Even if their body is destroyed it will regenerate. This is due to their phylactery, a container keeping their soul safe and out of reach from the hands of Toth who is sure to grab it once he gets a chance.

Much could be learned from liches, considering that their lifespan is no longer an issue when it comes to studying the mysteries of the universe. Too bad they are not too keen on sharing their information.

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

▣ 29.08.2013 20:25:09

Post #35370991

Saschar

Inhabitant of Antica

Vocation: None

Level: 8

Posts: 12

I once came across the magician's quarter in Yalahar and noticed that there also exists (or at least existed) a magic academy of some sort. It seems quite a chaotic place, with dark magicians and their apprentices roaming the campus and buildings of the academy.

I wonder if you can come up with some more information/stories about this magic academy, or other academies in the realms of Tibia other than the academy of Edron.

☐ 09.09.2013 23:41:32

Post #35415575

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Welcome to the university of Magic at Yalahar!

Despite the terrible rumours, our main halls are not "all" destroyed by the explosion.

The djinns are not at complete war (though there are some skirmishes, but stuff like that happens.)

The so-called portal to hell is merely a rather large hole in the ground with some rather overgrown animals (that should stay very far from, for reason that we shall not explain.)

Our greatest teachers are not cultists and madmen, they are merely excentric.

Also, our headmaster is not a maneating dragon...all the time. He only eats those with bad grades.

So join our great academy at Yalahar!

PS:

Did we mention that the enrolling fee is very cheap?

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

☐ 02.10.2013 21:52:25

Post #35491621

Rabirius

Inhabitant of Antica

Vocation: Druid

Level: 28

Hermit of the [Tribe](#) (Begging monk)

Posts: 317

What can you tell about Alawar, the warlock of Senja?

Well, let us look at what we got first:

1. Alawar got a castle on Senja.
2. He has a treasure room in said castle.
3. He has minotaur mercenaries guarding it. Along with an unreasonable amount of magic fields.

From these three statements we can assume that Alawar is a rather intelligent sorcerer/warlock who is diplomatic enough to talk minotaurs into guarding his treasure and yet cunning enough to further guard his treasure room with magic.

I assume that he is somehow a lord over Senja and taxes the inhabitants there.

Now here is an interesting thing:

In Thais there is something called Alatar lake, named after a powerful sorcerer who have taught Loria everything she knows.

Alatar is also the author of the book, "Alatar's world of pure magic - the arcanic power" which can be found in the mad mage room.

Now, this is just a theory, but could Alatar and Alawar be one and the same? Do a powerful sorcerer under Thaian rule live a double life as a warlock in the frozen norths?

Even further, could Alatar in reality be the prisoner in Mintwallin suffering from amnesia?

Are these three the same person or are they all separate?

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

📅 20.10.2013 19:55:28

Post #35546481

Rabirius

Inhabitant of Antica

Vocation: Druid

Level: 28

Hermit of the [Tribe](#) (Begging monk)

Posts: 317

That's an interesting theory, I always wondered about the similarity of Alawar and Alatar.

Rabirius, the wandering begging monk.

📅 10.11.2013 13:44:47

Post #35612515

Rabirius

Inhabitant of Antica

Vocation: Druid

Level: 28

Hermit of the [Tribe](#) (Begging monk)

Posts: 317

Zhandramon!

Zhandramon, a mighty warlock of Demona and author of numerous books. What story can you tell about this mysterious magician, Julien?

Rabirius, the wandering begging monk.

📅 15.11.2013 13:47:07

Post #35629986

Rabirius

Inhabitant of Antica

Vocation: Druid

Level: 28

Hermit of the [Tribe](#) (Begging monk)

Posts: 317

So was this thread given up? Too bad, it was in my opinion one of the more enjoyable threads here on the roleplaying boards.

I hope Julien or anybody else will come up with something related to continue it.

Rabirius, the wandering begging monk.

📅 27.11.2013 18:16:02

Post #35671212

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Ah, sorry, I have been busy with various stuff and with my job taking much out of my time, there's less time for other projects.

Without going too much into it, I would say that Zhandramon is having a rather high position within the warlock community, possibly having the responsibility for making sure that their defenses are in order in addition to his usual research.

Considering that he is the author of books regarding the history of ancients and the maps of Demona, it is possible that he is one of the early founders of the place.

It is quite hard to get a good grip on how the population of Demona works. Do they accept people into their fold? Do they perhaps have unseen wives? (or bearded ones whereas they raise their children...)

It is however clear that practitioners of magic have a prolonged lifespan. With magic in their grasp, such trifles as a broken hip can easily be fixed.

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

📅 27.11.2013 20:49:58

Post #35671683

Rabirius

Inhabitant of Antica

Vocation: Druid

Level: 28

Hermit of the [Tribe](#) (Begging monk)

Posts: 317

The miraculum is a curious item indeed. It seems to dissolve spontaneously into a cloud of dust and reconstruct itself to its previous, star-like shape within seconds.

It is also known that these mysterious objects are carried by stalkers around quite frequently. Might it be that these appearing and disappearing things are somehow connected to the stalkers' prominent ability to turn themselves invisible to human eyes?

Where might these items come from, who might have crafted them? And what unique magic might be inherent in these miracula?

Rabirius, the wandering begging monk.

▣ 13.12.2013 00:19:48

Edited by Rabirius

on 13.12.2013 00:23:52

Post #35723441

Rabirius

Inhabitant of Antica

Vocation: Druid

Level: 28

Hermit of the [Tribe](#) (Begging monk)

Posts: 317

This compilation of roleplaying-related infos does not deserve it to be deleted.

Rabirius, the wandering begging monk.

▣ 11.01.2014 13:42:43

Post #35812197

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Vocations and their role in war:

Though there are mostly peace throughout the kingdom of Thais nowadays, there was a time when fighting was most dire.

Today there are four schools of fighting that adventurers go through, but it shouldn't be forgotten that these four also had their roles on the battlefield.

In the history of Thais, there has been many enemies, but one of the first and most dangerous were those of the orcs. With a lack of cavalry, one would think that they would suffer a great disadvantage on the battlefield, but the orcs they were fighting against didn't have any long range attackers such as bowmen or crossbowmen.

Thus generals of the Thaian army could pick at Orcish armies from a distance and force them to close the distance while peppering away at them with arrows and magic.

With shield, spear and a sword, the Thaian army would have its knights and soldiers in front, taking the blunt of the charging horde and breaking their front lines.

Usually nobles of the surrounding countries would gather their men to make up a small army before joining together and combining to make an army big enough to face the orcish force. Thus, it isn't unusual for the men to have a wide range in the quality of their equipment. The ones who had joined battle before would most likely have better stuff, while the newly recruited ones were just given the essentials.

Crossbows are hard to manufacture, and thus ranged companies would most likely have a bow to shoot at the enemy. A company of paladins would stand in front of the army at first, shooting at the enemy, and then retreat as the army approaches. Depending on the wealth of the levies, the quality of their equipment would also vary a lot.

It wasn't uncommon for the paladins to be carrying a melee weapon in the case the battle dragged out and the ranged weaponry ran thin. In worst case scenarios, they would pull their sword and flank the enemy.

With a safe distance from battle, sorcerers and druids would have their position. It takes years to become a good practitioner of magic and thus the value of such a person is not something to throw away at the front of the battle. (Noted: Frontliner mages exist, using wave spells to crack the vanguard of the charging enemy. They rarely stay there however.)

In times past, orcs would outnumber humans on the battlefield, but sorcerers have a wide range of spells. In the heat of the battle, large spells could be used in the middle of the enemy (making sure not to hit your own allies), or to use pinpoint strikes towards the leaders of the enemy. Nothing strikes fear into the enemy like seeing their general having a large burning hole in the middle of their chest. (Note: Leaders usually have armor that can reflect most spells, but not all.)

Behind the frontlines, but not far from it one would see the druids.

These practitioners of magic would use their skills to heal the wounds of the tired soldiers, enabling them to cast themselves into the fray once more. Though able of offensive magic, they are not used to the same extent, but it all depends on the type of battle that is fought.

It should be noted that both druids and sorcerers would have their own personal guard that could in the face of a crisis protect them long enough for them to retreat to a better position.

Though not often spoken of, there are times when the army must retreat, and at such times the

mages ability to create walls are most valuable. Magic walls for the sorcerer, and a wall of thorns for the druid.

Halting a charge has allowed many soldiers in the past to rally from a rout and perhaps turn defeat into victory.

Conclusion:

Though vocations have many skills and weapons, it is considered most wise to not exclude any from battle, but instead using them all to the best of their abilities.

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12.01.2014 11:26:01

Post #35815102

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

A chapter on equipment:

Leather helmets were used to protect the head from blunt objects, swords and arrows.

Though not the most protective of helmets, it was a lot better than walking into battle without anything to cover your head.

In addition it was a lot lighter than its metal counterparts. Leather is also easier to come by than metal.

Chain helmet, or chain coifs.

The pieces of armor were constructed by interlinking many smaller chains and it would cover the head and top of the shoulders.

It provided good protection against bladed attacks, but was weak against hammers and blunt objects.

Spears and lances would also be a danger as they could pierce through, though it depended on the size of the chains.

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

12.02.2014 10:09:12

Post #35915068

Duke Belsazar

Inhabitant of Antica
Vocation: Sorcerer
Level: 88

Tolan Roshak of the [Mercenarys](#) (Lich)

Posts: 645

I've been following with interest your thread for quite some time. I think several parts of it would make actually good in-game books, just as the chapter that you begun now on equipment pieces. I hope you don't mind if I take some of them to fill my bookshelves.

Yours,

Duke Belsazar, the Lich

Tolan'Roshak of the Mercenarys

▣ 14.02.2014 19:41:14

Edited by Duke Belsazar

on 14.02.2014 19:41:27

Post #35922572

Julien Brightside

Inhabitant of Dolera
Vocation: Sorcerer
Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Feel free to use them in books in Tibia. That would be awesome.

Do write my name in them if you want to, that way I'll be remembered.

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

▣ 14.02.2014 23:37:28

Post #35923090

Julien Brightside

Inhabitant of Dolera
Vocation: Sorcerer
Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Studded helmet:

A leather helmet with studs in it. The stud may be in hard leather or some type of metal.

The studs can be both decorative and be used for an increase in defense as it makes the helmet harder to pierce.

It is lighter than a chain helmet and may be used by soldiers who do not have the metal necessary to make a chain coif.

Brass helmet:

The brass helmet is also known as a kettle hat due to its similarity with a kettle when turned on its head. Its wide brim was forged as to add extra defense to soldiers.

Due to its design it gave a good protection against blows from above, this including cavalry swords, projectiles in the form of arrows and dropped stones.

The helmets are also popular among infantry as the wide brim shields the eyes from the sun.

The material brass is an alloy made of copper and zinc and was found to be cheaper to make than steel.

(If you guys are more interested in armor and stuff, do search for helmets on Wikipedia. That's where most of my info comes from.)

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📅 06.03.2014 15:34:40

Post #35977926

Rabirius

Inhabitant of Antica

Vocation: Druid

Level: 28

Hermit of the [Tribe](#) (Begging monk)

Posts: 317

Legion helmet:

An unusual helmet, forged of iron in the days past. Shaped unlike most other helmets in Tibia, it is composed of a rounded cap, a spectacles-like guard around the eyes and a long nose guard which form altogether a sort of mask which covers the wearer's upper face. Additional to this a neck guard made of chain mail is attached to the back side.

It is unknown who crafted this type of helmet, but as the name suggests over time numerous of these helmets have dug out. A notable concentration of findspots on the isle of Rookgaard suggest that its creators once inhabited this place, where it is still often worn by the locals when they get their hands on an exemplar.

Rabirius, the wandering begging monk.

📅 04.04.2014 00:02:09

Post #36054966

Rabirius

Inhabitant of Antica

Vocation: Druid

Level: 28

Hermit of the [Tribe](#) (Begging monk)

Posts: 317

How about Zarabustor, the infamous warlock who can summon djinns to aid him whenever he wishes?

Rabirius, the wandering begging monk.

📅 03.05.2014 13:28:42

Post #36128085

Ulric Von Gerwulf

Inhabitant of Astera

Vocation: Paladin

Level: 82

Posts: 1951

Originally posted by Rabirius on 03.05.2014 13:28:42:
> How about Zarabustor, the infamous warlock who can
> summon djinns to aid him whenever he wishes?

He summons djinn? Remarkable indeed.

📅 03.05.2014 13:49:12

Post #36128106

Anita the Piratess

Inhabitant of Honera

Vocation: Knight
Level: 29

Posts: 529

gimme a hug

Originally posted by Ulric Von Gerwulf on 03.05.2014 13:49:12:

> *Originally posted by Rabirius on 03.05.2014*

> 13:28:42:

>> How about Zarabustor, the infamous warlock who can

>> summon djinns to aid him whenever he wishes?

>

> He summons djinn? Remarkable indeed.

📅 03.05.2014 14:59:25

Post #36128192

Ulric Von Gerwulf

Inhabitant of Astera

Vocation: Paladin

Level: 82

Posts: 1951

<HUGGG>

LOL 😄

📅 03.05.2014 20:51:50

Post #36128898

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

I have wondered and pondered upon if Zarabustor was inspired by the old prophet known as Zarathrustra.

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📅 04.05.2014 02:19:45

Post #36129535

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Related to RP, this should stay up a bit longer.

Sorry guys for not having anything related to roleplaying in this post.

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📅 01.06.2014 16:53:57

Post #36200196

Rabirius

Inhabitant of Antica

Vocation: Druid

Level: 28

Hermit of the [Tribe](#) (Begging monk)

Posts: 317

To throw a topic into the room, the recent Drefia revamp made me curious. Seems that despite the fall of the city itself the necromancers still keep up quite an organized lair in the catacombs of the town.

Libraries, sleeping rooms, lecture rooms, it seems that they established themselves a sort dark magic academy, instructing the apprentices in necromancy and other forbidden arts.

When there is an update that expands an area, do you imagine that it was always like this, or that the new stuff actually happened over time?

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📅 20.07.2014 00:46:25

Post #36304605

Rabirius

Inhabitant of Antica
Vocation: Druid
Level: 28

Hermit of the [Tribe](#) (Begging monk)

Posts: 317

I think it fully depends on the content that has been changed.

If new buildings appeared at old locations, as the horse stables at Thais and Venore for example, I assume that they have been build just recently.

I think it's also acceptable to assume that some revamped locations used to look differently in the past.

Take Venore for example, where the old, simple, grey stone buildings have been replaced by lavish mansions and merchant houses.

Even the great Venore had to begin humble at some point. As the city made in the course of time its fortune with spice trading and other commerce, the humble shops and dwellings of the old Venore were slowly replaced by the splendid buildings we see today, reflecting the growing wealth of its inhabitants.

Other cases are more tricky, as the Drefia revamp for example. As nobody would make the effort to renovate a place of deserted ruins, which are anyways half-sunken in the sand, we have to assume that it always looked more or less as it is now.

Of course the circle of necromancers, which still inhabits the remains of Drefia, might have made some changes in the appearance of the catacombs to suit more their needs, for example erecting dark statues and skull pillars.

Rabirius, the wandering begging monk.

📅 20.07.2014 19:05:33

Post #36305976

Julien Brightside

Inhabitant of Dolera
Vocation: Sorcerer
Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Hmm, Drefia and Ghostlands could be ruins with the idea that when one first visited, magic was in place to hide its real appearance. Thus in the later years, adventurers has discovered more and more of it.

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21.07.2014 23:01:38

Post #36308451

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Reasons why creature illusion doesn't fool anyone:

1. The smell of human is still very much present.
2. There is magic detected that certainly make anyone suspicious.
3. Many creatures can see a spectrum of light that does not in fact work on the same level that the illusion works.
4. You don't act like a rat/troll/orc/etc and thus become very suspicious.
5. In most monster societies, there is a lot of infighting, and no one likes the new guy.
6. You make sounds that are very non-monsterish. The clanking of armor as you walk past the nude trolls do make them suspicious of you.
7. Attempting to convince said monsters that you are in fact not a human in a disguise usually falls flat as most monsters do not speak human language. (They are however more than willing to give human tongue a chance...for dinner.)
8. The footprints you leave behind rarely match the feet you pretend to have.
9. The amount of dead bodies around you doesn't help either.

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10.08.2014 22:44:30

Post #36365257

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Tibia as a time consuming activity doesn't really hold much priority in my life as of late, yet I refuse to let this piece of roleplaying vanish into oblivion.

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08.09.2014 12:13:25

Post #36434066

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Discussion:

Go gods consist of the same material or do they consist of different materials?

All Tibians live on the dead body of Tibiasula who was killed by a blade from Zathroth.

Zathroth made his blade from hatred, but is it a divine trait that one can make ones thoughts physical?

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

08.10.2014 11:43:51

Post #36501393

Zyro'flame

Inhabitant of Luminera

Vocation: Master Sorcerer

Level: 404

Watchful Overseers of the [Road of Glory](#) (Luvs Rice)

Posts: 2853

One day, Zoltan was experimenting with the mighty spell Armageddon but unfortunately he was not skilled enough in magic that he unleashed a terrible explosion and destroyed the entire Edron.

09.10.2014 23:32:19

Post #36505878

Doctor Brainless

Inhabitant of Inferna

Vocation: None

Level: 4

Posts: 2217

'By Tibianus' beard, what have I done!', he screamed out. In the moment, when the tremendous explosion reached its climax, engulfing the world around him in fire and death and colouring the sky red, he jumped up.

Drenched in sweat, with his hair and beard tousled, Zoltan was in his bed. Around him was no fire, just the marble-white walls of his bed chamber. He sighed in relief. 'Thank the Gods, it was but a nightmare!'

Thoughts about his terrible dream haunted Zoltan for the rest of his day, though. Having still clearly the images of the dreadful annihilation of Edron in his mind, he came to the conclusion: 'Perhaps it is not so bad that the position of the teacher for this particular spell is still vacant. For even we are not ready yet to handle all magic. To know the boundaries and limits of one's own capabilities is what makes the difference between a wise sorcerer and a madman.'

'You will never find a more wretched hive of scum and villainy.'

📅 09.11.2014 03:00:26

Edited by Doctor Brainless

on 09.11.2014 03:01:37

Post #36577709

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Needles, thread and exercise,
A Necromancers guide to keeping your body together.

A hundred uses of fireballs,
A Pyromancers guide to camping.

Singing in the rain,
A biography from a hydromancer.

The art of breaking wind,
An aeromancers guide to windmanipulation.

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

28.11.2014 15:32:00

Post #36620766

Caipira on Chimera

Inhabitant of Justera

Vocation: Knight

Level: 150

Dementores of the [Old Union Nopalapan](#)

Posts: 906

(Only to continue this post), dont let it die...

And julien u are very rpg I have a char in dolera and i saw u in ab and we talked something that i cant remember... <3

\Since 2005

Caipira on Chimera. all rights reserved

25.12.2014 18:38:13

Edited by Caipira on Chimera

on 25.12.2014 18:38:27

Post #36675908

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Sorry for the late reply Caipira.

Do you remember when it was that we talked?

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

20.01.2015 12:12:30

Post #36726549

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Too stubborn to let it die just yet.

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

18.02.2015 23:18:47

Post #36789580

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Has anyone in this forum visited Rathleton?

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

17.03.2015 21:30:06

Post #36839970

Rabirius

Inhabitant of Antica

Vocation: Druid

Level: 28

Hermit of the [Tribe](#) (Begging monk)

Posts: 317

Unfortunately I was too low leveled to dare a journey to this town.

Rabirius, the wandering begging monk.

📅 17.03.2015 22:33:59

Post #36840071

Miujau

Inhabitant of Antica

Vocation: Elite Knight

Level: 275

Leader of the [Red Rose](#) (Red Warlord)

Posts: 63

I have indeed Julien. How can I help?

Stay humble!

📅 18.03.2015 02:51:34

Post #36840337

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

How would you describe your visit there?

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📅 18.03.2015 09:30:46

Post #36840541

Miujau

Inhabitant of Antica

Vocation: Elite Knight

Level: 275

Leader of the [Red Rose](#) (Red Warlord)

Posts: 63

At first sight it looks really dangerous, and it sure was. Exciting for sure!

After exploring more or less the whole city, even the darkest caves. I've come to the conclusion that it might be the best town to live in if you like glooth.

Stay humble!

🕒 18.03.2015 16:23:52

Post #36841058

Rabirius

Inhabitant of Antica

Vocation: Druid

Level: 28

Hermit of the [Tribe](#) (Begging monk)

Posts: 317

Even though it does not have much to do with magic, I'd still like to throw a topic in: Yasir. I always wondered where he can come from, why he is so rich in coin and why he is so eager on buying all Tibian creature products.

Rabirius, the wandering begging monk.

🕒 21.03.2015 13:03:06

Post #36845922

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

It wouldn't be too far out to believe that Yasir has some backing in his nomad friends in Darama.

A trader has his contactas after all and alchemical products can be used to make potions and magic that has worth that far outweighs the sum of its ingredients.

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

🕒 20.04.2015 15:40:27

Post #36893377

Rabirius

Inhabitant of Antica

Vocation: Druid

Level: 28

Hermit of the [Tribe](#) (Begging monk)

Posts: 317

I also considered if he might not have a Darashian or nomadic background, judging by his appearance. But the fact that he speaks apparently only his language made me doubt, since the nomads or Darashians don't seem to speak a foreign language. Or maybe they simply don't use their language in the presence of foreigners, thus we never came to witness it. So who knows.

The best guess is that he either hails from somewhere in Darama or from a yet undiscovered land in the east.

Darashia do seem like a very cultured country, so I guess if they have a very good education system, they are able to speak to foreigners whenever they appear and talk to them in their own language.

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☐ 19.05.2015 21:39:50

Post #36950864

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Do you suppose the dwarves have their own language, but they don't speak it whenever humans are around?

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☐ 19.06.2015 23:33:54

Post #37009579

Rabirius

Inhabitant of Antica

Vocation: Druid

Level: 28

Hermit of the [Tribe](#) (Begging monk)

Posts: 317

Could be possible, as many other races have their own languages, like orcs, elves, beholders, and demons.

It's hard to find solid hints, though. Fact is that all books in Kazordoon are written in human language, so are the signs that give directions to all the places in the town. That would mean that if the dwarves would have an own language they'd be either very secretive about it or that it would be so uncommon even among dwarves that they use the human language for things that must be understandable to all dwarves and foreign visitors.

Maybe it's an old language that somehow became uncommon, so that most dwarves nowadays don't even know it. Kinda like scottish gaelic is the native language of the scots, yet just a minority of scots actually speak it nowadays, while most speak the far more common English.

I can imagine that the native dwarven language is still used in the higher ranks of dwarven society, like among the priests, nobles and the emperor.

Considering the vast and secret knowledge of the dwarven pyromancers, geomancers and technomancers I wouldn't be surprised if they'd talk and write about these matters exclusively in an old language that isn't even understood by all dwarves, let alone foreigners.

Rabirius, the wandering begging monk.

📅 22.06.2015 21:30:19

Post #37014255

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

IN an out of character notion, I believe that one of tibia.com forums worst faults in the form of RPG is that the threads are deleted after a certain amount of time.

How many good stories are lost this way I wonder...

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get

hacked.]

☐ 30.07.2015 00:23:58

Post #37081108

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Anyone got a good idea why Gargoyles drop potatoes?

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

☐ 28.08.2015 12:54:03

Post #37127918

Dante Szyvladzka

Inhabitant of Calmera

Vocation: Elder Druid

Level: 496

Commander of the [Wanted](#)

Posts: 247

Originally posted by Julien Brightside on 28.08.2015 12:54:03:

> Anyone got a good idea why Gargoyles drop potatoes?
they used to be butchers on past? lmao

TibiaEvents Team.

☐ 30.08.2015 02:27:50

Post #37130368

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

How tall are different creatures in Tibia?

I like to believe that the average cyclop is twice or thrice the height of a grown man. A behemoth could easily be three times the size of a cyclop again.

Demons probably fall somewhere inbetween.

Stone Golems and earth elements are probably the size of cyclops, though Massive Earth elementals could be the size of a Behemoth.

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

📅 28.09.2015 23:29:00

Post #37175615

Rabirius

Inhabitant of Antica

Vocation: Druid

Level: 28

Hermit of the [Tribe](#) (Begging monk)

Posts: 317

I always took the creatures as they were represented in game. A behemoth is in my eyes not particularly higher than a cyclops, nor is a demon. Spiders happen to be much larger than dogs and cats in the Tibian universe, even though there also exist tiny insects and arachnids just as in real life.

It seems that size does not reflect the raw strength of any being in Tibia, for there are humans who can easily withstand the punches of juggernauts and can carry thousands of ounces of weight.

Rabirius, the wandering begging monk.

📅 07.10.2015 02:08:06

Edited by Rabirius

on 07.10.2015 02:13:17

Post #37186858

Rabirius

Inhabitant of Antica

Vocation: Druid

Level: 28

Hermit of the [Tribe](#) (Begging monk)

Posts: 317

Are blank runes polished tablets of regular stone that have been enchanted to be light in weight and capable of storing magic spells?

Or are they actually made of a special type of rock that is lightweight in nature and has magical properties?

Rabirius, the wandering begging monk.

📅 10.10.2015 02:07:53

Edited by Rabirius

on 10.10.2015 02:10:26

Post #37191571

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

I have never heard of there being runestone mines, but there's nothing stopping the runes being made from a particular piece of rock that can be quite common.

They don't have to be enchanted to be lightweight, they could just be small and thin enough to fit in your hand.

Not too thin though, don't want to snap the runes while they're in your backpack.

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

📅 01.11.2015 12:41:47

Post #37223782

Rabirius

Inhabitant of Antica

Vocation: Druid

Level: 28

Hermit of the [Tribe](#) (Begging monk)

Posts: 317

A wizard called Hrmumundus Grofrukle apparently knew 1001 ways to use energy beams...

Any ideas what energy beams could be good for other than grilling meat or your foes?

Rabirius, the wandering begging monk.

☐ 26.11.2015 21:11:31

Edited by Rabirius

on 26.11.2015 21:11:48

Post #37263052

Julien Brightside

Inhabitant of Dolera

Vocation: Sorcerer

Level: 56

Dragonborn of the [Order of the Dragon](#)

Posts: 6020

Eye surgery maybe?

Probably a lot of different laser surgery in small amounts.

Landscape decorating on grand scale?

Pruning bushes?

Getting kites out of trees?

I can't help but imagine a wizard going around, blasting energy beams everywhere. Sure, it solves your problem, but it kinda destroy everything at the same time.

On a different topic:

I kinda imagine there being women visiting the illegal pub beneath Carlin. Those women wear fake beards, put on heavy accent and go:

"Why hello there fellow man-person. Let's share a beer together!"

(Ever seen Monthy Python?)

Julienbrightsidesart.blogspot.com [Do not look at external websites. Your account could get hacked.]

☐ 26.11.2015 21:28:17

Post #37263078

Rabirius

Inhabitant of Antica

Vocation: Druid

Level: 28

Hermit of the [Tribe](#) (Begging monk)

Posts: 317

True, I assume one can scale down the energy beam. A full energy beam like used in combat would probably blast delicious meat into a pile of charred mince meat.

About the underground bar of Carlin, I assume even unmasked women would be welcome, as long as they pay and don't reveal the secret to the authorities.

Rabirius, the wandering begging monk.

📅 27.11.2015 17:00:46

Post #37263988

Rabirius

Inhabitant of Antica

Vocation: Druid

Level: 28

Hermit of the [Tribe](#) (Begging monk)

Posts: 317

While it is stated that a firesword's blade is a magic flame, I believe that it is actually a regular sword shrouded in magical fire.

A sword purely made of fire, even magical one, would indeed look very impressive and would also be incredibly light, but it would lack any slashing- and piercing capabilities, as it would not be made of solid matter, but just fire.

A foe assaulted with a weapon of pure fire would certainly get severely scorched, but no direct wounds.

Parrying would also be impossible, an enemy's weapon would simply go through the fiery blade rather than being blocked by it.

The fact that the fire sword deals mostly physical damage and that it can also be used for blocking strongly suggest that under the magical fire must lie a solid blade. It is very similar to an ordinarily enchanted weapon, with the exception that its pyromantic enchantment is permanent.

Unless, of course, that magical fire can assume the properties of solid matter.