

Underworld LARP

Book of Soul Fragments

V.5.5.1



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Chapter 1: INTRODUCTION

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 “Frags” 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.

Frags 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.

Task	Soul Frags Earned
Per \$3 Donated	1
8 Hours Labour	25

Chart 1-1



Skill	Frag Cost	CP Cost			Pre-Requisites	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 st	125	OOG Skill			None	Yes
Spirit. Resolve 2 nd	250	OOG Skill			None	Yes
Luck	75	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
Battlefield Repair	25	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



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

Minotaur (Fae)

Minotaurs were once proud and noble race, residing deep within the Fae Realm. They were widely considered the most beautiful of creatures and possessed incredible skills in both music and art. Unfortunately, this lead to vanity and it wasn't long before the other Fae Houses began to resent them. A war broke out and lasted many eons. The Minotaur race was defeated and cast out of the Fae Realm. They were stripped both of their heritage and their beauty. Cursed by the Old Ones, they were transformed into monstrous brutes with the body of a human and the head of a bull. The Minotaurs were driven underground where they were imprisoned for many centuries. Somehow, perhaps just from time, those prison walls have broken and Minotaurs, for the first time in many years, have set foot on the surface lands. Torturous games played on them by the Fae over the centuries have made most Minotaurs extremely superstitious. Their shortened life span, compared to their Fae brethren, means no Minotaur has survived since their original imprisonment. In reality, so many generations of Minotaurs have come and gone that few remember the old stories or carry the old hate, though some still do. Life Span: 50 to 60 years.

Racial Characteristics: Brown skin and large bull horns. Black lines extending from the bottom of the eyes, across the cheeks, to the mouth area.

Advantages

Enhanced Strength (Automatic): Minotaurs are incredibly strong and begin life with +1 Strength.

Strength Bonus (Purchased): Built on raw physical power, your strength rating will determine how much your character can push, lift and throw. This skill can be purchased up to four times throughout the character's existence.

Fae Ward (Purchased): Long standing wars with creatures of the Fae Realm have gifted Minotaurs with a natural ability to protect and ward themselves against pesky Fae meddling. A Minotaur with this ability may craft a special magical Fae Ward, capable of preventing entry by any Fae creature, including those with only trace amounts of Fae blood in their veins. The Fae Ward must be carved on an object containing at least a small amount of iron and must be at least 1 square foot in size. The carving of the Fae Ward takes 10 minutes of roleplaying to draw. Once erected, no Fae creature, pure or thin of blood, may cross within 10 feet of the Ward. This includes True Fae, Redcaps and even the thin blooded relatives such as Carnal Fae and Wood Fae but does not include other Minotaurs. The Ward lasts for 5 days unless it is moved, defaced or destroyed at which point the magic of the Fae Ward is lost and must be re-carved. No Fae can move or interfere with the ward in any way. This ability is usable once per day per purchase.

Disadvantages

Fae Susceptibility (Automatic): Cursed by the most powerful of Fae, any name a Minotaur gives will always count as its True Name. Should the Minotaur refuse to give their name a common nickname will suffice as their True Name when required.



Kobold (Goblinoid)

Kobolds are stupid but crafty creatures. They appear as small Goblinoid creatures with red skin, large incisors and black fingernails. Little is known about their origins and even less is cared. Kobolds have become a universal pest in every corner of the world. They have a natural affinity for blowing themselves up with explosives and are well known for their love of shiny things. They breed constantly and seem to be able to survive on nothing but rocks and dirt. Life Span: 170 to 200 years, although no Kobold is known to have lived that long. Kobolds are young adults at one year of age and the oldest Kobold on record is twelve years old.

Racial Characteristics: Kobolds are required to wear red makeup on exposed skin, and speak in a high-pitched annoying voice. The underside of their nose, around the nostrils, must be black and they must have a few horizontal black lines across the bridge of their nose.

Advantages

Innate Sap (Automatic): A Kobold receives one free Sap skill every four levels, starting at first level. These Innate Saps are identical to the purchased skill. This racial does not hamper the Kobold's ability to purchase the Sap skill.

KABOOM! (Purchased): Kobolds are natural Trappers, they excel in the craft above and beyond any other race. A Kobold may use this natural affinity to make extraordinary traps. Once per event per purchase a Kobold may use KABOOM! to upgrade any trap they have just created. KABOOM! will increase the radius of the trap to ten feet, will give a 50% reduction of the cost to build the trap or will increase the damage by half again of the total. Only one of these upgrades may be applied. KABOOM! may only be used at Logistics when the player is spending production. KABOOM! cannot not be used on the same trap multiple times, it may not be used on a trap already created prior to Logistics and it cannot be used on a trap made by someone other than the Kobold using the racial advantage.

Disadvantages

Frailty (Automatic): Kobolds are frail and weak creatures. A Kobold has a -2 strength penalty. This means they swing for one less damage, to a minimum of one.



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. They mature slowly after they reach young adulthood, spending many centuries as 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. Additionally, consuming a Goodberry will heal a Faun for 2 Body. 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.



Rare Races

Wolven (Bestial)

The Wolven race has only been known to exist for a few hundred years, rumoured to have been brought into existence by a powerful mage. Wolven tend to look towards the eldest in their communities to solve disputes and make decisions, following a simple code of helping others in their community in order to be successful. Wolven consider respect to be the highest of virtues, and they are natural hunters. Highly adaptable by nature, Wolven assimilate themselves into other cultures with ease. Their life-span is 40 to 60 years.

Racial Characteristics: Their distinguishing characteristics are appropriate make-up for the type of canine being played, large pointed ears and a tail. A prosthetic nose may be required should your breed be too similar in appearance to another race.

Advantages

Sense Undead (Purchased): Allows the player to sense Undead. To sense the Undead, the wolven must roleplay that they are sniffing ("scenting") the air for 10 seconds uninterrupted, then incant "Sense Undead" in a normal speaking voice. Any Undead who hear the "Sense Undead" will respond "Here" in a normal speaking voice. This ability does not grant the detector any information on the type of Undead. Usable at will.

Natural Hide (Automatic): Wolven are born with a natural thick hide. To represent this, a Wolven will gain 3 AP (Armour Points) for every level they obtain. This armour works in every respect to normal armour save that it cannot be refit. For a Wolven to repair their Natural Hide, they must heal it as though it were Body. A Wolven can never cure more Natural Hide AP than she or he has. Natural Hide AP will be removed after normal and Magical Armour but before Body points. Normal armour may be worn on top of Natural Hide.

Strength Bonus (Purchased): Built on raw physical power, your strength rating will determine how much your character can push, lift, and throw. This skill can only be purchased once throughout the character's entire existence.

Disadvantage

Vulnerability to Fire (Automatic): Wolven have a natural fear and vulnerability to fire. A Wolven will take x2 damage from all sources of fire, including Magical and Elemental. Should any Wolven take fire damage to Body, they will also take the effects of a Penetrating Fear. The fear effect will last for one minute, cannot be dispelled, and should be role-played appropriately. As with all racial vulnerabilities, fire damage will bypass any thresholds a Wolven might have.



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.

Racial 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.



Fire Elves: The Cindus' Thalan (Elven)

This hardy, desert-native 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. Having a population much more numerous than their few fertile lands can provide, 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 to spend their days in the few rich oases of their people. Though few have even laid eyes on these oases, it is taught by their elders that those influential enough to reside there 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 (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.



Obscure Races

Ice Elves: The Crissen'Thalan (Elven)

Perhaps the most isolated, xenophobic and secretive of all Elven races, the Ice Elves call the tundras of the frozen north their homeland. All Ice Elves are tied to the dark goddess Pandora on a spiritual level, but not all follow her and her twisted obsession with pain and suffering. Pandora sees her mark forced upon them whether they serve her or not. Acceptance of pain as a method to grow stronger is a core feature in almost every Ice Elf's upbringing, even among those who do not follow Pandora. Although a majority of Ice Elves swear loyalty to Pandora, who they view as their patron goddess, there is now a growing faction that have left the north on a pilgrimage to win back the Mother's favour – Li'yandra, the Goddess of Elves. Life Span: 700 to 1000 years.

Racial Characteristics: Ice Elves have the same pointed ears as all elves, with blue tips. All Ice Elves have pale, blue-tinged skin with dark blue markings and designs around the eyes and upper face. Those markings form ice-like designs, cracked ice and sometimes appear like snow.

Advantages

Scion of Suffering (Automatic): Ice Elves are conditioned to carry on when physical pain would leave any other race unable to do more than cry for help. Ice Elves stay conscious at 0 Body and can continue to perform all actions at 1 Body without dropping to 0 Body or into unconsciousness. This ability also grants Ice Elves the skill “Self Mutilate” for no CP cost.

Memories in Flesh (Purchased): Once a day an Ice Elf may recall a lesson by carving into their skin with a blade a phrase, an image, a symbol, etc., that reminds them of their lesson. Doing so takes 5 minutes of focused concentration and will return the use of any tagged (daily, hourly, etc.) character ability or skill, including class abilities, that has been used since last reset. It will not return any skill or ability more than once per day even if the character has multiple purchases of the skill or multiple purchases of Memories in Flesh. Memories in Flesh will not refresh magic items or ritual spells on spirit. If Memories in Flesh is used to return a spell slot, that spell slot can only be used to cast the original spell memorised for that slot. Using this racial ability will lower the Ice Elf to 1 Body at the end of the 5 minutes of concentration. This ability may be used once a day per purchase, which will allow additional uses for different skills/abilities.

Disadvantages

Pandora's Touch (Automatic): Ice Elves are marked from birth by the dark magics of Pandora. If “Sense Dark” calls are used, they must respond. Ice Elves have a permanent aura on their spirit of “Active Dark Magic” at all times, which will respond to certain effects, such as Witch Marks. Finally, like Angels they are vulnerable to Psionic magic, and take x2 from Psionic damage. Exorcism effects do not affect them.



Sidhe (Fae)

Sidhe are a race of “pure” fae, unlike the diluted blood of Wood Fae and Carnal Fae. Sidhe are recognized by the seasonal fae courts and most of them are members of a court, although some are not. 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. Spring and Summer court Sidhe are considered “Day Sidhe”. Autumn and Winter court Sidhe are considered “Night Sidhe”. Because of this, a Sidhe’s powers depend on the time of day. Day Sidhe are most powerful between 6 AM and 6 PM, whereas Night Sidhe are in their element from 6 PM to 6 AM. Sidhe can live for up to 5000 years.

Racial Characteristics: Long pointed ears and large horns. Contour the hairline and cheekbones in the colour of their season (Green for Spring, Red for Summer, Brown for Fall and Blue for Winter) with small, accenting patterns of another colour within.

Advantages

Formless Casting (Automatic): 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.

Magic Echo (Purchased): 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.

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 Death Count. At the end of their Bleed Count, 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 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 them self 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 (Construct)

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 reborn. 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. Only the Faceless may remove their own mask. 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. Multiple purchases may be used at the same time to become immune to multiple spheres.

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 Death Count akin to a Death effect. With the exception of these two special conditions, other Psionic effects function normally.



Chapter 3: RENOWNED OCCUPATIONS



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 and 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.

Clerics, 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. 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.

Champions: Paladins & Dread Knights

When the Gods have issues that cannot be resolved with words, 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.

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 access to the Sphere of Light, should they first purchase the skill Favoured.

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.

Obtaining Favour

The path to favour 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 Champion or Demagogue 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 Chosen 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 omniscient power. It's important to stand out. An aspiring Chosen 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 or clerical standpoint. Their religious obligations must become the most important things in their lives.

Be better than the current pool of aspiring Chosen. 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 stated before, there are no guarantees. Chosen are moderated by your Lead Shaper based on the current population of the game. You must be better than the rest.

The latter steps differ depending on whether the aspiring player wishes to become a Demagogue or a Champion. For a Demagogue, the 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. For a Champion, the focus is on exerting the will of your God on the world. A Champion is the hand of their god in the mortal realm, performing their God's Light or Dark works by the sweat of their brow.

Finally, it is important to note that both the Gods and Dragons of Arthos, 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 Demagogues and Champions. While nothing is ever set in stone, it is advisable to those seeking Divine blessing of favour, to strive to establish a camp and convert followers outside of another God or Dragon'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 Chosen, it is much less likely to be approved if you currently camp with a Chosen of a different God or Dragon.

If and when the decision is made by the Head Shaper to allow a character the chance to become Chosen (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 three 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 or Dragon that the character worships, the strengths and weaknesses of the character which must be proven or overcome, and whether the player is trying to become a Demagogue or Champion, but they will fall into the following general categories:

Task 1: Capability

The first, but perhaps most arduous, task is to prove that the character is worthy of Favour. They must show that they have the skill, strength and commitment to perform the duties required of a Demagogue or Champion of their patron. For Demagogues, this will involve spreading the teachings of their patron, recruiting members, and mentoring those within their faith. For Champions, this will involve enacting the tenets of their patron, destroying their enemies of their faith or those who harm their patron's interests or protecting that which their patron holds dear.

Task 2: Faith

This portion of the quest will test to see if the character is willing to place themselves completely in the hands of their patron. 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? The character may be 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. They must show that they trust their God or Dragon's will completely, even above their own.

Task 3: 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. The character must be willing to do whatever is needed of them by their faith, even if seems self-detrimental, perhaps needing to slay or overcome an enemy of the faith which far out-powers them.

Should the character pass their tests and complete the quest, they will receive a sign from their God or Dragon. For a Champion, 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. This symbol cannot act as a spell focus. A Demagogue will find that their God or Dragon now communes with them, allowing for the Demagogue to memorise their Divine or Draconic magic straight from their connection with their patron, rather than scrolls.

Once you have proven yourself worthy and have accepted the blessing of your God or Dragon (and Lead Shaper approval has been obtained), you are now eligible to change your Occupation to this Advanced Class and, if desired, purchase the skill "Favoured". The Favoured skill grants a character access to the Sphere of Magic unique to their new Occupation. Once the character obtains Champion or Demagogue status, the current character class is removed and all CP for current skills are refunded. The player is now a Dreadknight, Paladin, Cleric, or Dragon Knight, depending on the circumstance, and may spend, without penalty, their entire banked and refunded CP on skills and abilities of their new class.

Losing Favour

Every God and Dragon has an established set of tenets that must be followed. Should you, as a devout follower, break the tenets 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 your divine weapon calls for *your* blood. Should you truly lose favour repeatedly or perform some act that is so incredibly outside the tenets of your God or Dragon, you may have your Favoured skill and Chosen status stripped from you. Doing so will remove any access to the unique Sphere of Magic and all Occupational Abilities of your renowned occupation. These skills are not lost, but instead severed from Chosen 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 fallen Chosen must find out in game. Severed skills lost this way do not qualify for a CP refund even if Atonement is never obtained.

Abandoning Favour

Very rarely, the Chosen of a God or Dragon will renounce their path. This will revert the Favoured to their original class and allow them to re-spend any CP earned after earning Favour. No matter how merciful your Patron may be, rejecting their gifts is always seen as a great insult and will earn their ire. For one year, the former Favoured will be under a curse, chosen by the Head Shaper, which fits the theme of the God or Dragon scorned. This curse can take many forms, from extra damage taken when harmed by followers of the Patron, to physical deformities like the loss of a hand, and even more unusual curses. Local followers of the rejected Patron will be informed of this betrayal through visions, dreams, or other appropriate mediums. They may condemn, shun, or even attack the former Favoured, depending on the personality of the followers and their former Patron.



Dread Knight: Occupational Abilities

3rd 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 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 Master Crafted
- 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 Master Crafted
- 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 spirit link 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 longer bound to them and that they have 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.

6th 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 one hour, until control is taken away or until the Lesser Undead is destroyed, whichever comes first. It will have no effect upon Greater Undead.

9th 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 active 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.

12th 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 $\frac{1}{2}$ damage from all sources and $\frac{1}{2}$ 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.
- 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 has a 1 hour duration and can be ended at will by the Dread Knight. It is usable once per day per purchase.



Paladin: Occupational Abilities

3rd 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 Master Crafted
- 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 Master Crafted
- 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 Recover at 1 second from the end of the Paladin's natural Bleed Count
- 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 1 second from the end of the Paladin's natural Death Count
- 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 instil 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 spirit link 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.

6th 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 injured 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

9th 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, Shattered Elf,



Draconian, Demon or Undead. That attack must be delivered by a thrown packet and, if successful, that target will take “20 Massive 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.

12th Level Ability – Sunstorm

Activating Sunstorm requires a 10 second count by the Paladin: “Activating Sunstorm 1, activating Sunstorm 2, etc”. At the end of the 10 seconds, the Paladin becomes engulfed in a blaze of light and fire. This effect will last a total of 10 minutes. While active, the Paladin must state ‘Visible Sunstorm’ to those they meet. During that time, the Paladin gains the following effects:

- Immunity to Fear and mind control
- Full Body point heal upon activation
- Ability to ‘Sense Undead’ and ‘Sense Demonic’ at will. They will not be provided any details other than ‘Here’ or silence
- All strikes with their defender weapon will do x4 damage during the 10 minute Sunstorm duration against Undead and Demons
- Full Body point heal upon the destruction or death of any Undead or Demon, if the Paladin’s Defender weapon makes the final strike

At the end of the 10-minute period, the light will extinguish, leaving the Paladin’s body drained and battered. Their Body points will drop to 2, but their armour will be unaffected. This drop in Body points cannot be negated by any means, but it is not considered damage, so it will not trigger positive or negative effects by occurring. The lost Body points can be healed normally. This ability is usable one per day per purchase, and does not stack with itself.



Darkweaver: Occupational Abilities

3rd 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 Dark 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. The incant for the spell is changed to "I channel <God> to grant Greater Blessing." This ability is usable once per day per purchase.

6th 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 need only pray for the next minute uninterrupted. If the Cleric breaks concentration, uses any skill or ability, or takes damage to 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 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. The Cleric does not 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; whichever comes first. An area cannot be desecrated more than once in a 24 hour period. This skill is usable once per day per purchase.

9th 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 tenets 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.

12th 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

3rd Level Ability – Altar

This Occupational Ability allows the Cleric to create a permanent altar to their god. Only one altar may exist at any time. The Cleric may choose to construct the altar however they wish, but it must be between 2 and 10 square feet in size and cannot be moved. If anyone wearing a Blessing of the god the altar is devoted to prays at the altar during their 10-minute daily skill reset, they will also be healed all missing Body points. This will cause the Bless to expire. This will only function during a skill reset. If the Altar is placed within a Church, it will not cause the Bless to expire. The Altar is as destructible as whatever it is made of. If the Altar is physically destroyed, the effect ends.

6th Level Ability – Church

This Occupational Ability will allow the Cleric to call upon the blessings of their Deity and create a small permanent area that radiates a divine aura of their god. To create a church, the Cleric must pray for 1 minute uninterrupted in the location desired. Once the prayer is complete, the area is sanctified and tied to the Cleric. The size of the church can be no larger than 20 feet by 20 feet. No lesser Undead or lesser demons may enter that area, with the exception of special situations such as All Hallows or while under the control of a very powerful master, nor can they be created within the area. A Cleric may not have more than one active Church at a time, but they may replace old locations with new ones up to a maximum of once per day. If a Church location is more than 3 months old, it will function as a secondary caster for any Light ritual magic cast within it. On rare occasions, prayers made within the Church may reach the ears of the Deities the Church is devoted to. The Church is as destructible as whatever it is made of. If the Church is physically destroyed, the effect ends.

9th 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 sacrifice an unused spell slot to touch cast "5 Healing". Each spell slot sacrificed allows another touch cast of healing to be used. Should the target be wearing a Bless of that Cleric's God, the healing is doubled to 10. If used on themselves in their own Church, it will restore all lost Body points to the Lightweaver. Additionally, the Cleric is able to activate by touch any active Bless they have previously 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 or takes damage to Body. This ability is usable once per day per purchase.

12th Level Ability – Guardian Angel

This Occupational Ability has two functions.

The first will allow the Cleric to sacrifice their own life to save another's. Once per day per purchase, the Lightweaver may place a Guardian Angel effect on a sentient, living target. This will remain for 24 hours or until it is used. If that target enters their Death Count within those 24 hours, they will receive a Life effect at the end of their Death Count, similar to a Contingency Life effect. When this occurs, at some random point within the next 24 hours, the Cleric will die and fall into their Death Count. They will be



informed of this occurring by a Shaper. The Cleric cannot be revived by any means. When their Death Count has expired, the Lightweaver's body will dissipate like normal. They will then have a 1 in 4 chance of that death being applied to their character. If they succeed, the Cleric will resurrect like normal, but no death will be recorded on their character card. If they fail, the death will be applied and standard death protocol will apply. The Cleric may avoid dying themselves if, when the Shaper informs them it is time for this to occur, they expend a Discord catalyst. This will keep them from falling into their Death Count. The Guardian Angel will last 24 hours or until a second Guardian Angel is created by the same Cleric, whichever occurs first. The Cleric cannot place the Guardian Angel upon themselves. If Guardian Angel is purchased more than once, the Cleric may have one active Guardian Angel for each purchase.

The second function of the Guardian Angel ability allows the Cleric to make the ultimate sacrifice. They may, if they choose, die a final death in order to "True Resurrect" another sentient person who has died a final death within the past year. The target of this powerful ability must be willing, in-game and out-of-game, to be resurrected. If they refuse, the Guardian Angel ability simply fails without use. If the target accepts, they will return to life, materializing physically over the corpse of the now dead Cleric as if they had resurrected normally. The resurrected target will only ever have one life and may never resurrect again, although they will have a standard Bleed and Death Count. If their Death Count were to expire, they would once again be gone permanently. In similar fashion, there is no way for the Cleric who uses this ability to avoid a final death; once it is used, the Cleric is dead forever. The Cleric cannot be forced by any means, including Puppet alchemy, to use this ability, as its power comes from their God.



Dragon Knight: Occupational Abilities

3rd 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.

6th 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.

9th 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

12th 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.



Renowned Occupation Skill Costs

Please refer to Charts from 3-1 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.

Occupational Abilities	Cost	Prerequisites	Self Taught?
3 rd Level Ability	30	Occupation at 3 rd Level	Yes
6 th Level Ability	60	Occupation at 6 th Level and 3 rd Level Ability	Yes
9 th Level Ability	90	Occupation at 9 th Level and 6 th Level Ability	Yes
12 th Level Ability	120	Occupation at 12 th Level and 9 th Level Ability	Yes

Chart 3-1

Production Skills	Champion	Demagogue	Prerequisites	Self Taught?
Alchemy	90	70	None	Yes
Blacksmith	55	90	None	Yes
Create Scroll	50	40	Read Magic	Yes
Tradesman <Type>	50	40	None	Yes
Trapper	70	70	None	Yes

Chart 3-2

Scholar Skills	Champion	Demagogue	Prerequisites	Self Taught?
Anatomy	40	40	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	50	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	50	40	Read Magic: Adv.	Yes
Spell Slot: 1 st Circle	10	10	Sphere of Magic: 1 st	Yes
Spell Slot: 2 nd Circle	20	10	Spell Slot: 1 st Circle	Yes
Spell Slot: 3 rd Circle	40	20	Spell Slot: 2 nd Circle	Yes
Spell Slot: 4 th Circle	40	20	Spell Slot: 3 rd Circle	Yes
Spell Slot: 5 th Circle	50	30	Spell Slot: 4 th Circle	Yes
Spell Slot: 6 th Circle	60	30	Spell Slot: 5 th Circle	Yes
Spell Slot: 7 th Circle	70	40	Spell Slot: 6 th Circle	Yes
Spell Slot: 8 th Circle	80	40	Spell Slot: 7 th Circle	Yes
Spell Slot: 9 th Circle	100	50	Spell Slot: 8 th Circle	Yes
Spell Slot: Ritual Base *	30*	10*	Spell Slot: 9 th Circle	No
Advanced Ritual Casting	200	200	Level 1 Ritual Slot	Yes
Sphere of Magic: 1 st	50	50	Read Magic	Yes
Sphere of Magic: 2 nd	200	175	Sphere of Magic: 1 st	Yes
Sphere of Magic: 3 rd or Higher	300	225	Sphere of Magic: 2 nd	Yes

Chart 3-3



Warrior Skills	Champion	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	Champion	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

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.

3rd Level Ability – Amulet

This class ability allows the Battle Mage to enchant any item smaller than an apple to store 1 Battle Magic spell, 3rd 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 Amulet may be created per purchase of this ability. Once created, the Amulet may be used by anyone by stating "Activate: <Spell Name>". Although the Amulet detects as magic and is affected by dispel magic, it can be destroyed by normal means. Only one Amulet can be active per purchase of this ability, when the spell within a Amulet is cast, that Amulet's state returns to that of the normal object originally used. This skill may be used once per day per purchase.

6th 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 "interrupt" against killing blows. They may also interrupt 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.

9th 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.

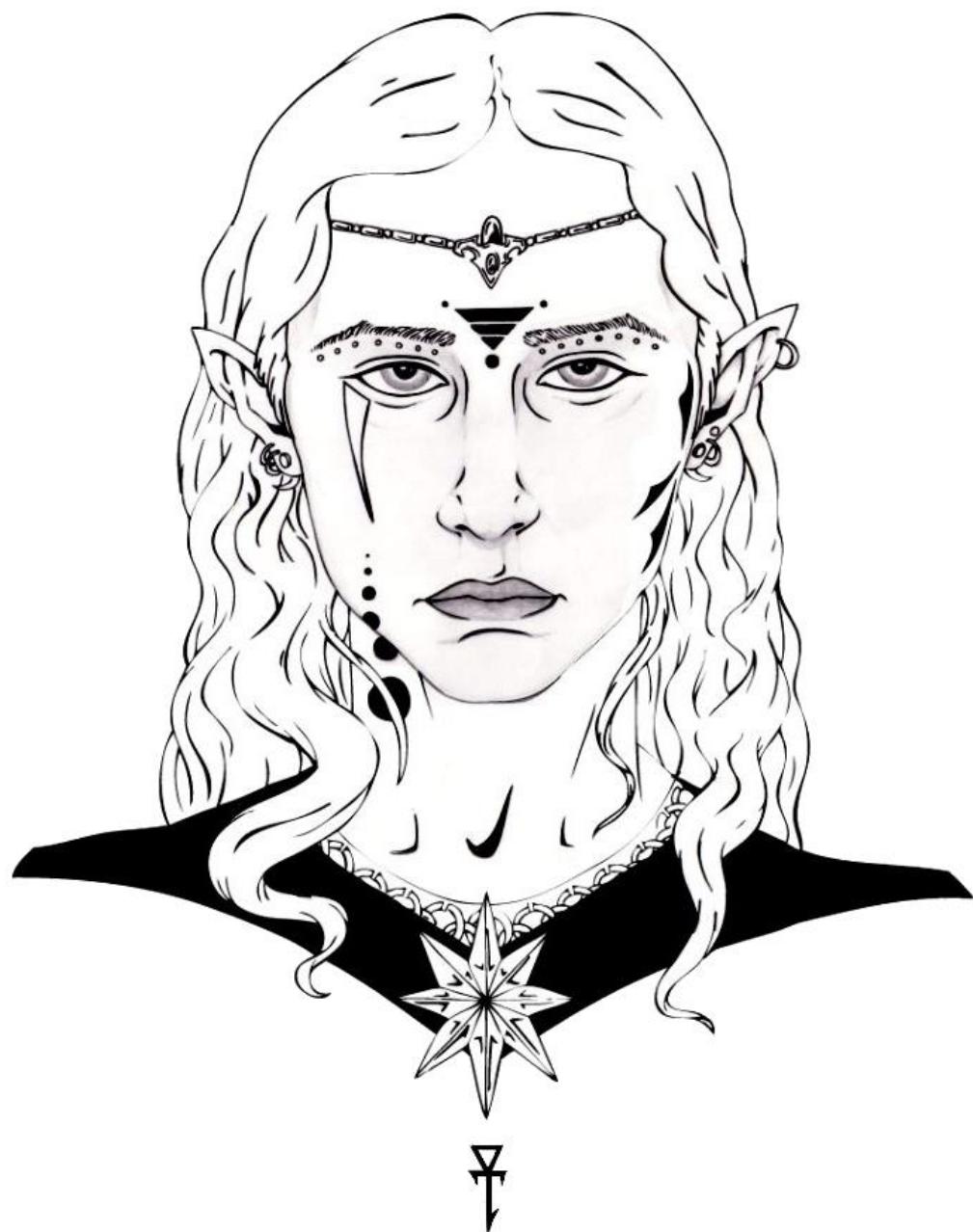
The magical energy required to duplicate a spell is taxing on the mind, the Battle Mage will thus be stunned for the next 10 seconds after using this ability. The effects of this stun are identical to those of Maximize. Twin Spell can be used once per day per purchase.

12th Level Ability – Wizard Staff

Starting at 12th 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 exists 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 its user through intoxication and the power of alcoholic drinks. The Brew Master's abilities either require its 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.

3rd 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.

6th Level Ability – Mixologist

The Mixologist Class Ability allows its user to spend 1 minute concocting a special alcoholic drink. There are three different types of drink that can be created through Mixologist:

- 1) A potent beverage that does 20 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.

9th Level Ability – Firebreathing

At 9th 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!"

12th 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.

3rd 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.

6th 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 (100 Magic Body 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. Hunter's Attrition can be used once per day per purchase.

9th Level Ability – Crystal of Light

At 9th 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”.

12th Level Ability – Final Rest

With Final Rest, the Undead Hunter can 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 for the Final Rest bonuses to occur. Only one weapon per purchase 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 Heal spell (destroys lesser Undead outright, 100 Magic Body 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.

3rd 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!”

6th 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.).

9th 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.

12th 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 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

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 skill allows the player to start a new character as an uncommon race, listed in Chapter 2. This must be purchased again to play a different character of the same race.

Race: Rare

Pre-requisites: None

Frag Cost: 150

This skill allows the player to start a new character as a rare race, listed in Chapter 2. This must be purchased again to play a different character of the same race.

Race: Obscure

Pre-requisites: None

Frag Cost: 250

This skill allows the player to start a new character as an obscure race, listed in Chapter 2. This must be purchase 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 1st

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^{nd+}

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: 0

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

Frag Cost: 30

CP Cost: 65

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 “interrupt” against killing blows. They may also interrupt 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

Frag Cost: 20

CP Cost: 25

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

Frag Cost: 30

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

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 effect 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 one foot, call “Whirlwind of Blows” and gain +5 damage to their swings. This effect continues indefinitely so long as one foot remains planted. The planted foot may swivel, but the skill ends if the planted foot is moved or raised. 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’s Body 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. For example: if you have a +2 Magic sword, you still only swing for 10 damage, but the call would be “10 Magic Body Decapitate”. Usable once per day per purchase.

Battlefield Repair

Pre-requisites: None

Frag Cost: 25

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 Battlefield 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 crafted 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 damage call for this ability is “Cripple!” If the weapon’s damage type is not normal, the damage type precedes “Cripple”. There is no numerical value for this attack, so when determining if the attack is stopped by a threshold, only the damage threshold type is taken into account. For example, a “Silver Cripple” will breach a +2 Silver threshold, but not a Magic one. 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 with 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 an 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 Night. This skill grants access to unique Spheres of Magic. 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 6 PM and 12 AM 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. This ability can be purchased a maximum of five times.



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

Dark	Draconic	Light
Incant: "I channel [God] to"		Incant: "I call upon [Dragon] to"
Spell Focus: Holy symbol	Spell Focus: Gem or rock coloured as the Firstborn served	Spell Focus: Holy symbol
1 Bless *	1 Divine Shield *	1 Bless *
Siphon	Mark of the Firstborn *	Illumination
2 Divine Ward	2 Dragon Hide	2 Divine Ward
Soul Whip	Sign of the Firstborn	Pin Evil
3 Death Aura	3 Scales *	3 Mass: Blessings
Mass: Blessings	Strength of the Firstborn	Wave of Healing
4 Banner of the Faithful	4 Enlightenment of the Firstborn	4 Banner of the Faithful
Control Lesser Undead	Shadow of the Firstborn	Freedom
5 Mass: Relic	5 Dragon Fear	5 Destroy Lesser Undead
Wave of Pain	Dragon's Regeneration	Mass: Relic
6 Curse	6 Breath of the Firstborn	6 Dark Lore
Dark Lore	Dragon's Intuition	Shield of Light
7 Dark Bolt	7 Dragon's Blood	7 Light Bolt
Mass: Corruption	Dragon's Toughness *	Mass: Vitality
8 Shroud of Darkness	8 Dragon's Horde	8 Holy Warrior
Unholy Warrior	Sanctum	Zone of Prayer
9 Avatar	9 Life of the Firstborn *	9 Avatar
Death	Spirit of the Firstborn	Cleansing Light



Necromancy	Sigil	Wytch
Incant: “I invoke Necromancy to”		Incant: “I craft a Sigil of”
Incant: “I summon a Hex to”		
Spell Focus: A bone wrapped in hair	Spell Focus: A writing, drawing or painting tool	Spell Focus: 3 rd nipple
1 Feign Death	1 Sigil of Rest	1 Blood Curse
Infestation	Sigil of Shock	Talisman *
2 Control Lesser Undead	2 Sigil of Armour	2 Blindness
Leech	Sigil of Bravery *	Evil Eye
3 Necrotic Bolt	3 Sigil of the Forge	3 Repulsion
Raise Zombie	Sigil of the Pocket *	Weakness
4 Carnivorous Worms	4 Sigil of the Barrier	4 Horror
Vampiric Blade	Sigil of the Bound Man	Requital
5 Fracture	5 Sigil of the Lizard	5 Contingency: Sleep *
Raise Skeleton	Sigil of the Weapon Master	Tongue Rot
6 Enhance Undead	6 Sigil of Flechette	6 Eye for an Eye *
Necrotic Blast	Sigil of Inversion *	Trap Demonic/Angelic
7 Death's Grasp	7 Sigil of Dispel	7 Control Lesser Demon/Angel
Raise Lesser Ghoul	Sigil of Seal Armour	Dark Entrails
8 Unlife	8 Sigil of Delay *	8 Curse of Pain
Walk the Deadlands	Sigil of Warding	Race Change: Toad
9 Requiem	9 Sigil of Magical Storage	9 Dark Pact
Wasting Death	Sigil of the Phoenix	Shatter Your Skull



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 calls down upon the target the blessing of whichever God the caster worships. If the caster casts Bless on themselves, it will function as a Shield Magic versus the next divine spell to strike the caster. From time to time a character with a Bless on their spirit may find favour with the God(dess) that the caster serves. 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, by caster's 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. Placing the spell tag 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 are wearing a Bless spell of the deity represented by the Divine Ward. When the spell is cast, anyone not wearing a Bless spell of the appropriate deity will be pushed out of the Ward. If a creature already in the Ward cannot retreat any further, the spell will fail and is lost. This barrier may



be resisted with Shield Magic, Resist Magic or similar anti-magic defenses spell, and it may also be resisted by expending an active Bless spell from any God or Goddess. 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 Dark 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 grant 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 tenets, beliefs and how they relate to the situation at hand for at least one 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: 1 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 gain access to the Banner's full abilities. The Blessed character must touch the Banner and speak the God's name. Once done, they may attack for +1 Magic damage so long as the Banner stays within their line of sight. 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. If the banner leaves the target's line of sight for more than 10 seconds, the effect is lost until the Banner is back in their line of sight. 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. When the banner is first created, the caster must state "Banner up - <God's name>!". When the banner ends for any reason, the caster must then state "Banner down - <God's name>!". The caster of Banner of the Faithful 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 one 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 grant 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 caster. Once the mass is complete, the object or weapon is made rendered as per the spell and is given a Magic aura. 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 Dark. 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: This spell will cause the target to take double numeric damage from all sources for one 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. 20 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 20 points of Dark damage straight to Body. This damage will be halved if the target has any active Bless spell on their person.

Mass: Corruption

Incant: "I channel <God> to inflict 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 tenets, 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 a Dark God will take 1 Dark damage point per minute while within hearing distance. Plugging one’s ears, attempting to deafen oneself or drowning out the Cleric’s 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 one hour 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

Shroud of Darkness

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

Duration: 1 hour, until ended or 6 AM

Description: This spell will shroud the caster in darkness and may only be cast between 6 PM and 6 AM. While this is active, the caster must state “Active Shroud of Darkness” to any that see them. They appear to others as if wrapped in a swirling misty black shroud, though they are still identifiable. While in this form, the caster is unable to use any skills, may only speak and cannot interact with their environment (picking up or moving items, etc.) 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 Shroud 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 one 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 two 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 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 power, 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

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 two 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 sword and Dark onyx shield. The two-handed Dark sword has a base damage of 10 Magic, while the one-handed 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 Spell Strike 10 Dark through their summoned weapon of choice a total of three times. They also gain a temporary health boost of 50 Body. Any Body Damage the Cleric receives is removed from the bonus 50 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.

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 Death Count, dropping their Body points to -1 and bypassing their Bleed Count completely.



Sphere of Magic: Draconic

Pre-requisites: Favoured

Frag Cost: 0

CP Cost: As per additional Sphere Cost

Spell Focus: Gem or rock the same colour 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

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.

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. If the Dragon Knight casts Mark of the Firstborn on themselves, it will function as a Shield Magic versus the next divine spell to strike the Dragon Knight. The target may end this mark any time they choose, but this may offend the Firstborn.

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 had been repaired by a Blacksmith. This spell will not repair Armour Points that could 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. When this defense is triggered, the caster must call “Scales!”

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 +2 Strength bonus for 10 minutes. This spell will stack with other strength bonuses and may stack with itself.

Level 4

Enlightenment of the 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 ranger 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 minutes

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 one minute, the fear effect 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 one 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

Breath of the Firstborn

Incant: "I call upon <Dragon> to inflict Breath of the Firstborn 25 Elemental <Type>."

Duration: Instant

Description: This spell will do 25 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 Bleed Count and directly enter their Death Count as per typical elemental damage calls.

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



five 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.

Level 7

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 immediately gains a +2 Magic Damage Aura. This effect will last one hour. The caster must be wearing a Mark of the Firstborn when this spell is cast, or it will fail.

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.

Level 8

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 gold piece coin must be sacrificed in game. Items worth 1 gold are not acceptable substitutes. 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.

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 a 3'x3' area and it 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.

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 one 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 serve. 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 +50 temporary Body, 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. Any Body Damage the Dragon Knight receives is removed from the bonus 50 Body points first and this Body cannot be healed. 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. If the caster casts Bless on themselves, it will function as a Shield Magic versus the next divine spell to strike the caster. From time to time a character with a Bless on their spirit may find favour with the God(dess) that the caster serves. 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 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, but 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. If desired, this spell may be used offensively. If cast via spell packet or touch cast on a target, it will blind the target for 10 seconds, so long as it is a creature that relies on sight. It will have no effect on creatures that do not, such as golems, Undead and slimes.

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. Placing the spell tag 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 are wearing a Bless spell of the deity represented by the Divine Ward. When the spell is cast, anyone not wearing a Bless spell of the appropriate deity will be pushed out of the Ward. If a creature already in the Ward cannot retreat any further, the spell will fail and is lost. This barrier may be resisted with Shield Magic, Resist Magic or similar anti-magic defenses spell, and it may also be resisted by expending an active Bless spell from any God or Goddess. 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.

Pin Evil

Incant: "I channel <God> to inflict Pin Evil."

Duration: Line of sight

Description: This spell functions only against Lesser Undead and Lesser Demons. When cast, it will cause the target to keep one foot on the ground, unable to move. The magical bindings that pin the foot to the ground may be cut through with a two minute count. The creature may also rip free if they possess a +2 or greater Strength. Ripping free will cause them to take 2 Magic Body damage. It takes two seconds to rip free.

Level 3

Mass: Blessings

Incant: "I channel <God> to grant 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 tenets, beliefs and how they relate to the situation at hand, for one 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 five packets, each one doing 5 Magic Healing. If the target has a Bless from the same God as the caster, the healing is raised to 10 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.



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 gain access to the Banner’s full abilities. The Blessed character must touch the Banner and speak the God’s name. Once done, they may attack for +1 Magic damage so long as the Banner stays within their line of sight. 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. If the banner leaves the target’s line of sight for more than 10 seconds, the effect is lost until the Banner is back in their line of sight. 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. When the banner is first created, the caster must state “Banner up - <God’s name>!”. When the banner ends for any reason, the caster must then state, “Banner down - <God’s name>!”. The caster of Banner of the Faithful is always under the Banner’s effect while it exists.

Freedom

Incant: "I channel <God> to grant Freedom."

Duration: Instant

Description: This spell is an area effect spell that will function on all targets within hearing range who wear a Bless of the same God as the caster. It grants three benefits: 1) it will release the targets from any magical or alchemical (but not physical) bindings instantly, 2) it will awaken sleeping targets and 3) it will remove any active stun effects. If a target chooses to be affected by Freedom, it will end their active Bless spell.

Level 5

Destroy Lesser Undead

Incant: "I channel <God> to inflict 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 grant 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 caster. Once the mass is complete, the object or weapon is made rendered as per the spell and is given a Magic aura. 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 hours, 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 beseech a lost spirit who served their God in life and ask a series of questions. 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:

“Spirit before me, I ask that you 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 caster fails or incorrectly speaks these questions, the spirit may not arrive or may arrive hostile. If they succeed, 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.

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 three times. Upon the third 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 three 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. 20 Light"

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 20 points of Light damage straight to Body. This damage will be halved if the target has any active Bless on their person.



Mass: Vitality

Incant: "I channel <God> to grant 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 tenets, 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 any Light God will regenerate 1 Body point of damage per minute, so long as they can hear the Mass being given. When the mass starts, any active poison or disease counts are paused until line of sight is broken or the spell ends. From that point on, 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.

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 one 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 two 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 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 Warrior's 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

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 caster’s body will pulse energy and they must state “Active Avatar” out-of-game to anyone who sees them. This spell will also summon into existence either a two-handed Light sword or a one-handed Light sword and Light ivory shield. The two-handed Light sword has a base damage of 10 Magic, while the one-handed 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 50 Body. Any Body Damage the Cleric receives is removed from the bonus 50 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.

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 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.



Sphere of Magic: 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 Death Counts whose 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 one 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 magic (charms, feebleminds, confusion, etc.)*
- *Immune to Ice damage and effects.*
- *Immune to all poisons, diseases, and equivalent attacks that attack a living, physical Body.*
- *Quadruple 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

Feign Death

Incant: “I invoke Necromancy to grant Feign Death.”

Duration: Up to 1 hour

This spell makes the caster appear to be dead (final death). The spell will fool all skills, abilities and spells that relate to determining the health status of the target or detecting the living. The caster may choose to end the spell at any time during the duration. The effect will also end if the caster moves. This spell is caster only.

Infestation

Incant: “I invoke Necromancy to inflict Infestation.”

Duration: 5 days or until cured

This spell inflicts a debilitating disease upon its victim. The target of this spell will be unable to run until cured, although they may still attempt to fight. The victim will also take 1 point of magic Body damage every hour (starting after the first hour has passed) until the disease has been removed by means of curing the disease or a Dispel Magic effect, or if the creature dies and is then resurrected. The damage done by the Infestation cannot be healed until the disease is cured or removed. While active, the victim will slowly bleed from the eyes, nose, ears and mouth.



Level 2

Control Lesser Undead

Incant: "I invoke Necromancy to inflict Control Lesser Undead."

Duration: 1 hour

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

Leech

Incant: "I invoke Necromancy to inflict 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 its 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.

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: 20 Body, claws (or weapons given to it) that swing for 2 Magic damage, +1 Strength, Undead state and a Magic threshold. After one 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

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 Nature's Restoration, Dispel Magic, a 5th level surgeon, drinking a potion of Dispel Magic or entering one's Death Count.

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.

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 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 30 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 one 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

Enhance Undead

Incant: "I invoke Necromancy to grant 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 one Resist Magic a day. It will have no effect on targets that are not lesser Undead.

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.

Level 7

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-blown and enters their Death Count. If the target is wearing a gorgette, the spell will fail.

Raise Lesser Ghoul

Incant: "I invoke Necromancy to Raise a Lesser Ghoul."

Duration: 1 hour

This spell must be cast on a target still within its 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 one hour 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 Lived and will return to normal. Otherwise, they must resurrect as normal.



Level 8

Unlife

Incant: "I invoke Necromancy to grant Unlife."

Duration: 1 hour

This spell will temporarily grant Undead abilities to the caster. The caster does not become genuinely Undead. 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 effects of 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 grant Walk the Deadlands."

Duration: 5 minutes

In order for this spell to function the necromancer must killing blow themselves and enter their Death Count. During those five 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 five minutes expire, 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. Suspension will not work on the necromancer during these five minutes. Intensive Care will work, but the spirit’s connection to the body will still sever after the initial five minutes, causing the Necromancer to resurrect.

Level 9

Requiem

Incant: "I invoke Necromancy to grant 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 one 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 blood 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. The player must write the time that the Requiem was cast on its spell tag.



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 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 Death Count, bypassing their Bleed Count. The target may receive a Life spell during those five minutes like normal, however if the 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.



Sphere of Magic: Sigil

Spell Focus: A writing, drawing or painting tool.

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. Symbols must be re-drawn for each casting, even if cloth is used. Tattoos that exist out of game on a player are acceptable as Sigil symbols so long as they fit the requirements. Sigils can be placed on skin (unless the sigil states otherwise) or on cloth attached to the body, such as an armband. You must have the target's OOG permission for both the location and painting material that's used on them.

Sigil symbols must remain visible at all times, both prior to the sigil being cast and after it has been cast. If a symbol is wiped off or covered for more than 1 minute, the spell effect will end. Sigils must always be drawn in blue. If a sigil is drawn on a limb which becomes severed, the sigil effect will end.

Lastly, unless the spell description allows it, a target may only have one of the same Sigil active on his or her person at a time.

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 one minute. After that time they are affected by “2 Magic Healing” and a full restore of all lost Stamina points. If the target moves, is moved or takes additional Body damage, the spell will end.

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 its wearer to touch cast “1 Magic!” damage once every 10 seconds, for a period of 10 minutes. This magic slowly builds up a charge in 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 Armour

"I craft a Sigil of Armour."

Target: Sigil wearer

Duration: 1 hour

Symbol: A shield or helm

This Sigil will reduce all incoming damage by 1 from all sources, to a minimum of 1. This damage reduction will only apply to damage done to armour points, it does not reduce incoming body damage. 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 five active Sigils of Armour on any one person. This reduction applies before any thresholds.

Sigil of Bravery *

"I craft a Sigil of Bravery."

Target: Sigil wearer

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.

Level 3

Sigil of the Forge

"I craft a Sigil of the Forge."

Target: Sigil wearer

Duration: 10 minutes

Symbol: An anvil or hammer

This Sigil will instantly repair 10 armour points worn by the target at the time of casting. It will also heal Gargylen and constructs.

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 Barrier

"I craft a Sigil of the Barrier."

Target: Sigil wearer

Duration: 10 minutes

Symbol: A wall or broken arrow

For 10 minutes after this Sigil is activated, it will reduce all incoming damage done by arrows, crossbow bolts or any thrown weapons to 1. When they are struck with these weapons, the Sigil wearer states “Minimize!”

Sigil of the Bound Man

"I craft a Sigil of the Bound Man."

Target: Special, see description

Duration: Line of sight, maximum 1 hour

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.

Level 5

Sigil of the Lizard

"I craft a Sigil of the Lizard."

Target: Sigil wearer

Duration: Instant after 5 minutes of rest

Symbol: A lizard or arm/leg

This Sigil will restore all severed limbs after the target rests quietly for five minutes. Once the Sigil is drawn and the spell is cast, the target must rest for five 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 magic (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, with the exception of Exotic weapons. If its wearer already possesses the weapon skill the Sigil will grant +1 damage instead. A second stack will allow the wearer to pick either an extra +1 damage, or cause the weapon to swing for Silver damage for the duration. A third stack will allow the wearer to pick either an extra +1 damage, or cause the weapon to swing for Magic damage for the duration. Even if the weapon is already silver or the wearer already has the weapon proficiency, no stack step may be skipped. This spell may be stacked a maximum of three times. This spell will not create a weapon, merely grant proficiency.

Level 6

Sigil of Flechette

"I craft a Sigil of Flechette."

Target: Sigil wearer

Duration: 5 days

Symbol: Darts or throwing knives

Once active, this Sigil allows its wearer to touch the Sigil and draw forth three magical throwing weapons. These summoned weapons do 5 Magic Body each and dissipate upon impact. The weapons are considered summoned weapons and the damage cannot be augmented as if they were regular thrown weapons. Weapon reps for Sigil of Fletchette can be any thrown type and should be blue in colour to indicate they cannot be picked up once thrown.

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 non-divine or non-Draconic 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 Strike spell, instead of taking 25 points of Magic damage, they will receive 25 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 25 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!"



Level 7

Sigil of Dispel

"I craft a Sigil of Dispel."

Target: Sigil wearer

Duration: Instant

Symbol: A circle with an X in it

This Sigil will function as a Dispel Magic spell and will terminate any and all active Battle Magic spells of ninth level or lower, unless specifically stated otherwise in the description, on the target. Spells removed will be both positive and negative, including all protective spells. It has no effect on ritual magic. Any magical items, including Battle Magic scrolls, on the target will become inoperative for 10 minutes.

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. Body damage will not be negated, but instead converted into non-Body damage of the same damage type. Once the wearer's armour has breached, any further Body damage will occur like normal. This benefit comes at a price - while the Sigil of Seal Armour is active, any numeric damage spells that successfully strike the wearer will have their damage converted into Body damage automatically.

Level 8

Sigil of Delay *

"I craft a Sigil of Delay."

Target: Sigil wearer

Duration: 5 days / 1 minute

Symbol: An hourglass

Upon being hit by an instantaneous spell effect, the wearer may declare "Sigil of Delay!" and postpone the spell's effect for 1 minute. Once the full minute has passed, the effect carries on as normal. Any new protective spells gained in this minute will resolve before the delayed effect if applicable. While a spell is stored, a Dispel Magic may be cast on the Sigil to dispel both the Sigil as well as the captured spell.

Sigil of Warding

"I craft a Sigil of Warding."

Target: Sigil wearer

Duration: 1 hour

Symbol: A tower shield placed on the forearm of choice

This Sigil must be drawn on the arm where it is intended to be used. If that arm becomes dismembered, the Sigil will end. This spell allows the wearer of the Sigil to use the selected arm from the elbow down as a shield, negating all physical damage from melee boffer weapon strikes that strike the arm between the wrist and elbow. Grabbing weapons will still inflict Body damage. Damage greater than 30 will break



through the Sigil, causing the Sigil to end and the wearer to take the full damage of that strike. While active, the wearer's forearm will glow blue and the wearer must state "Active Warding" to those that see them. The wearer may wear a bracer on the selected arm, as long as the Sigil is visible as well. The selected arm's hand may still be used for other activities, like wielding a weapon or spellcasting, while this Sigil is active.

Level 9

Sigil of Magical Storage

"I craft a Sigil of Magical Storage."

Duration: 24 hours

Target: Caster only

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. Spells absorbed with this sigil will fail if the target already possesses an active version on their spirit. Eg: You cannot store a Magic Armour spell if you are wearing an active Magic Armour.

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:

1) This Sigil can be activated to allow its wearer to swing for 5 Magic Fire with any weapon they are holding for 60 seconds. Activating the Sigil in this manner will also heal its wearer of all lost Body points, remove all toxins, restore all limbs, remove any charms and dispel any negative magical effects on their spirit. It will not cleanse ritual magic or toxins with specific antidotes.

2) If the wearer of this Sigil falls into their Bleed Count, the Sigil will automatically activate granting the same bonus as #1 including the full healing. This effect will also activate automatically during the final "count" of a killing blow. Eg: If the killing blow is a 10 second version, it will activate at the 10th second.

When either of these uses are activated the wearer must state "Sigil: Phoenix!".



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

Blood Curse

Incant: "I summon a Hex to inflict a Blood Curse."

Duration: 5 days

Description: A Wytch in possession of your blood is a terrible thing indeed. A Wytch with both your blood and True Name is something beyond terror. Once this spell is cast on a target, for the next 5 days any additional spells cast on the same target will allow the Wytch to have one Echo effect for each letter of their True Name that the Wytch knows. This Echo effect will allow the caster to strike the target an additional time with the same spell if the first spell was successfully defended against in any way. This is done by calling “Echo!” immediately after the spell was defended against. This second spell happens automatically and does not require the Wytch to expend a spell slot. Eg: If a Wytch who has cast Blood Curse on a target knows four letters of that target’s True Name, then they may use up to four Echos after their initial spell was defended until one version of the spell breaks through defenses and affects the target. Once the spell successfully lands, any remaining Echos are lost. This Echo effect continues to occur for every spell cast by the Wytch on the target of the Blood Curse during its 5 day duration.

In addition, if the Wytch possesses one liter of the target’s blood and has it on their person, any spells cast on the target of a Blood Curse will gain the Penetrating prefix – allowing the spell to ignore all non-ritual protections, all non-racial defenses and all armour. Doing so will consume one liter of the target’s blood for each use of Penetration. Penetration may be combined with the Echo effect above, but may only be used once per liter of blood possessed. The blood may be obtained prior to casting the spells and follows standard blood rules.

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 5 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.



Level 2

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.

Evil Eye

Incant: "I summon a Hex to inflict Evil Eye. Power Word: Point <Target>."

Duration: 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. In order to use this spell the Wytch must be able to see the target, although it is not necessary that the target see the Wytch. The Wytch must then incant the spell, point at the target and continue to point at the target for the duration of the spell. Although no spell packet is required to be thrown, once the incant and point has been completed, the target is considered to be stuck by a packet automatically. It is possible for Evil Eye to be cast twice and target two separate targets simultaneously, so long as the Wytch points at each target separately – the second casting does not require the Wytch's hands to be free so long as a previous Evil Eye is active. Evil Eye is considered a Gaze attack and does not require a spell packet to use.

Level 3

Repulsion

Incant: "I summon a Hex to inflict Repulsion <item>."

Duration: 1 minute

Description: This spell 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. Repulsion is considered a Fear effect and can be resisted as such, along with standard anti-magical defenses.

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 lasts for one hour and can be stacked with multiple castings.



Level 4

Horror

Incant: "I summon a Hex to inflict Horror."

Duration: 10 minutes or line of sight

Description: This fear-based spell influences the mind of the target, causing it to view the Wytch as hideous and offensive, causing the target to avoid the Wytch at all costs. Under the effect of Horror, 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. If the Wytch takes any hostile gesture toward the target, such as attacking them or casting spells at them, the spell will end.

Requital

Incant: "I summon a Hex to grant Requital."

Duration: Instant

Description: This spell 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 of all missing Body points, 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 effect is decided by plot and likely unknown to the Wytch. The negative effect will never be one that gives irrefutable proof 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

Contingency: Sleep *

Incant: "I summon a Hex to craft a Contingency Sleep."

Duration: 5 days / 10 minutes

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 (psionic) sleep. This sleep spell will drop the target into a deep slumber for the duration of 10 minutes. The victim can be woken via Dispel Magic or one minute of vigorous shaking. 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, destroyed or consumed 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”



Tongue Rot

Incant: "I summon a Hex to Rot your Tongue."

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. If the damage is negated the target will not be silenced and the spell will fail. The last point of healing will return the target's tongue to its normal state.

Level 6

Eye for an Eye *

Incant: "I summon a Hex to grant Eye for an Eye."

Duration: 5 days

Description: This spell envelops the Wytch in a pulsing black aura which will duplicate any physical attack and its damage, along with its carrier effects (if any) back onto the target that struck the Wytch, once. The damage type duplicated on the attacker will always be "Normal" damage regardless of the damage type the attacker used, though Body damage will be returned as Body damage. Eg: If the attacker strikes with Wytch with "10 Magic Body", they will receive "10 Normal Body" reflected back at them, regardless of the attacker's armour points.

Eye for an Eye is considered an Advanced Defense, meaning that it may be used at any time the Wytch chooses and does not automatically activate on the first strike. Even though the damage is duplicated back to the target, the Wytch will still take the damage and effects of the attack by default, but may choose to defend against it like normal in hopes of negating it, if they so desire. This spell will not duplicate spells or abilities which do no physical damage. The source of the rebounded damage is considered to be the Wytch, not the person striking them. To use this spell, the Wytch must state clearly "Eye for an Eye!". This spell is caster only.

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 Lesser 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. Once a creature is successfully trapped, the Wytch has three options. 1) They may ask the Lesser Angel/Demon one question which the Angel/Demon must answer truthfully. Once answered, the spell immediately ends and the creature is released. 2) The Wytch may choose to banish the Angel/Demon, sending it back to its own plane of existence for 1 year. 3) The Wytch may choose to simply leave the Angel/Demon in the trap for the duration of the spell. 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 any time. The circle perimeter must be represented by a rope or a similarly identifying prop.



Level 7

Control Lesser Demon / Angel

Incant: "I summon a Hex to inflict Control Lesser Demon (or) Angel."

Duration: 1 hour

Description: This spell grants the caster control over one Lesser Angel or Demon. For the hour, the target will do anything asked of it, including sacrificing itself. The specific abilities and limitations of command will depend upon the type of creature controlled. It has no effect against Greater Demons or Angels.

Dark Entrails

Incant: "I summon a Hex to grant Dark Entrails."

Duration: 24 hours

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 Bleed Count. After casting the spell, the Wytch has one minute to find a living creature that is either bound and unable to move or already in their 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 24 hours, 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

Curse of Pain

Incant: "I summon a Hex to inflict Curse of Pain."

Duration: 10 minutes

Description: This spell is considered both a Penetrating spell as well as a curse. For the 10 minute duration of this spell, the target will take 5 Magic damage whenever the use a tag skill, or whenever they swing a weapon for damage. All other actions, such as blocking attacks with a shield, drinking potions or running away will not cause the damage to occur.

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 Alchemy: 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.



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 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 target accepts the Pact, they know that the spell has been cast on them, but not who cast it. 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. Once Lived, the target who accepted the Dark Pact must write one letter of their character's True Name on the Dark Pact spell tag and then sign it, out-of-game. This becomes the Wytch's proof that they know the letter in-game. 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 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.

