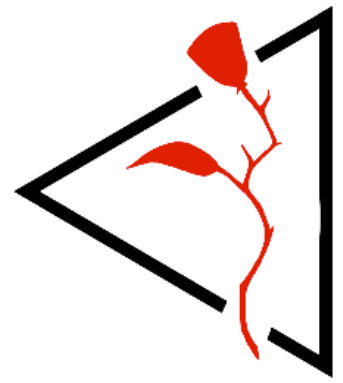
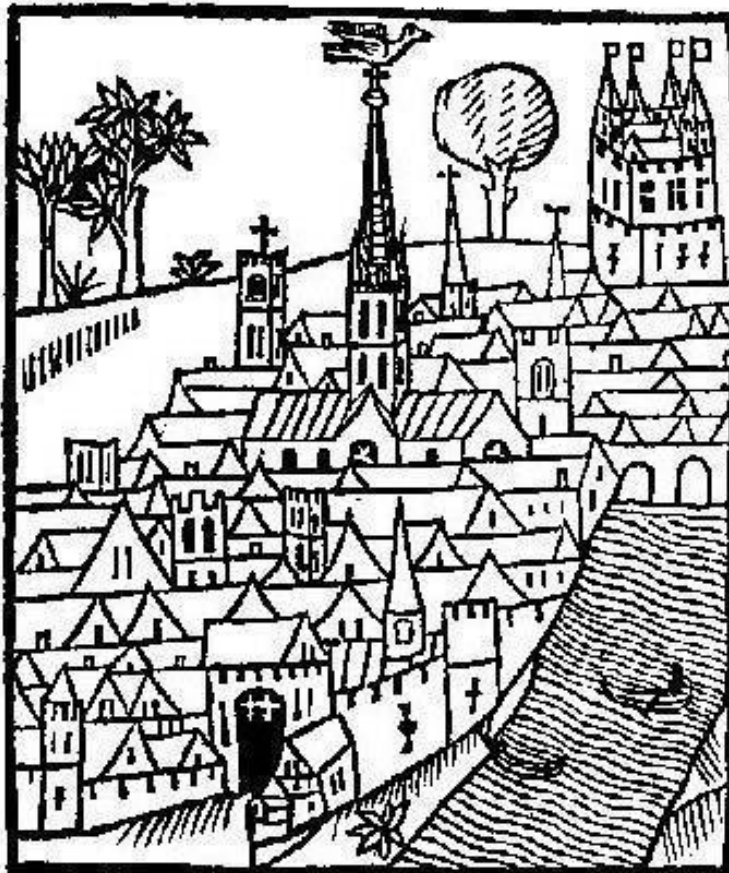


# Underworld LARP

## Book of Soul Fragments

### V.1.9

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# Chapter 1: INTRODUCTION

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The Book of Soul Fragments is a set of rules and policies that act as a supplement to the Core Rulebook for Underworld LARP. It contains special classes, races and abilities that can be purchased with soul “frags” – special reward points given for donations, volunteering and other ways of giving back to the game.

This Book of Soul Fragments contains a list of renowned classes, rare races and other skills and abilities that, for a cost, will allow a character a little more personalization. They are not necessarily more powerful than those found in the Core Rulebook but they can help define your uniqueness. The majority of everything in this Book of Soul Fragments or “Frag Book” has two separate costs: one cost is in Soul Fragments or “Frag” and the other is in Character Points or CP. A “Frag” is an out-of-game (OOG) currency that allows our dedicated and loyal players access to OOG and IG (in-game) bonuses. It is our thank you to the players who continually volunteer and donate. Item donations as well as labour are all handled on an individual basis from guild to guild, but for a basic guideline please refer to Chart 1-1.

Frag may only be spent at Logistics at the start of each game or via the online database. All purchases, including race purchases, are considered used upon purchase. That is to say, if you wish to buy two of the same skill or ability then you must pay both the Frag cost and the CP cost each time. Local Guilds may have specific policies regarding race restrictions or the number of consecutive times you can play the same race. To see a full list of available purchases and their associated costs, please refer to Chart 1-2.

<b>Task</b>	<b>Soul Frags Earned</b>
Per \$3 Donated	1
8 Hours Labour	25

Chart 1-1



Skill	Frag Cost	CP Cost			Pre-Req	Self Taught?
Race: Uncommon	75	OOG Skill			None	Yes
Race: Rare	150	OOG Skill			None	Yes
Race: Obscure	250	OOG Skill			None	Yes
Spiritual Guidance	35	OOG Skill			None	Yes
Spirit. Resolve 1 <sup>st</sup>	125	OOG Skill			None	Yes
Spirit. Resolve 2 <sup>nd</sup>	250	OOG Skill			None	Yes
Skill Remort	250	OOG Skill			None	Yes
Restricted Remort	750	OOG Skill			None	Yes
Vocation	150	OOG Skill			None	No
Sucker Punch	30	All-65			Rogue	Yes
Thieves Cant	20	All-25			Rogue	Yes
Tumble	30	NB-65	AS-65	WH-50	Rogue	Yes
Escape	20	50			Rogue & Locksmith	Yes
Riposte	75	150			Rogue	Yes
Battle Field Repair	50	All-30			Warrior	Yes
Cripple	30	All-40			Warrior	Yes
Dirt in the Eye	30	All-45			Warrior	Yes
Trip	20	All-30			Warrior	Yes
Whirlwind of Blows	40	All-75			Warrior & Flurry of Blows	Yes
Decapitate	75	All-150			Warrior & Slay	Yes
Rite of Retaliation	50	All-20			Scholar	Yes
Combat Wizardry	50	All-50			Scholar & Self-Mutilate	Yes
Spell Versatility	Slot + 10	All-Slot + 10			Scholar	Yes
Spell Switch	50	All-50			Scholar	Yes
Refocus	30	All-30			Scholar	Yes
Harvest	50	All-50			Scholar	Yes
Spell Parry	35	All-35			Scholar	Yes
Favoured	50	All-50			Lead Shaper Approval	No
Hindsight	35	20			Mysticism Level 1	Yes
Looting	5	All-15	NB-10		None	Yes
Heavy Drinker	10	20			None	Yes
Sphere of Magic: Dark	0	As per additional Sphere cost			Favoured, Champion	No
Sphere of Magic: Draconic	0	As per additional Sphere cost			Favoured	No
Sphere of Magic: Light	0	As per additional Sphere cost			Favoured, Champion	No
Sphere of Magic: Necromancy	100	As per additional Sphere cost			None	No
Sphere of Magic: Sigil	100	As per additional Sphere cost			None	No
Sphere of Magic: Wytch	100	As per additional Sphere cost			None	No

Chart 1-2



## Chapter 2: RACES

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Frag races are divided into three categories: Uncommon, Rare and Obscure. Races are purchased during character creation and are only purchased for an individual character. They must be purchased again for another character of the same race.

## Uncommon Races

### Faun (Spirit)

Fauns are a benevolent and care-free race, often mistaken for Fae. In fact, they are forest spirits, given mortal form. This fact is something that fauns freely admit and embrace. Most fauns are friendly and compassionate, yet shy and reserved but there are exceptions to the rule. Fauns have a natural affinity for forests and will feel drawn toward them as a habitat. Spending more than a day or two in an urban environment will cause a faun to feel lonely and disconnected. Many call fauns “deer-kin” for their resemblance to the animal. In the year 2257, fauns began to appear in the forests of Maud'madir, especially in woodlands that contained leylines and nexus points. Owning no homeland to call their own, they quickly began to spread out. They mature slowly, spending many centuries as children or young adults before rapidly maturing into old age. Life Span: 1000-1200 years.

*Racial Characteristics: Black on the underside of the nose (around nostrils), philtrum and upper lip. Ram horns, antlers or wooden branches (must pass safety). White dots cheekbones. Faun ears (low hanging or “floppy” large ears).*

#### *Advantages*

**Companion** (Automatic): A faun may declare another living creature a “companion” each day. This target cannot be changed once decided until skill reset. If their companion enters their death count a faun may place both hands on their body and pause the death count. After 60 seconds of concentration, their companion will be affected by a Life effect. Any interruption of the 60 second count will not use up the ability, but will force them to restart. Using this ability will cause the faun to drop to 2 Body, unless they have purchased Forest Revival. If they have purchased Forest Revival, they may choose to sacrifice a single unused purchase of this ability until reset rather than drop to 2 Body. This ability may be used once per day.

**Forest Revival** (Purchased): Fauns may, one per day per purchase, regenerate their level times four in Body Points (to a maximum of their full Body) by placing both hands on any living tree within a forest and concentrating for 60 seconds. During this time they may not use any other skills and are considered to be “concentrating” as per spell-casting. If they are interrupted, they must begin again. Body Points are gained immediately at the end of the 60 second count.

#### *Disadvantage*

**Restriction to Nature Healing** (Automatic): When it comes to magical healing, fauns cannot be healed by any sphere outside of the Nature sphere. This includes all Body Point healing and cure effects. (Natural and alchemical versions of these effects will work). Life spells from outside the Nature sphere will work on fauns but not effectively - the faun will be healed to 1 Body and not full Body like usual. Life effects from Nature sources will operate as normal.



## **Fire Elves: The Cindus'Thalan (Elven)**

Hailing from the distant island continent of Rashada, this exotic branch of elvendom goes by the name Cindus'Thalan, or Fire Elf.

Fire Elves are regarded by many other races as an inhospitable, hard-headed, merciless people. Their only permanent settlement is the city of Kahvesi, settled on a small oasis which provides the fresh water needed for life to thrive. Having a population much more numerous than these fertile lands can provide for, most Fire Elves wander in small tribes following the rains. These nomads trade wares and materials, explore new lands for water and resources, and some are bold enough to engage in piracy - raiding settlements, ships, and merchant routes inhabited by the other races.

Fire Elves are conditioned to strive ambitiously to gain enough wealth, power and prestige to be called by the Crimson Court to spend their days in the opulence of Kahvesi. Though few have even laid eyes on it, it is taught by their elders that those influential enough to reside in its perfume-laden streets live in marble houses, sleep on silk sheets, enjoy wine by the bottle and fruit from the tree.

Ignoring the spurious whims of Gods and Dragons alike, these Elves live by the saying "Me against my brother, my brother and I against the world". Fire Elves live as long as other Elves: approximately 400 years.

*Racial Characteristics: Dark red eye shadow and eye sockets, elf ears (sometimes with red tips), loose-fitting and light-weight desert clothing such as robes, veils, headscarves, etc. Some fire elves tattoo black designs around their eyes and on their hands.*

### ***Advantages***

**Resist Fire** (Automatic): Fire elves are extremely resilient to heat. Once a day they may call "Resist Fire" to any magic or elemental attack involving fire or heat, and take no damage from it.

**Endurance** (Purchased): When struck by an effect that would drop a fire elf into their 60 second bleed count via a number based attack (melee, magic, acid, etc.) the fire elf may call "Endurance!" and remain at 2 Body points, regardless of how much damage they have taken. For example, if a fire elf has 8 Body and is struck by a Slay for 50 damage, they may call "Endurance!" and remain at 2 Body instead. Endurance cannot be used against numeric attacks that drop a character into their death count, such as Elemental attacks. Usable once per day per purchase.

### ***Disadvantage***

**Armour Restriction** (Automatic): Fire elves are limited to 10AP worth of armour at level 1. That amount rises by +5AP per level. The fire elf may physically wear more armour but will receive no benefit beyond those numbers.



## **Squamata (Bestial)**

“Squamata” is a general term to describe a number of green-skinned lizard-like races. Some are related closely, others are quite distant. The three most notable members of the Squamata race are the Boggrel of Kalidor, the Gremmel of Jericho and the Shak'tar of Maud'madir. Although quite distinctive in regards to culture, personality and even physical appearance, these races all share the same advantages and disadvantages.

**Boggrel (frog people):** The frog people of Kalidor's water wastes, Boggrels are a fierce and war-like tribal culture. They are sometimes considered slow or outright stupid but this is a dangerous misconception as what they lack in conventional intelligence they make up for in feral wisdom. While Boggrels generally keep to the lands surrounding swamps, rivers and lakes, they are sometimes sent out into the wider world by their chieftains or elders on vision quests. These quests can be a rite of passage for young warriors seeking to prove themselves, redemption for warriors found guilty of a crime against the tribe or a “last hurrah” end of life journey. Cultural norms may vary from tribe to tribe; the one constant, however, is that a Boggrel will eat (or attempt to eat) almost anything it finds appetizing, including fallen enemies. They do not specifically hunt humanoids for meat but if one is confronted in combat they are immediately regarded as a source of food. Many a Kalidorian mother has threatened an unruly child: “Straighten up or I'll feed you to the Boggrels.”

**Gremmel (lizard people):** A secretive race, Gremmel tend to dwell in the most impenetrable swamps where they may live and work without the intrusion of outsiders. They are a shamanistic people, always bowing to the wisdom of the shamans and have little or no use for the economy of a more “civilized” society, tending to get everything they need from the swamps and surrounding landscape. Scavengers by nature, they find potential raw materials almost anywhere for making their Alchemy, which they are traditionally very good at. They are also pacifists and will try to avoid combat if they can. Gremmel are very localized, traveling only when they need to. Being reptilian, they are not dispersed over the continent as they are susceptible to differences in climate and temperature. Ice and cold are just as uncomfortable to them as extreme heat. They tend to live in small clans, each having some contact with nearby clans.

**Shak'tar (snake men):** Unlike Gremmel and Boggrel, the Shar'tar can be found throughout Maud'madir, although they much prefer the warmer climates of the southern coasts. They are quite common in Duvain. A primitive and aggressive race, they tend to be xenophobic and take what they need from the weak. They are not evil by nature (although some individual Shak'tar most definitely are), they simply believe in “might makes right”.

A Squamata will live at most 50 years, though many perish before that time.

*Racial Characteristics: Greenish-grey skin, lighter colour (usually yellow or white) under the throat and neck. Gremmel and Shak'tar have scales, Boggrels have warts. Most Squamata prefer primitive and “shamanistic” clothing, with fetishes.*

### ***Advantages***

**Seal Pores (Automatic):** Squamata are capable of sealing the pores on their skin to prevent toxic substances from entering the bloodstream. Once per day they can Resist any alchemical Gas Globe attack that strikes them by calling “Seal Pores!”, negating the effect. This defense will not function against ingested or contact alchemy. Chemistry Gas Globes may also be resisted in this manner.

**Tongue Pierce (Purchased):** Squamata are able to lash out their long, needle-sharp tongues at opponents by calling “Tongue Pierce <damage>!” This attack does Body damage equal to half the Squamata's level, rounded up. Considered a thrown weapon attack, the weapon phys-rep should be coloured red to indicate



it's a natural weapon. This boffer may not be picked up by anyone besides the Squamata it belongs to. Weapon skills may be used to augment this damage however specializations may not be purchased for the Tongue Pierce. Squamata may use this attack once per day, per purchase. When a Squamata uses its final Tongue Pierce for the day, they become silenced for 10 minutes.

***Disadvantage***

**Soft Underbelly** (Automatic): All Squamata take double damage from all physical Body weapon damage. As with all racial vulnerabilities, physical Body weapon damage will bypass any thresholds a Squamata might have.



## Rare Races

### Ice Elves: The Crissen'Thalan (Elven)

A subset of the Elven race, the Ice Elves come primarily from the harsh northern arctic wasteland of Jormunger. Living in ice caverns beneath the surface or in cities deep within ancient glaciers, they are an isolated and strongly xenophobic race. Ice Elven culture is dominated by one undeniable figure, Shiva the Mistress of Pain. The Goddess is entrenched in every aspect of Ice Elven culture and they are widely regarded as her chosen race. It is not required to worship Shiva as your Ice Elf, but know that those few who deny her are usually viewed as pariahs in the eyes of their racial brothers and sisters. Ice Elves, regardless of religious affiliation, are no stranger to pain and suffering. Acceptance of pain, as a method to grow stronger, is a core belief in almost every Ice Elf's upbringing. They are masters of both sadism and masochism and commonly apply both to achieve their goals and the goals of their Goddess. Life Span: 700 to 1000 years.

*Racial Characteristics: Ice Elves have the same pointed ears as all elves. In addition to this, they also have pale skin (not as white as Undead) with dark blue markings and designs around the eyes and upper face. These markings tend to swirl and curve around their bone structure. Some ice elves are also born with blue lips.*

#### *Advantages*

**Cold Immunity** (Automatic): Living in the furthest reaches of the Arctic has given Ice Elves an extreme resistance to the cold. Ice Elves take no damage from any attacks that have Cold or Ice as a descriptor and may call "No effect" if hit.

**Pain Resilience** (Purchased): Shiva, the mistress of pain, has left her mark on her chosen race. This, as well as simply living in the harshest of environments, has toughened them and has allowed Ice Elves to endure and even thrive though extreme levels of pain. An Ice Elf with this ability may activate it to avoid any physical attack that would stun or otherwise incapacitate them. Furthermore, the ability may be used to resist the negative effects of an unconscious (0 Body) or semi-conscious (1 Body) state for up to one minute. To use this resilience, an Ice Elf must declare "Pain Resilience" when they are struck with a physical attack that would stun them or a physical attack that would render them unconscious. The use of this ability requires no conscious effort on the Ice Elves part and may be used when surprised or while incapacitated. This skill is used once per day per purchase.

**Body Point Bonus** (Purchased): This skill represents extra constitutional training the Ice Elf has gone through, above and beyond what is standard for their race. This skill can only be purchased once throughout the character's entire existence.

#### *Disadvantages*

**Sadist/Masochist** (Automatic): An Ice Elf's faith has a direct effect on their racial disadvantages. Having been touched by Shiva, all Ice Elves feel an insatiable desire to cause pain to others. Those that still worship the Ice Queen must submit to those urges and hurt other sentient creatures. They suffer the Sadist disadvantage. Those that have turned from Shiva find themselves hurting themselves to save others from the pain suffer the Masochist disadvantage. An Ice Elf may switch back and forth between their worshipping of Shiva or not and the accompanying disadvantage only at Logistics. Should they find or rebuke their faith after Logistics closes, they will need to wait until the next Logistics to change their disadvantage.

Sadist: An Ice Elf who still considers themselves a convert to Shiva must inflict pain and suffering on



others. Periodically, an Ice Elf will feel the urge to cause pain and torment to a living creature. When an Ice Elf feels the Sadist disadvantage effect come into play they have a short period of time to inflict their level's worth of Body Damage to a restrained, conscious and willing or unwilling target. This target must be living, possess a spirit and have the ability to resurrect. The purpose of this damage is to inflict as much pain as possible without killing the target. Although the target may be killed after the need is satisfied. The torture of the target will calm the Sadist's twisted desires and envelope him/her in waves of pleasure and ecstasy. For the purpose of simplicity, this Sadism will manifest itself on the first day of the event, though the player may choose to increase its frequency. The Ice Elf will have until following sunrise to satiate his/her needs or they will find themselves Cursed by Shiva until those needs are met. Ice Elves under the effects of this curse will take double damage from all sources. This curse cannot be resisted in any way.

**Masochist:** An Ice Elf who has turned their back on Shiva still feels the need to inflict pain but must do so on themselves rather than on others. When an Ice Elf feels the Masochist need come upon them they must inflict twice their level in Body Damage to themselves before the next sunrise. Failure to do will cause them to suffer the same debilitating Curse as their Sadist count parts. The Curse will persist until the Masochist has fulfilled their need for pain. This Body Damage does not need to be self-inflicted, nor does it need to be inflicted all at once, but must be done outside of combat. Pain inflicted in this manner causes the Ice Elf immense pleasure and ecstasy.



## **Draconians (Draconic)**

Draconians have a close bond with the Dragon they serve, although they may never meet. Morally and philosophically, Draconians are usually matched closely with their patron Dragon, but this is not always the case. Their individual personalities are as varied as the Dragons themselves, some are aggressive and warlike, others are peaceful scholars. Culturally, all Draconians find Divine Magic and the Gods morally reprehensible and would never willingly accept Divine Magic or the blessings of a God. Draconians appear as humanoid dragons of various colours, matching the Dragon they are aligned with.

There is a finite number of Draconians linked to each Dragon that exists. Draconians have male and female gender. Twice in their lifetime will a male or female Draconian mate, either with the same partner or different partners. This produces an egg with a gestation period of years. Females are only ever able to produce a total of two eggs. This fact means that Draconian populations are stable, and if one dies before they have produced offspring the number serving that specific Dragon goes down. They are immortal.

*Physical Characteristics: Minimum makeup requirements are at least two large horns protruding from the forehead and scales done in sequins or makeup which cover 40% of the face, and all other exposed skin. Their colour should match their patron Dragon.*

### ***Advantages***

**Natural Threshold** (Automatic): Draconians have a thick layer of scales which become harder than steel as they age. They gain a natural (normal) threshold of one for every three levels, starting at level 1.

**Reflect Divine** (Purchased): Once a day per purchase, a Draconian may purchase a natural ability to reflect Divine Magic back on its originator. The Draconian has the option of not reflecting the spell if they so choose. Because this is a racial ability, it affects both Battle Magic and ritual spells. It can be stacked with magical protections such as Shield Magic and is considered a separate racial ability.

### ***Disadvantage***

**Weak Spirit** (Automatic): Due to the nature of their existence, Draconian spirits are considered weaker than normal. They get one "free" death before they must begin flipping, instead of the normal two.



## **Risen (Undead)**

A hybrid race, the Risen are capable of both stepping into the world of the living and that of Undeath. Risen start life at Undeath, likely as one of the thousands created by long dead necromancers or forced to rise out of ancient cursed graveyards. Hand picked by other Risen and forcefully put through a secretive process only known as The Harrowing, the mindless Undead is transformed into a new form. Given a breath of life, the once walking corpse now gains back both their freedom and their sentience. The cost however, is great. Its memories are destroyed and it must begin a new life, only this time as a monster.

The Risen are a new race, discovered on the borders of Jericho within the last 5 years. It is widely believed they are all chosen from lesser zombies and their horrific visage lends well to this theory. Risen have the ability to take on two forms: their default Undead form with the visual appearance of a rotting corpse, or the breathing, heart pounding, living form of their race before death. The living race is purely superficial and does not grant any of their former racial abilities or disadvantages. They will however detect as that race, and should any skill or abilities specifically target that race, they will be affected while in living form. Only races from the Core Rulebook may be chosen, and it is important to remember that switching between the Undead form and living form requires proper racials (mask, makeup, etc). Risen racial automatic abilities and disadvantages change in accordance to their current form. The life-span of the Risen is not yet known.

***Racial Characteristics:** While in living form a Risen is a sad reflection of their once original race. Their makeup and prosthetics are only necessary to give indication of what they most likely were i.e. a bloody pointy ear, faded Savar stripes or a worn down Fae horn. If possible, skin should be pale and eyes darkened. In Undead form a Risen is recognized as a fast moving rotting corpse. It is suggested that Risen obtain a mask for their Undead form so it may be removed quickly during race changes into their living form. Undead makeup resembling a zombie or rotted corpse is also acceptable if no Race Change is expected to occur.*

### ***Advantages***

**Spirit Skinning** (Purchased): Any creature that has a spirit, is capable of resurrection, and is in their bleed count or unable to resist a killing blow, may be Spirit Skinned. The Risen must incant “Magic Spirit Skinning.” then perform a Killing Blow. If the Killing Blow is not resisted then the effects of this ability will instantly place the target into their Death Count and transfer part of their spirit into the Risen. If the target, for any reason, resists the Killing Blow, the ability will fail and cannot be attempted on that target again for 24 hours.

A spirit skinning is a process with a visible component, the description of which is: “Visible white energy is ripped from the target’s body and consumed by the Risen”.

If successful, the Risen must immediately begin to transform to their living form by incanting “Arcane Race Change. Transform to living 1, 2, 3.” This transformation is automatic and cannot be stopped by the Risen once they have Spirit Skinned a target. If this ability is used while the Risen is already in their Living Form then a Spirit Recall will stack onto their spirit. A Risen may transform into their living form by using a Spirit Recall on their spirit, by incanting “Recall Spirit Skinning.” This will transform the Risen again into their living form, as if they had just cast the ability on a target. A Risen can, at will, change back into their Undead form by incanting “Arcane Race Change. Transform to Undead 1, 2, 3.” The living flesh begins to rot and a moment later the Risen is once again in their Undead form. There is no limit to the number of times a Risen can transform back to their Undead form nor is there any skill or ability that will physically force a Risen back into their Undead form save for a successful resurrection. A Risen may use Spirit Skinning at will. However, the maximum number of Spirit Recalls on their spirit is equal to the number of times they have purchased the Spirit Skinning ability. These Spirit Recalls expire



in 5 days, but the living form obtained from Spirit Skinning is indefinite. A new Risen player may enter in either their living or Undead form, but they may not have a free spirit token.

**Dual Race** (Automatic): A Risen's Automatic Advantage is dependent on which form the Risen is in at that time. For any other unexpected situations that cannot be resolved by the list below, Undead Risen are to be considered one of the Undead Greater Zombie race while those in living form are to be considered of the human race.

Undead Form: While in Undead form the Risen gains the following Advantages:

- 0 Silver Threshold levels 1 to 5
- 0 Magic Threshold levels 6+
- Heals from Infliction
- Immunity to Elemental Cold
- +2 Strength Bonus
- Considered a Greater Zombie
- May be healed by a physician with knowledge of the Necromantic Arts
- May have First Aid administered by an individual with knowledge of the Necromantic Arts
- Standard Bleed and Death Count as if living

Living Form: While in living form the Risen gains the following Advantages:

- Heals from Healing
- Sense as Life

### *Disadvantages*

**Dual Race** (Automatic): A Risen's Automatic Disadvantage is dependent on which form the Risen is in at that time. For any other unexpected situations that cannot be resolved by the list below, Undead Risen are to be considered one of the Undead Greater Zombie race while those in living form are to be considered of the human race.

Undead form: While in Undead Form the Risen gains the following Disadvantages:

- Sense as both Undead and Necromantic
- Double damage from Healing Spells
- Damage from sunlight. At levels 5 and lower a risen will take damage in sunlight at the rate of 1 Elemental Fire / second if any flesh is exposed or 1 Elemental Fire / 30 minutes if flesh is covered. From level 6 and on, the indirect exposure damage raises to 1 Elemental Fire /10 minutes. This damage will bypass any thresholds. This persists between the hours of 6AM and 6PM after which the sun has set enough that the Risen will stop taking damage. A Risen in Undead form can only completely avoid daylight damage by changing forms, being underground or indoors, or buried during daylight hours.
- Susceptible to spells and abilities that would target Undead such as Destroy Undead and Control Undead.
- Requires 2 life spells to take out of Death Count.
- A barely functional anatomy forces an Undead Risen to still breathe and require functional organs to live. Therefore, they do not gain the typical Undead's immunity to Alchemy or mind affecting effects. This is not enough life to detect or register as living though magical, physical or spiritual means.

Living Form: While in Living Form the Risen gains the following disadvantages:

- All as if living
- Sense as original pre-Undead race and may be affected by spells or abilities that target that race.



# Obscure

## Gnomes (Dwarven)

Passionately curious and natural inventors, Gnomes are the less robust, more scholarly cousins of the Dwarves. Their cultural distaste for magic has driven them to pursue physical arts and sciences with an obsessive devotion, and the greatest of their creations rival most known sorcery. Gnomes have a distrust for all Fae, who they consider evil, reckless creatures who torment the living.

Gnomish society is a technocracy and individuals therein are valued based on their contributions to technological progress. As such, Gnomes will jealously guard the secrets of their inventions, sharing them only rarely with other respectable Gnomes and never willingly with outsiders. Although they have embraced industrialization and shunned magic, Gnomes still maintain a strong connection with the earth below their feet and the veneration of it is an ancient Gnomish tradition.

Gnomes consider themselves creative and intelligent, generally more so than other races. As such, they are not burdened by the need for magic. Their gnomish inventions can accomplish anything magic can do and more! While they can accept the fact that other races may use magic because tinkering is above their mental faculties, they are not likely to accept that of other gnomes. Gnomes that chose to study and learn magic are pariahs among their kind, treated as many humans would treat necromancers.

*Racial Characteristics: Freckles or colourful hair, plus a squeaky voice and gnomish style clothing (tinker/mechanic).*

### *Advantages*

**Tinkering** (Automatic): A gnome can make fantastical gadgets that often defy most standard logic. Each gnome can create one invention during prelog for a coming event. Only gnomes may use these gadgets in game. Only the gnome who created this crazy device will be able to operate and use it. This device has no specific requirements but must be properly repped by an appropriately intricate device that is a minimum of 27 cubic inches (example 3"x3"x3").

The specific invention created is somewhat random based on a choices made during creation and may have hampering or helpful flaws attached to them. These inventions act as magic items and follow all normal rules for these items. However, they also have a chance to suffer a Meltdown based on their Activation Risk, Escalation Risk, and Passive Meltdown Rating. The Activation Risk is the number of Meltdowns which may occur the first time a gnomish device is activated in a day. Escalation Risk is a cumulative value which adds more Meltdowns each additional time a device is used. The escalation value is removed when the gnome resets skills each day. Passive Meltdown Rating indicates the number of possible Meltdowns per event which will randomly occur while the device is not in use. Upon creation, shapers will be given a sheet detailing the item and will determine the Activation Risk, Escalation Risk, and Passive Meltdown Rating based on the item created. If the Activation Risk or Escalation Risk is more than zero, the player will be given a pouch of pieces of paper with meltdowns described on them at logistics. This is the Meltdown pouch.

There is no limit to the amount of Gnomish Devices that may be owned. However these devices tend to not last very long before becoming inactive or worse, they Meltdown.

*Note: Gnomish devices are created via the online database during pre-logistics.*

### **Maintenance** (Purchased):

Once per day per purchase, a Gnome may use this ability to resist a meltdown on one of his or her



Gnomish Devices. This ability must be used before the Gnome realizes the severity of the Meltdown (ie: Before they pull). Maintenance cannot be used to keep a device from expiring, only to prevent Meltdowns. To use Maintenance, the gnome must declare "Maintenance!" and begin a 60 second count while they roleplay fixing up their device. If interrupted during this time or the gnome takes damage to Body, the maintenance fails and they suffer the meltdown as normal.

### *Disadvantage*

**Meltdown** (Automatic): As fantastical as a gnomish invention is, it is not without its dangers. Based on the Activation Risk, Escalation Risk, and Passive Meltdown Rating, the device may suffer a Meltdown. Activation Risk and Escalation Risk are factored in when the device is used. The first time a device is used in a day, the player must pull a number of Meltdowns from their Meltdown pouch equal to their Activation Risk. Each occurs one after the other, and must have Maintenance performed on them separately, if at all. Each subsequent time prior to skill reset that the device is used, the Escalation Risk number is added and the player must pull a number of Meltdowns from their Meltdown pouch equal to the sum of their Escalation up until that point as with Activation Risk. Meltdowns will also occur at random times throughout the event as determined by shapers. The character must immediately decide whether or not to use Maintenance during a Meltdown, if available, and if not must suffer the consequences. The gnome will never know until it's too late to what the Meltdown will be. The player will be asked to select a piece of paper from their Meltdown pouch indicating what Meltdown occurs. If they do not have one because their Activation and Escalation Risks are both zero, one will be provided to them.

Meltdowns always hit the gnome, they cannot be dodged and Battle Magic spells will not protect you from them regardless of their damage or effect. For the meltdowns that affect other targets, they should be treated under the AoE Trap rules on what can protect you from them. Which is basically only Ritual Magic and Racial Resists.

Example: Gnomer Gimpson activates his Gnomish Emergency Repair Biprong Adhesive Launcher to stabilize his dear friend. The GERBAL has an activation risk of 0. This means that he has no risk of causing a Meltdown, However, Gnomer finds he must immediately use the GERBAL again. The GERBAL has an escalation risk of 1. Since this is his second use he must undergo one Meltdown. Each time Gnomer uses this device it will add one additional meltdown test until either Gnomer resets his skills, or the device is destroyed. The GERBAL also has a Passive Meltdown Rating of 2, so two times during the event, his device will randomly Meltdown.



## **Sidhe (Fae)**

Sidhe are a race of “pure” fae, unlike the diluted blood of wood fae and carnal fae. Although they are recognized as such by the Seelie Courts, any connection they may have to the Courts has to be earned. Sidhe are independent fae, walking the mortal realms by choice, pursuing their personal interests. Few races and cultures trust Sidhe and that reputation is probably deserved. Mischievous and meddling by nature, even the best intentions of a Sidhe rarely come without strings attached. They are puppet masters using the mortal races to further their goals even if those goals are noble ones. Sidhe are potent spell casters.

By their nature Sidhe are tied to the sun and moon, to the day and night. Their powers are dependent on to the time of day because of this. Day Sidhe are most powerful between 6am and 6pm, whereas Night Sidhe are in their element from 6pm to 6am. Sidhe can live for up to 5000 years.

*Racial Characteristics: Long pointed ears, light or dark coloured horizontal bands across the eyes to the temples with matching coloured lips and swirled designs on the face and neck. (Light and Dark Sidhe should respectively use shades of Yellow, Red and Orange or Blue, Purple, Green as both their base colours and highlights.)*

### ***Advantages***

**Magic Echo** (Automatic): Sidhe have the ability to “Echo” a spell that they have cast against a target. If their target successfully defends against a spell, the Sidhe can cause it to strike a second time in an attempt to bypass defenses. By using this racial, a Sidhe can force their opponent to defend a second time or take the effect. When the target is hit by a spell and calls an appropriate defense, the Sidhe may then call “Echo!” , causing the target to be instantly hit by the spell again, (although they may still defend against it if possible). This racial ability functions for Sidhe at any time of the day. Useable once a day.

**Formless Casting** (Purchased): This racial allows a Sidhe to cast Battle Magic spells without requiring a free casting hand or the need to speak. Out of Game, the player must still correctly state the spell’s incant and is still required to hit their target with a spell packet (if needed) however in-game the Sidhe will remain motionless and silent during casting. In other words, the rulebook process for casting a spell remains the same (incant + packet strike), it is only the In Game actions which change. This racial ability functions all will for Day Sidhe between 6am-6pm and for Night Sidhe between 6pm-6am. In order to activate this power, a Sidhe must state “Formless Casting” prior to any incants.

### ***Disadvantage***

**No Death Count** (Automatic): Unlike other true fae, Sidhe do not have a vulnerability to iron. However, their spirits on the mortal realm are weak. Sidhe characters do not have a 5 minute death count. At the end of their 60 seconds of bleeding, a Sidhe spirit leaves their body and heads toward the resurrection circle. If an attack places a Sidhe directly into their death count by bypassing the bleed count (such as a Death spell) the Sidhe immediately dies and goes to resurrect. There is one catch, however...

At the end of their 60 second bleed count Sidhe have a short window of 10 seconds in which their spirit lingers between life and death. During these 10 seconds the Sidhe is able to stand on their feet as a spirit and cast any one spell from memory. If an effect drops a Sidhe directly into a death count (such as a death effect) they still gain their 10 second Death Count Cast, it is not bypassed. They cannot speak during this time (minus their one incant) and both feet must remain planted after they have stood up. They are completely invulnerable for this period and appear as a ghostly version of themselves, unable to physically interact with people or objects. A Sidhe may choose to target themselves with a Life spell, throw a final spell at their enemy or assist an ally. This spell must still be incanted correctly and the target



must be struck with a packet if required. During these 10 seconds the Sidhe is considered dead, healing will not function on their body or their ghostly spirit. Nothing may extend those 10 seconds and only a spell with a Life-style effect cast by the Sidhe themselves from memory will work to revive their body. The 10 second window only exists for the Sidhe if they are in their matching time cycle – day for Day Sidhe, night for Night Sidhe - however there is no limit to the amount of times the 10 second window may be used during those periods.



## Faceless (Humanoid)

The Faceless are a dark and morbid race, ex-slaves of a demon lord long thought to be dead. Appearing as mostly human, Faceless wear elaborate masks to cover a scarred or blank face underneath. Faceless have only now begun to enter this world and are typically untrusted and viewed with suspicion at best. All Faceless have amnesia, as their freedom came at a price - no memories of what came before it. It is generally believed that long ago, there existed an infernal lord who took the form of a small child. This demon would capture souls through force or trade and would turn these souls into toys. The Faceless were born from this macabre creation - masked doll minions that served without hesitation or question. Over time, the infernal lord was slain through means unknown, but the demon was so powerful that it was not truly destroyed. Instead, its spirit was shattered into many pieces and spread across the multiverse. Each of those pieces is the mask that a Faceless wears. To this day there still exist those who wish to see the demon lord reborn. Some magi believe that when a Faceless dies a final death, its spirit returns to the demon lord and that if enough Faceless die, the demon lord will be return. Because of this, many Faceless and those who work against infernal forces do what they can to keep the Faceless alive, despite the contempt or fear of those who view them as monsters. Their life span is unknown.

*Racial Characteristics: Faceless have human bodies but wear Venetian (carnival) style masks at all times. These masks are considered spirit-linked to the faceless and may be removed but with penalty. The face under the mask is either featureless and pure white (repped by a plain white mask that is worn when the Venetian mask is removed) or a gruesome mess of scars. The mask must cover at least the top 3/4ths of the face, with the mouth area open if desired. Some Faceless have scars on their bodies, but this is optional.*

### *Advantages*

**Permanent Non-Detection** (Automatic): The Faceless cannot be detected by any means, natural or magical. They do not need to answer to calls of “Sense Life” or similar. Their presence is even hidden from that of ultra-powerful beings such as Gods and Dragons.

**Unmasked** (Purchased): A Faceless may choose to remove their mask, releasing substantial anti-magical powers as a result. Doing so gives the Faceless immunity to one sphere of magic of their choosing other than Psionics for 10 minutes after the mask is removed. This immunity includes ritual magic but cannot grant immunity to magical damage from enchanted weapons. While their mask is not being worn, a Faceless will lose their “Non-Detection” racial and instead will detect as everything. Not wearing their mask is draining for a Faceless, and it may only be done once per day per purchase.

### *Disadvantage*

**Infernal Soul** (Automatic): Although their origin may be shrouded in mystery, one fact that cannot be denied is that the Faceless have been tainted by demonic powers and owe their existence to it. As such, Faceless take x4 damage from sources of Psionic damage and this is considered a racial vulnerability. As with all racial vulnerabilities, Psionic damage will bypass any thresholds a Faceless might have. Also, Banish and Exorcism spells will not return a Faceless to their home plane but they will drop the Faceless into their 5 minute death count akin to a Death effect. With the exception of these two special conditions, other Psionic effects function normally.



## Chapter 3: RENOWNED OCCUPATIONS

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# **Warrior**

## **Dread Knight**

If a character follows a Dark God they may become a Dread Knight. By becoming a Dread Knight a character embodies the mortal hand of the dark deity they serve. Their personality shifts, no longer encumbered by such mortal failings as compassion, morality and mercy, they are now free to do their master's bidding. Their God grants them powers to reap destruction and death, weapons to be used against their enemies and a means to further their dark goals. Once approved to become a Dread Knight, a character may purchase the Favoured skill if they wish to access to the Dark School of Magic.

## **Paladin**

If the character follows a good God, they may become a Paladin. Paladins are defenders of their faith and destroyers of things dark and necromantic. Their powers and abilities reflect this cause, allowing them to better protect those around them and to destroy Undead. Paladins may purchase the Favoured skill, and if they do so, gain access to the purchase of the Light School of Magic.

# **Scholar**

## **Darkweaver**

Clerics who serve the Gods of Darkness are referred to as "Darkweavers". They are able to channel the power of their Gods through their magic and abilities. Darkweavers require approval via the purchase of the "Favoured" skill and when this occurs they gain access to their own Sphere of Magic - "Dark". The polar opposite of Lightweavers, their magic focuses less on benevolence and healing and more on destruction and corruption. Mirroring the dark personalities of the Gods they serve, their powers are greatly shunned and feared.

## **Lightweaver**

Clerics who serve the Gods of Light, or "Lightweavers" as they are generally known, are priests who have been granted power directly from the God they serve. This occurs when a character has been approved to purchase the "Favoured" skill. With access to a unique Sphere of Magic called "Light", they are capable of performing powerful healing and protective magic, as well as being excellent foes of the Undead. Lightweavers are capable of providing blessings from their Deity, performing mass and granting life to the dead.

## **Dragon Knight**

As a Cleric is to a God, a Dragon Knight is to a Firstborn Dragon. When the Favoured skill is approved, the Dragon Knight gains access to their unique Sphere of Magic - Draconic. With these powers granted directly from the Dragon they serve, the Dragon Knight begins their life-long goal of serving their master. Like the Dragons they serve, Dragon Knights oppose all the Divine and those who serve they - be they followers of Dark or Light. Allies with the Draconian race, a Dragon Knight's personality tends to reflect that of the Firstborn they serve.



## **Champions – Paladins & Dread Knights**

When the Gods have issues the Church cannot handle, they call in Champions.

A Champion is an individual who, through great servitude and dedication to their faith, has been chosen as their God's (un)holy warrior. A Champion's job is far from easy. They must strike out at those who seek to do their church harm and exterminate, with extreme prejudice, those that stand in the way of their Deity's goals.

When the Gods choose an individual to become an (un)holy warrior for their cause, that person becomes a Champion of their Deity. These Champions come in two forms, the Paladin (Light) and the Dread Knight (Dark). They are expected to have total devotion to their faith, total fervour in its protection and a willingness to do whatever their God and its church asks of them. In order to become Champion a PC must first undergo the same process that aspiring Clerics go through. They must submit an essay outlining why their character should become a Champion. They then fall under constant scrutiny by the Head Shaper who will represent the eyes of their God. They must maintain the highest level of RP possible, never dropping out of character, always maintaining the realism of the game. As well, their RP must portray a character who sincerely desires to further the goals of their church from a martial standpoint (otherwise, they would be vying for a position as Cleric). It must become the most important thing in their lives, to devote themselves to the protection and furtherance of their faith.

### *Obtaining the Title of Champion*

If and when the decision is made by the Head Shaper to allow a character the chance to become a Champion (and there is no guarantee that permission will ever be given, or how long it will take if it is given), the character must go on a quest. They will be given no warning or information about the quest and in some cases they won't even know it has begun. A quest requires 5 steps, and no two steps will occur at the same event. A quest should last most of a year, if not longer. The specific tasks to accomplish the quest will depend on the God that the character worships, but they will fall into the following categories:

#### Step 1: Faith

This portion of the quest will test to see if the character is willing to place themselves completely in the hands of their God. An example could be: The character comes to a cavern with a crevice blocking their way. Inscribed faintly on the far wall is the symbol of their God. Do they step out into the abyss?

#### Step 2: Sacrifice

This portion of the quest forces the character to give up something important to them, to show their devotion. For Gods of Light, this sacrifice may be material, such as giving all of one's wealth including weapons and armour to the construction of a church, even if it left them defenseless, or it may be personal, such as giving up a position of power to be able to focus on their faith. For Dark Gods, the sacrifice tends to be physical, such as the harming or slaying of a loved one. Neutral Gods would fall between, possibly asking for the abandonment of someone near and dear to the character, or a willingness to turn their back on someone in need to keep the balance between good and evil.

#### Step 3: Valour

The character must be willing to do whatever is needed of them by their faith, even if seems self-detrimental. For this test, the character might attempt to slay an enemy of the faith which far out-powers them.



#### Step 4: Wisdom

The character is given several choices throughout the event that this test is occurring at, all of which must be difficult, either from a morality point of view or choosing between several bad options.

#### Step 5: Dedication

The fifth test is the test of Dedication. There are no guidelines for this test and it is created specifically for the character in question. One common factor in every dedication test is the outcome. The potential Champion will have a critical choice to make which will either serve the Light or the Dark. Those followers of a Light God wishing to become a Paladin must choose Light just as followers of a Dark God wishing to become a Dread Knight much choose Dark. Those that fail to make the right decision receive nothing but their God's ire. The only exceptions are those who follow Neutral Gods. They may choose either Light or Dark, but their choice will force them to become that type of Champion: Paladin or Dread Knight. Once bestowed, this will never change.

Should the character pass their tests and complete the Quest, they will receive a sign from their God. The dominant hand of the character will be branded with the holy symbol of the God they serve as they have become, in effect, the hand of said God. They will maintain any skills they currently have until the next Logistics, at which point they begin a full Occupational change. Their old class will be removed and all their CPs will be pooled to be re-spent as a Paladin or Dread Knight. In addition to the unique abilities that they will receive, a Champion may also purchase the Favoured skill and open up limited access to the Spheres of Light or Dark Magic. Paladins may choose to purchase the Sphere of Light up to Spell Slot: 4<sup>th</sup> Circle, just as Dread Knights may purchase the Sphere of Dark Magic up to Spell Slot: 4<sup>th</sup> Circle.

#### *Paladins*

A Paladin is the epitome of a Holy Warrior. They are expected to fight for good, justice, light and the protection of innocence. To do this Paladins are given an arsenal of abilities and weaponry which they use to battle enemies of their God. . They are specialists in the field of Undead destruction but are well equipped for almost every evil encounter. They will not hesitate to use these weapons if an innocent is at risk and evil to be thwarted. In addition to their Occupational Abilities, Paladins can also purchase some minor access to the Sphere of Light should they first purchase the skill Favoured. Unlike True Clerics they are limited to only learning up to Spell Slot: 4<sup>th</sup> Circle.

#### *Dread Knights*

If Paladins uphold the Light then Dread Knights truly are the darkness. They are masters of evil, often wicked and cruel. They bring the hammer of hatred and deceit onto all those who dare not bow before their God. Like Paladins, Dread Knights are given a full assortment of weapons and abilities to help them serve their Dark God's will. They are masters of Dark and Infliction Magic and even possess a small yet terrifying amount of necromancy. Dread Knights can also learn from the Divine Spheres but they choose the darker path. As such they may purchase Favoured, giving them the Sphere of Dark Magic, but are limited to only learning up to Spell Slot: 4<sup>th</sup> Circle.

#### *Losing Champion*

Even the most faithful sometimes fall from grace and Champions too can make wrong decisions. They are only mortal. A Champion who fails to uphold the tenants of their faith may find their weaponry turning against them, access to their specialized abilities denied and finally shut off from their God's Divine Magic. Should things look dire a Champion can always attempt redemption. The Gods do enjoy quests.



## **Dread Knight: Occupational Abilities**

### **3<sup>rd</sup> Level Ability – Harbinger’s Blade**

An Occupational Ability for Dread Knights, this skill will allow the Dread Knight to craft a weapon of pure and utter evil, and bind it to their own spirit. A Harbinger’s Blade, once obtained, becomes one with the spirit of the Dread Knight. As they increase in experience, so does the weapon. As they learn the weapon also learns. At first glance the weapon may not seem much to look at, but in the hands of a veteran Dread Knight it is a bloodthirsty tool of death and destruction. The first step to obtaining The Harbinger’s Blade is for the Dread Knight to obtain the skill. Once purchased, the Dread Knight will receive (in one form or another) a clue or hint to its location. There is one Harbinger’s Blade designed for every Dread Knight but it is up to them to find it. The Dread Knight must now undergo a personal quest. They may take their allies and minions along for aid but the final challenge must be done alone. If successful, the Dread Knight will have found the weapon of a type that they most desire. It begins with some very basic abilities, but as the Dread Knight grows in wisdom and experience, so shall the weapon.

The weapon’s skills, abilities and intelligence are based on the current level of experience of the Dread Knight. As they reach a level that will unlock a new ability, the weapon will first request from them a quest or favour. If they succeed, the weapon will grow in strength. If they fail, they may try again in 2 months time but the abilities will remain locked.

#### **Dread Knight Level 1**

Intelligence: None

- Weapon is of a type the Dread Knight desires
- It is Mastercrafted
- It is linked to the Dread Knight’s spirit. Should the weapon be removed from within 5 feet of the Dread Knight, it will disappear and then immediately reappear on their person. Should the Dread Knight die and resurrect, the weapon will resurrect with them.
- The Weapon can never be ritually enchanted

#### **Dread Knight Level 4**

Intelligence: Empathy

- The Weapon must be named by the Dread Knight. Failure to do so within 5 days will cause its destruction
- It is Mastercrafted
- Base damage increases +1
- The Weapon can never be ritually enchanted
- Weapon thirsts for blood and conveys emotions of anger and hatred when days pass without a kill

#### **Dread Knight Level 7**

Intelligence: Simple

- The weapon now has a permanent Magic Aura and will allow the Dread Knight to swing it for Magic damage
- The weapon has hardened and is now considered Legendary.
- The Weapon has gained basic intelligence and can now relay emotion and simple words to the Dread Knight. It calls for blood and death

#### **Dread Knight Level 10**

Intelligence: Average

- Base Damage +1



- Spellstrike 1 Infliction at will
- Can engage in complex conversations. It speaks its wants and needs and grows violent when they are not fulfilled

#### Dread Knight Level 13

Intelligence: Equal to the Dread Knight

- 2 per day Dark Bolts
- Dread Knight is immune to fire attacks
- The weapon is capable of complex thoughts and strategies. It requires death more frequently

#### Dread Knight Level 16

Intelligence: Superior

- 1 per day Spellstrike Death
- At times it feels as if you are the weapon.

As the weapon grows in intelligence so does its demand for blood and death. Upon reaching 7th level, it begins to require blood. Once per event the Dread Knight must actively killing blow one of the following: an unarmed defenceless foe, a Hobling, a child, a Celestial creature, a Wood Fae or any creature that has cast from the healing sphere in the last hour. If this does not happen, then the weapon will demand recourse. It will cease its greater functions and revert back to that of its 7th level abilities. This will continue until the sacrifice is made. After it has fed once more, and after 30 days have passed, it will return to the next higher level. So long as it's fed, this process will repeat up to its maximum level. Should the weapon somehow be destroyed, it, being of spirit, will travel to the closest resurrection circle. Unfortunately for the Dread Knight, the Spirtlink works both ways. The Dread Knight's body will dissipate the moment the weapon is destroyed. It will follow the weapon to the nearest circle and resurrect as if they had just taken the death. Following this, the Dread Knight will find their weapon no long bound to them and that they has lost all access to the weapon's abilities. The Occupational Ability "Harbinger's Blade" will have been permanently removed from the player's character card. They must repurchase Harbinger's Blade again for the weapon to bind to their spirit. Weapons repurchased in this way will start at the level it last left off on. A Dread Knight may only have one Harbinger's Blade active at a time.

### **6<sup>th</sup> Level Ability – Control Lesser Undead Voice**

This ability allows the Dread Knight a certain degree of necromantic control over Lesser Undead. To use this class ability, the Dread Knight declares: "Magic Control Lesser Undead Voice". The Lesser Undead must be within hearing distance of the Dread Knight, although it is not required to be able to physical hear in-game. If multiple Undead are in the area, it is up to the Dread Knight to identify which Undead s/he is attempting to control. The control is as complete as if the Dread Knight had created the Undead themselves, no commands will be refused, including suicide. All commands given to the Undead must be first prefixed with "Control Lesser Undead Voice <task>." There is no way for the Undead to resist this once the original control has been obtained. Control over the Undead will last for 5 days, until control is taken away or until the Lesser Undead is destroyed, whichever comes first. It will have no effect upon Greater Undead.

### **9<sup>th</sup> Level Ability – Rod of Infliction**

An Occupational Ability for Dread Knights, this ability allows the Dread Knight to fashion a vile and cursed magical item out of the bone taken from a fresh victim. Once fashioned, this item will serve as both a healing device to the Undead, and as a torturous device to the living. To craft this item, the Dread Knight first needs a large straight bone at least 1' in length that has been harvested from a corpse granted



its final death within the past 24 hours. The bone needs to be fresh from the corpse and cannot be stored outside of a body for later use. Once obtained, the Dread Knight first declares: “Innate Rod of Infliction”, then must spend the next ten minutes deep in prayer, with their eyes closed. During this time, should the Dread Knight become interrupted, break concentration or take damage into Body, this ability will fail and be considered used for the day. After 10 minutes of prayer the Dread Knight must cut (or to have someone cut) their own flesh and bleed 1 Body point’s worth of blood onto the bone. Undead with this ability must carve 1 Body point worth of flesh or rot from their corpse and smear it over the bone. After this step is complete, the blood or flesh turns to unusable dust and the Bone becomes transformed into a long slender black rod. Finally the Dread Knight must destroy 3 Catalysts of any type or 1 Discord Catalyst, then speak the activation word they wish the object to have. Upon speaking that word, the catalysts are consumed and the Rod of Infliction is complete.

This device is now capable of casting powerful Infliction Magic. The Dread Knight (or anyone who is in possession of the device and aware of the activation word) can activate the item by incanting “Active Rod of Infliction : 10 Infliction!” Infliction in this form will heal the Undead and cause double damage to the living. This rod has 5 charges, after its 5th use the rod dissolves into dust. The rod will last 5 days. A Dread Knight is expected to provide their own Rod of Infliction rep for this ability. Rod of Infliction will sense as both Dark and Necromantic Magic. This skill is usable once per day per purchase.

### **12<sup>th</sup> Level Ability – Scion of Darkness**

An Occupational Ability for Dread Knight, this skill transforms the Dread Knight into a destructive force of horrific darkness. Once activated, shadowy black energy, pulsating with Necromantic Magic, will rise from the ground and envelop them. In this form, the Dread Knight has access to the following abilities and effects:

- They take ½ damage from all sources and ½ damage from healing if they are Undead.
- They may Shadowstep once per day. Shadowstepping must be done in a shadow that is large enough to cover the Dread Knight. By incanting “Step into the shadows 1, 2, 3” the Dread Knight will become one with the shadow. They are now able to place their hand on their head and walk OOG amongst the shadows. If the Dread Knight crosses the path of any bright light or if another character lights up the area, the Dread Knight is in, the Dread knight will immediately be rejected from the shadows. They must spend next 3 seconds Incanting “Step from the shadows 1, 2, 3” During this time they are vulnerable to attack. This skill does not grant the Dread Knight any degree of silence. Any use of any skill or ability will automatically eject them from the shadows and that ability or skill will fail. This is usable once per casting as long as the Scion of Darkness is active.
- The Dread Knight no longer senses as living but instead as Undead while Scion of Darkness is active.
- The Dread Knight cannot cast or speak while Scion of Darkness is active
- If the Dread Knight dies and resurrects while Scion of Darkness is active, there is a 25% chance they will return as a greater Undead.

Scion of Darkness can be ended at will by the Dread Knight. It is usable once per day per purchase.

## **Paladin: Occupational Abilities**

### **3<sup>rd</sup> Level Ability – Defender**

An Occupational Ability for Paladin, this skill will allow the Paladin to craft a weapon of pure benevolence and bind it to their own spirit. Defender, once obtained, becomes one with the spirit of the



Paladin. As they increase in experience, so does the weapon. As they learn, the weapon also learns. At first glance, the weapon may not seem much to look at, but in the hands of a veteran Paladin it is a justice bringing tool of life and healing. The first step to obtaining Defender is for the Paladin to obtain the skill. Once purchased, the Paladin will receive (in one form or another) a clue or hint to its location. There is one Defender designed for every Paladin but it is up to them to find it. The Paladin must now undergo a personal quest. They may take their allies and friends along for aid, but the final challenge must be done alone. If successful, the Paladin will have found the weapon of a type that they most desire. It begins with some very basic abilities but as the Paladin grows in wisdom and experience, so shall the weapon.

The weapon's skills, abilities and intelligence are based on the current level of experience of the Paladin. As they reach a level that will unlock a new ability, the weapon will first request from them a quest or favour. If they succeed, the weapon will grow in strength. If they fail, they may try again in two months' time, but the abilities will remain locked.

#### Paladin Level 1

Intelligence: None

- Weapon is of a type the Paladin desires
- It is Mastercrafted
- It is linked to the Paladin's spirit. Should the weapon be removed from within 5 feet of the Paladin, it will disappear and then immediately reappear on their person. Should the Paladin die and resurrect, the weapon will resurrect with them.

#### Paladin Level 4

Intelligence: Empathy

- The Weapon must be named by the Paladin. Failure to do so within 5 days will cause its destruction
- It is Mastercrafted
- Base damage increases +1
- Weapon begins to understand it is a tool of good. It wishes to do this

#### Paladin Level 7

Intelligence: Simple

- The weapon now has a permanent Magic Aura and will allow the Paladin to swing it for Magic Damage
- The weapon has hardened and is now considered Legendary.
- The Weapon has gained basic intelligence and can now telepathically relay emotion and simple words to the Paladin. It calls for justice and the destruction of evil

#### Paladin Level 10

Intelligence: Average

- Base Damage +1
- 1 per day Contingency Cure Light Wounds
- Can engage in complex conversations. It understands and sees the evil around the Paladin and calls to them to destroy it

#### Paladin Level 13

Intelligence: Equal to the Paladin

- 2 per day Light Bolt
- Paladin is immune to cold attacks
- The weapon is capable of complex thoughts and strategies. It begins to plan the downfall of the guilty and corrupt. It strongly encourages you to do the same



## Paladin Level 16

Intelligence: Superior

- 1 per day Contingency Life
- At times it feels as if you are the weapon.

As the weapon grows in intelligence so too does its demand for Justice. Upon reaching 7th level it begins to instill those expectations on to the Paladin. Once per event the Paladin must bring to justice one of the following: a Draconian, an Demonic creature, an Ice Elf, A Dark Elf, a Dragon Kin, an Undead or any creature who has cast a spell or activated a magic item from the Necromantic, Dark, Draconian, Wytch, or Summoning Sphere of Magic in the last hour. If they do not, then the weapon will demand recourse. It will cease its greater functions and revert back to that of its 7th level abilities. This will continue until the justice has been served. After it has been redeemed, and after 30 days have passed, it will return to the next higher level. So long as it's redeemed, this process will repeat up to its maximum level. Should the weapon somehow be destroyed, it, being of spirit, will travel to the closest resurrection circle. Unfortunately for the Paladin, the Spiritlink works both ways. The Paladin's body will dissipate the moment the weapon is destroyed. It will follow the weapon to the nearest circle and resurrect as if they had just taken the death. Following this, the Paladin will find their weapon no longer bound to them and that they has lost all access to the weapon's abilities. The Occupational Ability "Defender" will have been permanently removed from the player's character card. They must repurchase Defender again for the weapon to bind to their spirit. Weapons repurchased in this way will start at the level it last left off on. A Paladin may only have one Defender active at a time.

### **6<sup>th</sup> Level Ability – Lay on Hands**

This Occupational Ability will allow the Paladin to channel the light of their God down upon the injured and heal them with a touch. By touching a target with their hand or a held packet, the Paladin may do twice their own level in magical healing. In addition, should the target be healed at least 1 Body point by this ability and they are blanketed in an equal amount of temporary Armour Points. To activate this ability, the Paladin must first touch their target then incant "Magic Lay on Hands! <X> Healing." A golden glow will strike the target at the point of the Paladin's touch, filling them with magical healing. The power of a Paladin's Lay on Hands not only heals the inured but also damages Undead. Healing damage, when used on an Undead, does twice the normal amount of damage. The total Body points of healing transferred and Magic Armour Points gained is always equal to double the Paladin's current Level. Magical Armour Points gained from this Ability expire in 5 days or once used. They may not be refit or stacked with additional use of this ability, and they are always assumed to come off first when resolving damage. All healing is transferred at once, cannot be split or reduced, and will never heal the target more than their maximum Body point total. This ability is usable once per day per purchase

### **9<sup>th</sup> Level Ability – Smite Blasphemer**

An Occupational Ability for Paladin, this ability allows the Paladin to call down the cleansing fires from heaven to smite those that would blaspheme. To activate this ability the Paladin must incant "Innate Smite Blasphemer." Once active, the Paladin has 5 seconds to strike any Ice Elf, Dark Elf, Draconian ,Dragon Kin, Demonic creature, Undead or any target that has cast a spell or activated a magic item from the Dark Necromancy, Wytch, Draconian or Summoning Sphere of Magic. That attack must be delivered by a thrown packet, and if successful, that target will take "massive 20 Elemental Fire" as they are consumed by the holy flame. This ability is only usable in the outdoors and will not affect a target inside any natural or manmade shelter, regardless of structural strength. This ability is usable one per day per purchase.



## **12<sup>th</sup> Level Ability – Sunstorm**

An Occupational Ability for Paladin, this ability allows the Paladin to harness the light of the sun, even through the blackest of nights, and expel it from their hands. By planting their feet firmly on the ground, the Paladin can call forth the sun by incanting “Innate Sunstorm!” The Paladin may then throw an unlimited number of packets, each acting as a blast of sunlight, destroying lesser Undead. For every spell packet thrown, the Paladin must shout “Magic Sunstorm.” Lesser Undead that are hit are instantly destroyed as if hit with a Death spell. Should the Paladin move their feet, activate another skill or ability or take damage into the Body, the spell will end. If the Paladin mistakenly hits a creature that is not Undead, the spell ends immediately and the Paladin suffers 40 points of Magic Damage from the backlash. This ability has no effect on most Greater Undead. It is usable once per day per purchase



## Demagogues - Clerics & Dragon Knights

Clerics & Dragon Knights are a unique subset of any other class, chosen personally by a God or Dragon to be their representative on Maud'madir. Anyone may become a follower of a God or Dragon, but it takes special knowledge and Divine or Draconic guidance to become their demagogue. Clerics & Dragon Knights come from all races and classes, and there are no pre-requisites to start down the path of true worship or reverence. If a character wishes to become a Cleric or Dragon Knight, they must first begin a period of purification and trials.

### *The Process of becoming a Cleric or Dragon Knight*

This path is a long and arduous one. There is no quick route nor any guarantees. Most who start down the path fail and every player with aspirations of greatness should recognize that the odds are stacked against them. A potential Clerk or Dragon Knight will be watched and judged by their God or Dragon. Gods and Dragons are always represented by your Lead Shaper. The journey of one thousand miles begins with a single step and for potential Clerics or Dragon Knights that step is a written proposal to the Lead Shaper which states your intentions. It may be written In-Game or Out-of-Game, however you see fit. Be as creative and unique as you want and remember you are vying for the attention of a creature with near omnificent power. It's important to stand out. Your second and most important step is to convert. Gather around you those who would fight and die under your God's or Dragon's banner. Gods and Dragons grow powerful with each member of their church or temple. Giving them power is a sure way to win their blessing. Third, out do your competition. Be better than the current pool of Clerics and Dragon Knights. Find unique ways to lessen their power, roleplay your devotion better than they do and please your God or Dragon. Finally, keep your Shaper team updated on your progress. While they don't need to read every prayer, if you do something of note, make sure they are informed. As it's been said before, there are no guarantees. Clerics and Dragon Knights are moderated by your Lead Shaper based on the current population of the game. You must be better than the rest.

Finally, it is important to note that both the Gods and Dragons of Maud'madir, even in their pure and holiest of forms, are still jealous, fickle and territorial of mortal worship and admiration. They all, in their own ways, want followers and while they may work with their own kind to share goals, they will not share that which gives them power. Gods covet worship and as such, tend to choose amongst masses, those that possess independence from other Gods. Dragons on the other hand want reverence and they value individuals that gather numbers to revere. This includes (but is not restricted to) camping or living with other Clerics and Dragon Knights. While nothing is ever set in stone, it is advisable to those seeking Divine blessing of Clericdom or the gift of Knighthood, to strive to establish a camp and convert followers outside of another Clerics or Dragon Knight's domain

This guideline is intended to spread leadership and power across many camps rather than having it all gather in one or two. If you are applying for Cleric or Dragon Knight, it is much less likely to be approved if you currently camp with a Cleric or Dragon Knight of a different God or Dragon

### *Obtaining "Favoured"*

If you have proven yourself worthy and have accepted the blessing of your God or Dragon, you are now eligible to change your Occupation to this Advanced Class. With Lead Shaper approval you may now purchase the skill "Favoured". The Favoured skill grants the character an Occupation change and grants them access to both the Sphere of Magic unique to their new Occupation and the Occupational abilities within it. Once purchased, the current character class is removed and all CP for current skills are refunded. The player is now a Cleric or Dragon Knight and may spend, without penalty, their entire banked and refunded CP on skills and abilities of their new class.



### *Clerics, Neutrality, Lightweavers and Darkweavers*

Clerical Magic is divided into two opposing forces: Light and Dark. A Cleric's disposition and access to these forces are determined by which Sphere of Magic their God will grant them. Clerics of a Light God will choose a path of Light and Clerics of a Dark God will choose a path of Dark. In the case of a Neutral God the Cleric decides which path, Light or Dark, will best keep the balance as soon as they purchase the Favoured skill. Once decided they cannot go back. Once their path is chosen Clerics of Light, often known as Lightweavers and Clerics of Dark, often known as Darkweavers, can choose from their own list of Occupational Abilities.

### *Dragon Knights*

Dragon Knights rarely share in the moral dilemma of good and evil. Loyalty to their Dragon is more than enough. Dragon Knights do not need to choose a Light or Dark path nor are they forced to choose between Light and Dark Spheres of Magic. A Dragon Knight, when Favoured, is given access to the Sphere of Draconic as well as their own set of Occupational Abilities.

### *Losing Favour*

Every God and Dragon has an established set of tenants that must be followed. Should you, as a devout follower, break the tenants of your God or Dragon, you may find yourself the focus of their ire. Many times a warning will be given first. Perhaps you may lose access to your unique Sphere of Magic, or even worse, the magic may fail you at an inopportune moment. Should you truly lose favour repeatedly or perform some act that is so incredibly outside the tenants of your God or Dragon, a Cleric or Dragon Knight may have their Favoured skill stripped from them. Doing so will remove any access to their unique Sphere of Magic and all Occupational Abilities. These skills are not lost, but instead severed from the Cleric or Dragon Knight until they atone for their sins. Atonement can take many forms and is almost as difficult to complete as obtaining the Occupation itself. The process of Atonement is something the Cleric or Dragon Knight must find out In-Game. Severed skills, lost this way, do not qualify for a CP refund even if Atonement is never obtained.



## **Darkweaver: Occupational Abilities**

### **3<sup>rd</sup> Level Ability – Greater Bless**

An Occupational Ability for Darkweavers, this skill will allow the Cleric to bestow upon the target a Greater Bless spell from the Cleric's God. Greater Bless acts in every way as the First Circle Light Spell "Bless" with the following addition. The target will be healed 5 Body or, if they are Undead, 10 Infliction. Greater Bless will not stack with any other Bless spell or itself. This ability is usable once per day per purchase.

### **6<sup>th</sup> Level Ability – Desecrate**

This Occupational Ability will allow a Darkweaver to infect a small area with Dark and Necromantic Magic. Desecrating an area requires the Cleric to kneel down in the targeted area and incant "Innate Desecrate". Once begun, the Cleric only need pray for the next minute uninterrupted. If the Cleric breaks concentration, uses any skill or ability, or takes damage into Body, the ability fails. After one minute desecration is complete and the surrounding 30x30" area will begin to desecrate. During the next 12 hours an assortment of minor Demonic, evil spirits and lesser Undead will rise from the area and torment those around them. Desecration does not provide the Darkweaver with any direct control over these monsters nor does the Cleric have to stay in the area and wait. The Cleric should, as soon as possible, make haste to find a Shaper so they can begin preparations. All creatures summoned in this manner are considered to have a Bless of the Cleric's God on their spirit. If a Discord Catalyst is destroyed during prayer, the number of creatures and their power, will increase by 50%. This effect lasts until all creatures are dead or sunrise, which comes first. An area cannot be desecrated more than once in a 24 hour period. This skill is usable once per day per purchase.

### **9<sup>th</sup> Level Ability – Black Sacrifice**

This Occupational Ability for Clerics allows the Darkweaver to commit a great act of evil and increase their own power and that of their minions. To begin the ritual, the Cleric must first have a sacrificial creature ready to be murdered. Once they are ready, they begin by speaking the incant "Innate Black Sacrifice" Once started the Cleric must then give mass. For the next ten minutes the Cleric should speak to their followers about the tenants of their God. After the 10 minute mass is complete the Cleric must then sacrifice their victim. The creature sacrificed must be sentient and capable of resurrecting. Once the body dissipates or is finally killed, the Cleric and those followers who attended the Mass will receive a dark gift. Once complete all attending who bear the Bless of that God will find themselves healing from Dark Magic, and only taking half the normal damage from Infliction and Healing. This effect lasts for 1 hour per level of the Sacrifice. If the Sacrifice had a bless of the Cleric's God, the effect lasts 24 hours. This ability is usable once per purchase per day.

### **12<sup>th</sup> Level Ability – Death Siphon**

An Occupational Ability for Darkweavers allows the Cleric to slay their target with but a thought and in doing so, the Cleric regains power. To activate this ability the Cleric must incant "Magic Death Siphon" and strike their target with a packet delivered attack. If successful, the target takes the effect of a Death spell and the Cleric has the Death Siphon ability reset 1 hour later. The Darkweaver can continue to Death Siphon and reset this ability until the attack fails. This ability is usable once per day per purchase however it cannot be used again for an hour, even if it is successfully reset.



## **Lightweaver: Occupational Abilities**

### **3<sup>rd</sup> Level Ability – Greater Bless**

An Occupational Ability for Lightweavers, this skill will allow the Cleric to bestow upon the target a Greater Bless spell from the Cleric's God. Greater Bless acts in every way like the First Circle Light Spell "Bless" with the following addition: the target will be healed 10 Body and should this exceed their total Body point Maximum, the leftover is transferred into temporary Body points. These Body points last for 1 hour or until used. Temporary Body points are removed first when calculating damage. Greater Bless will not stack with any other Bless spell or itself. This ability is usable once per day per purchase.

### **6<sup>th</sup> Level Ability – Sanctify**

This Occupational Ability will allow the Cleric to call upon the blessings of their God and create a small area of safety from evil. To Sanctify an area the Cleric must first kneel and speak the incant "Innate Sanctify." The Cleric must then pray for 1 minute uninterrupted. Should the Cleric break concentration, use any skill or ability, or take damage into Body, this ability fails. Once the prayer is done the area is sanctified. The 10'x10' area around the Cleric is now protected against all lesser Undead and acts as a Witchmark against Necromancy, Wytch and Dark. This Witchmark acts in every way like the Witchhunter Occupational Ability with the exceptions that it need not be drawn as a mark, cannot be destroyed or dispelled and is maintained by the Clerics concentration. To maintain this Sanctified area the Cleric only needs to concentrate. They can move around and speak but are unable to use any spells or abilities. Doing so, or taking damage into Body, ends the Sanctify. The Sanctified area does not move with the Cleric. If a Discord component is broken during the prayer, the range of the area that is sanctified increases to 50'x50'. This ability lasts until the Cleric ends the spell, breaks concentration or until sunset, whichever comes first. Only one Sanctify may be used on the same area at a time. This is usable once per day per purchase.

### **9<sup>th</sup> Level Ability – Faith Healer**

An Occupational Ability for Clerics, this ability allows the Lightweaver to call upon their God's holy light and heal a miraculous number of wounds and injuries. To activate this ability the Cleric must firmly plant both their feet on the ground and incant "Innate Faith Healer." From this point on the Cleric may burn an unused spell slot to touch cast "5 Healing". Should the target be wearing a Bless of that Cleric's God, the healing is double. Additionally, the Cleric is able to activate by touch any Bless they have cast, to remove any fear effects and non-magical diseases. Blesses activated in this manner are considered consumed. This effect will last until the Cleric moves, takes damage into Body or until sunset. If the Cleric destroys a Discord Catalyst, after casting, but before their first healing, the touch cast limitation on healing is removed and the Lightweaver can throw healing via spell packet as if they were casting the spell themselves. This ability is usable once per day per purchase.

### **12<sup>th</sup> Level Ability – Guardian Angel**

An Occupational Ability for Clerics, this ability allows the Lightweaver to risk their own life to call forth a minor angelic spirit to watch over an ally from the heavens. To use this ability the Cleric must incant "Innate Guardian Angel" while touching a target wearing a Bless of their God. Following this, the Cleric must begin a 10 minute blessing, specifically for that target. The Cleric should include the tenants of their faith and how they pertain to protection, evitable death and the afterlife. After the blessing is complete the



target's Bless is transformed into a Greater Bless and the target is now under the watchful eye of a Guardian Angel. For the next 5 days should that target die, they will resurrect, even if they would normally not. In exchange for this protection, the angel will risk the Cleric's life and use that life to resurrect their ally without permanently harming their sprit. All rules regarding death, treasure and resurrecting are followed by the target with the exception that the target will always dissipate and they will not travel to a circle, but instead make haste to find a Shaper. Once that is done, the target may continue with their resurrections with no death marked on their character card, however, the resurrection process takes up to 1 hour, or however long it takes the Shaper to find the Cleric, and there is no chance of them remembering that death.

While the target is resurrecting, the Guardian Angel will find the Cleric and take from them the life they have offered in order to save an ally. As soon as the Cleric is found, the Guardian Angel will remove their spirit. The Cleric, regardless of location or circumstance, will take the continued effects of an "Arcane Death" and "Arcane Dispel Contingency" until the Cleric has entered their Death Count. The Angel will leave then, and replace the lost soul with what was obtained from the Lightweaver. The Cleric does not need to suffer resurrection, but if they do not have allies around capable of casting Life then they may suffer a fate worse than that of their ally.

Finally, should the original target ever lose their Greater Bless spell, the protection and risk to the Cleric will end. If, however, they accept a blessing from another God, regardless of moral standings, the Cleric will suffer the negative effects of the ability as if their target had just suffered death. Again, the target should find a Shaper at the earliest chance. Guardian Angel can only be used once per target per day and no target may have more than one Guardian Angel on them at one time. The Cleric may not be the target of their own Guardian Angel. This ability can be used once per day purchase.



## **Dragon Knight: Occupational Abilities**

### **3<sup>rd</sup> Level Ability – Detect the Divine**

An Occupational Ability for Dragon Knights, this skill detects the presence of Divine Magic or beings in the area. It will detect whether a target possess Divine Magic, but no other details. The answer to this detection will be either "Light", "Dark" or "Nothing". It can be targeted toward spirits or items without spirits. In the case of spirits, it will determine if the target is capable of casting either sphere but not if Divine spells are active on them. This skill can be used at will and only requires 10 seconds of concentration.

### **6<sup>th</sup> Level Ability – Saturation**

An Occupational Ability for Dragon Knights, this ability fills the area with the essence of magic allowing the Dragon Knight to channel it into a destructive force. To activate this ability a Dragon Knight must have both feet firmly planted on the ground and incant "Innate Saturation". After this, the Dragon Knight may throw unlimited spell packets for "1 Magic". In addition to this, should the Dragon Knight be struck with magic they take the full effect of the spell. However, their Magic Damage increases by 1. This magic may be increased to a maximum of 4. In this state, Dragon Knights are immune to their own Saturation damage. This ability will last until the Dragon Knight moves their feet, takes damage into Body or uses another skill or ability. It can be used once per day per purchase.

### **9<sup>th</sup> Level Ability – Spell Recall**

An Occupational Ability for Dragon Knights, this ability allows the Dragon Knight to store any one spell they can cast on their spirit to be used at a later date. In order to store a spell, a spell must first be cast into it followed by the incant "Innate Spell Recall." This spell is now held and may be cast at anytime by stating "Recall Magic (spell)". The spell stored cannot come from a magic item or any other source but the caster. Any spell cast into the recall slot will fade from memory 24 hours later and will NOT expire during daily reset. This allows a Dragon Knight to possess two recalled spells at once with a single purchase if timed properly. A Dragon Knight may come into event with this spell on their spirit like most protection spells. This skill can be used once per day per purchase

### **12<sup>th</sup> Level Ability – Draconic Rebirth**

An Occupational Ability for Dragon Knights, this ability takes affect when the Dragon Knight dies a final death or retires. Upon final death or retirement, the spirit of the Dragon Knight is reborn as a Draconian, the same colour as the Firstborn that the Dragon Knight served. This Draconian will possess the memories and personality of the Dragon Knight and can be any class desired. The Draconian will be level 1, or in the case of retirement, the appropriate level after half blankets are applied. The Draconian will start with no free lives. They do not have to purchase this race from the Soul Fragment Book, but it does not unlock it for additional Draconian character creations, after this rebirth.



Occupational Abilities	Cost	Pre-Requisite	Self Taught?
3 <sup>rd</sup> Level Ability	30	Occupation at 3 <sup>rd</sup> Level	Yes
6 <sup>th</sup> Level Ability	60	Occupation at 6 <sup>th</sup> Level and 3 <sup>rd</sup> Level Ability	Yes
9 <sup>th</sup> Level Ability	90	Occupation at 9 <sup>th</sup> Level and 6 <sup>th</sup> Level Ability	Yes
12 <sup>th</sup> Level Ability	120	Occupation at 12 <sup>th</sup> Level and 9 <sup>th</sup> Level Ability	Yes

Chart 3-1



## Renowned Occupation Skill Costs

Please refer to Charts from 3-2 to Chart 3-5 for specific skill costs for all Renowned Occupations. Descriptions of these skills can be found in Chapter 4 of the Underworld LARP Core Rulebook.

Production Skills	Warrior Champion	Scholar Demagogue	Prerequisites	Self Taught?
Alchemy	90	70	Apothecary	Yes
Blacksmith	55	90	None	Yes
Craftsman <Type>	50	40	None	Yes
Create Scroll	50	40	Read Magic	Yes
Trapsmith	70	70	None	Yes

Chart 3-2

Scholar Skills	Warrior Champion	Scholar Demagogue	Prerequisites	Self Taught?
Anatomy	40	40	None	Yes
Apothecary	70	70	None	Yes
Demonic/Angelic Arts	55	45	None	No
Elemental Attunement	25	25	Elemental Sphere of Magic	Yes
First Aid	60	60	Anatomy	Yes
Mysticism	60	50	None	Yes
Necromantic Arts	55	45	None	No
Physician	45	45	First Aid	Yes
Read & Write	50	40	None	Yes
Read Magic	30	15	Read & Write	Yes
Read Magic: Advanced	50	25	Read Magic	Yes
Read Magic: Ritual	N/A	40	Read Magic: Adv.	Yes
Spell Slot: 1 <sup>st</sup> Circle	10	10	Sphere of Magic: 1 <sup>st</sup>	Yes
Spell Slot: 2 <sup>nd</sup> Circle	20	10	Spell Slot: 1 <sup>st</sup> Circle	Yes
Spell Slot: 3 <sup>rd</sup> Circle	40	20	Spell Slot: 2 <sup>nd</sup> Circle	Yes
Spell Slot: 4 <sup>th</sup> Circle	40	20	Spell Slot: 3 <sup>rd</sup> Circle	Yes
Spell Slot: 5 <sup>th</sup> Circle	N/A	30	Spell Slot: 4 <sup>th</sup> Circle	Yes
Spell Slot: 6 <sup>th</sup> Circle	N/A	30	Spell Slot: 5 <sup>th</sup> Circle	Yes
Spell Slot: 7 <sup>th</sup> Circle	N/A	40	Spell Slot: 6 <sup>th</sup> Circle	Yes
Spell Slot: 8 <sup>th</sup> Circle	N/A	40	Spell Slot: 7 <sup>th</sup> Circle	Yes
Spell Slot: 9 <sup>th</sup> Circle	N/A	50	Spell Slot: 8 <sup>th</sup> Circle	Yes
Spell Slot: Ritual Base *	N/A	10*	Spell Slot: 9 <sup>th</sup> Circle	No
Advanced Ritual Casting	N/A	200	Level 1 Ritual Slot	Yes
Sphere of Magic: 1 <sup>st</sup>	50	50	Read Magic	Yes
Sphere of Magic: 2 <sup>nd</sup>	200	175	Sphere of Magic: 1 <sup>st</sup>	Yes
Sphere of Magic: 3 <sup>rd</sup> or Higher	N/A	225	Sphere of Magic: 2 <sup>nd</sup>	Yes

Chart 3-3



Warrior Skills	Warrior Champion	Scholar Demagogue	Prerequisites	Self Taught?
Ambidexterity	40	75	None	Yes
Florentine	50	110	Ambidexterity	Yes
Flurry of Blows	45	100	None	Yes
Heavy Armour	10	65	None	Yes
Self-Mutilate	15	15	None	Yes
Shield	50	100	None	Yes
Slay / Parry	120	200	Specialization +1: Group or Specific	Yes
Slay / Parry: Master	140	220	Specialization +1: Group or Specific	Yes
Slay / Parry: Subsequent	120	200	Specialization +1: Group or Specific	Yes
Specialization +1: Weapon Group	160	200	Weapon Group Proficiency	Yes
Specialization +1: Weapon Specific	100	180	Weapon Group Proficiency	Yes
Weapon Group Proficiency: Simple	Free	Free	None	Yes
Weapon Group Proficiency: Medium	40	80	None	Yes
Weapon Group Proficiency: Large	70	130	None	Yes
Weapon Group Proficiency: Exotic	110	150	None	Yes
Weapon Refocus	70	40	None	Yes

Chart 3-4

Rogue Skills	Warrior Champion	Scholar Demagogue	Prerequisites	Self Taught?
Critical +2: Specific	140	180	None	Yes
Critical +2: Group	180	200	None	Yes
Dodge	170	200	Critical +2: Group of Specific	Yes
Dodge: Additional	170	200	Additional Critical +2: Group or Specific	Yes
Execute	170	200	Critical +2: Group of Specific	Yes
Execute: Master	190	220	Critical +2: Group	Yes
Execute: Subsequent	170	200	Additional Critical +2: Group or Specific	Yes
Execute: Subsequent Master	190	220	Additional Critical +2: Group	Yes
Garrote	140	150	None	Yes
Locksmith	60	100	None	Yes
Sap	60	60	None	Yes
Vital Blow	85	100	None	Yes

Chart 3-5



## Chapter 4: VOCATIONS

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Vocations are a type of specialization that characters may purchase once they have been discovered in-game. Once obtained, these new Vocations will replace that character's set of Class Abilities with new ones. Any previously unlocked Class Abilities will be lost, however the new Class Abilities at the same level do not need to be re-purchased. Vocations tend to be specialized, refined abilities that add a new layer of customization to your Underworld character. There are no class requirements for Vocations – any class may learn any Vocation so long as they find an in-game teacher, possess any pre-requirements that may exist and pay the soul frag cost.

In order to gain a new Vocation a character must first find a teacher in game who agrees to train them. Then, the character must pay the soul fragment cost to switch out their old Class Abilities with the new Vocation Class abilities. There is no CP cost to make the change and they require the same CP cost as standard Class Abilities after the switch has been made. For example, if a Templar has unlocked Burn Slot (3rd level Templar class ability) and Scroll Harvest (6th level Templar class ability), then they find a Stalwart teacher in game and pay the frag cost to unlock the Stalwart vocation, they would then have Shield Parry (3rd level Stalwart class ability) and Conviction (6th level Stalwart class ability) unlocked. In order to unlock the 9th and 12th level Stalwart class abilities the character would have to have the proper pre-requirements and pay the standard CP cost for class abilities (90cp & 120cp).

A character may switch Vocations as often as they desire, however each time they must pay 150 frags to do so and find a teacher in game. A teacher is still required even if a character returns to a previously learned Vocation. The only exception to this is if a character wishes to return to their original set of Class Abilities, in which case they must pay the frag cost but do not require a teacher. If a character purchases multiple class abilities at a specific level, then changes to a Vocation which restriction purchases to one at the same level, the CP will be refunded for those additional purchases.



## **Stalwart**

The Stalwart vocation trains a character to master the use of a shield and in turn become a defensive force. Although one does not have to be a warrior to learn this vocation, its purpose is to defend the user – and others – from physical harm. This vocation is popular with guards, soldiers and those who have something of value they want to protect. Oaths and chivalry are not a requirement as the name might suggest, however being duty-bound is not uncommon to those who would risk their lives to protect others or ideals.

### **3rd Level Ability – Shield Parry**

This skill allows a Stalwart to call a “Shield Parry!” defense to any physical attack that strikes their shield, once a day per purchase. All normal parry rules apply. This ability does not allow the Stalwart to parry with their weapon; the incoming strike must successfully strike their shield.

### **6th Level Ability – Conviction**

The Stalwart’s Conviction ability allows them to grant themselves +10 temporary Body points once per day per purchase. These Body points cannot be stacked with other temporary Body point bonuses (they will remove and over-ride the previous) except with other activations of this ability. These Body points cannot be healed and are taken off first when damage is struck to Body. These extra Body points will fade after exactly 24 hours have passed.

### **9th Level Ability – Fortress**

When Fortress is used, the Stalwart gains the ability to activate a defensive stance that grants the Stalwart a 5 normal threshold and +40 armour points that remain as long as the Stalwart keeps one foot planted. The Stalwart also gains an immunity to fear and cower effects during this time.

This ability can be activated once per day per purchase by planting a foot and stating “Fortress!”. When the defensive stance ends by the planted foot being raised or moved (it may swivel to change facing), the Stalwart needs a respite due to the sheer amount of physical and mental energy required. For 1 minute after Fortress ends, the Stalwart possesses -2 strength and is unable to use any skills that have limited uses.

### **12th Level Ability – Imbue Shield**

Imbue Shield allows a Stalwart to spend 10 seconds of uninterrupted time imbuing a shield of any type with defensive power. This is done by concentrating on the shield for 10 seconds then stating “Imbue Shield!”. Once imbued, the shield allows any magical spell that strikes it to be “resisted” for 1 hour by simply stating “Resist!”. During this hour the Stalwart may also “reflect” one spell that strikes the shield back upon the caster by calling out “Reflect!”. If the shield is no longer equipped, the ability ends. The imbued shield may only be used by the Stalwart who activated it. Imbue Shield may be used once a day per purchase.



## **Battle Mage**

The Battle Mage Vocation allows a spell caster to improve their battle-magic spells and create temporary magic items. This Vocation is popular with those who prefer to focus on battle spells and less on ritual magic, or those who simply want to increase the potency of their magic. Hybrid classes such as templars and witch hunters might also find the skills in this vocation useful.

### **3<sup>rd</sup> Level Ability – Talisman**

This class ability allows the Battle Mage to enchant any item smaller than an apple to store 1 Battle Magic spell, 3<sup>rd</sup> level or lower. The spell must be cast into the item and remains there for 5 days. Although the spell must be cast, it is immediately returned to the Battle Mage's memory and is not expended from the spell slot. One Talisman may be created per purchase of this ability. Once created, the Talisman may be used by anyone by stating "Activate: <Spell Name>". Although the talisman detects as magic and is affected by dispel magic, it can be destroyed by normal means. Only one Talisman can be active per purchase of this ability, when the spell within a Talisman is cast, that Talisman's state returns to that of the normal object originally used.

### **6<sup>th</sup> Level Ability – Maximize**

In order to use this class ability, the Battle Mage must state "Maximize:" before a spell incant for a spell that involves damaging or healing with numerical amounts and a duration of instant. If the spell is successfully cast, those healing or damaging numbers are doubled. This is extremely taxing to the Battle Mage and after the spell is cast they are stunned for 10 seconds and cannot use any skills whatsoever. . While stunned, the Battle Mage is unable to take any action, including blocking, moving and the use of skills, minus the ability to call "resist" against killing blows. They may also resist any counts against them. Automatic defenses such as Shield Magic will still operate, but ones requiring conscious thought such as Advanced Shield Magic will not.

Maximize may be used once per day per purchase and if the spell is miscanted the maximize ability will be wasted.

### **9<sup>th</sup> Level Ability – Twin Spell**

When casting a Battle Magic spell and using Twin Spell, the Battle Mage is able to throw two packets simultaneously, either two packets in one hand or a packet in each hand. Both packets are considered the same spell and either packet will do what the spell would normally do. For defensive purposes they are considered two separate spells. In order to activate this class ability the Battle Mage must state "Twin Spell:" before the incant. Although considered two spells, only one spell is removed from the mage's memory and spell slot. If the spell is miscanted, the Twin Spell ability will be wasted.

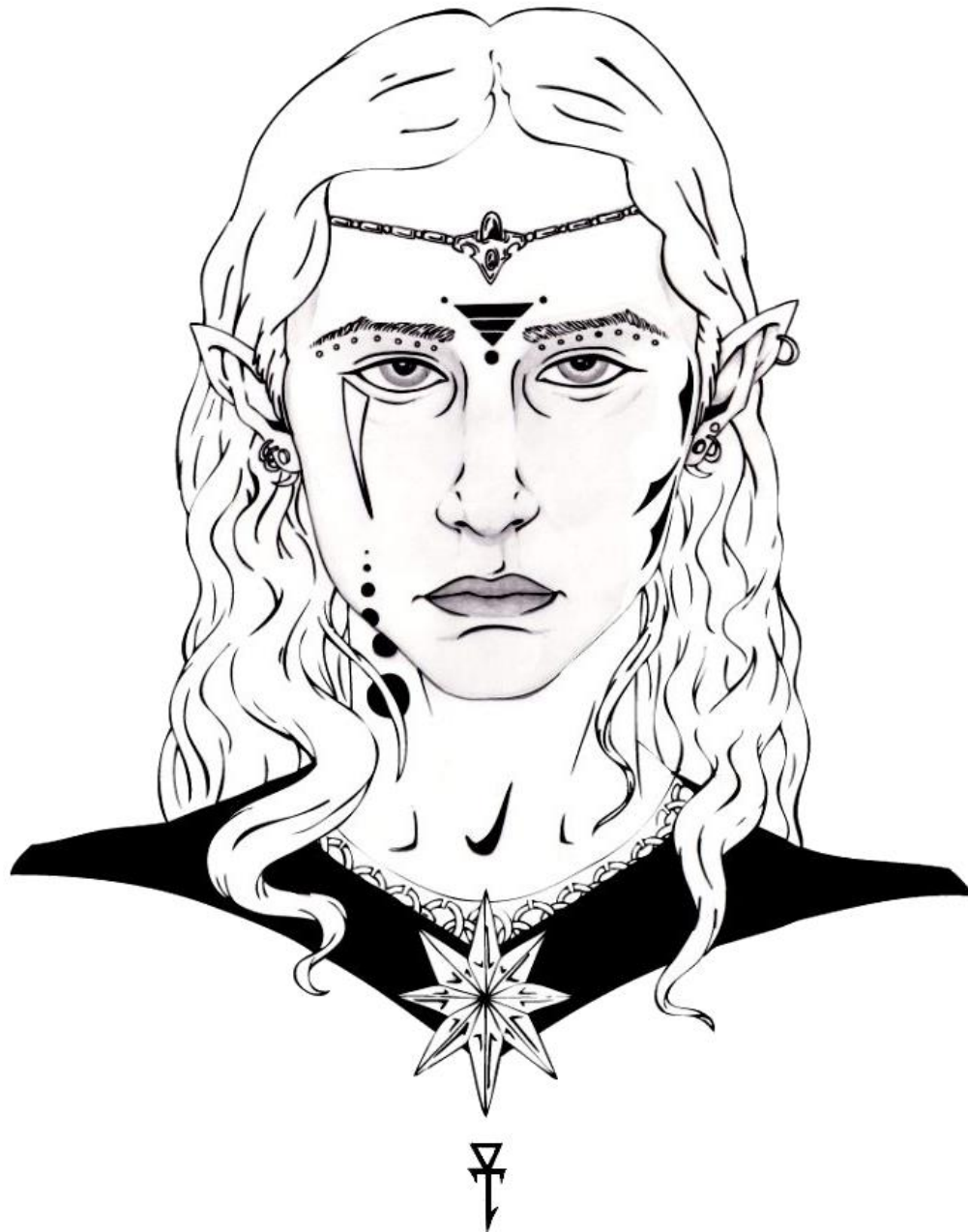
The magical energy required to duplicate a spell is taxing on the mind, the Battle Mage will thus be stunned for the next 10 seconds after using this ability. The effects of this stun are identical to those of Maximize.

### **12<sup>th</sup> Level Ability – Wizard Staff**

Starting at 12<sup>th</sup> level, the Battle Mage is able to create a powerful staff for their own use. This process



takes an hour of concentration and requires a normal wooden staff to create. During that creation, the Battle Mage must choose to align their staff with any one spell sphere they can cast. Once created the staff will function as a magic weapon in the hands of its creator and will swing for magic. Also, the sphere they have chosen to align with their staff no longer requires the use of incants to cast, those incants are replaced with “Magic”. The staff must be in the hands of the Battle Mage for all abilities to function, it will act like a simple wooden staff in the hands of anyone else. The staff has no duration but only one can exist at any time. If a Battle Mage wishes to align their Wizard Staff to a different sphere the same staff may be used but the hour of concentration must be completed again. For purposes of destruction, the staff is considered a normal wooden staff and can be broken like one.



## **Brew Master**

The Brew Master Vocation empowers it's user through intoxication and the power of alcoholic drinks. The Brew Master's abilities either require it's user to be drunk, or they cause intoxication through their use. Not uncommon among the Dwarves, Orcs and Einher, it's still possible to find a Brew Master in almost any tavern across Maud'madir.

*Note: Real alcoholic drinks are banned at Underworld events. All references to them in the following section refer to in-game "pretend" alcohol. Please see the section in the rulebook titled "Drinking, the Effects of Alcohol, and Stamina Points" and your local Underworld Guild for their specific policies regarding alcohol on-site. By no means are we condoning alcohol abuse, just as we don't condone violence and murder with our combat rules.*

### **3<sup>rd</sup> Level Ability – Iron Gut**

Possessing Iron Gut gives the Brew Master x2 maximum stamina. Also, while the Brew Master's Stamina is lower than maximum they gain +5 Body and all hand to hand damage is increased by +2 damage. Iron Gut may only be purchased once.

### **6<sup>th</sup> Level Ability – Mixologist**

The Mixologist Class Ability allows it's user to spend 10 minutes concocting a special alcoholic drink. There are three different types of drink that can be created through Mixologist:

- 1) A potent beverage that does 10 points of stamina damage.
- 2) A soothing drink that heals 10 points of Body damage for any creature that can drink it, including Gargylen, but also does 4 stamina damage.
- 3) A Molotov cocktail which explodes on impact when thrown (packet delivered) and does 10 elemental fire damage. "10 elemental fire!" is the call when thrown.

A brew master can create 1 drink total per day, per purchase and each drink lasts 1 hour before becoming inert. These drinks cannot be time-extended.

### **9<sup>th</sup> Level Ability – Firebreathing**

At 9<sup>th</sup> level, a Brew Master can ingest pure alcohol then spit it out and light it on fire. This is a packet delivered attack that does 25 points of elemental fire damage. Even though the alcohol is never swallowed it is still potent enough to cause 5 stamina damage to the Brew Master each time Firebreathing is used. Firebreathing may only be used once per day per purchase and the call is "Firebreathing – 25 elemental fire!"

### **12<sup>th</sup> Level Ability – Drunken Master**

When a Brewmaster with Drunken Master reaches 0 stamina, instead of becoming a slurring mess of intoxication like everyone else, they may choose to enter the eye of the storm. At 0 stamina they may activate Drunken Master. A Brew Master may also choose to activate this ability by taking 40 stamina



damage in less than one minute, which will reduce them to 0 stamina regardless of their true total stamina. If they activate this ability, for 10 minutes they gain a 2 normal threshold, a +1 strength, +5 damage with hand to hand, 2 Parries with Hand to Hand, an immunity to charm, an immunity to further stamina damage and +25 body points. When the 10 minutes expires the Brew Master returns to 1 stamina. As normal, a Drunken Master cannot use other skills while they are at 0 stamina. This ability may be used once per day per purchase.



## **Undead Hunter**

The Undead Hunter vocation is a specialized skill set that aids with hunting and destroying all Undead. Popular with warriors and rogues, it is not unheard of for spell-casters to want to augment their physical skills when combating necromantic creatures. The primary power in the Undead Hunter's arsenal counters the most powerful defense of the Undead – magical thresholds. The Undead Hunter becomes capable of not only piercing through those defenses but helps allies do the same. Although knowing the skill Necromantic Arts is not a requirement to learn this vocation, not knowing it would be like a Stalwart being unable to use a Shield, or a Battle Mage being able to cast spells.

### **3<sup>rd</sup> Level Ability – Hunter's Arsenal**

When the Undead Hunter wields any silver or legendary weapon they may call magic damage against any Undead they have successfully identified with Necromantic Arts. This ability is usable at will.

### **6<sup>th</sup> Level Ability – Hunter's Attrition**

Hunter's Attrition is a powerful magical touch that damages Undead while healing the Undead Hunter. This class ability must be touch-cast and it can only target Undead that have been successfully identified with the Necromantic Arts skill. When successfully delivered, this ability does 25 magic healing damage (50 magic damage vs Undead) and also heals the Undead Hunter for 25 Body. This damage is considered healing magic for all purposes. In order for the healing function of this ability to function an Undead must have been successfully damaged. It will have no effect against any other creature besides those identified as Undead with Necromantic Arts.

### **9<sup>th</sup> Level Ability – Crystal of Light**

At 9<sup>th</sup> level an Undead Hunter can create and throw a magical crystal of sunlight, which when striking an Undead identified with Necromantic Arts makes that Undead damageable by normal and silver damage for 1 minute. In other words, the crystal will strip a magical threshold from an identified Undead for 60 seconds. This packet delivered magical attack is considered a penetrating attack and cannot be resisted or defended against minus ritual magic. If the target is not Undead the crystal will have no effect and will not activate magical defenses. It may be used once per day per purchase and the call is "Penetrating: Crystal of Light".

### **12<sup>th</sup> Level Ability – Final Rest**

With Final Rest, the Undead Hunter is able to empower a melee weapon of their choice which when used against Undead does +5 magic damage. It otherwise acts as it would before being empowered. Targets of this weapon must be identified as Undead via Necromantic Arts in order for the Final Rest bonuses to occur. Only one weapon can be active at once with this ability and it takes 1 hour to attune a new weapon, however there is no limit to how many times weapons may be empowered per day with the other restrictions in mind. Only the Undead Hunter may use the weapon for bonus damage. At any time during the 5 day duration, the Undead Hunter may release the empowered energy into a single lesser Undead, copying the effects of a Destroy Undead spell (destroys lesser Undead outright, 50 magic damage to greater Undead). Releasing the energy in this manner ends the Final Rest empowerment on the weapon.



## **Archer**

The Archer vocation is a ranged specialist, augmenting their ability to use bows, crossbows and thrown weapons. A straightforward set of abilities, the Archer seeks to increase the damage their ranged weapon does and attempts to keep the distance between themselves and their target.

### **3<sup>rd</sup> Level Ability – Arrow Dodge**

Once per day per purchase the Archer may use a “dodge” defense against a single arrow, bolt, or thrown weapon that hits them, negating the attack as per the dodge skill. It will not function against surprise attacks. The call for this ability is “Arrow dodge!”

### **6<sup>th</sup> Level Ability – Stand and Deliver**

Stand and Deliver allows the Archer to steady them self and fire a more damaging ranged attack. The Archer must plant both feet (crossbow users may also choose to kneel or brace their crossbow on a table or stable object) and mentally prepare for 10 seconds. After that time, the Archer may add +1 to their damage with their ranged attacks for as long as they maintain the position. Moving from that position or taking damage of any kind will cancel this effect and they must wait at least a minute before they can use it again. Using any type of Dodge skill or spell protections will not break this effect. This ability may be purchased multiple times. Each purchase increased the damage modifier by an additional +1. (+1 for one purchase, +2 for two purchases, etc.).

### **9<sup>th</sup> Level Ability – Maim**

At 9th level, an Archer can fire a projectile that when struck will cripple the target’s defenses temporarily. For 60 seconds after being hit with a Maim attack, the victim will receive double damage from all physical sources and be affected by a “Swampwalk” effect, forcing them to pause for 3 seconds between each step of movement. The archer must call out “<damage> Maim!” and the attack must hit Body to function. If the Maim attack misses, the skill is lost.

### **12<sup>th</sup> Level Ability – Death Arrow**

Death Arrow allows an Archer to concentrate and focus on a shot with the hopes of killing their target in one strike. After 10 seconds of concentration the archer will be ready to fire. If this 10 seconds is interrupted the archer must begin the 10 seconds again, but the skill will not be wasted. Only releasing the missile will activate the skill. After the preparation time the Archer may fire with a call of “<damage> Death Arrow!”, with the damage amount being their normal damage call. As with all carrier attacks, the damage must strike Body points to take effect. If it does, the target will immediately drop into their 5 minute death count as if struck by a death effect. This attack won’t function against targets immune to vital blows or death effects, or attacks that target anatomy. If the attack misses the skill is used. It is usable once per day per purchase.



# Chapter 5: SKILLS

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## Out of Game Skills

Out of Game skills, if applicable, are applied to the Player Portion of the Character and have no direct effect on any specific character that Player has.

Unless otherwise stated, the following may be assumed for all skills:

Frag Cost: 0, CP Cost: 0, Self-Taught: Yes

### **Race: Uncommon**

*Pre-requisites: None*

*Frag Cost: 75*

This purchase allows a player to start a new character as an uncommon race. This can include races from the list in [Chapter 2](#) or a player may petition the Owners to allow for a new race to be created. Please note, this does not grant the player the ability to create unique creatures. This must be bought again to play a different character of the same race.

### **Race: Rare**

*Pre-requisites: None*

*Frag Cost: 150*

This purchase allows for a player to start a new character as a rare race. This can include races from the list in [Chapter 2](#) or a player may petition the Owners to allow for a new race to be created. Please note this does not grant the player the ability to create unique creatures. This must be bought again to play a different character of the same race.

### **Race: Obscure**

*Pre-requisites: None*

*Frag Cost: 250*

This purchase allows for a player to start a new character as an obscure race. This can include races from the list in [Chapter 2](#) or a player may petition the Owners to allow for a new race to be created. Please note this does not grant the player the ability to create unique creatures. This must be bought again to play a different character of the same race.

### **Spiritual Guidance**

*Pre-requisites: None*

*Frag Cost: 35*

This allows the player to purchase one blanket of CP that is placed on the player's character card. That player may choose to apply that blanket to their characters as they see fit.

### **Spiritual Resolve 1<sup>st</sup>**

*Pre-requisites: None*

*Frag Cost: 125*

This purchase allows the player to buy an additional life to add to their character of choice up to their maximum lives. This means a character who has never died cannot buy this skill, a character who has died once can buy it back once and so forth.



## **Spiritual Resolve 2<sup>nd</sup>+**

*Pre-requisites: None*

*Frag Cost: 250*

This purchase allows the player to buy an additional life to add to their character of choice up to their maximum lives. This means a character who has never died cannot buy this skill, a character who has died once can buy it back once and so forth.

## **Luck**

*Pre-requisites: None*

*Frag Cost: 75*

*CP Cost: None*

Luck is a powerful “do over” ability that can be bought or used once PER YEAR total and can be used for any character a player possesses. It does not always guarantee success, it will only allow you to take a mulligan against any situation where you have to flip a coin, roll a dice or pull a stone from a bag. Examples of the use of Luck would be re-pulling a ritual backlash or flipping for final death.

## **Restricted Remort**

*Pre-requisites: None*

*Frag Cost: 750*

*CP Cost: None*

Purchasing a restricted remort allows you to permanently remove all skills on one character and then respend the CP. This does not allow a class or race change, nor does it grant refunds for frag skills which might have been spent. It is used once, immediately after purchase.

## **Skill Remort**

*Pre-requisites: None*

*Frag Cost: 250*

*CP Cost: None*

Purchasing a Skill Remort allows a player to remove one skill from any character. The skill removed cannot be a pre-requisite for another skill that character possesses, however a Skill Remort can be purchased multiple times to remove a chain of pre-requisite skills from the top down. It is used once, immediately after being purchased.

## **Hindsight**

*Pre-requisites: 1 level of mysticism*

*Frag Cost: 35*

*CP Cost: 20*

Adding the Hindsight skill to a character gives the character a 25% chance of remembering his/her death upon resurrection, instead of a 10% chance, every time that character resurrects. It may only be purchased once per character and the bonuses do not stack with other abilities.



## In Game Skills

In Game skills are purchased then applied to a specific character, chosen by that player. Once the skill is applied to that character it cannot be moved to another. IG skills and all frag and CP costs associated with them must be purchased each time they wish to be applied to a character.

Unless otherwise stated, the following may be assumed for all skills:

Frag Cost: 0, CP Cost: 0, Self-Taught: Yes

### Rogue Only

#### **Sucker Punch**

*Pre-requisites: None*

*CP Cost: 65*

*Frag Cost: 30*

This skill allows the rogue to sneak in a devastating attack to an unprepared opponent, stunning them for a short time. If the attack is successful, the target takes one Body, is blinded and is stunned for 5 seconds. While stunned, a victim is unable to take any action, including blocking, moving and the use of skills, minus the ability to call "resist" against killing blows. They may also resist any counts against them. Automatic defenses such as Shield Magic will still operate, but ones requiring conscious thought such as Advanced Shield Magic will not. This skill may use the "Surprise" suffix in its damage call if the attack is delivered from behind and between the target's shoulder blades. To successfully deliver this attack, the rogue must strike his or her opponent on the torso with a red hand-to-hand or claw rep. To activate this ability, the rogue must incant "Sucker Punch!" This skill cannot be stacked with any other skill and is usable once per day per purchase.

#### **Thieves Cant**

*Pre-requisites: None*

*CP Cost: 25*

*Frag Cost: 20*

This skill allows rogues access to a fundamental secret language, understood by thieves universally. Thieves Cant is a fully coded language. It is ever changing and evolving, so it can never be permanently broken by authorities. Rogues with this skill have dedicated themselves to learning the secrets of the code, and as such, will always understand it. Upon purchase, the Rogue will receive an Out-of -Game decoder which will allow them to read and write messages in Thieves cant. This code may not be given, in written form, to any other player. This code may change from time to time, but the rogue will always be able to quickly decipher it. Rogues with this skill will always be updated with a new decoder packet by the Logistics Marshal, should any change happen. Once purchase, this skill is always active.

#### **Tumble**

*Pre-requisites: None*

*CP Cost: NB-65, AS-65, WH-50*

*Frag Cost: 30*

Agility and dexterity are the tools of the rogue. By "rolling with the punches," a rogue can tumble to take half damage (rounded down) from one single source of their choice. The source of damage must contain a numerical damage amount. This skill has no affect on other negative effects such as paralyze, death, head butt etc. Tumble cannot stack with any other skill, including additional uses of tumble, nor can any other method of damage reduction be applied prior to or after the rogue uses tumble. Half damage (rounded down) is the minimum amount of damage the rogue can take when this skill is used. The defensive incant for this ability is "Tumble!" This skill is usable once per day per purchase.



## **Escape**

*Pre-requisites: Locksmith*

*Frag Cost: 20*

*CP Cost: 50*

Once per day per purchase, the character may break free of any physical binding. Examples of bindings are shackles, rope, manacles, etc. Doing so requires a 10 count which may be done in silence. Taking damage will reset the count. Escape may not be used to free the rogue from locked areas, such as prison rooms or crows cages.

## **Riposte**

*Pre-requisites: None*

*Frag Cost: 75*

*CP Cost: 150*

The rogue with Riposte can use this ability against any physical attack that could be parried. After suffering a physical attack, a character with this ability may call "Riposte!" Doing so not only blocks the attack but also deals back to the original target the same damage and effects that were Riposted, which automatically hits. Ripostes can block missile damage, but the damage is not reflected back. The damage from a Riposte counter can be defended against with skills (Parry, Dodge, etc.) and spells (Magic Armour, etc.) but is considered to have been a successful strike. Riposte may be used once a day per purchase.

## **Warrior Only**

### **Trip**

*Pre-requisites: None*

*Frag Cost: 20*

*CP Cost: 30*

A combat skill for warriors, to activate this ability the player must successfully strike the target's leg with a weapon and call "1 Body trip!" If successful, the target must 'fall' (safely) to the ground. The target may stand up again as soon as they have touched their torso to the ground. Like Hamstring, the damage cannot be increased unless you use multiple Trips at the same time; however the damage type is based on the weapon used. Usable once per day per purchase.

### **Whirlwind of Blows**

*Pre-requisites: Flurry of Blows*

*Frag Cost: 40*

*CP Cost: 75*

This skill enables a warrior to plant their feet, call "Whirlwind of Blows" and gain +5 damage to their swings. This effect continues indefinitely so long as both feet remain planted. This skill may stack with other skills, abilities or spells (such as Hamstring and Dismember) unless otherwise stated in their descriptions. This skill is usable once per day per purchase and requires 1 Flurry of Blows purchase for every purchase of Whirlwind of Blows.



## **Decapitate**

*Pre-requisites: Slay*

*Frag Cost: 75*

*CP Cost: 150*

This powerful ability attempts to separate the head from the body of a target and kill them in one shot. The Slay skill is a pre-requirement for purchase and Decapitate can only be used with a weapon that the warrior is capable of using with a Slay skill. In order to use this skill a warrior must declare: "You are not prepared!", then strike at their opponent. A melee weapon must be used and the strike must hit the torso (not limbs) of their target while stating: "10 Body Decapitate". If the target is damaged by the attack then they are decapitated, immediately falling into their death count. Creatures with no discernible heads are immune to this attack. Unlike a Slay it does not remain active if you miss the initial strike. Also, only flurry of blows may raise the damage. No other sources raise the numeric damage, but the damage type may be altered with spells and effects. Ie: if you have a +2 magic sword, you still only swing for 10 damage, but the call would be "10 Magic Body Decapitate"

## **Battle Field Repair**

*Pre-requisites: None*

*Frag Cost: 50*

*CP Cost: 30*

With this skill a Warrior can repair any recently destroyed or shattered shield so long as they have access to the wreckage. If given the destroyed remains, (represented OOG by the OOG shield rep) and the shield was destroyed within the last hour, a Warrior can perform a Battle Field Repair on it. A repair in this manner takes 1 minute for every 10 threshold the shield had. If the repair is interrupted or an hour passes since its destruction and the shield is not fully repaired, the skill will fail and be used for the day. Use of this skill will not pause the time limit in which it can be used nor will it partially repair a destroyed shield (in other words once work begins it must be completed to its conclusion). Lastly, this skill may be used to restore 1 "resist" on a master crafted shield. This is done by the same method and with the same restrictions as repairing a destroyed shield, including the time limit. Master crafted shields which do not have their resists repaired within the time limit will lose that resist forever. If a master crated shield loses its final resist and is then destroyed, that final resist will be lost as both the shield and the resist cannot be repaired simultaneously. This skill is usable once per day per purchase.

## **Cripple**

*Pre-requisites: None*

*Frag Cost: 30*

*CP Cost: 40*

This skill allows the warrior to attack a target's limb with a devastating crippling attack. If the attack is successful, Cripple does one Body to the target and cripples the struck limb for 5 seconds. If the limb is a target's arm, they will be disarmed of any items they are holding and unable to use that arm. Shields or items strapped to the arm or unable to be dropped will be considered useless and any damage taken to those items will instead be taken by the target. A crippled leg denies the target the ability to move for the duration of the ability. Cripple must be delivered by a boffer attack and must strike a limb to be successful. The incant for this ability is "Cripple!" Cripple cannot be stacked with any other ability and is usable once per day per purchase



## **Dirt in the Eye**

*Pre-requisites: None*

*Frag Cost: 30*

*CP Cost: 45*

This skill allows the warrior to temporarily blind a target by throwing dirt in their eyes. This is a packet-delivered attack and will not be successful if used with a boffer weapon or if touch cast. The warrior must first touch a packet to the ground then successfully hit the target. The incant for this ability is “Dirt in the Eye!” Dirt in the Eye will blind the target for ten seconds forcing the target to close their eyes OOG for the duration of the effect. Players in an unsafe or unstable environment (*e.g.* fighting near a fire pit) may keep their eyes open, but must look down at their feet and away from their attacker for the skill’s duration. This skill cannot be stacked with any other ability or spell and is usable once per day per purchase.

## **Scholar Only**

### **Rite of Retaliation**

*Pre-requisites: None*

*Frag Cost: 50*

*CP Cost: 20*

This Rite will allow the Scholar to summon a small elemental spirit and trap it inside an amulet, giving the caster some physical protection against harmful attacks. The Rite requires the caster to create a simple circle of power, large enough for them to sit inside. The circle does not need to be magical or enchanted, simple circle drawn in the dirt will suffice. Once inside the circle the caster will begin the Rite by incanting “Begin Rite” and activating a Catalyst of any type. Rite of Retaliation takes 5 minutes to complete and destroys the Catalyst regardless of success or failure. During this time the caster should be calling upon the 4 major elements, asking for their protection and calling forth a minor spirit of the casters preference. As the Rite ends the spirit is bound into the amulet and then placed around the casters neck. The caster signifies the completion of the Rite by incanting “Rite Complete” This Rite will fail should the circle of power be broken by any means, the caster fails to properly roleplay the Rite, or the caster takes damage into Body. There is no change of backlash or flaw, the Rite simply fails and the skill is considered use for that day.

If successful the amulet will become magical for the next 24 hours or until used. In this form it will grant no benefit to the caster and in fact will cause them to become more susceptible to elemental magic. While worn as a amulet or activated as described below, the caster will take double damage from all magical attacks that do Elemental damage or have magic <type element> in their descriptor, until the duration ends or the protection is used. If the Catalyst used was of the Discord type then this susceptibility only starts once the amulet is activated. To activate the amulet the caster must firmly hold the amulet in their hand and incant “Activate Rite of Retaliation.” Doing so will cause the amulet to transfer its magical properties to the caster in the form of a magical protection against the next physical attack that strikes the caster.

This protection will act both as a Magic Armour, as per the Battle Magic spell, as well as a physical shatter that targets the attacker, destroying the weapon they attacked with. The defence for this attack is “Physical Retaliation” and it will last for 1 hour after activation or until used. This effect will not stack with a Magic Armour or Advanced Magic Armour and will replace them if they are present on the caster at the time of activation. The physical shatter has no effect on natural weaponry. If the amulet is removed from the casters neck at any time before activation, the elemental spirit inside will be angered. The Amulet will lose its magical properties, bestowing no benefit if activated but the elemental susceptibility will continue, lasting until the full 24 hour duration has expired. This effect cannot be dispelled and will persist even through resurrection. No more than one amulet can worn at any time. Attempting so will



cause the original amulet to break away releasing the angry spirit. This Rite is castable once per day per purchase.

### **Combat Wizardry**

*Pre-requisite: self-mutilate.*

*Frag Cost: 50*

*CP Cost: 50*

When a mage purchases Combat Wizardry, their spell casting is no longer interrupted by Body damage. This skill is considered to be “always on”.

### **Spell Versatility**

*Pre-requisites: None*

*Frag Cost: Same as the slot being augmented +10*

*CP Cost: Same as the slot being augmented +10*

Spell Versatility is a Mage skill that is tied to an existing spell slot that the character already owns. After purchasing Spell Versatility, the mage no longer has to memorize a spell to put into that slot and may cast spells “on the fly” from any of their spheres that can fill the slot. For example, if a mage has two spheres and a 7th level spell slot they may choose any of those four 7th level spells to cast, so long as the slot is unused; essentially meaning that every spell of that level that they can cast fits into the slot at once. Once a spell has been cast from the slot it is used until the next reset like normal. This skill must be purchase per slot and is considered always functional.

### **Spell Switch**

*Pre-requisites: None*

*Frag Cost: 50*

*CP Cost: 50*

Once per day per purchase, the mage may exchange one spell they have memorized for another spell at a lower level. Example: A healer may exchange their memorized level 8 Cure Mortal Wounds spell for a level 7 Restore Limb spell. Spells may be switched with different spheres the caster knows, but they can never be equal or higher level. To use this ability the mage must declare: “Spell Switch : <spell being sacrificed> <new spell>”. The new spell must be cast within 60 seconds of Spell Switch being used or both spells are lost.

### **Refocus**

*Pre-requisites: None*

*Frag Cost: 30*

*CP Cost: 30*

Once per day per purchase with Refocus, when a mage casts a spell and misses their target with a spell packet, they may call “Refocus!” and regain that spell in memory to cast again.

### **Harvest**

*Pre-requisites: None*

*Frag Cost: 50*

*CP Cost: 50*

Once per day per purchase with Harvest, when a mage casts a spell and it is blocked by a spell defense, they may call “Harvest!” and regain that spell in memory to cast again. This ability only functions if the spell is defended against with a magical protection like Shield Magic, or a Resist Magic natural ability or racial.



## **Spell Parry**

*Pre-requisites: None*

*Frag Cost: 35*

*CP Cost: 35*

The Spell Parry skill allows a mage to counter a spell cast at them by using up a duplicate spell that they memorized. If a mage is targeted and affected by the same spell they have in memory they may choose to call “Spell Parry <spell name>!” and nullify the incoming spell, but lose the spell in memory in the process. For example, if a Druid has a Web spell memorized and is struck by another Web spell, they may choose to sacrifice their memorized Web to negate the hostile Web spell. If the mage whose spell was Spell Parried also possesses the Spell Parry skill, after hearing their spell has been countered they may also call out “Spell Parry!” and force their original spell through, bypassing the Spell Parry defense and causing the defending mage to waste their memorized spell. There is no limit to how often this ability may be used so long as the mage has spells in memory to counter. This ability only functions against magic spells, either cast from memory or used via a magic item. It has no effect against natural ability or monster racials by the same name. Eg: You cannot Spell Parry a spider’s web with the Nature spell.

## **All Classes**

### **Favoured (Lead Shaper Approval)**

*Pre-requisites: Lead Shaper Approval*

*Frag Cost: 50*

*CP Cost: 50*

*Self-Taught: No*

The Favoured are specially chosen by a God or Dragon from amongst the flock and elevated to the level of the truly revered. Only those characters that have proven themselves exceptionally devout may purchase Favoured. Purchasing this skill signifies to your God or Dragon that you are truly devoted and ready to become their Cleric or Dragon Knight. Upon purchase of this skill, the player is automatically changed from their current occupation to that of their new elevated one. This skill grants access to unique Spheres of Magic and associated Occupational Abilities. Like Battle Magic Spheres, each the Clerical and Dragon Knights require a Spell Focus in order to cast. A Cleric’s Spell Focus will always be their Gods Holy Symbol. A Dragon Knight requires a Spell Focus made from a stone or gem that is the Colour of the Dragon they revere. These Spell Foci are no different than standard Battle Magic Foci and can be replaced in the same manner if lost or destroyed. Finally, this ability allows Clerics or Dragon Knight to commune with their God or Dragon through prayer. Such communion allows the Cleric or Dragon Knight to memorize their Clerical or Draconic spell Spheres without the need for a Spellbook or scrolls. Communion can only be done between the hours of 6pm and 12am and require a minimum of 10 minutes of uninterrupted prayer.

### **Looting**

*Pre-requisites: None*

*Frag Cost: 5*

*CP Cost: All-15, NB-10*

The Looting skill trains the player in the art of both hiding and finding. This skill allows the target to subtract ten seconds from the standard 60-second loot count for every level of Looting they have purchased, to a minimum of ten seconds. This skill will also add ten seconds per level to any person trying to loot the player with the looting skill, regardless of whether the intended looter has the looting skill. If a player with looting is being looted, they need not inform the looter how long they will have to loot for, Out-of-Game. If the looter ends their count before the full amount of time required, the target may opt to give any amount of loot they desire. They are also not required to tell the looter anything, though they may say “You find nothing” if they choose not to give any loot. Should the searching player choose to search a target with the Looting skill, for the appropriate amount of additional time, they must



them give the searching player all items as per standard searching rules.

### **Heavy Drinker**

*Pre-requisites: None*

*Frag Cost: 10*

*CP Cost: 20*

This ability is purchasable by any character class and doubles their stamina total.



# Chapter 6: SPELL SPHERES

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## **Sphere of Magic: Dark**

*Pre-requisites: Favoured, Champion*

*Frag Cost: 0*

*CP Cost: As per additional Sphere Cost*

*Spell Focus: Holy Symbol*

Containing only the most horrific and vile of Battle-Magic spells, the Sphere of Dark harnesses the power of the Dark Gods to cause infliction and chaos throughout the land. The Sphere of Dark is a Renowned-only Sphere of Magic and cannot be purchased without first purchasing the skill Favoured.

### Level 1

#### **Bless \***

*Incant: "I channel <God> to grant Blessing."*

*Duration: 5 days*

Description: This spell grants the target the blessing of the cleric's deity. The blessing has no immediate effect and in most cases, excluding use with some specific spells, it is simply a roleplaying device. From time to time a character with a Bless on their spirit may find favour with that God. This can sometimes, decided by a Shaper, have a small positive effect happen to or around them. This could be anything from a small warning of danger to minor healing or even minor miracles. The caster may not force a Bless upon a person and it may be resisted without using up a spell-protection such as Shield Magic. One can only be Blessed if one chooses to be and only one Bless can be active at a time. A person can choose to allow a new Bless spell to replace an old one if they wish. They may also end a Bless on themselves any time they choose, but this may offend the god.

#### **Siphon**

*Incant: "I channel <God> to inflict Siphon"*

*Duration: Instant*

Description: This spell can only be targeted at someone who is currently in their Bleed Count. If successfully cast, the spell will act as a killing blow and grant the caster 5 Body points in healing or infliction, the caster choice. This cannot exceed the caster's maximum Body point total nor can it be thrown or transferred to another.

### Level 2

#### **Divine Ward**

*Incant: "I channel <God> to create Divine Ward."*

*Duration: 1 hour*

Description: Divine Ward requires the caster to plant or otherwise display their holy symbol foci for the duration of the spell. During this time, the symbol may not be used to cast other Dark spells. The symbol does not have to remain on the person of the caster, and in fact may be hung upon a door, placed upon a tree or otherwise, so long as it remains stationary. (An OOG note next to the symbol is encouraged).



While the symbol is being used in this way, creatures possessing a spirit may not approach within 10 feet of the symbol unless they bear the same holy symbol and/or wearing a Bless spell of the deity represented by the Divine Ward. This barrier may be resisted with Shield Magic or a similar spell and in doing so makes the user immune to the effects of this Divine ward for 10 minutes. If the symbol is physically moved the spell ends. The caster of Divine Ward is immune to the effects of the spell.

## **Soul Whip**

*Incant: "I channel <God> to inflict Soul Whip."*

*Duration: Instant*

Description: This spell will summon a black, wispy tendril to strike out at the target, causing 3 Magic Body points of damage and transferring that damage to the caster in the form of healing or infliction (caster's choice). If the target resists the spell or is otherwise unaffected by the damage, the spell fails.

## Level 3

### **Death Aura**

*Incant: "I channel <God> to grant Death Aura."*

*Duration: 1 hour*

Description: This spell will hide the target's spirit in an aura of Undeath. While Death Aura is active the target will not be detectable via Sense Life. Because of the Necromantic nature of this spell, the caster will detect as Undead via Sense Undead or similar effects.

### **Mass: Blessings**

*Incant: "I channel <God> to invoke Blessing."*

*Duration: Up to 10 minutes*

Description: This area-of-effect spell requires the caster to give a powerful Mass to their flock, calling on their God to Bless those the caster touches. To initiate Mass: Blessings the caster must roleplay a sermon to their God, speaking to those present about their deity's tenants, beliefs and how they relate to the situation at hand for at least 1 minute. After that minute has passed they may then, while continuing their sermon, touch the foreheads of any who have heard it. One person may be touched in this manner every 10 seconds so long as the sermon continues or the maximum duration of 10 minutes is reached. Each person who is touched by the caster in this manner will take the effect of a Bless spell. The caster may not "force" the effects of this mass to take place upon anyone, including the unconscious, dying, or otherwise incapacitated.

## Level 4

### **Banner of the Faithful**

*Incant: "I channel <God> to create Banner of the Faithful."*

*Duration: One hour*

Description: This spell creates a magic "flag" or banner which lasts one hour's time. During that time, any character that has a Bless spell of the same God on their spirit may expend it and gain access to the Banner's full abilities. The Blessed character must touch the Banner and speak the God's name to expend their Bless spell. Once expended, the formerly Blessed target may attack for +1 Magic damage so long as



the Banner stays within their line-of-sight and field of vision. This bonus includes ranged weapons. The flag is considered a spirited item with 1 Body and may be destroyed by any weapon swing or other source of damage. In order for a target to be affected by the banner's positive effects, the banner must be both within line of sight of the target, and also be within the target's field of vision. If the banner leaves the target's field of vision or line of sight for more than 10 seconds, the effect is lost until the Banner adheres to both criteria once more. The banner must be visible as well, which means that it may be necessary to illuminate a banner used in the dark. A Banner may be any shape so long as it is a minimum 2.5' x 1' and no greater than 4' x 6 and must be mounted on a pole with a minimum length of 4' and a maximum of 6'. The holy symbol of the God worshipped must be represented on the Banner. The caster of Banner of the Faithful does not need to expend their own Bless spell and is always under the Banner's effect while it exists.

## **Control Lesser Undead**

*Incant: "I channel <God> to inflict Control Lesser Undead."*

*Duration: 1 hour*

Description: This spell grants the caster control over one lesser Undead, whether it is currently being controlled by another or uncontrolled. For an hour, the Undead will do anything asked of it, including sacrifice itself. The specific abilities and limitations of the commands depend upon the type of Undead that is being controlled. This spell has no effect against greater Undead.

## Level 5

### **Mass: Relic**

*Incant: "I channel <God> to bestow Relic."*

*Duration: Until mass ends / item 24 hours*

Description: This 10 minute mass "blesses" an item, typically a weapon, in the name of the God of the Cleric worships. Once the mass is complete the object or weapon is Rendered as per the spell, is given a Magic aura and will grant its bearer a +1 strength bonus. The weapon or object will become attuned to the first creature bearing the Bless of the caster's God that touches it after the mass is completed. If the item is dropped by the caster or passed off to another creature, the spell ends and the item will revert back to its normal form. The effects on the object last for 24 hour, starting at the completion of the mass.

### **Wave of Pain**

*Incant: "I channel <God> to inflict Wave of Pain, Wave of Pain, Wave of Pain."*

*Duration: Instant*

Description: Before this spell is cast, the caster must plant both feet and then incant. They then have the ability to throw up to 5 packets, each one doing 10 Magic Damage. Each packet thrown must be preceded by the phrase "Wave of pain". If the caster moves either foot or is struck for damage to Body, any remaining packets are lost and the spell ends.



## Level 6

### **Curse**

*Incant: "I channel <God> to inflict Curse."*

*Duration: 1 hour*

Description: The Curse spell will cause the target to take double damage from every damaging attack, of any type, received for 1 hour. The damage from the attack must be doubled before considering any defences that might apply. This applies to all damage types be they physical, magical, alchemical, etc.

### **Dark Lore**

*Incant: "I channel <God> to grant Dark Lore."*

*Duration: Varies*

Description: This spell allows the caster to summon a Ghost or lost spirit and ask a series of questions in which it is bound to answer truthfully. The caster should have a topic of questioning in mind before casting the spell. Spirits summoned in this manner will arrive as soon as they possibly can but no later than 12 hours after casting. During this wait the caster should attempt to find a Shaper at their earlier convenience.

The first few questions are set and must be spoken verbatim after the spirit arrives. These questions are:

“Spirit before me I bind you and command you to identify yourself”

“I bring you no ill will; do you wish my spirit harm?”

“I seek the knowledge in death regarding <Subject>”

“I release you of your binding, you are free to go. Will you leave peacefully?” OR “I release you of your binding but request additional information if it pleases you. Will you stay?”

If the Cleric fails or incorrectly speaks these questions the spirit may not arrive or may arrive hostile. If the Cleric succeeds, the spirit is bound to answer truthfully, to the best of its knowledge, the four questions asked. After this point the caster may continue asking questions of the spirit if the spirit is willing. The limit of questions is random, generally depending on the demeanor and sensitivity of the caster toward the spirit. Some spirits are simply uninterested in speaking to the living and will leave after the required questions are answered. The quality of answers will greatly depend upon the spirit called, which in general terms is beyond the ability of the caster’s control. The use of Dark Lore is not considered Necromantic in nature although it may be mistaken as such to the uneducated.

## Level 7

### **Dark Bolt**

*Incant: "I channel <God> to inflict Dark Bolt. 10 Dark"*

*Duration: Instant*

Description: This spell causes a bolt of darkness to spring from the caster's fingers towards the target. The spell will take full effect on Undead creatures and living creatures alike. The bolt does 10 Dark damage.



## **Mass: Corruption**

*Incant: "I channel <God> to bestow Corruption."*

*Duration: Until Mass ends*

Description: This area-of-effect spell requires that the caster give a Mass, generally lasting from 10 to 30 minutes. During that time, the Cleric must role-play the Mass, talking about their deity's tenants, beliefs and how they relate to the situation at hand and those present. The Mass begins immediately after the incant is said.

All those who do NOT wear a Bless spell of the same God as the Cleric who gives the Mass lose 1 Body point per minute while within hearing distance. Plugging ones ears, attempting to deafen oneself or drowning out the Clerics Mass by shouting, will not stop this spell from taking effect. Those who die while within this zone will be raised as lesser Undead: Zombie(s) under the control of the caster. The Undead will last 24 hours before being cursed to destruction. This damage is Magical in nature, and occurs at the end of every 60 seconds. Undead within the zone will be healed 1 Body point per minute.

## Level 8

### **Cloak of Darkness**

*Incant: "I channel <God> to grant Cloak of Darkness."*

*Duration: 1 hour, until ended or 6 AM*

Description: This spell will cloak the caster in darkness and may only be cast between 6PM and 6AM. While this is active, the caster must state "Active Cloak of Darkness" to any that see them. They appear to others as if wrapped in a swirling misty black cloak though they are still identifiable. While in this form, the caster is unable to use any skills and may only speak. The caster becomes completely immune to all physical and spell attacks, with the exception to Healing damage. All Healing spells affect the caster as if they were Undead. Any threshold, protections or other defences which existed before the casting of the Cloak are carried over and still applicable after the spell has been cast.

### **Unholy Warrior**

*Incant: "I channel <God> to summon an Unholy Warrior."*

*Duration: Up to 12 hours*

Description: This powerful spell will allow the Cleric to call upon their God to send forth an Unholy Warrior to strike down one who has wronged them. Once cast, a being of pure shadow and darkness will manifest before the Cleric within the next 12 hours. When the Unholy Warrior has arrived the Cleric then needs to speak the name of the target as they know it, visualize the target's identity for 1 minute and finally state how the target has wronged the Cleric or their God. During this count, the Unholy Warrior cannot be the target of spells or effects, nor will they defend the Cleric or themselves until the spell prerequisites are completed. If the Cleric does not complete these requirements within 2 minutes of their arrival, the Unholy Warrior will leave. If the requirements are met, the Unholy Warrior will then dissipate, becoming undetectable to even the most powerful of magic. For the next hour the Unholy Warrior will hunt the target, searching tirelessly and with the innate ability to sense that target's spirit at will. When the target is found, the Unholy Warrior will phase in nearby with a 3 count. It will state to the target that they have wronged a Cleric of <God> and that their life is forfeit. The Unholy Warrior will attack that target to the best of its ability and will not cease until it is destroyed or the target has ended its 5 minute Death Count.

An Unholy Warrior will be equal to the level and power of the Cleric who is summoning it. Should the



Cleric speak the True Name of the target to the Unholy Warrior, that level will increase to the Cleric's level +5. The Unholy Warrior's Occupation is determined randomly by the God of the Cleric. Once the target has been destroyed the Unholy Warrior will return to the Cleric and announce its success. Should the Cleric decide after successfully casting the spell that they made a mistake and wish to cancel the Unholy Warrior's summoned duty, they may do so by expending their own bless spell. Ending the spell in this manner will incur a very harsh repercussion. As punishment for wasting the Dark God's pwer, the Cleric will find themselves the target of their own Unholy Warrior. No creature may be the target of this spell by the Cleric more than once per month, nor will the Unholy Warrior attack any creature that carries a Bless of the Clerics God. The Unholy Warrior is Celestial in Nature.

## Level 9

### **Death**

*Incant: "I channel <God> to inflict Death."*

*Duration: Instant*

Description: Death causes the spirit of the target to be ripped forcibly from the Body, effectively delivering a killing blow and putting the target into their 5-minute Death Count, dropping their Body points to -1 and bypassing their Bleed Count completely.

### **Avatar**

*Incant: "I channel <God> to grant Avatar."*

*Duration: 10 minutes*

Description: This spell turns the Cleric into an "Avatar" of their deity, morphing their body into a shadowy dark form. After the spell is cast, the Cleric's shape will change as they grow 2 feet in height; their physical features become shadowy black and their eyes glow blood red. This spell will also summon into existence either a two-handed Dark sword or a one-handed Dark long sword and Dark onyx shield. The two-handed Dark sword has a base damage of 10 Magic, while the long sword's base damage is 5 Magic. The shield has a 60 Magic threshold and it plus the weapons are considered indestructible. The spell also grants the proficiency in Exotic Weapon: Dark Sword and the Shield skill, as long as they are holding the summoned weapons. The Cleric can choose which weapon combination they would like at the time of casting. In Avatar form, the Cleric also has the ability to Spellstrike 10 Dark through their summoned weapon of choice a total of three times. They also gain a temporary health boost of 100 Body. Any Body Damage the Cleric receives is removed from the bonus 100 Body points first and this Body cannot be healed. The swords and/or shield will instantly dissipate if the Cleric drops them, is rendered unconscious, or incapacitated. These items may be used with natural weaponry, like a Savar's Claws.



## **Sphere of Magic: Draconic**

*Pre-requisites: Favoured*

*Frag Cost: 0*

*CP Cost: As per additional Sphere Cost*

*Spell Focus: Gem or rock coloured as the Firstborn served*

The Sphere of Draconic is granted only to the most loyal and dedicated forces in any Dragon's Army: The Dragon Knight. Charged by his Firstborn, the proper name for Dragons, this Dragon Knight sets forth into the world to both end the oppressive tyranny of organized religion and to further the will of the Draconic liege.

### **Level 1**

#### **Mark of the Firstborn**

*Incant: "I call upon <dragon> to grant Mark of the Firstborn".*

*Duration: 5 days*

Description: This spell causes the symbol of the Firstborn (served by the Dragon Knight who cast it) to appear upon the target. The target must be willing or the spell fails without affect. The mark will appear on the cheek of the target and may be drawn to represent this. The symbol must be clearly visible and cannot be hidden. This mark has no affect on its own, but is used as a pre-requirement for other Draconic spells. This spell can only be cast on willing targets; otherwise it will fail. The target may end this mark any time they choose, but this may offend the Firstborn.

#### **Divine Shield**

*Incant: "I call upon <dragon> to grant Divine Shield".*

*Duration: 5 days or until used*

Description: Divine Shield functions like a "Shield Magic" spell against any spell from the Dark or Light Spheres of Magic. It can be stacked with Shield Magic or Advanced Shield Magic but will have no affect against Divine Ritual Magic. If wearing both Shield Magic and Divine Shield simultaneously and struck with a Divine spell, the Divine Shield will always active first.

### **Level 2**

#### **Dragon Hide**

*Incant: "I call upon <dragon> to grant Dragon Hide".*

*Duration: Instant*

Description: This spell will grant the target an immediate repair of damaged 10 Armour Points as if they has been refit by a Blacksmith. This spell will not repair breached Armour Points or natural Armour Points that would not normally be repaired by a Blacksmith.



## **Sign of the Firstborn**

*Incant: "I call upon <dragon> to create Sign of the Firstborn".*

*Duration: 5 days*

Description: Sign of the Firstborn requires the caster to place a symbol of the Dragon they serve at a location of their choice. This symbol can be a banner, flag or simple drawing. Once cast, this symbol cannot be moved. While active, no creature with a spirit may approach within 10 feet of the symbol unless wearing a Mark of the Firstborn. This barrier may be resisted with a Shield Magic or similar spell and if resisted the target becomes immune to the effects of Sign of the Firstborn for 10 minutes. If the symbol is physically moved the spell ends. The caster is not immune to the effects of the spell and must be wearing a Mark of the Firstborn to pass.

### Level 3

#### **Scales**

*Incant: "I call upon <dragon> to grant Scales".*

*Duration: 5 days or until used*

Description: This spell will protect the caster from the next Body Damage attack that strikes them. If stacked with a Magic Armour, Scales will always activate first. It will only protect against physical Body attacks delivered via a boffer strike.

#### **Strength of the Firstborn**

*Incant: "I call upon <dragon> to grant Strength of the Firstborn".*

*Duration: 10 minutes*

Description: This spell will grant the target a +1 strength bonus for 10 minutes. This spell will stack with other strength bonuses but will not stack with itself.

### Level 4

#### **Enlightenment of Firstborn**

*Incant: "I call upon <dragon> to grant Enlightenment of the Firstborn".*

*Duration: 1 hour*

Description: This spell works like a Mark of the Firstborn but over a much greater range of targets. Immediately after casting this spell must be followed by a 10 minute discussion or debate on any topic relating to the Firstborn, their followers or the fight against Gods. After the first minute has passed the Dragon Knight may anoint those present with their symbolic weapon of choice, bestowing onto them the Mark of the Firstborn served. The Dragon Knight must continue the debate while this bestowing the Mark and if they stop the spell will fail and all marks granted will become dispelled. A Dragon Knight may grant the Mark to one target every 10 seconds or until the 10 minute duration has been reached. Dragon Knights may not force the Mark an unwilling subject or those who are unconscious, dying or otherwise incapacitated.



## Shadow of the Firstborn

*Incant: "I call upon <dragon> to grant Shadow of the Firstborn"*

*Duration: 1 hour*

Description: For the next hour after casting, the caster will become immune to all "sense" type effects such as "sense life" from Undead creatures.

## Level 5

### Dragon Fear

*Incant: "I call upon <dragon> to inflict Dragon Fear"*

*Duration: Light of Sight / 1 Minute / 10 minute*

Description: This charm-based packet-delivered spell will cause the effected target to flee in fear. If line of sight between the target and caster remains broken for 1 minute, the fear-affect will end. While under the effects of fear, a victim will do everything in their power to escape the line of sight with the caster. At first they may simply attempt to flee, but if physically held within the fear range or are otherwise forced to confront the caster, their reaction will escalate to violence. After the 1 minute duration has expired, the target will still be unable approach or interact with the caster or come within 100 feet of them, for the next 10 minutes. Removing or dispelling the effect of Dragon Fear will negate both the fear and the aversion that follows.

### Dragon's Regeneration

*Incant: "I call upon <dragon> to bestow Dragon's Regeneration."*

*Duration: Concentration*

Description: While uninterrupted concentration is continued by the caster, they will gain 1 Body point of healing every 60 seconds. The 1 Body of healing will take effect at the end of each 60 second count, not the beginning. If the caster uses any other skill or takes damage to Body during the concentration, the spell will end. Any person with a Mark of the Firstborn may concentrate along with the caster to gain the benefits of this healing as well. The caster must keep concentrating in order for others to do this, even if they are at full Body.

## Level 6

### Dragon's Intuition

*Incant: "I call upon <dragon> to bestow Dragon's Intuition."*

*Duration: Special*

Description: This spell requires 10 minutes of concentration by the caster. At the end of those 10 minutes, the caster will gain insight into the levels of Divine energy in the surrounding lands, typically defined as a 5 mile radius. It will grant a general impression of powerful Divine beings, sources of Divine energy and concentrations of followers but will not give details. For example, it may indicate a powerful Divine creature moving through the area but will not give a description of that creature, or it may state that a concentration of followers of a Dark God are nearby but not where or who they serve.



## Breath of the Firstborn

*Incant: "I call upon <dragon> to inflict Breath of the Firstborn 20 Elemental <Type>"*

*Duration: Instant*

Description: This spell will do 20 points of elemental damage. The elemental type is determined by the caster but there is otherwise no difference in the effects. Should this spell drop the target to negative Body points, the target will forgo their 1 minute Bleed Count and directly enter their Death Count as per typical elemental damage calls.

## Level 7

### Dragon's Toughness

*Incant: "I call upon <dragon> to bestow Dragon's Toughness."*

*Duration: Until used*

Description: This spell will grant 30 of temporary Body points to the caster. These extra Body points will be counted down first when damage is taken, before the caster's natural Body points. This spell cannot be stacked.

### Dragon's Blood

*Incant: "I call upon <dragon> to grant Dragon's Blood"*

*Duration: 1 hour*

Description: When this spell is cast, anyone within earshot of the caster who wears a Mark of the Firstborn of the same Dragon as the caster immediately gains a +2 Magic Damage Aura. This effect will last 1 hour. The caster must be wearing a Mark of the Firstborn when this spell is cast, or it will fail.

## Level 8

### Sanctum

*Incant: "I call upon <dragon> to create Sanctum."*

*Duration: The Sunrise, 6 PM*

Description: This spell sanctifies an area with the shadow of the Firstborn. Before this spell can be cast the Dragon Knight must first construct a shrine which pays proper respect to their Dragon. Creation of this shrine must fill at least 3'x3' area and must, in some form, be apparent that this is a sacred place to the Firstborn. Once created the Dragon Knight must then bestow onto the Shrine a Mark or Sign of the Firstborn. After all this is completed they may then begin their casting of "Sanctum." The spell itself requires 10 minutes of discussion and debate on any topic relevant to either the Firstborn, their followers or regarding combating the Gods. After 10 minutes has passed the shrine and the surrounding area will become a Sanctum to that Firstborn. If the area is properly walled enough to hinder direct passage into camp, then the range of this Sanctum will extend to the size of those walls or 100'x100', whichever is smaller. A 10'x10' area immediately around the Shrine is always considered active. All those inside the Sanctum that bear the Mark of any Firstborn, even if the Dragon Knight is not present, are gifted with the following effects:

- Half damage from all Light or Dark spells or effects
- 1/Ever Power word <target> Magic Swampwalk. This duration ends at line of site or once they have left the Temple walls.



Those inside the temple walls are shadowed by the Dragons' great wings. This protects all those inside from any extreme natural environmental factor. Cold, heat, wind and even sunlight are treated as if they were not present. This has no effect on spells, abilities or unnatural environmental factors such as Summoned elementals, ritual influenced weather or the like.

These effects fade immediately when the Marked target leaves the range of the Sanctum, but will return if they, or any new targets bearing a Mark of any Firstborn, pass through the walls. Sanctum will last until the next Sunrise or until the Shrine suffers from 1 Body point worth of damage. Only one Sanctum may exist in an area at a time.

## **Dragon's Horde**

*Incant: "I call upon <dragon> to bestow Dragon's Horde"*

*Duration: Instant*

Description: In order for this spell to be cast successfully, a 1 gold piece coin must be sacrificed in game. Items of 1g value are not applicable, it must be a coin made of gold of at least 1 gold in value. The coin will vanish when the spell is successfully cast and in exchange the caster may identify any one magic item in their possession. This identification functions exactly the same as a Ritual Identification. If the item being identified is not magical the spell will still be used up.

## Level 9

### **Life of the Firstborn**

*Incant: "I call upon <dragon> to bestow Life of the Firstborn"*

*Duration: 5 Days*

Description: This spell functions as a Contingency Life spell. Contingency spells remain on the spirit and automatically activate when certain conditions are met. Life of the Firstborn will activate when the caster has 1 second left in their Death Count, at 4:59 minutes of their 5 minute countdown. At this time the spell will cast Life on the caster, bringing the caster back to full Body points instantly. This spell is caster-only and cannot be stacked with itself or any other Contingency Life spell.

### **Spirit of the Firstborn**

*Incant: "I call upon <dragon> to bestow Spirit of the Firstborn"*

*Duration: 10 minutes*

Description: This spell infuses the caster with small piece of the spirit of the dragon they serves. Ethereal draconic wings will erupt from the casters back for a brief second before vanishing, as the caster is empowered with the might of the Firstborn. This spell will grant the caster a +10 Silver threshold, two claws which swing for "5 Magic", a +6 strength bonus and the ability to throw one packet of "50 Elemental <type>", with the type being the caster's choice. If the caster is dropped to -1 Body while the spell is active, it will end.



## **Sphere of Magic: Light**

*Pre-requisites: Favoured, Champion*

*Frag Cost: 0*

*CP Cost: As per additional Sphere Cost*

*Spell Focus: Holy Symbol*

By harnessing the positive magic of light a Cleric or Paladin becomes a beacon of hope to all those in need. Renowned with this Sphere are able to unleash destructive magic onto Undead as well as heal injured or dying comrades. The Sphere of Light is a Renowned -only spell list and cannot be purchased without first purchases the skill Favoured.

### **Level 1**

#### **Bless \***

*Incant: "I channel <God> to grant Blessing."*

*Duration: 5 Days*

Description: This spell calls down upon the target the blessing of whichever God the caster worships. The blessing has no immediate effect and in most cases, excluding use with some specific spells, it is simply a roleplaying device. From time to time a character with a Bless on their spirit may find favour with that God. This can sometimes, decided by a Shaper, have a small positive effect happen to or around them. This could be anything from a small warning of danger to minor healing or even minor miracles. The caster may not force a Bless upon a person and it may be resisted without using up a spell-protection, such as Shield Magic. One can only be Blessed if one chooses to be and only one Bless can be active at a time. A person can choose to allow a new Bless spell to replace an old one if they wish. They may also end a Bless on themselves any time they choose, but this may offend the god.

#### **Illumination**

*Incant: "I channel <God> to create Illumination."*

*Duration: 12 hours or special*

Description: This spell will create a light (light source), so long as it is cast on any small object of no larger than 6x6x6 cubic inches in area. The spell will last for 12 hours, until it is dispelled, or until the caster wishes to terminate the light. A flashlight may be used, however the light produced must be diffused significantly using a gel or cloth so that there is no directional beam. An out-of-game, luminescent, physical representation is required for this spell to be used as a light source.

### **Level 2**

#### **Divine Ward**

*Incant: "I channel <God> to create Divine Ward."*

*Duration: 1 hour*

Description: Divine Ward requires the caster to plant or otherwise display their holy symbol foci for the duration of the spell. During this time, the symbol may not be used to cast other Light spells. The symbol does not have to remain on the person of the caster, and in fact may be hung upon a door, placed upon a tree or otherwise, so long as it remains stationary. (An OOG note next to the symbol is encouraged). While the symbol is being used in this way, creatures possessing a spirit may not approach within 10 feet



of the symbol unless they bear the same holy symbol and/or wearing a Bless spell of the deity represented by the Divine Ward. This barrier may be resisted with Shield Magic or a similar spell and in doing so makes the user immune to the effects of this Divine ward for 10 minutes. If the symbol is physically moved the spell ends. The caster of Divine Ward is immune to the effects of the spell.

## **Sense Undead**

*Incant: "I channel <God> to grant Sense Undead."*

*Duration: Instant*

Description: This spell forces any Undead within hearing distance of the spell to call out "Here!" in an OOG manner, informing the caster of the location of Undead within the vicinity. It only lasts that brief moment.

## Level 3

### **Mass: Blessings**

*Incant: "I channel <God> to invoke Blessing."*

*Duration: 10 minutes*

Description: This area-of-effect spell requires the caster to give a powerful Mass to their flock, calling on their God to bless those that the caster touches. To start Mass: Blessings the caster must actively roleplay a sermon to their God speaking to those present about their deity's tenants, beliefs and how they relate to the situation at hand, for 1 minute. After that minute has passed they may then, while continuing their sermon, touch the foreheads of any who have heard it. One person may be touched in this manner every 10 seconds so long as the sermon continues or the maximum duration of 10 minutes is reached. Each person who is touched by the caster in this manner will take the effect of a Bless spell. The caster may not "force" the effects of this mass to take place upon anyone, including the unconscious, dying, or otherwise incapacitated.

### **Wave of Healing**

*Incant: "I channel <God> to grant Wave of Healing, Wave of Healing, Wave of Healing."*

*Duration: Instant*

Description: The caster must plant both feet and then cast this spell. They then have the ability to throw up to 5 packets, each one doing 4 Magic Healing. Each packet thrown must be preceded by the phrase "Wave of Healing". If the caster moves either foot or is struck for damage to Body, any remaining packets are lost. The healing provided by this spell deals double damage to Undead.

## Level 4

### **Banner of the Faithful**

*Incant: "I channel <God> to create Banner of the Faithful."*

*Duration: One hour*

Description: This spell creates a magic "flag" or banner which lasts one hour's time. During that time, any character that has a Bless spell of the same God on their spirit may expend it and gain access to the Banner's full abilities. The Blessed character must touch the Banner and speak the God's name to expend their Bless spell. Once expended, the formerly Blessed target may attack for +1 Magic damage so long as



the Banner stays within their line-of-sight and field of vision. This bonus includes ranged weapons. The flag is considered a spirited item with 1 Body and may be destroyed by any weapon swing or other source of damage. In order for a target to be affected by the banner's positive effects, the banner must be both within line of sight of the target, and also be within the target's field of vision. If the banner leaves the target's field of vision or line of sight for more than 10 seconds, the effect is lost until the Banner adheres to both criteria once more. The banner must be visible as well, which means that it may be necessary to illuminate a banner used in the dark. A Banner may be any shape so long as it is a minimum 2.5' x 1' and no greater than 4' x 6 and must be mounted on a pole with a minimum length of 4' and a maximum of 6'. The holy symbol of the God worshipped must be represented on the Banner. The caster of Banner of the Faithful does not need to expend their own Bless spell and is always under the Banner's effect while it exists.

## **Sanctuary**

*Incant: "I channel <God> to grant Sanctuary."*

*Duration: Concentration*

Description: To cast the spell "Sanctuary", the target must cross their hands over their chest and maintain this posture for as long as they wish the spell to remain in effect. The spell will protect the subject from all non-spell or innate attacks from Lesser Undead and will force all Lesser Undead to maintain a distance of at least 10 feet. The spell remains intact if said creatures are physically blocked and cannot move 10 feet away. The subject of the spell cannot cast spells aside from touch-casting on themselves. Otherwise they can move freely and even run.

## Level 5

### **Destroy Lesser Undead**

*Incant: "I channel <God> to destroy Lesser Undead."*

*Duration: Instant*

Description: This packet delivered attack spell will cause 50 points of magic damage to Greater Undead and will destroy lesser Undead outright.

### **Mass: Relic**

*Incant: "I channel <God> to bestow Relic."*

*Duration: Until mass ends / item 24 hours*

Description: This 10 minute mass "blesses" an item, typically a weapon, in the name of the God of the Cleric worships. Once the mass is complete, the object or weapon is made rendered as per the spell, is given a Magic aura, and will grant it's bearer a +1 strength bonus. The weapon or object will become attuned to the first creature bearing the Bless of the caster's God that touches it after the mass is completed. If the item is dropped by the caster or passed off to another creature, the spell ends and the item will revert back to its normal form. The effects on the object last for 24 hour, starting at the completion of the mass.



## Level 6

### **Dark Lore**

*Incant: "I channel <God> to grant Dark Lore."*

*Duration: Varies*

Description: This spell allows the caster to summon a Ghost or lost spirit and ask a series of questions in which it is bound to answer truthfully. The caster should have a topic of questioning in mind before casting the spell. Sprits summoned in this manner will arrive as soon as they possibly can but no later than 12 hours after casting. During this waiting time, the caster should attempt to find a Shaper at their earliest convenience.

The first few questions are set and must be spoken verbatim after the spirit arrives. These questions are:

“Sprit before me I bind you and command you to identify yourself”

“I bring you no ill will; do you wish my spirit harm?”

“I seek the knowledge in death regarding <Subject>”

“I release you of your binding, you are free to go. Will you leave peacefully?” OR “I release you of your binding but request additional information if it pleases you. Will you stay?”

If the Cleric fails or incorrectly speaks these questions, the spirit may not arrive or may arrive hostile. If the Cleric succeeds the spirit is bound to answer truthfully, to the best of its knowledge, those four questions. After this point the caster may continue asking questions of the spirit if the spirit is willing. The limit of questions is random, generally depending on the demeanor and sensitivity of the caster toward the spirit. Some spirits are simply uninterested in speaking to the living and will leave after the required questions are answered. The quality of answers will greatly depend upon the spirit called, which in general terms, is beyond the ability of the caster’s control. The use of dark lore is not considered Necromantic in nature although it may be mistaken as such to the uneducated.

### **Shield of Light**

*Incant: "I channel <God> to create Shield of Light."*

*Duration: 1 hour*

Description: This spell will summon into being a shield. While in existence, this shield will act as a normal metal shield, granting the caster the ability to use it. If the shield is hit by a packet delivered spell, it will act like a Shield Magic for a total of 3 times. Upon the 3rd time the shield will vanish, no matter the time limit remaining. The caster may not determine when to use the Shield Magic capabilities; it will simply react to the next 3 spell hits that strike it directly. The shield will NOT act as a Shield Magic if it is not directly hit by the spell. If the shield is dropped by the caster or they are rendered unconscious or incapacitated, the shield will dissipate and the spell will end. The shield may be used with natural weaponry like Savar Claws.

## Level 7

### **Light Bolt**

*Incant: "I channel <God> to inflict Light Bolt."*

*Duration: Instant*

Description: This spell causes a bolt of light to spring from the caster's fingers toward the target. The spell will take full effect on Undead creatures and living creatures alike. The bolt does 10 points of Light



damage straight to Body.

## **Mass: Vitality**

*Incant: "I channel <God> to bestow Vitality."*

*Duration: Until mass ends*

Description: This area-of-effect spell requires the caster to give a Mass, generally lasting from 10 to 30 minutes. During that time, the Cleric must actually role-play the Mass, talking about their deity's tenants, beliefs and how they relate to the situation at hand and those present. The Mass begins immediately after the incant is said.

All those who wear a Bless spell of the same God as the Cleric giving the Mass regenerate 1 Body point of damage per minute, so long as they can hear the Mass being given. Every 10 minutes of Mass will cure any poison or disease and will return sight to the blind. One does not have to listen to the Mass from start to finish to be healed, listeners may come and go and still gain benefit. This spell has no effect at all upon those who do not wear a Blessing of the Cleric's deity or are incapable for hearing

## Level 8

### **Holy Warrior**

*Incant: "I channel <God> to summon a Holy Warrior."*

*Duration: Up to 12 hours*

Description: This powerful spell will allow the Cleric to call upon their God to send forth a Holy Warrior to strike down one who has wronged the Cleric in some manner. Once cast, a being of pure light and energy will manifest before the Cleric within the next 12 hours. Once the Holy Warrior has arrived, the Cleric then needs to speak the name of the target as they know it, visualize the targets identity for 1 minute, and finally state how the target has wronged the Cleric or their God. During this count, the Holy Warrior cannot be the target of spells or effects, nor will they defend the Cleric or themselves until the spell prerequisites are completed. If the Cleric does not complete these requirements within 2 minutes of their arrival, the Holy Warrior will leave. If the requirements are met, this Holy Warrior will then dissipate, becoming undetectable to even the most powerful of magic. For the next hour the Holy Warrior will hunt the target, searching tirelessly and with the innate ability to sense that targets spirit at will. When the target is found, the Holy Warrior will phase in with a 3 count. It will state to the target that they have wronged a Cleric of <God> and that their life is forfeit. The Holy Warrior will attack that target to the best of its ability and will not cease until it is destroyed or that target has ended its 5 minute Death Count.

A Holy Warrior will be equal in level and power to the Cleric who is summoning it. Should the Cleric speak the True Name of the target to the Holy Warrior, that level increases to the Clerics level +5. The Holy Warriors Occupation is determined randomly by the God of the Cleric. Once the target has been destroyed the Holy Warrior will return to the Cleric and announce its success. Should the Cleric decide, after successfully casting the spell, that they made a mistake and wish to cancel the Holy Warrior's summoned duty, they may do so by expending their own bless spell. Ending the spell in this manner will incur a very harsh repercussion. As punishment for risking the life of an innocent the Cleric will find themselves the target of their own Holy Warrior. No creature may be the target of this spell by the same Cleric, more than once per month nor will the Holy Warrior attack any creature that carries a Bless of the Clerics God. The Holy Warrior is a Celestial creature



## **Zone of Prayer**

*Incant: "I channel <God> to grant Zone of Prayer."*

*Duration: Until cancelled*

Description: As long as the caster remains in a kneeling position, praying at an audible level to their God, no combat (either by spell, weapon, Alchemy, traps or other source) may occur within 10 feet of the caster, or be targeted at anyone within the 10 feet of the caster. The spell lasts until the caster stops praying or gets up from their knees. An inventive opponent may find ways around the restrictions of this spell. This spell may be ended by the Cleric's God at any time, if the God feels the prayer is unworthy.

## Level 9

### **Cleansing Light**

*Incant: "I channel <God> to grant Cleansing Light."*

*Duration: Instant*

Description: This spell will act as a Life Spell; restoring a target's full Body points, and cleansing all toxins and poisons from the Body at the same time. It will restore lost limbs, cure blindness and restore the target to perfect, full health in all manners. It can be cast on a person with just a single point of Body Damage or one in their 5-minute Death Count and both would receive full benefit. This spell also places a Bless of the Cleric's deity upon the recipient, if they desire it.

### **Avatar**

*Incant: "I channel <God> to grant Avatar."*

*Duration: 10 minutes*

Description: This spell turns the Cleric into an "Avatar" of their deity, morphing their Body into a glowing light form. After the spell is cast, the Cleric's shape will change as they grow 2 feet in height; their physical features become luminescent white and their eyes glow golden. This spell will also summon into existence either a two-handed Light sword or a one-handed Light long sword and Light ivory shield. The two-handed Light sword has a base damage of 10 Magic, while the long sword's base damage is 5 Magic. The shield has a 60 Magic threshold and both weapons are considered indestructible. The spell also grants the proficiency in Exotic Weapon: Light Sword and the Shield skill, as long as they are holding the summoned weapons. The Cleric can choose which weapon combination they would like at the time of casting. In Avatar form, the Cleric also has the ability to Spellstrike 10 Light through their summoned weapon of choice a total of three times. They also gain a temporary health boost of 100 Body. Any Body Damage the Cleric receives is removed from the bonus 100 Body points first and this Body cannot be healed. The swords and/or shield will instantly dissipate if the Cleric drops it, is rendered unconscious, or incapacitated. Summoned weapons may be used with natural weaponry like Savar Claws.



## **Sphere of Magic: Necromancy**

*Necromancy Spell Focus: A bone wrapped in hair*

*A note about raising Undead: Battle Magic is weaker than ritual magic and this factors into Necromancy in two ways. First, Undead must be raised from fresh corpses in their 5 minute death counts who's spirits are still present. (This also ensures that a player has a person capable of NPCing the Undead they have raised). Secondly, the duration of raised Undead through Battle Magic is 1 hour. Undead created via Necromancy rituals have neither of these restrictions.*

*Numbers spells in this sphere refer to "Undead state". These are powers that all Undead share and include the following:*

**Undead State:**

- *Immune to all mind affecting magics (charms, febleminds, confusion, etc.)*
- *Immune to Ice damage and effects.*
- *Immune to all poisons, diseases, and equivalent attacks that attack a living, physical Body.*
- *Double damage from Healing magic, Healed by Infliction magic.*
- *All Undead can "Sense Life" at will.*
- *All Undead take 1 Body point of damage per 10 seconds in daylight, and 1 Body point of damage per second in direct sunlight.*
- *Undead are affected by Death spells and other Death effects.*

### **Level 1**

#### **Sense Life**

*Incant: "I invoke Necromancy to Sense Life"*

*Duration: 1 minute*

This spell allows the caster to sense the presence of living creatures at will for 1 minute. After the spell has been cast, for 1 minute the caster may call out "Sense Life!" to which all living creatures that hear the caster OOG must reply out of game "Here!" in a normal speaking voice.

#### **Feign Death**

*Incant: "I invoke Necromancy to Grant Feign Death"*

*Duration: Up to 1 hour*

When cast upon a living creature, this spell makes the target appear to be dead (finalled). The spell will fool all skills, abilities and spells that relate to determining the health status of the target or detecting the living. The target or the caster may choose to end the spell at any time during the duration. The effect will also end if the target moves.



## Level 2

### **Leech**

*Incant: "I invoke Necromancy to Inflict a Leech"*

*Duration: Instant*

This packet delivered or touch-cast spell will transfer 10 Body from any lesser Undead to the caster. The caster does not need to be in control of the Undead for it to function. Lesser Undead will not notice it's casting and will not respond as if it had been the target of a hostile spell, however Leech will still activate defenses on the target such as Resist Magic and Shield Magic.

### **Control Lesser Undead**

*Incant: "I invoke Necromancy to Control Lesser Undead"*

*Duration: 10 minutes*

This spell will temporarily over-ride any existing control over a lesser Undead. For 10 minutes, that Undead will obey all commands of the necromancer, including suicide. Commands must be simply, such as "Defend me!", "Kill them!" or "Don't allow anyone to pass". At the end of the 10 minutes the control fades.

## Level 3

### **Necrotic Bolt**

*Incant: "I invoke Necromancy to Inflict Necrotic Bolt! 5 Infliction"*

*Duration: Instant*

This purple and black bolt of raw infliction energy does 5 points of infliction damage to the target. This bolt will heal Undead by 5 points, but not past their current maximum Body point total. The Bolt will deal double damage (10) directly to the Body of any living target it strikes.

### **Raise Zombie**

*Incant: "I invoke Necromancy to Raise a Zombie"*

*Duration: 1 hour*

This spell must be cast on a target still within its 5 minute death count. If successful, it will raise a lesser rotten zombie under the control of the caster. The corpse's spirit will not resurrect until the Undead is destroyed or the duration expires. The control over the Undead is absolute, including suicidal orders, and must be simple one sentence commands given by the necromancer. Any new commands will over-ride the last. A rotten zombie is little more than an animated body, moving slowly and fighting poorly. Unable to move at more than a walking pace, a rotten zombie has the following stats: 10 Body, claws (or weapons given to it) that swing for 2 magic damage, +1 strength, Undead state and a magic threshold. After 1 hour the rotten zombie will turn to dust and the spirit will depart to resurrect. While someone is raised as a zombie, their death count will continue. If their Body is reduced to 0 while in their death count, they may be lifed and will return to normal. Otherwise, they must resurrect as normal.



## Level 4

### **Vampiric Blade**

*Incant: "I Invoke Necromancy to Create a Vampiric Blade"*

*Duration: 1 hour*

This spell summons a magic dagger that gleams with Necrotic energy. The weapon deals "1 Magic Body Drain" and heals the caster for the equivalent amount of damage dealt. In order to heal the wielder, Body damage must be done with the strike. This damage cannot be increased or augmented by any means and no skills may be used with the blade. The dagger, if wielded by someone other than the caster, or if it's dropped, disarmed, destroyed or dispelled will dissipate.

### **Carnivorous Worms**

*Incant: "I invoke Necromancy to inflict Carnivorous Worms"*

*Duration: Until Cured / Special*

This spell shoots forth a wriggling mass of necrotic worms at the target. The magic worms immediately dig themselves into the skin of the target, chewing and eating as they go. The worms eat the target from the outside, dealing 1 magic Body damage per minute. Damage begins 1 minute after the target is struck by the spell. The only way to remove the worms is through a Gaia's restoration, Dispel Magic, a 5<sup>th</sup> level surgeon, drinking a potion of Dispel Magic or entering one's death count.

## Level 5

### **Fracture**

*Incant: "I invoke Necromancy to Fracture your <limb>"*

*Duration: Instant*

Fracture will cause a limb of the caster's choice (arm or leg) to break and become useless. If the caster does not specify which limb is to be broken, then the victim is free to choose. The broken limb may be used for nothing, not even locomotion. On humanoids, arms or legs count as limbs although pincers, tentacles etc. qualify as limbs on many other creatures. This spell can be countered by Restore Limb, but not Dispel Magic, or may be treated with non-magical means such as medical skills.

### **Raise Skeleton**

*Incant: "I invoke Necromancy to Raise a Skeleton"*

*Duration: 1 hour*

This spell must be cast on a target still within its 5 minute death count. If successful, it will raise a lesser skeleton under the control of the caster. The corpse's spirit will not resurrect until the Undead is destroyed or the duration expires. The control over the Undead is absolute, including suicidal orders, and must be simple one sentence commands given by the necromancer. Any new commands will over-ride the last. Lesser Skeletons are more effective than zombies, moving at normal speed and fighting effectively. They can be given weapons or armour to augment their fighting abilities but their damage will remain "2 magic". A Lesser Skeleton has 10 Body, swings with claws or a weapon for 2 magic damage, has +1 strength, an Undead state, a magic threshold and takes half damage from piercing weapons. After 1 hour the Lesser Skeleton will turn to dust and the spirit will depart to resurrect. While someone is raised as a skeleton, their death count will continue. If their Body is reduced to 0 while in their death count, they may



be lifed and will return to normal. Otherwise, they must resurrect as normal.

## Level 6

### **Necrotic Blast**

*Incant: "I invoke Necromancy to Inflict Necrotic Blast! 15 Infliction"*

*Duration: Instant*

This purple and black bolt of raw infliction magic does 15 points of infliction damage to the target. This bolt will heal Undead by 15 points, but not past their current maximum Body point total. The Bolt will also deal double damage (30) directly to the Body of any living target it strikes.

### **Enhance Undead**

*Incant: "I invoke Necromancy to Enhance Undead"*

*Duration: Special*

This spell, when cast on a lesser Undead, will extend its duration to 5 days, will double all numeric stats (damage, Body, strength, etc.) and will grant the Undead 1 Resist Magic a day. It will have no effect on targets that are not lesser Undead.

## Level 7

### **Raise Lesser Ghoul**

*Incant: "I invoke Necromancy to Raise a Ghoul"*

*Duration: 1 hour*

This spell must be cast on a target still within its 5 minute death count. If successful, it will raise a Lesser Ghoul under the control of the caster. The corpse's spirit will not resurrect until the Undead is destroyed or the duration expires. The control over the Undead is absolute, including suicidal orders, and must be simple one sentence commands given by the necromancer. Any new commands will over-ride the last. Lesser Ghouls are dangerous and chaotic opponents, constantly hungering for living flesh. A Lesser Ghoul has 50 Body, swings with claws for "4 magic paralyse" and has a bite that does "3 Magic Body Nausea", can Consume a Corpse (10 second count on a dying body or corpse, heals 25 Body), an Undead state and a magic threshold. After 5 days the Lesser Ghoul will turn to dust and the spirit will depart to resurrect. While someone is raised as a ghoul, their death count will continue. If their Body is reduced to 0 while in their death count, they may be lifed and will return to normal. Otherwise, they must resurrect as normal.

### **Death's Grasp**

*Incant: "I Invoke Necromancy to Inflict Death's Grasp"*

*Duration: 20 seconds of concentration*

After casting this spell and successfully striking, the Necromancer must hold his arm toward the target, make a fist and concentrate on maintaining the spell. The target struck is immediately affected by a Garrote attack that can only be countered by interrupting the caster by dealing Body damage, casting a Dispel Magic on the necromancer or target, or the target breaking out of the spell with +2 or greater strength. The caster must keep his arm forward for the entire duration (20 seconds) and count the Garrote attack as if they were using the skill (Garrote 1, Garrote 2 ...). If 20 seconds pass, the target has been killing blowed and enters their 5 minute death count. If the target is wearing a gorgette, the spell will fail.



## Level 8

### **Unlife**

*Incant: "I invoke Necromancy to grant Unlife"*

*Duration: 1 hour*

This spell will temporarily grant Undead abilities and status upon the caster. The caster becomes damaged by healing spells and healed by infliction. They will detect as Undead, but will not detect for detect life. They can perform all skills and actions as they could before the spell was cast, and gain the following abilities: Sense Life at will, Undead state and a magic threshold. Control Lesser Undead will have no effect upon them but Control Greater Undead will act like a Charm spell. The caster will be recognizable as an Undead version of themselves and can end the spell at any time. For all purposes they are considered Greater Undead.

### **Walk the Deadlands**

*Incant: "I invoke Necromancy to Walk the Deadlands"*

*Duration: 5 minutes*

In order for this spell to function the necromancer must killing blow themselves and enter their 5 minute death count. During those 5 minutes, the Necromancer gains the Mysticism skill "Manifest" with one single exception – they are not anchored to their corpse. Able to walk freely in the Deadlands, the player must use an orange glowstick to represent their altered status. They are invisible to mortal eyes while in this state unless seen by a Mystic with the Dead Sight ability. While in the Deadlands the necromancer's corpse remains in the mortal plane, slowly dying. Everything in the mortal plane will be visible to them and they can hear sounds as well. No physical or magical barriers may stop them unless that barrier is specifically designed to stop ghosts or Undead. However, while in the Deadlands, nothing on the mortal plane can be manipulated and all sounds the Necromancer makes will not be heard by the living. If the necromancer returns to their corpse's location and ends the spell before the 5 minutes expires, the body will gasp and shudder, returning to life with 2 Body points but suffering no other ill effect. If for whatever reason the necromancer does not or cannot return to their corpse before the spell ends their spirit becomes lost in the Deadlands and they must resurrect.

## Level 9

### **Wasting Death**

*Incant: "I Invoke Necromancy to Inflict Wasting Death"*

*Duration: 60 seconds*

This powerful necromantic spell causes the spirit of the target to be slowly flayed from the body, causing it to enter its 5 minute death count after a period of 60 seconds. During those 60 seconds it is obvious to both the target and observers that the body is being quickly consumed by necromantic energy. A Dispel Magic cast (or drunk via potion) or a Life spell (or effect) cast on the target during the 60 seconds will end the spell. If not, the target will die and immediately enter their 5 minute death count, bypassing their 60 second bleed period. The target may receive a Life spell during those 5 minutes like normal, however if the 5 minute death count expires (or if the target chooses to end their death count at any time) the body will raise as a Lesser Skeleton, under the control of the caster of Wasting Death, copying the stats and effects of the Raise Skeleton spell.

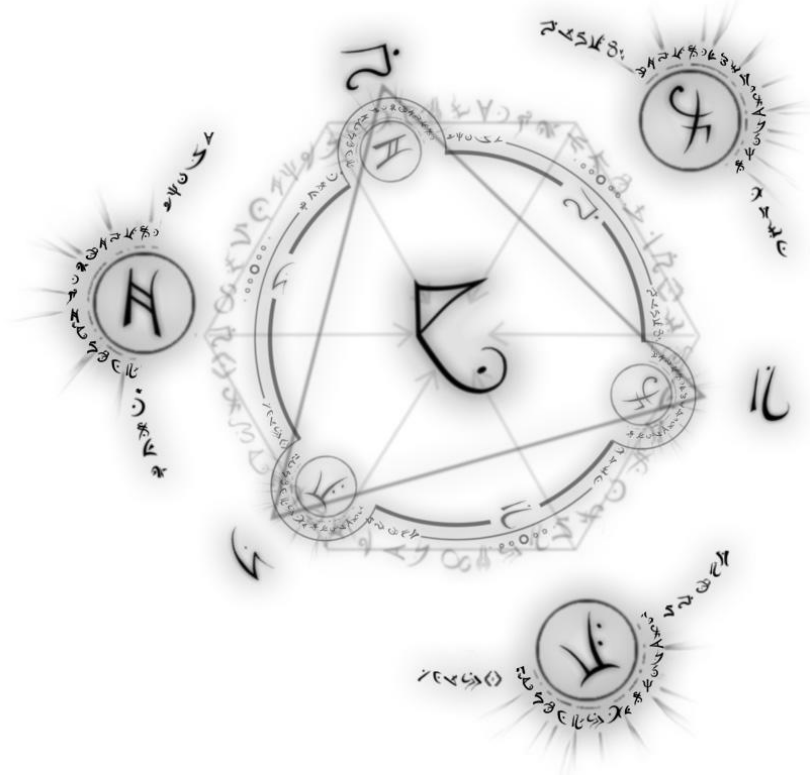


## Requiem

*Incant: "I invoke Necromancy to bestow a Requiem"*

*Duration: 1 hour*

In order to prepare this spell the necromancer must do 1 Body point of damage to themselves and spill their blood on the ground in a small circle. The spell is then cast with one foot inside that circle and remains on the necromancer for 1 hour. During that hour, if the Necromancer's spirit leaves their body through death via any means, instead of resurrecting they will appear at the circle of without having taken a death. For 10 minutes the Necromancer will remain unconscious and vulnerable with 1 Body point. If the Necromancer is moved away from the circle of blood, they will enter their death count and only a Life effect will revive them. At the end of the 10 minutes they will awaken with 2 Body. Items will not travel with the necromancer; they remain behind as if they had been slain.



## **Sphere of Magic: Sigil**

*Sigil Spell Focus: A paint brush*

*Note: When a symbol is drawn, it is done so using the spell focus on an IG level. OOG however, other tools may be used to draw the symbol.*

*Sigil is a spell sphere that requires the user to cast spells on pre-existing symbols drawn upon the skin of targets that have spirits. These symbols can be temporary – quick dashes of paint before a battle – or permanent tattoos. The symbols must be created in game, a player cannot simply say the symbol exists in it, it needs to be represented. The same symbol can be used over and over for the same spell if desired, so long as it doesn't wash or wear off. Tattoos that exist out of game on a player are acceptable as Sigil symbols so long as they fit the requirements. Symbols must be drawn on skin (unless the spell states otherwise), not armour and costume and the target must give OOG permission for both the location and the painting material to be used.*

*If the player does not give OOG permission, it is acceptable to instead place a cloth over the player and draw the symbol onto the cloth. Once the Sigil has been activated on the symbol, the symbol may be removed or covered, however the symbol must be visible at the time of casting. Be careful of allergic reactions from some kinds of ink!*

*Lastly, unless the spell description allows it, a target may only have 1 of the same Sigil active on his or her person at a time. If the symbol is still there when the spell ends, they may immediately recast the spell without having to redraw the symbol.*

### **Level 1**

#### **Sigil of Rest**

*"I craft a Sigil of rest"*

*Target: Sigil wearer.*

*Duration: Instant after 1 minute of rest*

*Symbol: A bed or medical cross*

Once this Sigil is cast, the target must rest unmoving for 1 minute. After that time they are affected by "10 magic Healing". They must choose to take no actions during this minute, may not be moved and if they take any damage the effect will be negated.

#### **Sigil of Shock**

*"I craft a Sigil of Shock"*

*Target: Sigil Wearer*

*Duration: 10 minutes*

*Symbol: A lightning bolt or sparks*

Once activated this Sigil will allow it's wearer to touch-cast "1 magic!" damage once every 10 seconds, for a period of 10 minutes. This magic slowly builds up a charge its wearer's hands and cannot be used more than once every 10 seconds nor can it be packet-delivered. It cannot be combined with other skills or spells, including hand to hand damage.



## Level 2

### **Sigil of Bravery**

*"I craft a Sigil of Bravery"*

*Target: Sigil Weaver*

*Duration: 5 days*

*Symbol: A heart or dragon*

This Sigil will protect its wearer from Cower and Fear attacks. If struck with such an attack, the Sigil wearer may declare "Sigil: Bravery!" and take no effect. The Sigil will vanish when used.

### **Sigil of Armour**

*"I craft a Sigil of Armour"*

*Target: Sigil Wearer*

*Duration: 1 hour*

*Symbol: A shield or helm*

Sigil of armour will reduce all incoming damage by 1 from all sources, to a minimum of 1. This Sigil can be drawn multiple times to reduce the damage further but requires a separate casting for each reduction of 1. There can be no more than 5 active Sigils of Armour on any one person. This reduction applies before any thresholds.

## Level 3

### **Sigil of the Forge**

*"I craft a Sigil of the Forge"*

*Target: Sigil wearer.*

*Duration: 10 minutes*

*Symbol: An anvil or hammer*

If the target's armour drops below 30, then it will magically repair itself back to 30 at a rate of 5 armour every 10 seconds. If the armour becomes breached it will repair itself but the armour will still lose 2 points off its maximum. If the target's armour is damaged but its armour total does not drop below 30, then the Sigil will not repair the armour, but it can still be repaired through regular means.

### **Sigil of the Pocket**

*"I craft a Sigil of the Pocket"*

*Target: Caster Only*

*Duration: 5 days*

*Symbol: A pouch or pocket*

This Sigil acts like a magic pocket with a size of at most 6x6 inches. Items touching this Sigil will vanish into it. It can hold no more than a normal sized pouch and if the Sigil is dispelled or the duration expires, the items will appear at the feet of the caster. If an item does not fit into the pouch, nothing will happen. The caster must possess an OOG pouch and write "SIGIL POCKET" on the outside. All items placed into the Sigil Pocket must be placed into the OOG pouch. Only one pouch can be active at a time.



## Level 4

### **Sigil of the Bound Man**

*"I craft a Sigil of the Bound Man"*

*Duration: Line of Sight*

*Target: Special, see description*

*Symbol: A chain or manacles*

This Sigil can only be drawn and cast on a helpless or willing target. Once the Sigil is drawn and the spell is cast, the target's arms are held stiffly behind their backs as if tied. The caster may command them to sit, stand, and walk as directed. They may not make the target run and cannot make them walk over a cliff or into an environmental condition that will damage them/kill them. They could however make them walk up to a gallows, or in front of an executioner's block.

This is a mind affecting charm effect and can be resisted as such. When the caster casts the spell, the target may choose to use any spell defenses or resistances they may have. If attacked or damaged in any way, the spell will end.

### **Sigil of the Barrier**

*"I craft a Sigil of the Barrier"*

*Duration: 1 hour*

*Target: Sigil wearer*

*Symbol: A wall or broken arrow*

For 1 hour after this Sigil is activated its bearer will be immune to all damage done by arrows, crossbow bolts or any thrown weapons. When they are struck with these weapons, the Sigil wearer states "No Effect!"

## Level 5

### **Sigil of the Lizard**

*"I craft a Sigil of the Lizard"*

*Duration: Instant after 5 minutes of rest*

*Target: Sigil Wearer*

*Symbol: A lizard or arm/leg*

This spell will restore all severed limbs after resting quietly for 5 minutes. Once the Sigil is drawn and the spell is cast, the target must rest for 5 minutes. During that time they cannot use any skills, cannot defend themselves, or move farther than 10 feet from the spot it was activated. After that time they will heal 5 Body and all lost limbs will be restored. This spell works as a restore limb spell for the purposes of what it will restore/fix. If the target is not affected by healing magics (like a Gargylen) but still affected by restore limb, then the restore limb effect will still take place.



## **Sigil of the Weapon Master**

*"I craft a Sigil of the Weapon Master"*

*Target: Sigil Wearer*

*Duration: 1 hour*

*Symbol: The weapon desired*

This Sigil will grant its wearer the weapon proficiency skill of the weapon that is drawn as the Sigil, and will grant +1 damage with its use. If its wearer already possesses the weapon skill the +1 damage will still activate. This spell may be stacked a maximum of 5 times.

## Level 6

### **Sigil of Inversion**

*"I craft a Sigil of Inversion"*

*Target: Sigil Wearer*

*Duration: 5 days or until used*

*Symbol: Any two symbols that oppose each other in any way*

This Sigil will reverse the next damaging spell or magical effect to hit the target's body and turn it into healing. If the target with this Sigil is hit by an Elemental Bolt spell, instead of taking 20 points of magic damage they will receive 20 points of magic healing. This effect triggers whenever the effect would hit Body (even partially) on the Sigil bearer but will not if it only damages armour. Eg: if the Sigil wearer wore 15 points of armour in the above example, the full 20 points of damage would be converted to healing because at least some of the damage hit to Body points. This spell can be stacked with other magical protections such as Shield Magic and if it is, the wearer may decide which activates first. The healing granted by this Sigil will be appropriate for its wearer – it will convert to infliction for Undead, fire for a fire elemental and will heal constructs and Gargylen. When this Sigil is used its wearer must state "Sigil Inversion!"

### **Sigil of Non-Detection**

*"I craft a Sigil of Non-Detection"*

*Target: Sigil wearer*

*Duration: 12 Hours*

*Symbol: A moon or stars*

This Sigil will place a non-detection effect on the target for 12 hours. The target will not be able to be "sensed" by any means, magical or otherwise, (this does NOT mean they are invisible) nor will magic be able to track it or find it. This will prevent effects such as "Psionic Assassin" from finding the target until the Non-Detection wears off. While the Sigil is active the target may not be identified in a ritual circle. It will not function against ritual detection spells.

## Level 7



## **Sigil of the Ooze**

*"I craft a Sigil of the Ooze"*

*Target: Sigil Wearer*

*Duration: 1 hour or until used*

*Symbol: A blob or raindrop*

This Sigil allows its wearer to appear normal on the outside but their insides turn to ooze and they bleed green liquid instead of blood. This effectively gives the wearer an "Alien Metabolism", allowing them to ignore any attacks that require them to have an anatomy, with the exception of alchemy but including Decapitate, Sap, Vital blow, Head Butts, severed limbs, Blindness and many rogue critical skills. This will function like a spell defense, activating once at the next applicable effect and will only function once per casting. After this defense has been used, the Sigil will end. The Anatomy, First Aid, and Physician skills do not work on you while this Sigil is active. While this Sigil is active, it will also minimize all Body weapon damage to 1. When damage is reduced to 1 in this fashion the Sigil wearer must state "Minimize!" for each strike.

## **Sigil of Seal Armour**

*"I craft a Sigil of Seal Armour"*

*Target: Sigil Wearer*

*Duration: 1 hour*

*Symbol: A breastplate or broken spear*

This Sigil will convert any Body damage received from physical weapons into normal damage. Once the wearer's armour has breached, any further Body damage will occur like normal.

## Level 8

### **Sigil of the Hero**

*"I craft a Sigil of the Hero"*

*Target: Sigil Wearer*

*Duration: 10 minutes*

*Symbol: A sun or predator (animal or bird)*

This Sigil gives the wearer a +1 Magic Aura for 10 minutes. This means that any weapons they hold (or even their fists) will do magic damage to targets struck. This Sigil may be cast multiple times on the same target. In order to do this the target must have one Sigil for each casting of the spell and all the spells must be cast in uninterrupted succession. The spells act in all ways as a single effect for the purposes of duration, dispelling or cancelling them. Each casting increases the magic Aura by +1 to a maximum of +10. Multiple Sigil Mages can work in tandem to create larger chains of this spell.

### **Sigil of Freedom**

*"I craft a Sigil of Freedom"*

*Target: Sigil Wearer*

*Duration: 1 hour*

*Symbol: A flag or fast moving creature*

This Sigil makes its wearer immune to all spells with a duration of line of sight. When any such spells



target the user of a Sigil of Freedom, they may call “No Effect!” and ignore the effects. This defense may be used an unlimited amount of times for its 1 hour duration.

## Level 9

### **Sigil of the Phoenix**

*“I craft a Sigil of the Phoenix”*

*Duration: 5 days or until activated*

*Target: Caster only*

*Symbol: A phoenix or flame(s)*

While active, this Sigil will have one of two possible effects:

It will remove all toxins, restores all limbs, and dispels any negative magical effects while healing the Sigil mage to full Body points. Toxins that require a specific antidote cannot be removed. Also, any charm effect may be considered “negative” by the caster. It will not remove ritual magic.

Or it will act as a Contingency Life the instant they enter their Death count. As soon as the Sigil mage begins their 5 minute count the Sigil will activate and cast Life on them automatically. If the creature would normally forgo their death count the life effect will still take effect.

Both of these effects are used by stating: “Sigil Phoenix!” Regardless of which effect takes place, once it activates the next 3 swings the caster makes with any weapon they are holding will gain +5 Magic Fire Damage to the swings.

### **Sigil of Magical Storage**

*“I craft a Sigil of Magical Storage”*

*Duration: 24 hours*

*Target: Sigil Wearer*

*Symbol: A Spellbook or scroll*

When this Sigil is activated, for the next 10 minutes it will absorb the first spell that is touch-cast on the Sigil itself. This spell will then be available for the Sigil wearer to use for 24 hours. Any spell levels 1 to 9 can be absorbed in this fashion and the wearer simply needs to state “Activate Sigil: <Spell Name>”. The spell operates like normal and the Sigil wearer is considered to be the caster. When this Sigil absorbs a spell that spell is considered to have been cast and is lost from the caster’s memory. Only one spell can be absorbed per Sigil of magical storage and only one of these Sigils can be active on any one person at a time.



## **Sphere of Magic: Wytchcraft**

*Spell Focus: 3rd Nipple*

There is no Battle Magic more sinister than Wytchcraft. To understand even the basic fundamentals of the sphere, an aspiring Wytch must first strike a dark pact with the Demonic. Only after sacrificing part of their own morality does a Wytch learn this powerful art. Wytchcraft can only be taught by the Demonic, and only so because the power that fuels it comes from the hells themselves. Upon learning this sphere, the Wytch develops a third nipple somewhere on their body. This nipple becomes the conduit that the Demonic power of Wytchcraft comes through.

### **Level 1**

#### **Talisman**

*Incant: "I Summon a Hex to Create a Talisman"*

*Duration: 5 days*

Description: This spell allows the Wytch to create a protective talisman out of any item that could be worn as jewellery. While being worn, this talisman grants the target 3 points of Magical Armour and wards the bearer against certain evil spirits. This armour cannot be repaired but can stack with other physical or Magical Armour. The talisman is not destroyed when the armour is used up, but the magical effect on it dissipates. This talisman can be worn or given freely by the Wytch and may be stacked. The Player must attach this spell tag to the item after casting. Once the Magical Armour is consumed, the tag is to be destroyed.

#### **Polarity**

*Incant: "I Summon a Hex to Inflict Polarity"*

*Duration: 10 minutes or Line of Sight*

Description: By harnessing the powers of his or her dark art, the Wytch can temporarily alter polarity in a target's mind. If the attack is successful, the target must switch all items in their hands to the opposite hand. This forces the target to swing, throw, cast and fire projectiles with their off hand. Right becomes left and left becomes right. This penalty represents both an IG and OOG effect, as the laws of nature play tricks on the target's mind. Ambidexterity will not cancel out this effect. The target may not switch back until the duration of the spell expires.

### **Level 2**

#### **Evil Eye**

*Incant: "I Summon a Hex to Inflict Evil Eye"*

*Duration: 5 days or Line of Sight*

Description: One of the Wytch's most feared powers is the Evil Eye. With a glance, the Wytch can cause terrible luck in some and despair in others. By staring intensely at a target, the Wytch can curse those with misfortune causing them to take an additional point of damage from all sources directed at them. This additional damage is counted by the Wytch for all sources of damage regardless of source or where it strikes. The Wytch must be able to see the target and successfully strike them with a packet attack. The target does not need see the Wytch. This effect may stack with other castings of Evil Eye.



## **Blindness**

*Incant: "I Summon a Hex to Inflict Blindness"*

*Duration: 10 seconds*

Description: With a spit and curse, a Wytch may cause the target's eyes to grow milky white, filling with cataracts. With a successful packet attack, the Wytch causes blindness in the target. This will blind the target for ten seconds, forcing the target to close their eyes OOG for the duration of the effect. Players in an unsafe or unstable environment (e.g. fighting near a fire pit) may keep their eyes open, but must look down at their feet and away from their attacker for the skill's duration.

## Level 3

### **Weakness**

*Incant: "I Summon a Hex to Inflict Weakness"*

*Duration: 1 hour*

Description: This spell will penetrate a victim's muscles and bones, making them weak and feeble. Weakness will sap the strength from a target causing a loss of -8 strength, which lowers the target's weapon swings by -4 (to a minimum of 1). This effect last for one hour and can be stacked with multiple castings.

### **Repulsion**

*Incant: "I Summon a Hex to Inflict Repulsion <item>"*

*Duration: 1 minute*

Description: With Repulsion the Wytch attacks the target's mind, and forces them to believe that an item they are holding becomes a writhing pile of maggots, worms, and bugs. If successful this spell will cause a target to drop the item identified in the incant and retreat away from it at least ten feet. Nothing short of a Dispel Magic will force a target to believe otherwise. The target cannot be forced to touch the item and will defend himself to the best of his abilities to maintain his distance.

## Level 4

### **Shun**

*Incant: "I Summon a Hex to Inflict Shun"*

*Duration: 10 minutes or Line of Sight*

Description: This attack influences the mind of the target causing it to force the body to avoid the Wytch at all costs. Under the effect of shun, the target may not come within ten feet of the Wytch and while aware the Wytch is there, will not attack the Wytch for any reason. If the Wytch approaches the target, the target will retreat if possible. If no retreat is possible, the spell is not broken, but the target will move away at the next opportunity.

### **Requital**

*Incant: "I Summon a Hex to grant Requital"*

*Duration: Instant*



Description: This is a powerful spell which allows the Wytch to draw life energy from a distant source and use it to heal themselves. By casting this spell, the Wytch is able to heal himself or herself 5 points of body, however, doing so has a cost. Every casting negatively affects the local area the Wytch is in. A mother may deliver a stillborn baby, a calf may die, a hailstorm may destroy some crops, etc. The actual affect is decided by plot and likely unknown to the Wytch. The negative effect will never be one that gives irrefutable prove that the Wytch is at fault. All castings of this spell must be reported to a plot member the next time they see one. It is not necessary to go out of game for this.

## Level 5

### **Trap Demonic / Angelic**

*Incant: "I Summon a Hex to craft a trap"*

*Duration: 1 hour*

Description: Tapping into their Demonic power, the Wytch can temporarily trap a weaker Demonic or angelic creature inside a circle of blood. After casting this spell, the Wytch has one minute to spill one Body Point worth of their own blood into the form of a circle. Once the circle is complete, the next lesser Demonic or angelic creature that steps or is summoned inside, will be trapped for one hour's time. The creature will be unable to leave the circle, or cast/attack through the circle. This spell gives no control over the trapped creature although other formal spells may change that. Should the circle be crossed or breached by anything or anyone, the spell will end and anything trapped inside will be freed. The Wytch may drop this circle at anytime. The circle perimeter must be represented by a rope or a similarly identifying prop.

### **Contingency: Sleep**

*Incant: "I Summon a Hex to craft a Contingency Sleep"*

*Duration: 5 days*

Description: This spell allows the Wytch to imbue any non-magical object with a powerful sleep enchantment. This enchantment will activate when a set contingency happens. At that point, the target of the contingency will be affected by a magical sleep. This sleep spell will drop the target into a deep slumber for the duration of one hour. Nothing short of a Dispel Magic will wake them, although they can rouse themselves enough to resist killing blows. The condition of the contingency is decided by the Wytch upon casting. Only one contingency condition may be set on the item and that condition must be activated by a creature touching the item and possessing a spirit. The condition may not exceed ten words and must involve the item being damaged in some manner. Once activated, the contingency is used up and must be cast again on the item. Some examples of Contingency sleep are:

Condition: "The first person to bite it"

Condition: "The first person to strike it"

Condition: "The first person to trip it"

## Level 6

### **Tongue Rot**

*Incant: "I Summon a Hex to inflict Tongue Rot"*

*Duration: Until Healed*

Description: This powerful curse will cause the victim's tongue to rot in their mouth, dissolving into a disgusting black chunky liquid. The target takes one Magic Body and is silenced until fully healed. The



last point of healing will return the target's tongue to its normal state.

## **Blood Curse**

*Incant: "I Summon a Hex to inflict a Blood Curse"*

*Duration: 1 hour*

Description: A Wytch in possession of your blood is a terrible thing indeed. This spell allows the Wytch to consume one Body Point of a target's blood (approximately one litre) to destroy any defences that the target may have. After the spell is cast, the Wytch has one minute to drink the target's blood. The Wytch may then add the "Penetrating" suffix on any attack, spell or otherwise, directed at the target. If the duration expires, the spell is ended and the Wytch has wasted the blood. Successful use of this spell will age the Wytch 1 year. The blood may be obtained prior to casting the spell. One Body Point of blood takes sixty seconds to drain from a target and will leave a noticeable mark.

## Level 7

### **Wave of Hatred**

*Incant: "I Summon a Hex to inflict a Wave of Hatred. Wave of Hatred. Wave of Hatred"*

*Duration: 10 minutes or Line of Sight*

Description: Bringing to boil the seed of hatred that dwells deep within us, the Wytch can draw out a beast from inside of us, forcing us to kill friends and foes alike. This spell will allow the Wytch to throw 3 packets at any number of targets. Each packet that successfully hits will drive a target into a blinding rage. That target must immediately, and to the best of their ability, kill any target that has been successfully hit with Wave of Hatred and the Wytch. The Wytch will always be attacked last. The target feels no magical compulsion to murder any target other than the Wytch and those under the effects of Wave of Hatred. The number of targets may be cumulative with multiple castings of this spell and even additional castings from other Wytches.

### **Dark Entrails**

*Incant: "I Summon a Hex to grant Dark Entrails"*

*Duration: 1 hour*

Description: By digging through the entrails of a living being, the Wytch can gain insight into their own future. This spell requires a living creature with a spirit which is currently in their one-minute Bleed Count. After casting the spell, the Wytch has 1 minute to find a living creature that is either bound and unable to move or already in their one-minute Bleed Count. By digging through the flesh of the target's stomach, the Wytch can remove the entrails and glean from them a vision of the future. The act of reading takes ten seconds and is considered a killing blow to the target. For the next hour, the Wytch has one dodge which they may use to avoid any one attack. This dodge ability will have no effect on surprise or AOE (Area of Effect) attacks. The Wytch may not have more than one dodge on their spirit at a time. The defensive call is "Dodge."



## Level 8

### **Race Change: Toad**

*Incant: "I Summon a Hex to inflict Race Change: Toad"*

*Duration: 1 hour*

Description: This spell allows the Wytch to temporarily polymorph their target to that of an ugly, wart-covered toad. This polymorph is considered a temporary race change for the target. While in the form of a toad, the target may not use any skills or abilities. This includes any racial abilities they may have possessed in their previous form. The target toad has 5 Body and may only move by hopping. All items and clothing are polymorphed with the target and cannot be accessed until the spell has expired or the magic dispelled. Licking the toad will cause alchemical hallucinations effects similar to the Achemy: Hallucinoid, but will only last ten minutes. This spell will only work on creatures with a spirit and the creature may be no larger than an Ogre.

### **Eye for an Eye**

*Incant: "I Summon a Hex to grant Eye for an Eye"*

*Duration: 10 minutes or Line of Sight*

Description: This spell envelops the Wytch in a pulsing black aura which duplicates all physical damage taken, inflicting it onto the source of the original damage. While the Aura is active and the caster takes damage, so does the target dealing it. This duplication will return an unlimited number of damage as long as the source is physical and within the duration of the spell. The type of damage returned will always be normal damage regardless of what the attacker is swinging, but the location of the damage will change depending on where the Wytch is receiving it. Damage to armour will be returned to the attacker as normal, but if the Wytch begins to take damage into body, the attacker will also take Body Damage. This is regardless of the attacker's current Armour Point value. This spell will not duplicate spells or abilities which do no physical damage to the Wytch. The source of the damage being rebounded is considered to be sent from the Wytch, not the person striking the aura. The Wytch must state clearly, in a loud voice "Active Eye for an Eye" to all those attacking. This spell can only be self-cast and will have no effect if cast on others.

## Level 9

### **Dark Pact**

*Incant: "I Summon a Hex to grant a Dark Pact"*

*Duration: Instant*

Description: With this spell, a Wytch tries to convince a dying target to strike a deal with the devil. If a target has entered their 5-minute Death Count, the Wytch may cast this spell on their body. The spell itself offers to grant the target a life spell in exchange for one letter of the target's True Name. The decision to accept or deny this request is done by the target's spirit. The target may choose to deny the offer and continue on their way towards resurrection. If the target chooses to accept the offer, one unknown letter of the target's True Name will be revealed to the Wytch and the target automatically. No deception can be made by the target as the spell binds them to speak the truth and only the Wytch can hear the target speak. Regardless of whether or not the target consciously knows their own True Name, their spirit always knows. If the Wytch already knows the full True Name of the target, the spell automatically fails. Once the letter has been revealed, the target immediately takes the effect of a life spell and is returned to the world of the living. This spell will not give pause to the target's Death Count. This spell will only work on a target once every 24 hours.



## **Shatter Your Skull**

*Incant: "I Summon a Hex to Shatter Your Skull"*

*Duration: Instant plus 1 minute*

Description: This is perhaps most powerful Battle Magic spell in a Wytch's arsenal. By summoning the Demonic powers of the abyss, the Wytch is able to project a massive force of Demonic Magic capable of instantly shattering a target's skull. Once shattered, the target immediately drops into their one-minute Bleed Count and their body will pulse with Demonic Magic. Every ten seconds, the fallen target will pulse with Demonic energy, dealing one Infliction to any creature touching them. This makes use of the First Aid skill next to impossible. This starts from the moment they drop and will continue for one full minute even if the target is healed and conscious. The target is immune to this damage.

