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Spires of agartha discord

Random offline Administrator From trenchy black markets to the glamour of auction houses, sometimes something very valuable appears for sale. Only those coins can make such purchases. Collect your jewelry and see what you can afford... Process: 1.) When making a purchase, you need to write the RP of the trip and send it to me in strife. 2.) The price of the item varies. You roll for it while you're being observed. It must also have the maximum number available in coins. 3.) A little narration is followed and you can get there with the item in exchange for the coins. Spire Shard - 100,000 Arcanium Ore - 10,000 Water Lotus Flower - 10,000 - 15,000 Random Offline Administrator Pinning it. So far the wealthy inhabitants of Agartha have collected: 1 Spire Shard 2 Rare Memories 6 Arcanium Ore 1 Water Lotus Flower Josh offline I'll be assisting with black market deals as well. Still follow the process. Feud: geedal5178 Chance offline administrator On spire shards: Gems with boundless opportunity and color, brought to markets by bold adventurer groups and commercial businesses. As the infrastructure of the various Agarthian cities improved and constant, keeping up with the demand that brought the tower shard supply was difficult: market prices are skyrocketing and supply is short! Even the boldest organizations are wary when it comes to a towering shard hunt. In the year 1492AC only, there were seven magi-deaths on the outer islands in search of these illusoric stones. As the coin flows in, the appetite for hunting for tower fragments does not. OOC: You only get one shard of tower per year, on the last day. Please contact me personally about the Feud if you'd like to put your name in the hat. Josh offline Arcanium is now 10k each. [Eternia 3: Esshar Chronicles | Year 1821 AC] Logged in: 52 players [See list] AnMnouse, BabyFatJesus, Bankadoof, BigBossRabbit2, CountGabriella, Cpt. Prinyr, Didosforte, Dinoslash, DiXoNoK, DizzyMister, Dlmmere, DoodlebugXD, Fatalbert3318, HandsomeMystery, Blizzard, lopkae, JourneyToTheSea, Killk123, Knouli, LeapFamiliar, Leijonair, MaidMurder, Mimickry, Minerva MutesToCry, Neps, Oyedboats2, Person-Chan, Retail Row, Ronarck, Rudedog0004, Rwby2sday, Semorererith, Shmook, Skarnerrr, Skeeper04, Someoneidk, Tayuushii, TylerTheCreatorsSon, Upset Toaster, Very Aggressive, Wtshsiro, ZGunnerX, Zorgonas, ZuriXD, 7 private Lore: Discord Server: The game takes place in the Kingdom of Esshar, the capital of Osrona. This vast, medieval-themed area is the main hub of role-playing in the world; this glitter is the high rise of noble estates, castles, and theaters, but there are slums on the edge of the walls and underground sewer system that is labyrinth-like and expansive. There are well over Buildings are mapped in the city alone to give you an idea of the scope of it all. But most of you are reading this already know and have been watching the development of the world over the past few months! On November 15, we begin to process the roles that will be organizing the start of the game. More information to come then. Be sure to check out the FAQ if you haven't done so. Friday, November 22. Updating Eternia: Spires of Agartha and Eternia: Esshar's chronicles involved a number of additions and changes. Here's the big part: Major Map: Buildings now look to the map editor instead of giving birth in-game. This gives us a lot more creative freedom than the old system allows. Players interact with the door of an available building to claim the property, which has an up-front cost and daily cost that can be paid up front for up to 30 days. They can give permission for other characters to decorate, lock/unlock the door, farm, and pay for maintenance costs. The generated money goes towards the ruling guild bank in the area, which admins can also look for in the game. Tome-type items that act as a mini magic tree instead of the old magic tree menu. You can use them to achieve most of your abilities. There are public tomes sold by a broker that is easily accessible (primary elements, and physical struggle), and all tome type elements are character bound. The combination elements have been removed in favour of specializations. There are four main elements (Air, Earth, Fire and Water) and each has many improvements. You can attune the item by purchasing the opener, which is a passive ability/lower stat boost, you can advance that tree or jump right ahead to a specialization. The initial investment costs are quite high; attuning 20RPP and the opening of the specialization is 30RPP. Quote: Air: Lightning, Sound Earth: Crystal, Bone, Metal, Sand, Nature Fire: Explosion, Magma, Plasma Water: Blood, Ice Armed - Physical Hand Hand - Physical Time Illusion Gravity Energy Cosmic Holy Occult Light (available through sacred or cosmic) Shadow (available through Illusion or Occult) Abilities are categorized to the following levels: Basic, Intermediate, Master, Sublime, and Myths. Basic capabilities are available as long as you have the pre-req (usually elementary tuning or tree opening). The intermediate requires that at least 60 points be spent on the tree. Master / Loft / Mythical are capabilities that are provided through application approval. There is a Mentor role in the game that can teach you basic and intermediate skills, as long as the goal meets pre-req and has the available RPP. They enter the reason that is in the player's logs and the skills they taught and to whom. Melee and strength are now one master, Power. All from the power supply. If Fatal Strike and Fireball are on the same hotbar, they will both scale through Power. Mana now drains as a % (something). The characters start at 100, and the casting capabilities start from 5 to 20. Mp quickly regenerates and buffs do not turn off when they hit 0. A lot of new sprite objects and tilesets to map out the new world, which you level designers to thank - you can follow/see the progress from start to finish on the developer server. There are about 60 new abilities and changes/updates to almost every spell available in the game. Hotbar slots fell to 12-10 as the former had too much of a more centralized approach to magic and higher costs. The two available slots can be used as magic storage. Most tournaments have been removed from the game to prepare for future content in this area and to provide a much needed palette cleanse. Human, drakanite, and beastkin are the available options. Competitions no longer have additional costs to spell trees, but all are neutral, and people get a free passive stat bonus to make up for the lack of racial wood. Beastkin subspecies: Felines (cats), Kitsune (fox), and Ookami (wolf). Drakanit is a primary species and has no subspecies. It uses the traditional wing spread. Minor Medic heals the temporary injury time remaining at 50% rather than immediately removing it. Prefix: /team <number>; you will not harm anyone in the same team, things like the boss fighting at events. Prefix /quote, opens a color circle that allows you to set the font color that can be used automatically in dialogs on the RPs. If you target someone while whispering, you must send the message directly to him and no one else (by default, normal whisper range is when there is no tile inside). 'Player1 whispers to Player2' /whisper2, /w2 command that's a whisper with a 2 tile range. Prefixes for administrators (/tplayer, /tmob, /xyz, /ghost, /assess, /ban, /unban, /announce, /revive, /sobject, /smob, /shutdown, /summon, /edit.) Age is now displayed as a range, not as a specific number. So at 13-17 it's Teenager, 18-27 Young Adult, 28-45 Adult, etc. There's an in-game option to zip up your logs and download them. It is much less painful than opening individual files and copying pasting as before. There is a diary that you can edit and track iad about your progress. Administrators can view it and leave notes. Depending on the damage caused by the physical attack, dust clouds and shock waves are generated automatically. Dust clouds also arise during each knockback. Sets up the map editor to give you all the options you need to create your own project for the map, which will be improved and maintained after release. A can't be undone unless you have the unique label. This is to give more weight to more RP-related weapons. 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Eating food now gives you a 24-hour vitality bonus that doesn't accumulate. This bonus scales the cooking level. The higher the farming level, the greater the chance that a seed will return to you after harvesting the crop. The stock of non-subscribers has increased from 12 to 30. In RP, the character count contributes to how many activity points have been scored to a certain degree, although it has a cap and is more of a bonus than the main modifier. After a dangerous RPB, the winner loses the entire HP for 3 hours, depending on how low their opponent has received them. This is at least 5%, and no more than 20%. The amount is displayed in the LOOC. Page 2 Lore: Discord Server: game takes place in the Kingdom of Esshar, the capital of Osrona. 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Page 3 Chronicles Esshar's Profile of Chance Reputation Report Pages (181): 1 2 3 4 5 ... 181 Next »

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