

THE HEROQUEST RULEBOOK

V2019.5

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THE BASICS

CHARACTER PROGRESSION

To make it easy for new players and new characters, we start off with very few rules and then gradually introduce new ones as you become more familiar with your character's abilities. A character who has never played before and has 0 points is known as a "Novice". They have a small but useful skill-set so that you are able to get stuck in on your first mission without having to worry about the rules.

POINTS

Heroquest uses a points-based rules system, where you earn points for your characters by attending events and these points can then buy your character various skills (of your choosing).

The amount of points you earn per event is fixed (roughly 1 point per hour), though characters that are ranked lower than half the average rank for an event get a bonus of 10 points. You don't need to work this out yourself however as HQ Admin will let you know how many points you will receive for attending the event.

RANK

A character's rank is directly related to how many points they have. To determine a character's rank, divide the number of points they have by 10 (and round down).

e.g. a character with 27 points is rank 2, a character with 331 points is rank 33.

STATUS

Once a character reaches rank 10 (100 points), your character obtains one point of Status. A character obtains a further point of Status for every subsequent 10 ranks.

e.g. a character with 665 points is rank 66 and has 6 Status.

ROLE PLAYING

Heroquest is a Live Action Role-Playing (LARP) Game. The Rules are there to act as a framework to enable you to role-play your character's adventures. Whilst playing you should not need to worry about the rules as that is what the referees for the weekend are there for. The only thing you need to focus on is playing your character as you have decided they will be.

Most things in Heroquest LARP are named in such a way as to give you an idea of the appropriate reaction (e.g. Cause Wounds hurts you, Freeze makes you stand still and Bind sticks you to the floor). If at any point you are unsure about a particular effect, such as having no clue what the black creature meant by "Power Drain" then react. It doesn't matter how, just react. Stagger backwards screaming in pain whilst trying to get the attention of the Player Ref (who should be close by) and they will help you out.

If you don't know something then assume your character doesn't either and ask another character who may be more knowledgeable (you may have to wait for an appropriate moment to do so). Stay in character. Whatever you do, don't stop in the middle of a fight and ask the monster what "Dark

Bolt" does, that's for the Player Ref to sort out at the battleboard after the fight.

If you never learn any of the other LARP rules, always remember Rule 1:

Like all games it is unlikely the first time you play it that you will know the rules. Stay in character. React to everything. The Player Ref will explain and sort things out at the battleboard after the fight.

Playing as a raw adventurer gives you the chance to play your character for the first time, unencumbered by the need to remember what you can do.

SAFETY IN LARP

Heroquest LARP is what you would describe to people as a contact sport. The game, at times, will involve you 'killing' and 'being killed by' your opponents. This is achieved by striking each other with latex weapons.

In the interests of safety, we insist that all participants pull their weapon blows to avoid hurting each other.

The acting out of the combat is more important than how many times you strike a blow. Before the start of your first adventure, the referee will advise you how to fight safely. Although blows to the head do actually count, we encourage both players and monsters to avoid head hits whenever possible. If you intend to use a shield (either as a player or a monster) then we warn you that blows to your head will be more common and some form of LARP head armour is suggested.

When you are killed, as either a monster or player, you should fall over and remain on the ground as still as possible until a "Time Out" is called. Because falling over in the middle of a fighting line could result in you getting kicked in the head, or trampled on, it is best to stagger a short distance - whilst role-playing your injuries - before collapsing dramatically in a safe-looking spot. It is also a good idea to take a quick glance at the ground before falling to make sure there are no rocks, sharp spikes or dog mess to land in!

TIME OUT

At various points throughout every LARP game a referee may wish a temporary pause, to achieve this they will call "Time Out". At this point all players and monsters should cease their activity and remain where they are stood until the referee instructs them further.

Similarly, when the game is about to recommence the referee will call "Time In" and the game will resume from the point at which it stopped.

If players have moved during time out then the Referee will call "positions" before time in and give everyone a chance to move back to where they were before "Time Out" was called (it is a good idea to leave your weapons or something else on the ground to remind yourself where you were).

TIME FREEZE

If the Referee calls "Time Freeze" then all players should immediately stand perfectly still, close their eyes and begin to hum loudly.

When "Time in" is called again the action continues as if no time had passed. This LARP call is often used to facilitate creatures suddenly appearing or disappearing.

THE LARP SYSTEM

Heroquest LARP is a live action role-playing game and players are free to interact with the people they meet on their adventures in any way they feel is appropriate to their characters.

Some characters will wish to talk first, learning more about the people they meet and seeking diplomatic solutions to problems they may encounter. That said Orin Rakatha is a dangerous place and LARP combat occurs frequently amongst the various inhabitants of the world.

LARP COMBAT

Your character's body as a whole begins with 42 total life points. Weapons inflict damage as follows:

Physical	Magical	Power	Damage	Minimum Damage
Single	Magic 1	Power 1	4 points	1 point
Double	Magic 2	Power 2	8 points	2 points
Triple	Magic 3	Power 3	12 points	3 points
Quad	Magic 4	Power 4	16 points	4 points

A weapon may inflict physical damage alone (based upon skill and strength) or one of physical and magical or physical and power damage. Magical and power damage may be added by casting the appropriate spells or invocations on a weapon or hand, a character or monster will shout the relevant multiple of damage each time a blow is struck Physical and Power or Physical and Magic damage does not stack. The character will take whichever damage is the greater of the two, once the appropriate armour type is taken into account.

For example - "Quad power 2" inflicts the greater of 16 points of physical damage or 8 points of power damage in the same blow.

Rules for Armour, which will protect you from damage, are included in the Rules Information Section

Regardless of armour or dexterity all characters take minimum damage from physical, magical or power weapon blow -see Rules Information Section for a fuller explanation We try to encourage realistic combat and as such all blows with weapons must have a minimum swing of 2 feet. You should always attempt to go for a different location with each blow - whenever struck you should act as if you have just been hit with an axe/sword etc.

When you call your damage, you must call all the damage that you are currently doing. You may not leave out certain elements of damage as it make the call too long. You must call your whole damage. This is the same for characters and the creatures you meet. Should a creature just call an effect, then it will be treated as if it is doing single Physical damage as well.

The role-playing of the fights is as least as important as actually winning.

LARP SPELLS AND INVOCATIONS

You may be the target of spells, invocations or other effects during the course of your adventures. All spells, invocations and effects are indicated by a call, in a similar way to damage.

If you are unsure what a particular spell or invocation does please see Rule 1. Most effects are described in a way to help indicate the effect it is inflicting (Sleep makes you fall to sleep, Freeze makes you stand still as if frozen solid, Paralysis means you cannot move etc.) but for more complicated effects Rule 1 always applies.

ADJUDICATING A LARP FIGHT

If a combat breaks out, the fight is continued until all monsters are dead or until a referee calls time-out. During time-out your referee will perform a 'battleboard'. This involves asking each character what blows they received during the fight, and if any spells or invocations were cast at them. The referee will also use this time to explain any effects which were directed at the party which may be new to them.

DAMAGE, DEATH AND DYING

At the battleboard you will have told the Referee what you were struck with during the fight and what spells you were hit with. If you have taken too much damage you may be suffering from the effects of your battle; your limbs may not be working, you may be unconscious or even dying. The Player Referee will inform you of your state after the battleboard.

STARTING A CHARACTER

Your First Heroquest LARP Event

CHARACTER SKILLS SUMMARY

All players start their first ever Heroquest LARP event as a "Novice" character. This is a character with an easy-to-grasp set of skills which will allow you to experience what live role playing is all about, without having to be distracted by too many rules. After playing the character for the first time you will learn additional skills (by spending character points) but you will always have these basic skills.

Skill	Description
42 Life	Your life. If you take more damage than you have Life you may die. You can be cured of damage through curative invocations and skills.
Basic Wounds	As a Basic, on your first ever event, damage to you is dealt with differently in order to make your first experience slightly easier. Everything that does you damage, no matter what the monster calls, deals you the equivalent of minimum damage - so for instance, if you were hit with Magic 1, you would take 1 point of damage. If you were hit with Power 2, you would take 2 points of damage. In addition, damaging spells and invocations will deal damage based on their level / rank, but you do not take the effect. For example, If you were hit with a Rank 5 Powerdrain, you would take 5 damage, but lose no power.
Weapon Proficiency	The ability to inflict "Single" damage with any melee weapon in one or two hands.
Ambidexterity	The ability to use a single-handed weapon in either hand although this will not allow the use of a weapon in both hands simultaneously.
Discern Wounds	The ability to determine how much someone is injured through examining them. This examination may be done in 10 seconds under optimum conditions but takes longer to perform if the person performing the discern is hampered in any way (it would take at least 30 seconds to perform this skill using a candle in the dark for example). As usual good role-playing and honesty are

	encouraged. The person being discerned should respond by telling the discerner how much life they are down and their maximum life.
First Aid	The ability to restore lost life through tending and the expenditure of Power. By spending 1 minute role-playing the bandaging of wounds (through the use of bandages and other appropriate props) and expending one point of power a character may restore 5 points of lost life to themselves or another.
5 Points of Power	Used during the performance of the First Aid skill. Should a person ever be reduced to 0 Power by any means then they will fall unconscious for 15-minutes at which time they will regain one point of power. Power may be regained by resting at the rate of one point of power for every 15-minutes of uninterrupted rest. It is not possible to rest if you are in danger or otherwise engaged in activity (you cannot rest whilst hiding under a bush in a gale as you hide from the marauding Trolls, you could whilst sitting in a building having a glass of wine with the emissary of the Dai-Fah-Dyne). Your referee will indicate when you have rested back power.

These skills will be explained fully by your referee, who will be able to remind you throughout the adventure of what you can do. Do not worry if you cannot remember everything: the referee is there to ensure everything runs smoothly.

AFTER YOUR FIRST LARP ADVENTURE

After your first adventure you will have 200 character points plus the points earned from your first event, to spend on additional skills and abilities as explained in the Low-Level Rules & Rules Information Sections.

You will also retain all of the Basic Skills, with the exception of Basic Wounds.

STARTING A NEW CHARACTER

After some time playing at Heroquest, you may wish to start a new character. You will start with 200 points, and may spend accumulated monster points on this character before your event. If your character's Rank is under half of the average rank of the event, you will be allowed to pre-spend the points from the event you're about to play. You only get to play a Novice character on your very first event and cannot use the Novice Skill Basic Wounds after your first event.

THE CHARACTER RULES

The Heroquest system is a points-based system. After playing a Novice for the first time at Heroquest all characters start with a fixed set of skills regardless of the eventual race or class. Subsequently characters gain points from going on adventures, typically one point per hour of the adventure. These points are then spent by the player buying skills, powers and abilities for their character.

Before a character can begin choosing skills on which to spend their points they must choose a race and a class. This choice will determine how many points the various skills and abilities will cost you to purchase (a human warrior is able to gain life points for fewer points than an Elven mage for example). In-game, your character is a green adventurer. You live in a large barracks with all of the other aspiring adventurers and continue to receive training in the fundamentals.

RACE

There are three different 'flavours' of character races for you to choose from:

Elven Races

As well as elves, this includes sprites, imps, Drow, and creatures from the lower or upper planes. If the race you are playing is magically very active, then the elf tables are most appropriate for you. Elves are known to be lithe and dexterous, and their point's tables are biased towards magic and dexterity, and away from body-building and power abilities. Elves have pointed ears and tend to be gentler in nature than their human counterparts. They also tend to have closer links with the elements.

Some make-up or prosthetic is required (horns, ears, etc.).

Humans and Humanoids

Humans are best at priestly skills, as well as having reasonable all-round abilities. They come in all shapes and sizes. Humans have a wide range of outlooks and are the most variable (and adaptable) of all the races.

Half-Orc Races

These characters are not known for their racial intelligence. They are not very charismatic, and often speak in guttural voices (squeaky if Goblinoid). They pick up basic weapon skills easily but find the finer points of fighting more difficult. Magical skills are beyond most half-orcs. However, they have good constitutions and don't always smell. Generally, any two from: make-up, prosthetics or guttural voices are deemed appropriate.

Character Race - Summary

You don't have to hold to the cliché about your class, but you must hold to the cliché about your race. If someone looks at you, that person must be able to determine what type of race

(from the three archetypes) you are. The exact details don't matter, but you must make a reasonable attempt.

CLASS

To keep things simple, you can choose from four primary character classes:

Warrior

Scout

Mage

Priest

Within each of these classes is wide scope for variety and flavour.

Warriors

Warriors are the backbone of any adventuring group. They excel in physical combat and obtain weapon skills and life points more cheaply than the other classes. Warriors come in many different types, be they armoured knights or fur-clad barbarians. They are the only class that is consistently able to go toe to toe with any enemies they may meet.

Acolytes

Acolytes call upon the power of the Spheres to cast invocations, be they to cure the wounds of their fellow party members or steal the life from their foes. Acolytes will generally be dedicated to furthering the causes of their Sphere (Good, Evil or Neutrality) and their role in a group will often depend upon which Sphere they follow.

Mages

Mages utilise elemental forces known as mana to cast spells, both upon themselves and their foes. Magic is a powerful weapon but it requires much dedication and study, rendering the study of more martial pursuits difficult for Mages. Mages are often vulnerable during a fight but their spells can make a big difference to any party.

Scouts

Scouts are the jack-of-all-trades of the adventuring world, and the most flexible of all the classes. Although many act as scouts for parties they are not restricted to this and can access all skills. Scouts often employ sneaky skills of subterfuge and stealth and tend to be highly dexterous, able to dodge out of the way of an attack.

SKILLS TABLE

There are twelve columns in the skills table each representing one of the combinations of Race and Class. You may choose any of the skills listed in the table provided that you have met any prerequisites the skill may require, as indicated in the skill description linked from the name of the skill. You may choose as many skills as you wish provided the total number of points spent on skills does not exceed your number of character points possessed by your character.

The Skills Table shown gives the basic skills available for those characters who have not chosen a Guild.

We strongly recommend that our players download and use the Battleboard spreadsheet, which automates much of the character generation process and produces a battleboard for you to take on events with you.

The complete Skills Table can be found in Appendix A

GUILDS, THE ORDERS, SCHOOLS AND SECTS

Training within the Valley is conducted in a communal area called the Training Grounds, which contains the Barracks, Temples and Schools. Each area within the Training Grounds is split down into their respective Guild. Warriors and Scouts are taught within Warrior and Scout Orders, Mages are taught within Schools of Magic and Acolytes are taught within the Temples.

Training within the Valley is available to all regardless of your race, alignment, class and to whom your allegiance is. Each adventurer is required to swear their allegiance to one of the Lords of the Valley which dictates where a character will live and their political leaning. In return for this swearing of allegiance each Lord grants access to the training grounds so that their bondsmen can gain whatever training they require. It has been agreed by all Lords that allegiance and politics has no influence in what skills may be taught to adventurers. This means that all characters have access to the majority of skills, if they meet the prerequisites. Therefore all players/characters can choose their skills and abilities without worrying about IC (In Character) influences.

YOUR PRIMARY ORDER, SCHOOL OR SECT

After a player completes their first Novice adventure they must decide which table they wish to be their primary table - this is called their character Class. Players starting their second or subsequent characters should choose their character class at character creation.

Everybody starts with the standard set of Novice skills (with the exception of Basic Wounds) and with 200 points. Novices are able to spend the points earned on their first Novice event and everyone can use any monster points earned.

Choosing your Class dictates what skills will be available to you and at what points cost. It is an important decision as some skills will only be available to users of that Class. Some skills will not be available to certain Classes and points costs can vary widely between the tables.

There are a number of skills that are common to all Classes although the points cost varies for each Class.

There are four Classes as follows; Warrior, Scout, Mage and Acolyte. Within each Class there are a number of sub classes (referred to as "Guilds") as follows;

Warrior	Sentinel, Reaver, Barbarian and Paladin.
Scout	Skirmisher, Monk, Assassin and Archer.
Mage	Black, Blue, Brown, Green, Grey, Red, White and Yellow Schools of Magic
Acolyte	Hospitaller, Humacti, Micheline, White Path, Druid, Gauntlet, Grey Path, Warden, Brethren, Dark Path, Reaper and Seer Sects

After selecting your characters Class you then need to select your Primary Guild. This decides what type of character you

intend to play and dictates your primary skill set and primary access to any spells or invocations

Once you have selected your Primary Guild, you may spend Status and points on gaining Secondary access to other Guilds within your Class. All characters may take as many secondary Guilds from within their Primary Class that they are prepared to spend the points and Status on, subject to any restrictions, which will grant them the secondary skills within that Guild but not the primary skills.

Whilst it is only possible for each character to have one Class they can spend Status and points in order to select ONE Secondary access to a Guild from another Class. The Scout class can use the "Jack of all trades" skill to take a further Secondary access to an additional Guild from another Class. There are some Guilds that can NEVER work together for in character reasons (for example a Micheline can never cast Evil Sphere and both the Reaper and Brethren Sects do not allow their members to cast Good Sphere). Restrictions will be placed on the battleboard and can be noted in the Guild pages - please refer to HQ admin if in doubt.

ARMOUR

Metal Armour provides a base of 10 Physical armour class. Superior armour increases this armour class by 1 for each level to which it is superior (so +3 superior armour provides an additional 3 points of armour for a total physical armour class of 13 - base 10 plus 3 superior).

Non-Metal Armour provides a base of 6 Physical armour class. Superior armour increases this armour class by 1 for each level to which it is superior (so +3 superior armour provides an additional 3 points of armour for a total physical armour class of 9 - base 6 plus 3 superior).

The armour mastery skills apply to both metal and non-metal armour and only needs to be purchased once, not for each type of armour.

Armour can be ensorcelled or empowered (see The Marketplace for costs). Ensorcelled armour provides a bonus to magic armour class equal to the level to which the armour is ensorcelled. Empowered armour provides a bonus to power armour class equal to the level to which the armour is empowered. You cannot both empower and ensorcel the same suit of armour.

You cannot cast magical spells whilst wearing Metal armour unless it is ensorcelled. Ensorcelled 1 armour allows the casting of Battle Magic whilst wearing the armour, ensorcelled to level 2 armour allows the casting of High Magic and ensorcelled to level 3 armour allows the casting of Arcane Magic.

New characters of the Warrior Class will be loaned a basic suit of armour (metal or non-metal) for as long as they require it. They will be expected to return it once they no longer require it. Other classes MAY be loaned a suit of armour for their first event. All new characters should request this before they leave the Nations Lands, via Heroquest Admin.

WEAPONS

All of a characters normal weapons are free; the character is assumed to have already purchased them/inherited them or otherwise obtained the basic tools of his adventuring career.

CHARACTER SKILL POINTS TABLE

Skill Name	Human Warrior	Elven Warrior	Half Orc Warrior	Human Acolyte	Elven Acolyte	Half Orc Acolyte	Human Mage	Elven Mage	Half Orc Mage	Human Scout	Elven Scout	Half Orc Scout
Two-handed Weapon Proficiency	9	10	8	18	20	24	27	30	16	18	20	16
Buy 3 Points of Life	3	5	3	6	9	4	9	11	6	6	7	5
Strength	30	60	25	60	90	50	90	120	75	60	90	50
Armoured Dexterity (per rank)	Rank x 10	Rank x 6	Rank x 9	Rank x 20	Rank x 6	Rank x 18	Rank x 30	Rank x 18	Rank x 27	Rank x 20	Rank x 12	Rank x 18
Unarmoured Dexterity (per rank)	2 + (Rank x 3)	1 + (Rank x 3)	3 + (Rank x 3)	Rank x 5	Rank x 5	1 + (Rank x 5)	1 + (Rank x 4)	Rank x 4	2 + (Rank x 4)	3 + (Rank x 2)	1 + (Rank x 2)	2 + (Rank x 2)
Recognise Magic	6	3	9	4	2	6	2	1	3	4	2	6
Buy Level 1 Spell Slot	3	2	6	2	2	4	1	1	2	2	2	4
Buy Level 2 Spell Slot	6	2	9	4	2	6	2	1	3	4	2	6
Buy Level 3 Spell Slot	9	4	12	6	4	8	3	2	4	6	4	8
Buy Level 4 Spell Slot	12	6	15	8	6	10	4	3	5	8	6	10
Buy Level 5 Spell Slot	15	8	18	10	8	12	5	4	6	10	8	12
Mnemonic	8	6	10	8	6	10	4	3	5	8	6	10
Recognise Power	5	12	6	1	3	2	3	6	4	3	6	4
Buy 1 Point of Power	3	6	5	1	2	1	2	4	3	2	4	3
Meditate	12	12	15	4	4	5	8	8	10	8	8	10
Connection with 1st Sphere	16	20	20	4	6	5	8	12	10	8	12	10
Cast Rank of Power in First Sphere (per Rank)	Rank + 9	Rank + 12	Rank + 12	Rank + 3	Rank + 3	Rank + 6	Rank + 6	Rank + 9	Rank + 9	Rank + 6	Rank + 9	Rank + 9
Read and Write Runes	4	4	4	2	2	2	2	2	2	2	2	2
Armour Proficiency	10	14	12	14	20	18	18	26	24	14	20	18

Please note this table only shows skills available to guild less Characters - see Appendix A for full points tables

However, weapons can be ensorcelled, to make them permanently magical or empowered, to make them permanently imbued with spiritual power. (See The Marketplace for costs)

If your character has managed to survive long enough to gain 100 points, rank 10, you gain your first point of status. This means you gain specialist teachings in return for pledging your status to your Lord. You must decide which Lord you will follow, and where you will live, at this point.

WHAT IS STATUS?

Status is a measurement of inner strength that is recognised by spells, invocations and most importantly by the Mystics of Orin Rakatha. It is a symbolic representation of the characters influence, strength and power.

Everyone on Orin Rakatha automatically gains their first point of Status when they reach 100 character points and they get another one for every full 100 points after that. Status can be sworn to another individual by way of a spoken vow in their presence. Once pledged in this way Status may only be withdrawn by speaking a retraction of this vow again within the presence of the person to whom it is sworn.

However, if you wish to swear your Status to another and are unable to find the current holder of your Status, after a clear and conscious effort to do so, you may swear your Status to a different individual (the Referee will confirm if this is possible to do so). Having Status sworn to you effectively increases the amount of Status that you yourself have and thus your effective rank for any Status based spells or Invocations (but you cannot gain status related skills and abilities with this extra Status). **Note that it is not usually possible to swear Status to other players.** When an individual dies they are required to re-swear their Status. Within the Valley Status is sworn by individuals to their Lord who in turn swears the collected Status to the Seneschal at each Time of Reckoning.

The Lords take the swearing of Status very seriously as the amount of Status sworn at the Time of Reckoning is vital to holding a Nations Lands.

The Mystics on Orin Rakatha use Status as a method of deciding who is a recognised nation and therefore entitled to an area of safe land, protected from the Mists and Hordelings, where their people can thrive. These nations are the only safe place to support civilisation. The exact amount of Status required to be recognised as a nation is unknown. Status must be presented to the Mystics on the Central Isle at the Time of Reckoning which may occur at any point once per calendar year. In some exceptional circumstances the Mystics grant new-comers to the plane an individual audience and chance to present Status which may result in that group being recognised as a nation immediately. A single individual must hold sufficient Status within themselves to have their people recognised as a nation. It is rumoured that the real worth of Status is strongly affected by the Spirit Strength (i.e. "Res Chance") that the source individual has. Hence the idea of a Shadowsfall Status contract to remove Status by killing a number of people but not necessarily permanently slaying them.

HOW TO USE YOUR STATUS

As you character earns status you may use it to spend with the Guilds of the Valley in return for invocations, spells or other advanced skills not available to low-level characters. Whilst your Status is sworn to one individual, your Lord, they in turn allow you to spend this status in whatever Guilds you wish in order to receive your training

GAINING FURTHER TRAINING

All characters may use status within other guilds. This will allow you access to specialist skills not taught by your primary guild. Please note that membership to a secondary guild will not always be granted. There are some guilds that are mutually exclusive or have pre-requisites for joining. For example, the Michelines will not accept anyone into their guild who uses evil power.

It should be noted that some training will only be available to primary members of a guild and not secondary members. Therefore, it is important that you carefully consider which guild will be your primary one.

SO WHAT ARE THESE ADVANCED/SPECIALIST SKILLS?

Every Guild offers its members access to certain skills, spells or invocations not available to individuals who have not pledged to that Guild. You may only choose skills that appear on the relevant section of the *List of Skills*. Some skills may not be immediately available and may require a combination of the following to be available to you;

- Character Rank (usually one of 20, 64, 128 or 256)
- Specific Guild membership (whether Primary or Secondary)
- Expenditure of Character Points
- Expenditure of Status

WHERE TO GO NEXT?

The *List of Skills* shows all available skills broken down by Guild.

Rules Information - All Skills explains in more detail what skills are available to your character.

The *Guild Structure & Training Overview* explains the options you have in terms of Guild membership and how you may choose to build your character.

USING THE BATTLEBOARD SHEET

All characters should be produced using the Battleboard tool. This will record your expended status, points and list all of the skills available to you depending on your selected Guild(s). Please read the instructions.

You should send a copy of your battleboard to admin@heroquest-larp.co.uk so that we can keep an accurate record of all characters in the system.

HERO LEVEL RULES

If your character has been on a 5 day Heroquest, then certain skills become available to you, before you meet the prerequisites of Rank (although any other pre-requisites do remain). Each time you complete a Heroquest you may do one of the following;

Take a Single Rank 64 skill if you are above Rank 20 and below Rank 64

Take a Single Rank 128 skill if you are above Rank 64 and below rank 128

Take a Single Rank 256 skill if you are above Rank 128 and below rank 256

This will allow you to gain skills earlier in your career than may have been previously possible but once you have chosen which skill to take you may not change it (so if you chose to take a Rank 128 skill after your first Heroquest when your character is Rank 80 you cannot use your "early access" to gain a 256 skill once you reach rank 128).

HERO ABILITIES

You will also get to choose a Hero Ability for undertaking a 5 day Heroquest. This will either be granted to you before or during this event.

You may choose from the standard list that will be made available to you prior to the Heroquest or you may wish to try to create one of your own. If you wish to create your own, you should contact Heroquest Admin to discuss and agree the skill before the event.

If you want to see examples of Heroquest abilities a full list of abilities currently in the system is available from Heroquest Admin as part of your preparation for your upcoming Quest!

RULES INFORMATION

Behind the role-playing and combat are the mechanics of the system.

To help both newcomers to the system and our experienced club members, here is the complete rules' reference information:

Rules Terminology: the best starting point if you want to get to grips with the Heroquest Rules.

In-Game Effects - a detailed description of each of the in-game effects that you may encounter. There are a lot here, but newcomers are not expected to know any of these

All Skills - a detailed description of all skills available in the system - and another very long list!

Immunities - the shouts you should use to show when you (as a player character or NPC) are not being affected by your opponent

RULES TERMINOLOGY

The Heroquest LARP rules system uses a lot of terms which do not appear in real life or have different meanings within the game. Here are the main terms:

ACOLYTE

This refers to any character choosing from the Acolyte table as an Acolyte regardless of the race of that character or the style in which they are played. A sneaky, dagger wielding, elf is still considered an Acolyte if he is choosing his skills from the Acolyte column of the points table.

ACTIVE

This describes a particular type of Magic Spell, generally one that is cast before the event, which lasts for the whole of the event - see High & Arcane Magic Spell descriptions

ARCANE MAGIC

Spells of Level 9 or 10 are collectively referred to as Arcane Magic. See casting Arcane Magic.

ARMOUR CLASS (AC)

Reduces the amount of damage you take by the value of the armour class. For example, if you are hit for Quin (20 points of damage) but have an armour class of 8 then the damage received will be reduced by 8 to 12. There are many different types of armour class, each of which is effective against different types of damage as explained below.

Physical Armour Class - Reduces the damage taken from physical weapon blows (single, double etc.) or similar sources. Does not reduce magical or power damage at all. If a weapon is inflicting both physical damage and either power or magic damage (Quad Magic 2 for example) then the physical damage is reduced but the magical damage is not.

Magical Armour Class - Reduces the damage taken from most damaging spells and magical weapon damage (such as enchanted blades or magical creatures, such as elementals). Does not reduce physical or power damage at all. If a weapon is inflicting both physical damage and magic damage (Quad Magic 2 for example) then the magical damage is reduced but the physical damage is not.

Power Armour Class - Reduces the damage taken from most damaging invocations and spiritual weapon damage (such as empowered weapons or spiritual creatures, such as some types of Undead). Does not reduce physical or magical damage at all. If a weapon is inflicting both physical damage and power damage (Quad Power 2 for example) then the power damage is reduced but the physical damage is not.

Dexterity Armour Class - Dexterity is effective against all weapon blows, regardless of the type of damage being inflicted, and against many types of ranged attacks. Dexterity does not reduce the damage taken from Spells or Invocations delivered with a touch (one or two-handed). See Armoured Dexterity or Unarmoured Dexterity for further information.

BATTLE MAGIC

Spells of Levels 1 to 5 are collectively referred to as Battle Magic. See casting Battle Magic.

BATTLEBOARD

When the player referee calls a time out he will often perform a battleboard. During a battleboard you tell the referee how many times you were hit, what spells were cast on you and so forth and the Referee will tell you how badly injured you are. Also used to refer to the character sheet on which the Player Referee will record your injuries, power used etc. A Battleboard generator (excel Spreadsheet) can be downloaded here - <http://www.heroquest-larp.co.uk/rules.html>

BOON

Characters may sometimes draw the attention of powerful individuals or entities through their actions. These individuals may provide support and assistance to the Character in myriad ways. These benefits are referred to collectively as "Boons". The effects of Boons may range from additional teaching from the Nation, the gift or loan of Items of special note or more unusual effects depending on the source of the Boon. All Boons are received in Character and may be withdrawn based on the characters actions (for example a noble Micheline Knight might earn himself a Boon from his Order for a particularly noble action but might find that boon is withdrawn if he later betrayed his word of honour). A list of Boons are recorded by the Heroquest Admin team and cards issued to those who have them. ***Note that in order to be able to use a Boon you must have a card for it.***

CASTING KIT

All spells and invocations above rank or level 5 require a set of apparatus more commonly referred to as a casting kit. A casting kit should comprise of a casting mat at least two and a half square feet in size (a square mat 18 inches on each side is fine) and a number of other components appropriate to your character and what it will be used for. See casting High Magic or Ritual Power for more details. For spells and invocations of level or rank 9 and 10 the casting mat needs to be larger (at least 6 foot diameter for example) and the apparatus more elaborate. See casting Arcane Magic or Cosmic Power for more details.

CHARACTER

The persona you adopt whilst playing the game.

DURATION

Spells and Invocations all have a duration indicating how long they will be in effect. The duration of all spells and invocations will be listed as part of the spell / invocation description.

A duration of Instant means that the effect of the spell or invocation takes place immediately. The spell or invocation does not remain in effect although its effects (such as the damage from a Cause Mortal Wounds) may do so.

A Duration referring to a time (most commonly 1 Encounter) means that the spell or invocation will remain in effect for

that long unless dispelled (in the case of magic), released (in the case of Power) or otherwise removed (such as via a Remove Curse).

If a spell or invocation has a duration of Special then the details will be referred to in the description of the spell or invocation.

Duration is broken down into the following steps

- 1 Encounter
- 2 Encounters
- 1 Section
- 1 Day
- 1 Event

DYING

If a character is reduced to below 0 life points, they are dying. A dying character may remain conscious but is unable to perform any actions other than a slow crawl and some rattling last words. A character who is dying will be told by the Referee how long it will be before they finally die, depending on how injured the character was.

Each character who goes on a quest is given a Special Guardian Spirit which will stop them from succumbing to their first fatal set of wounds. Should a character benefit from this Guardian Spirit they return on 30 Life.

The player referee is the only person who can determine whether a character has survived or died. This could be anything from an immediate response or during the next battleboard.

EFFECT

Anything which does something to a monster or player is called an effect. Effects are usually called out loudly at the target to indicate the effect they have suffered, be it a spell, invocation or being struck with a weapon (in which case the effect is the amount of damage called). A list of effects commonly seen in the system can be found here.

EFFECTIVE LEVEL

Spells which have been extended take effect at a lower level than that at which they were cast. This lower level is referred to as the effective level. Spells are dispelled at their effective level rather than the level at which they were cast. The caster is out the spell slot which was cast regardless of the effective level of the spell.

EFFECTIVE RANK

Invocations which have been extended take effect at a lower rank than that at which they were cast. This lower rank is referred to as the effective rank. The caster is out power equal to the effective rank of the invocation and not the rank at which it was cast.

EMPOWERED

Any weapon inflicting power damage (either permanently or via the use of an invocation such as Power Weapon) is said to be empowered. Empowered weapons are immune to certain spells, invocations and effects. Other items with a spiritual effect (such as an item that can cast Curse three times ever) are also empowered. Empowered items (including weapons) can be discerned as such through the use of the Recognise

Power skill although the actual effect of the empowerment is not discovered. Other methods of determining the nature of Empowered items will be explained under their specific entries.

ENSORCELLED

Any weapon inflicting magical damage (either permanently or via the use of a spell such as flame blade) is said to be ensorcelled. Ensorcelled weapons are immune to certain spells, invocations and effects. Other items with a magical effect (such as a ring that can cast Fire Bolt three times ever) are also ensorcelled. Ensorcelled items (including weapons) can be discerned as such through the use of the Recognise Magic skill although the actual effect of the ensorcelling is not discovered. Other methods of determining the nature of Empowered items will be explained under their specific entries.

EXTENDED DURATION (SPELLS AND INVOCATIONS)

The duration of some Spells and Invocations can be extended by dropping the effective level or rank of the spell/invocation. For each level/rank dropped in effect the duration of the spell/invocation is increased by 1 Duration Step. For example, a Mage could cast a Fire Skin using a level 5 Spell Slot but at an effective level of 3. By dropping the Effective Level by 2 the Duration is extended by 2 steps i.e. it starts at 1 encounter, increased by one step to > 2 encounters> and then a second step to last for 1 Section therefore providing Armour Class as a Level 3 Fire Skin for a section.

EXTENDED DURATION (POTIONS)

The duration of some potions can be extended by dropping the effective rank of the potion. For each rank dropped in effect the duration of the potion is increased by 1 Duration Step. For example a scout may drink a rank 4 Herbal Dexterity potion such that it acts as a rank 2 dexterity potion. The potion would have a duration of 1 encounter> 2 encounters> 1 section, providing 2 points of dexterity.

HERO

A character who has been on a 5 day Heroquest event.

HIGH MAGIC

Spells of Level 6, 7 and 8 are collectively referred to as High Magic. See casting High Magic.

IN EFFECT (SPELLS AND INVOCATIONS)

For as long as a Spell or Invocation is doing something (such as a Bless providing power armour class or a Curse making someone more susceptible to damage) it is said to be "In Effect". Some spells or invocations can remain in effect for long periods of time if the duration has been extended. See also; Power Out, Spells Out.

INVOCATION

Priest call upon the power of the Spheres to cast invocations. Invocations vary in effect depending on the Sphere which is petitioned, the Good Sphere provides defensive or curative invocations whilst the Evil Sphere offers destruction and death. The rules for casting invocations can be found here.

LIFE

A characters total amount of life points indicates their stamina and natural hardiness. All characters begin with 42 life points and can increase this total by spending character points on the "additional life" skill. All damage received comes off the players Life.

LOCATIONS

There are 6 locations in total. These are the Head, Body, and four Limbs: Legs (2), Arms (2).

There are only a limited number of effects / spells / invocations that target locations otherwise the locations on which, for example, blows are struck is not important (see: Life)

MAGE

The rules refer to any character choosing from the Mage table as a Mage regardless of the race of that character or the style in which they play them. A Half Orc who wears armour and fights is still considered a mage if he is choosing his skills from the Mage column of the points table.

MONSTER HITS

Monsters use a simpler system to determine how much damage they take in combat than players do. Monsters are given a total number of "hits" when statted by the referee. Anything which causes damage reduces a monsters number of hits by the amount called by the player. Once a monster reaches zero hits they are dead and should fall over, remaining on the ground and "dead" until the referee calls time out. Monster hits are not locational but monsters are expected to react to damage and role-play their injuries just as players are.

Note that some spells and invocations will only affect monsters with a certain number of hits. Sleep level 1 for example only affects a monster that was initially statted with 20 hits or less. If you were playing a Hordeling that was statted with 40 hits at the start of the encounter then you would not be affected by a level 1 Sleep spell, even if you had taken enough damage such that you had less than 20 hits remaining at the time. A level 2 Sleep spell would affect you however as it will work against any monster with 40 hits or less. The player should call the number of hits affected by the spell when they shout the effect: if they do not assume that you are affected, many spells and invocations are not dependent on the number of hits you have (such as Bind or Freeze).

ONE-HANDED TOUCH

Spells and Invocations of level or rank 1 can generally be cast using a one-handed touch. If to be released offensively (a Cause Light Wounds for example) the caster must make a

deliberate lunge at his opponent and strike him cleanly without touching anything else (such as shield or weapon).

PHYS. REP

Short for "Physical Representation" used to refer to a prop being used to represent something within game. A small bottle full of water is a phys. rep. for a potion; a latex sword is a phys. rep. for a real sword etc. Such phys. reps. serve to enhance the game and make the suspension of disbelief easier.

PLAYER RANK

A character gains one rank for each full ten character points the character has accrued. Player Rank is synonymous with character rank. Player Rank is important as it determines whether or not you can be affected by certain spells, invocations or effects. If a monster calls out an effect (such as Sleep) followed by a number of ranks ("Sleep 16 ranks!") then you will be affected by the Sleep effect if you have less than 170 character points since you would be rank 16 or below in that case. If you had 300 character points then you would be immune to a "Sleep, 16 ranks!", that is you would not suffer the Sleep effect. Some skills can also only be purchased from Guilds if you have reached a certain rank.

POWER

All characters begin with 5 points of Power. Power represents a character's spiritual strength and how much power they can call on from the Spheres to cast invocations. Power is also expended through uses of the First Aid Skill. Should a character ever be reduced to 0 Power then they will be knocked unconscious for 15-minutes (regaining 1 point of Power as they awaken). Power can be rested back at a rate of 1 point of power for every 15-minutes of uninterrupted rest at the player referee's discretion.

POWER OUT

Any invocation with a duration greater than instant will result in the caster being out an amount of power equal to the effective rank of the invocation. Power out may not be recovered through any means (Meditation, resting etc.) until the invocation ceases to be in effect.

PULLED BLOW

All weapon attacks should be pulled to avoid causing any real injury to the person that you are fighting. Pulling a blow involves slowing your strike at the last moment before contact so that your full weight is not behind the blow. The contact should be no more than a firm tap, strong enough for the person being struck to hear but not enough to hurt them. Your Referee will be happy to demonstrate safe fighting to you should you ask.

SCOUT

The rules refer to any character choosing from the Scout table as an Scout regardless of the race of that character or the style in which they play them. An elf who has spent all of his points on Spell Slots is still considered a Scout if he is choosing his skills from the Scout column of the points table.

SPECIALIST SPELL

Spell taught only to Primary Members of one of the Schools of Magic for free upon making their Focus. The Specialist Spells are; Weakness, Repulsion, Weld, Slow, Cast in Armour, Magma Blade, Freeze and Forked Lightning. Specialist Spells are never taught to Secondary Members of the School.

SPELL

Mages are able to bind elemental forces, in the form of mana, to produce various effects. There are 10 levels of spells, increasing in potency as they rise from Battle Magic (levels 1 - 5) through to High Magic (levels 6 - 8) and Arcane Magic (levels 9 and 10). The Magic rules and a complete list of spells available to players can be found here

SPELL OUT

For as long as a spell remains in effect the caster cannot recover the spell slot used to cast that spell. For example, if a mage cast a Level 5 spell slot to provide a magical skin lasting for 1 section and then mnemonic 1 hour later then he would not be able to regain one of his level 5 spell slots even if he would have gained enough mana from his mnemonic to do so.

SPELL STORE

A particular type of High & Arcane Magic Spell that allows Wizards and Sorcerers to store spells for quick release - see High & Arcane Magic spell descriptions

TWO-HANDED TOUCH

Spells and Invocations above rank 1 with a range of "Touch" require the caster to touch the target with both hands at the same time in order to be delivered successfully. If to be released offensively (a Cause Mortal Wounds for example) the caster must make a deliberate lunge at his opponent and strike him cleanly without touching anything else (such as shield or weapon). Some Spells and Invocations may have a lesser effect if contact is only made with one hand. If a reduced effect for a one-handed touch is not mentioned in the description for the Spell or Invocation then a one-handed touch will cause the spell or invocation to fail. You should also ensure that you do not grab the target, or hit them with such force as to cause them to fall over, when performing a Two-handed Touch.

WARRIOR

The rules refer to any character choosing from the Warrior table as a Warrior regardless of the race of that character or the style in which they play them. A cowardly human who has learned the basics of evil power is still considered a Warrior for guild membership etc. if he is choosing his skills from the Warrior column of the points table.

WEAPON TYPE

In the Heroquest system, players can wield any kind of weapon to do the first stage of damage (single). If the player wishes to increase their damage with a particular weapon, they must buy the appropriate skill for that weapon type.

You must buy the Mastery skill each time you want to learn to master a different weapon type.

The weapon types used in the Heroquest system are:

Weapon Type	Examples and notes
One-handed Blunt	Maces, hammers and sticks
One-handed Sharp	Swords, axes. Specifically does not include daggers.
Two-handed Blunt	Maces, hammers and staves
Two-handed Sharp	Swords, axes and naginata
Dagger	Bladed weapons less than 18" in length.
Missile	Includes Bows, crossbows, hand crossbows and blowpipes.

In addition to this, all weapons are considered to be made of iron/steel or wood (for staffs, clubs, etc.) unless you have a weapon item card that says otherwise.

Weapons made of crystal, silver, bronze, bone, flint or other materials are extremely rare and must have an item card to allow them to be considered.

IN GAME EFFECTS

During your characters live role playing adventures they will encounter many strange creatures, magical spells and other things which will have some effect upon them. A Wizard may cast a spell causing you to become frozen to the spot, the howl of a Wolf beast may cause you irrational fear, or you may be struck by the envenomed blade of an assassin. All of these things have an in-game effect upon your character, forcing you to stand still against your will, flee in terror or suffer hideous wounds depending on the effect.

As with damage calls from weapon blows (damage itself is an effect), these effects are called out to the player as they are delivered. Here is a short extract describing a simple encounter from an "in character" perspective, followed by an out-of-character explanation of what might have happened: Shadarar, elven pathfinder, paused at the edge of the clearing and squinted into the half-light of dusk. He was sure that the Kalid Mage he had been chasing was around here somewhere. From the other end of the grove he heard an ominous chanting, the Mage was casting a spell!

Shadarar began to sprint towards where the sound was coming from. Suddenly the voice stopped and the black and blue garbed figure of the mage stepped out from the shadows, a conceited smile upon his face and a ball of flickering black shadows enveloping his left hand. With a gesture the mage hurled a bolt of utter darkness in Shadarar's direction, which he was just able to avoid thanks to his elven speed and grace. Continuing his charge Shadarar grimaced as he heard the mage begin another incantation and prepared to leap out of the way once more. As he got within ten feet of the mage Shadarar heard the final words of the spell.

"May Darkness take your sight!" cried the mage and in an instant Shadarar's world became black. Backing away hurriedly and calling to his friends for assistance, Shadarar's only concern was to escape.

Erun, a human warrior from the Citadel, stormed through the trees, he had heard Shadarar's cries for help and could just make out the stumbling form of the scout ahead of him. Forging ahead he failed to notice the rotting form of the Ghoul to his left. With a cry of pain Erun felt the filthy talons of the Ghoul cut through his armour as if it were not there. Within a second his limbs had become stiff and he was unable to move, a helpless observer, as the Ghoul turned it's attentions to the blinded Shadarar.

Had that fight occurred during an encounter on an adventure several effects would have been called:

Firstly the mage cast a Dark Blast Spell at Shadarar. He would have indicated this by pointing at Shadarar and calling "Dark Blast" loudly and clearly, having completed his casting vocals, to indicate to the player the effect he was being subjected to (magical damage in the case of the Dark Blast).

Shadarar, being an elven scout, has a bit of Dexterity and was able to avoid the damage from the spell. He would role-play this by leaping to one side in a heroic fashion or something similar. It should be obvious from his role-playing that he avoided the blast, and he would also call out "Dodge" to indicate that he managed to entirely Dodge the effect.

The Mage then cast a Blindness spell at Shadarar. To indicate the effect the monster would have pointed at Shadarar and called "Blindness!" followed by the player rank affected by the spell to indicate the effect (for example Blindness 32 ranks). Not being a damaging effect, his dexterity is no defence and Shadarar is lower level than rank 32 so it worked on him. This would force the player to close his eyes and role-play the fact that he can no longer see. This is particularly dangerous for Shadarar as he relies on his dexterity for armour class, and that is entirely hampered by being blind.

Erun then enters the scene only to be struck by a Ghoul on his way in. The Ghoul called his damage ("Power 1" in this case, which is why Erun's physical armour provided no defence) but he also called the effect "Paralysis" after the damage indicating to the player that they must stop moving due to the paralysation effect of a ghoul's touch.

CALLING AND DELIVERING EFFECTS

Effects can be delivered at

Range (pointing at the target and calling the effect),

Touch (touching the target, usually with both hands, and calling the effect),

Through a weapon (the effect being called on its own or following the damage call if applicable)

By the referee directly (in the case of traps, weird auras and other strangeness).

In all cases the name of the effect is shouted loudly, clearly and ideally whilst looking the target in the eye so they are in no doubt who you are talking to; to avoid further confusion the name of the targeted character/player is also usually added (for example "Blindness 32 ranks Shadarar").

RANKED AND UNRANKED EFFECTS

Effects can be called unmodified (for example "Blindness Shadarar") or with a rank or hit modifier (such as "Blindness 32 ranks Shadarar" or "Blindness 100 hits Goblin Wizard"). If the Player is below or equal to the rank called then the player will be affected and if the Player is above the rank called then the attempt has failed and does not take effect. Similarly, where a monster has a maximum number of hits below or equal to the number of hits called then the effect will work and if the monster has more maximum hits than is called then the attempt has failed and does not take effect.

If no rank or hits are called, it should be assumed that the effect being attempted will work regardless of the targets rank or hits.

THE LIST OF EFFECTS

A list of common (and not so common!) effects can be found below for reference purposes. It should be noted that many spells and invocations are named after the effect they produce (Blindness, Freeze, etc.) such spells and invocations are linked from the effect description.

A	B	C	D	E	F	G
Attract	Bane	Cryostasis	Damage	Earthquake	Fear	Greater Curse
Aura	Befriend	Curse	Death	Ensnare	Feeblemind	
	Beguilement		Destroy	Entangle	Flash	
	Bind		Disarm	Entombment	Freeze	
	Bleed		Disease	Entrapment	Freeze with Fear	
	Blight		Disenchant		Freeze with Terror	
	Blindness		Dismember		Frostbite	
	Bonebreak		Domination		Fumble	
			Drain			
			Dumbness			
H	I	K	L	M	N	P
Harm		Knockback	Location to Zero	Mana Corruption	Nerve Strike	Pain
		Knockdown		Mana Suppression		Paralysis
				Meltdown		Paranoia
				Minimum Damage		Poison Effects
				Mind Lock		Possession
				Mind Stun		Power Corruption
						Power Suppression
						Psi Bolt
R	S	T	U	V	W	
Repel	Shield Arm Bonebreak	Terror	Utter Blight	Vanish	Weakness	
Repulsion	Shield Cleave	Throat Slit		Venom, Blade	Weld	
	Sleep	Thunderclap			Whirlwind	
	Slip	Time Stop			Withhold Power	
	Slow					
	Spiritwrack					
	Strength Categories					
	Stun					
	Subdual					
	Sunder					

ATTRACT

The target of an attraction must move directly towards the source of the effect for 10 seconds or until they have moved 20 ft. closer to the source. While under the effect of an Attraction the target has Double Strength for the purpose of freeing themselves from movement limiting effects (e.g. bind). It is not possible for another person to physically prevent the target from being attracted regardless of their comparative strengths. Attract is usually followed by a limiter (such as "attract good" or "attract life") which may mean that the target is immune (attract good would not work on someone evil and attract life would not affect undead for example). Attract is not a rank based effect and will affect everybody.

AURA

This effect causes an area 20 feet in diameter to be filled with an effect, normally centred on an individual or object. Anyone within the area will take the effect every 1 minute (the strength of the effect will be called by the player referee). Aura's will last 5 minutes.

BANE

Bane damage is a damage call that is usually delivered by a weapon blow. Any Players struck with Bane damage are only able to use their worst AC against the blow. Damage taken goes up in increments of four as per the other three main damage types (Physical, Power and Magic). The battleboarder will look at the three main AC types (Physical, Power and Magic) to calculate which AC is the lowest and will use this lowest AC when calculating how much damage a player has taken. For example, a character struck for Bane 4 (16 points of damage), whilst in Physical AC 8, Power AC 6 and Magic AC 4, would have AC 4 against Bane 4. In this example the character would take $16 - 4 = 12$ points of damage per blow of Bane 4.

BEFRIEND

A Befriended character will treat the source of the effect (usually the caster) as their best friend in the whole world. They would not be prepared to see them come to harm and would fight to defend them if they were threatened. Befriend does not change the targets attitude to anything or anyone other than the source of the befriending. Therefore, whilst the target may defend the source they would not necessarily try to kill their other friends (party members) nor would they trust the casters friends (trying to protect the caster from their own group would be a legitimate action). Befriend lasts for 5 minutes unless otherwise indicated.

BEGUILEMENT

This invocation causes the victim to treat the caster as their controller who they cannot disobey. The victim will follow all commands blindly, but will not cause direct harm to themselves. If the caster directly attacks the victim then this invocation is broken. Beguilement lasts for 5 Minutes unless otherwise indicated.

BIND

The target's feet become stuck to the floor and the character is unable to move them. Whilst under the effect of a Bind the character loses half of their total dexterity. A Bind can be broken by a character with Strength requiring 5 seconds of roleplaying per foot to pull them free. Characters with Double Strength or greater must simply roleplay pulling their feet free. It is possible to pull someone else out of bind in the same way if the target is not strong enough to free themselves. Bind only ever affects the feet even if the targets hands are on the floor at the time of the bind. Bind has a duration of 5 minutes unless otherwise indicated. The most common cause of this effect is the level 3 Brown spell Bind which can be assumed to be the source unless explicitly informed otherwise.

BLEED

The target loses 1 Life per second until they receive a form of curing (e.g. Cure Wounds, Stop Bleeding or Cure Balm herbal potion).

BLIGHT

The physical, magical and power damage inflicted by the target when using weapons is reduced by one rank (so a character who would usually inflict triple magic 2 with a weapon would inflict only double magic 1 whilst under the effect of a blight). Blight effect will apply to the weapon type the target is using in their primary hand. It is possible to be under the effect of multiple Blight effects but each one must be for a different weapon type. Multiple Blights of the same weapon type do not stack. Blight has a duration of 5 minutes unless otherwise indicated. Blight cannot take damage below the players/monsters base damage (single in most cases). The most common cause of this effect is the rank 5 evil invocation Blight which can be assumed to be the source unless explicitly told otherwise.

BLINDNESS

A blinded character cannot see and cannot benefit from any AC gained through dexterity. The player should close their eyes for the duration of the effect where it is safe to do so. Blindness lasts 1 minute unless otherwise indicated. If you are blinded and are unsure of the cause you should assume it is a power effect and cannot be dispelled.

BONEBREAK

This effect is usually called following a weapon blow. The limb struck is immediately broken and useless. Bonebreak does not have a duration, and the limb remains broken until fixed. Bonebreak only affects limbs, the head and body are immune. A character with a broken limb cannot use that limb to walk, fight, deliver spells/invocations or similar physical activity. In addition having a broken bone will cause *Pain*.

CRYOSTASIS

This spell causes the target to be frozen in place and unable to use their Dexterity AC for the duration of the effect. Cryostasis has a duration of 10 seconds unless otherwise indicated. The most common cause of this effect

is the rank 7 white spell Cryostasis which can be assumed to be the source unless explicitly told otherwise.

CURSE

Whilst under the effect of a Curse any damage the target receives from weapon blows is increased by one rank (so a character struck for Triple Magic 2 would take Quad Magic 3). Damage taken from other sources, such as spells or invocations, is not increased as a result of a Curse. Curse has a duration of one encounter unless otherwise indicated. The most common cause of this effect is the rank 4 evil invocation Curse which can be assumed to be the source unless explicitly told otherwise.

DAMAGE

Any effect which would reduce the life points of a player or the number of hits of a monster is inflicting damage. There are many types of damage and each is reduced by a different type of armour class. The more common types of damage are listed below along with which armour classes are effective against them. All types of damage also cause a *Pain* effect, lasting a fraction of a second, enough to disrupt any spellcasting.

DAMAGE - PHYSICAL

Physical Damage is usually taken as a result of being struck by a weapon. The chart below summarises the amount of player life damage or monster hits inflicted by the various Physical damage calls;

Damage Call	Single	Double	Triple	Quad	Quin	Quartz	Sept	Oct	Nov	Dec
Player Damage	4	8	12	16	20	24	28	32	36	40
Monster Hits	1	2	3	4	5	6	7	8	9	10

Physical damage is reduced by physical and/or dexterity armour class only.

DAMAGE - MAGICAL

Magical damage can be inflicted both with weapons (enchanted blades or magical creatures such as Elementals) or by spells. The vast majority of spells which deal damage deal magical damage. The table below summaries the damage inflicted by the various magical weapon calls;

Damage Call	Magic One	Magic Two	Magic Three	Magic Four	Magic Five	Magic Six	Magic Seven	Magic Eight	Magic Nine	Magic Ten
Player Damage	4	8	12	16	20	24	28	32	36	40
Monster Hits	1	2	3	4	5	6	7	8	9	10

Magical damage is reduced by Magical Armour Class and/or dexterity although some spells may ignore dexterity armour class. This will be made clear in the spell description.

DAMAGE - POISON

Poison damage can be inflicted both with weapons (envenomed blades or by natural creatures such as Snakes and Spiders). The table below summaries the damage inflicted by the various poison weapon calls;

Call	Poison One	Poison Two	Poison Three	Poison Four	Poison Five	Poison Six	Poison Seven	Poison Eight
Player Damage	4	8	12	16	20	24	28	32
Monster Hits	1	2	3	4	5	6	7	8

Poison damage is only reduced by Dexterity armour class (or specifically indicated Poison AC) in a unique way. If a character has sufficient dexterity to avoid the entire blow then they take minimum damage as normal. If the character does not have enough dexterity to avoid the blow entirely then they take all the damage as the poison is introduced into their system (e.g. Having 8 points of dexterity would mean the character takes 2 points of damage from a Poison 2 but 12 points from a Poison 3).

DAMAGE - POWER

Power damage (also referred to as Spiritual Damage) can be inflicted both with weapons (empowered by invocations or Spiritual creatures such as Undead) or directly by invocations (such as Cause Mortal). The vast majority of invocations which deal damage deal Power damage. The table below summaries the damage inflicted by the various empowered weapon calls;

Damage Call	Power One	Power Two	Power Three	Power Four	Power Five	Power Six	Power Seven	Power Eight	Power Nine	Power Ten
Player Damage	4	8	12	16	20	24	28	32	36	40
Monster Hits	1	2	3	4	5	6	7	8	9	10

Power damage is reduced by Power Armour Class and/or dexterity although some invocations (such as Power Hammer) may ignore dexterity armour class. This will be made clear in the invocation description.

DAMAGE - STATUS

Any weapon blow followed by a call of "Status" will cause the recipient to lose life equal to their current Status.

DAMAGE - THROUGH

Any damage (Physical, Power, Magic) followed by a call of "Through" are not reduced by any armour class with the exception of dexterity.

DAMAGE - UNODDGEABLE

If "Undodgeable" is called before a damage source ("Undodgeable Quin" or "Undodgeable Fire Bolt") then

Dexterity armour class does not reduce the damage taken from that source.

DEATH

A Character struck with a Death effect dies instantly unless they have been resurrected previously in their career (i.e. they have lost a Res. chance). If the character has died previously then the character falls over instantly in a dying state and will die within 1 minute unless they receive six Rank 5 Curing Invocations (Good, Neutral or Psi), a Rank 6 Heal from the Good Sphere or a Rank 8 Cure from the Neutral Sphere or a Rank 8 Psionic Cure. These invocations will not restore any life as they are entirely focused on returning the character from their dying state. Curing invocations stored with a Good Spirit invocation are particularly effective against Death and any character with a Good Spirit containing a Curing invocation (e.g. Cure Grievous) will be protected as the Good Spirit sacrifices itself to save its host. If a character is slain as a result of a Death effect then any Guardian Spirits a character may have will not be triggered and will remain to protect that character after they have been resurrected. This effect is an Evil effect, regardless of its source.

DESTROY (OBJECT)

This effect will destroy a single object named. The object remains destroyed until repaired unless otherwise indicated. The most common source of this effect is black magic which can be assumed the source unless explicitly told otherwise. A Destroyed object should be dropped to the ground.

DISARM

Disarm is an effect that causes a character to drop their weapon. If the target is wielding a two-handed weapon then either arm or the weapon can be struck for the disarm to work. People struck with a disarm should drop the weapon held in their primary hand (or both hands in the case of a two-handed weapon), allowing it to hit the floor before they can retrieve it. If a character wishes, they may place their weapon behind their back for 5 seconds before being able to use it again. Note that disarm only affects weapons, it does not cause anything else held in the hands to be dropped (such as shields, potion bottles or similar items).

DISEASE, MINOR

A minor disease causes the victim to become weaker over a period of time. Every 30 minutes after receiving the disease the character will lose one Strength category, to a minimum of helpless. Unless otherwise indicated it should be assumed that the source of the disease is the Rank 1 evil invocation Cause Minor Disease with a duration of a section. A Rank 1 Cure Disease invocation or higher will cure a Minor Disease. Minor Diseases do not usually stack unless you are told otherwise by the referee.

DISEASE, MEDIUM

A medium disease causes the victim to become weaker over a period of time. Every 8 minutes after receiving the disease the character will lose one Strength category, to a minimum

of helpless. Unless otherwise indicated it should be assumed that the source of the disease is the Rank 3 evil invocation Cause Medium Disease with a duration of a section. A Rank 3 Cure Disease invocation or higher will cure a Medium Disease as will 6 Rank 1 Cure Minor Disease invocations, provided they are all cast upon the victim within a period of 1 minute. Medium Diseases do not usually stack unless you are told otherwise by the referee.

DISEASE, MAJOR

A major disease causes the victim to become weaker over a period of time. Every 2 minutes after receiving the disease the character will lose one Strength category, to a minimum of helpless. Unless otherwise indicated it should be assumed that the source of the disease is the Rank 5 common evil invocation Cause Major Disease with a duration of a section. A Rank 5 Cure Disease invocation or higher will cure a Major Disease as will six Rank 3 Cure Medium Disease invocations, provided they are all cast upon the victim within a period of one minute. Major Diseases do not usually stack unless you are told otherwise by the referee.

DISEASE, FATAL

A Fatal Disease immediately reduces the victim to a Strength level of Helpless (which means characters and monsters should fall over instantly) and renders them immune to any effect which would increase their strength above that level for the duration of the Disease. 1 Minute after contracting the disease the victim will fall unconscious and Death will occur 5 minutes after the invocation was cast. Unless otherwise indicated it should be assumed that the source of the disease is the Rank 7 Evil Invocation Cause Fatal Disease. A Fatal disease remains in effect until cured or the victim dies. A Rank 7 Cure Disease invocation will cure a Fatal Disease as will six Rank 5 Cure Major Disease invocations cast within a period of 1 minute.

DISENCHANT

This effect suppresses all spells and invocations on the target up to the rank called for a duration of 5 minutes. This will affect any spells or invocations with a duration that is not instant. Instant effects (e.g. Bolt or Curing) will work normally.

DISMEMBER

This effect is usually delivered as the result of a blow with a weapon. If a limb (arm or leg only) is struck with dismember is becomes crippled and cannot be used for any purpose. In addition, a character suffering a Dismembered limb is in *Pain*. A Dismemberment is permanent until Regenerated (usually through the use of the Rank 5 invocation Regeneration).

DOMINATION

This effect causes the target to fall under the complete control of the caster and must do exactly as told. The target loses all free will but must be given explicit orders to perform any action. The default action of a Dominated person is to slowly follow their Dominator. Domination has a duration of 5 minutes unless otherwise indicated. The most common

cause of this effect is Psionic which can be assumed to be the source unless explicitly told otherwise.

DRAIN - ESSENCE

The target's essence is ripped from their body resulting in a loss of life, power and mana equal to the numerical value of the Essence Drain ("Essence Drain 20" for example removes 20 life, power and mana), with reductions for Power Armour Class x2 and Magic Armour Class x1. Mana, in the form of unused Spell Slots is lost taking the low-level available Spell Slots first, starting at level 1. A target cannot be reduced below 0 life, power or magic by this effect.

DRAIN - LIFE

Life Drain is used to represent attacks which literally suck the blood from a target irrespective of the force of the blow. Life Drain is always called with a numerical suffix ("Life Drain 16") and the target struck takes this amount of damage to total life only with no reduction for any type of Armour Class. If a Life Drain attack would reduce a character to below 0 life then they are rendered unconscious on exactly 0 life instead.

DRAIN - MANA

The target's magical energy is ripped from their body resulting in a loss of mana equal to the numerical value of the Mana Drain ("Mana Drain 16" for example). Mana Drain is reduced by Magical Armour Class. Mana, in the form of unused Spell Slots is lost taking the low-level available Spell Slots first starting at level 1. Magic AC will affect Mana Drain reducing the amount of mana by the AC value. Should the target not have any Spell Slots to lose then Mana Drain will have no effect upon them.

DRAIN - POWER

The targets Spiritual energy is torn from them reducing their current available Power Points by the numerical value called following the effect ("Power Drain 16" for example would take 16 Power from the target). Power Drain is reduced by Power Armour Class x 2. For each point of Power successfully drained from a target the target also suffers one point of life damage (so a character with 5 points of Power Armour Class who is the target of a Power Drain 16 at range would lose 6 points of Power and 6 points of life). If the target is reduced to 0 Power as a result of a Power Drain, they will be knocked unconscious. Power cannot normally be removed from a Talisman through this effect and only power held in the targets body will be removed.

DUMBNESS

A Character under the effect of a Dumbness is unable to speak or communicate verbally in any way including the casting of spells, invocations, the use of Ki abilities or Knightly resists. Dumbness has a duration of 5 minutes unless otherwise indicated. The most common source of this effect is the Blue Magic spell Dumbness which can be assumed to be the source unless explicitly told otherwise.

EARTHQUAKE

Earthquake is an area effect spell or ability that affects anybody who is within sight of the caster (including the

caster) or can hear the call (the Referee will adjudicate this if required). The Earthquake causes everybody who is affected to fall to the floor and roll about for 10 seconds (the Referee will call when the effect is over). Whilst on the floor people can use their shields and weapons to try and defend themselves. Dexterity AC is halved for the duration of the effect. Unless otherwise indicated it should be assumed that any earthquake effect is the result of the Brown Spell Earthquake and can be dispelled.

ENSNARE

The target's feet become trapped by roots and plants meaning character is unable to move them. As such Ensnare will only function outside of a building. Whilst under the effect of a Ensnare the characters dexterity armour class is halved. An Ensnare can be broken by a character with Double Strength requiring 5 seconds of roleplaying per foot to pull them free. Characters with Triple Strength or greater must simply roleplay pulling their feet free. It is possible to pull someone else out of bind in the same way if the target is not strong enough to free themselves. Ensnare only ever affects the feet even if the targets hands are on the floor at the time of the bind. Ensnare has a duration of 5 minutes unless otherwise indicated. The most common cause of this effect is the Druidic Invocation Ensnare which can be assumed to be the source unless explicitly informed otherwise which means this effect cannot usually be dispelled.

ENTANGLE

The target's feet become trapped by roots and plants meaning character is unable to move them. As such Entangle will only function outside of a building. Whilst under the effect of a Entangle the characters dexterity armour class is halved. An Entangle can be broken by a character with Strength requiring 5 seconds of roleplaying per foot to pull them free. Characters with Double Strength or greater must simply roleplay pulling their feet free. It is possible to pull someone else out of bind in the same way if the target is not strong enough to free themselves. Entangle only ever affects the feet even if the targets hands are on the floor at the time of the bind. Entangle has a duration of 5 minutes unless otherwise indicated. The most common cause of this effect is the Druidic Invocation Entangle which can be assumed to be the source unless explicitly informed otherwise which means this effect cannot usually be dispelled.

ENTOMBMENT

The target is pulled into the Earth up to their knees. The target should kneel on the ground for the duration of the Entombment. While Entombed the characters dexterity armour class is halved. A Character with Quad Strength (a level beyond normal player characters) may break themselves or another out of an Entombment in 10 seconds (5 seconds per leg). The most common source of Entombment is the enhanced version of the Brown Magic Spell Entrapment which may assumed as the source unless specifically told otherwise.

ENTRAPMENT

The target is pulled into the Earth up to their knees. The target should kneel on the ground for the duration of the Entrapment. While Entrapped the characters dexterity armour class is halved. A Character with Triple Strength may break themselves or another out of an Entrapment in 10 seconds (5 seconds per leg). The most common source of Entrapment is the Brown Magic Spell Entrapment which may assumed as the source unless specifically told otherwise.

FEAR (EFFECT)

A Fear effect causes the victim to become mortally afraid of the source such that flight is the only solution. The victim will attempt to keep himself at a very safe distance from the source of the Fear but if trapped will fight and attempt to escape. Fear usually lasts for 1 minute unless otherwise indicated. The fear is irrational such that the victim will be unable to realise that he is unnaturally afraid and so cannot normally cast Courage upon himself. Fear only affects living creatures; Undead, Elementals and other such unnatural creatures are not affected by Fear of any sort. The most common source of Fear is the Evil invocation Fear and this can be assumed to be the source unless otherwise specifically told.

FEEBLEMIND

This effect causes the mind of the target to be reduced to the state of a very young child. They are unable to cast magic spells, invocations, make use of Ki or activate abilities and items. If cornered the victim may fight but will be more interested getting away from the thing hurting it than in engaging in a fight to the death. Typically, the effect will last for 5 minutes. The most common source of this effect is the evil invocation of the same name.

FLASH

This effect causes the target to lose their sight for 3 seconds and if affected you should close your eyes if safe to do so. While Flashed a character's gains no benefit from their dexterity armour class. This spell only works upon living creatures and does not affect undead or elementals. The most common source of this effect is the White Magic spell Flash which can be assumed to be source unless specifically told otherwise.

FREEZE

This spell or effect causes the target to become instantly still and immobile for 10 seconds or until they receive at least one point of damage. While Frozen, a character's gains no benefit from their dexterity armour class. The most common source of this effect is the White Magic spell Freeze and this can be assumed to be the source if not specifically told otherwise.

FREEZE WITH FEAR

The victim of a Freeze with Fear becomes so scared that they are unable to move at all even to defend themselves from being struck. The victim should crouch slightly and role-play the fact that they are terrified (shaking, whimpering etc.) without actually moving from their position. Freeze with Fear

lasts for 1 minute unless otherwise indicated. The most common source of Freeze with Fear effects is Evil power and it can be assumed to be the source unless otherwise informed.

FREEZE WITH TERROR

The victim of a Freeze with Terror becomes so scared that they are unable to move at all even to defend themselves from being struck. The victim should crouch slightly and role-play the fact that they are terrified (shaking, whimpering etc.) without actually moving from their position. Freeze with Terror lasts for 5 minute unless otherwise indicated. The most common source of Freeze with Terror effects is Evil power and it can be assumed to be the source unless otherwise informed.

FROSTBITE

This effect causes one *Limb* (not head or body) to become frozen and useless and may not be used for any purpose. Frostbite lasts for 5 minutes unless otherwise indicated. The most common source of Frostbite is the White magic spell and it can be assumed to be the source unless explicitly told otherwise. The Rank 6 Good Invocation of Heal will also allow any Frostbitten limbs to work again.

FUMBLE

This effect causes the targets hands to open and all items in them to be dropped to the ground. If a character wishes, they may place the item behind their back for 5 seconds before being able to use it again. The most common source of Fumble effects is White Magic and it can be assumed to be the source unless otherwise informed.

GREATER CURSE

Whilst under the effect of a Greater Curse any damage the target receives from weapon blows is increased by two ranks (so a character struck for Triple Magic 2 would take Quin Magic 4). Damage taken from other sources, such as spells or invocations is not increased as a result of a Greater Curse. Unless otherwise indicated it should be assumed that a Greater Curse is as a result of the rank 8 evil invocation Greater Curse. Greater Curse has a duration of 5 minutes unless otherwise indicated.

HARM

The victim of a Harm effect is immediately reduced to 12 Life regardless of armour class or other factors. Unless otherwise indicated it should be assumed that any Harm effect is as a result of the Rank 6 Touch of Evil Invocation.

KNOCKBACK

The target of a Knockback is immediately forced backwards 10 feet but is otherwise free to act normally. Knockback is generally performed using a weapon as part of the Knockback skill. Note that Knockback will take effect upon the target even if the blow is struck to the targets weapon or shield, it is the force of the blow that causes them to be pushed back and not any associated damage.

KNOCKDOWN

The target of a Knockdown is unbalanced and knocked prone. This may be indicated in one of two ways which can be decided by the player. Option 1: You are knocked to your back so that both shoulder blades and your backside are touching the floor. Option 2: You are forced to your knees and must release items held in both hands so that they fall to the floor. Note that Knockdown will take effect upon the target even if the blow is struck to the targets weapon or shield, it is the force of the blow that causes them to be pushed to the ground and not any associated damage.

LOCATION TO ZERO

This makes the location struck unusable until it has received any form of healing.

MANA CORRUPTION

The target will take damage equal to their current unused mana.

MANA SUPPRESSION

This call will be followed by a Level (1-10). Anyone affected by this will have all running durational spells on the player (not weapons) of the same effective Level or below suspended for 5 minutes. It will also preclude any further durational spells of that level or lower being cast on the player for the duration. This is an effect not a spell so cannot be dispelled or countered. At higher levels (8, 9 and 10) this will also suppress stores of equivalent level.

MELTDOWN

Meltdown causes a single weapon or shield to be twisted and bent by great heat. This works on normal, ensorcelled and empowered items. When targeted the player should drop the affected item to the ground. Items suffering from this effect are immune to the spells "Mend" and "Reform". Meltdown will last for 5 minutes unless otherwise indicated. The most common source of this effect is the Red Magic spell Meltdown which can be assumed to be source unless specifically told otherwise.

MINIMUM DAMAGE

Every weapon wounding weapon blow causes some form of minimum damage to a character, regardless of Armour or Dexterity.

Damage Call	Single, Magic 1, Power 1	Double, Magic 2, Power 2	Triple, Magic 3, Power 3	Quad, Magic 4, Power 4	Quin, Magic 5, Power 5	Quartz, Magic 6, Power 6	Sept, Magic 7, Power 7	Oct, Magic 8, Power 8	Nov, Magic 9, Power 9	Dec, Magic 10, Power 10
Minimum Damage	1	2	3	4	5	6	7	8	9	10

MIND LOCK

This invocation has a twenty foot range and lasts until either broken or 5 minutes have passed. The recipient is rooted to the spot and cannot take any action (move or speak). This invocation ends when eye contact between the caster and recipient is broken; this may not be done by the recipient but can be done by another blocking the recipient's eyes or by getting in their way. The caster is able to act normally (move and speak/cast) provided that they maintain eye contact with the target. Unless otherwise indicated the source of Mind Lock effects can assumed to be Psionic.

MIND STUN

This effect causes the target's mind to be overloaded. As a result, the target is unable to take any actions or speak for the duration of the effect (dropping hands to their sides and swaying slightly is an appropriate response). Mind Stun lasts for 3 seconds unless otherwise indicated. The most common source of Mind Stun effects is Psionic and it can be assumed to be the source unless otherwise informed.

NERVE STRIKE

This effect is usually called instead of normal weapon damage. When a limb is struck it cannot be used for any purpose (this ability does not work on the head or body). Nerve Strike effects last for 10 seconds unless otherwise indicated. The most common source of this effect is a Warrior skill and it can be assumed to be the source unless explicitly stated otherwise.

PAIN

A character in pain is unable to concentrate well enough to cast spell or invocations and should role-play the fact that they are suffering. Pain negates the ability to cast though items may be activated. No damage is taken however the effect will negate Sleep and Freeze effects. This effect does not prevent a character from defending or fighting. Pain is caused by many sources including broken limbs, being struck by weapons and certain spells or invocations such as Inflict Pain.

PARALYSIS

A character struck with a Paralysis effect is unable to move in any way until the effect ends. Paralysis lasts for 1 minutes unless otherwise indicated.

PARANOIA

The target becomes Paranoid and believes that everyone is out to get them. Victims of a Paranoia invocation will treat former allies as mistrusted strangers. They are unlikely to attack them outright but certainly would want to separate themselves from them and would reduce their willingness to risk personal injury to assist them in any way. People that the victim would not trust anyway such as total strangers or aggressive Valley Groups (for example) would be treated with extreme hostility. A Paranoid individual would probably leave under such circumstances but would certainly fight if cornered. Paranoia lasts for 5 minutes unless otherwise indicated. The most common source for a Paranoia effect is

the Rank 6 Evil Invocation of the same name which can be assumed to be the source unless otherwise informed.

POISON (EFFECTS)

There are a number of effects that can also be delivered by Poison. These effects are: Blindness, Slow, Sleep and Paralysis; the fact that it is a poison effect will be indicated by calling "poison" before the effect (for example "Poison Sleep"). The only difference of adding Poison to the effect is that the poison effect cannot be dispelled or removed normally (when poisoned by paralysis venom a standard remove paralysis invocation will not work) and will last until the duration expires or it is resisted via a Neutralise Poison. All poison effects are assumed to last for 10 seconds unless otherwise told.

POSSESSION

The target must obey any and all orders issued by the source of the effect. The target is under the complete control of the source but has the free will to determine how to best achieve the task (e.g. if told to protect the Possessor you will use your full abilities). Possession will last for 5 minutes unless otherwise indicated. The most common source of a Possession effect is the Rank 8 Evil Invocation of the same name which can be assumed to be the cause unless told otherwise.

POWER CORRUPTION

The targets will take damage equal to their current unused Power

POWER SUPPRESSION

This call will be followed by a Rank (1-10). Anyone affected by this will have all running durational invocations on the player (not weapons) of the same effective Rank or below suspended for 5 minutes. It will also preclude any further durational invocations of that rank or lower being cast on the player for the duration. This is an effect not an invocation so cannot be countered. At higher ranks (8, 9 and 10) this will also suppress stores of equivalent Rank

PSI BOLT

Is an effect that causes Psionic damage to the target. This damage is reduced by only by the targets pure Psionic AC.

REPEL

The target of a Repel must move directly away from the source of the effect for ten seconds or until they have moved 20 feet further away from the source. The target of a Repel may not re-approach the source of the Repulsion for 10 seconds. Repel is usually followed a limiter (such as "Repel Good" or "Repel Life"). Repel is not a rank based effect, it is not necessary to call a number of ranks or monster hits following the effect.

REPULSION

The target of a Repulsion must move directly away from the source of the effect for ten seconds or until they have moved 20 feet further away from the source. The target of a Repulsion may not re-approach the source of the Repulsion for 10 seconds. The most common source of this effect is the Blue Magic spell which can be assumed to be the source unless otherwise told.

SHIELD ARM BONEBREAK

This effect is usually called instead as the result of a weapon blow. The user of this skill should aim a blow at a shield and call "Shield arm Bonebreak". If the blow strikes a shield then the wielder of said shield has a broken arm. See Bonebreak.

SHIELD CLEAVE

This effect is usually called instead as the result of a weapon blow. The user of this skill should aim a blow at a shield and call "Shield Cleave". If the blow strikes a shield it renders it unusable until it is repaired (typically with the blue spell Mend or the brown spell Reform). The user of the shield should drop it to the floor to the side of the combat when safe to do so. At the end of the encounter it is assumed that the shield can be repaired with suitable roleplaying (fixing the straps etc.).

SLEEP

A person who is affected by a Sleep effect must fall to the floor and can do nothing until they have felt *Pain*. Sleep will only affect living creatures; it has no effect upon Undead, Elementals or other unnatural beasts that require no natural sleep. Unless otherwise indicated (such as by adding the "Poison" call following the sleep) it should be assumed that the source of any Sleep effect is the Blue Magic Spell Sleep and can therefore be dispelled.

SLIP

A Slip effect causes the target to lose their footing. The target must stop and remain stationary for 3 seconds. They are able to use their arms but cannot run, walk or perform any other action that would cause them to move from their position. Unless otherwise indicated it should be assumed that any Slip effect is as the result of the Green Magic Spell of the same name.

SLOW

The target of a slow must move at half speed, including the swinging of weapons, speaking or casting for the duration of the effect (5 minutes unless otherwise indicated). A target may never have more than one Slow in effect at any time. If a target is struck with a second Slow whilst the first is still in effect then the second will have no discernible effect. Slow prevents the use of half of your total dexterity; this effect stacks with other Dexterity limiting spells such as Bind or Entangle. Unless otherwise indicated (such as by adding the "Poison" call following the Slow) it should be assumed that the source of any Slow effect is the Green Magic Spell of the same name and can therefore be dispelled.

SPIRIT WRACK

This effect causes the victim to be wracked with Pain from each of their limbs, their body and head (6 sources in total). In addition the extreme pain caused by this invocation causes them to fall to the floor and be unable to move at more than a crawl. This extreme pain is removed once each of the 6 Pain effects is removed (separately) in the normal manner. Spirit Wrack will last 5 minutes unless otherwise informed. The most common source of a Spirit Wrack is the evil invocation of the same name.

STRENGTH CATEGORIES

Strength Level	Description
Triple Strength	See Triple Strength Skill.
Double Strength	See <i>Double Strength</i> Skill. Adds +2 Physical Damage
Strength	See Strength Skill. Adds +1 Physical Damage
Normal	All characters begin at normal strength. It provides no in-character bonuses or penalties.
Weak	The character may move no faster than a walk and may no longer strike blows in combat (they may parry and attempt to defend themselves but it should be obvious that they are not physically healthy). A weak individual should role-play the fact that they have almost no physical strength. A weak individual may still cast spells and invocations and may still use items and similar abilities provided they do not require much physical effort.
Helpless	The character cannot fight, move or perform any physical feat. A Helpless character may not cast spells, invocations or use abilities or items.

STUN

This effect causes the targeted locations to become unusable for 5 minutes. The most common source of Stun effects is the Yellow spell which means that the effect can be dispelled unless told otherwise. Stun may always be removed by casting the Rank 6 Heal Good Invocation upon the target.

SUBDUAL

This effect is used in conjunction with a Physical damage call (e.g. "Triple Subdual"). It indicates that the blow is intended to cripple or subdue the target. If a "Subdual" damage call would cause the victim to drop below 0 life they are instead reduced to exactly 0 and rendered unconscious.

SUNDER

This effect suppresses all the targets AC's to 0 for 5 minutes. During this time any new source of AC will also be reduced to 0.

TERROR

Is a Fear effect which causes the victim to become mortally afraid of the source such that flight is the only solution. The victim will attempt to keep himself at a very safe distance from the source of the Terror but if trapped will fight and attempt to escape. Terror usually lasts for 5 minute unless otherwise indicated. The Terror is irrational such that the victim will be unable to realise that he is unnaturally afraid and so cannot normally cast a Courage upon himself. Terror only affects living creatures; Undead, Elementals and other such unnatural creatures are not affected by Terror of any sort. The most common source of Terror is the Evil invocation of the same name and this can be assumed to be the source unless otherwise specifically told.

THROAT SLIT

Throat Slit is called following a physical damage call. If the victim does not have sufficient physical armour class to reduce the physical component of the Throat Slit to Minimum Damage then their throat is cut and they begin to Bleed. In addition to the Bleed effect the subject of a throat slit is unable to move faster than a stagger and may not talk, including the casting of spells or invocations, the use of Ki Shouts and Knightly resists until the bleeding is stopped. If no curing is received the victim will continue to bleed until they reach 0 life and will then fall over dead.

THUNDERCLAP

This effect causes a target to move 10 feet backwards from the source and then be afflicted by a Knockdown effect. The most common source of this effect is the Blue magic spell of the same name.

TIME STOP

Time Stop is an effect that traps the victim in a bubble of time. While under the effects of a time stop the character can see and hear normally but are unable to take any action whatsoever. During a Time Stop the character Dexterity Armour Class is reduced to 0. Time Stop lasts for 10 seconds unless otherwise indicated. It is assumed unless specifically indicated that all characters may be affected by Time Stop.

UTTER BLIGHT

The target is unable to use the weapon type of the weapon they are currently holding in their primary hand (either to inflict damage or to parry) for the duration of the effect. Unless otherwise indicated it should be assumed that an Utter Blight effect is as a result of the rank 7 Evil invocation of the same name and will last 5 minutes.

VANISH

The targeted creature or object disappears. If a creature is the target then they should raise their hand and move away from the area as quickly as possible, if an object is targeted

then either the referee will remove it or, if the object is in someone's possession, the owner should discard it immediately. Unless otherwise indicated it should be assumed that the source of a Vanish effect is the Green Magic Spell Vanish Animate or Vanish Inanimate. Vanish is not a ranked based effect and no calling of Player Rank or number of monster hits is required.

VENOM, BLADE

Blade Venom is always followed by a rank call (for example "Blade Venom 9!"). Blade Venoms inflict 5 points of Life Damage per rank to a player or 5 monster hits per rank to a monster. In order for the venom to be effective the character must apply it (using an appropriate phys rep.) to a bladed weapon and then strike an opponent for sufficient Physical damage to injure them. A Blade Venom is good for only one blow, which must be the first successfully struck following the application of the venom, and will remain on the blade for one encounter, or until used, whichever comes first.

WEAKNESS

A target struck with a Weakness effect will be drained one strength level, as summarised in the Strength categories above, for as long as the Weakness remains in effect (5 minutes unless otherwise indicated). Weakness effects stack with each other reducing the target's Strength level by one category for each spell as per the table below.

A Character with Strength would drop to Normal if struck with a Weakness effect. If the character was struck with another Weakness, they would become Weak. If the same character received a third Weakness whilst the other two were still running they would become Helpless. Unless otherwise indicated it should be assumed that the source of a Weakness effect is the Black Specialist spell of the same name and can therefore be dispelled.

WEB

The Web effect can either be a spell cast at you or an innate ability from something like a Spider or other such creature. The target will be hit with a web of a particular strength (Single, Double, Triple) - so for example Double web. Anyone who is hit with a web spell is stuck fast and can only pull out if they have the correct strength (single, double or triple) - others can help pull them out. It takes 5 seconds per location to pull out (4 limbs and the head so takes 25 seconds in total). If the strength of the victim (or rescuer) is greater than that of the web, it takes only a roleplaying effort to tear each location free.

WELD

The target's feet become stuck to the floor and the character is unable to move them. Whilst under the effect of a Weld the characters dexterity armour class is halved. A Weld can be broken by a character with Double Strength requiring 5 seconds of roleplaying per foot to pull them free. Characters with Triple Strength or greater must simply roleplay pulling their feet free. It is possible to pull someone else out of Weld in the same way if the target is not strong enough to free themselves. Weld only ever affects the feet even if the targets hands are on the floor at the time of the bind. Weld

has a duration of 1 encounter unless otherwise indicated. The most common cause of this effect is the level 5 Brown spell Weld which can be assumed to be the source unless explicitly informed otherwise.

WHIRLWIND

The target is caught in an eddy of air and must spin around 3 times on the spot and then take an undodgeable magical damage hit. The most common source of this effect is the Blue Magic spell of the same name.

WITHHOLD POWER

This effect causes an amount of the victim's power as indicated following the Withhold Power call (such as "Withhold Power 32") to become unavailable to them for the duration of the effect. No form of Armour Class will reduce the amount of power withheld. The power withheld in this fashion is not lost and will return once the duration of the invocation expires. It does not matter if the power is within the individual's body or talisman, all power is counted and the total amount withheld. It is not possible to withhold an amount of power greater than that to which the victim has access at the time of being targeted with the effect. The victim may never be rendered unconscious as a result of this effect. Power withheld is still subject to the effects of the Power Drain and Power Steal effects. Unless otherwise indicated it should be assumed that the source of a Withhold Power is the Evil invocation of the same name and will last 1 encounter.

ALL (NON-BASIC) SKILLS

Please note that access to some skills is determined by your rank and guild membership. Please refer to the relevant guild summaries to see a list of the skills taught at various points by that guild.

ADRENAL SKILLS

Adrenal Dexterity (Ranks 1 – 5)

Costs: Character points

Prerequisites: Use Adrenals to the same or higher rank

Description: This ability gives the recipient +1 Dexterity (armoured or unarmoured) during an Adrenal Dexterity burst for each rank purchased in this skill. See the Use Adrenals skill for further details on Adrenals.

The duration of the dexterity burst is for 1 minute only and cannot be increased.

Adrenal Dexterity Increase (Ranks 6 – 8)

Costs: Character points

Prerequisites: Use Adrenals to the same or higher rank, Adrenal Dexterity 1 - 5

Description: This ability gives the recipient +1 Dexterity (armoured or unarmoured) during an Adrenal Dexterity burst for each rank purchased in this skill. See the Use Adrenals skill for further details on Adrenals.

The duration of the dexterity burst is for 1 minute and cannot be increased.

Adrenal Resist Fear (Rank 2)

Costs: Character points

Prerequisites: Use Adrenals rank 2

Description: This allows the user to ignore the effects of Fear and Terror for 1 minute. If the effect would still be in effect after 1 minute an additional burst would be required to continue to ignore it (e.g. Terror)

Adrenal Resist Immobility (Rank 3)

Costs: Character points

Prerequisites: Use Adrenals rank 3

Description: This allows the user to resist the following immobilising spell, invocation or effect. These effects are; Slow, Halt, Freeze with Fear, Paralysis, Cryostasis, Freeze with Terror, Mind Lock or Mind Stun. Another adrenal is needed to combat a second source of immobility even during the first adrenals duration. Each time an immobilising effect happens you have to use the adrenals again if you wish to continue being mobile. Note that the resistance allows the effect merely to be postponed for 1 minute not ignored. If the effect would normally have finished before the 1 minute has passed then it has no further effect (a Halt invocation for

example only lasts ten seconds so its duration will have expired by the time the Adrenal burst wears off and the barbarian will not be halted).

Adrenal Resist Pain (Rank 4)

Costs: Character points

Prerequisites: Use Adrenals rank 4

Description: This allows the user to ignore the Pain effect for 1 minute. For example, he could ignore a Spirit Wrack, but it would not allow a broken bone to be used. If the source of the pain is still affecting the character after the 1 minute has expired, the Barbarian will suffer pain as per usual unless another Adrenal burst is triggered.

Adrenal Strength (Ranks 1, 3 and 5)

Costs: Character points

Prerequisites: Use Adrenals at the same or higher rank

Description: This skill allows the character to gain strength categories (as per the *Strength* skill) for 1 minute per Adrenal Burst. These strength categories do not stack with the characters natural strength (thus a character who was already strong would gain no benefit from a Rank 1 Adrenal Strength burst unless he had previously been weakened in some way).

Rank 1 – User gains Strength

Rank 3 – User gains Double Strength

Rank 5 – User gains Triple Strength

Buy Adrenals

Costs: Character points per point of Adrenals

Prerequisites: None

Description: This skill allows the character to purchase a store of Adrenal points. Each point of adrenals costs a set amount of character points. The maximum amount of Adrenal points any character may have is 200. Adrenals can be used to perform various remarkable physical feats as described under the *Use Adrenals* skill. Adrenal points may be rested back in the same way as (but instead of) power (1 point every 15-minutes of rest).

Limit Raise - Adrenals

Costs: One Status

Prerequisites: Rank 64, Barbarian

Description: You may now purchase an additional 50 Adrenals through the spending of normal character points.

Limit Raise Mastery - Adrenals

Costs: One Status

Prerequisites: Rank 128, Barbarian

Description: You may now purchase an additional 50 Adrenals through the spending of normal character points.

Limit Raise Enhanced Mastery - Adrenals

Costs: One Status

Prerequisites: Rank 256, Barbarian

Description: You may now purchase an additional 50 Adrenals through the spending of normal character points.

Magic Tolerance

Costs: One Status, Character points

Prerequisites: None

Description: A member of the Barbarians Lodge who learns this skill has become more understanding of the essence of magic. He is able to use permanently ensorcelled weapons. This skill does not allow a Barbarian to have beneficial spells cast upon him by others nor does it allow the use of items which release spells or spell like effects upon the Barbarian because that is still too creepy and weird.

Meditate Adrenals

Costs: Character points

Prerequisites: None

Description: This skill allows the character to recover all Adrenals currently used that day by spending half an hour in a meditative trance. Whilst a character is meditating back their Adrenals they are unaware of their surroundings, as they are so focused upon the task in hand. Should the character be interrupted during the half an hour they will recover Adrenal points at the referee's discretion (normally an amount proportional to the time spent meditating). This skill may only be used once per day. An Adrenal Meditation need not be spent lying still with your eyes closed; it may be a war dance, a chant or some other action appropriate to your character provided that you role play the skill and remember that you are unaware of anything going on around you during your meditation.

Use Adrenals Ranks 1 - 8

Costs: One Status 1-5 & 6-8, Character Points per rank

Prerequisites: At least 1 point of Adrenals

Description: This skill allows the various *Adrenal Skills* to be used. In order to use the Adrenal Skills the character must give an appropriate war cry ("by Crom" for example) and expend a number of Adrenal points (see *Buy Adrenals*) equal to the rank of the Adrenal Skill. For example, a character with the Use Adrenal Skill to rank 3 and the *Adrenal Dexterity* Skill to rank 3 could call upon the spirit of the cougar in order to gain 3 points of dexterity for one minute. Using Adrenals does not cost life points.

ARCHERY SKILLS

Archer Acolyte

Costs: Character points

Prerequisites: Missile Attunement, Empowered Weapon (Bow or Crossbow), Cast Power Rank 1

Description: This skill allows the Archer to cast invocations of rank 5 and below, with a range of "Touch", upon an empowered bow to which they are attuned. The next arrow shot from the bow will strike with its normal damage and the invocation cast onto the bow will be released upon the target as if they had been touched with two hands by the caster. If the arrow misses its target the invocation is wasted. A bow may only hold one invocation at a time and a stored invocation can be held for 1 minute before it dissipates.

Archer Priest

Costs: One Status, Character points

Prerequisites: Archer Acolyte, Cast Power Ranks 6+

Description: This skill allows the Archer to cast invocations of ranks 6 - 8, with a range of "Touch", upon an empowered bow to which they are attuned. The next arrow shot from the bow will strike with its normal damage and the invocation cast onto the bow will be released upon the target as if they had been touched with two hands by the caster. If the arrow misses its target the invocation is wasted. A bow may only hold one invocation at a time and a stored invocation can be held for 1 minute before it dissipates.

Archer Specialist Acolyte – 1st Sect

Costs: One Status

Prerequisites: Primary Archer, Cast Rank 1 in 1st Sphere, Guild member of Sect, Archer Acolyte

Description: Allows the Archer to learn specialist invocations in their first sect at Rank 1-5. Learning this skill does not grant knowledge of any invocations which must be purchased separately.

The Archer must be a member of the Sect as a Secondary Guild or from Jack of All Trade. No other skills or benefits accrue from this skill beyond the ability to learn the specialised invocations of the Sect.

Archer Specialist Priest – 1st Sect

Costs: One Status

Prerequisites: Archer Priest, Cast Rank 6 in 1st Sphere, Archer Specialist Acolyte – 1st Sphere

Description: Allows the Archer to learn specialist invocations in their first sect at Rank 6-8 in a School where they already have access to specialist invocations of Rank 1-5. Learning this skill does not grant knowledge of any invocations which must be purchased separately.

No other skills or benefits accrue from this skill beyond the ability to learn the specialised invocations of the Sect.

Archer Specialist High Priest – 1st Sect

Costs: One Status

Prerequisites: Cast Rank 9 in 1st Sphere, Archer Specialist Priest – 1st Sphere

Description: Allows the Archer to learn specialist invocations in their first sect at Rank 9 and 10 in a School where they already have access to invocations of Rank 1-8. Learning this skill does not grant knowledge of any invocations which must be purchased separately.

No other skills or benefits accrue from this skill beyond the ability to learn the specialised invocations of the Sect.

Archer Specialist Acolyte – 2nd Sect

Costs: One Status

Prerequisites: Archer Specialist Acolyte – 1st Sphere, Guild member of Sect, Cast Rank 1 in 1st Sphere

Description: Allows the Archer to learn specialist invocations in their second sect at Rank 1-5. Learning this skill does not grant knowledge of any invocations which must be purchased separately. The Archer must be a member of the Sect as a Secondary Guild, Jack of All Trades.

No other skills or benefits accrue from this skill beyond the ability to learn the specialised invocations of the Sect.

Archer Specialist Priest – 2nd Sect

Costs: One Status

Prerequisites: Archer Priest, Cast Rank 6 in 1st Sphere, Archer Specialist Acolyte – 2nd Sphere

Description: Allows the Archer to learn specialist invocations in their second sect at Rank 6-8 in a Sect where they already have access to specialist invocations of Rank 1-5. Learning this skill does not grant knowledge of any invocations which must be purchased separately.

No other skills or benefits accrue from this skill beyond the ability to learn the specialised invocations of the Sect.

Archer Mage

Costs: Character points

Prerequisites: Missile Attunement, Ensorcelled Weapon (Bow or Crossbow), Level 1 Spell slot

Description: This skill allows the Archer to cast Spells of level 5 and below, with a range of "Touch", upon an ensorcelled bow to which they are attuned. The next arrow shot from the bow will strike with its normal damage and the Spell cast onto the bow will be released upon the target as if they had been touched with two hands by the caster. If the arrow misses its target the Spell is wasted. A bow may only hold one Spell at a time and a stored Spell can be held for 1 minute before it dissipates.

Archer Wizard

Costs: One Status, Character points

Prerequisites: Archer Mage, Level 6 Spell slot

Description: This skill allows the Archer to cast Spells of Levels 6 - 8, with a range of "Touch", upon an ensorcelled bow to which they are attuned. The next arrow shot from the bow will strike with its normal damage and the Spell cast onto the bow will be released upon the target as if they had been touched with two hands by the caster. If the arrow misses its target the Spell is wasted. A bow may only hold one Spell at a time and a stored Spell can be held for 1 minute before it dissipates.

Archer Specialist Mage – 1st Colour

Costs: One Status

Prerequisites: Primary Archer, at least 1 Level 1 Slot, Guild member of Magic School, Archer Mage

Description: Allows the Archer to learn specialist spells in their first colour of magic at levels 1-5. Learning this skill does not grant knowledge of any spells which must be purchased separately. The Archer must be a member of the School of Magic as a Secondary Guild or from Jack of All Trades.

No other skills or benefits accrue from this skill beyond the ability to learn the specialised magics of the School.

Archer Specialist Wizard – 1st Colour

Costs: One Status

Prerequisites: Archer Wizard, Cast Wizardry in 1st Colour, Archer Specialist Mage – 1st Colour

Description: Allows the Archer to learn specialist spells in their first colour of magic at levels 6-8 in a School where they already have access to specialist magics of Level 1-5. Learning this skill does not grant knowledge of any spells which must be purchased separately.

No other skills or benefits accrue from this skill beyond the ability to learn the specialised magics of the School.

Archer Specialist Sorcerer – 1st Colour

Costs: One Status

Prerequisites: Cast Arcane in 1st Colour, Archer Specialist Wizard – 1st Colour

Description: Allows the Archer to learn specialist spells in their first colour of magic at levels 9 and 10 in a School where they already have access to specialist magics of Level 1-8. Learning this skill does not grant knowledge of any spells which must be purchased separately.

No other skills or benefits accrue from this skill beyond the ability to learn the specialised magics of the School.

Archer Specialist Mage – 2nd Colour

Costs: One Status

Prerequisites: Archer Specialist Mage – 1st Colour, Guild member of Magic School

Description: Allows the Archer to learn specialist spells in their second colour of magic at levels 1-5. Learning this skill does not grant knowledge of any spells which must be purchased separately.

The Archer must be a member of the School of Magic as a Secondary Guild, Jack of All Trade. No other skills or benefits accrue from this skill beyond the ability to learn the specialised magics of the School.

Archer Specialist Wizard – 2nd Colour

Costs: One Status

Prerequisites: Archer Wizard, Cast Wizardry in 2nd Colour, Archer Specialist Mage – 2nd Colour

Description: Allows the Archer to learn specialist spells in their second colour of magic at levels 6-8 in a School where they already have access to specialist magics of Level 1-5. Learning this skill does not grant knowledge of any spells which must be purchased separately.

No other skills or benefits accrue from this skill beyond the ability to learn the specialised magics of the School.

Knockback Shot

Costs: One Status

Prerequisites: Missile Attunement

Description: This skill allows the character to use his missile weapon to drive back the enemy. It works in the same way as the *Knockback* skill with the exception that you must hit the target with an arrow or bolt from your missile weapon. Knockback Shot can be used with any and all missiles that the character fires but NO physical, power or magical damage is ever inflicted by a *Knockback Shot*. The character should call "Knockback" as their damage shout.

Marksman

Costs: One Status, Character points,

Prerequisites: Missile Attunement

Description: This skill grants the character an additional +1 rank of damage with their attuned missile weapon bringing their base damage with that weapon to "Sept". This base damage may be increased only by spells, invocations and skills which specifically refer to missile damage.

Missile Attunement

Costs: One Status, Character Points,

Prerequisites: Missile Enhanced Mastery

Description: This skill allows the character to become as one with missile weapons. When wielding a weapon of this missile type the character inflicts +1 rank of physical damage (Quartz).

Missile Proficiency

Costs: Character Points

Prerequisites: None

Description: This skill grants the character proficiency with a chosen missile weapon (bow or crossbow) allowing them to inflict a base damage of "Triple" with that weapon type. This base damage may be increased only by spells, invocations and skills which specifically refer to missile damage.

Missile Mastery

Costs: Character Points

Prerequisites: Missile Proficiency

Description: This skill increases the base damage with the chosen type of missile weapon (bow or crossbow) to "Quad". This base damage may be increased only by spells, invocations and skills which specifically refer to missile damage.

Missile Enhanced Mastery

Costs: Character Points

Prerequisites: Missile Mastery

Description: This skill increases the base damage with the chosen type of missile weapon (bow or crossbow) to "Quin". This base damage may be increased only by spells, invocations and skills which specifically refer to missile damage.

Nerve Strike Shot

Costs: One Status

Prerequisites: Marksman

Description: This skill allows the character to strike with such precision that they may call "Nerve Strike" in place of their normal Missile damage. When a limb is struck, with a "Nerve Strike" it cannot be used for any purpose (this ability does not work on the head or body). Nerve Strike effects last for 10 seconds. This skill allows you to use this call three times per section

Nerve Strike Shot Mastery

Costs: One Status

Prerequisites: Nerve Strike Shot

Description: This skill allows you to use this call three times per section (for a maximum of 6)

Nerve Strike Shot Enhanced Mastery

Costs: One Status

Prerequisites: Nerve Strike Shot Mastery, Weapon Attunement

Description: This skill allows you to use Nerve Strike Shot skill an additional 1 time per Encounter.

Speed Dart

Costs: Character Points

Prerequisites: Level 1 Spell Slot

Description: This skill grants the character knowledge of the specialist spell Speed Dart at levels 1 - 5. Speed Dart is cast upon the archers bow and will increase the damage done by that bow by either one or two ranks for a number of shots as shown in the table below. The spell expires in one encounter regardless of whether or not all of the shots have been used. The spell cannot be extended.

Level	Damage Increase (ranks)	Number of Shots
1	+1	1
2	+1	2
2	+2	1
3	+1	4
3	+2	2
4	+1	8
4	+2	4
5	+1	16
5	+2	8

Strength Attuned Bow

Costs: One Status

Prerequisites: None

Description: This skill grants the character a bow or crossbow which can be used in conjunction with the increased damage ranks gained from the Strength skills in the same way as a melee weapon. Thus a character with a Strength Attuned Bow and double strength would do +2 ranks of damage above what they would normally do with a bow. Maximum damage that can be done is Oct.

ARMOUR SKILLS

Armour Proficiency

Costs: Character points

Prerequisites: None

Description: Armour proficiency grants a character proficiency in the wearing of all types of armour. It does not need to be bought separately for each armour type. Armour proficiency is the awareness of how to wear and use armour. This skill gives the character +1 to physical Armour Class of their worn armour. The skill is used when putting the armour on and operates as long as the armour is worn. It thus continues to operate when the character is paralysed, slept, unconscious etc. This skill stacks with Armoured Dexterity.

Armour Mastery

Costs: Character points

Prerequisites: Armour Proficiency

Description: This skill grants an additional +1 Physical Armour class of worn armour which stacks with the bonuses already gained from Armour Proficiency for a total bonus of +2.

Armour Enhanced Mastery

Costs: Character Points

Prerequisites: Armour Mastery

Description: This skill grants an additional +1 Physical Armour class of worn armour which stacks with the bonuses already gained from Armour Proficiency and Armour Mastery for a total bonus of +3.

Armour Superior Mastery

Costs: Character Points

Prerequisites: Armour Enhanced Mastery

Description: This skill grants an additional +1 Physical Armour class of worn armour which stacks with the bonuses already gained from Armour Proficiency and Armour Mastery for a total bonus of +4.

Armour Exceptional Mastery

Costs: Character Points

Prerequisites: Armour Superior Mastery

Description: This skill grants an additional +1 Physical Armour class of worn armour which stacks with the bonuses already gained from Armour Proficiency and Armour Mastery for a total bonus of +5.

Armour Perfection

Costs: Status, Character Points

Prerequisites: Armour Exceptional Mastery

Description: This skill grants an additional +1 Physical Armour class of worn armour which stacks with the bonuses already gained from Armour Proficiency and Armour Mastery for a total bonus of +6.

Armoured Dexterity

Costs: Character Points per rank

Prerequisites: None

Description: This skill teaches the character how to dodge whilst encumbered. For each rank of this skill that a character learns, they gain an extra point of dexterity AC. This dexterity will work with other forms of physical AC, such as that provided by worn armour or certain spells. It does not work with unarmoured dexterity. It provides physical, magical and power armour class. To use Armoured Dexterity the character must be aware of the incoming attack and be capable of moving. Characters may have a maximum of 8 Ranks of Armoured Dexterity.

Although Armoured Dexterity does not allow a character to avoid Minimum Damage it does allow characters to avoid effects attached to weapon blows. For instance, should you be struck with Magic 1 Weld whilst having 6 points of Armoured Dex you will still take 1 point of damage from Minimum Damage but you would not be affected by the Weld.

Dexterity armour class may be modified by a number of other effects;

- Restricted movement caused and effect such as *Bind* or *Ensnare* will reduce dexterity by half of

your usual maximum (e.g. if you normally have 10 points of Dex being bound or ensnared will cause you to lose 5 points)

- Suffering a Broken leg t reduces dexterity by half of your usual maximum (e.g. if you normally have 10 points of Dex having a broken leg will cause you to lose 5 points)
- A blow struck from behind or whilst blinded will ignore dexterity armour class entirely.
- The *Slow* effect reduces dexterity by half of your usual maximum (e.g. if you normally have 10 points of Dex being slow will cause you to lose 5 points)

Conditions that halve dexterity are cumulative. For example, Derrik has 8 points of Armoured Dexterity. He receives a *Slow*, halving this to 4 points, and then receives a *Weld*, halving it again to 2 points.

A character who is *Helpless* (see *Strength*) is unable to benefit from dexterity.

Combat Awareness

Costs: One Status, Character points

Prerequisites: 4 points of Dexterity (Armoured or Unarmoured)

Description: A character with Combat Awareness is able to react to blows and damaging effects even if they cannot see them. It allows you to use four points of your normal dexterity (armoured or unarmoured) against attacks you do not see coming. If your dexterity is in any way impaired or reduced by anything other than lack of vision (such as by being *Slowed*, *Welded* etc.) then Combat Awareness provides no benefit whatsoever. This has no effect on backstab or throatslit.

Combat Awareness Mastery

Costs: One Status, Character points

Prerequisites: Combat Awareness, 8 points of Dexterity (Armoured or Unarmoured)

Description: This skill works in exactly the same way as combat awareness but you may use up to eight points of your own dexterity against attacks you do not see coming. . This has no effect on backstab or throatslit.

Combat Awareness Enhanced Mastery

Costs: One Status, Character points

Prerequisites: Combat Awareness Mastery, 12 points of Dexterity (Armoured or Unarmoured)

Description: This skill works in exactly the same way as combat awareness mastery with the exception that you may use up to twelve points of your own dexterity against attacks that you do not see coming. . This has no effect on backstab or throatslit.

Combat Awareness Superior Mastery

Costs: One Status, Character points

Prerequisites: Combat Awareness Enhanced Mastery, 16 points of Dexterity (Armoured or Unarmoured)

Description: This skill works in exactly the same way as combat awareness enhanced mastery with the exception that you may use an additional four points of your own

dexterity against attacks that you do not see coming, for each purchase of this skill

Combat Awareness Exceptional Mastery

Costs: One Status, Character points

Prerequisites: Combat Awareness Superior Mastery, 20 points of Dexterity (Armoured or Unarmoured)

Description: This skill works in exactly the same way as combat awareness superior with the exception that you may use an additional four points of your own dexterity against attacks that you do not see coming, for each purchase of this skill.

Limit Raise - Dexterity

Costs: One Status

Prerequisites: 16 Ranks Unarmoured Dexterity or 8 Ranks Armoured Dexterity

Description: This skill allows the character to purchase 4 additional point of dexterity beyond the normal maximum (16 points of unarmoured dexterity or 8 points of armoured dexterity). Each of these additional points of dexterity must be paid for with character points as normal. Thus, a character with this skill could have a maximum of 20 points of unarmoured dexterity or 12 points of armoured dexterity.

Limit Raise Mastery - Dexterity

Costs: One Status

Prerequisites: 20 Ranks Unarmoured Dexterity or 12 Ranks Armoured Dexterity

Description: This skill allows the character to purchase 4 additional point of dexterity beyond the normal maximum (20 points of unarmoured dexterity or 12 points of armoured dexterity). Each of these additional points of dexterity must be paid for with character points as normal. Thus, a character with this skill could have a maximum of 24 points of unarmoured dexterity or 16 points of armoured dexterity.

Limit Raise Enhanced Mastery - Dexterity

Costs: One Status

Prerequisites: 24 Ranks Unarmoured Dexterity or 16 Ranks Armoured Dexterity

Description: This skill allows the character to purchase 4 additional point of dexterity beyond the normal maximum (24 points of unarmoured dexterity or 16 points of armoured dexterity). Each of these additional points of dexterity must be paid for with character points as normal. Thus, a character with this skill could have a maximum of 28 points of unarmoured dexterity or 20 points of armoured dexterity.

Limit Raise Superior Mastery - Dexterity

Costs: Status

Prerequisites: Limit Raise Exceptional Mastery - Dexterity

Description: This skill allows the character to purchase 4 additional point of dexterity beyond the normal maximum (28 points of unarmoured dexterity or 20 points of armoured dexterity). This additional point of dexterity must be paid for with character points as normal. Thus a character with this skill could have a maximum of 32 points of unarmoured dexterity or 24 points of armoured dexterity.

Shield Proficiency

Costs: Character Points

Prerequisites: None

Description: This skill allows the character to use a shield to defend themselves. A shield should be no wider than the characters shoulders and no longer than the distance from chin to groin. Blows deflected by a shield inflict no damage on the character.

Unarmoured Dexterity

Costs: Character Points per rank

Prerequisites: None

Description: This skill teaches the character how to dodge whilst unencumbered by armour or other forms of physical protection. For each rank of this skill that a character learns, he gains an extra point of dexterity AC. This dexterity will not work with other forms of physical AC, such as that provided by worn armour or certain spells. It does not work with pure Magical or Power Armour Class. It provides physical, magical and power armour class. To use Unarmoured Dexterity the character must be aware of the incoming attack and be capable of moving. Characters may have a maximum of 16 Ranks of Armoured Dexterity.

Although Unarmoured Dexterity does not allow a character to avoid Minimum Damage it does allow characters to avoid effects attached to weapon blows. For instance should you be struck with Magic 3 Weld whilst having 14 points of Unarmoured Dex you will still take 3 point of damage from Minimum Damage but you will be unaffected by the Weld. Dexterity armour class may be modified by a number of other effects;

- Restricted movement caused and effect such as *Bind* or *Ensnare* will reduce dexterity by half of your usual maximum (e.g. if you normally have 10 points of Dex being slow will cause you to lose 5 points)
- Suffering a Broken leg will reduce dexterity by half of your usual maximum (e.g. if you normally have 10 points of Dex being slow will cause you to lose 5 points)
- A blow struck from behind or whilst blinded will ignore dexterity armour class entirely.
- The *Slow* effect reduces dexterity by half of your usual maximum (e.g. if you normally have 10 points of Dex being slow will cause you to lose 5 points)

Conditions that halve dexterity are cumulative. For example, Clyde has 16 points of Unarmoured Dexterity. He receives a Slow, halving this to 8 points, and then receives a Weld, halving it again to 4 points.

A character who is Helpless (see Strength) is unable to benefit from dexterity.

GENERAL SKILLS

Additional Character Class

Costs: One Status

Prerequisites: Rank 30

Description: This skill allows a character secondary access to

a single Guild within a different class (Warrior, Mage, Scout, {Evil Priest, Good Priest or Neutral Priest}) (see: Guild Structure & Training Overview for more details).

Additional Guild

Costs: One Status

Prerequisites: Rank 20

Description: This skill allows a character secondary access to an additional Guild within their Primary class (Warrior, Mage, Scout, Acolyte). This skill may not be used by member of a Good Priest Guild to join an evil priest Guild nor may it be used by a member of an Evil Priest Guild to join a Good Priest Guild. (see: Guild Structure & Training Overview for more details).

Increased Spirit Strength

Costs: None

Prerequisites: 1000 character points (rank 100)

Description: The lingering effect of the artefact named Moragar's Inheritance bolsters the Spirit Strength of the powerful. As a result, the character receives an additional Resurrection chance beyond the normal four for every 1000 points they earn.

Meditate Mastery

Costs: Character points

Prerequisites: Meditate

Description: Reduces the time for a character to meditate Adrenals, Ki, Psi or Power to 20 minutes. This skill must be purchased for each type of ability you wish to Meditate.

Meditate Enhanced Mastery

Costs: Character points

Prerequisites: Meditate Mastery

Description: Reduces the time for a character to meditate Adrenals, Ki, Psi or Power to 10 minutes. . This skill must be purchased for each type of ability you wish to Meditate.

Meditate Superior Mastery

Costs: Character points, Status

Prerequisites: Meditate Enhanced Mastery

Description: Reduces the time for a character to meditate Adrenals, Ki, Psi or Power to 5 minutes. . This skill must be purchased for each type of ability you wish to Meditate.

Read/Write Runes

Costs: Character points

Prerequisites: None

Description: The character has learnt how to read and translate complex rune-sets. This skill is required to read Spell or Invocation Scrolls (requiring Read Magic runes or Read Power runes respectively). The player is permitted to carry a crib sheets rune sets they have encountered with them on events to assist them in the translation. The crib sheet represents the character knowledge and may not be used by others who have no previously encountered that rune-set.

Sworn to the King

Costs: None

Prerequisites: Must be performed in character during an event

Description: This skill allows the character to gain 1 additional Spirit Strength by swearing allegiance to the anointed King or his representative(s).

KI SKILLS

Buy Ki

Costs: Character points per point of Ki

Prerequisites: None

Description: Ki is the essential energy that a monk possesses as a result of the harmony between body and mind and is the primary weapon and defence of the monk. A monk initially starts with 0 Ki points and is normally limited to 200 Ki in total. Ki may be rested back at the rate of 1 point every 15-minutes in place of resting power. Each time this skill is purchased it increases the monks total Ki by 1.

Focus Ki vs. Power

Costs: One Status, Character points

Prerequisites: Buy Ki, Make Talisman, Rank 64

Description: This skill allows the character to resist invocations above rank 5. In order to use this skill, the character must first spend five minutes preparing himself and focusing his mind. This is something that should be role-played in a manner appropriate to the character (a very calm monk may sit cross legged burning incense in front of him whilst a more aggressive monk may perform a series of ritual combat moves). Regardless of the way it is role-played the character is unaware of their surroundings during this preparation. Within the next encounter, after preparing, the character may use the invocation resistance Ki shout (YAH) to resist one invocation between ranks 6 and 8 provided that the character is capable of casting at least one invocation of that rank themselves. For example, a character capable of casting rank 7 invocations may, after the five minute preparation, resist one invocation of rank 6 or 7 within the next encounter. Should the character be unfortunate enough to be the victim of rank 8 invocation they could not resist it as they cannot cast rank 8 invocations themselves. If the character does not resist an invocation within one encounter of finishing, then their preparation is wasted and another period of preparation is required before a rank 6 to 8 invocation could be resisted. You are required to expend one point of Ki for each rank of the invocation resisted to a maximum of 8 to resist a rank 8 invocation. All of the other restrictions of the standard resist invocation Ki shout apply.

Focus Ki vs. Magic

Costs: One Status, Character points

Prerequisites: Buy Ki, Make Focus, Rank 64

Description: This skill allows the character to resist spells above level 5. In order to use this skill, the character must first spend five minutes preparing himself and focusing his mind. This is something that should be role-played in a manner appropriate to the character (a very calm monk may sit cross legged burning incense in front of him whilst a more aggressive monk may perform a series of ritual combat

moves). Regardless of the way it is role-played the character is unaware of their surroundings. Within the next encounter, after preparing, the character may use the spell resistance Ki shout (SHY) to resist one spell between levels 6 and 8 provided that the character is capable of casting at least one spell of that level themselves. For example, a character capable of casting level 7 spells may, after the five minute preparation, resist one spell of level 6 or 7 within the next encounter. Should the character be unfortunate enough to be the victim of level 8 spell they could not resist it as they cannot cast level 8 spells themselves. If the character does not resist a spell within one encounter of finishing, then their preparation is wasted and another period of preparation is required before a level 6 to 8 spell could be resisted. You are required to expend one point of Ki for each level of the spell resisted to a maximum of 8 to resist a level 8 spell. All of the other restrictions of the standard resist spell Ki shout apply.

Forearm Parry

Costs: Character Points per rank, One Status

Prerequisites: Monk

Description: The forearm parry skill enables the monk to deflect weapons or claws by catching them on, and deflecting them with, the forearm. This is done in such a fashion as to effectively provide the 4 AC against the weapon blow for each rank of Forearm Parry. If the forearm parry skill equals or exceeds the damage being inflicted, then only minimum damage is incurred. Forearm parry functions against weapon blows dealing physical, power and magical damage. This skill allows you to buy a maximum of 4 ranks of forearm parry (up to forearm parry Quad). Note that the forearm parry skill does not stack with any other armour class values.

Forearm Parry Mastery

Costs: Character Points per rank

Prerequisites: Forearm Parry, Buy Ki

Description: This skill functions in exactly the same way as *Forearm Parry* with the exception that this character may purchase an additional 2 ranks of *Forearm Parry* skill (to a maximum of forearm parry Quartz, Magic 6, Power 6).

Forearm Parry Enhanced Mastery

Costs: Character Points per rank

Prerequisites: Forearm Parry Mastery, Strength

Description: This skill functions in exactly the same way as *Forearm Parry* with the exception that this character may purchase an additional 2 ranks of *Forearm Parry* skill (to a maximum of forearm parry Oct, Magic 8, Power 8).

Ki Protection

Costs: One Status

Prerequisites: Focus Ki vs. Magic or Power, Rank 64

Description: You may use the Skill Focus Ki vs. Magic or Power 3 times per day without preparation. You must be able to cast the same Rank / Level or higher to be able to Ki Resist spells / invocations. In addition, Ki Damage limit is raised to Oct. You may only purchase this skill once.

Ki Protection Mastery

Costs: One Status

Prerequisites: Ki Protection, Rank 128

Description: You may use the Skill Focus Ki vs. Magic or Power 3 additional times per day without preparation (6 times without preparation in total). You must be able to cast the same Rank / Level or higher to be able to Ki Resist spells / invocations. You may only Purchase this skill once.

Ki Protection Enhanced Mastery

Costs: One Status

Prerequisites: Ki Protection Mastery, Rank 256

Description: You may use the Skill Focus Ki vs. Magic or Power 3 additional times per day without preparation (9 times without preparation in total). You must be able to cast the same Rank / Level or higher to be able to Ki Resist spells / invocations. You may only Purchase this skill once.

Ki Protection Superior Mastery

Costs: One Status

Prerequisites: Ki Protection Mastery, Rank 512

Description: You may use the Skill Focus Ki vs. Magic or Power 3 additional times per day without preparation (12 times without preparation in total). You must be able to cast the same Rank / Level or higher to be able to Ki Resist spells / invocations. You may only Purchase this skill once.

Limit Raise - Ki

Costs: One Status

Prerequisites: Buy Ki

Description: You may now purchase an additional 50 Ki through the spending of normal character points.

Limit Raise Mastery - Ki

Costs: One Status

Prerequisites: Limit Raise - Ki

Description: You may now purchase an additional 50 Ki through the spending of normal character points.

Limit Raise Enhanced Mastery - Ki

Costs: One Status

Prerequisites: Limit Raise Mastery - Ki

Description: You may now purchase an additional 50 Ki through the spending of normal character points.

Limit Raise Superior Mastery - Ki

Costs: One Status

Prerequisites: Limit Raise Enhanced Mastery - Ki

Description: You may now purchase an additional 50 Ki through the spending of normal character points.

Meditate Ki

Costs: Character points

Prerequisites: None

Description: This skill allows the character to recover all Ki points currently used that day by spending half an hour in a meditative trance. Whilst a character is meditating back their Ki they are unaware of their surroundings as they are so focused upon the task in hand. Should the character be interrupted during the half an hour they will recover Ki points at the referee's discretion (normally an amount

proportional to the time spent meditating). This skill may only be used once per day. A Ki Meditation need not be spent lying still with your eyes closed; it may be a series of exercises, a chant or some other action appropriate to your character provided that you role play the skill and remember that you are unaware of anything going on around you during your meditation.

Use Ki

Costs: One Status

Prerequisites: At least 1 point of Ki

Description: This skill allows a Monk to utilise their Ki (See “buy Ki”) to perform a number of remarkable feats. Ki may be used in five ways and is released by a certain type of shout uttered by the monk in a sharp and audible manner, as follows:

UHMN - Curing

EHY - Damage enhancement

TOH - Damage resistance

YAH - Invocation resistance

SHI - Spell resistance

In order to be effective, the Ki shout must be of the correct type and must be used at the correct time (see below). A monk is able to expend up to a maximum of five Ki upon a single shout. In order to use Ki a Monk must be able to speak, therefore if under the effects of a Dumbness or if a monk's throat has been cut, they are unable to use Ki. In addition, a Monk must be able to clearly see the incoming strike, spell or invocation in order to resist them. A monk cannot use Ki to resist things if they are blinded, whilst running away from their opponent or if they are facing away from the source of the attack. It is also not acceptable to use Ki to resist effects whilst running away looking over your shoulder.

Curing

This cures damage at the rate of five total life per point of Ki expended. The location to be cured must be touched. The Ki shout is a 3 second hum emitted at the time of the cure. Note only 1 point of Ki may be expended each time this skill is used and not the usual 5.

Damage Enhancement

This increases the physical damage inflicted by a single blow with a weapon by 1 rank per point of Ki expended. The maximum damage that can be achieved in this fashion is quartz. In order to use this skill, the monk must have enhanced mastery in the weapon being used. It is not adequate for a monk to be magically granted enhanced mastery, rather the skill must be innate. The damage enhancement shout is emitted immediately prior to the strike and the Ki is expended regardless of whether or not the target is hit.

Damage Resistance

Physical, power or magical damage inflicted by an opponent's weapon (claws, etc.) is reduced by one rank per point of Ki expended. The damage resistance skill may only be used once the monk has learned 4 ranks of dexterity (Armoured or Unarmoured). This dexterity must be innate and not provided by herbal potions, invocations or any other sources. The damage resistance shout must be emitted as the weapon (or claws etc.) contacts the body. In order to utilize the resistance abilities the monk must be able to see

the attack coming and be able to use his dexterity against the attack. Note that if an attack has two components, then they must both be resisted separately. e.g. to reduce “Oct Magic 6” to “Quin Magic 5” requires the expenditure of 4 Ki, not 3. It is possible to negate only one component if desired.

Invocation Resistance.

To resist an invocation requires the expenditure of one point of Ki per rank of invocation up to a maximum of rank 5 (costing 5 Ki). If the monk has insufficient Ki to achieve this, the invocation takes full effect and the monk falls unconscious for 15-minutes, as if overcast. The monk is only able to resist invocations that affect his person directly and cannot resist an invocation on behalf of another. For example, a monk cannot resist a Detect Power, as the invocation is not cast at him. He could resist a Destroy Spiritual Protection. Range and area-effect invocations are resisted at the rank of the equivalent touch invocation (if any). Examples include:

Fear (touch or range) rank 3, if resisted, expends 3 Ki.

Cause mortal wounds (touch or range), if resisted, expends 5 Ki

Mass Curse is a rank 8 invocation but the monk may resist the Curse as it is an effective rank 4 invocation upon him. This would expend 4 Ki and any other characters in the area of the Mass Curse would be affected normally.

The invocation resistance shout must be emitted as the invocation is released. Further, in order to utilize the invocation resistance ability the monk must be aware of and able to see the attack. In order to learn and use the invocation resistance ability, a monk must be able to cast invocations to the rank he is seeking to resist.

Spell Resistance

To resist a spell requires the expenditure of one point of Ki per level of spell up to a maximum of level 5 (costing 5 Ki). If the monk has insufficient Ki to achieve this, the spell takes full effect and the monk falls unconscious for 15-minutes, as if overcast. The monk is only able to resist spells that affect his person directly and cannot resist a spell on behalf of another. For example, a monk cannot resist a Detect Magic, but can resist a Dispel Magic. Range and area-effect spells are resisted at the level of the equivalent touch spell (if any). Examples are:

Slip, if resisted, expends 1 Ki:

Bind, if resisted, expends 3 Ki:

Slow (touch or range), if resisted, expends 5 Ki.

Mass Weld, if resisted, expends 5 Ki (because it performs an effective level 5 spell). Note this would still affect other characters in the area of effect.

The spell resistance shout must be emitted as the spell is released. Further, in order to utilize the spell resistance ability the monk must be aware of and able to see the attack. In order to be able to learn and use the spell resistance ability a monk must be able to cast at least one spell to the level he is seeking to resist.

MAGIC SKILLS

Buy Spell Slot Level 1 - 10

Costs: Character points

Prerequisites: At least one Spell Slot of each level below that of the purchased Slot, Make Focus (for spell slots levels 6 - 8),

Sorcerer (for Spell Slots levels 9 and 10).

Description: This skill gives the caster the ability to cast a spell of the designated level once per day providing the character knows a spell of that level. The amount of mana in a spell slot is the level of the slot. No character can exceed a total of 500 mana, though level 1 slots do not count against this 500 mana limit.

Cast Additional Colour of Magic Levels 1 - 5

Costs: Character points

Prerequisites: Cast Two Colours of Magic

Description: This skill grants the character knowledge of all of the common spells for one additional colour of magic. A list of the common spells for each school can be found in the battle magic section of the low-level rules. Only the spells listed here are learned by this skill and no others. This skill may be taken multiple times (at an increasing cost in character points) learning the common spells for 1 additional colour each time.

Cast Arcane Magic in Primary Colour

Costs: Character Points

Prerequisites: Arcane Focus, Cast Wizardry (6-8) in 1st Colour

Description: This character may now purchase level 9 and 10 spell slots using character points as normal. They may also purchase the skills Learn level 9 and Level 10 spells in a single School of Magic. Note that no new spells are taught by taking this skill, it grants you only the right to buy spells.

Cast Arcane Magic in Additional Colours

Costs: Character Points

Prerequisites: Cast Arcane in Primary Colour, Guild Membership

Description: This skill allows the character to cast Arcane magic in additional colours of magic and may now purchase level 9 and 10 spell slots for the additional colours of magic using character points as normal. Note that no new spells are taught by taking this skill, it grants you only the right to buy spells.

Cast Two Colours of Magic

Costs: Nothing

Prerequisites: Level 1 Spell slot

Description: All characters that purchase a single spell slot of level 1 are granted basic teachings in two colours of magic. See the magic rules for a list of common spells that are taught due to this skill.

Cast Wizardry in Primary Colour

Costs: Character Points

Prerequisites: Make Focus

Description: This skill entitles the character to become a Wizard of a School of Magic. Note that no spells are learnt as a result of this skill, only the title is granted. To gain additional spells from this School you must spend status on the *learn spell* skills.

Cast Wizardry in Additional Colours

Costs: Character Points, Cast Wizardry in Primary Colour

Prerequisites: Make Focus, Guild membership

Description: This skill entitles the character to become a Wizard of a School of Magic. Note that no spells are learnt as a result of this skill, only the title is granted. To gain additional spells from this School you must spend status on the *learn spell* skills.

Elemental Proficiency

Costs: 1 Status, Character points

Prerequisites: Primary Mage

Description: This skill allows the mage to perform a 15-minute casting ceremony after which will have completed casting any number of level 6-10 spells, that they have the spell slots for. This MUST be performed within 1 hour of completing the standard sleep period to gain this reduced casting time, otherwise all spells must be cast as normal.

Elemental Mastery

Costs: Character points

Prerequisites: Elemental Proficiency

Description: This skill allows the mage to *Resist* level 1-5 spells of his 1st Colour of Magic. Elemental Mastery may be used to *Resist* up to 2 spells per day.

Elemental Enhanced Mastery

Costs: Character points

Prerequisites: Elemental Mastery

Description: Elemental Enhanced Mastery may be used to *Resist* and additional 2 level 1-5 spells of his 1st Colour of Magic per day. This means that a Wizard with this skill and Elemental Mastery may resist a total of 4 spells per day.

Elemental Superior Mastery

Costs: Character Points, Status

Prerequisites: Elemental Enhanced Mastery

Description: Elemental Superior Mastery may be used to *Resist* and additional 2 level 1-5 spells of his 1st Colour of Magic per day. This means that a Wizard with this skill may resist a total of 6 spells per day.

Extra Arcane Store Preparation

Costs: 1 Status

Prerequisites: Cast Arcane (9-10) in 1st Colour, Level 9 Spell Slot

Description: You may now cast 2 Sorcerers Stores, instead of 1, this will cost additional spell slots for spells stored.

Exceptional Arcane Store Preparation

Costs: Status

Prerequisites: Extra Arcane Store Preparation

Description: You may now cast 3 Sorcerers Stores, instead of 2, this will cost additional spell slots for spells stored.

Learn Level 10 Spells

Costs: One Status

Prerequisites: Cast Arcane (9-10) in 1st Colour, Have at least one level 9 spell

Description: This skill entitles you to be taught one level 10 spell from a School of Magic that you have access to. See the

appropriate *Arcane Magic Spells* page for your School of Magic.

Learn Level 9 Spells

Costs: One Status

Prerequisites: Rank 64, Cast Arcane (9-10) in 1st Colour, have at least one level 8 spell

Description: This skill entitles you to be taught two new spells of level 9 from a School of Magic that you have access to. See the appropriate *Arcane Magic Spells* page for your School of Magic.

Learn Additional Spells Level 1 - 8

Costs: One Status

Prerequisites: None

Description: Each point of status allows characters to learn 3 Spell choices from a School of Magic that they have access to. For spells of levels 1 - 5 all levels of a single spell (such as Blindness 1 - 5 or Warlock's Blade 2 and 4) count as a single choice. For spells of levels 6 - 8 each level of spell counts as a separate choice. (Blindness 6 - 8 counts as 3 choices for example). You must learn any lower level versions of a spell before learning a higher level version. You must learn Blindness 1 - 6 before learning Blindness 7 for example. All of the three choices need not come from the same list.

Limit Raise - Mana

Costs: One Status

Prerequisites: , Mage or Scout

Description: You may now purchase an additional 100 Mana through the spending of normal character points

Limit Raise Mastery - Mana

Costs: One Status

Prerequisites: Mage or Scout

Description: You may now purchase an additional 100 Mana through the spending of normal character points

Limit Raise Enhanced Mastery - Mana

Costs: One Status

Prerequisites: Limit Raise Mastery - Mana

Description: You may now purchase an additional 100 Mana through the spending of normal character points

Limit Raise Superior Mastery - Mana

Costs: One Status

Prerequisites: Limit Raise Enhanced Mastery - Mana

Description: You may now purchase an additional 100 Mana through the spending of normal character points

Limit Raise - Spell

Costs: One Status

Prerequisites: Rank 128

Description: Spell damage limit raised to Oct

Make Arcane Focus

Costs: One Status, Character points,

Prerequisites: Make Focus

Description: An Arcane Focus is an ensorcelled item (usually a necklace or a ring) which aids the character in harnessing

powerful elemental forces.

A Character who has constructed an Arcane Focus has earned the title of Sorcerer

Once a character has an Arcane Focus they may purchase spell slots of levels 9 and 10.

A Primary member of a School of Magic learning this skill will also be taught Sorcerers Dispel 9 and 10. Characters who are not primary mages do not gain these bonus spells.

An Arcane Focus only works for the character that made it and should it be lost or destroyed (which can happen through the overcasting of spell slots) it needs to be replaced back in the training camps (i.e. cannot be replaced on an event).

Make Focus

Costs: One Status, Character points,

Prerequisites: None

Description: A Focus is an ensorcelled item (usually a necklace or a ring) which aids the character in harnessing elemental forces.

A Character who has constructed a Focus has earned the title of Wizard

Once a character has a focus they may purchase spell slots of levels 6, 7 and 8.

A Primary member of a School of Magic learning this skill will also be taught the Specialist Spell of their chosen colour (which is described in Additional Battle Magic for each School) and *Dispel Magic Levels 6 - 8* by their School upon making their focus. Characters who are not primary mages do not gain these bonus spells.

A Focus only works for the character that made it and should it be lost or destroyed (which can happen through the overcasting of spell slots) it needs to be replaced back in the training camps (i.e. cannot be replaced on an event).

Mnemonic

Costs: Character points

Prerequisites: One level 1 spell slot

Description: This skill teaches the character how to train their mind so that extra magical capacity can be called upon. This skill allows the character to regain spell slots that have been used that solar day by spending 30 minutes studying their Spellbook. This can only be performed once per day. Spell slots of spells whose duration has not yet expired cannot be regained.

Primary Mages regain an amount of mana equal to their rank in Spell Slots, divided as the character wishes.

Secondary Mages regain half their rank in mana.

Whilst the caster is studying their Spellbook they may do nothing else until they have completed this. The character is entirely unaware of their surroundings but can be disturbed by receiving damage or having their Spellbook taken away. Such a disturbance interrupts the Mnemonic Enhancer and prevents its further use in that day. The amount of mana recouped when a character is disturbed is dependent on the referee although it will generally be in direct ratio to the time spent.

Mnemonic Mastery

Costs: Character points

Prerequisites: Mnemonic

Description: This skill works in exactly the same way as Mnemonic with the exception that it now only takes 20 Minutes. The character may still only Mnemonic once per day.

Mnemonic Enhanced Mastery

Costs: Character points

Prerequisites: Mnemonic Mastery

Description: This skill works in exactly the same way as Mnemonic with the exception that it now only takes 10 Minutes. The character may still only Mnemonic once per day.

Mnemonic Superior Mastery

Costs: Character points, Status

Prerequisites: Mnemonic Enhanced Mastery

Description: This skill works in exactly the same way as Mnemonic with the exception that it now only takes 5 Minutes. The character may still only Mnemonic once per day.

Recast Spell Store

Costs: 1 Status

Prerequisites: None

Description: You may recast [named] Spell Store on events. You must purchase this skill for each Spell Store you wish to be able to re-cast on events.

Recharge Active Spell

Costs: 1 Status

Prerequisites: None

Description: All "Active" Spells automatically recharge next morning after sleep, unless Dispelled.

Recognise Magic

Costs: Character points

Prerequisites: None

Description: This skill teaches the character to recognise the Aura given out by magic. This skill will reveal the presence of magic within one inch of the characters hand and will give an indication of the level of mana in effect, if applicable. The mana level recognised is the active mana of the spell (equal to the spell's effective level), and levels of spell expended to provide extra duration do not count as part of this active mana. Items that are permanently ensorcelled can be detected by this skill and can be distinguished from items that have active spells upon them, although the exact powers of the ensorcelled items are not revealed. This skill can also be used by a spell caster on themselves to reveal what spell slots they have remaining (this will help prevent over-casting). Under no condition may it ever be used on another person to reveal what spell slots they have remaining.

Spell Extension

Costs: One Status

Prerequisites: Sorcerer

Description: The selected durational spell from a School you are a Primary member of, (that can be normally be extended) has its duration increased by one step. Skill must

be purchased for each Spell a character wants this to apply to.

Spell Store

Costs: One Status

Prerequisites: Cast Wizardry (6-8) in 1st Colour

Description: You may store within your body a Level 7 Skin (any type) and a Dispel 8, one each per day. These spells must be cast by yourself, and you will be "out" a level 7 & 8 slot, as per the normal Spell Store rules. These spells are released with "Mana I release thee." This store is allowed in addition to any other Spell Stores that a Wizard / Sorcerer may have.

Write Battle Magic Scrolls

Costs: One Status, Character Points

Prerequisites: Level 1 Spell Slot

Description: This skill allows the character to write Magical Scrolls of up to level 5 as per the scroll rules in the *General Rules* section. Only non Self Only spells may be written on a scroll, and the writer will be out spell slots until the scroll is used.

Write High Magic Scrolls

Costs: One Status, Character Points

Prerequisites: Level 6 Spell Slot, Write Battle Magic Scrolls

Description: This skill allows the character to write Magical Scrolls of up to level 8 as per the scroll rules in the *General Rules* section. Only non Self Only spells may be written on a scroll, and the writer will be out spell slots until the scroll is used.

Write Arcane Magic Scrolls

Costs: One Status, Character Points

Prerequisites: Level 9 Spell Slot, Write High Magic Scrolls

Description: This skill allows the character to write Magical Scrolls of up to level 10 as per the scroll rules in the *General Rules* section. Only non Self Only spells may be written on a scroll, and the writer will be out spell slots until the scroll is used.

MEDICAL SKILLS

Discern Disease

Costs: Character Points

Prerequisites: Discern Wounds

Description: This skill teaches the character how to recognise the symptoms of a disease. This skill reveals if a herbal or power disease afflicts the character: what rank it is and what type. Esoteric diseases not cured by Cure Disease invocations will reveal only that the character is diseased with an unknown disease. The use of this skill requires at least 10 seconds of appropriate role-playing with the patient and would typically involve examining their mouth, nose etc. ("Stick out your tongue and say 'Aarrghh'").

Discern Paralysis

Costs: Character Points

Prerequisites: Discern Wounds

Description: This skill teaches the character to recognise the

difference between the different forms of paralysis. This skill will reveal the nature of the paralysis. Common types are Ghoul paralysis, freeze with fear, freeze with cold, etc. At least 10 seconds of role-playing with the patient is required to use this skill, typically trying to move the limbs of the person.

Discern Poisoning

Costs: Character Points

Prerequisites: Discern Wounds

Description: This skill teaches the character to recognise the symptoms of poisoning. This skill will reveal which location has been poisoned and the poison's basic effect (e.g. damage, death, paralysis etc.) and possibly some indication of the rank of the poison. It does not reveal how to remove the poison. Typically, examination of the wound (or mouth for ingested poisons) is used for this taking at least 10 seconds of role-playing. Note this skill cannot be used to discern a poison that is still in a bottle or similar container, Discern Herbal Potion is required for this.

Discern Spiritual Influence

Costs: Character Points

Prerequisites: Discern Wounds

Description: This skill teaches the character how to recognise the presence of some form of influence over the characters spirit. This skill will only give a yes or no answer as to whether the spirit is under some form of influence. Such an influence may be insanity, possession, beguile, befriend or the like. This skill requires at least 30 seconds of role-playing with the patient to use typically an examination of the eyes (as the windows to the soul).

Field Medicine

Costs: One Status, Character Points

Prerequisites: Set Broken Bone

Description: Characters with this skill are highly skilled at treating injuries using bandages, ointments or simply TLC. In order to use this skill you must role-play tending to the patients injuries uninterrupted for a minimum of five minutes. At the end of each five minute period of using Field Medicine the patient gains 10 Life. This is not a spiritual cure and would have full effect upon an individual who is immune to power for example. Obviously the patient must have injuries to tend to, should they be uninjured the skill will have no effect. This skill can only be used on living, humanoid creatures such as humans, elves, drow, half orcs etc. It cannot be used on Undead, Magical or Spiritual creatures, Minotaurs or similar creatures.

Set Broken Bone

Costs: Character points

Prerequisites: First Aid, Discern Wounds

Description: This skill teaches a character how to set a broken bone such that the pain for the afflicted character is reduced to a bearable level. The afflicted character can then cast spells, but the location remains unusable until it has had any healing performed on the broken location. It takes at least 2 Minutes of good role-playing with the patient to set a broken bone using this skill. A character with this skill that

has a broken bone themselves can instruct others to help them set their own broken bone.

PHYSICAL SKILLS

Ambidexterity Mastery

Costs: Character points

Prerequisites: None

Description: This skill allows the character to wield a weapon in each hand at the same time.

Buy Life Points

Costs: Character points

Prerequisites: None

Description: Each time this skill is purchased the character gains three total life points to a maximum of 201. All characters begin with 42 life points.

Strength

Costs: Character Points

Prerequisites: None

Description: This skill makes the character even stronger than a normal person. It benefits the character in the following ways.

The character adds an additional rank of physical damage to all attacks made with melee weapons.

The character can pull out of binds, entangles etc. as described under the relevant spell/invocation. This takes 5 seconds of good role-playing per location affected.

The character cannot be overpowered or held back by any number of characters who do not have *Strength*.

A table summarising the various levels of strength within the game is given below;

Strength Level	Description
Triple Strength	Adds +3 Physical Damage using a two-handed weapon.
Double Strength	Adds +2 Physical Damage
Strength	See Strength Skill. Adds +1 Physical Damage
Normal	All characters begin at normal strength. It provides no in-character bonuses or penalties.
Weak	The character may move no faster than a walk and may no longer strike blows in combat (they may parry and attempt to defend themselves but it should be obvious that they are not physically healthy). A weak individual should role-play the fact that they have almost no physical strength. A weak individual may still cast spells and invocations and may still use items and similar abilities provided they do not require much physical effort.
Helpless	Character cannot fight. Character can move at a slow crawl but cannot climb stairs or perform any physical feat (such as opening a door). A Helpless character may not cast spells or invocations or use abilities that require physical effort (such as Ki).

Strength - Double

Costs: One Status, Character Points

Prerequisites: Strength

Description: This skill makes the character even stronger than a person with the strength skill. It benefits the character in the following ways.

The character adds an additional rank of physical damage to all attacks made with melee weapons. This is in addition to the bonus rank gained from *Strength* for a total of +2 ranks. The character can rip out of binds, webs, entangles etc., that normally require *Strength* to escape, almost instantly (suitable roleplaying to escape is still required).

Welds, Ensnare etc. can be broken out of in 5 seconds per location affected (roleplaying of the effort involved is required).

The character cannot be overpowered or held back by any number of characters who do not have *Double Strength*.

Strength - Triple

Costs: One Status, Character Points

Prerequisites: Double Strength

Description: This skill makes the character even stronger than a person with the double strength skill. It benefits the character in the following ways;

the character adds an additional rank of physical damage to all attacks made with two-handed melee weapons. This is in addition to the bonus ranks gained from *Strength* and *Double Strength* for a total of +3 ranks. This additional damage is not added when using a single-handed weapon of any sort unless the wielder is a Primary Warrior. A Primary Warrior also adds an additional rank of damage to two-handed weapons above this benefit (e.g. a Warrior with a Two-Handed Weapon with Enhanced Mastery, Attunement and Triple Strength would do Nov where a primary Priest with that set of Skills would deal Oct).

The character can rip out of Weld, Ensnare etc., that normally require *Double Strength* to escape, almost instantly (suitable role-playing to escape is still required).

Entrapment, Triple Web etc. can be broken out of in 5 seconds per location affected (role-playing of the effort involved is required).

The character cannot be overpowered or held back by any number of characters who do not have *Triple Strength*.

Toughened Skin

Costs: Character Points

Prerequisites: None

Description: This skill increases the characters physical armour class by +1 due to their Toughened hide. This increase stacks with all other forms of physical armour class including unarmoured dexterity.

Toughened Skin Mastery

Costs: One Status, Character Points

Prerequisites: Toughened Skin

Description: This skill increases the characters armour class by +1 to all armour types (physical, magic and power) due to their Toughened hide. This increase stacks with all other forms of physical armour class including unarmoured dexterity. .

Toughened Skin Enhanced Mastery

Costs: Character Points

Prerequisites: Toughened Skin Mastery

Description: This skill increases the characters physical armour class by +2 to all armour types (physical, magic and power) due to their Toughened hide. This increase stacks with all other forms of physical armour class including unarmoured dexterity.

Toughened Skin Superior Mastery

Costs: Character Points, Status

Prerequisites: Toughened Skin Enhanced Mastery

Description: This skill increases the characters physical armour class by +2 to all armour types (physical, magic and power) due to their Toughened hide. This increase stacks with all other forms of physical armour class including unarmoured dexterity

POTION SKILLS

Herbalist

Costs: One Status, Character Points

Prerequisites: None

Description: This skill tells you whether or not a potion is Herbal. It will also reveal how many doses it contains and how the potion should be administered. Furthermore, a use of this skill will reveal the effect of any herbal potion. For example, if a character finds a herbal potion of strength (a rank 3 herbal potion) then using this skill would reveal how many doses the potion contained, that the potion should be drunk to take effect and the effect of the potion (gaining the Strength skill for 1 encounter). This skill requires the user to carefully examine the potion, including smelling the contents and other appropriate roleplaying for 1 minute. You should inform the player referee at a convenient battle board that you intend to discern the potion and he will give you your answers at an appropriate time (either the next battle board or during "time in" if he so wishes).

Make Herbal Potion

Costs: Character points

Prerequisites: Herbalist

Description: This skill allows a character to brew temporary potions to use while on adventures. . These potions are temporary and will only last for the duration of that adventure (you cannot save potions for future adventures). The Make Herbal Potion skill allows you to make 10 ranks of potions per day split in any way you choose (for example you could make two rank 3 double strength potion, a rank 2 remove pain and a rank 2 dexterity potion or 2 rank 5 Blade Venom)) from the "*Basic Herbal Potions*" table. The maximum rank of potion that can be brewed by a character with this level of skill is Rank 5.

Make Herbal Potion Mastery

Costs: Character points

Prerequisites: Make Herbal Potion

Description: This skill works in exactly the same way as Make Herbal Potion. It allows you to brew an additional 10 ranks of potions per day (a total of 20 ranks). In addition, it allows a character to brew potions up to Rank 8 if they have access to

their *Alembic* although they may continue to make potions up to rank 5 if it is unavailable.

Make Herbal Potion Enhanced Mastery

Costs: Character points

Prerequisites: Make Herbal Potion Mastery

Description: This skill works in exactly the same way as Make Herbal Potion. It allows you to brew an additional 10 ranks of potions per day (a total of 30 ranks). In addition, it allows a character to brew potions up to Rank 9 if they have access to their *Alembic* although they may continue to make potions up to rank 5 if it is unavailable.

Make Herbal Potion Superior Mastery

Costs: Character points

Prerequisites: Make Herbal Potion Enhanced Mastery, Rank 256

Description: This skill allows you to brew potions up to Rank 10 if they have access to a *Precision Alembic* although they may continue to make potions up to rank 5 if it is unavailable.

Make Herbal Potion Exceptional Mastery

Costs: Character points

Prerequisites: Make Herbal Potion Enhanced Mastery, Rank 256

Description: This skill works in exactly the same way as Make Herbal Potion. It allows you to brew an additional 10 ranks of potions per day (a total of 40 ranks). No additional potion recipes are learned with this skill.

Alembic

Costs: One Status, Character points

Prerequisites: Herbalist

Description: This skill allows a character to create a portable kit to assist with the creation of herbal potions. This kit should include as a minimum; a source of heat (such as a small alcohol burner), a boiling vessel (small kettle/saucepan), a filter (paper or muslin along with another vessel to capture the results) and bottles to store the resulting mixture.

An Alembic is required to make Herbal potions of rank 6 -8.

An Alembic also reduces the time required to make potions to 20 minutes.

Master Alembic

Costs: Character points

Prerequisites: Alembic

Description: This skill allows a character to enhance their alembic to further assist with the creation of herbal potions. A Master Alembic is required to make Herbal potions of up to Rank 9.

A master Alembic also reduces the time required to make potions to 10 minutes.

Precision Alembic

Costs: Character points

Prerequisites: Precision Alembic

Description: This skill allows a character to enhance their alembic to further assist with the creation of herbal potions.

A Precision Alembic is required to make Herbal potions of up to Rank 10.

A Precision Alembic also reduces the time required to make potions to 5 minutes.

Distil Herbal Potion

Costs: Status, Character points

Prerequisites: Alembic

Description: This skill allows a character to convert Herbal potions from one type to another. This works on any potions from the "*Basic Herbal Potions*" table up to rank 5. A potion may be distilled to any other potion of the same rank or lower. E.g. The Character may distil a rank 3 dexterity potion into a rank 3 strength potion. This skill has no effect on Alchemical potions.

A character will need to make use of their *Alembic* in order to distil a potion.

Distilling a *Stabilised Herbal Potion* (such as those purchased from the marketplace of frequently traded by merchants) will cause it to become unstable meaning that it will expire at the end of the event in the same way as a potion made with the *Make Herbal Potion* skill.

Distil Herbal Potion Mastery

Costs: Character points

Prerequisites: Distil Herbal Potion

Description: This skill allows a character to convert more powerful Herbal potions from one type to another. This works on any potion from the "*Basic Herbal Potions*" table up to rank 8. A potion may be distilled to any other potion of the same rank or lower. This skill has no effect on Alchemical potions. A character will need to make use of their *Alembic* in order to distil a potion.

Distilling a *Stabilised Herbal Potion* (such as those purchased from the marketplace of frequently traded by merchants) will cause it to become unstable meaning that it will expire at the end of the event in the same way as a potion made with the *Make Herbal Potion* skill.

Distil Herbal Potion Enhanced Mastery

Costs: Character points

Prerequisites: Distil Herbal Potion Mastery

Description: This skill allows a character to convert more powerful Herbal potions from one type to another. This works on any potion from the "*Basic Herbal Potions*" table up to rank 10. A potion may be distilled to any other potion of the same rank or lower. This skill has no effect on Alchemical potions. A character will need to make use of their *Alembic* in order to distil a potion.

Distilling a *Stabilised Herbal Potion* (such as those purchased from the marketplace of frequently traded by merchants) will cause it to become unstable meaning that it will expire at the end of the event in the same way as a potion made with the *Make Herbal Potion* skill.

Poison Master

Costs: One Status

Prerequisites: Primary Assassin

Description: When brewing Poisons, an Assassin will be more effective. Blade Venom, Sleep Venom and Ingestive Poison will count half their Rank towards the normal daily allowance

for potion brewing. Thus, a Rank 10 Ingestive Poison Potion would count as 5 Ranks against the Herbalist's daily allowance.

Potion Master

Costs: One Status

Prerequisites: Primary Skirmisher

Description: When brewing Healing Potions, a Skirmisher will be more effective. Potions of Cure Disease, Cure Wounds and Stamina will count half their Rank towards the normal daily allowance for potion brewing. Thus, a Rank 8 Cure Disease Potion would count as 4 Ranks against the Herbalist's daily allowance.

Alchemist

Costs: One Status, Character Points

Prerequisites: None

Description: This skill tells you whether or not a potion is Alchemical. It will also reveal how many doses it contains and how the potion should be administered. Furthermore, a use of this skill will reveal the effect of any Alchemical potion. For example, if a character finds an Alchemical potion of strength (an *Alchemical Tonic*) then using this skill would reveal how many doses the potion contained, that the potion should be drunk to take effect and the effect of the potion (gaining the Strength skill for 1 encounter). This skill requires the user to carefully examine the potion, including smelling the contents and other appropriate roleplaying for 1 minute. You should inform the player referee at a convenient battle board that you intend to discern the potion and he will give you your answers at an appropriate time (either the next battle board or during "time in" if he so wishes).

Additional Alchemical Recipes

Costs: One Status

Prerequisites: Transmutation

Description: This skill grants three additional Alchemical Potion Recipes. (See Alchemical Potion Rules.) This skill can be purchased multiple times.

Transmutation

Costs: One Status, Character Points

Prerequisites: Alchemist

Description: This skill allows an Alchemist to convert one *Alchemical Tonic* to another *Tonic* of another type from the "Basic Alchemical Potions" list. Once this transmutation is complete the potion becomes unstable and will spoil after the end of the current event. It takes 30 minutes of work to transmute a potion. During this time if the work is interrupted (by being struck, casting a spell or invocation or by leaving their work for more than 1 minute) the potion will be spoiled and become unusable however the Alchemist is aware of their surroundings and may continue a conversation while working. In order to power a Transmutation, the alchemist must expend 5 power or 5 mana into the potion as part of the process. Mana is expended from available spell slots of Level 2 or above. Any combination of slots can be used as long as their combined Level equals or exceeds 5 mana for a Tonic. This skill also grants three Alchemical Potion Recipes. (See Alchemical Potion Rules.)

Transmutation Mastery

Costs: One Status, Character Points

Prerequisites: Transmutation, Philosophers Stone

Description: This skill allows an alchemist to convert one *Alchemical Elixir* to another *Tonic* or *Elixir* of another type in the same manner as *Transmutation*. In order to power a Transmutation the alchemist must expend 5 power or 5 mana into the potion as part of the process if they are producing a *Tonic* or 8 mana or power if they wish to produce an *Elixir*. Mana is expended in the same way as the Transmutation skill above but must equal or exceed 5 mana for a *Tonic* or 8 mana for an *Elixir*. This skill also grants three Alchemical Potion Recipes. (See Alchemical Potion Rules.)

Transmutation Enhanced Mastery

Costs: One Status, Character Points

Prerequisites: Transmutation Mastery

Description: This skill allows an alchemist to convert one *Alchemical Philtre* to another *Tonic* or *Elixir* or *Philtre* of another type in the same manner as *Transmutation*. In order to power a Transmutation the alchemist must expend 5 power or 5 mana into the potion as part of the process if they are producing a *Tonic*, 8 mana or power if they wish to produce an *Elixir* or 10 power or mana if they wish to produce a *Philtre*. Mana is expended in the same way as the Transmutation Mastery skill above but must equal or exceed 5 mana for a *Tonic*, 8 mana for an *Elixir* or 10 mana for a *Philtre*. This skill also grants three Alchemical Potion Recipes. (See Alchemical Potion Rules.)

Philosopher's Stone

Costs: One Status, Character Points

Prerequisites: Transmutation

Description: This skill allows an alchemist to produce a Philosopher's stone to aid them in their Transmutations. This stone reduces the time required to Transmute to 20 minutes and reduces the mana or power required to perform the transmutation to the next lowest level (e.g. Tonics no longer require mana or power, Elixirs require 5 and Philtres 8).

The player is able to create one unstable *Tonic* per day using this Philosopher's Stone. This takes 20 minutes. Any *Tonic* created this way will spoil at the end of the day.

Philosopher's Stone Mastery

Costs: Character Points

Prerequisites: Philosopher's Stone

Description: This skill allows an alchemist to upgrade their Philosopher's stone to aid them in performing Transmutations. This stone reduces the time required to Transmute to 10 minutes and reduces the mana or power required to perform the transmutation to the next lowest level (e.g. Tonics and Elixirs no longer require power or mana and Philtres require 5).

The player is able to create one unstable *Elixir* per day using this Philosopher's Stone in addition to the *Tonic* noted above. It takes 10 minutes to create each *Blank*. Any *Elixir* created this way will spoil at the end of the section.

Philosopher's Stone Enhanced Mastery

Costs: Character Points

Prerequisites: Philosopher's Stone Mastery

Description: This skill allows an alchemist to upgrade their Philosopher's stone to aid them in performing Transmutations. This stone reduces the time required to Transmute to 5 minutes and removes all the mana or power requirements to perform the transmutations.

Philosopher's Stone Superior Mastery

Costs: Character Points

Prerequisites: Philosopher's Stone, Rank 512

Description: The player is able to create one unstable *Philtre* per day using this Philosopher's Stone in addition to the *Tonic* and *Elixir* noted above. It takes 5 minutes to create each *Blank*. Any *Philtre* created this way will spoil after two encounters.

Construct Laboratory

Costs: One Status, Character Points

Prerequisites: Transmutation

Description: This skill represents the character developing their own Alchemy Laboratory which is used outside of events to create potions. To represent the effort spent characters with this skill reduce the cost to buy any potions from the "*Basic Alchemical Potions*" by 5 gests (to a minimum of 5). Note that this skill will be removed if the Alchemist is discovered to be using this benefit to purchase potions for characters other than themselves. In addition, the player can start the event with a single unstable *Tonic* that will spoil at the end of the event.

Construct Laboratory Mastery

Costs: One Status, Character Points

Prerequisites: Construct Laboratory

Description: This skill represents the character developing their own Laboratory which is used outside of events to create potions. To represent the effort spent characters with this skill reduce the cost to buy any potions from the "*Basic Alchemical Potions*" by a further 5 gests (for a total of 10 Gest discount to a minimum price of 5). Note that this skill will be removed if the Alchemist is discovered to be using this benefit to purchase potions for characters other than themselves. In addition, the player can start the event with a single unstable *Elixir* that will spoil at the end of the event.

Construct Laboratory Enhanced Mastery

Costs: Character Points

Prerequisites: Construct Laboratory Mastery

Description: This skill represents the character developing their own Laboratory which is used outside of events to create potions. To represent the effort spent characters with this skill reduce the cost to buy any potions from the "*Basic Alchemical Potions*" by a further 5 gests (for a total of 15 Gest discount to a minimum price of 5). Note that this skill will be removed if the Alchemist is discovered to be using this benefit to purchase potions for characters other than themselves.

Construct Laboratory Superior Mastery

Costs: Character Points

Prerequisites: Construct Laboratory Enhanced Mastery

Description: In addition, the player can start the event with a single unstable *Philtre* that will spoil at the end of the event.

POWER SKILLS

Buy Power

Costs: Character points

Prerequisites: None

Description: Each time this skill is purchased the character gains one point of Power to a maximum of 200 total Power. All characters begin with 5 Power.

Cast 1st Sphere Ranks 1 - 5

Costs: Character points per casting Rank

Prerequisites: Connection with 1- Sphere

Description: This skill grants the character the ability to cast lay invocations from their Primary Sphere, with which they must already have formed a connection (see Connection with Primary Sphere). The character is taught all of the common invocations listed for that Sphere which can be found in the *lay power* section under the low-level rules. Only invocations which are listed there are learnt, additional invocations must be obtained through the use of the Learn Additional Invocations skills. Each casting rank must be purchased separately using character points.

Cast 1st Sphere Ranks 6 - 8

Costs: Character points per casting Rank

Prerequisites: Cast 1- Sphere to rank 5, Make Talisman, Rank 20

Description: This skill grants the character the ability to cast Ritual invocations from their Primary Sphere. The character no invocations as a result of gaining this skill, the must be obtained using the Learn Additional Invocations skills. Each casting rank must be purchased separately using character points.

Cast 1st Sphere Ranks 9 - 10

Costs: Character points per casting Rank

Prerequisites: Cast 1- Sphere to rank 8, High Priest in 1st Sphere, Rank 64

Description: This skill grants the character the ability to cast Cosmic invocations from their Primary Sphere. The character no invocations as a result of gaining this skill, the must be obtained using the Learn Additional Invocations skills. Each casting rank must be purchased separately using character points.

Cast 2nd Sphere Ranks 1 - 5

Costs: Character points per casting Rank

Prerequisites: Connection with 2- Sphere, Cast Rank of Power in 1-Sphere at the same or higher rank.

Description: This skill grants the character the ability to cast lay invocations from their Secondary Sphere, with which they must already have formed a connection (see Connection with Second Sphere). The character is taught all of the common invocations listed for that Sphere which can be found in the *lay power* section under the low-level rules. Only invocations which are listed there are learnt, additional invocations must be obtained through the use of the Learn

Additional Invocations skills. Each casting rank must be purchased separately using character points.

Cast 2nd Sphere Ranks 6 - 8

Costs: Character points per casting Rank

Prerequisites: Cast 2nd Sphere to rank 5, Priest in 2nd Sphere, Rank 30, Cast Rank of Power in 1-Sphere at the same or higher rank.

Description: This skill grants the character the ability to cast Ritual invocations from their Secondary Sphere. The character is taught all of the common invocations listed for that Sphere which can be found in the *lay power* section under the low level rules. Only invocations which are listed there are learnt, additional invocations must be obtained through the use of the Learn Additional Invocations skills. Each casting rank must be purchased separately using character points.

Cast 2nd Sphere Ranks 9 - 10

Costs: Character points per casting Rank

Prerequisites: Cast 2nd Sphere to rank 8, High Priest in 2nd Sphere, Cast Rank of Power in 1-Sphere at the same or higher rank.

Description: This skill grants the character the ability to cast Cosmic invocations from their Second Sphere. The character no invocations as a result of gaining this skill, the must be obtained using the Learn Additional Invocations skills. Each casting rank must be purchased separately using character points.

Cast 3rd Sphere Ranks 1 - 5

Costs: Character points per casting Rank

Prerequisites: Connection with 3- Sphere, Cast Rank of Power in 1-and 2- Sphere at the same or higher rank,

Description: This skill grants the character the ability to cast lay invocations from their Tertiary Sphere, with which they must already have formed a connection (see Connection with Third Sphere). The character is taught all of the common invocations listed for that Sphere which can be found in the *lay power* section under the low-level rules. Only invocations which are listed there are learnt, additional invocations must be obtained through the use of the Learn Additional Invocations skills. Each casting rank must be purchased separately using character points.

Cast 3rd Sphere Ranks 6 - 8

Costs: Character points per casting Rank

Prerequisites: Cast 3- Sphere to rank 5, Priest in 3rd Sphere, Cast 2- Sphere to equal or higher rank.

Description: This skill grants the character the ability to cast Ritual invocations from their Primary Sphere. The character no invocations as a result of gaining this skill, the must be obtained using the Learn Additional Invocations skills. Each casting rank must be purchased using character points.

Cast 3rd Sphere Ranks 9 - 10

Costs: Character points per casting Rank

Prerequisites: Cast 3rd Sphere to rank 8, Cast 2- Sphere to equal or higher rank

Description: This skill grants the character the ability to cast Cosmic invocations from their Third Sphere. The character no

invocations as a result of gaining this skill, the must be obtained using the Learn Additional Invocations skills. Each casting rank must be purchased separately using character points.

Cast Cosmic Power in 1st Sphere

Costs: One Status

Prerequisites: Cast rank 1-8 in 1st Sphere.

Description: This character may now spend status to learn level 9 Invocations and learn level 10 Invocations in a single Sphere. Note that no new invocations are taught by taking this skill, it grants you only the ability to learn Cosmic Invocations in the future.

Cast Cosmic Power in Additional Sphere

Costs: One Status

Prerequisites: Cast rank 1-8 in 2nd Sphere, Cast Cosmic Power in 1st Sphere

Description: This character may now spend status to learn level 9 Invocations and learn level 10 Invocations in a single Sphere. Note that no new invocations are taught by taking this skill, it grants you only the ability to learn Cosmic Invocations in the future.

Connection with 1st Sphere

Costs: Character points

Prerequisites: None

Description: This skill allows you to develop a spiritual connection with a Sphere of Power. A connection with a Sphere is required to learn casting ranks in that Sphere and to benefit from certain invocations (Good Spirit will only affect someone who has a connection to the Good Sphere for example). The Spheres do have an influence upon the character that should be role-played accordingly. This means a character with a connection to the Good Sphere should be noticeably "good". The extent to which your character demonstrates this is entirely up to you.

Connection with 2nd Sphere

Costs: Character points

Prerequisites: Connection with 1- Sphere

Description: This skill allows you to develop a spiritual connection with a second Sphere. If your primary Sphere is Good or Evil then you may only take Neutral as your second Sphere. If your primary Sphere is Neutral then you may take either Good or Evil as a second Sphere. A connection with a Sphere is required to learn casting ranks in that Sphere and to benefit from certain invocations (Good Spirit will only affect someone who has a connection to the Good Sphere for example). The Spheres do have an influence upon the character that should be role-played accordingly (a Good Sphere user who gains Neutral as a second Sphere may become a little darker in nature whilst a Reaper Priest who takes Neutral as a second Sphere may become a little more calm and understanding). The extent to which your character demonstrates this is entirely up to you.

Connection with 3rd Sphere

Costs: One Status, Character Points

Prerequisites: Connection with 2nd Sphere, Primary Neutral Sphere Acolyte.

Description: Some characters, with Neutral as their primary Sphere, may eventually be able to connect with a third and final Sphere. This has a cost in character points and the character will gain a connection to whichever of the Spheres (Good or Evil) they are not currently connected to.

Greater Invoke

Costs: 1 Status

Prerequisites: Make Talisman

Description: When you invoke, you gain a double invoke. In the next 15-minutes you can cast 2 vocal length invocations Rank 6-8 from the same Sphere. If you're Sphere is Evil, one of the 2 invocations must be Shroud of Ushaz.

Invocation Extension

Costs: One Status

Prerequisites: High Priest

Description: The selected durational invocation (that can be normally be extended) has its duration increased by one step. This skill must be purchased for each Invocation a character wants this to apply to.

Invocation Guard

Costs: One Status

Prerequisites: None

Description: This skill guards any Invocations cast by you, so that if you die, the invocations will not fail and therefore do not have to be re-cast. You will remain "power out" as usual.

Invocation Mastery

Costs: One Status, Character Points

Prerequisites: Make Talisman, Rank 256

Description: This skill allows a priest to cast any invocation of rank 1-5 which they know without losing their "Invoke" even if it were of a different sphere. For example, a Good Priest could cast invoke the Good Sphere and cast a Neutral invocation of rank 5 and still be able to use their Good Invoke (which would normally be lost).

Learn Additional Rank 1 - 8 Invocations

Costs: One Status

Prerequisites: None

Description: This skill entitles you to be taught 3 new invocations of ranks 1 - 8 from a Sect you have access to. Please see the appropriate *Invocations* page for your Sect. This skill may be taken multiple times, learning different invocations each time.

Learn Rank 10 Invocations

Costs: One Status

Prerequisites: Cast Cosmic Power in 1st Sphere, Have at least one rank 9 invocation, Rank 128

Description: This skill entitles you to be taught 1 new invocation of rank 10 from a Sect that you have access to. Please see the appropriate *Cosmic Power Invocations* page for your Sect. This skill may be taken multiple times learning different invocations each time.

Learn Rank 9 Invocations

Costs: One Status

Prerequisites: Cast Cosmic Power in 1st Sphere, Rank 64, have at least one rank 9 invocation

Description: This skill entitles you to be taught 2 new invocations of rank 9 from a Sect that you have access to. Please see the appropriate *Cosmic Power Invocations* page for your Sect. This skill may be taken multiple times, learning different invocations each time.

Limit Raise - Invocation

Costs: One Status

Prerequisites: Rank 128

Description: Invocation damage limit raised to Oct

Limit Raise - Power

Costs: One Status

Prerequisites: , Acolyte or Scout

Description: You may now purchase an additional 50 Power through the spending of normal character points

Limit Raise Mastery - Power

Costs: One Status

Prerequisites: , Acolyte or Scout

Description: You may now purchase an additional 50 Power through the spending of normal character points

Limit Raise Enhanced Mastery - Power

Costs: One Status

Prerequisites: , Limit Raise Mastery - Power

Description: You may now purchase an additional 50 Power through the spending of normal character points

Limit Raise Superior Mastery - Power

Costs: One Status

Prerequisites: , Limit Raise Enhanced Mastery - Power

Description: You may now purchase an additional 50 Power through the spending of normal character points

Make Talisman

Costs: One Status, Character points,

Prerequisites: None

Description: A Talisman is an empowered item (usually a necklace or a ring) which aids the character in channelling the power of the Spheres.

A Character who has constructed a Talisman has earned the title of Priest.

A Talisman allows the character to store his power within it instead of his body. For example, a character with 50 Power may choose to keep 40 of it in his Talisman and 10 in his body. It takes 1 minute to transfer any amount of power between the Character and their Talisman and vice versa. Invocations and effects which remove power from an individual (such as Power Drain or Power Meld) do not affect the power stored in a Talisman unless specifically targeted (thus in the above example, assuming that the character had no power armour class, a Power Drain 16 cast on the character would only drain the 10 power stored in the characters body leaving him unconscious, due to being on zero power, but with 40 power remaining in his Talisman). A Talisman only works for the character that made it and should it be lost or destroyed (which can happen through the

overcasting of power) it needs to be replaced back in the training camps (i.e. cannot be replaced on an event).

Meditate Power

Costs: Character points

Prerequisites: None

Description: Once per day this skill will allow a character to regain all of their power by remaining in a trance for 30 minutes.

Power Store - Lesser

Costs: One Status, 50 Character Points

Prerequisites: Rank 128

Description: You gain an item of 15 point Power Store per day. You may only take this skill once.

Power Store - Greater

Costs: One Status, 50 Character Points

Prerequisites: Rank 256

Description: You upgrade your 15 point Power Store per day to a 30 point Power Store per day. You may only take this skill once.

Priest in Second Sphere

Costs: None

Prerequisites: Make Talisman, Cast Rank 5 in Second Sphere, Rank 128

Description: This skill entitles the character to become a Priest of the second Sphere to which the character has a connection (see connection with second sphere). The character is allowed to learn the Cast Second Sphere Ranks 6 - 8. Note that no invocations are learnt as a result of this skill, only the title is granted they must be purchased separately using the skill *Learn Additional Rank 1 - 8 Invocations*.

Priest in Third Sphere

Costs: None

Prerequisites: Cast Rank 5 in Third Sphere, Neutral Priest, Rank 256

Description: This skill entitles the character to become a Priest of the Third Sphere to which the character has a connection (see connection with Third Sphere). The character is allowed to learn the Cast Third Sphere Ranks 6 - 8. Note that no invocations are learnt as a result of this skill, only the title is granted they must be purchased separately using the skill *Learn Additional Rank 1 - 8 Invocations*.

Recognise Power

Costs: Character points

Prerequisites: None

Description: This skill teaches the character to recognise the Aura given out by power. This skill will reveal the presence of power within one inch of the characters hand and will give an indication of the rank in effect, if applicable. The rank recognised is the active power of the invocation (equal to the invocations rank), and ranks expended to provide extra duration do not count as part of this active power. Items that are permanently empowered can be detected by this skill and can be distinguished from items that have active invocations upon them, although the exact abilities of the empowered items are not revealed. This skill can also be

used by a caster on themselves to reveal exactly how much power they have remaining (including power in their Talisman if applicable). You may use this skill on others to determine roughly the amount of power within their body as shown below;

Power	Answer to Recognise Power
0	None
1 - 10	Low
11 - 50	Medium
51 - 100	High
101 +	Very High

Write Lay Power Scrolls

Costs: One Status, Character Points

Prerequisites: Cast Power Rank 1

Description: This skill allows the character to write Power Scrolls of up to rank 5 as per the scroll rules in the *General Rules* section. Only non Self Only invocations may be written on a scroll, and the writer will be out power until the scroll is used.

Write Ritual Power Scrolls

Costs: One Status, Character Points

Prerequisites: Cast Power Rank 6, Write Lay Power Scrolls

Description: This skill allows the character to write Power Scrolls of up to rank 8 as per the scroll rules in the *General Rules* section. Only non Self Only invocations may be written on a scroll, and the writer will be out power until the scroll is used.

Write Cosmic Power Scrolls

Costs: One Status, Character Points

Prerequisites: Cast Power Rank 9, Write Ritual Power Scrolls

Description: This skill allows the character to write Power Scrolls of up to rank 10 as per the scroll rules in the *General Rules* section. Only non Self Only invocations may be written on a scroll, and the writer will be out power until the scroll is used.

PSIONIC SKILLS

Buy Psi

Costs: Character points

Prerequisites: Psionic (HQ Ability)

Description: Each time this skill is purchased the character gains one point of Psi to a maximum of 200 total Psi.

Cast Rank of Psi

Costs: Character Points per Rank

Prerequisites: Buy Psi, (Psi HQ Ability)

Description: This skill grants the character the ability to cast Psionic invocations. Each casting rank must be purchased separately using character points.

Limit Raise - Psi

Costs: One Status

Prerequisites: Rank 64, Psionic (HQ Ability)

Description: You may now purchase an additional 50 Power through the spending of normal character points

Limit Raise Mastery - Psi

Costs: One Status

Prerequisites: Rank 128, Limit Raise - Psi

Description: You may now purchase an additional 50 Power through the spending of normal character points

Limit Raise Enhanced Mastery - Psi

Costs: One Status

Prerequisites: Rank 256, Limit Raise Mastery - Psi

Description: You may now purchase an additional 50 Power through the spending of normal character points

Make Psionic Talisman

Costs: One Status, Character points,

Prerequisites: Buy Psi, Psionics (HQ Ability)

Description: A Talisman is an empowered item (usually a necklace or a ring) which aids the character in channelling the power of the Spheres.

A Character who has constructed a Talisman has earned the title of Priest.

A Talisman allows the character to store his psi within it instead of his body. For example, a character with 50 Psi may choose to keep 40 of it in his Talisman and 10 in his body. It takes 1 minute to transfer any amount of power between the Character and their Talisman and vice versa.

A Talisman only works for the character that made it and should it be lost or destroyed (which can happen through the overcasting of power) it needs to be replaced back in the training camps (i.e. cannot be replaced on an event).

Meditate Psi

Costs: Character points

Prerequisites: Psionics (HQ Ability)

Description: This skill allows the character to recover all Psi points currently used that day by spending 30 minutes in a meditative trance. Whilst a character is meditating back their Psi they are unaware of their surroundings as they are so focused upon the task in hand. Should the character be interrupted during the 30 Minutes they will recover Psi points at the referee's discretion (normally an amount proportional to the time spent meditating). This skill may only be used once per day.

SCOUT SKILLS

Dodge - Exceptional

Costs: Status, Character Points

Prerequisites: 12 points of Dexterity, Dodge - Uncanny

Description: This skill functions in the same way as *Dodge - Uncanny*.

This skill may be used 2 times per section giving a scout with both skills a maximum 3 'dodges' per section.

Dodge - Superior

Costs: Status, Character Points

Prerequisites: Dodge - Exceptional

Description: This skill functions in the same way as Dodge - Uncanny and Exceptional.

This skill may be used 2 times per section giving a scout with all skills a maximum 5 'dodges' per section.

Dodge - Uncanny

Costs: Status, Character Points

Prerequisites: 8 points of Dexterity, Primary Scout

Description: This skill allows a character to slip aside from an attempted attack by a weapon or the following effects when delivered by hand (not at range: Freeze, Slow, Weakness, Weld, Paralysis, Power Drain (up to 16 points), Major Disease and Blight).

This skill may be used 1 time per Section.

Jack of All Trades

Costs: One Status

Prerequisites: Primary Scout

Description: This skill entitles you to spend Status with a third (or *Tertiary*) Character Guild. This works exactly as spending status with your secondary Guild.

Trap Handling

Costs: Character Points

Prerequisites: None

Description: The trap handling skill teaches the character how to handle a trap in a manner that minimises any mishaps during the disarming process. This does not guarantee the successful disarming of a trap just the knowledge necessary to attempt to deal with it. A character with the trap handling skill may carry a small pouch of tools to aid them in their task or may simply rely on quick fingers and healthy disregard for their own safety. Characters must make a genuine attempt to disarm the trap to gain the benefit of any trap handling skills. If a character with the Trap Handling skill triggers a trap then any damage they would suffer is reduced by 25% (after AC is taken into account) It should be noted that effects that do not create damage, like Touch of Evil, will still take full effect.

Trap Handling Mastery

Costs: Character Points

Prerequisites: Trap Handling

Description: If a character with the Trap Handling Mastery skill triggers a trap then they are able to reduce all damage by 50% and any other negative effects will have the duration reduced by half or doubled to the benefit of the scout.

Trap Handling Enhanced Mastery

Costs: Character Points

Prerequisites: Trap Handling

Description: If a character with the Trap Handling Mastery skill triggers a trap then they are able to reduce all damage by 75% and any other negative effects will have the duration reduced to sixty seconds or doubled to the benefit of the scout.

Trap Handling Superior Mastery

Costs: Status, Character Points

Prerequisites: Trap Handling Mastery, Dodge - Uncanny

Description: If a character with the Trap Handling Mastery skill triggers a trap then they are able to reduce all damage to zero and any other negative effects will have the duration reduced to thirty seconds or doubled to the benefit of the scout.

Trap Handling Exceptional Mastery

Costs: Status, Character Points

Prerequisites: Trap Handling Mastery, Dodge - Uncanny

Description: If a character with the Trap Handling Superior Mastery skill triggers a trap then they may choose to avoid all damage and other effects (negative or positive) completely by expending a Dodge. The character must have at least one Dodge remaining and shout Dodge when the trap is set off but before the effects are known. Others in the area will still suffer any AoE effects. If no one else is in the area of effect, the scout will be unaware of the effect(s) avoided.

SUBTERFUGE SKILLS

Disguise

Costs: One Status, Character Points,

Prerequisites: None

Description: This skill allows the character to develop one cover identity as whom they can disguise themselves so as not to reveal their true identity. A disguise persona created using this skill has the following attributes:
Their own name and appearance different to that of the skill user.
Can be of any normal character race (Elf, Human, Drow etc.).

No additional skills are taught so taking a disguise persona of a Sorcerer for example, would not be very convincing if the character with the persona could not cast suitable spells. Note that a personae may not be a duplication of another individual either character or NPC. A disguise created using this skill is almost flawless and only an individual highly skilled in disguises himself would be able to penetrate it (simply rubbing on the face of a Drow disguised as a human would not be enough to disturb the disguise). This skill may be taken a number of times at an additional cost of 1 Status. Each time this skill is taken the character gains an additional disguise persona.

Disguise Mastery

Costs: One Status, Character Points,

Prerequisites: Disguise Others

Description: This skill enhances any disguises made by the character. It confers all of the benefits of the Disguise and Disguise Others skills but is far more convincing and only someone with the Recognise Disguise Mastery skill would be able to discern the disguise.

Disguise Others

Costs: Character Points

Prerequisites: Disguise

Description: Given the correct materials this skill allows you to temporarily disguise others. It does not grant them the

benefits of the disguise skill themselves but could be used to change their appearance to be other than usual. For example, a character may attempt to disguise his group of Drow as a rabble of Half-orcs so they can gain access to a Hordeling gathering. Note that the disguise must be applied "in character" utilising make-up, prosthetics and anything else the character feels is appropriate and takes as long as it takes to perform "in character". It is absolutely unacceptable to simply say "I am in disguise" if questioned. It is also worth noting that Shadowsfall and similar groups are unlikely to be fooled by such a simple disguise as the one provided by this skill.

Recognise Disguise

Costs: Character Points

Prerequisites: None

Description: This skill allows the user to determine whether or not someone else is wearing a disguise. You are required to observe that person closely, noting their appearance and mannerisms for not less than five minutes. You should inform the player referee at an appropriate point that you are using the skill and they will give you the results of your examination when they feel you have learned enough about the target. You should not ask the target "out of character" whether or not they are disguised, the player referee will provide the answers for you.

Recognise Disguise Mastery

Costs: Status, Character Points

Prerequisites: Recognise Disguise

Description: This skill allows the user to determine whether or not someone else is wearing any type of disguise. Only a Heroquest Ability disguise ability would not be uncovered by this skill.

Sneak Attack

Costs: One Status, Character points

Prerequisites: None

Description: This skill allows the character to add one rank of physical damage to their blows under the following circumstances (magic and power damage is unaffected). Striking an opponent in the back when that opponent is either unaware of the characters presence or already engaged in melee with another character to the front. Striking an opponent who is slept, unconscious, paralysed or otherwise immobilised.

It is generally only possible to Sneak Attack any individual once with each hand in any one attack as after that the opponent will be aware of you (the first one will get their attention, wake them up, etc.) and they will be attempting to defend themselves. If someone is paralysed, unconscious or obviously pays no heed to the Sneak Attack (does not turn to ward off their attacker or is completely focused on an opponent to the front) then additional Sneak Attacks may be made until the target makes some effort to defend themselves, if able. It is not permitted to pin someone to the floor in order to use a Sneak Attack (even if they were already lying down due to being slept etc.) and all Sneak Attack blows should be good, obvious swings of the weapon to simulate the targeting of a weak spot.

Sneak Attack Mastery

Costs: Character points

Prerequisites: Sneak Attack

Description: This skill allows the character to add one additional rank of physical damage to their Sneak Attacks (for a total of +2 ranks of physical damage). The same restrictions on making a Sneak Attack apply.

Sneak Attack Enhanced Mastery

Costs: Character points

Prerequisites: Sneak Attack Mastery

Description: This skill allows the character to add one additional rank of physical damage to their Sneak Attack (for a total of +3) ranks of physical damage. All of the same restrictions on making a Sneak Attack apply.

Sneak Attack Superior Mastery

Costs: Character points

Prerequisites: Sneak Attack Enhanced Mastery

Description: This skill allows the character to add one additional rank of physical damage to their Sneak Attack (for a total of +4) ranks of physical damage. All of the same restrictions on making a Sneak Attack apply.

Sneak Attack Exceptional Mastery

Costs: Character points, Status

Prerequisites: Sneak Attack Superior Mastery

Description: This skill allows the character to add one additional rank of physical damage to their Sneak Attack (for a total of +5) ranks of physical damage. All of the same restrictions on making a Sneak Attack apply.

Throat Slit

Costs: One Status, Character points

Prerequisites: Dagger Mastery

Description: This skill allows the character to cut the throat of an opponent. Throat slit may only be performed using a dagger, as any other weapon is too large and unwieldy. The character must draw the dagger across the victim's throat from ear to ear to perform a throat slit. This can only be done if the victim is either surprised (the attack comes from behind) or unable to stop the attack (paralysed, slept etc.). The damage caused is the same as the characters normal Dagger damage (e.g. Triple Through Slit). If the victim does not have sufficient physical armour class to reduce the physical component of the Throat Slit to Minimum Damage then their throat is cut and they begin to Bleed at the rate of 1 life (or 1 monster hit) per second. In addition to the Bleed effect the subject of a throat slit is unable to move faster than a stagger and may not talk, including the casting of spells or invocations, the use of Ki Shouts and Knightly resists until the bleeding is stopped. If no curing is received the victim will continue to bleed until they reach zero life and will then fall over dead.

Throat Slit Mastery

Costs: Character points

Prerequisites: Throat Slit, Dagger Enhanced Mastery

Description: This skill works in exactly the same way as Throat Slit with the added bonus that the character inflicts +1 rank of damage when making a Throat Slit attack.

Throat Slit Enhanced Mastery

Costs: Character points

Prerequisites: Throat Slit Mastery

Description: This skill works in exactly the same way as Throat Slit Mastery with the added bonus that the character inflicts an additional +1 rank of damage (for a total of +2 ranks) when making a Throat Slit attack.

Throat Slit Superior Mastery

Costs: Character points, Status

Prerequisites: Throat Slit Enhanced Mastery

Description: This skill works in exactly the same way as Throat Slit Mastery with the added bonus that the character inflicts an additional +1 rank of damage (for a total of +3 ranks) when making a Throat Slit attack.

Throat Slit Exceptional Mastery

Costs: Character points, Status

Prerequisites: Throat Slit Superior Mastery

Description: This skill works in exactly the same way as Throat Slit Mastery with the added bonus that the character inflicts an additional +1 rank of damage (for a total of +4 ranks) when making a Throat Slit attack.

WARRIOR SKILLS

Bonebreak

Costs: Status, Character Points

Prerequisites: Double Strength

Description: This skill allows the user to call *Bonebreak* in place of their normal damage.

This skill permits 1 use of this skill per section

Bonebreak Mastery

Costs: Character Points

Prerequisites: Bonebreak

Description: This skill allows the user to call *Bonebreak* in place of their normal damage.

This skill permits 1 additional use of this skill per section (to a total of 2)

Bonebreak Enhanced Mastery

Costs: Status, Character Points

Prerequisites: Bonebreak Mastery, Weapon Attunement

Description: This skill allows the user to call *Bonebreak* in place of their normal damage.

This skill permits 2 additional uses of this skill per section (to a total of 4)

Bonebreak Superior Mastery

Costs: Status, Character Points

Prerequisites: Bonebreak Enhanced Mastery

Description: This skill allows the user to call Bonebreak in place of their normal damage.

This skill permits 2 additional uses of this skill per section (to a total of 6)

Damage Increase

Costs: One Status, Character points

Prerequisites: Primary Class Warrior

Description: Physical Damage with all weapons is increased by 1 rank, to maximum of Nov

Damage Increase Mastery

Costs: One Status, Character points

Prerequisites: Primary Class Warrior

Description: Physical Damage with all weapons is increased by 1 rank, to maximum of Dec

Disarm: Use

Costs: Character Points

Prerequisites: Disarm

Description: This skill allows you to cause the “Disarm” effect with a weapon blow once per section. You should call “Disarm” in place of your normal weapon damage and if either the target’s weapon or weapon arm are struck with then they will be forced to drop their weapon. You should not hit your opponent’s weapon with force although the blow should of course be role-played. Should your blow miss your opponent’s weapon then that use of disarm is wasted.

Disarm

Costs: One Status

Prerequisites: Enhanced Weapon Mastery

Description: This skill allows you to purchase *Disarm: Use* three times.

Disarm Mastery

Costs: Character Points

Prerequisites: Weapon Attunement, Disarm

Description: Disarm mastery allows you to purchase the *Disarm: Use* an additional 3 times.

Disarm Enhanced Mastery

Costs: Character Points, One Status

Prerequisites: Disarm Mastery

Description: This skill allows you to cause the “Disarm” effect with a weapon blow once per encounter in the same way as *Disarm: Use*.

Disarm Superior Mastery

Costs: Character Points, One Status

Prerequisites: Disarm Enhanced Mastery

Description: This skill allows you to purchase the *Disarm: Use* skill an additional 3 times.

Dismember

Costs: Status, Character Points

Prerequisites: Strength, Weapon Attunement

Description: This skill allows the user to call *Dismember* in place of their normal damage. This may only be done with a Sharp Weapon.

This skill permits 1 use of this skill per day.

Dismember Mastery

Costs: Character Points

Prerequisites: Dismember

Description: This skill allows the user to call *Dismember* in

place of their normal damage. This may only be done with a Sharp Weapon.

This skill permits 1 additional use of this skill per day (to a total of 2)

Dismember Enhanced Mastery

Costs: Status, Character Points

Prerequisites: Dismember Mastery, Bonebreak

Description: This skill allows the user to call *Dismember* in place of their normal damage. This may only be done with a Sharp Weapon.

This skill permits 2 additional uses of this skill per day (to a total of 4)

Dismember Superior Mastery

Costs: Status, Character Points

Prerequisites: Dismember Enhanced Mastery

Description: This skill allows the user to call *Dismember* in place of their normal damage. This may only be done with a Sharp Weapon.

This skill permits 2 additional uses of this skill per day (to a total of 6)

Eternal Champion

Costs: 1 Status, Character Points

Prerequisites: Never Say Die

Description: May use the skill Never Say Die an additional time per day.

Hold the Line

Costs: 1 Status, Character Points

Prerequisites: Double Strength

Description: This allows the user to render themselves immune to effects that would move them unwillingly from their place. This skill may be used once per day and will last for 1 encounter. It renders the user immune to; Attract {Any}, Repulsion, Knockback, Knockdown, Earthquake, Neurocosmic Flare, Neurocosmic Repulsion, Repel {Any} Fear, Terror, Slip and Thunderclap.

Hold the Line Mastery

Costs: Character Points

Prerequisites: Hold the Line

Description: This skill allows the user to extend the protections provided by Hold the line to a single companion within 5 feet whether they want it or not. This should be done in such a way that the warrior and their companion stand side by side and “form up” together at which point the warrior should inform them of the effect. It takes 10 seconds of appropriate role-play to set this up which cannot be disturbed. If the companion moves outside of 5 feet then the protection on them will fade. The warrior “holding the line” may renew or change this protection with a repeat of the set up (taking 10 seconds each time) any number of times during the encounter.

Hold the Line Enhanced Mastery

Costs: Character Points

Prerequisites: Hold the Line Mastery

Description: This skill allows the user to extend the protections provided by Hold the line to an additional

companion (meaning 2 protected companions at any time) within 5 feet. This takes an additional 10 seconds of role-playing to set up.

Knockback: Uses

Costs: Character points

Prerequisites: Knockback

Description: This skill enables a character to knock another character backwards 10 feet by way of a well-aimed blow. To use the Knockback skill, you must strike your opponent and call "Knockback" in place of your usual damage. The target struck anywhere on their body/limbs/shield or weapon they are affected by the Knockback effect. Should you miss your target then that use of the skill is wasted. Each purchase of this skill allows you to use the Knockback call once per Section.

Knockback

Costs: One Status

Prerequisites: None

Description: This skill allows you to purchase the skill *Knockback: Uses* up to 3 times.

Knockback Mastery

Costs: Character points per use per day

Prerequisites: Knockback

Description: This skill allows you to purchase the skill *Knockback: Uses* up to an additional 3 times (6 maximum).

Knockback Enhanced Mastery

Costs: One Status, Character points per use per day

Prerequisites: Knockback Mastery

Description: This skill allows you to use the Knockback skill (as per Knockback: Uses) 1 additional time per encounter.

Knockback Superior Mastery

Costs: One Status, Character points

Prerequisites: Knockback Enhanced Mastery

Description: This skill allows you to purchase the *Knockback: Use* skill an additional 3 times..

Knockdown: Uses

Costs: Character points

Prerequisites: Knockdown, Double Handed Weapon Proficiency

Description: This skill can only be used with a two-handed weapon. The target of a Knockdown is unbalanced and knocked prone. This may be indicated in one of two ways which can be decided by the player. Option 1: You are knocked to your back so that both shoulder blades and your backside are touching the floor. Option 2: You are forced to your knees and must release items held in both hands so that they fall to the floor. Note that Knockdown will take effect upon the target even if the blow is struck to the targets weapon or shield, it is the force of the blow that causes them to be pushed to the ground and not any associated damage. Each purchase of this skill allows you to use the Knockdown call once per Section.

Knockdown

Costs: One Status

Prerequisites: Strength

Description: This skill allows you to purchase the skill *Knockdown: Use* up to 3 times.

Knockdown Mastery

Costs: Character points per use per day

Prerequisites: Knockdown

Description: This skill allows you to purchase the skill *Knockdown: Use* up to an additional 3 times (6 maximum).

Knockdown Enhanced Mastery

Costs: One Status, Character points per use per day

Prerequisites: Knockdown Mastery, Double Strength

Description: This skill allows you to use the Knockdown skill (as per Knockdown: Use) 1 additional time per encounter.

Knockdown Superior Mastery

Costs: One Status, Character points

Prerequisites: Knockdown Enhanced Mastery

Description: T This skill allows you to purchase the *Knockdown: Use* skill an additional 3 times.

Limit Raise - Life

Costs: One Status

Prerequisites: , Warrior or Scout

Description: You may now purchase an additional 51 Life through the spending of normal character points. You may only purchase this skill once.

Limit Raise Mastery - Life

Costs: One Status

Prerequisites: Warrior or Scout

Description: You may now purchase an additional 51 Life through the spending of normal character points. You may only purchase this skill once.

Limit Raise Enhance Mastery - Life

Costs: One Status

Prerequisites: Limit Raise Mastery - Life

Description: You may now purchase an additional 51 Life through the spending of normal character points. You may only purchase this skill once.

Limit Raise Superior Mastery - Life

Costs: One Status

Prerequisites: Limit Raise Enhanced Mastery - Life

Description: You may now purchase an additional 51 Life through the spending of normal character points. You may only purchase this skill once.

Nerve Strike: Uses

Costs: Character points for each use

Prerequisites: Nerve Strike

Description: This skill allows the character to strike with such precision that they may call "Nerve Strike" in place of their normal damage. When a limb is struck, with a "Nerve Strike" it cannot be used for any purpose (this ability does not work on the head or body). Nerve Strike effects last for 10

seconds. Each purchase of this skill allows you to use this call once per section.

Nerve Strike

Costs: One Status, Character points for each use

Prerequisites: Weapon Mastery

Description: This skill allows you to purchase the skill *Nerve Strike*; *Uses* up to 3 times.

Nerve Strike Mastery

Costs: Character points per use per day

Prerequisites: Nerve Strike, Weapon Enhanced Mastery

Description: This skill allows you to purchase the skill *Nerve Strike*; *Uses* up to an additional 3 times (for a of maximum 6)

Nerve Strike Enhanced Mastery

Costs: One Status, Character points per use per day

Prerequisites: Nerve Strike Mastery, Weapon Attunement

Description: This skill allows you to use *Nerve Strike* skill (as per *Nerve Strike: Use*) an additional 1 time per Encounter.

Nerve Strike Superior Mastery

Costs: One Status, Character points

Prerequisites: Nerve Strike Enhanced Mastery

Description: This skill allows you to purchase *the Nerve Strike: Use* skill an additional 3 times.

Never Say Die

Costs: One Status, Character points

Prerequisites: Never Surrender,

Description: With this skill the character will automatically be stabilised (as though affected by a *Guardian Spirit*) should they go below zero life. This will take effect before any other similar effects the character may have (meaning they will still be available for later if required). You must perform a visible and audible action to enact this skill. This skill is usable once per day.

Never Surrender

Costs: One Status, Character points

Prerequisites: Hold the Line,

Description: With this skill the Warrior takes Basic Wounds (see Basic Rules) for the duration of 5 minutes from its Activation. You must perform a visible and audible action to enact this skill. This skill is usable once per day.

Resist Bonebreak

Costs: One Status, Character points

Prerequisites: Toughened Skin Mastery

Description: This skill grants the character the ability to Resist the *Bonebreak* effect (but not where it is caused by *Shield Arm Bonebreak*). This skill allows you to resist 1 Bonebreak per section.

Resist Bonebreak Mastery

Costs: Character points

Prerequisites: Resist Bonebreak

Description: This skill grants the character the ability to Resist the *Bonebreak* effect (but not where it is caused by *Shield Arm Bonebreak*). This skill allows you to resist 1 additional Bonebreak per section (total of 2)

Resist Bonebreak Enhanced Mastery

Costs: One Status, Character points

Prerequisites: Resist Bonebreak Mastery

Description: This skill grants the character the ability to Resist the *Bonebreak* effect (but not where it is caused by *Shield Arm Bonebreak*). This skill allows you to resist 2 additional Bonebreaks per section (total of 4)

Resist Bonebreak Superior Mastery

Costs: One Status, Character points

Prerequisites: Resist Bonebreak Enhanced Mastery

Description: This skill grants the character the ability to Resist the *Bonebreak* effect (but not where it is caused by *Shield Arm Bonebreak*). This skill allows you to resist 2 additional Bonebreaks per section (total of 6)

Resist Disarm

Costs: One Status, Character points

Prerequisites: Weapon Attunement

Description: This skill grants the character the ability to Resist the *Disarm* effect. This skill allows a character to resist 3 Disarms per section.

Resist Disarm Mastery

Costs: Character points

Prerequisites: Resist Disarm

Description: This skill grants the character the ability to Resist the *Disarm* effect. This skill allows a character to resist 3 additional Disarms per section (6 total).

Resist Disarm Enhanced Mastery

Costs: One Status, Character points

Prerequisites: Resist Disarm Mastery

Description: This skill grants the character the ability to Resist the *Disarm* effect. This skill allows a character to resist 1 additional Disarm per encounter.

Resist Disarm Superior Mastery

Costs: One Status, Character points

Prerequisites: Resist Disarm Enhanced Mastery

Description: This skill grants the character the ability to Resist the *Disarm* effect. This skill allows a character to resist 3 additional Disarms per section (9 total).

Resist Dismember

Costs: One Status, Character points

Prerequisites: Toughened Skin Enhanced Mastery

Description: This skill grants the character the ability to Resist the *Dismember* effect. This skill allows a character to resist 1 Dismember per day.

Resist Dismember Mastery

Costs: Character points

Prerequisites: Resist Dismember

Description: This skill grants the character the ability to

Resist the *Dismember* effect. This skill allows a character to resist 1 additional resist per day (total 2)

Resist Dismember Enhanced Mastery

Costs: One Status, Character points

Prerequisites: Resist Dismember Mastery

Description: This skill grants the character the ability to Resist the *Dismember* effect. This skill allows a character to resist 2 additional resists per day (total 4)

Resist Dismember Superior Mastery

Costs: One Status, Character points

Prerequisites: Resist Dismember Enhanced Mastery

Description: This skill grants the character the ability to Resist the *Dismember* effect. This skill allows a character to resist 2 additional resists per day (total 6)

Resist Knockback

Costs: One Status, Character points

Prerequisites: Strength

Description: This skill grants the character the ability to Resist the *Knockback* effect. This skill allows a character to resist Knockback 3 times per section.

Resist Knockback Mastery

Costs: Character points

Prerequisites: Resist Knockback

Description: This skill grants the character the ability to Resist the *Knockback* effect. This skill allows a character to resist Knockback 3 additional times per section (total 6)

Resist Knockback Enhanced Mastery

Costs: One Status, Character points

Prerequisites: Resist Knockback Mastery

Description: This skill grants the character the ability to Resist the *Knockback* effect. This skill allows a character to resist Knockback 1 additional time per encounter.

Resist Knockback Superior Mastery

Costs: One Status, Character points

Prerequisites: Resist Knockback Enhanced Mastery

Description: This skill grants the character the ability to Resist the *Knockback* effect. This skill allows a character to resist 3 additional Knockbacks per section (9 total)..

Resist Knockdown

Costs: One Status, Character points

Prerequisites: Double Strength

Description: This skill grants the character the ability to Resist the *Knockdown* effect. This skill allows a character to resist Knockdown 3 times per section.

Resist Knockdown Mastery

Costs: Character points

Prerequisites: Resist Knockdown

Description: This skill grants the character the ability to Resist the *Knockdown* effect. This skill allows a character to resist Knockdown 3 additional times per section (total 6)

Resist Knockdown Enhanced Mastery

Costs: One Status, Character points

Prerequisites: Resist Knockdown Mastery

Description: This skill grants the character the ability to Resist the *Knockdown* effect. This skill allows a character to resist Knockdown 1 additional time per encounter.

Resist Knockdown Superior Mastery

Costs: One Status, Character points

Prerequisites: Resist Knockdown Enhanced Mastery

Description: This skill grants the character the ability to Resist the *Knockdown* effect. This skill allows a character to resist 3 additional Knockdowns per section (9 total).

Resist Nerve Strike

Costs: One Status, Character points

Prerequisites: Toughened Skin

Description: This skill grants the character the ability to Resist the *Nerve Strike* effect. This skill allows a character to resist Nerve Strike 3 times per section.

Resist Nerve Strike Mastery

Costs: Character points

Prerequisites: Resist Nerve Strike Mastery

Description: This skill grants the character the ability to Resist the *Nerve Strike* effect. This skill allows a character to resist Nerve Strike 3 additional times per section (For a total of 6)

Resist Nerve Strike Enhanced Mastery

Costs: One Status, Character points

Prerequisites: Resist Nerve Strike Mastery

Description: This skill grants the character the ability to Resist the *Nerve Strike* effect. This skill allows a character to resist Nerve Strike 1 additional time per encounter

Resist Nerve Strike Superior Mastery

Costs: One Status, Character points

Prerequisites: Resist Nerve Strike Enhanced Mastery

Description: This skill grants the character the ability to Resist the *Nerve Strike* effect. This skill allows a character to resist 3 additional Nerve Strikes per section (9 total).

Resist Shield Arm Bonebreak

Costs: One Status, Character points

Prerequisites: Toughened Skin, Shield Skill

Description: This skill grants the character the ability to Resist the *Shield Arm Bonebreak* effect. This skill allows a character to resist 1 Shield Arm Bonebreak per section.

Resist Shield Arm Bonebreak Mastery

Costs: Character points

Prerequisites: Resist Shield Arm Bonebreak

Description: This skill grants the character the ability to Resist the *Shield Arm Bonebreak* effect. This skill allows a character to resist 1 additional Shield Arm Bonebreak per section (total 2)

Resist Shield Arm Bonebreak Enhanced Mastery

Costs: One Status, Character points

Prerequisites: Resist Shield Arm Bonebreak Mastery

Description: This skill grants the character the ability to Resist the *Shield Arm Bonebreak* effect. This skill allows a character to resist 1 additional Shield Arm Bonebreak per section (total 3)

Resist Shield Cleave

Costs: One Status, Character points

Prerequisites: Shield Skill

Description: This skill grants the character the ability to Resist the *Shield Cleave* effect. This skill allows a character to resist 1 Shield Cleave per section.

Resist Shield Cleave Mastery

Costs: Character points

Prerequisites: Resist Shield Cleave

Description: This skill grants the character the ability to Resist the *Shield Cleave* effect. This skill allows a character to resist 1 additional Shield Cleave per section (total 2)

Resist Shield Cleave Enhanced Mastery

Costs: One Status, Character points

Prerequisites: Resist Shield Cleave Mastery

Description: This skill grants the character the ability to Resist the *Shield Cleave* effect. This skill allows a character to resist 1 additional Shield Cleave per section (total 2)

Resist Through Damage

Costs: One Status, Character points

Prerequisites: Armour Proficiency

Description: This skill allows a warrior to enhance his physical armour for 1 encounter per day to resist calls of "Through". For the duration of the encounter they may use their full Physical AC against "Through" Attacks. Note this applies only to AC provided by actual worn physical armour (and associated skills) and does not affect magical skills.

Resist Through Damage Mastery

Costs: Character points

Prerequisites: Armour Proficiency

Description: This skill allows a warrior to enhance his physical armour an additional 1 encounter per day (for a total of 2) to resist calls of "Through". For the duration of the encounter they may use their full Physical AC against "Through" Attacks. Note this applies only to AC provided by actual worn physical armour (and associated skills) and does not affect magical skills.

Resist Through Damage Enhanced Mastery

Costs: One Status, Character points

Prerequisites: Armour Proficiency

Description: This skill allows a warrior to enhance his physical armour an additional 2 encounters per day (for a total of 4) to resist calls of "Through". For the duration of the encounter they may use their full Physical AC against "Through" Attacks. Note this applies only to AC provided by actual worn physical armour (and associated skills) and does not affect magical skills.

Shield Arm Bonebreak

Costs: Status, Character Points

Prerequisites: Double Strength

Description: This skill allows the user to call *Shield Arm Bonebreak* in place of their normal damage. This may only be done with a Two-Handed Weapon or a Blunt Single Handed Weapon.

This skill permits 1 use of this skill per section

Shield Arm Bonebreak Mastery

Costs: Character Points

Prerequisites: Shield Arm Bonebreak

Description: This skill allows the user to call *Shield Arm Bonebreak* in place of their normal damage. This may only be done with a Two-Handed Weapon or a Blunt Single Handed Weapon.

This skill permits 1 additional use of this skill per section (to a total of 2)

Shield Arm Bonebreak Enhanced Mastery

Costs: Status, Character Points

Prerequisites: Shield Arm Bonebreak Mastery, Weapon Attunement

Description: This skill allows the user to call *Shield Arm Bonebreak* in place of their normal damage. This may only be done with a Two-Handed Weapon or a Blunt Single Handed Weapon.

This skill permits 2 additional use of this skill per section (to a total of 4)

Shield Cleave

Costs: Status, Character Points

Prerequisites: Any Weapon Mastery

Description: This skill allows the user to call *Shield Cleave* in place of their normal damage. This may only be done with a Two-Handed Weapon or a Sharp Single-Handed Weapon.

This skill permits 1 use of this skill per section

Shield Cleave Mastery

Costs: Character Points

Prerequisites: Shield Cleave, Strength

Description: This skill allows the user to call *Shield Cleave* in place of their normal damage. This may only be done with a Two-Handed Weapon or a Sharp Single-Handed Weapon.

This skill permits 1 additional use of this skill per section (to a total of 2)

Shield Cleave Enhanced Mastery

Costs: Status, Character Points

Prerequisites: Shield Cleave Mastery, Weapon Attunement

Description: This skill allows the user to call *Shield Cleave* in place of their normal damage. This may only be done with a Two-Handed Weapon or a Sharp Single-Handed Weapon.

This skill permits 2 additional uses of this skill per section (to a total of 4)

Shield Cleave Superior Mastery

Costs: Status, Character Points

Prerequisites: Shield Cleave Enhanced Mastery

Description: This skill allows the user to call *Shield Cleave* in

place of their normal damage. This may only be done with a Two-Handed Weapon or a Sharp Single-Handed Weapon. This skill permits 2 additional uses of this skill per section (to a total of 6)

Spiritual Warrior

Costs: One Status, Character points

Prerequisites: 90 Life, Armoured Dexterity Rank 1, Armour Proficiency, Weapon Mastery, Cast Rank of Power 3, 15 Total Power

Description: This skill allows you to choose one of the abilities listed below;

Ability	Effect
Resist Fear	Character may resist one Fear effect targeted at them.
Additional Damage	Character inflicts +1 damage on a single blow. Maximum damage Quartz.
Resist Curse	Character may resist one Lesser Curse effect targeted at them.
Resist Power Drain	Character may resist Power Drain effects up to 16 Points of Power Draining. If an effect would drain more than 16 points of Power then the Resist may not be used.
Cast Through Weapon	The character may deliver one lay rank invocation with a range of touch through his weapon. Full vocals must be used and power expended as usual, only the method of delivery is changed and the caster may have his weapon in his hand whilst casting the invocation. This ability may be used twice per day.

Each use of the ability must be accompanied by role-playing appropriate to your character by calling upon the King or the Sphere for example. Each use of the ability requires the expenditure of 1 point of power from the characters body not their Talisman.

Spiritual Warrior Mastery

Costs: One Status, Character points

Prerequisites: Spiritual Warrior, 120 Life, Armoured Dexterity Rank 2, Set Broken Bone, Armour Mastery, Enhanced Weapon Mastery, Cast Rank of Power Rank 5, 25 Power, Read and Write Runes

Description: This skill allows you to choose one of the abilities listed below;

Ability	Effect
Resist Fear	Character may resist one Fear effect. If choosing this ability for a second time you may use this ability to Resist Fear on behalf of another character within 20 ft.
Additional Damage	Character inflicts +1 damage on a single blow. Maximum damage Quartz. If you are choosing this ability for a second time you may inflict +2 ranks of damage for a single use of the Additional Damage ability and the maximum damage is increased to Sept.
Resist Curse	Character may resist one Lesser Curse effect targeted at them. If choosing this ability for a second time the character

	may resist Greater Curse effects targeted at them.
Resist Power Drain	Character may resist Power Drain effects up to 16 Points of Power Draining. If an effect would drain more than 16 points of Power then the Resist may not be used. If choosing this ability for a second time the character may resist Power Drain effects regardless of the amount of Power being drained.
Cast Through Weapon	The character may deliver one lay rank invocation with a range of touch through his weapon. Full vocals must be used and power expended as usual, only the method of delivery is changed and the caster may have his weapon in his hand whilst casting the invocation. This ability may be used twice per day. If choosing this ability for a second time the character may use the ability an additional two times per day, for a total of four.

Each use of the ability must be accompanied by role-playing appropriate to your character by calling upon the King or the Sphere for example. Each use of the ability requires the expenditure of 1 point of power from the characters body not their Talisman.

A note on resists:- If the source of the effect to be resisted is delivered as a Mass Effect then the Spiritual Warrior may choose to resist it upon himself or upon one other person within the Mass Effect, assuming he possesses that ability. He may not do both.

Spiritual Warrior Enhanced Mastery

Costs: One Status, Character points

Prerequisites: Spiritual Warrior Mastery, 150 Life, Armoured Dexterity Rank 3, Field Medicine, Enhanced Armour Mastery, Weapon Attunement, Make Talisman

Description: This skill allows you to choose one of the abilities listed below;

Ability	Effect
Resist Fear	Character may resist one Fear effect targeted at them. If choosing this ability for a second time the character may use this ability to Resist Fear on behalf of another character within 20 ft.
Additional Damage	Character inflicts +1 damage on a single blow. Maximum damage Quartz. If choosing this ability for a second time you may inflict +2 ranks of damage for a single use of the Additional Damage ability and the maximum damage is increased to Sept. If choosing this ability for a third time a single use of the ability will add +3 ranks of damage for a single blow with a maximum damage of Oct.
Resist Curse	Character may resist one Lesser Curse effect targeted at them. If choosing this ability for a second time the character may resist Greater Curse effects targeted at them. If choosing this ability for a third time the character may use this ability to resist greater and lesser Curses on behalf of another character within 20 ft.
Resist Power Drain	Character may resist Power Drain effects up to 16 Points of Power Draining. If an effect would drain more than 16 points of Power then the Resist may not be used. If choosing this ability for a second time the character may resist Power Drain effects regardless of the amount of Power being drained. If choosing this ability for a third time the character may use this ability to Resist Power Drain, of any quantity, on behalf of another character within 20 ft.
Cast	The character may deliver one lay rank invocation with a

Through Weapon	range of touch through his weapon. Full vocals must be used and power expended as usual, only the method of delivery is changed and the caster may have his weapon in his hand whilst casting the invocation. This ability may be used twice per day. If choosing this ability for a second time the character may use the ability an additional two times per day, for a total of four. If choosing this ability for a third time the character may use the ability an additional four times per day, for a total of eight.
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Each use of the ability must be accompanied by role-playing appropriate to your character calling upon the King or the Sphere for example. Each use of the ability requires the expenditure of 1 point of power from the characters body not their Talisman.

A note on resists:- If the source of the effect to be resisted is delivered as a Mass Effect then the Spiritual Warrior may choose to resist it upon himself or upon one other person within the Mass Effect, assuming he possesses that ability. He may not do both.

Subdual

Costs: Character Points

Prerequisites: Blunt Mastery or Sharp Enhanced Mastery -

Description: This skill allows the user to attack their opponent in such a way so to not kill them outright. While using this skill the player should call "Subdual" after their physical damage (e.g. "Double Subdual"). Using this skill reduces the characters damage call by 2 ranks for Sharp weapons and 1 rank for blunt weapons (e.g. a warrior who usually does "Quad" with a sword would call "Double Subdual") to represent the difficulty in not injuring your foe too badly. Note you cannot use this skill if your weapon would inflict magic or power damage in any way.

Subdual Mastery

Costs: Character Points

Prerequisites: Subdual

Description: This skill allows the user to attack their opponent in such a way so to not kill them outright. While using this skill the player should call "Subdual" after their physical damage (e.g. "Double Subdual"). Using this skill reduces the characters damage call by 1 rank for Sharp weapons (e.g. a warrior who usually does "Quad" with a sword would call "Triple Subdual") to represent the difficulty in not injuring your foe too badly. Note you cannot use this skill if your weapon would inflict magic or power damage in any way.

Subdual Enhanced Mastery

Costs: Character Points

Prerequisites: Subdual

Description: This skill allows the user to attack their opponent in such a way so to not kill them outright. While using this skill the player should call "Subdual" after their physical damage (e.g. "Quad Subdual"). Note you cannot use this skill if your weapon would inflict magic or power damage in any way.

Sunder

Costs: Status, Character Points

Prerequisites: Double Strength, Weapon Attunement

Description: This skill allows the user to call **Sunder** in place of their normal damage.

This skill permits 1 use of this skill per day.

Sunder Mastery

Costs: Character Points

Prerequisites: Sunder

Description: This skill allows the user to call **Sunder** in place of their normal damage.

This skill permits 1 additional use of this skill per day (to a total of 2)

Sunder Enhanced Mastery

Costs: Status, Character Points

Prerequisites: Sunder Mastery

Description: This skill allows the user to call **Sunder** in place of their normal damage

This skill permits 2 additional uses of this skill per day (to a total of 4)

WEAPON SKILLS

Cast Through Weapon

Costs: 1 Status

Prerequisites: able to cast spells or invocations 2 – 5.

Description: Can cast 1 named (and agreed with HQ Admin) spell or invocation Rank / Level 2-5 through your weapon, with the use of normal spell / invocation vocals. Note that the spell vocals must be loud and clear or this skill will be revoked. Once cast the spell/invocation remains on your weapon for 30 seconds or until discharged, which will occur on the next weapon strike, even if it struck a shield or weapon and not your opponent. This skill can only be taken once.

Cast Through Weapon Mastery

Costs: Status

Prerequisites: Cast Through Weapon

Description: Can cast 1 named (and agreed with HQ Admin) spell or invocation Rank / Level 2-5 through your weapon, with the use of normal spell / invocation vocals. Note that the spell vocals must be loud and clear or this skill will be revoked. Once cast the spell/invocation remains on your weapon for 30 seconds or until discharged, which will occur on the next weapon strike, even if it struck a shield or weapon and not your opponent. This skill can only be taken once.

Dagger Proficiency

Costs: Character Points

Prerequisites: None

Description: This skill allows the character to inflict a base damage of "Single" when using a dagger (defined as a bladed weapon of no more than 18 inches in total length). The base damage may be increased using spells, invocations or skills which add damage (such as Strength).

Dagger Mastery

Costs: Character Points

Prerequisites: Dagger Proficiency

Description: This skill allows the character to inflict a base damage of "Double" when using a dagger (defined as a bladed weapon of no more than 18 inches in total length). The base damage may be increased using spells, invocations or skills which add damage (such as Strength).

Dagger Enhanced Mastery

Costs: Character Points

Prerequisites: Dagger Mastery

Description: This skill allows the character to inflict a base damage of "Triple" when using a dagger (defined as a bladed weapon of no more than 18 inches in total length). The base damage may be increased using spells, invocations or skills which add damage (such as Strength).

Weapon Attunement

Costs: One Status, Character Points,

Prerequisites: Weapon Enhanced Mastery (in the type of weapon to be attuned to) or Dagger Enhanced Mastery

Description: This skill allows the character to become as one with their chosen weapon type in which they are already an Enhanced Master. When wielding their attuned weapon type the character inflicts +1 rank of physical damage (a base damage of Quad with a dagger or one-handed attuned weapon, Quin with a Two-Handed attuned weapon). This skill may be taken multiple times, with a different weapon type each time (note that you may not attune to the same weapon type more than once) at a cost of One Status and Character Points per Attunement.

Weapon Bond

Costs: Status

Prerequisites: Cast Through Weapon Mastery

Description: Can cast 1 named (and agreed with HQ Admin) spell or invocation Rank / Level 6-8 through your weapon, once per day. The spell / invocation is to be cast upon the weapon by the bearer and will remain on there for 15 minutes before dispersing. Once cast the spell/invocation remains on your weapon until a suitable trigger word is used and then it will be discharged. Note that if the blow strikes a shield or weapon and not your opponent then it is discharged. This skill can only be taken once..

Weapon Mastery

Costs: Character Points

Prerequisites: None

Description: This skill allows the character to inflict a base damage of "Double" when using a chosen Single-Handed Weapon type (blunt or sharp). This skill may be purchased twice, allowing the character to be proficient with more than one type of weapon. The base damage may be increased using spells, invocations or skills which add damage (such as Strength).

Weapon Enhanced Mastery

Costs: Character Points

Prerequisites: Weapon Mastery (in chosen weapon type)

Description: This skill allows the character to inflict a base damage of "Triple" when using a chosen Single-Handed

Weapon type (sharp or blunt). This skill may be purchased twice, allowing the character to be proficient with more than one type of weapon. The base damage may be increased using spells, invocations or skills which add damage (such as Strength).

Weapon Proficiency - Double Handed

Costs: Character Points

Prerequisites: None

Description: This skill allows the character to inflict a base damage of "Double" when using a chosen Two-Handed Weapon type (either blunt or sharp). This skill may be purchased twice, allowing the character to be proficient with both blunt and sharp type of weapon. The base damage may be increased using spells, invocations or skills which add damage (such as Strength).

Weapon Mastery - Double Handed

Costs: Character Points

Prerequisites: Double Handed Weapon Proficiency

Description: This skill allows the character to inflict a base damage of "Triple" when using a chosen Two-Handed Weapon type (either blunt or sharp). This skill may be purchased twice, allowing the character to be a master of more than one type of weapon. The base damage may be increased using spells, invocations or skills which add damage (such as Strength). A character with this skill may wield one-handed weapons of the same type with a base damage of "Single".

Weapon Enhanced Mastery - Double Handed

Costs: One Status, Character Points

Prerequisites: Double Handed Weapon Mastery

Description: This skill allows the character to inflict a base damage of "Quad" when using a chosen Two-Handed Weapon type (either blunt or sharp). This skill may be purchased twice, allowing the character to be a master of more than one type of weapon. The base damage may be increased using spells, invocations or skills which add damage (such as Strength). A character with this skill may wield one-handed weapons of the same type with a base damage of "Double".

POTIONS

HERBAL POTIONS

A skilled scout can brew potions. These potions are unstable and will not last more than a single event before breaking down into a harmless mixture. Players seeking stable potions should purchase them from the Marketplace.

Herbal Potions must be drunk to have any effect (with the exception of Blade Venoms and Sleep Venoms, which are applied to weapons). The potion will take effect 30 seconds after being drunk providing the benefits below.

Potion recipes available to a player are dependent on their Make Herbal Potions skill, Scout sub-class and Primary/Secondary status. No additional Status needs to be spent to get access to Herbal Potion recipes other than that required for skill purchases. Once a given Make Herbal Potions skill is learned, all recipes open to the scout become available as follows:

Skill	Potion recipes usable	Alembic Required
Make Herbal Potion	All available Rank 1-5	None
Make Herbal Potion Mastery	All available Rank 1-8	Alembic
Make Herbal Potion Enhanced Mastery	All available Rank 1-9	Master Alembic
Make Herbal Potion Superior Mastery	All available Rank 1-10	Precision Alembic

Skirmishers

Primary	Secondary
Blade Venom 1-8	Blade Venom 1-5
Cure Disease 2,4,6,8	Cure Disease 2,4,6
Cure Wounds 1-10	Cure Wounds 1-8
Dexterity 1-10	Dexterity 1-8
Ingestive Poison 1-8	Ingestive Poison 1-5
Poison Antidote 5,10	Poison Antidote 5
Remove Pain 2	Remove Pain 2
Sleep Venom 1-5,6,8	Sleep Venom 1-5
Stamina 1-10	Stamina 1-8
Staunch Wound	Staunch Wound
Strength 3,6,9	Strength 3,6

Assassins

Primary	Secondary
Blade Venom 1-10	Blade Venom 1-5

Cure Disease 2,4,6	Cure Disease 2,4
Cure Wounds 1-8	Cure Wounds 1-5
Dexterity 1-10	Dexterity 1-8
Ingestive Poison 1-10	Ingestive Poison 1-8
Poison Antidote 5,10	Poison Antidote 5
Remove Pain 2	Remove Pain 2
Sleep Venom 1-5,6,8,10	Sleep Venom 1-5,6,8
Staunch Wound	Staunch Wound
Stamina 1-10	Stamina 1-8
Strength 3,6,9	Strength 3,6

Archer/Barbarian

Primary	Secondary
Blade Venom 1-8	Blade Venom 1-5
Cure Disease 2,4,6	Cure Disease 2,4
Cure Wounds 1-8	Cure Wounds 1-5
Dexterity 1-8	Dexterity 1-5
Ingestive Poison 1-8	Ingestive Poison 1-5
Poison Antidote 5	Poison Antidote 5
Remove Pain 2	Remove Pain 2
Sleep Venom 1-5,6,8	Sleep Venom 1-5
Staunch Wound	Staunch Wound
Stamina 1-8	Stamina 1-5
Strength 3,6	Strength 3

Blade Venom

This potion allows the user to call "Blade Venom X" where X is the rank of the potion. This causes the Venom, Blade effect - Blade Venoms inflict 5 points of Life Damage per rank to a player or 5 monster hits per rank to a monster. In order for the venom to be effective the character must apply it (using an appropriate phys rep.) to a bladed weapon and then strike an opponent for sufficient Physical damage to injure them. A Blade Venom is good for only one blow, which must be the first successfully struck following the application of the venom, and will remain on the blade for one encounter, or until used, whichever comes first. This can be increased by the Assassin skill *Poison Master*.

Cure Disease

Enables the recipient to overcome a Disease effect upon them up to the following ranks:

Potion Rank	Severity of disease cured
2	Minor
4	Medium
6	Major
8	Fatal

Cure Wounds

This potion restores 5 points of life damage per rank of the potion.

Dexterity

Each Rank of Dex potion will give you an amount of armoured or unarmoured dexterity equal to its effective Rank. This is stackable with any other form of armour class except the Neutral invocation *Enhanced Reflexes*. The effects last for 1 encounter but can be extended at the cost of effective Rank. Therefore, for example a Rank 10 potion will either give:

10 points of Dex for 1 Encounter OR

9 points of Dex for 2 Encounters OR

8 points of Dex for 1 Section OR

7 points of Dex for 1 Day OR

6 points of Dex for 1 Event

Choosing to extend duration is done at the time of consumption of the potion, not during its creation.

Ingestive Poison

One dose causes 10 points of total life damage per rank of potion (or 10 monster hits). The potion must be taken orally. It is generally best to tell the player referee if you have administered Ingestive Poison to someone so that they can inform the target when the poison takes effect. Ingestive Poison takes 5 minutes to take effect rather than the usual 30 seconds.

Poison Antidote

Cancels the effect of any herbal poison consumed or insinuated (ingested or blade venom) into the body. The antidote can be taken in advance or after the poison is introduced, but in order to fully negate the effects of poison (up to the limit of the antidote consumed) the antidote must be taken before the poison takes effect (30 seconds). Thus the antidote may take effect within the usual 30 seconds time limit. Antidote consumed in advance lingers in the system at full effect for an encounter and then fades. The duration may not be doubled. The rank 5 versions negate any herbal rank 1-5 poison; the rank 10 versions negate any and all herbal poisons.

Remove Pain

This potion will remove all Pain effects that are currently affecting the drinker. It has no effect on Pain effects that the subject may be targeted with after the potion has taken effect (for example a Remove Pain potion would prevent the character being in pain from a broken leg but it would have no effect upon an Inflict Pain invocation cast on him after the potion had taken effect). The potion lasts for one encounter, if the source of the removed pain is still present (such as a broken limb) then the character will begin to suffer the pain effect once again.

Sleep Venom

This potion can be applied orally as with ingestive poison or via a weapon attack such as with blade venom. It affects the following rank of player/monster hits:

Potion rank	1	2	3	4	5	6	8	10
Player rank	2	4	8	16	32	64	128	256

Monster hits	4	8	16	32	64	128	256	512
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Note that only 1 point of damage is necessary to awaken someone who is slept. The effect lasts for an encounter or until awoken and cannot be extended.

Stamina

This potion provides a reservoir of total life points of 5 points per rank of potion lasting for 1 encounter. These total life points are used prior to the characters own life points. Extra life points gained by stamina potions cannot be cured once removed via damage.

Staunch Wound

This potion is applied as a Balm to a single location where it will immediately stop any bleeding effect. If applied to the throat, it will stop any existing bleeding from a Throat Slit. It does not protect from any subsequent effect which causes bleeding.

Strength

At rank 3 the potion will increase the character's strength to that of the *Strength* skill if their strength was lower, it does not have any effect upon a creature which was already strong.

At rank 6 the potion will increase the character's strength to that of the *Double Strength* skill if their strength was lower, it does not have any effect upon a creature which was already that strong.

At rank 9 the potion will increase the character's strength to that of the *Triple Strength* skill if their strength was lower, it does not have any effect upon a creature which was already that strong.

ALCHEMICAL POTIONS

Alchemical Recipes

Alchemists learn Recipes Alchemical Potion as they advance their Transmutation skill. Additional Recipes can be purchased by expending Status.

In addition, if a character has learned a spell or invocation that is available in Alchemical Potion form, they can also transmute potions of that type.

Once a recipe is known, it can be used at any available level as long as the Alchemist has the necessary skill with Transmutation.

The following Alchemical potions are generally available and can be studied with the Transmutation skills. Other spell and invocation effects may be able to be created in Alchemical form but this will be noted in the spell/invocation description and the spell/invocation must already be known to the character.

Alchemical potions always take effect at the level of the potion and may never be extended. E.g. If you have a Philtre of Fireskin when it is used you will gain a Fireskin 10 for 1 encounter and may not choose to downcast this to a lower level for a longer duration as you could normally do with a skin of this type.

Standard Alchemical Potions

Type	Potion	Effect	Cost to purchase at Level		
			Tonic	Elixir	Philtre
	Stable Blank	Alchemical Blanks may be <i>transmuted without</i> the Alchemist having to contribute power or magic to the process (see: <i>Transmutation</i> skills).	5	10	20
Magic	Clear Sight	Elixir = Level 6		20	
Magic	Dispel	Tonic = Dispel Level 5 Philtre = Dispel level 8	20		50
Magic	Endurance	Tonic = Level 5 Elixir = Level 6 (Self dispelling) Philtre = Level 8 (Self dispelling)	10	20	30
Magic	Fire Skin	Tonic = Level 5 Elixir = Level 8 Philtre = Level 10	20	50	80
Magic	Flame Blade	Tonic = Level 5 Elixir = Level 8 Philtre = Level 10	20	30	40
Magic	Mend	Tonic = Level 3	5		
Magic	Protection from Earthquake	Elixir = Level 4		30	
Magic	Recall	Tonic = Level 5 Elixir = Level 8 Philtre = Level 10	20	30	50
Magic	Spirit Shield	Tonic = Level 5	20		
Magic	Static Field	Tonic = Level 5 Elixir = Level 8 (Radial) Philtre = Level 10 (Radial)	20	50	80

Magic	Stone Form	Tonic = Level 5 Elixir = Level 8 Philtre = Level 10	20	50	80
Magic	Strength	Tonic = Single Strength Elixir = Double Strength Philtre = Triple Strength	5	10	20
Magic	Walk on Air	Tonic = Level 4 Elixir = Level 8 Philtre = Level 10	10	20	30
Power	Cloak/Shroud of Ushaz	Tonic = Cloak Elixir = Shroud	15	30	
Power	Cure (Good)	Tonic = Cure Mortal Elixir = Heal	15	40	
Power	Cure (Neutral)	Tonic = Cure 5 Elixir = Cure 8	15	40	
Power	Cure Blindness	Tonic = Rank 4	10		
Power	Cure Disease	Tonic = Cure Medium Disease Elixir = Cure Major Disease Philtre = Cure Fatal Disease	5	15	40
Power	Enhanced Reflexes	Tonic = Rank 4 (2 points) Elixir = Rank 8 (5 points) Philtre = Rank 10 (7 points)	10	30	60
Power	Instant Meditation	Philtre = Other			40
Power	Neutralise Poison	Tonic = Rank 4 Elixir = Rank 7	10	20	
Power	Regenerate	Tonic = Rank 5	15		
Power	Remove Curse	Tonic = Remove Curse Elixir = Remove Greater Curse	15	40	
Power	Remove Pain	Tonic = Rank 4	10		
Power	Remove Paralysis	Tonic = Rank 3	10		

SCROLLS

PURCHASING SCROLLS

Scrolls can be purchased for 100 Gests per scroll which provides the character a single piece of re-usable Scroll paper that can be inscribed with a single Spell or Invocation at a time. A character may own multiple pieces of scroll paper.

THE USE OF SCROLLS

When using a Scroll, simply read the runes as written, and the spell/invocation will be cast - you have 30 seconds to target the spell/invocation with the final line of vocals. You do not need to have any casting ability yourself you must only be able to read the scroll.

For the scroll to work properly it must be read out audibly and clearly. If you are interrupted in any way whilst casting the spell/invocation then again it is not released from the scroll and is considered a failed casting. A failed casting does not mean that the scroll is wasted however it takes a full 24 hours before the attempt can be made again. You cannot read a scroll you cannot see, so if it is dark, light a candle.

WHAT CAN BE WRITTEN ON A SCROLL?

There are a number of routes for a character to have spells or invocations written upon their scroll paper. All scrolls are considered to be written before an event begins. It is not possible to assume that because your character knows another character who can write particular scrolls that they are always going to be able to dedicate the time required to provide those services to you, all adventurers are busy people even when not on events. You cannot write "Self Only" spells or invocations upon a scroll.

WRITE IT THEMSELVES

A character using the *Write Scrolls* skills are able to write anything they can themselves cast (as defined in the *All (non-Basic)Skills* section).

HAVE A PARTY MEMBER WRITE IT FOR THEM

A character *on the same event* using the *Write Scrolls* skills is able to write anything they can themselves cast (as defined in the *All (non-Basic) Skills* section) on a piece of scroll paper for another character. This must be done at the beginning of the each event and written scrolls may not be "carried over" to subsequent events (it is assumed the scroll was used between events).

For example, Drokal attends a special event and is carrying a piece of scroll paper. Tornado is also on the event and offers to write a Shield of Air upon the paper for Drokal. The event ends and the scroll was unused but at the beginning of Drokal's next event it is considered blank and he must look for someone else to write something for him.

ASK THEIR LORD FOR ASSISTANCE

A character may also request the Lords for their assistance. This should be done by asking the event referee for what they would like to be written on the scroll. The referee will base their decision on which Lord that a character is sworn to and possibly the Guild that they are a member of and will make the final decision on what is available for that event. A Hospitaller is much more likely to get a Healing invocation written for them than a Touch of Death while a Reaper shouldn't expect anything in the healing to be offered to them. Anyone wishing to have something on their scroll paper should contact the Event referee or HQ Admin prior to the event.

WRITING SCROLLS ON ADVENTURES

Characters with the appropriate Scrolls writing skill may re-write scrolls on adventures. Each piece of scroll paper may be written on once per day.

SCRIBING AREA

Battle Magic, Lay Power, High Magic & Ritual Power scrolls may be scribed in any safe lit area, Arcane & Cosmic scrolls must be written in your Ceremonial Area

TIMING

Scrolls require 15-minutes of uninterrupted writing to complete. Should the writer be interrupted in any way, you must start the writing process again.

IMMUNITIES

There are consistent shouts that are to be used by both players and monsters on events.

Everybody should use the appropriate phrase (listed below) if they are not affected by a given spell, invocation or effect.

“MY PROTECTIONS AID ME”

This call should be used when you have spells / invocations / effects on you that make you temporarily immune to a given effect. Examples of this call would be where you have a magical skin which provides enough armour class to entirely protect you from a given spell or you were under the effect of a “Protection from Fear” invocation and were struck with a Fear effect.

“(FOR THE KING / MCBEAST ETC) I RESIST THAT”

This call is used where you need to make an effort of will in order to resist the effect that you have just been targeted with. The most common use of this call is where Spiritual Warriors are trained to resist certain effects used against them. Resist calls cannot be used if you are unaware of the effect (e.g. you do not see the attack or are struck in the back) or if you are unable to vocalise your effort (e.g. you are Dumb or have your throat cut).

“DODGE”

This call is used where you have sufficient Dexterity Armour Class to completely avoid a given attack or where a special ability is used to indicate that the player or monster moved out of the way of a given effect. Dodge cannot be used if you are unaware of the effect (e.g. you do not see the attack or are struck in the back), unless you have Combat Awareness (see the skill).

“NO EFFECT”

This is used where the target is completely immune to the effect being attempted. A common example of this call is elementals or will typically be unaffected by magic of their own element.

KI RESISTS “YAH”, “SHY”, “TOH”

These calls are specifically used to show that a Monk has used their inner strength (Ki) to resist the Invocation, Spell or Blow targeting them. It is not possible to use Ki resists while unable to vocalise these calls (e.g. you are Dumb or have your throat cut) or you are unaware of the source of the effect (e.g. being struck in the back).





GUILDS OF THE VALLEY

Below you will find a page for each Guild in the Valley which are available for characters to join. Please note that when choosing a Primary Guild; Warriors may only join a Warriors Guild as their Primary Guild, Mages must choose one of the Schools of Magic, Acolytes must dedicate themselves to a Sect and Scouts must choose one of the scouting Guilds as their Primary sponsor.

BARRACKS

Below you will find links to each of the different Orders within the Valley Barracks offering martial training. Characters of the Warrior and Scout Class must choose one of these as their Primary Guild.

WARRIOR ORDERS


	Sentinel		Reavers
	Barbarian		Knights

SCOUT ORDERS

	Skirmishers		Archers
	Monastery		Assassins

TEMPLE

Below you will find links to each of the different Sects within the Valley Temple offering training. in Spiritual Power. Characters of the Acolyte Class must choose one of these as their Primary Guild.

	Dark Path		Grey Path		White Path
	Brethren		Gauntlet		Michelines
	Reapers		Wardens		Hospitaller
	Seers		Druids		Humacti

SCHOOLS

Below you will find links to each of the different Elements of magic as offered by the Valley School. Characters of the Mage Class must choose a School of Magic as their Primary Guild.

	Black School		Brown School
	Blue School		Grey School
	White School		Green School
	Red School		Yellow School

SENTINEL

INFORMATION

A statused member of the Sentinels has the title of Elite; they are warriors who prefer a defensive fighting style.

REQUIREMENTS TO JOIN

Defend the Valley.



GUILD SKILLS

PRIMARY	SECONDARY
Armour Mastery Shield Proficiency Ambidexterity Mastery Strength Toughened Skin Toughened Skin Mastery Resist Knockback Resist Knockdown Resist Nerve Strike Subdual Weapon Mastery - Single handed (blunt / sharp) Weapon Enhanced Mastery - Single handed (blunt/sharp) Dagger Proficiency Dagger Mastery Dagger Enhanced Mastery Weapon Mastery - Double handed (blunt / sharp) Weapon Enhanced Mastery - Double handed (blunt/sharp)	Shield Proficiency Strength Toughened Skin Toughened Skin Mastery Weapon Mastery - Single handed (blunt / sharp) Weapon Enhanced Mastery - Single handed (blunt/sharp) Dagger Proficiency Dagger Mastery Dagger Enhanced Mastery Weapon Mastery - Double handed (blunt / sharp) Weapon Enhanced Mastery - Double handed (blunt/sharp)

STATUS SKILLS – RANK 20

Armour Enhanced Mastery Toughened Skin Enhanced Mastery Strength - Double Hold the Line Nerve Strike Uses Nerve Strike Resist Disarm Resist Knockback Mastery Resist Shield Arm Bonebreak Resist Shield Cleave Subdual Mastery Weapon Attunement (single sharp/blunt; double sharp/blunt; dagger)	Armour Mastery Strength - Double
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STATUS SKILLS – RANK 64

Armour Superior Mastery Limit Raise Dexterity Hold the Line Mastery Never Surrender Knockback Uses Knockback	Armour Enhanced Mastery Toughened Skin Enhanced Mastery Nerve Strike Uses Nerve Strike Resist Disarm Resist Knockback
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Limit Raise - Life Nerve Strike Mastery Resist Bonebreak Resist Disarm Mastery Resist Dismember Resist Knockback Enhanced Mastery Resist Knockdown Mastery Resist Nerve Strike Mastery Resist Shield Arm Bonebreak Mastery Resist Shield Cleave Mastery Resist Through Damage Subdual Enhanced Mastery	Resist Knockdown Resist Nerve Strike Weapon Attunement (single sharp/blunt; double sharp/blunt; dagger)
STATUS SKILLS - RANK 128	
Armour Exceptional Mastery Limit Raise Mastery Dexterity Strength - Triple Power Store - Lesser Damage Increase Hold the Line Enhanced Mastery Never Say Die Knockback Mastery Knockdown Uses Knockdown Limit Raise Mastery - Life Nerve Strike Enhanced Mastery Resist Bonebreak Mastery Resist Disarm Enhanced Mastery Resist Dismember Mastery Resist Knockdown Enhanced Mastery Resist Nerve Strike Enhanced Mastery Resist Shield Arm Bonebreak Enhanced Mastery Resist Shield Cleave Enhanced Mastery Resist Through Damage Mastery	Armour Superior Mastery Power Store - Lesser Knockback Uses Knockback Nerve Strike Mastery Resist Disarm Mastery Resist Knockback Mastery Resist Knockdown Mastery Resist Nerve Strike Mastery
STATUS SKILLS - RANK 256	
Limit Raise Enhanced Mastery Dexterity Power Store - Greater Damage Increase Mastery Knockback Enhanced Mastery Knockdown Mastery Limit Raise Enhanced Mastery - Life Resist Bonebreak Enhanced Mastery Resist Dismember Enhanced Mastery Resist Through Damage Enhanced Mastery Cast through Weapon	Power Store - Greater Knockback Mastery Knockdown Uses Knockdown Resist Bonebreak Resist Dismember Resist Shield Arm Bonebreak Resist Shield Cleave Cast through Weapon
STATUS SKILLS - RANK 512	
Armour Perfection Toughened Skin Superior Mastery Eternal Champion Knockback Superior Mastery Limit Raise Superior Mastery – Life Nerve Strike Superior Mastery Resist Bonebreak Superior Mastery Resist Disarm Superior Mastery Resist Dismember Superior Mastery Resist Knockback Superior Mastery Resist Nerve Strike Superior Mastery	

Sunder Sunder Mastery Sunder Enhanced Mastery Cast Through Weapon Mastery Weapon Bond	
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REAVER

INFORMATION

A statused member of the Reavers is known as Elite and are warriors who prefer an offensive fighting style.

REQUIREMENTS TO JOIN

Take the fight to the enemy



GUILD SKILLS	
PRIMARY	SECONDARY
Armour Mastery Shield Proficiency Ambidexterity Mastery Strength Toughened Skin Toughened Skin Mastery Weapon Mastery - Single handed (blunt / sharp) Weapon Enhanced Mastery - Single handed (blunt/sharp) Dagger Proficiency Dagger Mastery Dagger Enhanced Mastery Weapon Mastery - Double handed (blunt / sharp) Weapon Enhanced Mastery - Double handed (blunt/sharp)	Shield Proficiency Strength Toughened Skin Toughened Skin Mastery Weapon Mastery - Single handed (blunt / sharp) Weapon Enhanced Mastery - Single handed (blunt/sharp) Dagger Proficiency Dagger Mastery Dagger Enhanced Mastery Weapon Mastery - Double handed (blunt / sharp) Weapon Enhanced Mastery - Double handed (blunt/sharp)
STATUS SKILLS – RANK 20	
Strength – Double Disarm - Uses Disarm Knockdown Uses Knockdown Resist Knockback Resist Knockdown Weapon Attunement (single sharp/blunt; double sharp/blunt; dagger)	Armour Mastery Strength – Double
STATUS SKILLS – RANK 64	
Armour Enhanced Mastery Strength - Triple Bonebreak Damage Increase Disarm Mastery Dismember Knockback Uses Knockback Knockdown Mastery Limit Raise - Life Nerve Strike Uses Nerve Strike	Disarm - Uses Disarm Knockdown Uses Knockdown Resist Knockback Resist Knockdown Weapon Attunement (single sharp/blunt; double sharp/blunt; dagger)

Resist Knockback Mastery Resist Knockdown Mastery Resist Nerve Strike Shield Arm Bonebreak Shield Cleave	
STATUS SKILLS - RANK 128	
Armour Superior Mastery Toughened Skin Enhanced Mastery Power Store - Lesser Bonebreak Mastery Damage Increase Mastery Disarm Enhanced Mastery Dismember Mastery Knockback Mastery Knockdown Enhanced Mastery Limit Raise Mastery – Life Nerve Strike Mastery Resist Bonebreak Resist Dismember Resist Knockback Enhanced Mastery Resist Knockdown Enhanced Mastery Resist Nerve Strike Mastery Shield Arm Bonebreak Mastery Shield Cleave Mastery	Armour Enhanced Mastery Power Store - Lesser Disarm Mastery Knockdown Mastery Nerve Strike Uses Nerve Strike Resist Knockback Mastery Resist Knockdown Mastery Resist Nerve Strike
STATUS SKILLS - RANK 256	
Armour Exceptional Mastery Power Store - Greater Bonebreak Enhanced Mastery Dismember Enhanced Mastery Limit Raise Enhanced Mastery - Life Nerve Strike Enhanced Mastery Resist Bonebreak Mastery Resist Dismember Mastery Resist Nerve Strike Enhanced Mastery Shield Arm Bonebreak Enhanced Mastery Shield Cleave Enhanced Mastery Cast through Weapon	Armour Superior Mastery Strength - Triple Toughened Skin Enhanced Mastery Power Store - Greater Nerve Strike Mastery Resist Nerve Strike Mastery Cast through Weapon
STATUS SKILLS - RANK 512	
Amour Perfection Toughened Skin Superior Mastery Bonebreak Superior Mastery Disarm Superior Mastery Dismember Superior Mastery Knockdown Superior Mastery Limit Raise Superior Mastery - Life Nerve Strike Superior Mastery Resist Knockback Superior Mastery Resist Knockdown Superior Mastery Resist Nerve Strike Superior Mastery Shield Cleave Superior Mastery Sunder Sunder Mastery Sunder Enhanced Mastery Cast Through Weapon Mastery Weapon Bond	

BARBARIAN

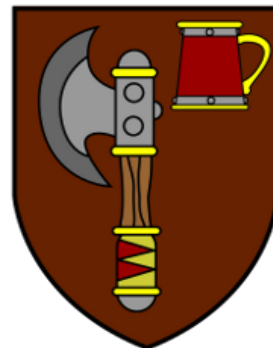
INFORMATION

A statused member of the Barbarians has the title of Savage.

The Barbarians is a loose affiliation of tribal types who share a mistrust of magic. It can teach its members to tap into the primal forces of the body (known as Adrenals) in order to perform remarkable physical feats. Their training is not quite so expert when it comes to the more technical combat skills.

REQUIREMENTS TO JOIN

The Barbarians Lodge will not accept as a member anyone who casts magic, uses ensorcelled items or allows beneficial magics to be cast upon them or their equipment. Any Guild member breaking these restrictions is likely to be personally ejected from the guild by the Guild Leader



GUILD SKILLS

PRIMARY	SECONDARY
Adrenal Dexterity rank 1-8 Adrenal Resist Fear rank 2 Adrenal Resist Immobility rank 3 Adrenal Resist Pain rank 4 Adrenal Strength rank 1, 3, 5 Buy Adrenals Magic Tolerance Use Adrenals Rank 1 - 8 Meditate Adrenals Armour Mastery Shield Proficiency Discern Paralysis Discern Poisoning Ambidexterity Mastery Strength Toughened Skin Toughened Skin Mastery Knockback Uses Knockback Knockdown Uses Knockdown Weapon Mastery - Single handed (blunt / sharp) Weapon Enhanced Mastery - Single handed (blunt/sharp) Dagger Proficiency Dagger Mastery Dagger Enhanced Mastery Weapon Mastery - Double handed (blunt / sharp) Weapon Enhanced Mastery - Double handed (blunt/sharp)	Meditate - Adrenals Armour Mastery Shield Proficiency Discern Paralysis Discern Poisoning Ambidexterity Mastery Strength Toughened Skin Toughened Skin Mastery Weapon Mastery - Single handed (blunt / sharp) Weapon Enhanced Mastery - Single handed (blunt/sharp) Dagger Proficiency Dagger Mastery Dagger Enhanced Mastery Weapon Mastery - Double handed (blunt / sharp) Weapon Enhanced Mastery - Double handed (blunt/sharp)

STATUS SKILLS – RANK 20

Meditate Mastery – Adrenals Strength – Double Alchemist Herbalist Bonebreak	Adrenal Dexterity rank 1-5 Adrenal Resist Fear rank 2 Adrenal Resist Immobility rank 3 Adrenal Resist Pain rank 4 Adrenal Strength rank 1, 3
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Resist Knockback Resist Knockdown Weapon Attunement (single sharp/blunt; double sharp/blunt; dagger)	Buy Adrenals Magic Tolerance Use Adrenals Rank 1 – 8 Alchemist Herbalist
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STATUS SKILLS – RANK 64

Limit Raise Adrenals Meditate Enhanced Mastery – Adrenals Armour Enhanced Mastery Strength - Triple Toughened Skin Enhanced Mastery Transmutation Philosophers Stone Construct Laboratory Make Herbal Potion Alembic Distil Herbal Potion Bonebreak Mastery Disarm - Uses Disarm Knockback Mastery Knockdown Mastery Limit Raise – Life Resist Bonebreak Resist Knockback Mastery Resist Knockdown Mastery Resist Nerve Strike Shield Arm Bonebreak Shield Cleave	Adrenal Dexterity rank 6 Adrenal Dexterity rank 7 Adrenal Dexterity rank 8 Adrenal Strength rank 5 Limit Raise Adrenals Meditate Mastery – Adrenals Knockback Uses Knockback Knockdown Uses Knockdown Resist Knockback Resist Knockdown Weapon Attunement (single sharp/blunt; double sharp/blunt; dagger)
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STATUS SKILLS - RANK 128

Limit Raise Mastery Adrenals Armour Superior Mastery Limit Raise Dexterity Transmutation Mastery Philosophers Stone Mastery Construct Laboratory Mastery Make Herbal Potion Mastery Master Alembic Distil Herbal Potion Power Store - Lesser Bonebreak Enhanced Mastery Damage Increase Disarm Mastery Dismember Knockback Enhanced Mastery Knockdown Enhanced Mastery Limit Raise Mastery - Life Resist Bonebreak Mastery Resist Dismember Resist Knockback Enhanced Mastery Resist Knockdown Enhanced Mastery Resist Nerve Strike Mastery Shield Arm Bonebreak Mastery Shield Cleave Mastery	Limit Raise Mastery Adrenals Meditate Enhanced Mastery – Adrenals Armour Enhanced Mastery Toughened Skin Enhanced Mastery Make Herbal Potion Alembic Distil Herbal Potion Power Store - Lesser Knockback Mastery Knockdown Mastery Resist Knockback Mastery Resist Knockdown Mastery Resist Nerve Strike
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STATUS SKILLS - RANK 256

Limit Raise Enhanced Mastery Adrenals	Limit Raise Enhanced Mastery Adrenals
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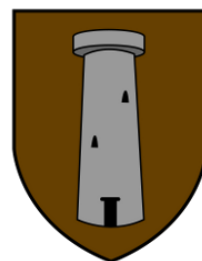
Armour Exceptional Mastery Limit Raise Mastery Dexterity Transmutation Enhanced Mastery Philosophers Stone Enhanced Mastery Construct Laboratory Enhanced Mastery Precision Alembic Distil Herbal Potion Mastery Power Store - Greater Damage Increase Mastery Dismember Mastery Limit Raise Enhanced Mastery - Life Resist Bonebreak Enhanced Mastery Resist Dismember Mastery Resist Nerve Strike Enhanced Mastery Shield Arm Bonebreak Enhanced Mastery Shield Cleave Enhanced Mastery Cast through Weapon	Armour Superior Mastery Strength - Triple Make Herbal Potion Mastery Power Store - Greater Resist Nerve Strike Mastery Cast through Weapon
<h2 style="text-align: center;">STATUS SKILLS - RANK 512</h2>	
Limit Raise Superior Mastery Adrenals Meditate Superior Mastery – Adrenals Armour Perfection Toughened Skin Superior Mastery Construct Laboratory Superior Mastery Bonebreak Superior Mastery Knockback Superior Mastery Knockdown Superior Mastery Limit Raise Superior Mastery - Life Resist Bonebreak Superior Mastery Resist Knockback Superior Mastery Resist Knockdown Superior Mastery Shield Cleave Superior Mastery Sunder Sunder Mastery Sunder Enhanced Mastery Cast through Weapon Mastery Weapon Bond	

PALADINS

INFORMATION

A statused member of the Paladins is known as a Paladin or Aspiring Knight.

The Paladins are a martial order dedicated both to skill at arms and the advancement of the Spheres. They have 3 slightly different divisions within them, the Fell Knights of Ushaz, who worship the Evil Sphere, Knights Martial who worship the Neutral Sphere and the Order of Saint Michel who worship the Good Sphere.



REQUIREMENTS TO JOIN

The Paladins expect its members to be disciplined and follow the Code of the Order at all times. Failure to keep to the code will result in action being taken.

WORDS TO LIVE BY:

Honour, Bravery, Pride, Faith, Respect, Skill at arms, Glory

THE CODE OF THE PALADINS OF THE VALLEY

Expand the domain by mastery of land and people

Respect from all beneath your station

Respect for all Peers and equals

Honour to all above your station

Military prowess exercised in service to your Order

Never betray your word of Honour

Defence of any charge to the utmost

No honour in attacking an unarmed opponent (this does not include one disarmed during combat)

Death before dishonour

Reveal your Order to those who might understand the import

Receive and give hospitality to other Knights

Avoid war/opposition becoming a personal vendetta whenever possible, even in conflict we can have respect for our foes

Obey the codes of war amongst the Chivalric (things like the release of bodies after death, granting ransom, single combat offers most honour)

GUILD SKILLS

PRIMARY

Armour Mastery
Shield Proficiency
Discern Disease
Discern Paralysis
Discern Poisoning
Discern Spiritual Influence
Strength
Toughened Skin
Nerve Strike Uses
Nerve Strike
Resist Disarm
Secondary Access to Path invocations
Subdual
Weapon Mastery - Single handed (blunt / sharp)
Weapon Enhanced Mastery - Single handed (blunt/sharp)
Weapon Mastery - Double handed (blunt / sharp)
Weapon Enhanced Mastery - Double handed (blunt/sharp)

SECONDARY

Armour Mastery
Shield Proficiency
Discern Disease
Discern Paralysis
Discern Poisoning
Discern Spiritual Influence
Secondary Access to Path invocations
Strength
Toughened Skin
Weapon Mastery - Single handed (blunt / sharp)
Weapon Enhanced Mastery - Single handed (blunt/sharp)
Weapon Mastery - Double handed (blunt / sharp)
Weapon Enhanced Mastery - Double handed (blunt/sharp)

STATUS SKILLS – RANK 20

Strength – Double

Strength - Double

Toughened Skin Mastery Disarm - Uses Disarm Spiritual Warrior Subdual Mastery Weapon Attunement (single sharp/blunt; double sharp/blunt; dagger)	Toughened Skin Mastery
STATUS SKILLS – RANK 64	
Armour Enhanced Mastery Cast 1st Sphere Ranks 6-8 Connection with Second Sphere Learn additional rank 1 - 8 Invocations Make Talisman Recognise Disguise Disarm Mastery Hold the Line Knockback Uses Knockback Nerve Strike Mastery Limit Raise - Life Resist Disarm Mastery Resist Dismember Resist Knockback Resist Knockdown Resist Nerve Strike Resist Shield Arm Bonebreak Resist Shield Cleave Spiritual Warrior Mastery Subdual Enhanced Mastery	Disarm - Uses Disarm Nerve Strike Uses Nerve Strike Resist Knockback Resist Knockdown Resist Nerve Strike Spiritual Warrior Weapon Attunement (single sharp/blunt; double sharp/blunt; dagger)
STATUS SKILLS - RANK 128	
Armour Superior Mastery Cast 1st Sphere ranks 9 - 10 Cast 2nd Sphere ranks 1 - 5 Power Store - Lesser Damage Increase Disarm Enhanced Mastery Knockback Mastery Limit Raise Mastery - Life Nerve Strike Enhanced Mastery Resist Bonebreak Resist Knockback Mastery Resist Knockdown Mastery Resist Nerve Strike Mastery Spiritual Warrior Enhanced Mastery	Armour Enhanced Mastery Cast 1st Sphere Ranks 6-8 Connection with Second Sphere Power Store - Lesser Recognise Disguise Disarm Mastery Knockback Uses Knockback Nerve Strike Mastery Resist Disarm Spiritual Warrior Mastery
STATUS SKILLS - RANK 256	
Armour Exceptional Mastery Power Store - Greater Bonebreak Damage Increase Mastery Knockback Enhanced Mastery Limit Raise Enhanced Mastery - Life Resist Bonebreak Mastery Resist Disarm Enhanced Mastery Resist Dismember Mastery Resist Shield Arm Bonebreak Mastery Resist Shield Cleave Mastery	Armour Superior Mastery Cast 1st Sphere ranks 9 - 10 Cast 2nd Sphere ranks 1 - 5 Power Store - Greater Knockback Mastery Resist Disarm Mastery Resist Knockback Mastery Resist Knockdown Mastery Resist Nerve Strike Mastery Resist Shield Arm Bonebreak Resist Shield Cleave

Shield Cleave Cast through Weapon	Spiritual Warrior Enhanced Mastery Cast through Weapon
STATUS SKILLS - RANK 512	
Armour Perfection Disarm Superior Mastery Knockback Superior Mastery Limit Raise Superior Mastery - Life Nerve Strike Superior Mastery Resist Disarm Superior Mastery Sunder Sunder Mastery Sunder Enhanced Mastery Cast through Weapon Mastery Weapon Bond	

SKIRMISHERS

INFORMATION

A statused member of the Skirmishers can take the title of Elite.
Skirmishers must rely on their wits, skill and swiftness to avoid trouble that larger groups may blunder into.

REQUIREMENTS TO JOIN

None



GUILD SKILLS	
PRIMARY	SECONDARY
Armour Mastery Shield Proficiency Limit Raise Dexterity Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Ambidexterity Mastery Strength Alchemist Herbalist Make Herbal Potion Transmutation Trap Handling Sneak Attack Throat Slit Weapon Mastery - Single handed (blunt / sharp) Weapon Enhanced Mastery - Single handed (blunt/sharp) Dagger Proficiency Dagger Mastery Dagger Enhanced Mastery Weapon Mastery - Double handed (blunt / sharp) Weapon Enhanced Mastery - Double handed (blunt/sharp)	Armour Mastery Shield Proficiency Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Ambidexterity Mastery Sneak Attack Throat Slit Weapon Mastery - Single handed (blunt / sharp) Weapon Enhanced Mastery - Single handed (blunt/sharp) Dagger Proficiency Dagger Mastery Dagger Enhanced Mastery
STATUS SKILLS – RANK 20	
Armour Enhanced Mastery Limit Raise Mastery Dexterity Combat Awareness Additional Alchemical Recipes Disguise Recognise Disguise	Limit Raise Dexterity Strength Alchemist Herbalist Trap Handling Weapon Mastery - Double handed (blunt / sharp) Weapon Enhanced Mastery - Double handed (blunt/sharp)
STATUS SKILLS – RANK 64	
Armour Superior Mastery Limit Raise Enhanced Mastery Dexterity Combat Awareness Mastery Transmutation Mastery Philosophers Stone	Armour Enhanced Mastery Limit Raise Mastery Dexterity Combat Awareness Additional Alchemical Recipes Transmutation

Construct Laboratory Make Herbal Potion Mastery Alembic Distil Herbal Potion Jack of All trades Trap Handling Mastery Disguise Other Sneak Attack Mastery	Philosophers Stone Construct Laboratory Make Herbal Potion Alembic Distil Herbal Potion Disguise Recognise Disguise
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STATUS SKILLS - RANK 128

Combat Awareness Enhanced Mastery Limit Raise Mana Transmutation Enhanced Mastery Philosophers Stone Mastery Construct Laboratory Mastery Make Herbal Potion Enhanced Mastery Master Alembic Distil Herbal Potion Mastery Power Store – Lesser Limit Raise Power Trap Handling Superior Mastery Dodge - Uncanny Sneak Attack Enhanced Mastery Limit Raise Life	Armour Superior Mastery Limit Raise Enhanced Mastery Dexterity Combat Awareness Mastery Transmutation Mastery Philosophers Stone Mastery Construct Laboratory Mastery Master Alembic Power Store - Lesser Trap Handling Mastery
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STATUS SKILLS - RANK 256

Armour Exceptional Mastery Limit Raise Superior Mastery Dexterity Combat Awareness Superior Mastery Limit Raise Mastery - Mana Philosophers Stone Enhanced Mastery Construct Laboratory Enhanced Mastery Make Herbal Potion Superior Mastery Precision Alembic Distil Herbal Potion Enhanced Mastery Power Store - Greater Limit Raise Mastery - Power Trap Handling Exceptional Mastery Dodge - Exceptional Sneak Attack Superior Mastery Limit Raise Mastery - Life Cast through Weapon	Combat Awareness Enhanced Mastery Transmutation Enhanced Mastery Philosophers Stone Enhanced Mastery Construct Laboratory Enhanced Mastery Make Herbal Potion Mastery Precision Alembic Distil Herbal Potion Enhanced Mastery Power Store - Greater Sneak Attack Mastery Cast through Weapon
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STATUS SKILLS - RANK 512

Combat Awareness Exceptional Mastery Limit Raise Enhanced Mastery - Mana Construct Laboratory Superior Mastery Potion Master Make Herbal Potion Exceptional Mastery Limit Raise Enhanced Mastery – Power Dodge – Superior Trap Handling Superior Mastery Sneak Attack Exceptional Mastery Limit Raise Enhanced Mastery - Life Cast Through Weapon Mastery Weapon Bond	
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MONASTERY

INFORMATION

A statused member of the Monastery can take the title of Monk.

The Monastery teaches its members how to tap into the life essence known as Ki. It is disciplined and organised, and extols the virtues of balance and understanding in all things. Individual

Monks vary in ability widely. Some focus on Magic, others Spiritual power or physical prowess, however the Monastery does not teach these aspects and expects its members to pledge status with a secondary guild early in their career.



REQUIREMENTS TO JOIN

The Monastery will only allow those who dedicate themselves to their way of life to join, thus you may only join if the Monastery is if you are primary Neutral . Also, you may never become a member of the Barbarian Lodge

GUILD SKILLS

PRIMARY	SECONDARY
Armour Mastery Limit Raise Dexterity Buy Ki Forearm Parry Use Ki Meditate Ki Meditate Ki Mastery Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Ambidexterity Mastery Strength Alchemist Herbalist Sneak Attack Weapon Mastery - Single handed (blunt / sharp) Weapon Enhanced Mastery - Single handed (blunt/sharp) Dagger Proficiency Dagger Mastery Dagger Enhanced Mastery Weapon Mastery - Double handed (blunt / sharp) Weapon Enhanced Mastery - Double handed (blunt/sharp)	Armour Mastery Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Ambidexterity Mastery Dagger Proficiency Weapon Mastery - Single handed (blunt / sharp)

STATUS SKILLS - RANK 20

Armour Enhanced Mastery Limit Raise Mastery Dexterity Combat Awareness Meditate Ki Enhanced Mastery	Strength Alchemist Herbalist Weapon Enhanced Mastery - Single handed (blunt/sharp) Dagger Mastery Dagger Enhanced Mastery Weapon Mastery - Double handed (blunt / sharp) Weapon Enhanced Mastery - Double handed (blunt/sharp)
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STATUS SKILLS - RANK 64

Limit Raise Enhanced Mastery Dexterity
 Combat Awareness Mastery
 Focus Ki vs Magic
 Focus Ki vs Power
 Forearm Parry Mastery
 Limit Raise - Ki
 Ki Protection

Armour Enhanced Mastery
 Combat Awareness
 Forearm Parry

STATUS SKILLS - RANK 128

Combat Awareness Enhanced Mastery
 Forearm Parry Enhanced Mastery
 Limit Raise Mastery - Ki
 Ki Protection Mastery
 Limit Raise - Mana
 Power Store - Lesser
 Limit Raise - Power
 Limit Raise - Life

Combat Awareness Mastery
 Forearm Parry Mastery

STATUS SKILLS - RANK 256

Limit Raise Superior Mastery – Dexterity
 Combat Awareness Superior Mastery
 Limit Raise Enhanced Mastery - Ki
 Ki Protection Enhanced Mastery
 Limit Raise Mastery - Mana
 Power Store - Greater
 Limit Raise Mastery - Power
 Jack of All trades
 Limit Raise Mastery - Life
 Cast through Weapon

Combat Awareness Enhanced Mastery
 Forearm Parry Enhanced Mastery
 Power Store - Lesser
 Cast through Weapon

STATUS SKILLS - RANK 512

Combat Awareness Exceptional Mastery
 Limit Raise Superior Mastery – Ki
 Meditate Ki Superior Mastery
 Ki Protection Superior Mastery
 Limit Raise Enhanced Mastery - Mana
 Limit Raise Enhanced Mastery - Power
 Limit Raise Enhanced Mastery - Life
 Cast Through Weapon Mastery
 Weapon Bond

ASSASSINS

INFORMATION

A statused member of the Assassins can take the title of Stalker and Assassins prefer to utilise stealth and speed in achieve their aims.

REQUIREMENTS TO JOIN

Swiftness of foot, keenness of eye and a willingness to get the job done.



GUILD SKILLS

PRIMARY	SECONDARY
Armour Mastery Shield Proficiency Limit Raise Dexterity Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Ambidexterity Mastery Strength Alchemist Herbalist Transmutation Make Herbal Potion Trap Handling Recognise Disguise Sneak Attack Throat Slit Subdual Weapon Mastery - Single handed (blunt / sharp) Weapon Enhanced Mastery - Single handed (blunt/sharp) Dagger Proficiency Dagger Mastery Dagger Enhanced Mastery	Armour Mastery Shield Proficiency Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Ambidexterity Mastery Sneak Attack Throat Slit Weapon Mastery - Single handed (blunt / sharp) Weapon Enhanced Mastery - Single handed (blunt/sharp) Dagger Proficiency Dagger Mastery Dagger Enhanced Mastery

STATUS SKILLS – RANK 20

Armour Enhanced Mastery Limit Raise Mastery Dexterity Combat Awareness Additional Alchemical Recipes Disguise Subdual Mastery	Limit Raise Dexterity Strength Alchemist Herbalist Trap Handling Recognise Disguise
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STATUS SKILLS – RANK 64

Limit Raise Enhanced Mastery Dexterity Combat Awareness Mastery Transmutation Mastery Philosophers Stone Construct Laboratory Make Herbal Potion Mastery	Armour Enhanced Mastery Limit Raise Mastery Dexterity Combat Awareness Additional Alchemical Recipes Transmutation Philosophers Stone
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Alembic Distil Herbal Potion Jack of All trades Trap Handling Mastery Disguise Other Throat Slit Mastery Subdual Enhanced Mastery	Construct Laboratory Make Herbal Potion Alembic Distil Herbal Potion Disguise
STATUS SKILLS - RANK 128	
Combat Awareness Enhanced Mastery Limit Raise - Mana Transmutation Enhanced Mastery Philosophers Stone Mastery Construct Laboratory Mastery Make Herbal Potion Enhanced Mastery Master Alembic Distil Herbal Potion Mastery Power Store - Lesser Limit Raise - Power Dodge – Uncanny Trap Handling Enhanced Mastery Throat Slit Enhanced Mastery Limit Raise - Life	Limit Raise Enhanced Mastery Dexterity Combat Awareness Mastery Transmutation Mastery Philosophers Stone Mastery Construct Laboratory Mastery Master Alembic Power Store - Lesser Trap Handling Mastery
STATUS SKILLS - RANK 256	
Limit Raise Superior Mastery Dexterity Combat Awareness Superior Mastery Limit Raise Mastery - Mana Philosophers Stone Enhanced Mastery Construct Laboratory Enhanced Mastery Precision Alembic Distil Herbal Potion Enhanced Mastery Power Store - Greater Limit Raise Mastery - Power Dodge - Exceptional Trap Handling Superior Mastery Throat Slit Superior Mastery Limit Raise Mastery - Life Cast through Weapon	Combat Awareness Enhanced Mastery Transmutation Enhanced Mastery Philosophers Stone Enhanced Mastery Construct Laboratory Enhanced Mastery Make Herbal Potion Mastery Precision Alembic Distil Herbal Potion Mastery Power Store - Greater Trap Handling Enhanced Mastery Throat Slit Mastery Cast through Weapon
STATUS SKILLS - RANK 512	
Combat Awareness Exceptional Mastery Limit Raise Enhanced Mastery - Mana Construct Laboratory Superior Mastery Poison Master Make Herbal Potion Superior Mastery Limit Raise Enhanced Mastery – Power Dodge – Superior Recognise Disguise Mastery Throat Slit Exceptional Mastery Limit Raise Enhanced Mastery - Life Cast Through Weapon Mastery Weapon Bond	

ARCHERS

INFORMATION

A statused member of the Archers can take the title of Marksman.

REQUIREMENTS TO JOIN

None



GUILD SKILLS

PRIMARY	SECONDARY
Archer Acolyte Archer Mage Knockback Shot Marksman Missile Proficiency Missile Mastery Missile Enhanced Mastery Speed Dart Strength Attuned Bow Armour Mastery Limit Raise Dexterity Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Strength Alchemist Herbalist Transmutation Make Herbal Potion Sneak Attack Weapon Mastery - Single handed (blunt / sharp) Weapon Enhanced Mastery - Single handed (blunt/sharp) Dagger Proficiency Dagger Mastery Dagger Enhanced Mastery	Armour Mastery Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Sneak Attack Weapon Mastery - Single handed (blunt / sharp) Weapon Enhanced Mastery - Single handed (blunt/sharp) Dagger Proficiency Dagger Mastery Dagger Enhanced Mastery

STATUS SKILLS – RANK 20

Archer Priest Archer Wizard Missile Attunement Nerve Strike Shot Armour Enhanced Mastery Limit Raise Mastery Dexterity Combat Awareness Additional Alchemical Recipes	Archer Acolyte Archer Mage Missile Proficiency Missile Mastery Speed Dart Strength Attuned Bow Limit Raise Dexterity Strength Alchemist Herbalist
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STATUS SKILLS – RANK 64

Archer Specialist Acolyte – 1 st Sect Archer Specialist Mage – 1 st School Nerve Strike Shot Mastery Limit Raise Enhanced Mastery Dexterity Combat Awareness Mastery Transmutation Mastery Philosophers Stone Construct Laboratory Make Herbal Potion Mastery Alembic Distil Herbal Potion Jack of All trades	Archer Priest Archer Wizard Marksman Missile Attunement Missile Enhanced Mastery Armour Enhanced Mastery Limit Raise Mastery Dexterity Combat Awareness Additional Alchemical Recipes Transmutation Philosophers Stone Construct Laboratory Make Herbal Potion Alembic Distil Herbal Potion
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STATUS SKILLS - RANK 128

Archer Specialist Priest – 1 st Sect Archer Specialist Acolyte – 2 nd Sect Archer Specialist Wizard – 1 st School Archer Specialist Mage – 2 nd School Nerve Strike Shot Enhanced Mastery Combat Awareness Enhanced Mastery Limit Raise - Mana Transmutation Enhanced Mastery Philosophers Stone Mastery Construct Laboratory Mastery Make Herbal Potion Enhanced Mastery Master Alembic Distil Herbal Potion Power Store - Lesser Limit Raise Mastery - Power Dodge - Uncanny Limit Raise - Life	Limit Raise Enhanced Mastery Dexterity Combat Awareness Mastery Power Store - Lesser Transmutation Mastery Philosophers Stone Construct Laboratory Master Alembic Power Store - Lesser
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STATUS SKILLS - RANK 256

Archer Specialist High Priest – 1 st Sect Archer Specialist Priest – 2 nd Sect Archer Specialist Sorcerer – 1 st School Archer Specialist Wizard – 2 nd School Limit Raise Superior Mastery Dexterity Combat Awareness Superior Mastery Limit Raise Mastery - Mana Philosophers Stone Enhanced Mastery Construct Laboratory Enhanced Mastery Precision Alembic Distil Herbal Potion Mastery Power Store - Greater Dodge - Exceptional Limit Raise Mastery - Life Cast through Weapon	Combat Awareness Enhanced Mastery Transmutation Enhanced Mastery Philosophers Stone Enhanced Mastery Construct Laboratory Enhanced Mastery Master Alembic Power Store - Greater Cast through Weapon
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STATUS SKILLS - RANK 512

Combat Awareness Exceptional Mastery Limit Raise Enhanced Mastery - Mana Construct Laboratory Superior Mastery
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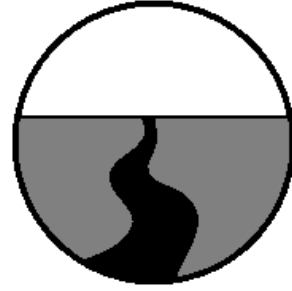
Limit Raise Enhanced Mastery – Power Dodge - Superior Limit Raise Enhanced Mastery – Life Cast Through Weapon Mastery Weapon Bond	
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DARK PATH

INFORMATION

A statused member of the Dark Path Sect can take the title of Priest.

Although a Sect dedicated to the Evil Sphere the Dark Path offers the broadest range of teachings of any of the Evil Sects and is not as restrictive as others in terms of who it will allow to become a member.



REQUIREMENTS TO JOIN

None

GUILD SKILLS

PRIMARY

Armour Mastery
Discern Disease
Discern Paralysis
Discern Poisoning
Discern Spiritual Influence
Connection with 2nd Sphere
Cast 2nd Sphere ranks 1 - 5
Learn additional rank 1 - 8 Invocations
Make Talisman
Write Lay Power Scrolls

SECONDARY

Armour Mastery
Discern Disease
Discern Paralysis
Discern Poisoning
Discern Spiritual Influence
Connection with 2nd Sphere
Cast 2nd Sphere ranks 1 - 5
Learn additional rank 1 - 8 Invocations

STATUS SKILLS – RANK 20

Shield Proficiency
Strength
Meditate Power Mastery
Cast 1st Sphere ranks 6 - 8
Cast 2nd Sphere ranks 6 – 8
Priest in 2nd Sphere
Write Ritual Power Scrolls
Weapon Mastery - Double handed (blunt / sharp)

Shield Proficiency
Meditate Power Mastery
Cast 1st Sphere ranks 6 - 8
Make Talisman
Write Lay Power Scrolls

STATUS SKILLS – RANK 64

Meditate Power Enhanced Mastery
Cast 1st Sphere ranks 9 - 10
Learn rank 9 Invocations
Learn rank 10 Invocations
Limit Raise - Power
Cast Cosmic Power in 1st Sphere
Write Cosmic Power Scrolls

Strength
Meditate Power Enhanced Mastery
Write Ritual Power Scrolls
Weapon Mastery - Double handed (blunt / sharp)

STATUS SKILLS – RANK 128

Power Store - Lesser
Cast 2nd Sphere ranks 9 – 10
Invocation Guard
Limit Raise Mastery - Power
Limit Raise - Invocation
Cast Cosmic Power in Additional Sphere

Power Store - Lesser
Cast 1st Sphere ranks 9 - 10
Invocation Guard
Learn rank 9 Invocations
Learn rank 10 Invocations
Cast Cosmic Power in 1st Sphere
Write Cosmic Power Scrolls

STATUS SKILLS - RANK 256	
Power Store - Greater Greater Invoke Invoke Mastery Limit Raise Enhanced Mastery - Power Cast through Weapon	Power Store - Greater Greater Invoke Limit Raise - Invocation Cast through Weapon
STATUS SKILLS - RANK 512	
Meditate Power Superior Mastery Invocation Extension Limit Raise Superior Mastery – Power Cast through Weapon Mastery Weapon Bond	

BRETHREN

INFORMATION

A statused member of the Brethren Sect can take the title of Priest.

The Brethren are a Sect dedicated to the Evil Sphere. They are a martial sect and the Priests are trained to command warriors in battle and use their invocations to support them.

REQUIREMENTS TO JOIN

The Brethren will not accept anyone with a connection with the Good Sphere. Anyone learning a connection with the Good Sphere will be ejected from the Sect.



GUILD SKILLS

PRIMARY	SECONDARY
Armour Mastery Shield Proficiency Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Strength Connection with 2nd Sphere Cast 2nd Sphere ranks 1 - 5 Learn additional rank 1 - 8 Invocations Make Talisman Write Lay Power Scrolls	Armour Mastery Shield Proficiency Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Connection with 2nd Sphere Cast 2nd Sphere ranks 1 - 5 Learn additional rank 1 - 8 Invocations

STATUS SKILLS – RANK 20

Meditate Power Mastery Cast 1st Sphere ranks 6 - 8 Cast 2nd Sphere ranks 6 - 8 Priest in 2nd Sphere Write Ritual Power Scrolls Weapon Mastery - Single handed (blunt / sharp) Weapon Mastery - Double handed (blunt / sharp)	Strength Meditate Power Mastery Cast 1st Sphere ranks 6 - 8 Make Talisman Write Lay Power Scrolls
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STATUS SKILLS – RANK 64

Armour Enhanced Mastery Meditate Power Enhanced Mastery Cast 1st Sphere ranks 9 - 10 Learn rank 9 Invocations Learn rank 10 Invocations Limit Raise - Power Cast Cosmic Power in 1st Sphere Write Cosmic Power Scrolls Weapon Enhanced Mastery - Single handed (blunt / sharp) Weapon Enhanced Mastery - Double handed (blunt / sharp)	Strength Meditate Power Enhanced Mastery Write Ritual Power Scrolls Weapon Mastery - Single handed (blunt / sharp) Weapon Mastery - Double handed (blunt / sharp)
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STATUS SKILLS - RANK 128	
Power Store - Lesser Cast 2nd Sphere ranks 9 - 10 Invocation Guard Limit Raise Mastery - Power Limit Raise – Invocation Cast Cosmic Power in Additional Sphere	Power Store - Lesser Cast 1st Sphere ranks 9 - 10 Invocation Guard Learn rank 9 Invocations Learn rank 10 Invocations Cast Cosmic Power in 1st Sphere Write Cosmic Power Scrolls Weapon Enhanced Mastery - Single handed (blunt / sharp) Weapon Enhanced Mastery - Double handed (blunt / sharp)
STATUS SKILLS - RANK 256	
Power Store – Greater Greater Invoke Invoke Mastery Limit Raise Enhanced Mastery - Power Cast through Weapon	Power Store - Greater Greater Invoke Limit Raise - Invocation Cast through Weapon
STATUS SKILLS - RANK 512	
Meditate Power Superior Mastery Invocation Extension Limit Raise Superior Mastery – Power Cast through Weapon Mastery Weapon Bond	

REAPERS

INFORMATION

A statused member of the Reapers Sect can take the title of Priest. The Reapers are dedicated to Evil in its most destructive form. The Sect is sworn to eliminate life through whatever means necessary. Their members are trained in the most deadly of invocations, although they are a Sect of the Valley and are sworn not to harm fellow members of the Valley.



REQUIREMENTS TO JOIN

The Reapers will not accept anyone with a connection with the Good Sphere. Anyone learning a connection with the Good Sphere will be ejected from the Sect. They will also not teach any weapon skills.

GUILD SKILLS

PRIMARY	SECONDARY
Armour Mastery Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Connection with 2nd Sphere Cast 2nd Sphere ranks 1 - 5 Learn additional rank 1 - 8 Invocations Make Talisman Write Lay Power Scrolls	Armour Mastery Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Connection with 2nd Sphere Cast 2nd Sphere ranks 1 - 5 Learn additional rank 1 - 8 Invocations

STATUS SKILLS – RANK 20

Strength Meditate Power Mastery Cast 1st Sphere ranks 6 - 8 Cast 2nd Sphere ranks 6 - 8 Priest in 2nd Sphere Write Ritual Power Scrolls	Meditate Power Mastery Cast 1st Sphere ranks 6 - 8 Make Talisman Write Lay Power Scrolls
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STATUS SKILLS – RANK 64

Meditate Power Enhanced Mastery Cast 1st Sphere ranks 9 - 10 Learn rank 9 Invocations Learn rank 10 Invocations Limit Raise - Power Cast Cosmic Power in 1st Sphere Write Cosmic Power Scrolls	Strength Meditate Power Enhanced Mastery Write Ritual Power Scrolls
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STATUS SKILLS – RANK 128

Power Store - Lesser Cast 2nd Sphere ranks 9 - 10 Invocation Guard Limit Raise Mastery - Power Limit Raise – Invocation Cast Cosmic Power in Additional Sphere	Power Store - Lesser Cast 1st Sphere ranks 9 - 10 Invocation Guard Learn rank 9 Invocations Learn rank 10 Invocations Cast Cosmic Power in 1st Sphere Write Cosmic Power Scrolls
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STATUS SKILLS - RANK 256	
Power Store – Greater Greater Invoke Invoke Mastery Limit Raise Enhanced Mastery - Power	Power Store - Greater Greater Invoke Limit Raise - Invocation
STATUS SKILLS - RANK 512	
Meditate Power Superior Mastery Invocation Extension Limit Raise Superior Mastery – Power	

SEERS

INFORMATION

A statused member of the Seers Sect can take the title of Priest.

The Seers are a Sect dedicated to the Evil Sphere. The invocations taught by the Sect tend not to be directly offensive in nature, much like the Seers themselves. Individual Seers vary in personality and appearance but tend to be intelligent and observant. If one can tolerate their secretive ways they can make fine scribes and information gatherers within a group and are capable of learning many skills used to identify potions or discern afflictions.



REQUIREMENTS TO JOIN

The Dark Seers will accept for membership anyone who agrees to provide a full account of all of their missions in writing.

Failure to uphold this agreement will be dealt with accordingly.

Any information omitted will be considered a failure.

GUILD SKILLS	
PRIMARY	SECONDARY
Armour Mastery Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Connection with 2nd Sphere Cast 2nd Sphere ranks 1 - 5 Learn additional rank 1 - 8 Invocations Make Talisman Write Lay Power Scrolls	Armour Mastery Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Connection with 2nd Sphere Cast 2nd Sphere ranks 1 - 5 Learn additional rank 1 - 8 Invocations
STATUS SKILLS – RANK 20	
Strength Meditate Power Mastery Cast 1st Sphere ranks 6 - 8 Cast 2nd Sphere ranks 6 - 8 Priest in 2nd Sphere Write Ritual Power Scrolls Weapon Mastery - Double handed (blunt / sharp)	Meditate Power Mastery Cast 1st Sphere ranks 6 - 8 Make Talisman Write Lay Power Scrolls
STATUS SKILLS – RANK 64	
Shield Proficiency Meditate Power Enhanced Mastery Cast 1st Sphere ranks 9 - 10 Learn rank 9 Invocations Learn rank 10 Invocations Limit Raise - Power Cast Cosmic Power in 1st Sphere Write Cosmic Power Scrolls Recognise Disguise	Shield Proficiency Meditate Power Enhanced Mastery Write Ritual Power Scrolls
STATUS SKILLS – RANK 128	
Power Store - Lesser	Power Store - Lesser

Cast 2nd Sphere ranks 9 - 10 Invocation Guard Limit Raise Mastery - Power Limit Raise – Invocation Cast Cosmic Power in Additional Sphere	Cast 1st Sphere ranks 9 - 10 Invocation Guard Learn rank 9 Invocations Learn rank 10 Invocations Cast Cosmic Power in 1st Sphere Write Cosmic Power Scrolls
STATUS SKILLS - RANK 256	
Power Store – Greater Greater Invoke Invoke Mastery Limit Raise Enhanced Mastery - Power Cast through Weapon	Power Store - Greater Greater Invoke Limit Raise - Invocation Cast through Weapon
STATUS SKILLS - RANK 512	
Meditate Power Superior Mastery Invocation Extension Limit Raise Superior Mastery – Power Cast through Weapon Mastery Weapon Bond	

GREY PATH

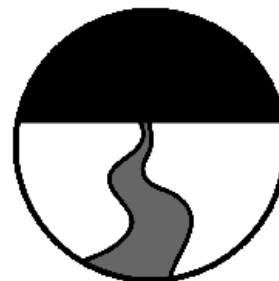
INFORMATION

A statused member of the Grey Path Sect can take the title of Priest.

The Grey Path is a large Sect dedicated to the Neutral Sphere.

The Sect teaches balance in all things and the invocations taught to its members are the most varied of any of the Neutral Sects. Because of the breadth of the Sect's teachings Neutral

Path Priests can serve in many roles although they are particularly good diplomats as they are expert at seeing a problem from both sides.



REQUIREMENTS TO JOIN

Not only are there no requirements to join the Grey Path, the Sect actively encourages every member of the Valley to join.

GUILD SKILLS

PRIMARY

Armour Mastery
Discern Disease
Discern Paralysis
Discern Poisoning
Discern Spiritual Influence
Connection with 2nd Sphere
Cast 2nd Sphere ranks 1 - 5
Learn additional rank 1 - 8 Invocations
Make Talisman
Write Lay Power Scrolls

SECONDARY

Armour Mastery
Discern Disease
Discern Paralysis
Discern Poisoning
Discern Spiritual Influence
Connection with 2nd Sphere
Cast 2nd Sphere ranks 1 - 5
Learn additional rank 1 - 8 Invocations

STATUS SKILLS – RANK 20

Shield Proficiency
Strength
Meditate Power Mastery
Cast 1st Sphere ranks 6 - 8
Cast 2nd Sphere ranks 6 - 8
Priest in 2nd Sphere
Write Ritual Power Scrolls
Weapon Mastery - Double handed (blunt / sharp)

Shield Proficiency
Meditate Power Mastery
Cast 1st Sphere ranks 6 - 8
Make Talisman
Write Lay Power Scrolls

STATUS SKILLS – RANK 64

Meditate Power Enhanced Mastery
Cast 1st Sphere ranks 9 - 10
Learn rank 9 Invocations
Learn rank 10 Invocations
Limit Raise - Power
Cast Cosmic Power in 1st Sphere
Write Cosmic Power Scrolls

Strength
Meditate Power Enhanced Mastery
Write Ritual Power Scrolls
Weapon Mastery - Double handed (blunt / sharp)

STATUS SKILLS – RANK 128

Power Store - Lesser
Cast 2nd Sphere ranks 9 – 10

Power Store - Lesser
Cast 1st Sphere ranks 9 - 10

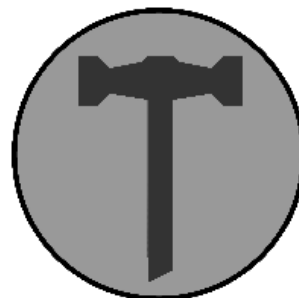
Connection with 3 rd Sphere Cast 3 rd Sphere ranks 1-5 Invocation Guard Limit Raise Mastery - Power Limit Raise – Invocation Cast Cosmic Power in Additional Sphere	Invocation Guard Learn rank 9 Invocations Learn rank 10 Invocations Cast Cosmic Power in 1st Sphere Write Cosmic Power Scrolls
STATUS SKILLS - RANK 256	
Power Store – Greater Cast 3 rd Sphere ranks 6-8 Invoke Mastery Limit Raise Enhanced Mastery – Power Priest in 3 rd Sphere Cast through Weapon	Power Store - Greater Limit Raise - Invocation Cast through Weapon
STATUS SKILLS - RANK 512	
Meditate Power Superior Mastery Invocation Extension Limit Raise Superior Mastery – Power Cast through Weapon Mastery Weapon Bond	

GAUNTLET

INFORMATION

A statused member of the Gauntlet Sect can take the title of Priest.

The Gauntlet Sect is dedicated to the Neutral Sphere. The invocations taught by the sect are used to bolster a Priest's fighting abilities either directly or by empowering his weapons. It is common to see Priests of the Gauntlet Sect in full armour acting as secondary warriors within a group, using their invocations to strengthen the fighting line. However, many Priests of this sect do not consider themselves even secondary warriors, preferring to utilise all of their invocations to power up those more suited to combat and the Sect supports both types equally.



REQUIREMENTS TO JOIN

The Gauntlet requires its members to use their invocations to improve the combat efficiency of their group.

GUILD SKILLS	
PRIMARY	SECONDARY
Armour Mastery Shield Proficiency Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Strength Connection with 2nd Sphere Cast 2nd Sphere ranks 1 - 5 Learn additional rank 1 - 8 Invocations Make Talisman Write Lay Power Scrolls	Armour Mastery Shield Proficiency Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Connection with 2nd Sphere Cast 2nd Sphere ranks 1 - 5 Learn additional rank 1 - 8 Invocations
STATUS SKILLS – RANK 20	
Meditate Power Mastery Cast 1st Sphere ranks 6 - 8 Cast 2nd Sphere ranks 6 - 8 Priest in 2nd Sphere Write Ritual Power Scrolls Weapon Mastery - Single handed (blunt / sharp) Weapon Mastery - Double handed (blunt / sharp)	Strength Meditate Power Mastery Cast 1st Sphere ranks 6 - 8 Make Talisman Write Lay Power Scrolls
STATUS SKILLS – RANK 64	
Armour Enhanced Mastery Meditate Power Enhanced Mastery Cast 1st Sphere ranks 9 - 10 Learn rank 9 Invocations Learn rank 10 Invocations Limit Raise - Power Cast Cosmic Power in 1st Sphere Write Cosmic Power Scrolls Weapon Enhanced Mastery - Single handed (blunt / sharp) Weapon Enhanced Mastery - Double handed (blunt / sharp)	Write Ritual Power Scrolls Weapon Mastery - Single handed (blunt / sharp) Weapon Mastery - Double handed (blunt / sharp)

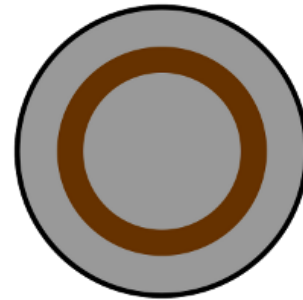
STATUS SKILLS - RANK 128	
Power Store - Lesser Cast 2nd Sphere ranks 9 – 10 Connection with 3 rd Sphere Cast 3 rd Sphere ranks 1-5 Invocation Guard Limit Raise Mastery - Power Limit Raise – Invocation Cast Cosmic Power in Additional Sphere	Power Store - Lesser Cast 1st Sphere ranks 9 - 10 Invocation Guard Learn rank 9 Invocations Learn rank 10 Invocations Cast Cosmic Power in 1st Sphere Write Cosmic Power Scrolls Weapon Enhanced Mastery - Single handed (blunt / sharp) Weapon Enhanced Mastery - Double handed (blunt / sharp)
STATUS SKILLS - RANK 256	
Power Store – Greater Cast 3 rd Sphere ranks 6-8 Greater Invoke Invoke Mastery Limit Raise Enhanced Mastery – Power Priest in 3 rd Sphere Cast through Weapon	Power Store - Greater Greater Invoke Limit Raise - Invocation Cast through Weapon
STATUS SKILLS - RANK 512	
Meditate Power Superior Mastery Invocation Extension Limit Raise Superior Mastery – Power Cast through Weapon Mastery Weapon Bond	

WARDEN

INFORMATION

A statused member of the Warden Sect can take the title of Priest.

The Wardens are a Sect dedicated to the Neutral Sphere. They are highly skilled at creating and investigating wards and empowered items. Most Wardens are calm and caring, and they are a Sect for whom the defence of the common man is of the greatest import.



REQUIREMENTS TO JOIN

The Wardens expect its members to protect their comrades from attacks and to support them fully at all times.

GUILD SKILLS

PRIMARY

Armour Mastery
Discern Disease
Discern Paralysis
Discern Poisoning
Discern Spiritual Influence
Connection with 2nd Sphere
Cast 2nd Sphere ranks 1 - 5
Learn additional rank 1 - 8 Invocations
Make Talisman
Write Lay Power Scrolls

SECONDARY

Armour Mastery
Discern Disease
Discern Paralysis
Discern Poisoning
Discern Spiritual Influence
Connection with 2nd Sphere
Cast 2nd Sphere ranks 1 - 5
Learn additional rank 1 - 8 Invocations

STATUS SKILLS – RANK 20

Strength
Meditate Power Mastery
Cast 1st Sphere ranks 6 - 8
Cast 2nd Sphere ranks 6 - 8
Priest in 2nd Sphere
Write Ritual Power Scrolls
Weapon Mastery - Double handed (blunt / sharp)

Meditate Power Mastery
Cast 1st Sphere ranks 6 - 8
Make Talisman
Write Lay Power Scrolls

STATUS SKILLS – RANK 64

Shield Proficiency
Meditate Power Enhanced Mastery
Cast 1st Sphere ranks 9 - 10
Learn rank 9 Invocations
Learn rank 10 Invocations
Limit Raise - Power
Cast Cosmic Power in 1st Sphere
Write Cosmic Power Scrolls
Recognise Disguise

Shield Proficiency
Strength
Meditate Power Enhanced Mastery
Write Ritual Power Scrolls
Weapon Mastery - Double handed (blunt / sharp)

STATUS SKILLS – RANK 128

Power Store - Lesser
Cast 2nd Sphere ranks 9 – 10
Connection with 3rd Sphere
Cast 3rd Sphere ranks 1-5
Invocation Guard
Limit Raise Mastery - Power

Power Store - Lesser
Cast 1st Sphere ranks 9 - 10
Invocation Guard
Learn rank 9 Invocations
Learn rank 10 Invocations
Cast Cosmic Power in 1st Sphere

Limit Raise – Invocation Cast Cosmic Power in Additional Sphere	Write Cosmic Power Scrolls Recognise Disguise
STATUS SKILLS - RANK 256	
Power Store – Greater Cast 3 rd Sphere ranks 6-8 Greater Invoke Invoke Mastery Limit Raise Enhanced Mastery – Power Priest in 3 rd Sphere Cast through Weapon	Power Store - Greater Greater Invoke Limit Raise - Invocation Cast through Weapon
STATUS SKILLS - RANK 512	
Meditate Power Superior Mastery Invocation Extension Limit Raise Superior Mastery – Power Cast through Weapon Mastery Weapon Bond	

DRUID

INFORMATION

A statused member of the Druids Sect can take the title of Priest.

The Druid Sect worships nature and the land as an aspect of the Neutral Sphere. Druids generally prefer to be outdoors rather than trapped inside a Tower and as such the vast majority of their training takes place in secluded woodland groves.



REQUIREMENTS TO JOIN

A Druid must demonstrate a respect for nature.

GUILD SKILLS

PRIMARY	SECONDARY
Armour Mastery Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Connection with 2nd Sphere Cast 2nd Sphere ranks 1 - 5 Learn additional rank 1 - 8 Invocations Make Talisman Write Lay Power Scrolls	Armour Mastery Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Connection with 2nd Sphere Cast 2nd Sphere ranks 1 - 5 Learn additional rank 1 - 8 Invocations

STATUS SKILLS – RANK 20

Shield Proficiency Strength Meditate Power Mastery Cast 1st Sphere ranks 6 - 8 Cast 2nd Sphere ranks 6 - 8 Priest in 2nd Sphere Write Ritual Power Scrolls Weapon Mastery - Single handed (blunt / sharp) Weapon Mastery - Double handed (blunt / sharp)	Shield Proficiency Meditate Power Mastery Make Talisman Write Lay Power Scrolls
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STATUS SKILLS – RANK 64

Meditate Power Enhanced Mastery Cast 1st Sphere ranks 9 - 10 Learn rank 9 Invocations Learn rank 10 Invocations Limit Raise - Power Cast Cosmic Power in 1st Sphere Write Cosmic Power Scrolls Weapon Enhanced Mastery - Single handed (blunt / sharp) Weapon Enhanced Mastery - Double handed (blunt / sharp)	Strength Meditate Power Enhanced Mastery Cast 1st Sphere ranks 6 - 8 Write Ritual Power Scrolls Weapon Mastery - Single handed (blunt / sharp) Weapon Mastery - Double handed (blunt / sharp)
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STATUS SKILLS – RANK 128

Power Store - Lesser Cast 2nd Sphere ranks 9 – 10 Connection with 3 rd Sphere Cast 3 rd Sphere ranks 1-5 Invocation Guard	Power Store - Lesser Cast 1st Sphere ranks 9 - 10 Invocation Guard Learn rank 9 Invocations Learn rank 10 Invocations
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Limit Raise Mastery - Power Limit Raise – Invocation Cast Cosmic Power in Additional Sphere	Cast Cosmic Power in 1st Sphere Write Cosmic Power Scrolls Weapon Enhanced Mastery - Single handed (blunt / sharp) Weapon Enhanced Mastery - Double handed (blunt / sharp)
STATUS SKILLS - RANK 256	
Power Store – Greater Cast 3 rd Sphere ranks 6-8 Greater Invoke Invoke Mastery Limit Raise Enhanced Mastery - Power Cast through Weapon	Power Store - Greater Greater Invoke Limit Raise - Invocation Cast through Weapon
STATUS SKILLS - RANK 512	
Meditate Power Superior Mastery Invocation Extension Limit Raise Superior Mastery – Power Cast through Weapon Mastery Weapon Bond	

WHITE PATH

INFORMATION

A statused member of the White Path Sect can take the title of Priest.

The White Path is dedicated to the Good Sphere in its entirety.
It does not have the specific focus or constraints that the dedicated Sects have.



REQUIREMENTS TO JOIN

None

GUILD SKILLS	
PRIMARY	SECONDARY
Armour Mastery Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Connection with 2nd Sphere Cast 2nd Sphere ranks 1 - 5 Learn additional rank 1 - 8 Invocations Make Talisman Write Lay Power Scrolls	Armour Mastery Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Connection with 2nd Sphere Cast 2nd Sphere ranks 1 - 5 Learn additional rank 1 - 8 Invocations
STATUS SKILLS – RANK 20	
Shield Proficiency Strength Meditate Power Mastery Cast 1st Sphere ranks 6 - 8 Cast 2nd Sphere ranks 6 - 8 Priest in 2nd Sphere Write Ritual Power Scrolls Weapon Mastery - Double handed (blunt / sharp)	Shield Proficiency Meditate Power Mastery Cast 1st Sphere ranks 6 - 8 Make Talisman Write Lay Power Scrolls
STATUS SKILLS – RANK 64	
Meditate Power Enhanced Mastery Cast 1st Sphere ranks 9 - 10 Learn rank 9 Invocations Learn rank 10 Invocations Limit Raise - Power Cast Cosmic Power in 1st Sphere Write Cosmic Power Scrolls	Strength Meditate Power Enhanced Mastery Write Ritual Power Scrolls Weapon Mastery - Double handed (blunt / sharp)
STATUS SKILLS – RANK 128	
Power Store - Lesser Cast 2nd Sphere ranks 9 - 10 Invocation Guard Limit Raise Mastery - Power Limit Raise – Invocation Cast Cosmic Power in Additional Sphere	Power Store - Lesser Cast 1st Sphere ranks 9 - 10 Invocation Guard Learn rank 9 Invocations Learn rank 10 Invocations Cast Cosmic Power in 1st Sphere Write Cosmic Power Scrolls

STATUS SKILLS - RANK 256	
Power Store - Greater Invoke Mastery Limit Raise Enhanced Mastery - Power Cast through Weapon	Power Store - Greater Limit Raise - Invocation Cast through Weapon
STATUS SKILLS - RANK 512	
Meditate Power Superior Mastery Invocation Extension Limit Raise Superior Mastery – Power Cast through Weapon Mastery Weapon Bond	

MICHELINE

INFORMATION

A statused member of the Micheline Sect can take the title of Priest.

The Micheline Sect is dedicated to the Good Sphere and strives to defeat Evil in all its forms. Priests of the Micheline sect range from pacifist healers to fully-armoured fighting priests who take the fight directly to the forces of Evil

REQUIREMENTS TO JOIN

The Micheline Sect will not accept as a member anyone who casts the Evil Sphere or who uses items that draw their power from the Evil Sphere. A member who is found to have broken this restriction will be ejected from the Sect.



GUILD SKILLS

PRIMARY	SECONDARY
Armour Mastery Shield Proficiency Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Strength Connection with 2nd Sphere Cast 2nd Sphere ranks 1 - 5 Learn additional rank 1 - 8 Invocations Make Talisman Write Lay Power Scrolls	Armour Mastery Shield Proficiency Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Connection with 2nd Sphere Cast 2nd Sphere ranks 1 - 5 Learn additional rank 1 - 8 Invocations

STATUS SKILLS – RANK 20

Meditate Power Mastery Cast 1st Sphere ranks 6 - 8 Cast 2nd Sphere ranks 6 - 8 Priest in 2nd Sphere Write Ritual Power Scrolls Weapon Mastery - Single handed (blunt / sharp) Weapon Mastery - Double handed (blunt / sharp)	Strength Meditate Power Mastery Cast 1st Sphere ranks 6 - 8 Make Talisman Write Lay Power Scrolls
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STATUS SKILLS – RANK 64

Armour Enhanced Mastery Meditate Power Enhanced Mastery Cast 1st Sphere ranks 9 - 10 Learn rank 9 Invocations Learn rank 10 Invocations Limit Raise - Power Cast Cosmic Power in 1st Sphere Write Cosmic Power Scrolls Weapon Enhanced Mastery - Single handed (blunt / sharp) Weapon Enhanced Mastery - Double handed (blunt / sharp)	Meditate Power Enhanced Mastery Write Ritual Power Scrolls Weapon Mastery - Single handed (blunt / sharp) Weapon Mastery - Double handed (blunt / sharp)
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STATUS SKILLS – RANK 128

Power Store - Lesser	Power Store - Lesser
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Cast 2nd Sphere ranks 9 - 10 Invocation Guard Limit Raise Mastery - Power Limit Raise – Invocation Cast Cosmic Power in Additional Sphere	Cast 1st Sphere ranks 9 - 10 Invocation Guard Learn rank 9 Invocations Learn rank 10 Invocations Cast Cosmic Power in 1st Sphere Write Cosmic Power Scrolls Weapon Enhanced Mastery - Single handed (blunt / sharp) Weapon Enhanced Mastery - Double handed (blunt / sharp)
STATUS SKILLS - RANK 256	
Power Store - Greater Invoke Mastery Limit Raise Enhanced Mastery - Power Cast through Weapon	Power Store - Greater Limit Raise - Invocation Cast through Weapon
STATUS SKILLS - RANK 512	
Meditate Power Superior Mastery Invocation Extension Limit Raise Superior Mastery – Power Cast through Weapon Mastery Weapon Bond	

HOSPITALLER

INFORMATION

A statused member of the Hospitaller Sect can take the title of Priest.

The Hospitaller is a Sect of the Good Sphere. They are dedicated to the preservation of life and the curing of all injuries and afflictions. Many Hospitallers (although by no means all) tend to have a pacifistic outlook and seek to avoid conflict wherever possible. Even the carrying of weapons is frowned upon by the Sect. Because of the extremely giving nature of this sect, it gratefully receives anything its members can donate whenever and wherever possible.



REQUIREMENTS TO JOIN

The Hospitallers will accept for membership anyone who makes a vow never again to harm a living creature by any means. Failure to uphold this vow will result in expulsion from the Sect.

However, the Sect does teach its members the subdual skill, which allows Hospitallers to be able to use weapons in order to prevent violence by subduing a foe and stopping them from causing harm. It is expected that Hospitallers will defend anyone subdued in this manner not allowing their companions to slay a subdued individual.

GUILD SKILLS

PRIMARY

Armour Mastery
Discern Disease
Discern Paralysis
Discern Poisoning
Discern Spiritual Influence
Connection with 2nd Sphere
Cast 2nd Sphere ranks 1 - 5
Learn additional rank 1 - 8 Invocations
Make Talisman
Write Lay Power Scrolls
Subdual

SECONDARY

Armour Mastery
Discern Disease
Discern Paralysis
Discern Poisoning
Discern Spiritual Influence
Connection with 2nd Sphere
Cast 2nd Sphere ranks 1 - 5
Learn additional rank 1 - 8 Invocations

STATUS SKILLS – RANK 20

Strength
Meditate Power Mastery
Cast 1st Sphere ranks 6 - 8
Cast 2nd Sphere ranks 6 - 8
Priest in 2nd Sphere
Write Ritual Power Scrolls
Subdual Mastery

Meditate Power Mastery
Cast 1st Sphere ranks 6 - 8
Make Talisman
Write Lay Power Scrolls

STATUS SKILLS – RANK 64

Shield Proficiency
Meditate Power Enhanced Mastery
Cast 1st Sphere ranks 9 - 10
Learn rank 9 Invocations
Learn rank 10 Invocations
Limit Raise - Power

Shield Proficiency
Strength
Meditate Power Enhanced Mastery
Write Ritual Power Scrolls
Weapon Mastery - Double handed (blunt / sharp)
Subdual Mastery

Cast Cosmic Power in 1st Sphere Write Cosmic Power Scrolls Subdual Enhanced Mastery	
STATUS SKILLS - RANK 128	
Power Store - Lesser Cast 2nd Sphere ranks 9 - 10 Invocation Guard Limit Raise Mastery - Power Limit Raise – Invocation Cast Cosmic Power in Additional Sphere	Power Store - Lesser Cast 1st Sphere ranks 9 - 10 Invocation Guard Learn rank 9 Invocations Learn rank 10 Invocations Cast Cosmic Power in 1st Sphere Write Cosmic Power Scrolls Subdual Enhanced Mastery
STATUS SKILLS - RANK 256	
Power Store - Greater Invoke Mastery Limit Raise Enhanced Mastery - Power	Power Store - Greater Limit Raise - Invocation
STATUS SKILLS - RANK 512	
Meditate Power Superior Mastery Invocation Extension Limit Raise Superior Mastery – Power	

HUMACTI

INFORMATION

A statused member of the Humacti Sect can take the title of Priest.

This sect believes that the greatest threat is Undead and they follow the example of the great Hero and Avatar of the Good Sphere, Humact. Their lives are dedicated to wiping out undead and those that create them and are thus opposed to the creations and use of the Sphere of Necromancy. A Humacti is expected to do all within his ability to destroy any undead that are encountered. If it is beyond his ability then he is expected to do all he can to thwart it and to protect any Valley members present from it. The Humacti Sect is well organised but not very strict with regard to regulations.



REQUIREMENTS TO JOIN

Whilst the Humacti Sect believes completely in the destruction of Undead and - wherever possible - Necromancers, they strongly support the Kern Valley Alliance. They therefore expect all members of the Sect to show a modicum of self-restraint and not allow their hatred of undead to unduly endanger their group. The Humacti will not allow any Necromancers to join them.

GUILD SKILLS	
PRIMARY	SECONDARY
Armour Mastery Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Connection with 2nd Sphere Cast 2nd Sphere ranks 1 - 5 Learn additional rank 1 - 8 Invocations Make Talisman Write Lay Power Scrolls	Armour Mastery Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Connection with 2nd Sphere Cast 2nd Sphere ranks 1 - 5 Learn additional rank 1 - 8 Invocations
STATUS SKILLS – RANK 20	
Shield Proficiency Strength Meditate Power Mastery Cast 1st Sphere ranks 6 - 8 Cast 2nd Sphere ranks 6 - 8 Priest in 2nd Sphere Write Ritual Power Scrolls Weapon Mastery - Double handed (blunt / sharp)	Shield Proficiency Meditate Power Mastery Cast 1st Sphere ranks 6 - 8 Make Talisman Write Lay Power Scrolls
STATUS SKILLS – RANK 64	
Meditate Power Enhanced Mastery Cast 1st Sphere ranks 9 - 10 Learn rank 9 Invocations Learn rank 10 Invocations Limit Raise - Power Cast Cosmic Power in 1st Sphere	Strength Meditate Power Enhanced Mastery Write Ritual Power Scrolls Weapon Mastery - Double handed (blunt / sharp)

Write Cosmic Power Scrolls	
STATUS SKILLS - RANK 128	
Power Store - Lesser Cast 2nd Sphere ranks 9 - 10 Invocation Guard Limit Raise Mastery - Power Limit Raise – Invocation Cast Cosmic Power in Additional Sphere	Power Store - Lesser Cast 1st Sphere ranks 9 - 10 Invocation Guard Learn rank 9 Invocations Learn rank 10 Invocations Cast Cosmic Power in 1st Sphere Write Cosmic Power Scrolls
STATUS SKILLS - RANK 256	
Power Store - Greater Invoke Mastery Limit Raise Enhanced Mastery - Power Cast through Weapon	Power Store - Greater Limit Raise - Invocation Cast through Weapon
STATUS SKILLS - RANK 512	
Meditate Power Superior Mastery Invocation Extension Limit Raise Superior Mastery – Power Cast through Weapon Mastery Weapon Bond	

BLACK SCHOOL

INFORMATION

A statused member of the Black School can take the title of Wizard.

Black magic is drawn from the element of darkness and specialises in spells that disable and disorient the enemies of the Black Wizard. At higher levels, users of black magic are often able to blind their enemies, cause their bodies to become too weak to move or destroy them with more powerful strikes of darkness.



REQUIREMENTS TO JOIN

None

GUILD SKILLS

PRIMARY

Cast additional colour of Magic 3 & 4 - levels 1 - 5
Make Focus
Learn additional Spells level 1 - 8
Write Battle Magic Scrolls
Discern Disease
Discern Paralysis
Discern Poisoning
Discern Spiritual Influence

SECONDARY

Discern Disease
Discern Paralysis
Discern Poisoning
Discern Spiritual Influence

STATUS SKILLS – RANK 20

Buy Spell Slot level 6 (max 500 total mana)
Buy Spell Slot level 7 (max 500 total mana)
Buy Spell Slot level 8 (max 500 total mana)
Cast additional colour of Magic 5 & 6 - levels 1 - 5
Cast Wizardry (6-8)
Mnemonic Attunement
Write High Magic Scrolls
Is Dedicated

Cast additional colour of Magic 3 & 4 - levels 1 - 5
Make Focus
Cast Wizardry (6-8) in Primary Colour
Learn additional Spells level 1 – 8
Write Battle Magic Scrolls

STATUS SKILLS – RANK 64

Shield Proficiency
Buy Spell Slot level 9 (max 500 total mana)
Buy Spell Slot level 10 (max 500 total mana)
Cast 7th colour of Magic levels 1 - 5
Make Arcane Focus
Cast Arcane (9-10) in Primary Colour
Learn level 9 spells
Learn Level 10 spells
Limit Raise - Mana
Mnemonic Mastery
Elemental Proficiency
Write Arcane Magic Scrolls
Strength

Shield Proficiency
Cast Wizardry (6-8) in additional Colours
Buy Spell Slot level 6 (max 500 total mana)
Buy Spell Slot level 7 (max 500 total mana)
Buy Spell Slot level 8 (max 500 total mana)
Cast additional colour of Magic 5 & 6 - levels 1 - 5
Write High Magic Scrolls

STATUS SKILLS - RANK 128

Cast 8th colour of Magic levels 1 - 5
Cast Arcane (9-10) in Secondary Colour

Buy Spell Slot level 9 (max 500 total mana)
Buy Spell Slot level 10 (max 500 total mana)

Limit Raise Mastery - Mana Limit Raise - Spell Mnemonic Enhanced Mastery Spell Store Elemental Mastery Power Store - Lesser	Cast 7th colour of Magic levels 1 - 5 Cast Arcane (9-10) in 1st Colour Learn level 9 spells Learn Level 10 spells Make Arcane Focus Mnemonic Mastery Spell Store Elemental Proficiency Write Arcane Magic Scrolls Power Store - Lesser
STATUS SKILLS - RANK 256	
Limit Raise Enhanced Mastery - Mana Recharge Active Spell Recast Spell Store Elemental Enhanced Mastery Extra Arcane Store Preparation Power Store - Greater Cast through Weapon	Cast 8th colour of Magic levels 1 - 5 Cast Arcane (9-10) in additional Colours Mnemonic Enhanced Mastery Power Store - Greater Cast through Weapon
STATUS SKILLS - RANK 512	
Limit Raise Superior Mastery – Mana Mnemonic Superior Mastery Elemental Superior Mastery Exceptional Arcane Store Preparation Spell Extension Cast through Weapon Mastery Weapon Bond	

BLUE SCHOOL

INFORMATION

A statused member of the Blue School can take the title of Wizard.

Blue magic is drawn from the element of air and specialises in spells of movement and protection, even those spells that could be deemed offensive seldom do any damage. At higher levels, users of blue magic are often able to teleport themselves and others, put foes into a deep sleep or summon a clap of thunder that will throw a group of enemies to the ground.



REQUIREMENTS TO JOIN

None

GUILD SKILLS

PRIMARY

Cast additional colour of Magic 3 & 4 - levels 1 - 5
Make Focus
Learn additional Spells level 1 - 8
Write Battle Magic Scrolls
Discern Disease
Discern Paralysis
Discern Poisoning
Discern Spiritual Influence

SECONDARY

Discern Disease
Discern Paralysis
Discern Poisoning
Discern Spiritual Influence

STATUS SKILLS – RANK 20

Buy Spell Slot level 6 (max 500 total mana)
Buy Spell Slot level 7 (max 500 total mana)
Buy Spell Slot level 8 (max 500 total mana)
Cast additional colour of Magic 5 & 6 - levels 1 - 5
Cast Wizardry (6-8)
Mnemonic Attunement
Write High Magic Scrolls
Is Dedicated

Cast additional colour of Magic 3 & 4 - levels 1 - 5
Make Focus
Cast Wizardry (6-8) in Primary Colour
Learn additional Spells level 1 – 8
Write Battle Magic Scrolls

STATUS SKILLS – RANK 64

Shield Proficiency
Buy Spell Slot level 9 (max 500 total mana)
Buy Spell Slot level 10 (max 500 total mana)
Cast 7th colour of Magic levels 1 - 5
Make Arcane Focus
Cast Arcane (9-10) in Primary Colour
Learn level 9 spells
Learn Level 10 spells
Limit Raise - Mana
Mnemonic Mastery
Elemental Proficiency
Write Arcane Magic Scrolls
Strength

Shield Proficiency
Cast Wizardry (6-8) in additional Colours
Buy Spell Slot level 6 (max 500 total mana)
Buy Spell Slot level 7 (max 500 total mana)
Buy Spell Slot level 8 (max 500 total mana)
Cast additional colour of Magic 5 & 6 - levels 1 - 5
Write High Magic Scrolls

STATUS SKILLS - RANK 128

Cast 8th colour of Magic levels 1 - 5

Buy Spell Slot level 9 (max 500 total mana)

Cast Arcane (9-10) in Secondary Colour Limit Raise Mastery - Mana Limit Raise - Spell Mnemonic Enhanced Mastery Spell Store Elemental Mastery Power Store - Lesser	Buy Spell Slot level 10 (max 500 total mana) Cast 7th colour of Magic levels 1 - 5 Cast Arcane (9-10) in 1st Colour Learn level 9 spells Learn Level 10 spells Make Arcane Focus Mnemonic Mastery Spell Store Elemental Proficiency Write Arcane Magic Scrolls Power Store - Lesser
STATUS SKILLS - RANK 256	
Limit Raise Enhanced Mastery - Mana Recharge Active Spell Recast Spell Store Elemental Enhanced Mastery Extra Arcane Store Preparation Power Store - Greater Cast through Weapon	Cast 8th colour of Magic levels 1 - 5 Cast Arcane (9-10) in additional Colours Mnemonic Enhanced Mastery Power Store - Greater Cast through Weapon
STATUS SKILLS - RANK 512	
Limit Raise Superior Mastery – Mana Mnemonic Superior Mastery Elemental Superior Mastery Exceptional Arcane Store Preparation Spell Extension Cast through Weapon Mastery Weapon Bond	

BROWN SCHOOL

INFORMATION

A statused member of the Brown School can take the title of Wizard.

Brown magic is drawn from the element of earth and specialises in spells of defence and immobilisation. At higher levels, users of brown magic often call the ground to swallow the enemies, cause powerful quakes and throw mighty missiles of Earth.



REQUIREMENTS TO JOIN

None

GUILD SKILLS

PRIMARY

Cast additional colour of Magic 3 & 4 - levels 1 - 5
Make Focus
Learn additional Spells level 1 - 8
Write Battle Magic Scrolls
Discern Disease
Discern Paralysis
Discern Poisoning
Discern Spiritual Influence

SECONDARY

Discern Disease
Discern Paralysis
Discern Poisoning
Discern Spiritual Influence

STATUS SKILLS – RANK 20

Buy Spell Slot level 6 (max 500 total mana)
Buy Spell Slot level 7 (max 500 total mana)
Buy Spell Slot level 8 (max 500 total mana)
Cast additional colour of Magic 5 & 6 - levels 1 - 5
Cast Wizardry (6-8)
Mnemonic Attunement
Write High Magic Scrolls
Is Dedicated

Cast additional colour of Magic 3 & 4 - levels 1 - 5
Make Focus
Cast Wizardry (6-8) in Primary Colour
Learn additional Spells level 1 – 8
Write Battle Magic Scrolls

STATUS SKILLS – RANK 64

Shield Proficiency
Buy Spell Slot level 9 (max 500 total mana)
Buy Spell Slot level 10 (max 500 total mana)
Cast 7th colour of Magic levels 1 - 5
Make Arcane Focus
Cast Arcane (9-10) in Primary Colour
Learn level 9 spells
Learn Level 10 spells
Limit Raise - Mana
Mnemonic Mastery
Elemental Proficiency
Write Arcane Magic Scrolls
Strength

Shield Proficiency
Cast Wizardry (6-8) in additional Colours
Buy Spell Slot level 6 (max 500 total mana)
Buy Spell Slot level 7 (max 500 total mana)
Buy Spell Slot level 8 (max 500 total mana)
Cast additional colour of Magic 5 & 6 - levels 1 - 5
Write High Magic Scrolls

STATUS SKILLS - RANK 128

Cast 8th colour of Magic levels 1 - 5
Cast Arcane (9-10) in Secondary Colour
Limit Raise Mastery - Mana

Buy Spell Slot level 9 (max 500 total mana)
Buy Spell Slot level 10 (max 500 total mana)
Cast 7th colour of Magic levels 1 - 5

Limit Raise - Spell Mnemonic Enhanced Mastery Spell Store Elemental Mastery Power Store - Lesser	Cast Arcane (9-10) in 1st Colour Learn level 9 spells Learn Level 10 spells Make Arcane Focus Mnemonic Mastery Spell Store Elemental Proficiency Write Arcane Magic Scrolls Power Store - Lesser
STATUS SKILLS - RANK 256	
Limit Raise Enhanced Mastery - Mana Recharge Active Spell Recast Spell Store Elemental Enhanced Mastery Extra Arcane Store Preparation Power Store - Greater Cast through Weapon	Cast 8th colour of Magic levels 1 - 5 Cast Arcane (9-10) in additional Colours Mnemonic Enhanced Mastery Power Store - Greater Cast through Weapon
STATUS SKILLS - RANK 512	
Limit Raise Superior Mastery – Mana Mnemonic Superior Mastery Elemental Superior Mastery Exceptional Arcane Store Preparation Spell Extension Cast through Weapon Mastery Weapon Bond	

GREEN SCHOOL

INFORMATION

A statused member of the Green School can take the title of Wizard.

The Green School of Magic is often called upon to investigate strange magical artefacts or phenomenon. Green magic is drawn from the element of water and specialises in spells of scrying and hindering. At higher levels users of green magic are able to slow their enemies, identify items more accurately and perform other subtle magics.



REQUIREMENTS TO JOIN

None

GUILD SKILLS

PRIMARY

Cast additional colour of Magic 3 & 4 - levels 1 - 5
Make Focus
Learn additional Spells level 1 - 8
Write Battle Magic Scrolls
Discern Disease
Discern Paralysis
Discern Poisoning
Discern Spiritual Influence

SECONDARY

Discern Disease
Discern Paralysis
Discern Poisoning
Discern Spiritual Influence

STATUS SKILLS – RANK 20

Buy Spell Slot level 6 (max 500 total mana)
Buy Spell Slot level 7 (max 500 total mana)
Buy Spell Slot level 8 (max 500 total mana)
Cast additional colour of Magic 5 & 6 - levels 1 - 5
Cast Wizardry (6-8)
Mnemonic Attunement
Write High Magic Scrolls
Is Dedicated

Cast additional colour of Magic 3 & 4 - levels 1 - 5
Make Focus
Cast Wizardry (6-8) in Primary Colour
Learn additional Spells level 1 – 8
Write Battle Magic Scrolls

STATUS SKILLS – RANK 64

Shield Proficiency
Buy Spell Slot level 9 (max 500 total mana)
Buy Spell Slot level 10 (max 500 total mana)
Cast 7th colour of Magic levels 1 - 5
Make Arcane Focus
Cast Arcane (9-10) in Primary Colour
Learn level 9 spells
Learn Level 10 spells
Limit Raise - Mana
Mnemonic Mastery
Elemental Proficiency
Write Arcane Magic Scrolls
Strength

Shield Proficiency
Cast Wizardry (6-8) in additional Colours
Buy Spell Slot level 6 (max 500 total mana)
Buy Spell Slot level 7 (max 500 total mana)
Buy Spell Slot level 8 (max 500 total mana)
Cast additional colour of Magic 5 & 6 - levels 1 - 5
Write High Magic Scrolls

STATUS SKILLS - RANK 128

Cast 8th colour of Magic levels 1 - 5
Cast Arcane (9-10) in Secondary Colour

Buy Spell Slot level 9 (max 500 total mana)
Buy Spell Slot level 10 (max 500 total mana)

Limit Raise Mastery - Mana Limit Raise - Spell Mnemonic Enhanced Mastery Spell Store Elemental Mastery Power Store - Lesser	Cast 7th colour of Magic levels 1 - 5 Cast Arcane (9-10) in 1st Colour Learn level 9 spells Learn Level 10 spells Make Arcane Focus Mnemonic Mastery Spell Store Elemental Proficiency Write Arcane Magic Scrolls Power Store - Lesser
<h3>STATUS SKILLS - RANK 256</h3>	
Limit Raise Enhanced Mastery - Mana Recharge Active Spell Recast Spell Store Elemental Enhanced Mastery Extra Arcane Store Preparation Power Store - Greater Cast through Weapon	Cast 8th colour of Magic levels 1 - 5 Cast Arcane (9-10) in additional Colours Mnemonic Enhanced Mastery Power Store - Greater Cast through Weapon
<h3>STATUS SKILLS - RANK 512</h3>	
Limit Raise Superior Mastery – Mana Mnemonic Superior Mastery Elemental Superior Mastery Exceptional Arcane Store Preparation Spell Extension Cast through Weapon Mastery Weapon Bond	

GREY SCHOOL

INFORMATION

A statused member of the Grey School can take the title of Wizard.

Grey School Wizards, more commonly referred to as Warlocks, are almost always to be found fighting alongside the warriors, using their spells to bolster their own fighting abilities. Grey magic is drawn from the Element of Metal and specialises in spells that increase fighting strength and physical endurance, though it has few spells that are cast directly at an enemy. At higher levels users of grey magic are often able to protect themselves greatly against metal weapons, become as strong as a warrior or strike devastating blows.



REQUIREMENTS TO JOIN

None

GUILD SKILLS	
PRIMARY	SECONDARY
Cast additional colour of Magic 3 & 4 - levels 1 - 5 Make Focus Learn additional Spells level 1 - 8 Write Battle Magic Scrolls Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence Weapon Mastery – Single Handed (blunt / sharp) Weapon Mastery – Double Handed (blunt / sharp)	Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence
STATUS SKILLS – RANK 20	
Armour Mastery Buy Spell Slot level 6 (max 500 total mana) Buy Spell Slot level 7 (max 500 total mana) Buy Spell Slot level 8 (max 500 total mana) Cast additional colour of Magic 5 & 6 - levels 1 - 5 Cast Wizardry (6-8) Mnemonic Attunement Write High Magic Scrolls Strength Weapon Enhanced Mastery – Single Handed (blunt / sharp) Weapon Enhanced Mastery – Double Handed (blunt / sharp) Is Dedicated	Cast additional colour of Magic 3 & 4 - levels 1 - 5 Make Focus Cast Wizardry (6-8) in Primary Colour Learn additional Spells level 1 – 8 Write Battle Magic Scrolls Weapon Mastery – Single Handed (blunt / sharp) Weapon Mastery – Double Handed (blunt / sharp)
STATUS SKILLS – RANK 64	
Armour Enhanced Mastery Shield Proficiency Buy Spell Slot level 9 (max 500 total mana) Buy Spell Slot level 10 (max 500 total mana) Cast 7th colour of Magic levels 1 - 5 Make Arcane Focus Cast Arcane (9-10) in Primary Colour Learn level 9 spells Learn Level 10 spells	Shield Proficiency Cast Wizardry (6-8) in additional Colours Buy Spell Slot level 6 (max 500 total mana) Buy Spell Slot level 7 (max 500 total mana) Buy Spell Slot level 8 (max 500 total mana) Cast additional colour of Magic 5 & 6 - levels 1 - 5 Write High Magic Scrolls Strength Weapon Enhanced Mastery – Single Handed (blunt / sharp)

Limit Raise - Mana Mnemonic Mastery Elemental Proficiency Write Arcane Magic Scrolls Weapon Attunement (single sharp/blunt; double sharp/blunt)	Weapon Enhanced Mastery – Double Handed (blunt / sharp)
STATUS SKILLS - RANK 128	
Armour Superior Mastery Cast 8th colour of Magic levels 1 - 5 Cast Arcane (9-10) in Secondary Colour Limit Raise Mastery - Mana Limit Raise - Spell Mnemonic Enhanced Mastery Spell Store Elemental Mastery Power Store - Lesser	Buy Spell Slot level 9 (max 500 total mana) Buy Spell Slot level 10 (max 500 total mana) Cast 7th colour of Magic levels 1 - 5 Cast Arcane (9-10) in 1st Colour Learn level 9 spells Learn Level 10 spells Make Arcane Focus Mnemonic Mastery Spell Store Elemental Proficiency Write Arcane Magic Scrolls Power Store - Lesser
STATUS SKILLS - RANK 256	
Armour Exceptional Mastery Limit Raise Enhanced Mastery - Mana Recharge Active Spell Recast Spell Store Elemental Enhanced Mastery Extra Arcane Store Preparation Power Store - Greater Cast through Weapon	Cast 8th colour of Magic levels 1 - 5 Cast Arcane (9-10) in additional Colours Mnemonic Enhanced Mastery Power Store - Greater Cast through Weapon
STATUS SKILLS - RANK 512	
Limit Raise Superior Mastery – Mana Mnemonic Superior Mastery Elemental Superior Mastery Exceptional Arcane Store Preparation Spell Extension Cast through Weapon Mastery Weapon Bond	

RED SCHOOL

INFORMATION

A statused member of the Red School can take the title of Wizard.

Almost all of the Red School are keen combatants, seldom taking a supporting role within a group, preferring to use their Blades and Bolts to quickly destroy their foes. Red magic is drawn from the element of fire and specialises in spells that call forth destructive forces. At higher levels users of red magic are often able to enchant mighty blades, call down huge bolts of flame to incinerate their enemies and produce other similarly explosive effects.



REQUIREMENTS TO JOIN

None

GUILD SKILLS	
PRIMARY	SECONDARY
Cast additional colour of Magic 3 & 4 - levels 1 - 5 Make Focus Learn additional Spells level 1 - 8 Write Battle Magic Scrolls Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence	Discern Disease Discern Paralysis Discern Poisoning Discern Spiritual Influence
STATUS SKILLS – RANK 20	
Buy Spell Slot level 6 (max 500 total mana) Buy Spell Slot level 7 (max 500 total mana) Buy Spell Slot level 8 (max 500 total mana) Cast additional colour of Magic 5 & 6 - levels 1 - 5 Cast Wizardry (6-8) Mnemonic Attunement Write High Magic Scrolls Is Dedicated	Cast additional colour of Magic 3 & 4 - levels 1 - 5 Make Focus Cast Wizardry (6-8) in Primary Colour Learn additional Spells level 1 – 8 Write Battle Magic Scrolls
STATUS SKILLS – RANK 64	
Shield Proficiency Buy Spell Slot level 9 (max 500 total mana) Buy Spell Slot level 10 (max 500 total mana) Cast 7th colour of Magic levels 1 - 5 Make Arcane Focus Cast Arcane (9-10) in Primary Colour Learn level 9 spells Learn Level 10 spells Limit Raise - Mana Mnemonic Mastery Elemental Proficiency Write Arcane Magic Scrolls Strength	Shield Proficiency Cast Wizardry (6-8) in additional Colours Buy Spell Slot level 6 (max 500 total mana) Buy Spell Slot level 7 (max 500 total mana) Buy Spell Slot level 8 (max 500 total mana) Cast additional colour of Magic 5 & 6 - levels 1 - 5 Write High Magic Scrolls

STATUS SKILLS - RANK 128

Cast 8th colour of Magic levels 1 - 5 Cast Arcane (9-10) in Secondary Colour Limit Raise Mastery - Mana Limit Raise - Spell Mnemonic Enhanced Mastery Spell Store Elemental Mastery Power Store - Lesser	Buy Spell Slot level 9 (max 500 total mana) Buy Spell Slot level 10 (max 500 total mana) Cast 7th colour of Magic levels 1 - 5 Cast Arcane (9-10) in 1st Colour Learn level 9 spells Learn Level 10 spells Make Arcane Focus Mnemonic Mastery Spell Store Elemental Proficiency Write Arcane Magic Scrolls Power Store - Lesser
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STATUS SKILLS - RANK 256

Limit Raise Enhanced Mastery - Mana Recharge Active Spell Recast Spell Store Elemental Enhanced Mastery Extra Arcane Store Preparation Power Store - Greater Cast through Weapon	Cast 8th colour of Magic levels 1 - 5 Cast Arcane (9-10) in additional Colours Mnemonic Enhanced Mastery Power Store - Greater Cast through Weapon
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STATUS SKILLS - RANK 512

Limit Raise Superior Mastery – Mana Mnemonic Superior Mastery Elemental Superior Mastery Exceptional Arcane Store Preparation Spell Extension Cast through Weapon Mastery Weapon Bond	
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WHITE SCHOOL

INFORMATION

A statused member of the White School can take the title of Wizard.

White magic comes from the Elements of Light and Ice. At higher levels, White Wizards use the Element of Ice offensively and that of Light defensively.



REQUIREMENTS TO JOIN

None

GUILD SKILLS

PRIMARY

Cast additional colour of Magic 3 & 4 - levels 1 - 5
 Make Focus
 Learn additional Spells level 1 - 8
 Write Battle Magic Scrolls
 Discern Disease
 Discern Paralysis
 Discern Poisoning
 Discern Spiritual Influence

SECONDARY

Discern Disease
 Discern Paralysis
 Discern Poisoning
 Discern Spiritual Influence

STATUS SKILLS – RANK 20

Buy Spell Slot level 6 (max 500 total mana)
 Buy Spell Slot level 7 (max 500 total mana)
 Buy Spell Slot level 8 (max 500 total mana)
 Cast additional colour of Magic 5 & 6 - levels 1 - 5
 Cast Wizardry (6-8)
 Mnemonic Attunement
 Write High Magic Scrolls
 Is Dedicated

Cast additional colour of Magic 3 & 4 - levels 1 - 5
 Make Focus
 Cast Wizardry (6-8) in Primary Colour
 Learn additional Spells level 1 – 8
 Write Battle Magic Scrolls

STATUS SKILLS – RANK 64

Shield Proficiency
 Buy Spell Slot level 9 (max 500 total mana)
 Buy Spell Slot level 10 (max 500 total mana)
 Cast 7th colour of Magic levels 1 - 5
 Make Arcane Focus
 Cast Arcane (9-10) in Primary Colour
 Learn level 9 spells
 Learn Level 10 spells
 Limit Raise - Mana
 Mnemonic Mastery
 Elemental Proficiency
 Write Arcane Magic Scrolls
 Strength

Shield Proficiency
 Cast Wizardry (6-8) in additional Colours
 Buy Spell Slot level 6 (max 500 total mana)
 Buy Spell Slot level 7 (max 500 total mana)
 Buy Spell Slot level 8 (max 500 total mana)
 Cast additional colour of Magic 5 & 6 - levels 1 - 5
 Write High Magic Scrolls

STATUS SKILLS - RANK 128

Cast 8th colour of Magic levels 1 - 5
 Cast Arcane (9-10) in Secondary Colour

Buy Spell Slot level 9 (max 500 total mana)
 Buy Spell Slot level 10 (max 500 total mana)

Limit Raise Mastery - Mana Limit Raise - Spell Mnemonic Enhanced Mastery Spell Store Elemental Mastery Power Store - Lesser	Cast 7th colour of Magic levels 1 - 5 Cast Arcane (9-10) in 1st Colour Learn level 9 spells Learn Level 10 spells Make Arcane Focus Mnemonic Mastery Spell Store Elemental Proficiency Write Arcane Magic Scrolls Power Store - Lesser
<h3>STATUS SKILLS - RANK 256</h3>	
Limit Raise Enhanced Mastery - Mana Recharge Active Spell Recast Spell Store Elemental Enhanced Mastery Extra Arcane Store Preparation Power Store - Greater Cast through Weapon	Cast 8th colour of Magic levels 1 - 5 Cast Arcane (9-10) in additional Colours Mnemonic Enhanced Mastery Power Store - Greater Cast through Weapon
<h3>STATUS SKILLS - RANK 512</h3>	
Limit Raise Superior Mastery – Mana Mnemonic Superior Mastery Elemental Superior Mastery Exceptional Arcane Store Preparation Spell Extension Cast through Weapon Mastery Weapon Bond	

YELLOW SCHOOL

INFORMATION

A statused member of the Yellow School can take the title of Wizard.

Yellow magic is drawn from the element of lightning and specialises in spells that call forth the destructive force of electricity. At higher levels users of yellow magic are often able to stun an enemy's limbs, destroy all but the mightiest of individuals with a touch, or protect a group within a globe of magical energy.



REQUIREMENTS TO JOIN

None

GUILD SKILLS

PRIMARY

Cast additional colour of Magic 3 & 4 - levels 1 - 5
Make Focus
Learn additional Spells level 1 - 8
Write Battle Magic Scrolls
Discern Disease
Discern Paralysis
Discern Poisoning
Discern Spiritual Influence

SECONDARY

Discern Disease
Discern Paralysis
Discern Poisoning
Discern Spiritual Influence

STATUS SKILLS – RANK 20

Buy Spell Slot level 6 (max 500 total mana)
Buy Spell Slot level 7 (max 500 total mana)
Buy Spell Slot level 8 (max 500 total mana)
Cast additional colour of Magic 5 & 6 - levels 1 - 5
Cast Wizardry (6-8)
Mnemonic Attunement
Write High Magic Scrolls
Is Dedicated

Cast additional colour of Magic 3 & 4 - levels 1 - 5
Make Focus
Cast Wizardry (6-8) in Primary Colour
Learn additional Spells level 1 – 8
Write Battle Magic Scrolls

STATUS SKILLS – RANK 64

Shield Proficiency
Buy Spell Slot level 9 (max 500 total mana)
Buy Spell Slot level 10 (max 500 total mana)
Cast 7th colour of Magic levels 1 - 5
Make Arcane Focus
Cast Arcane (9-10) in Primary Colour
Learn level 9 spells
Learn Level 10 spells
Limit Raise - Mana
Mnemonic Mastery
Elemental Proficiency
Write Arcane Magic Scrolls
Strength

Shield Proficiency
Cast Wizardry (6-8) in additional Colours
Buy Spell Slot level 6 (max 500 total mana)
Buy Spell Slot level 7 (max 500 total mana)
Buy Spell Slot level 8 (max 500 total mana)
Cast additional colour of Magic 5 & 6 - levels 1 - 5
Write High Magic Scrolls

STATUS SKILLS - RANK 128

Cast 8th colour of Magic levels 1 - 5
Cast Arcane (9-10) in Secondary Colour

Buy Spell Slot level 9 (max 500 total mana)
Buy Spell Slot level 10 (max 500 total mana)

Limit Raise Mastery - Mana Limit Raise - Spell Mnemonic Enhanced Mastery Spell Store Elemental Mastery Power Store - Lesser	Cast 7th colour of Magic levels 1 - 5 Cast Arcane (9-10) in 1st Colour Learn level 9 spells Learn Level 10 spells Make Arcane Focus Mnemonic Mastery Spell Store Elemental Proficiency Write Arcane Magic Scrolls Power Store - Lesser
<h3>STATUS SKILLS - RANK 256</h3>	
Limit Raise Enhanced Mastery - Mana Recharge Active Spell Recast Spell Store Elemental Enhanced Mastery Extra Arcane Store Preparation Power Store - Greater Cast through Weapon	Cast 8th colour of Magic levels 1 - 5 Cast Arcane (9-10) in additional Colours Mnemonic Enhanced Mastery Power Store - Greater Cast through Weapon
<h3>STATUS SKILLS - RANK 512</h3>	
Limit Raise Superior Mastery – Mana Mnemonic Superior Mastery Elemental Superior Mastery Exceptional Arcane Store Preparation Spell Extension Cast through Weapon Mastery Weapon Bond	

THE MAGIC RULES

Whilst Power is related to the Spheres, Magic is related to Elements, which are commonly referred to as Colours. These Elements can be called upon to utilise Mana, the Magical ability inherent in a character's body, to cast spells.

HOW MAGIC WORKS

Spells are rated in Levels: 1 - 5. Spells of these Levels are called "Battle Magic". All characters are able to learn to cast the Common Battle Magic Spells of levels 1 - 5 for two colours of magic. Characters who join one of the Schools of Magic as their Primary or Secondary guild may learn to cast from more colours through the use of the Cast Additional Colour of Magic skill.

THE COLOURS OF MAGIC (ELEMENTS)

All spells are grouped by Colour. The Elements associated with each Colour are described within the section relating to that School. There are eight Schools within the Valley Alliance, each teaching one Colour. These Colours are Black, Blue, Brown, Green, Grey, Red, White and Yellow. Each School also chooses to specialise in spells of a particular type, such as "defensive" or "informational". These are again described within the individual School descriptions. Each Colour has a number of spells of each Level from 1 to 5 that are available to all users of the Colour, these are called the Common Battle Magic Spells. A character gains the ability to cast any two Colours of Magic of his choice upon gaining his first spell slot. Within the Heroquest system as a whole, it should be noted that the Colours of Magic have no particular alignment or ethos associated with them.

SPELL SLOTS

In order to be able to cast a spell, the character must have spell slots of the relevant Level. A spell slot allows that character to cast a spell of that Level once per day. Spell slots must be purchased with character points and are of a fixed Level. Each purchase of a spell slot increases a character's total Mana by the Level of the spell slot. Spell Slots go from Level 1 to Level 10 but a character must join a school of magic to gain spell slots of levels above 5

MANA

Spells use Mana as their source of energy. Each Level of a spell is said to use one Mana; a Level 5 spell uses 5 Mana, for example. The maximum amount of Mana - in the form of spell slots - that one person can have within them is 500.

SPELL BOOK

Any character using Magic who is Rank 10 or higher must have a physical representation for his Spell Book with an accurate account of the spells they can cast. In this book all vocals for every spell must be recorded. For primary Mages the Spell Book should have a minimum approximate size of 8 inches by 6 inches. For non-primary Mages who are capable of casting spells the Book only needs to be 6 inches by 4 inches.

Spell slots can be used to cast any of the spells that the caster has learnt and copied into his Spell Book. Each morning he must revise this knowledge by reading his Spell Book for a total of 10 minutes. This process restores the Mana in all the caster's spell slots, except those considered "out" (see "Mana Out" below). Remember; no Spell Book means no spell slots back!

A Spellbook is also required to perform the Mnemonic skill.

CASTING SPELLS

To cast a spell, the character must call upon the Elements using a set phrase called a "vocal". The player must determine his own vocals for each spell that he can cast. A spell vocal is expected to be the same number of lines in length as the Level of the spell being cast, and with at least five words in each line. Therefore Level 5 Spells require five lines of vocals – or 25 words.

It should also be clear from the spoken vocal what the spell will be. Ideally you should have a different vocal for each spell that you can cast, as a minimum the last line should be different for each spell. Spell vocals should be the same and word perfect every time you use that spell.

It is essential to note that spell vocals do not work unless they are spoken at a volume at least equal to that of ordinary conversation. Spell vocals that are said quietly or whispered will NOT work.

If the caster is interrupted whilst uttering the vocals, then the spell is lost but the Mana is still used by the caster. Sustaining damage that causes pain will interrupt a casting, as will certain other effects such as the Freeze spell. A continual source of pain, such as a broken bone, will also normally prohibit casting.

At the end of the vocals, the spell is considered "cast".

DELIVERING SPELLS

When delivering a spell, the caster needs to employ an empty weapon hand. Touch spells require a one-handed touch at Level 1 and a two-handed touch at all higher Levels, unless specifically stated otherwise. Range spells require one empty weapon hand. Mass spells require both hands to be empty as the arms are extended.

The touch should be a deliberate lunge and if the lunge misses (e.g. shield grabbed instead etc.) then the spell is discharged. For spells above Level 1, to count as a successful two-handed touch, both hands need to touch the victim as a result of the same lunge. For some spells, a one-handed connection may result in a lesser effect, as noted in the

description; for all others, a one-handed touch exhausts the spell without effect.

If the hand or arm location is not working for any reason (such as being at zero or below locational life points) then the caster cannot use that location to deliver spells.

For all spells, unless stated otherwise in the description, a caster has, after completing the required vocal, 30 seconds to release the spell either by pointing at the desired target or by touching his victim (as specified in the spell descriptions), as appropriate. During this period the caster may speak no other words or sounds, but sustaining damage will no longer disrupt the spell.

EXTENDING SPELLS

Some spells (as specified in the spell description) can have their duration extended by casting the spell at a lower effective Level.

For every effective Level by which the spell is dropped, the duration of the spell is increased by 1 duration step.

For example: You could cast a Level 5 Shield of Air spell as an effective Level 4 Shield of Air that would last 2 encounters instead of the usual 1 encounter. If you cast a Level 5 Shield of Air spell as an effective Level 1 it would last for the whole event.

CEASING SPELLS

Magic continues to be effective, even after its caster has died, until its duration has expired. In contrast to Power, Magic cannot be released or cancelled at will by the caster, but must be actively Dispelled using the normal Dispel Magic spells if it is to be negated before its duration has expired.

MANA OUT

A Spell Slot that is currently being used by a spell (a skin for a section for example) cannot be regained using the Mnemonic Enhance skill until the spell expires or is dispelled. Again, this contrasts with Power. In addition, the Spell slot that is "out" and cannot be regained is the Level slot that was used to cast the spell, NOT its effective Level.

OVERCASTING

A character who attempts to cast a spell for which they do not have an available spell slot of the appropriate level (usually because they have already cast them all) are said to have overcast and will immediately fall unconscious for 5 minutes.

USING MAGIC AND ARMOUR

You cannot cast magical spells whilst wearing Metal armour unless it is ensorcelled. Ensorcelled 1 armour allows the casting of Battle Magic whilst wearing the armour, ensorcelled to level 2 armour allows the casting of High Magic and ensorcelled to level 3 armour allows the casting of Arcane Magic

MAGICAL SKINS

Most Colours of Magic have access to a protective type of spell, which are collectively and commonly referred to as "skins". These are listed below:

Black Magic - Darkskin

Blue Magic - Shield of Air

Brown Magic - Stoneform

Grey Magic - Plate Self & Plate Other

Red Magic - Fireskin

Yellow Magic - Static Field

These spells are described in the rule sections devoted to their Schools of Magic. However, they have a number of collective rules that are detailed here rather than under the individual spell descriptions:

A character can only ever have one Magical skin in effect at a time. If the target has a skin of any Level or Colour already in effect then the new skin fails and the slot is wasted.

A Magical skin can only be cast on a willing target. In this case the target is considered to be "willing" if their spirit is willing. That is, an unconscious character could be willing, but may not be.

The protection afforded by a Magical skin will stack with armoured dexterity to provide improved protection. It will not combine with the protection of physical armour but the recipient will gain the benefit of the higher physical armour class provided by either the physical armour plus skills, or the skin.

All Magical skins will render unarmoured dexterity unusable. The recipient gains only the armour class of the skin, even if the unarmoured dexterity would have normally provided a higher armour class.

SPECIALIST SPELLS

Specialist spells (most commonly level 5) are taught only to Primary Members of one of the Schools of Magic for free upon receiving their Focus. The Specialist Spells are:

Black - Weakness

Blue - Repulsion

Brown - Weld

Green - Slow

Grey - Cast in Armour

Red - Magma Blade

White - Freeze

Yellow - Forked Grasp

Specialist spells are never taught to Secondary Members of the School.

STATUS SPEND FOR LEARNING NEW SPELLS

Any character who is either a Primary or Secondary member of one of the Schools of Magic may learn additional spells from that School by spending Status on the following skills:

Learn Spells Level 1 - 8

Learn Level 9 Spells

Learn Level 10 Spell

All of the Spells listed as Common Battle Magic spells cost no Status to learn, provided you meet any pre-requisites. The

remaining spells, listed in All Available Spells, cost Status to learn as detailed above.

PRIMARY ONLY

On each of the Schools of Magic pages, you will see a breakdown of spells offered by that School. Some of these spells are marked Primary Only.

"Primary Only" spells may only be chosen by characters whose Primary Guild is that School of Magic.

GENERALIST

If a character becomes a Wizard or Sorcerer in more than one School of Magic, they are a Generalist. Should they then gain Primary Access to more than one School of Magic, they will be gain access to Generalist Spells, dependant on which combination of Schools they have chosen.

DEDICATED

If a character becomes a Primary Wizard or Sorcerer in only one School of Magic, they are Dedicated. This can only be achieved by those whose Class is Mage, and not by gaining Primary Membership through any other means. They may be a Secondary Mage in as many colours of Battle Magic as they wish. If they then gain Primary Access to more than one School of Magic, or Wizardry in a second colour of magic, they will lose the benefits of being Dedicated.

A Dedicated Sorcerer will have a number of benefits available to them that become available when they are able to cast Level 10 spells of their specialist colour and given the title Sorcerer.

- **Spell Extension** – Automatically extends the duration of all durational spells, that can normally be extended, by one step.
- **Increased Sight** – Automatically doubles the range of all range spells from 20ft to 40ft (note that this stacks with a Finger of Flame, increasing its range to 80ft).
- **Mnemonic Attunement** – Grants the Sorcerer an additional 100 mana every time they mnemonic.
- **New spells** –Note that these new spells are given freely and do not cost status.

PURPLE MAGIC

If a character becomes a Primary Sorcerer all eight Schools of Magic, they gain access to Purple Magic, as well as to the Generalist spells.

SPELL TYPES

Spells are categorised into different types

- **Standard**
- **Skin** - you may only have one of these active upon you at any time
- **Specialist** – granted free to primary casters of that colour
- **Wizard's Store** - you may only have 1 Wizard's Store

- **Sorcerer's Store** - you may only have 1 Sorcerer's Store
- **Prepared Arcane** - These may not be re-cast on events
- **Active Arcane** - These may be re-cast on events



COMMON BATTLE MAGIC SPELLS

These are the basic Spells taught to any character capable of casting spells of that colour and cost no Status to learn. All characters are able to learn the Common spells from two colours of magic. Learning the common spells for additional colours of magic and learning extra battle magic spells is only possible to characters who choose one of the Schools of Magic as either their Primary or Secondary Guild as detailed within the School descriptions.

SPELL LIST BY COLOUR



Black

Dark Dart 2
Dark Blast 3
Dark Strike 4
Dark Bolt 5
Dark Skin 1 – 5
Dark Blade 3
Dispel Magic 1 - 5



Blue

Air Wall 5
Mend 1, 3
Shield of Air 1 – 5
Sleep 1 – 5
Walk on Air 2, 4
Dispel Magic 1 - 5



Brown

Bind 3
Magic Missile 1 – 5
Reform 1, 3
Stone Form 1 – 5
Dispel Magic 1 - 5



Green

Detect Magic 1
Identify 2, 5
Recall 5
Slip 1, 2
Dispel Magic 1 - 5



Grey

Endurance 1 – 5
Plate Other 5
Plate Self 4
Proficiency 1 – 5
Protect Weapon 1
Strength 3
Dispel Magic 1 - 5



Red

Fire Skin 1 – 5
Fire Dart 2
Fire Blast 3
Fire Strike 4
Fire Bolt 5
Flame Blade 1,3, 5
Dispel Magic 1 - 5



White

Drop 1 – 5
Ice Javelin 1 – 5
Flash 1, 2
Light 3
Sunlight 3, 4
Dispel Magic 1 - 5



Yellow

Static Field 1 – 5
Lightning Dart 2
Lightning Blast 3
Lightning Strike 4
Lightning Bolt 5
Shocking Grasp 1 – 5
Dispel Magic 1 - 5

SPELL DESCRIPTIONS

AVAILABLE TO ALL SCHOOLS

Dispel Magic 1 - 5

Range: 20ft

Type: Standard

Duration: Instantaneous

Extendable: No

Description- This spell will remove one magic effect from any one thing. The object must be specified i.e. sword, staff, person etc. It will only take effect if the effective level of the target spell is equal to, or lower than the level of the Dispel Magic. If the particular effect to be removed is of a higher level than the Dispel Magic then the Dispel Magic will fail.

A dispel magic can never be used to dispel another dispel.

BLACK

Dark Bolt 2 - 5

Range: 20ft

Type: Standard

Duration: Instant

Extendable: No

Description: The caster summons a missile of purest Darkness which flies from his hand, striking his target automatically for the magic damage as listed below.

Level	Spell Name	Total Damage (Player Life)	Monster Hits Inflicted
2	Dark Dart	5	5
3	Dark Blast	10	10
4	Dark Strike	15	15
5	Dark Bolt	20	20

A Players magical armour class will reduce the damage-- a magical armour class of 1 would reduce the damage from a Dark Dart to 4. A Magical Armour class of 2 would reduce the locational damage of a Dark Bolt 5 to 18 points. After completing the vocals the caster of the spell should point to his target and clearly shout the name of the spell followed by the number of monster hits inflicted. For example having finished the appropriate casting and vocals the character would point at his target and shout "Dark Strike 4, 8 Hits".

Dark Skin 1 – 5

Range: Touch

Type: Skin

Duration: one encounter

Extendable: Yes

Description: The caster summons a cloak of darkness around the target. A Dark Skin provides physical and magical armour class as shown on the table below.

Level	Physical Armour Class	Magical Armour Class
1	2	1
2	4	2
3	6	3
4	8	4
5	10	5

Dark Blade 3

Range: Touch

Type: Standard

Duration: one encounter

Extendable: No

Description: The caster calls on the Element of darkness to temporarily enchant a normal bladed weapon so that inflicts magical damage. A Dark Blade may not be cast on a weapon that is empowered or ensorcelled, either permanently or as a result of another spell or invocation. Dark Blade may never be cast on a blunt weapon. A Dark Blade inflicts magical damage as shown right:

Level	Magic Damage Inflicted
3	Magic 1

BLUE

Air Wall 5

Range: Self Only

Type: Standard

Duration: one encounter

Extendable: Yes

Description: Air Wall summons a barrier of wind around the target providing armour class against Ranged attacks. Air Wall provides physical armour class 20 against physical projectiles (such as arrows and crossbow bolts) and magical armour class 10 versus Ranged magical attacks such as Fire Bolts or Magic Missiles.

This armour class only applies against **Ranged** and missile attacks. Armour class is unchanged against all melee and touch attacks. The armour class provided by Air Wall does not stack with the armour class provided by magical skins, physical armour or unarmoured dexterity but it will stack with armoured dexterity.

Mend 1 and 3

Range: Touch (1), 20ft (3)

Type: Standard

Duration: Instantaneous

Extendable: No

Description: Causes one normal item (not empowered or ensorcelled) targeted by the spell to be repaired if it was previously destroyed in some way. For example a weapon affected by the Black spell Destroy Weapon could be made usable again by means of this spell.

Shield of Air 1 – 5

Range: Touch

Type: Skin

Duration: one encounter

Extendable: Yes

Description: Shield of Air summons a swirling cloak of winds around the target. A Shield of Air provides physical and magical armour class as shown on the table below.

Level	Physical Armour Class	Magical Armour Class
1	2	1
2	4	2
3	6	3
4	8	4
5	10	5

Sleep 1 – 5

Range: 20ft

Type: Standard

Duration: 5 Minutes

Extendable: No

Description: The caster calls on the Element of air to put his target into a Magical slumber. The higher the level of the spell the more powerful the creature it may affect as shown below:

Level	Player Ranks Affected	Monster Hits affected
1	4	20
2	8	40
3	16	60
4	32	80
5	64	100

A person who is affected by a Sleep spell must fall to the floor and can do nothing until a single point of damage, or more is received, from any source; or until the Sleep is Dispelled. Sleep will only affect living creatures; it has no effect upon Undead, Elementals or other unnatural beasts that require no natural sleep.

Walk on Air 2 and 4

Range: Touch

Type: Standard

Duration: one encounter

Extendable: No

Description: This spell coats the feet of the recipient with a thin layer of air, specifically providing Protection from the spells listed below only:

At Level Two this renders the recipient immune to the Brown Magic spell Bind and the Green Magic Spell Slip.

At Level Four the recipient is immune to the Specialist Brown Magic spell Weld in addition to the immunities provided by the Level 2 version.

BROWN

Bind 3

Range: 20ft

Type: Standard

Duration: 5 Minutes

Extendable: No

Description: This spell causes the target's feet to be bound to the floor in such a way that they are unable to move them. As well as restricting the ability to move freely, this has the effect of halving any dexterity the target may have.

If the target has Strength then they may pull out of the Bind at the rate of five seconds for each foot stuck to the floor. Even if the target's hands, or any other part of their body, is touching the ground only the feet are affected.

It is not uncommon to see undead creatures pulling out of Binds even if they lack strength; this is because the Undead feel no pain and are willing to leave parts of their bodies behind if required.

Magic Missile 1 - 5

Range Thrown (see below)

Type: Standard

Duration: Instant

Extendable: No

Description: This spell conjures a Magical missile of stone in the caster's hand, which can then be thrown at a target of the casters choice. Note that unlike other magical attacks (Dark Blast, Strike, Bolt etc.) a Magic Missile must be physically thrown at a target. A safe, suitable item, such as a tennis ball, must be used to represent the Magic Missile.

The caster has 30 seconds after conjuring the Missile, before it dissipates. If the Missile strikes a target, then it inflicts the following damage, reduced by both Magical armour class and dexterity:

Level	Player Life Damage	Monster Hits Inflicted
1	5	5
2	10	10
3	20	15
4	30	20
5	50	25

After striking the target with the missile the caster of the spell should shout the name of the spell followed by the level and the number of monster hits inflicted. For example having hit the opponent with the missile the caster would shout “Magic Missile 4, 20 Hits”.

The damage from Magic Missile is reduced by a characters pure Magic Armour class only, not by Dexterity.

Reform 1 and 3

Range: Touch (1), 20ft (3)

Type: Standard

Duration: Permanent

Extendable: No

Description: Causes one normal item (not empowered or ensorcelled) targeted by the spell to be repaired if it was previously destroyed in some way. For example a weapon affected by the Black spell Destroy Weapon could be made usable again by means of this spell.

Stone Form 1 – 5

Range: Touch

Type: Skin

Duration: one encounter

Extendable: Yes

Description: The targets skin becomes as hard as stone. A Stone Form provides Physical armour class against Edged and Blunt damage as shown below. Stone Form provides no magical armour class.

Level	Edged Physical A.C.	Blunt Physical A.C.
1	3	1
2	6	2
3	9	3
4	12	4
5	15	5

The Edged Physical armour class also applies against Magic Missile spells although this is the only form of magical protection provided by a Stone Form.

GREEN

Detect Magic 1

Range: 10ft Radius around caster.

Type: Standard

Duration: Instant

Extendable: No

Description: The caster becomes aware of any magical item or effect within 10ft of him. No information about the item or effect is learnt, merely the fact that it is magical.

Identify 2, 5

Range: Special

Type: Standard

Duration: Variable

Extendable: No

Description: The caster summons forth Undines of water who will seek out knowledge of a particular magical item and its abilities.

This spell takes 5 minutes to cast, which must be accompanied by a small ceremony. The item being examined must remain with the caster for the **Duration** of the spell. After 5 minutes have passed the undines will have appeared, seen the item in question, and gone to find the answer(s). The undines will return at some point in the future and then the caster will learn something of the objects abilities (Referees Discretion). This will usually be at the next appropriate time out. This spell only works on magical items, mundane and empowered items are not affected.

The level 5 version of the Spell works in the same way but allows the caster to identify up to 5 items at the same time. Each item must be in the casters possession for the **Duration** of the casting.

Recall 5

Range: Self Only.

Type: Standard

Duration: Instant

Extendable: No

Description: The caster of Recall may recover five Mana in Spell Slots that have previously been cast that day. The five Mana may be divided up into Spell Slots as the character wishes. For example he may wish to recover two level 1 slots and one level 3 slot or one level 1 slot and one level 4 slot. The character may only regain slots that have already been used that day and are not “out” on a spell still in effect.

Slip 1 and 2

Range: Touch (1), 20ft (2)

Type: Standard

Duration: 3 Seconds

Extendable: No

Description: The caster calls forth the element of water to coat the soles of the targets feet with slippery fluid. The Target must stumble as if they had slipped and stand still for three seconds, good role-playing is compulsory. After they regain their balance they are then free to act normally.

GREY

Endurance 1 – 5

Range: Touch

Type: Standard

Duration: one encounter

Extendable: No

Description: The caster imbues the recipient with the fortitude of steel. This grants temporary life points which may exceed the recipient’s normal maximum as shown below:

Level	Life Gained
1	4
2	8
3	12
4	16
5	20

Damage is taken from these extra life points first. Temporary life gained from Endurance cannot be cured back and the spell is still in effect until dispelled one encounter has passed. You may only have one Endurance level 1-5 running on you at a time.

Plate Self 4 and Plate Other 5

Range: Self Only (4), Touch (5)

Type: Skin

Duration: one encounter

Extendable: No

Description: The caster summons forth a magical suit of armour that provides the following physical and magical protection.

Level	Physical A.C.	Magical A.C.
4	8	8
5	8	8

Weapon Proficiency 2 – 5

Range: Touch

Type: Standard

Duration: one encounter

Extendable: No

Description: This spell grants the recipient to use a weapon as if they possessed the skill as shown below. The spell grants the knowledge to use a Type of weapon (swords, axes etc.) as shown in the basic rules under weapon skills.

In order to benefit from a Proficiency spell you must first possess (either naturally or through the use of lower level Proficiency spells) the earlier skills in the table. Enhanced single mastery Proficiency spell for maces will have no effect on someone unless they already possess Single mastery in mace for example.

Level	Skill Granted	Base Damage
2	Double Handed Weapon Proficiency	Double
3	Single Handed Weapon Mastery	Double
4	Double Handed Weapon Mastery	Triple
5	Enhanced Single Weapon Mastery	Triple

Protect Weapon 1

Range: Touch

Type: Standard

Duration: one encounter

Extendable: No

Description: The caster enchants a weapon with magic. The Destroy Weapon spell and any similar spells or effects that would render the weapon useless cannot affect a protected weapon.

Strength 3

Range: Touch

Type: Standard

Duration: one encounter

Extendable: No

Description: This spell grants the character Strength as per the skill. If the recipient currently has Strength, or better, then the spell has no effect.

RED

Fire Dart 2, Fire Blast 3, Fire Strike 4, Fire Bolt 5

Range: 20ft

Type: Standard

Duration: Instant

Extendable: No

Description: The caster summons a bolt of burning flame that flies from his hand, striking his target automatically for the magic damage as listed below.

Level	Damage (Player Life)	Damage (Monster Hits)
2	5	5
3	10	10
4	15	15
5	20	20

A Players magical armour class will reduce the damage taken. Therefore a magical armour class of 1 would reduce the damage from a Fire Dart to 4. A Magical Armour class of 2 would reduce the damage of a Fire Bolt 5 to 18 points.

After completing the vocals the caster of the spell should point to his target and clearly shout the name of the spell followed by the level and the number of monster hits inflicted. For example having finished the appropriate casting and vocals the character would point at his target and shout "Fire Strike 4, 15 Hits".

Fire Skin 1 – 5

Range: Touch

Type: Skin

Duration: one encounter

Extendable: Yes

Description: The caster summons a cloak of flame around the target. A Fire Skin provides physical and magical armour class as shown on the table below.

Level	Physical A.C.	Magical A.C.
1	2	1
2	4	2
3	6	3
4	8	4
5	10	5

Flame Blade 1, 3, 5

Range: Touch

Type: Standard

Duration: one encounter

Extendable: No

Description: The caster calls on the Element of Flame to temporarily enchant a normal bladed weapon so that inflicts magical damage. A Flame Blade may not be cast on a weapon that is empowered or ensorcelled, either permanently or as a result of another spell or invocation. Flame Blade may never be cast on a blunt weapon. A Flame Blade inflicts magical damage for a Duration shown below:

Level	Magic Damage
1	Magic 0
3	Magic 1
5	Magic 2

Note that a Flame Blade level 1 inflicts no magical damage. It does however make the weapon count as magical, meaning that it cannot be affected by certain spells (such as Destroy Weapon).

WHITE

Drop 1 - 5

Range: 20ft

Type: Standard

Duration: Instant

Extendable: No

Description: Causes the targets hand to be briefly coated in ice causing them to drop any weapon (not a shield) currently in their hand. Whether or not a weapon is affected depends on how much damage the wielder is doing. Consult the table below to see the maximum damage to be affected by each level:-

Level	Damage Affected	Shout
1	Single	Drop Single
2	Double	Drop Double
3	Triple	Drop Triple

4	Quad	Drop Quad
5	Quin	Drop Quin

Note that if the target is doing any sort of magic or power damage then a Drop spell will not affect them regardless of level.

Flash 1 and 2

Range: Touch (1), 20ft (2)

Type: Standard

Duration: Instant

Extendable: No

Description: A powerful light flashes in front of the victim's eyes blinding them for 3 seconds. This spell will normally only effect humanoids and other living beings.

Ice Javelin 1 - 5

Range: Thrown (see below)

Type: Standard

Duration: Instant

Extendable: No

Description: This spell conjures a Magical Javelin of Ice in the caster's hand, which can then be thrown at a target of the casters choice. Note that unlike other magical attacks (Dark Blast, Strike, Bolt etc.) an Ice Javelin must be physically thrown at a target. A safe, suitable item, such as a tennis ball, must be used to represent the Ice Javelin.

The caster has 30 seconds after conjuring the Javelin, before it dissipates. If the Javelin strikes a target, then it inflicts the following damage, reduced by pure Magical armour class only:

Level	Player Life Damage	Monster Hits Inflicted
1	5	5
2	10	10
3	20	15
4	30	20
5	50	25

After striking the target with the Javelin the caster of the spell should shout the name of the spell followed by the level and the number of monster hits inflicted. For example having struck hit opponent with the Javelin the caster would shout "Ice Javelin 4, 20Hits".

The damage from Ice Javelin is reduced by a characters pure Magic Armour class only, not by Dexterity.

Light 3

Range: Self Only

Type: Standard

Duration: one encounter

Extendable: No

Description: This spell conjures a Magical Light in the caster's hand. This spell may not be used unless the caster has an appropriate Physical Representation for the light (such as a glowing ball) which has been approved by the Referee on the event. The light must remain in the caster hand for it to be effective, should the caster willingly drop the light (it is not an item and may not be fumbled or disarmed) then it will be extinguished and the spell ended.

Sunlight 3 and 4

Range: Touch (3), 20ft (4)

Type: Standard

Duration: Instant

Extendable: No

Description: A powerful light flashes in front of the victim's eyes blinding them for 3 seconds. This spell will affect most Types of Undead as well as all creatures vulnerable to a Flash Spell.

YELLOW

Lightning Dart 2, Lightning Blast 3, Lightning Strike 4, Lightning Bolt 5

Range: 20ft

Type: Standard

Duration: Instant

Extendable: No

Description: The caster summons a crackling bolt of electricity that flies from his hand, striking his target automatically for the magic damage as listed below.

Level	Damage (Player Life)	Damage (Monster Hits)
2	5	5
3	10	10
4	15	15
5	20	20

A Players magical armour class will reduce the damage taken. Therefore a magical armour class of 1 would reduce the damage from a Lightning Dart to 4. A Magical Armour class of 2 would reduce the damage of a Lightning Bolt 5 to 18 points.

After completing the vocals the caster of the spell should point to his target and clearly shout the name of the spell having finished the appropriate casting and vocals the character would point at his target and shout "Lightning Strike 4, 15 Hits".

Static Field 1 – 5

Range: Touch

Type: Skin

Duration: one encounter

Extendable: Yes

Description: The caster summons a cloak of sparks around

the target. A Static Field provides physical and magical armour class as shown on the table below.

Level	Physical A.C.	Magical A.C.
1	1	2
2	2	4
3	3	6
4	4	8
5	5	10

Shocking Grasp 1 - 5

Range: Touch

Type: Standard

Duration: Instant

Extendable: No

Description: The caster summons enormous energy into his hands that he may release upon a single target with a two-handed touch (one-handed at level 1). The damage inflicted is shown below.

Level	Total Player Life (per hand)	Monster Hits
1	5 (5)	5
2	10 (5)	10
3	20 (10)	15
4	30 (15)	20
5	50 (25)	25

The targets magical armour class reduces the damage from each hand separately. Dexterity does not reduce the damage taken from a Shocking Grasp.

As the caster releases the spell on his target he should clearly shout the name of the spell followed by the level and the number of monster hits inflicted. For example having finished the appropriate casting and vocals the character would touch his target with both hands and shout "Shocking Grasp 5, 25 Hits".

HIGH-LEVEL MAGIC

Wizards are capable of far greater displays of magic than humble Mages but the forces involved in these displays mean that far greater preparation is required in order to unleash them.

CASTING HIGH MAGIC

High Magic is the official name for spells of levels 6, 7 and 8. To cast a high magic spell takes 5 minutes. At the conclusion of the casting time the Wizard should utter his casting vocals for that spell (30, 35 or 40 words at levels 6, 7 and 8) upon the completion of which he has 30 seconds to release the spell in the appropriate manner as listed under the spell Description (usually touch or a target within 20 feet).

As soon as the Wizard begins casting he expends a spell slot of the same level as the spell he is casting. If for any reason the Wizard does not have a spell slot of the correct level he will fall over unconscious for 5 minutes (repeated overcasting in this manner may result in death).

PRE-REQUISITES

A Focus is required for casting any spell above level 5. If a character attempts to cast a High-Level spell without a Focus then the spell they are attempting to cast will fail and they will die.

To become a Wizard, you must be a member of the appropriate Guild of Magic.

CASTING KIT

High-Level spells all require a set of casting apparatus commonly referred to as a "casting kit". A casting kit should comprise of a casting mat at least two and a half square feet in size (a square mat 18 inches on each side is fine) and a number of other components appropriate to your character (for example a red mage may use a small oil burner, a blue mage incense and a green wizard may use a small bowl of water).

Candles are also a common casting component used by many people, as are small stones or beads used to mark the passage of time. Your casting kit should be personal to your character and it should be obvious from the casting kit what Colour of Magic the kit is to be used for (Fiery for Red magic, Airy for Blue magic etc.).

RITUAL

All High Magic spells require a ritual to be performed in order to harness the appropriate energies. This ritual is performed in conjunction with the casting kit explained

above and should be performed for the full duration of the casting time.

The ritual should be appropriate to the character. For example a light hearted Sprite who is a green wizard may play a game with an imaginary undine of water, the winning of which will grant them the energies required to cast the spell, an aggressive fire wizard may surround his sword with fire whilst summoning salamanders from the elemental plane to enchant it.

You should have a unique ritual for each High-Level spell that you can cast. The easiest way to vary your ritual is to change the words that you use to perform the ritual although you may wish to be more elaborate than this.

TIMING

All High-Level spells take 5 minutes to cast. It is the player's responsibility to time their own casting in a fair way. For this reason many casters use small beads or stones to mark of one minute intervals during casting. The player referee may wish to time you himself on occasion, he will indicate if this is the case. The player referee will monitor your casting times and give guidance if they are consistently too long or too short.

SPELL TYPES

Spells are categorised into different Types

- Standard
- Skin - you may only have one of these active upon you at any time
- Wizard's Store - you may only have 1 Wizard's Store
- Sorcerer's Store - you may only have 1 Sorcerer's Store
- Prepared Arcane - These may not be re-cast on events
- Active Arcane - These may be re-cast on events

WIZARD'S STORES

Some Wizards are capable of casting spells which allow them to release Battle Magic spells, stored within their body, with but a few words. The High Magic Spells that allow this are called "Wizard's Stores" and most colours of Magic have access to them in some form or another. Wizard's Stores are listed as such in their description. Each Wizard's Store spell holds a number of battle magic spells as explained in the Spell Descriptions. The amount of mana and the Type of spell stored varies from Store to Store.

Wizard's spells are prepared at the special casting area that each School of Magic maintains outside of the Towers. They require hours of preparation and for the appropriate element to be present. Due to the complex nature of Wizard's Stores they cannot usually be cast away from the casting areas (this means that they cannot be cast on adventures of any duration, they are always considered to

have been cast before the event began). Neither can a store be "re-filled" with mana, this can only be done by recasting the Wizard's Store.

However, Wizard's Stores are unusual in that once bound to the caster they are essentially permanent, until dispelled or all of the stored spells are released. Should a Wizard's Store be dispelled any stored spells remaining are lost. The character is "out" slots for the Wizard's Store and any stored spells. Slots "out" on stored spells may be recovered (by sleeping or Mnemonicing) only once they have been released and ceased to be in effect. The slot "out" for the Wizard's Store may only be recovered once all stored spells have been released (at which point the store ceases to be "in effect") or it is dispelled.

For example, a Character with a Fire Bolt Store level 8, with six Fire Bolt 5's stored in it, would start the adventure "out" one level 8 and six level 5 slots. If he released two of the Fire Bolts on the first evening of the adventure he would be able to recover those 2 slots by sleeping. If he then released the remaining four Bolts the next morning he would be able to regain both the four level 5's and the 8, for the Wizard's Store, when he mnemoniced.

A character may have no more than one Wizard's Store of any level running on him at any time. Thus, if a character knew both the spells Flame Store and Fire Bolt Store he would have to choose which to have running at the beginning of each adventure he played, he could not have both at the same time.

OVER CASTING

If a character attempts to cast a spell, of any level, for which he does not have a spell slot of the appropriate level then he will fall unconscious for 5 minutes. Should the same caster overcast again in the future then he may die.

VOCAL LENGTH

Some spells or abilities allow a character to cast a high magic spell at "vocal length". In this case the need for a ritual and casting kit is eliminated, the caster need only use the vocals (of 5 words per level of the spell) in order to conjure the effect.

ARCANE MAGIC

Casters of Arcane magic are the masters of magic, binding and unleashing elemental forces to their bodies in ways that Wizards are unable to. They perform difficult and time-consuming ceremonies at the preparation area of their School before embarking upon a quest and some carry elaborate and bulky casting equipment with them, enabling them to perform certain Arcane Spells in the field.

All characters that choose their skills from the primary Mage table are able to start purchasing and casting Arcane spells from 640 points onward. However, whilst characters above 640 points are allowed to cast Arcane spells they are not granted the title of Sorcerer. To be able to use the title of Sorcerer you must be offered the position by the School, either in return for long and dutiful service or for performing great deeds of which benefited the Sect. Not all Wizards accept the call to adopt the title of Sorcerer; some would prefer not to have the responsibility whilst others do not have the dedication required for the position. Secondary members of the Mage Schools will never be granted the title of Sorcerers.

ARCANE MAGIC

Arcane Magic is the official name for spells of levels 9 and 10. There are two Types of Arcane level spell; those which can be cast in the field (as described below) and those which are prepared at the Ritual area of the School of Magic before leaving on a quest.

CASTING ARCANE MAGIC ON ADVENTURES

Casting Arcane Magic on adventures is difficult and time consuming. Many casters choose not too because of the equipment and effort required. Such casters prefer to concentrate on prepared spells as described further down this page.

If you intend to cast Arcane magic on adventures you should understand the following rules and be prepared to have the Referee observe your casting carefully, much is expected of casting Arcane magic in terms of making your casting suitable impressive. Because of the ceremony area described below (which is usually set up in or near to whatever base the party are using) it is impossible to cast Arcane magic on overland adventures.

FOCUS

A Focus is vital for the casting of Arcane Magic. Should a caster complete an Arcane spell without a Focus they will die.

IN ELEMENT

Arcane level spells may only be cast when the caster is "in element" for the colour of the spell which they wish to cast.

Magic is drawn from the Elements and the presence of large quantities of the associated element is required for the casting. This is called being "in element". The colours of magic, and the means to get "in element" for the eight colours can be found below:

Black - Total darkness or night time without any unnatural light (note hiding under a black cloak not acceptable).

Blue - In the open air, not enclosed by trees, bushes, walls etc. for at least 40 feet all round.

Brown - Underground, being within a cave or tunnel at least 10 feet from the outside, not including a building unless in a basement or cellar.

Green - Adjacent to a body of water, at least 4 buckets worth, or in the rain.

Grey - Adjacent to a large amount of metal, at least a pile of weapons and armour, 2 fully armoured warriors with weapons.

Red - Adjacent to a fire of at least 2 feet in diameter.

White - In bright daylight without clouds and not overcast, sun must be visible.

Yellow - A strong breeze or a stormy day with lightning and thunder.

As ever the referee will make the final decision as to whether or not you are in element.

CEREMONY AREA

Arcane spells require an impressive Ceremony area dedicated to a single colour of magic in order to be cast. The ceremony area should be at least 20 square feet in size, although this space need not be taken up by a single casting mat, and should include props, candles etc. appropriate to both the caster and the colour of magic to which the area is dedicated. It should be obvious that the area is to be used for something far more powerful than High Magic

It would be possible for two Arcane casters of the same colour to share a casting area, but not possible for casters of different colours of magic. The Referee will inspect your ceremony area to make sure that it is suitable and will be happy to suggest any improvements which could be made.

CEREMONY

Arcane spells require an elaborate and extensive ceremony to be performed as the character is performing the most powerful of magics. This ceremony can only be performed at the ceremony area explained above and should be performed for the full Duration of the casting time.

The ritual should be appropriate to the character and impressive to behold, even more so than the rituals performed to carry out high magic. You should have a unique ritual for each Arcane spell that you can cast. Again,

the Referee will monitor your casting and offer advice as required.

TIMING

Arcane spells require 15-minutes of uninterrupted ceremony to complete. Should the caster be interrupted in any way the spell will fail and the caster will lose the spell slot. The casters concentration is disturbed if anyone enters the ceremony area during their casting, they are struck or otherwise interrupted from the ceremony.

PREPARED ARCANE SPELLS

Many Arcane casters spend long hours, days even, at the Ceremony areas of their School situated outside of the Towers. Here they bind Arcane spells into themselves, either as powerful spell stores or in more subtle ways to enhance the effects of High Magic spells they cast whilst on adventures. Prepared Arcane Spells may not be cast away from the Ceremony area of the School, even if the caster does have a travelling ceremony to allow him to perform other Arcane spells in the field, as the ceremonies required are too long and arduous.

Prepared Arcane spells all have a special Duration which means that they will last for the Duration of an event.

The caster is "out" the spell slots for any Prepared Arcane Spells they have in effect. These spell slots may not be recovered either by rest or Mnemonicing unless the Prepared Arcane spell has ceased to be in effect. Thus, an Arcane caster beginning an event with a Sight Stealer 9 in effect would be "out" one level 9 slot (plus whatever mana is stored in the Sight Stealer).

SORCERER'S STORES

Many Arcane casters are capable of casting spells which allow them to release spells stored within their body, with but a few words. Such spells are called "Sorcerer's Stores" and they work in the same way as High Magic Spell Stores. Sorcerer's Stores are listed as such in their description.

Each Sorcerer Store spell holds a number spells as explained in the Spell Description. The amount of mana and the Type of spell stored varies from Store to Store. Store spells are prepared spells and as such cannot be recast on adventures neither can a store be "re-filled" with mana, this can only be done by recasting the Sorcerer's Store.

However, like most prepared spells, Sorcerers Stores are unusual in that once bound to the caster they are essentially permanent, until dispelled or all of the stored spells are released. Should a Sorcerer's Store be dispelled any stored spells remaining are lost. All of the Spells stored in a Sorcerer's Store must come from the caster of the Store.

The character is "out" slots for the Sorcerer's Store and any stored spells. Slots "out" on stored spells may be recovered (by sleeping or Mnemonicing) only once they have been

released and ceased to be in effect. The slot "out" for the Sorcerer's Store may only be recovered once all stored spells have been released (at which point the store ceases to be "in effect") or it is dispelled.

A character may only have a single Sorcerer's store in effect at any one time, although it is possible to have both a Sorcerer's Store and a Wizard's Store in effect at the same time.

ALL AVAILABLE SPELLS

AVAILABLE ALL SCHOOLS

Dispel Magic 6 - 8

Range: 20ft

Type Standard

Duration: Instantaneous

Extendable: No

Description: This spell will remove one magic effect from any one thing. The object must be specified i.e. sword, staff, person etc. It will only take effect if the effective level of the target spell is equal to, or lower than the level of the Dispel Magic. If the particular effect to be removed is of a higher level than the Dispel Magic then the Dispel Magic will fail. A dispel magic can never be used to dispel another dispel.

AVAILABLE TO ALL PRIMARY SCHOOL MEMBERS

Wizard's Dispel 6

Range: Self Only

Type Active Arcane

Duration: Special

Extendable: N/A

Description: This spell allows the wizard to store a Dispel Magic level 5 within their body which can be released at any time to counter a spell which would otherwise affect the Wizard. For example, if a character with a Wizard's Dispel was targeted by a level 5 Dumbness spell which would prevent them from casting then they could choose to trigger their Wizard's Dispel to dispel the Dumbness before it could take effect. The caster must have a consistent trigger phrase to show when they have activated their Wizard's Dispel, "I am the master of the Elements - Dispel 5 that Dumbness" for example. The Dispel may also be released to target a spell already in effect as per a normal use of Dispel Magic. Wizard's Dispel is not considered a Spell Store and as such a Wizard may have both a Spell Store and a Wizard's Dispel. Wizard's Dispel uses one level 6 spell slot and one level 5 spell slot to be stored within it. These spells are considered out until either the dispel is used or the Wizard's Dispel is itself dispelled. Wizard's Dispel will remain in effect until the dispel is used or it is dispelled. Unlike spell stores Wizard's Dispel may be recast on adventures. Wizard's Dispel may be used to counter a level 5 Mass Spell effect like "Mass Slip".

Sorcerer's Dispel 9 - 10

Range: Self Only

Type Active Arcane

Duration: Special

Extendable: N/A

Description: Pre-requisite - Wizards Dispel. This spell allows the Sorcerer to store a Dispel Magic of level 6 - 8 within their body which can be released at any time to counter a spell which would otherwise affect the Sorcerer. For example, if a character with a Sorcerer's Dispel was targeted by a level 8 Dumbness spell which would prevent them from casting then they could choose to trigger their Sorcerer's Dispel to dispel the Dumbness before it could take effect. The caster must have a consistent trigger phrase to show when they have activated their Sorcerer's Dispel, "I am the master of the Elements - Dispel 8 that Dumbness" for example. The Dispel may also be released to target a spell already in effect as per a normal use of Dispel Magic. Sorcerer's Dispel is not considered a Sorcerer's Store and as such a Sorcerer may have both a Sorcerer's Store and a Sorcerer's Dispel. Sorcerer's Dispel uses one level 9 or 10 spell slot and the spell slot of level 6 - 8 to be stored within it. A Sorcerer may have both a Sorcerer's Dispel 9 and a Sorcerer's Dispel 10 in effect at the same time. These spells are considered out until the dispel is used. Sorcerer's Dispel will remain in effect until the dispel is used. Unlike most other prepared Arcane Spells Sorcerer's dispel may be recast on events provided that the Sorcerer meets all of the requirements to cast Active Arcane Spells (have a good enough Ceremonial Casting Kit and Ceremony).



BLACK SCHOOL

Primary Only	Available to All
Affinity to Darkness 9, 10	Armour of Darkness 9, 10
Dark Shield 8	Blindness 1-8
Embody Elemental 6-8	Blindness 9, 10
Hand of Darkness 7, 8	Dark Bolt 6-8
Mass Weakness	Dark Skin 6-10
Strength Stealer 9, 10	Dark Store 6-8
Weakness 5, 6	Sight Stealer 9, 10
Weakness Store 6-8	

Affinity to Darkness 9 - 10

Range: Self Only

Type: Prepared Arcane

Duration: - Special

Extendable: N/A

Description: The caster binds their element into themselves such that they may far more easily access it. This spell negates the need for the Sorcerer to be in element and

allows them to cast their Active Arcane spells as if they were in element.

At level 9 the Sorcerer is considered "in element" for Black Active Arcane Spells of level 9.

At level 10 the Sorcerer is considered "in element" for Black Active Arcane Spells of level 10.

Armour of Darkness 9 - 10

Range: Self Only

Type Prepared Arcane

Duration: Special

Extendable: N/A

Description: The caster weaves the defensive energies of his element around him and uses those energies to bolster all Dark Skins he casts.

At level 9 all Dark Skins of levels 1 - 8 cast by the Sorcerer take effect with their Duration increased as if they had been cast down in effect by one level (although this is not the case). Thus, a Dark Skin 8 cast by the Sorcerer would last for 2 encounters if cast at an effective level of 8. The same skin cast down to a 6 (which would usually last for one section) would last for 1 day due to the Armour of Darkness. Furthermore, all Dark Skins cast by the Sorcerer dispel at the level at which they were cast and not their effective level. A Dark Skin 8 cast down to a level 5 would require a Dispel 8 in order to remove rather than a Dispel 5 as would usually be the case. At level 10 all Dark Skins of levels 1 - 8 cast by the Sorcerer upon himself will take effect with their Duration increased by a Duration step. This increase in Duration stacks is in addition to that provided by Armour of Darkness 9.

Blindness 1 - 8

Range: 20ft

Type Standard

Duration: 1 minute

Extendable: No

Description: The caster weaves darkness around his target causing the victim to become blind. A blinded character may not target Ranged spells, invocations or abilities that require line of sight. Blindness affects targets of varying ranks as shown below.

Level	Player Ranks Affected	Monster Hits affected
1	2	4
2	4	8
3	8	16
4	16	32
5	32	64
6	64	100
7	128	200

8	256	400
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Blindness only affects living creatures with eyes. It has no effect on Undead, Elementals or similar unnatural creatures. The caster should call "Blindness!" followed by the number of monster hits affected when targeting the spell.

Blindness 9

Range: Self Only

Type Prepared Arcane

Duration: Special

Extendable: N/A

Description: The caster calls on the Element of Darkness enhance the effectiveness of all Blindness spells of levels 1-8 that he casts, so that their effective rank / monster hits affected are doubled, as shown below

Level	Player Ranks Affected	Monster Hits affected
1	4	20
2	8	40
3	16	80
4	32	120
5	64	160
6	128	200
7	256	400
8	512	600

Blindness 10

Range: Self Only

Type Prepared Arcane

Duration: Special

Extendable: N/A

Description: Whilst this spell is in effect, the Sorcerer may cast level 6 Blindness spells at Vocal Length

Dark Bolt 6 - 8

Range: 20ft

Type Standard

Duration: Instant

Extendable: N/A

Description: The caster hurls a searing blast of Darkness towards his target which strikes automatically inflicting the damage listed below.

Level	Spell Name	Total Damage (Player Life)	Monster Hits Inflicted
6	Dark Bolt 6	40	40
7	Dark Bolt 7	60	60

8	Dark Bolt 8	80	80
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After completing the vocals, the caster of the Dark Bolt should point to his target and clearly shout The name of the Spell followed by the number of monster hits inflicted. For example, having finished the appropriate casting and vocals the character would point at his target and shout "Dark Strike, 8 Hits" or "Dark Bolt 8, 80 Hits".

A Players magical armour class will reduce the damage taken. A magical armour class of 6 would reduce the damage from a Dark Bolt 7 to 34 points. A Magical Armour class of 14 would reduce the locational damage of a Dark Bolt 7 to 26 points.

Dark Shield 8

Range: Self Only

Type Standard

Duration: 1 Encounter

Extendable: No

Description: This spell allows the caster's physical form to pass partially into the elemental plane of darkness protecting him completely from all physical blows sustained whilst the spell is in effect. The spell affords no Protection from power or magic, including any magic or power component of physical blows. Dark Shield works in conjunction with all magical skins, power armour and other forms of protection such as dexterity and armour. However, as a result of this protection from physical damage the caster is unable to cause physical damage, cast any power, or cast any magic other than black magic.

Dark Skin 6 - 10

Range: Touch

Type Skin, Active Arcane at 9 & 10

Duration: 1 Encounter

Extendable: Yes

Description: Dark Skin summons a magical cloak of darkness around the target. A Dark Skin provides physical and magical armour class as shown on the table below.

Level	Physical Armour Class	Magical Armour Class
6	12	6
7	14	7
8	16	8
9	18	9
10	20	10

Regardless of the effective level of a Dark Skin 9 or 10 it will always dispel at the level at which it was cast.

Dark Store 6 - 8

Range: Self Only

Type:- Wizard's Store

Duration: Special

Extendable: N/A

Description: Dark Store is a Spell Store and follows all of the rules for Spell Stores in the High Magic Rules. Dark Store can hold an amount of Mana in Black Battle Magic Spells as shown below.

Level	Mana Stored
6	10
7	15
8	20

Embody Elemental of Darkness 6 - 8

Range: Self Only

Type Standard

Duration: 1 Encounter

Extendable: No

Description: The caster summons an Elemental of Darkness into his body. They become immune to Black Magic Level 1-5. The embodied Elemental also allows the character to cast one spell at vocal length as shown below. The caster must have the spell in his spell book and it will still use one of the caster's spell slots of that level, only the need for a casting ceremony is removed. The vocal length spell may only be cast once during the **duration** of Embody Elemental of Darkness; and immediately ends the Embodiment spell.

Level	Vocal Length
6	Weakness 6
7	Blindness 7
8	Dark Bolt 8

Hand of Darkness 7, 8

Range: Touch (7), 20ft (8)

Type Standard

Duration – 5 minutes

Extendable: No

Description: This spell is very similar to the Specialist Spell Weakness with the exception that it drains two strength categories from the target rather than one. Furthermore, the target of a Hand of Darkness is unaffected by the Grey Level 3 Spell Strength for the **Duration** of the Hand of Darkness spell. The caster should call "Hand of Darkness, Double Weakness" when targeting the spell.

Mass Weakness 8

Range: 20 ft Long Cone, 90-degrees to the caster front

Type Standard

Duration – 5 minutes

Extendable: N/A

Description: This spell has exactly the same effect as the level 5 Weakness spell with the exception that the range is increased to affect everyone in a cone 20ft long to the

casters front. The caster should indicate the angle of the cone using his outstretched arms at the end of his casting.

Each individual Weakness may be dispelled separately at level 5.

Sight Stealer 9 - 10

Range: Self Only

Type Sorcerer's Store

Duration: Special

Extendable: N/A

Description: Sight Stealer allows the caster to hold within his body a number of Blindness Spells which can be released with a command phrase (such as "Let Darkness close your eyes"). Sight Stealer can hold an amount of mana as shown below which may be divided as the caster wishes with the restriction that only a single Blindness of levels 6 - 8 may be stored: the remaining mana must be expended on battle magic Blindness Spells.

Level	Mana Stored
9	40
10	60

Strength Stealer 9 - 10

Range: Self Only

Type Active Arcane

Duration: Until used

Extendable: N/A

Description: The caster binds the element of darkness into themselves allowing them to cast a number of level 6 Weakness spells at vocal length.

At level 9 Strength Stealer grants the caster the ability to cast three level 6 Weakness spells (at normal use of a spell slot each time) at vocal length without the usual ceremony.

At level 10 Strength Stealer grants the caster the ability to cast six level 6 Weakness spells (at normal use of a spell slot each time) at vocal length without the usual ceremony.

A Sorcerer may only have a single Strength Stealer spell in effect at any one time. Strength Stealer does not prevent the Sorcerer from casting a level 6 Weakness spell using the usual ceremony or via the level 6 Embody Dark Elemental spell. Weakness 6's cast in these ways do not count as a use of the Strength Stealer which will remain in effect until all of the provided vocal lengths are used.

Weakness 5, 6

Range: Touch (5), 20 ft. (6)

Type 5 – Specialist, 6 - Standard

Duration – 5 minutes

Extendable: No

Description: The caster calls upon Darkness to drain the strength from a victim. A target struck with a Weakness spell will be drained one strength level, as shown in the

Description for the Strength skill, for as long as the Weakness remains in effect.

Weakness Store 6 - 8

Range: Self Only

Type Wizard's Store

Duration: Special

Extendable: N/A

Description: This Spell Store allows the caster to hold within his body a number of Level 5 Weakness Spells. The amount of Weakness Spells held in a Weakness store is shown below.

Level	Weaknesses Stored
6	2
7	4
8	6

Weakness Store is a Spell Store and follows all of the rules for Spell Stores in the High Magic Rules.



BLUE SCHOOL

Primary Only	Available to All
Affinity to Air 9, 10	Air Wall 6-8
Blink 10	Dumbness 1 - 8
Clear Skies 6 - 8	Dumbness 9, 10
Embody Air Elemental 6 - 8	Shield of Air 6 - 10
Forced Teleport 8	Shield of the Hurricane 9, 10
Master of Winds 9, 10	Sleep 6 – 8
Repulsion 5	Sleep 9, 10
Repulsion Store 6 - 8	Sleep Store 6 - 8
Teleport 9 - 10	Teleport 1 - 8
Thunderclap 7	Teleport Ward 6 - 8
Walk on Air 6 - 8	Whispering Wind 8
Walk on Air 9, 10	
Whirlwind 6 - 8	

Affinity to Air 9, 10

Range: Self Only

Type: Prepared Arcane

Duration: Special

Extendable: N/A

Description: The caster binds their element into themselves such that they may far more easily access it. This spell negates the need for the Sorcerer to be in element and allows them to cast their Active Arcane spells as if they were in element.

At level 9 the Sorcerer is considered "in element" for Blue Active Arcane Spells of level 9.

At level 10 the Sorcerer is considered "in element" for Blue Active Arcane Spells of level 10.

Air Wall 6 - 8

Range: Self Only

Type: Standard

Duration: 1 Encounter

Extendable: Yes

Description: Air Wall summons a barrier of wind around the target providing armour class against Ranged attacks. Air Wall provides physical armour class 20 against physical projectiles (such as arrows and crossbow bolts) and magical armour class 10 versus Ranged magical attacks such as Fire Bolts or Magic Missiles.

This armour class only applies against Ranged and missile attacks. Armour class is unchanged against all melee and touch attacks. The armour class provided by Air Wall does not stack with the armour class provided by magical skins,

physical armour or unarmoured dexterity but it will stack with armoured dexterity.

Airwall 6 - 8 is an Extendable version of Airwall 5 and provides no additional benefits if cast at an effective higher level.

Blink 10

Range: Self Only

Type: Prepared Arcane

Duration: Special

Extendable: N/A

Description: Allows the Sorcerer to be able to move 20' in any direction once per day upon the utterance of a phrase like "Winds move me". The player should put their hand in the air and move 20' in a direction of their choice at a brisk place and then put their hand down.

Clear Skies 6 - 8

Range: Self Only

Type: Standard

Duration: 1 encounter

Extendable: Yes

Description: Protects the caster from Whirlwind and/or Thunderclap for the duration of the spell.

Dumbness 1 - 8

Range: 20ft

Type: Standard

Duration: 5 minutes

Extendable: No

Description: The caster conjures Sylphs of Air to steal the targets voice. The target is completely unable to speak (including casting vocals) for the **Duration** of the spell. Dumbness affects varying ranks of creatures as shown on the table below.

Level	Player Ranks Affected	Monster Hits affected
1	2	4
2	4	8
3	8	16
4	16	32
5	32	64
6	64	100
7	128	200
8	256	400

Dumbness 9

Range: Self Only

Type: Prepared Arcane

Duration: Special

Extendable: N/A

Description: The caster calls on the Element of Air enhance the effectiveness of all Dumbness spells of levels 1- 8 that he casts, so that their effective rank / monster hits affected are doubled, as shown below

Level	Player Ranks Affected	Monster Hits affected
1	4	20
2	8	40
3	16	80
4	32	120
5	64	260
6	128	200
7	256	400
8	512	600

Dumbness 10

Range: Self Only
Type Prepared Arcane
Duration: Special
Extendable: N/A
Description: Whilst this spell is in effect, the Sorcerer may cast level 6 Dumbness spells at Vocal Length

Embody Air Elemental 6 - 8

Range: Self Only
Type Standard
Duration: 1 Encounter
Extendable: No
Description: The caster summons a sylph of Air into his body. They become immune to Blue Magic Level 1-5. The embodied Elemental also allows the character to cast one spell at vocal length as shown below. The caster must have the spell in his spell book and it will still use one of the caster's spell slots of that level, only the need for a casting ceremony is removed. The vocal length spell may only be cast once during the **duration** of Embody Elemental of Air; and immediately ends the Embodiment spell.

Level	Vocal Length
6	Dumbness 6
7	Thunderclap 7
8	Sleep 8

Forced Teleport 8

Range: Self Only
Type Standard
Duration: 5 minutes
Extendable: No
Description: The Wizard should spend five minutes casting this spell and prepare a teleport circle. At the completion

of the casting the spell is held within the Wizard for five minutes. The Wizard may talk and move as normal. At any time during the five minutes the Wizard may touch one person and release the spell. Upon release the Wizard and touched person will both return to the prepared teleport circle, which must be within 320'. Both people put their hand in the air and travel to the prepared circle.

Master of Winds 9 - 10

Range: Self Only
Type Sorcerer's Store
Duration: Special
Extendable: N/A
Description: Master of Winds allows the caster to hold within his body a number of Level 5 Repulsion Spells and a single Level 7 Thunderclap Spell, which can be released using a suitable command phrase (such as "Winds aid me!"). The maximum amount of Mana held in a Master of Winds is shown above.

Level	Mana Stored
9	60
10	90

Repulsion 5

Range: 20 ft
Type Specialist
Duration: Instant
Extendable: No
Description: The caster directs a powerful blast of air towards his target. The target is pushed back 20ft directly away from the caster regardless of their strength and held back for ten seconds; after which they are free to act normally.

Repulsion Store 6 - 8

Range: Self Only
Type Wizard's Store
Duration: Special
Extendable: N/A
Description: This Spell Store allows the caster to hold within his body a number of Level 5 Repulsion Spells. The amount of Repulsion Spells held in a Repulsion store is shown below:

Level	Repulsion Spells Stored
6	2
7	4
8	6

Shield of Air 6 - 10

Range: Touch
Type Skin, Active Arcane 9 & 10
Duration: 1 Encounter

Extendable: Yes

Description: Shield of Air summons a swirling barrier of air to protect the recipient. A Shield of Air provides physical and magical armour class as shown on the table below. A Shield of Air is a magical skin.

Level	Physical Armour Class	Magical Armour Class
6	12	6
7	14	7
8	16	8
9	18	9
10	20	10

Regardless of the effective level of a Shield of Air 9 or 10 it will always dispel at the level at which it was cast.

Shield of the Hurricane 9 - 10

Range: Self Only

Type Prepared Arcane

Duration: Special

Extendable: N/A

Description: The caster weaves the howling energies of a hurricane around him and uses those energies to bolster all Shield of Air spells that he casts.

At level 9 all Shield of Air spells of levels 1 - 8 cast by the Sorcerer take effect with their Duration increased by a 1 Duration step as if they had been cast down in effect by one level (although this is not the case). Thus, a Shield of Air 8 cast by the Sorcerer would last for 2 encounters if cast at an effective level of 8. The same skin cast down to a 6 (which would usually last for 1 section) would last for 1 day due to the Shield of the Hurricane. Furthermore, all Shields of Air cast by the Sorcerer dispel at the level at which they were cast and not their effective level. A Shield of Air 8 cast down to a level 5 would require a dispel 8 in order to remove rather than a dispel 5 as would usually be the case.

At level 10 all Shields of Air of levels 1 - 8 cast by the Sorcerer upon himself will take effect with their Duration increased by a 1 Duration step. This increase in Duration stacks and is in addition to that provided by Shield of the Hurricane 9.

Sleep 6 – 8

Range: 20ft

Type Standard

Duration: 1 Encounter

Extendable: No

Description: The caster calls on the Element of air to put his target into a Magical slumber. The higher the level of the spell the more powerful the creature it may affect as shown below:

Level	Player Ranks Affected	Monster Hits affected
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6	128	200
7	256	400
8	512	600

A person who is affected by a Sleep spell must fall to the floor and can do nothing until a single point of damage, or more is received, from any source; or until the Sleep is Dispelled. Sleep will only affect living creatures; it has no effect upon Undead, Elementals or other unnatural beasts.

Sleep 9

Range: Self Only

Type Prepared Arcane

Duration: Special

Extendable: N/A

Description: The caster calls on the Element of Air enhance the effectiveness of all Sleep spells of levels 1- 8 that he casts, so that their effective rank / monster hits affected are doubled, as shown below

Level	Player Ranks Affected	Monster Hits affected
1	8	40
2	16	80
3	32	120
4	64	160
5	128	200
6	256	400
7	512	600
8	1024	1200

Sleep 10

Range: Self Only

Type Prepared Arcane

Duration: Special

Extendable: N/A

Description: Whilst this spell is in effect, the Sorcerer may cast level 6 Sleep spells at Vocal Length

Sleep Store 6 - 8

Range: Self Only

Type Wizard's Store

Duration: Special

Extendable: N/A

Description: This Spell Store allows the caster to hold within his body a number of Sleep Spells up to level 5. The maximum amount of Mana held in a Sleep store is shown below;

Level	Mana Stored
6	10

7	20
8	30

Teleport 1 - 8

Range: Special

Type: Standard

Duration: Instant

Extendable: N/A

Description: This spell will transport the caster instantly. The final destination need not be seen but if it turns out to be solid then anybody transported will sustain heavy damage at the referee's discretion. Note that the caster must always go with the teleport. The maximum distance travelled is as follows:

Level	Casting Time	Max. Distance Travelled
1	5 Minutes	20ft
2	5 Minutes	40ft
3	5 Minutes	80ft
4	5 Minutes	160ft
5	5 Minutes	320ft
6	5 Minutes	1 Mile
7	5 Minutes	2 Miles
8	5 Minutes	4 Miles

For each extra person or like object teleported, the maximum distance travelled is effectively dropped by one level, cumulatively. Teleport requires a ceremony to be carried out as per the Description in the High-Level casting document even though it is a battle magic spell. Most Waystations on Orin Rakatha are protected; therefore it is unlikely that an attempt to Teleport into one will be successful.

Teleport 9 - 10

Range: Casting Mat (9), Self Only (10)

Type: Standard

Duration: Until used (9), Instant (10)

Extendable: N/A

Description: At level 9 this spell will cause the next Teleport level 1 - 8 cast by the Sorcerer to open a portal in the area of his casting ceremony. The portal will remain open for one minute and will allow any number of people to pass through it transporting them instantly to a single location chosen by the caster within the Range of the Teleport. The caster must be the last person through the portal as it will close behind him. Thus, a Sorcerer who casts Teleport level 9 may later that day cast a Teleport level 8 to open a portal to any location within 4 miles which will remain open for one minute allowing any number of people to pass through.

It is only possible to pass one way through the portal, from the Sorcerer's location to the destination.

At level 10 this spell will transport the Sorcerer, his casting Ceremony and a number of inanimate objects of a mass equal to a single humanoid corpse back to a prepared location near to the Sorcerer's nation.

Teleport Ward 6 - 8

Range: 20 ft long Cone, 90-degrees to the casters front

Type: Standard

Duration: 1 encounter

Extendable: Yes

Description: The caster spends five minutes creating a teleport ward 20' radius. Once complete the ward prevents any form of magical teleportation from entering that area for the spell duration. The ward does not prevent anything else from physically entering the area.

Thunderclap 7

Range: Self Only

Type: Standard

Duration: Instant

Extendable: No

Description: Everyone in a cone 20ft long to the caster's front is thrown backwards 10 feet and then to the floor. Once a person has hit the floor they are free to rise and move normally. The caster should indicate the angle of the cone using his outstretched arms at the end of his casting.

Walk on Air 6 - 10

Range: Touch (7), Self Only (6, 8, 9 and 10)

Type: Standard

Duration: 1 Encounter (6 - 8), 1 Section (9), 1 Day (10)

Extendable: No

Description: This spell coats the feet of the recipient with a thin layer of air, specifically providing Protection from the spells listed below only:

At Level Six and Seven this renders the recipient immune to the Brown Magic spells Bind, Weld and Entrapment and the Green Magic Spell Slip.

At Level Eight, Nine and Ten the recipient is immune to the Brown Magic spell Earthquake in addition to the immunities provided by the Level 6 version.

Whirlwind 6 - 8

Range: 20ft

Type: Standard

Duration: Instant

Extendable: No

Description: The target of a Whirlwind should spin around on the spot three times after which they take an undodgeable burst of air which inflicts damage as shown below:

Level	Player Life Damage	Monster Hits Inflicted
6	30	30

7	40	40
8	50	50

Magical Armour class will reduce the damage taken from a Whirlwind but dexterity armour class will not.

Whispering Wind 8

Range: Special

Type Standard

Duration: Special

Extendable: N/A

Description: The caster of a Whispering Wind releases a small note onto the winds. As the caster completes the spell they name a person to whom the note is to be delivered. It will be carried by a Sylph to its intended recipient or their nation if they are within it. The Sylph may take some time to deliver the message depending on distance and other factors. The note can be no bigger than A5 and should be given to the referee at the next battle board after casting. Note that this spell does not guarantee a response to the message. The message will not be delivered if the intended recipient is dead although the caster will be unaware that the spell has failed.



BROWN SCHOOL

Primary Only	Available to All
Affinity to Earth 9, 10	Assault of Stone 9, 10
Embody Earth Elemental 6 - 8	Bastion of Earth 9, 10
Earthquake 8	
Entombment 9, 10	
Entrapment 6, 7	Magic Missile 6 - 8
Mass Bind 6	Magic Missile Store 6 - 8
Mass Weld 8	Protection from Earthquake 4, 5
Rock Skin 7	Stone Crafter 9, 10
Sanctuary of Earth 1 - 8	Stone Form 6 - 8
Weld 5	Stone Form 9, 10

Affinity to Earth 9 - 10

Range: Self Only

Type: Prepared Arcane

Duration: Special

Extendable: N/A

Description: The caster binds their element into themselves such that they may far more easily access it. This spell negates the need for the Sorcerer to be in element and allows them to cast their Active Arcane spells as if they were in element.

At level 9 the Sorcerer is considered "in element" for Brown Active Arcane Spells of level 9.

At level 10 the Sorcerer is considered "in element" for Brown Active Arcane Spells of level 10.

Assault of Stone 9 - 10

Range: Self Only

Type: Sorcerer's Store

Duration: Special

Extendable: N/A

Description: Assault of Stone allows the caster to hold within his body a number of Battle and High-Level Magic Missile Spells which can be released with a command phrase (such as "Earth be mine to command"). Any number or combination of levels of Magic Missile Spells may be stored within an Assault of Stone, but only one of the stored spells may be higher than level 5 (to a maximum of 8). The maximum amount of Mana held in an Assault of Stone is shown right.

Level	Mana Stored
9	40
10	60

Bastion of Earth 9 - 10

Range: Self Only

Type: Prepared Arcane

Duration: Special

Extendable: N/A

Description: The caster summons a bulwark of elemental energy around him and uses it to bolster all Stone Forms and Sanctuary of Earth Spells which he casts.

At level 9 all Stone Forms and Sanctuary of Earth Spells of levels 1 - 8 cast by the Sorcerer take effect with their Duration increased by 1 Duration step as if they had been cast down in effect by one level (although this is not the case). Thus a Stone Form 8 cast by the Sorcerer would last for 2 Encounters if cast at an effective level of 8. The same skin cast down to a 6 (which would usually last for 1 Section) would last for 1 Day due to the Bastion of Earth. Furthermore, all Stone Forms and Sanctuary of Earths cast by the Sorcerer dispel at the level at which they were cast and not their effective level. A Stone Form 8 cast down to a level 5 would require a dispel 8 in order to remove rather than a dispel 5 as would usually be the case. At level 10 all Stone Forms and Sanctuary of Earth spells of levels 1 - 8 cast by the Sorcerer upon himself will take effect with their Duration increased by 1 Duration step. This increase in Duration stacks in addition to that provided by Bastion of Earth 9.

Earthquake 8

Range: Everyone

Type: Standard

Duration: 10 Seconds

Extendable: No

Description: When this spell is cast the wizard causes an earthquake to occur. Everyone falls to the floor at the time of casting and is unable to rise for 10 seconds.

Embody Earth Elemental 6 - 8

Range: Self Only

Type: Standard

Duration: 1 Encounter

Extendable: No

Description: The caster summons an Earth Elemental to inhabit his body for the Duration of the Embodiment. They become immune to Brown Magic Level 1-5. The embodied Elemental also allows the character to cast one spell at vocal length as shown below. The caster must have the spell in his spell book and it will still use one of the caster's spell slots of that level, only the need for a casting ceremony is removed. The vocal length spell may only be cast once during the **duration** of Embody Elemental of Earth; and immediately ends the Embodiment spell.

Level	Vocal Length
6	Mass Bind 6
7	Magic Missile 7
8	Mass Weld 8

Entombment 9 - 10

Range: Self Only

Type Active Arcane

Duration: Until used

Extendable: N/A

Description: The caster binds the elements of stone into his Entrapment spells to make it almost impossible to escape them.

At level 9 a single Entrapment cast by the Sorcerer can be enhanced to Entombment, requiring the victim to have greater than Triple Strength in order to break themselves free from it. The caster should call "Entombment" rather than Entrapment when releasing the spell.

At level 10 two Entrapments cast by the Sorcerer can be enhanced to Entombment.

A Sorcerer may only have a single Entombment spell in effect at any one time. The Sorcerer does not have to use the Entombment spell to enhance Entrapments which he casts, he may choose when to do so.

Entrapment 6, 7

Range: Touch (6), 20ft (7)

Type Standard

Duration – 5 minutes

Extendable: No

Description: The target is pulled into the Earth up to their knees. The target should kneel on the ground for the **Duration** of the Entrapment. A Character with Triple Strength may break themselves or another out of an Entrapment in ten seconds.

Magic Missile 6 - 8

Range: Thrown

Type Standard

Duration: Instant

Extendable: N/A

Description: This spell conjures a Magical missile of stone in the caster's hand, which can then be thrown at a target of the caster's choice. Note that unlike other magical attacks (Blast, Strike, Bolt etc.) a Magic Missile must be physically thrown at a target. A safe, suitable item, such as a tennis ball, must be used to represent the Magic Missile.

The caster has 30 seconds after conjuring the Missile, before it dissipates. If the Missile strikes a target, then it inflicts the following damage, reduced by pure Magical armour class only:

Level	Player Life Damage	Monster Hits Inflicted
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6	60	60
7	80	80
8	100	100

After striking the target with the missile the caster of the spell should shout the name of the spell followed by the level and the number of monster hits inflicted. For example, having struck an opponent with the missile the caster would shout "Magic Missile 7, 80 Hits".

Magic Missile Store 6 - 8

Range: Self Only

Type Wizard's Store

Duration: Special

Extendable: N/A

Description: This Spell Store allows the caster to hold within his body a number of Magic Missile Spells up to level 5. The maximum amount of Mana held in a Magic Missile store is shown right. Magic Missile Store is a Spell Store.

Level	Mana Stored
6	10
7	20
8	30

Mass Bind 6

Range: 20 ft long Cone, 90-degrees to the casters front

Type Standard

Duration – 5 minutes

Extendable: No

Description: This spell has the same effect as the Level 3 Bind spell with the exception that it affects everyone in a cone 20ft long to the caster's front. The caster should indicate the angle of the cone using his outstretched arms at the end of his casting.

Mass Weld 8

Range: 20 ft long Cone, 90-degrees to the casters front

Type Standard

Duration – 5 minutes

Extendable: No

Description: This spell has the same effect as the Level 5 Weld spell with the exception that it affects everyone in a cone 20ft long to the caster's front. The caster should indicate the angle of the cone using his outstretched arms at the end of his casting. You must have the spell Mass Bind before you may learn Mass Weld.

Protection from Earthquake 4 and 5

Range: Self Only (4), Touch (5)

Type Standard

Duration: 1 Encounter

Extendable: No

Description: The recipient of a Protection from Earthquake is immune to the effects of the Brown High Magic Spell Earthquake.

Rock Skin 7

Range: Self Only

Type Standard

Duration: Special

Extendable: N/A

Description: This spell when cast immediately after a Stone Form increases the Duration of that spell as though it were cast at one level higher. For example, a level 7 Stone Form operating at level 5 for four hours could be extended to 1 Day by casting a Rock Skin.

Sanctuary of Earth 1 - 8

Range: Self Only

Type Standard

Duration: 1 Encounter

Extendable: Yes

Description: Sanctuary of Earth provides magical armour class provided that the caster has a Stone Form spell in effect as shown below;

Level of Sanctuary of Earth	Magical Armour Class
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8

If the caster does not have a Stone Form in effect then Sanctuary of Earth provides no benefit whatsoever.

Stone Crafter 9 - 10

Range: Self Only

Type Active Arcane

Duration: Until used

Extendable: N/A

Description: The caster binds the element of stone into themselves allowing them to cast a number of level 6 Magic Missile spells at vocal length.

At level 9 Stone Crafter grants the caster the ability to cast three level 6 Magic Missile spells (at normal use of a spell slot each time) at vocal length without the usual ceremony.

At level 10 Stone Crafter grants the caster the ability to cast six level 6 Magic Missile spells (at normal use of a spell slot each time) at vocal length without the usual ceremony.

A Sorcerer may only have a single Stone Crafter spell in effect at any one time. Stone Crafter does not prevent the Sorcerer from casting a level 6 Magic Missile spell using the usual ceremony. Magic Missile 6's cast in this way do not count as a use of the Stone Crafter which will remain in effect until all of the provided vocal lengths are used.

Stone Form 6 - 10

Range: Touch

Type Skin, Active Arcane 9 & 10

Duration: 1 Encounter

Extendable: Yes

Description: The targets skin becomes as hard as stone. A Stone Form provides Physical armour class against Edged and Blunt damage as shown below. Stone Form provides no magical armour class.

Level	Edged Physical Armour Class	Blunt Physical Armour Class
6	18	6
7	21	7
8	24	8
9	27	9
10	30	10

The Edged Physical armour class also applies against Magic Missile spells although this is the only form of magical protection provided by a Stone Form.

A Stone Form 9 or 10 always dispels at the level at which it was cast, irrespective of the effective level.

Weld 5

Range: 20ft

Type Specialist

Duration – 5 minutes

Extendable: N/A

Description: This spell causes the target's feet to be bound to the floor in such a way that they are unable to move them. As well as restricting the ability to move freely, this has the effect of halving any dexterity the target may have. If the target has Double Strength then they may pull out of the Weld at the rate of five seconds for each foot stuck to the floor. Even if the target's hands, or any other part of their body, is touching the ground only the feet are affected.

See the skills **Descriptions** page for further details on Double Strength. It is not uncommon to see undead creatures pulling out of Welds even if they lack strength; this is because the Undead feel no pain and are willing to leave parts of their bodies behind if required.



GREEN SCHOOL

Primary Only	Available to All
Affinity to Water 9, 10	Enchant Spell Store 6 - 8
Contingency 6 - 10	Mass Slip 5
Embody Water Elemental 6 - 8	Recall 6 - 8
Guided by the Stars 10	Identify 6 - 8
Mass Slow 8	Sorcerer's Gift 9, 10
Recall 9, 10	Sorcerer's Mnemonic 9, 10
Slow 5, 6	Sorcerer's Store 9, 10
Slow Store 6 - 8	Spell Store 6 - 8
Vanish Animate 6 - 8	Wizard's Gift 6 - 8
Vanish Inanimate 6 - 8	

Affinity to Water 9 - 10

Range: Self Only

Type: Prepared Arcane

Duration: Special

Extendable: N/A

Description: The caster binds their element into themselves such that they may far more easily access it. This spell negates the need for the Sorcerer to be in element and allows them to cast their Active Arcane spells as if they were in element.

At level 9 the Sorcerer is considered "in element" for Green Active Arcane Spells of level 9.

At level 10 the Sorcerer is considered "in element" for Green Active Arcane Spells of level 10.

Contingency 6 - 8

Range: Self Only

Type: Standard

Duration: Special

Extendable: N/A

Description: Contingency allows the caster to store either a magical skin or a Dispel Magic of a level shown below within their body for release upon themselves under a certain set of circumstances.

Level	Spell Level held in Contingency
6	1 - 4
7	1 - 5
8	1 - 6

If the Contingency is used to store a Dispel Magic then the Dispel can be released with a trigger phrase (such as "Contingency do thy work") and then targeted as if cast. If the Contingency is used to store a magical skin then that magical skin will take effect upon the caster if the casters current skin is dispelled or the caster utters a trigger phrase. Like a Wizard's Store the Contingency and the stored spell are both "out" until used or dispelled. Contingency can be cast before leaving for an adventure and will last for the Duration of that adventure, until triggered or until dispelled.

Contingency is not a Wizard's Store although it is similar in some respects. A character may have both a Wizard's Store and a Contingency at the same time. Unlike a Wizard's Store, Contingency may be recast on adventures.

The caster must provide the Skin or the Dispel to be stored in the contingency; it may not come from an outside source.

Contingency 9 - 10

Range: Self Only

Type: Active Arcane

Duration: Special

Extendable: N/A

Description: Contingency allows the caster to store either a magical skin or a Dispel Magic of a level shown below within their body for release upon themselves under a certain set of circumstances.

Level	Spell Level held in Contingency
9	1 - 7
10	1 - 8

If the Contingency is used to store a Dispel Magic then the Dispel can be released with a trigger phrase (such as "Contingency do thy work") and then targeted as if cast. If the Contingency is used to store a magical skin then that magical skin will take effect upon the caster if the casters current skin is dispelled or the caster utters a trigger phrase. Like a Sorcerer's Store the Contingency and the stored spell are both "out" until used or dispelled.

Contingency is not a Sorcerer's Store although it is similar in some respects. A character may have both a Sorcerer's Store and a Contingency at the same time. It is possible to have both a level 9 and a level 10 Contingency in effect, but only one of each level.

The caster must provide the Skin or the Dispel to be stored in the contingency, it may not come from an outside source.

Embody Water Elemental 6 - 8

Range: Self Only

Type: Standard

Duration: 1 Encounter

Extendable: No

Description: The caster summons an Water Elemental to

inhabit his body for the Duration of the Embodiment. They become immune to Green Magic Level 1-5. The embodied Elemental also allows the character to cast one spell at vocal length as shown below. The caster must have the spell in his spell book and it will still use one of the caster's spell slots of that level, only the need for a casting ceremony is removed. The vocal length spell may only be cast once during the **duration** of Embody Elemental of Water; and immediately ends the Embodiment spell.

Level	Vocal Length
6	Slow Range 6
7	Vanish Inanimate 7
8	Mass Slow 8

Enchant Spell Store 6 - 8

Range: Touch

Type: Standard

Duration: Special

Extendable: N/A

Description: Spell store allows the wizard to store a number of Common Battle Magic Spells of any colour within an item, usually a piece of jewellery. Enchant Spell Store cannot be cast onto an item which is already empowered or ensorcelled. A caster may only have one Enchanted Spell Store in effect at a time. The amount of mana held within an Enchanted Spell Store is shown below.

Level	Mana Stored
6	5
7	10
8	15

Someone other than the caster may use an enchanted spell store in the same way as any other item.

Guided by the Stars 10

Range: Self Only

Type: Standard

Duration: Special

Extendable: N/A

Description: A ritual of sorts that is cast at night and provides some benefit to those involved within the casting during the next day (stores beneficial spells within the participants).

Identify 6

Range: 20ft

Type: Standard

Duration: Special

Extendable: No

Description: This spell will identify a magical item in the same way as the level 2 Identify Spell with the exception that the caster can identify one item without touching or

examining it provided that the item being identified remains within 20ft of the caster for the Duration of the casting time.

Identify 7

Range: Touch

Type: Standard

Duration: Special

Extendable: No

Description: This spell works in the same way as the level 2 Identify Spell with the exception that it will reveal more information about the item and is able to identify more unusual or powerful items. For example a level 2 Identify Spell may reveal that a ring contains three charges of Fire Bolt. Identify 7 on the same item may reveal that it is also a ritual component for a ceremony to summon fire elementals. A level 2 Identify may reveal that an item is called "The Hand of Doom" whilst a level 7 Identify may reveal what that actually means. Identify 7 only works on Magical and mundane items; it has no effect upon empowered items.

Identify 8

Range: Special

Type: Standard

Duration: Special

Extendable: No

Description: This spell works in the same way as the level 2 Identify Spell with the exception that it is cast to learn more about a specific individual rather than an item. In order to cast an Identify 8 the caster must either have a personal object belonging to the individual they wish to identify, part of the target's body (hair, blood, limb etc.) or must remain within 20ft of the target for the Duration of the casting. The caster should focus on what aspect of the individual they wish to identify, such as their skill-at-arms or their approximate rank. This spell does not read minds so a target's thoughts cannot be identified. As with all identify spells the information will be imparted to the caster during an appropriate time out, the caster should not ask the target or anyone else for an immediate answer.

Mass Slip 5

Range: 20 ft Cone 90-degrees to the casters front

Type: Standard

Duration: Instant

Extendable: N/A

Description: This spell has exactly the same effect as the Slip spell with the exception that it affects everyone in a cone 20ft long to the caster's front. The caster should indicate the angle of the cone using his outstretched arms at the end of his casting.

Mass Slow 8

Range: 20 ft long cone, 90-degrees to the casters front

Type: Standard

Duration – 5 minutes

Extendable: No

Description: This spell has exactly the same effect as the level 5 Slow spell with the exception that the Range is increased to affect everyone in a cone 20ft long to the caster's front. The caster should indicate the angle of the cone using his outstretched arms at the end of his casting. Note that each individual Slow will still Dispel at Level 5.

Recall 6 - 10

Range: Self Only

Type Standard

Duration: Instant

Extendable: N/A

Description: The caster of Recall may recover an amount of Mana in Spell Slots of levels 1 - 5 that have previously been cast that day. The Mana may be divided up into Spell Slots as the character wishes. The amount of Mana recovered is shown below.

Level	Mana Recovered
6	10
7	20
8	30
9	40
10	50

The character may only regain slots that have already been used that day and are not "out" on a spell still in effect.

At level 9 the Sorcerer may recover used Spell Slots up to level 6.

At level 10 the Sorcerer may recover used Spell Slots up to level 7.

Slow 5

Range: Touch

Type Specialist

Duration – 5 minutes

Extendable: No

Description: This spell causes the target to become slow. A Slowed person moves at half speed, including the swinging of weapons, speaking or casting, for the Duration of the spell.

A target may never have more than one Slow in effect at any time. If a target is struck with a second Slow whilst the first is still in effect then the second spell will not take effect. The target should NOT call "no effect" to a second or subsequent Slow as they will already be moving slowly so to the caster it should be obvious that you are under the effect of a Slow spell.

Slow halves dexterity armour class; this effect stacks with other Dexterity limiting spells such as Bind or Entangle.

Slow 6

Range: 20 ft

Type Standard

Duration: 1 Encounter

Extendable: No

Description: This spell works in exactly the same way as the Level 5 specialist spell Slow with the exception that the **Range** is 20ft. Note that the Slow will still Dispel at Level 5.

Slow Store 6 - 8

Range: Self Only

Type Wizard's Store

Duration: Special

Extendable: No

Description: This Spell Store allows the caster to hold within his body a number of level 5 Slow Spells. The maximum amount of Mana held in a Slow Store is shown below;

Level	Slow Spells Stored
6	2
7	4
8	6

Sorcerer's Gift 9 - 10

Range: Touch

Type Standard

Duration: 2 Encounters

Extendable: Yes

Description: Sorcerer's Gift is a Sorcerer's Store which can be cast on others as well as the caster. It may store High Magic Green Spells or a Dispel, which are cast as part of the Arcane Ceremony used to cast the Sorcerer's Gift. Note that the spells to be stored within a Sorcerer's Gift must come from the Sorcerer casting the Gift. Sorcerer's Gift will hold a number of spells as shown below.

Level	Mana Stored
9	2 Level 6's OR 1 level 7
10	3 level 6's OR 2 level 7's OR 1 level 8

A Sorcerer's Gift may be in effect in addition to the usual limitation of Sorcerer's Stores but a character may only have a single Sorcerer's Gift in effect at any one time.

Sorcerer's Mnemonic 9 - 10

Range: Self Only

Type Standard

Duration: Until Mnemonic or Sleep

Extendable: N/A

Description: This Spell may only be cast once the Sorcerer has Mnemoniced that day. The Sorcerer may then Mnemonic one additional time that day.

A Sorcerer may only benefit from each level of Sorcerer's Mnemonic once each per day. By casting both of them it is possible for the Sorcerer to Mnemonic three times in a single day.

Sorcerer's Store 9 - 10

Range: Self Only

Type Sorcerer's Store

Duration: Special

Extendable: N/A

Description: Sorcerer's Store allows the caster to hold within his body a number of any colour magic spells including a single spell of level 6, 7 or 8. The maximum amount of Mana held in a Sorcerer's Store is shown below;

Level	Mana Held
9	40
10	60

Sorcerer's Store 9 and 10 are Sorcerer's stores as described in the Arcane Magic Rules.

Spell Store 6 - 8

Range: Self Only

Type Wizard's Store

Duration: Special

Extendable: N/A

Description: Spell Store allows the caster to hold within his body a number of Battle Magic spells of any colour. The maximum amount of Mana held in a Spell store is shown below;

Level	Mana Stored
6	5
7	10
8	20

Vanish Animate 6 - 8

Range: Self Only (6), Touch (7), 20ft (8)

Type Standard

Duration – 5 minutes

Extendable: No

Description: The targeted creature vanishes. Whilst vanished the target is not there and cannot be harmed in any way. Time does not pass for a vanished individual and they may take no action at all whilst vanished. The target is unaware of what happens during the time in which he is vanished. Once the spell expires the target reappears at the spot from which they vanished. The target of this spell should place their hand in the air and move as quickly as possible away from the encounter. The character should not watch the rest of the encounter as they are not able to see the events from where they are. The referee will tell you when to reappear.

Vanish Inanimate 6 - 8

Range: 20 feet

Type Standard

Duration – 5 minutes

Extendable: No

Description: This spell will cause a single object targeted by the caster to vanish for 5 Minutes. After the spell **Duration** has elapsed the object will return to the location from which it disappeared. At level 6 Vanish Inanimate will work only on mundane items, at level 7 it may also affect ensorcelled items and at level 8 it will affect empowered items. Vanish will work on an item worn or held by another creature and at the end of the spell Duration it will reappear relative to that person even if they have moved (so a Vanished Sword will reappear in the wielders hand, a vanished Talisman necklace will reappear around the owner's neck etc).

Wizard's Gift 6 - 8

Range: Touch

Type Standard

Duration: 1 Encounter

Extendable: Yes

Description: Wizard's Gift is a Spell Store which can be cast on others rather than the caster. It may store Battle Magic Spells of any colour of magic, which must be cast into the recipient upon completion of the Wizard's Gift. Note that it does not have to be the caster of the Wizard's Gift who provides the spells to be stored. Wizard's Gift will hold an amount of mana as shown below.

Level	Mana Stored
6	5
7	10
8	15

A Wizard's Gift may be in effect in addition to the usual limitation of Spell Stores but a character may only have a single Wizard's Gift in effect at any one time.



GREY SCHOOL

Primary Only	Available to All
Affinity to Steel 9, 10	Combat Readiness (Steel Store) 6 - 8
Blade Ward 9	Double Strength 6, 7
Cast in Armour 9	Endurance 6 - 8
Continuous Casting 6 - 8	Perfect Steel 9
Embody Steel Elemental 6- 8	Protection from Weakness 6 - 8
Enduring Vigour 9, 10	Resilience 10
Mass Endurance 6 - 10	Shield 2 and 4
Peerless Combatant 9, 10	Warlock's Armoury 9, 10
Protection from Battle Magic 6 - 8	Warlocks Blade 2, 4
Shield of Steel 6 - 8	Weapon Proficiency 6 – 8

Affinity to Steel 9 - 10

Range: Self Only

Type: Prepared Arcane

Duration: Special

Extendable: N/A

Description: The caster binds their element into themselves such that they may far more easily access it. This spell negates the need for the Sorcerer to be in element and allows them to cast their Active Arcane spells as if they were in element.

At level 9 the Sorcerer is considered "in element" for Grey Active Arcane Spells of level 9.

At level 10 the Sorcerer is considered "in element" for Grey Active Arcane Spells of level 10.

Blade Ward 9

Range: Self Only

Type: Standard

Duration: Special

Extendable: No

Description: This spell is cast upon the Sorcerers blade. The blade is then immune to being damaged destroyed or vanished.

Cast in Armour 9

Range: Special

Type: Specialist

Duration: Special

Extendable: N/A

Description: Instead of awarding a specialist spell to

Primary Guild Members the Grey School of Magic casts this spell upon the Wizard. Whilst Cast in Armour is in effect the caster may freely cast Magical Spells whilst wearing Metal Armour, as if he was wearing no armour at all.

Cast in Armour will last for the Duration of an Adventure or until dispelled. Should Cast in Armour be dispelled the Grey School will recast it upon the Wizard for free as soon as he returns to the Towers. Note that the character is not taught this spell; it is cast upon him by another Guild Member so the caster is not out any spell slots for it.

Combat Readiness (Steel Store) 6 - 8

Range: Self Only

Type: Wizard's Store

Duration: Special

Extendable: N/A

Description: Combat Readiness is a Spell Store which allows the caster to store a number of Grey Spells up to level 5 which will all be cast on him immediately upon the utterance of a unique trigger phrase, such as "Mana I release thee". All of the spells stored in a Combat Readiness are released at once; the caster may not choose to keep some within the store whilst releasing others. The maximum amount of Mana that a Combat Readiness may hold is shown below

Level	Maximum Stored Mana
6	10
7	15
8	20

The spells stored in a Combat Readiness must be Grey, level 5 or below and must take effect upon the caster or his equipment. Combat Readiness is a Spell Store as detailed in the High-Level Casting rules with the exception that it may be recast on adventures.

Continuous Casting 6 - 8

Range: Self Only

Type: Standard

Duration: Special

Extendable: N/A

Description: Allows the Wizard to cast any number of Grey spells of the same level or below as the Continuous casting upon themselves immediately after completion of the spell.

In order to be eligible to be used as part of a Continuous Casting the spell must take effect upon the caster's body, armour or weapon, and the level of Continuous Casting must be equal to the highest level of the spell being cast.

For example, a character casts Continuous Casting level 6 at its completion casts Endurance 6, Double Strength 6 and a Shield of Steel 6 at Vocal Length.

Double Strength 6, 7

Range: Self Only (6), Touch (7)

Type Standard

Duration: 1 Encounter

Extendable: No

Description: The recipient of this spell gains the Double Strength skill for the Duration of the spell.

Embody Steel Elemental 6 - 8

Range: Self Only

Type Standard

Duration: 1 Encounter

Extendable: No

Description: The caster summons an Steel Elemental to inhabit his body for the Duration of the Embodiment. They become immune to Grey Magic Level 1-5. The embodied Elemental also allows the character to cast one spell at vocal length as shown below. The caster must have the spell in his spell book and it will still use one of the caster's spell slots of that level, only the need for a casting ceremony is removed. The vocal length spell may only be cast once during the **duration** of Embody Elemental of Steel; and immediately ends the Embodiment spell.

Level	Vocal Length
6	Endurance 6
7	Shield of Steel 7
8	Protection from Battle Magic 8

Endurance 6 - 8

Range: Touch

Type Standard

Duration: 1 Encounter

Extendable: No

Description: The caster imbues the recipient with the fortitude of steel. This grants temporary life points which may exceed the recipient's normal maximum. The amount gained varies if the spell is cast upon the caster, or another recipient, and is shown below:-

Level	Life Gained (cast on other)	Life Gained (cast on self)
6	30	40
7	40	60
8	50	80

Damage is taken from these extra life points first. Temporary life gained from Endurance cannot be cured back. As soon as the extra life gained from Endurance 6 - 8 is gone the Endurance 6 - 8 ceases to be in effect. An Endurance of levels 1 - 5 remains in effect and must be dispelled before another Endurance can be cast upon them. A character may only have one Endurance level 1 - 8 running on them at a time.

Enduring Vigour 9 - 10

Range: Self Only

Type Standard

Duration: 1 Section (9), 1 Day (10)

Extendable: N/A

Description: Whilst this spell is in effect any Endurance level 1 - 5 spells cast by the Sorcerer will cease to be in effect as soon as the bonus life granted by the Endurance is expended.

Mass Endurance 6 - 10

Range: Circle, 10 ft. radius, centred on caster

Type Standard

Duration: Instant

Extendable: Yes

Description: The caster conjures the element of steel to surround him, resulting in everyone within 10 feet of the caster receiving an Endurance Spell of the level shown over the page

Each Endurance is treated as if it were cast by the Wizard but it does not cost a Spell Slot, all of the energy is provided by the Mass Endurance.

The Endurances provided by Mass Endurance 9 and 10 last for two encounters or until all of the temporary life is expended rather than one encounter as is usually the case.

Rank	Effective Level of Endurance
6	Endurance 3
7	Endurance 4
8	Endurance 5
9	Endurance 6
10	Endurance 7

Note that Mass Endurance 10 may be cast as an effective Mass Endurance 9 to increase the Duration of the Endurances provided to 1 Section. No other level of Mass Endurance may be cast down in this way.

Peerless Combatant 9 - 10

Range: Self Only

Type Prepared Arcane

Duration: Special

Extendable: N/A

Description: The Sorcerer uses his mastery of the element of Steel to enhance his fighting prowess.

At level 9 the Sorcerer chooses a specific weapon (not Type of weapon) to which he binds a part of himself. Whenever he wields that weapon he inflicts +1 rank of physical damage with it, to a maximum of Oct.

At level 10 the Sorcerer inflicts an additional +1 rank of physical damage with his chosen weapon, to a maximum of Oct.

Perfect Steel 9

Range: Self (Armour) Only

Type Prepared Arcane

Duration: Special

Extendable: N/A

Description: The metal armour worn by the Sorcerer gains an armour bonus of +1 physical armour class as if it were superior to one level high than before.

Protection from Battle Magic 6 - 8

Range: Self Only

Type Standard

Duration: 1 Encounter

Extendable: No

Description: Protection from Battle Magic makes the caster immune to the following levels of Battle Magic Spells cast upon them from any source with the exception of the caster for the **Duration** of the Protection from Battle Magic;

Level	Spell Levels Protected from
6	1 - 3
7	1 - 4
8	1 - 5

Protection from Battle Magic makes the caster immune to all spells (even beneficial ones) of the indicated levels that he does not cast on himself for its duration. Spells already in effect upon the caster are not affected in any way by a Protection from Battle Magic. Spells are negated at their effective level, not their cast level. For example, a Protection from Battle Magic 8 will make you immune to Slow 6, since this is an effective Slow 5 when it hits the target.

Protection from Weakness 6 - 8

Range: Touch

Type Standard

Duration: 1 Encounter

Extendable: Yes

Description: The recipient of this spell cannot be dropped below a certain level of strength, by any means, for the **Duration** of the spell. Spells such as Weakness will still be in effect upon the recipient of a Protection from Weakness but they will not reduce the targets strength below these levels;

Level	Minimum Strength Level
6	Normal
7	Strength
8	Double Strength

Note that Protection from Weakness does not increase the recipient's natural strength. An Elven mage with normal strength would not gain Double Strength due to this spell

(but they would be immune to strength draining effects for the duration).

Resilience 10

Range: Self Only

Type Prepared Arcane

Duration: Special

Extendable: N/A

Description: The Sorcerer becomes one with the enduring element of Steel. Whenever the Sorcerer is "in element" he may cast Endurance Level 6 at vocal length.

Shield 2 and 4

Range: Self Only

Type Standard

Duration: 1 Encounter

Extendable: No

Description: Shield spell summons an invisible shield of force that works in conjunction with a level 4 Plate Self spell. It provides bonus physical as shown below:-

Level	Physical Armour Class Bonus
2	+1
4	+2

If the caster does not have a Plate Self running then the Shield spell no effect but is not dispelled. The Shield Spell only provides the bonus armour class whilst a Plate Self Spell is in effect.

Shield of Steel 6 - 8

Range: Self Only

Type Standard

Duration: 1 Encounter

Extendable: No

Description: Shield of Steel protects the caster from all weapon blows, melee and **Ranged**. It provides the following armour classes;

Level	Physical A.C.	Magic A.C.
6	20	20
7	25	25
8	30	30

Shield of Steel provides protection from Weapon Blows only. It provides no armour class against claws or any sort of attack that does not involve being hit with a weapon. Shield of Steel is not a magical skin and as such the caster may have both a Shield of Steel and a skin at the same time.

Shield of Steel does not provide AC against invocations or spells that are delivered by a weapon; only against the weapon blow itself.

Warlock's Armoury 9 - 10

Range: Self Only

Type Sorcerer's Store

Duration: Special

Extendable: N/A

Description: Warlock's Armoury holds a number of Grey Spells that will be cast upon the Sorcerer when he utters a unique command phrase (such as "I conjure the armour of the Warlock!). Warlock's Armoury will hold any combination of Grey spells but may never have more than one spell of each level 6, 7 and 8 at level 9 and no more than three high magic spells of any level at 10. All of the spells held within Warlock's Armoury must be Grey and must take effect upon the caster or his equipment. The maximum amount of Mana held in a Warlock's Armoury is shown below;

Level	Mana Stored
9	30
10	30

Warlock's Armoury is a Sorcerer's Store as described in the Arcane Magic Rules with the exception that you may have one Warlock's Armoury of each level (9 and 10) in effect at the same time. This does not allow Warlock's Armoury to be combined with any other Sorcerer's Stores.

Warlocks Blade 2, 4

Range: Touch

Type Standard

Duration: 1 Encounter

Extendable: No

Description: This spell will increase the physical damage dealt by the caster by +1 rank for 8 blows at level 2 and 20 blows at level 4. The caster should utter a distinctive shout in addition to his damage to show that he is expending a use of the Warlocks Blade, "Warlock, Quad" for example. The maximum damage obtainable when using this spell is Quartz.

Weapon Proficiency 6 - 8

Range: Touch

Type Standard

Duration: 1 Encounter

Extendable: No

Description: This spell allows the recipient to use a weapon as if they possessed the skill as shown below. The spell grants the knowledge to use a **Type** of weapon (swords, axes etc.) as shown in the basic rules under weapon skills.

Level	Skill Granted	Base Damage
6	Enhanced Double Handed Mastery	Quad
7	Single Handed Weapon Attunement	Quad
8	Double Handed Weapon Attunement	Quin

In order to benefit from a Proficiency spell, you must first possess (either naturally or through the use of lower level Proficiency spells) the earlier skills in the table. Enhanced single mastery Proficiency spell for maces will have no effect on someone unless they already possess Single proficiency and Single mastery in mace for example.



RED SCHOOL

Primary Only	Available to All
Affinity to Fire 9, 10	Bolt Store 6 - 8
Blade Bond 5 - 8	Fire Bolt 6 - 8
Blade Ward 9	Fire Brand 1 - 5
Burning Blade 4 - 8	Fire Skin 6 - 10
Embody Fire Elemental 6 - 8	Flame Blade 6 - 8
Finger of Flame 5 - 8	Flame Shaper 9, 10
Flame Blade 9, 10	Flame Store 6 - 8
Furious Fire 5-8	Fusillade of Flame 9, 10
Magma Blade 5	Inner Fire 9, 10
Meltdown 6, 7	

Affinity to Fire 9 - 10

Range: Self Only

Type Prepared Arcane

Duration: Special

Extendable: N/A

Description: The caster binds their element into themselves such that they may far more easily access it. This spell negates the need for the Sorcerer to be in element and allows them to cast their Active Arcane spells as if they were in element.

At level 9 the Sorcerer is considered "in element" for Red Active Arcane Spells of level 9.

At level 10 the Sorcerer is considered "in element" for Red Active Arcane Spells of level 10.

Blade Bond 5 - 8

Range: Self Only

Type Standard

Duration: 1 Encounter

Extendable: Yes

Description: An individual with a Blade Bond spell cast upon them is better able to wield Flame Blades cast by him. Any Flame Blade of a level equal to or lower than the caster's Blade Bond inflicts +1 Magical damage when wielded by the caster himself. Thus a Flame Blade 3 wielded by a caster with an effective level 5 Blade Bond would call "Magic 1" for his damage. The same caster would inflict "Magic 2" when wielding a Flame Blade 5 cast by himself. If he were wielding a Flame Blade 6 or any other magical blade, cast by someone else or permanently ensorcelled, he would inflict no additional damage. The maximum damage achievable for Wizards of the Red School when using this spell is Magic 7.

Blade Ward 9

Range: Self Only

Type Prepared Arcane

Duration: Special

Extendable: No

Description: This spell is cast upon the Sorcerers blade. The blade is then immune to being damaged destroyed or vanished.

Bolt Store 6 - 8

Range: Self Only

Type Wizard's Store

Duration: Special

Extendable: N/A

Description: The caster is able to store Fire Bolt spells (including Fire Dart, Fire Blast and Fire Strike), up to level 5, within his body to be released later. Bolt Store can hold an amount of mana as shown below which can be divided amongst any number of Fire Bolt spells up to level 5 provided they do not exceed the mana limit.

Level	Mana Stored
6	10
7	20
8	30

Burning Blade 4 - 8

Range: Touch

Type Standard

Duration: See Below

Extendable: No

Description: This spell is cast upon the wizards' ensorcelled blade. For the **Duration** of the spell the blade is then treated as a Fireblade for purposes of all other red blade spells. The **Duration** of this spell is shown below:

Level	Duration
4	1 Encounter
5	2 Encounters
6	1 Section
7	1 Day
8	Whole Event

At level 8 Burning Blade can be cast before leaving for an adventure and will last for the Duration of that adventure, or until dispelled.

Embody Fire Elemental 6 - 8

Range: Self Only

Type Standard

Duration: 1 Encounter

Extendable: No

Description: The caster summons a Fire Elemental to inhabit his body for the Duration of the Embodiment. They become immune to Red Magic Level 1-5. The embodied Elemental also allows the character to cast one spell at vocal length as shown below. The caster must have the spell in his spell book and it will still use one of the caster's spell slots of that level, only the need for a casting ceremony is removed. The vocal length spell may only be cast once during the **duration** of Embody Elemental of Fire; and immediately ends the Embodiment spell.

Level	Vocal Length
6	Meltdown 6
7	Fireskin 7
8	Firebolt 8

Finger of Flame 5 - 8

Range: Self Only

Type Standard

Duration: 1 Encounter

Extendable: Yes

Description: An individual with a Finger of Flame spell cast upon them is better able to control the path of his Fire Bolts (including Dart, Strike and Blast). The Finger of Flame spell extends the Range of any Fire Bolt of the same level or below as the effective level of the Finger of Flame to 40ft rather than the usual 20ft.

Thus as caster with an effective Finger of Flame 6 would be able to cast any Fire Bolt of Level 6 at a Range of 40ft for as long as the Finger of Flame was in effect.

After completing the vocals for his Fire Bolt, the caster of a Finger of Flame enhanced Fire Bolt should point to his target and clearly shout Fire Bolt followed by the level, the phrase "extended Range" and the number of monster hits inflicted. For example, having finished the appropriate casting and vocals the character would point at his target and shout "Fire Bolt, extended Range, 20 Hits".

Fire Bolt 6 - 8

Range: 20ft

Type Standard

Duration: Instant

Extendable: No

Description: The caster hurls a searing blast of Flame towards his target, which strikes automatically inflicting the damage listed below.

Level	Spell Name	Total Damage (Player Life)	Monster Hits Inflicted
6	Fire Bolt 6	40	40
7	Fire Bolt 7	60	60
8	Fire Bolt 8	80	80

After completing the vocals the caster of the Fire Bolt should point to his target and clearly shout The name of the Spell followed by the number of monster hits inflicted. For example, having finished the appropriate casting and vocals, the character would point at his target and shout "Fire Strike, 15 Hits" or "Fire Bolt 8, 80 Hits".

A Players magical armour class will reduce the damage taken. Therefore, a magical armour class of 6 would reduce the damage from a Fire Bolt 7 to 34. A Magical Armour class of 14 would reduce the locational damage of a Fire Bolt 7 to 26 points.

Fire Brand 1 - 5

Range: Touch

Type Standard

Duration: 1 Encounter

Extendable: No

Description: Allows the caster to increase their magical damage with a Flame Blade only for a number of blows as shown on the table below. This damage increase is automatic for as long as the caster wields a Flame Blade and requires no additional activation. The maximum damage achievable for Wizards of the Red School when using this spell is Magic 7.

Level	Magical Damage Increase	Number of Blows
1	+1	2
2	+1	4
3	+1	6
4	+1	8
5	+1	10

Fire Skin 6 - 10

Range: Touch

Type Skin, Active Arcane 9 & 10

Duration: 1 Encounter

Extendable: Yes

Description: Fire Skin summons a magical cloak of flame around the target. A Fire Skin provides physical and magical armour class as shown on the table below.

Level	Physical Armour Class	Magical Armour Class
6	12	6
7	14	7
8	16	8
9	18	9
10	20	10

Flame Blade 6 - 10

Range: Touch
Type Standard
Duration: 1 Encounter
Extendable: Yes

Description: The caster enchants a blade with magical flame that burns those struck by it. Flame Blade can only be cast on bladed weapons that are not already empowered, either permanently or due to a spell or invocation. Flame Blade inflicts Magical damage as shown below.

Level	Magic Damage Inflicted
6	Magic 3
7	Magic 4
8	Magic 5
9	Magic 6
10	Magic 7

Note that a Flame Blade level 1 inflicts no magical damage. It does however make the weapon count as magical, meaning that it cannot be affected by certain spells (such as Destroy Weapon).

Flame Shaper 9 - 10

Range: Self Only
Type Prepared Arcane
Duration: Special
Extendable: N/A

Description: The caster is better able to control the raging flames he shapes, bolstering all Fire Skins he casts.

At level 9 all Fire Skins of levels 1 - 8 cast by the Sorcerer take effect with their Duration increased by 1 Duration step as if they had been cast down in effect by one level (although this is not the case). Thus a Fire Skin 8 cast by the Sorcerer would last for 2 Encounters if cast at an effective level of 8. The same skin cast down to a 6 (which would usually last for 1 Section) would last for 1 Day due to the Flame Shaper. Furthermore, all Fire Skins cast by the Sorcerer dispel at the level at which they were cast and not their effective level. A Fire Skin 8 cast down to a level 5 would require a dispel 8 in order to remove rather than a dispel 5 as would usually be the case. At level 10 all Fire Skins of levels 1 - 8 cast by the Sorcerer upon himself will take effect with their Duration increased by 1 Duration step. This increase in Duration stacks in addition to that provided by Flame Shaper 9.

Flame Store 6 - 8

Range: Self Only
Type Wizard's Store
Duration: Special
Extendable: N/A

Description: Flame Store is a Spell Store that can hold any Red Magic spell of up to level 5.

Level	Mana Stored
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6	10
7	20
8	30

Furious Fire 6 - 8

Range: Self Only
Type Standard
Duration: 1 Encounter
Extendable: Yes

Description: The caster of Furious Fire is able to channel Fire Bolts through his body more quickly. Whilst Furious Fire is in effect, every time the recipient casts a Fire Bolt (including Dart, Blast and Strike) of the same level or below as the caster's effective Fork Fire he may immediately cast one forked copy of the same spell, expending a spell slot as normal, using no vocals other than a unique trigger phrase, "Fire Bolt 6, 30 hits, Fires Aid Me, Fire Bolt, 30 Hits". The Forked Bolt may be targeted at the same opponent as the first or at a different opponent entirely. The caster may only trigger one forked copy per full casting of the Fire Bolt spell. This replicated the effect of Furious Fire 5, but allows it to be extended

Furious Fire 5

Range: Self Only
Type Standard
Duration: 1 Encounter
Extendable: No

Description: The caster of Furious Fire is able to channel Fire Bolts through his body more quickly. Whilst Furious Fire is in effect, every time the recipient casts a Fire Bolt (including Dart, Blast and Strike) of the same level or below as the casters effective Fork Fire he may immediately cast one forked copy of the same spell, expending a spell slot as normal, using no vocals other than a unique trigger phrase, "Fire Bolt, 20 hits, Fires Aid Me, Fire Bolt, 20 Hits". The Forked Bolt may be targeted at the same opponent as the first or at a different opponent entirely. The caster may only trigger one forked copy per full casting of the Fire Bolt spell (including Dart, Blast and Strike).

Fusillade of Flame 9 - 10

Range: Self Only
Type Active Arcane
Duration: Until used
Extendable: N/A

Description: The caster binds the element of fire into themselves allowing them to cast a number of High-Level Fire Bolt spells at vocal length.

At level 9 Fusillade of Flame grants the caster the ability to cast three level 6 Fire Bolt spells (at normal use of a spell slot each time) at vocal length without the usual ceremony.

At level 10 Fusillade of Flame grants the caster the ability to cast six level 6 OR three level 7 Fire Bolt spells (at normal

use of a spell slot each time) at vocal length without the usual ceremony.

A Sorcerer may only have a single Fusillade of Flame spell in effect at any one time. Fusillade of Flame does not prevent the Sorcerer from casting Fire Bolt spells using the usual ceremony. Fire Bolts cast in this way do not count as a use of the Fusillade of Flame which will remain in effect until all of the provided vocal lengths are used.

Inner Fire 9 - 10

Range: Self Only

Type Sorcerer's Store

Duration: Special

Extendable: N/A

Description: Inner Fire allows the caster to hold within his body a number of Red Magic Spells including a single spell of level 6 - 8. The maximum amount of Mana that may be held by Inner Fire is shown below.

Level	Mana Stored
9	40
10	60

Inner Fire 9 and 10 are Sorcerer's stores as described in the Arcane Magic Rules.

Magma Blade 5

Range: Touch

Type Specialist

Duration: 1 Encounter

Extendable: No

Description: Magma Blade may only be cast upon a weapon that is already enchanted with any level of the Flame Blade Spell. Magma Blade increases the damage inflicted by the Flame Blade Spell by one rank (so a level 3 Flame Blade would inflict "Magic 2", a level 6 Flame Blade would inflict "Magic 4") for as long as the Magma Blade is "in effect". The two spells on the weapon do not merge; the level and Duration of each spell remains the same and each must be dispelled separately. If the Flame Blade is dispelled but the Magma Blade remains on the weapon then a new Flame Blade may be cast onto the same weapon and will gain the benefit of the Magma Blade.

Meltdown 6 and 7

Range: Touch (6), 20ft (7)

Type Standard

Duration – 5 minutes

Extendable: No

Description: This spell will melt one metal weapon targeted by the caster, making it useless for the Duration of the spell. Meltdown will affect metal weapons that are empowered or ensorcelled, either permanently, or as a result of a spell or invocation. A repairing spell (such as Mend or Reform) will not restore the weapon to its usual state whilst the Meltdown is in effect, however a dispel magic of level 6 or above would reverse the effect

immediately. Once the spell Duration has expired the metal weapon returns immediately to its previous form: no repairing spell is necessary.



WHITE SCHOOL

Primary Only	Available to All
Affinity to Light 9, 10	Clear Sight 6, 7
Cryostasis 6, 7	Cone of Cold 6 - 8
Embody Elemental of Ice 6-8	Deep Freeze 5
Freeze 4, 5	Frozen Storm 9, 10
Frostbite 6, 7	Fumble 4, 5
Frost Weaver 9, 10	Ice Javelin 6 - 8
Hoarfrost 9, 10	Ice Store 6 - 8
Immunity to Cold 6 - 8	Mass Flash
Mass Freeze 8	Mass Fumble 7
	Staff of Ice 3, 6 - 8
	Vessel of Light 9, 10

Affinity to Light 9 - 10

Range: Self Only

Type Prepared Arcane

Duration: Special

Extendable: N/A

Description: The caster binds their element into themselves such that they may far more easily access it. This spell negates the need for the Sorcerer to be in element and allows them to cast their Active Arcane spells as if they were in element.

At level 9 the Sorcerer is considered "in element" for White Active Arcane Spells of level 9.

At level 10 the Sorcerer is considered "in element" for White Active Arcane Spells of level 10.

Clear Sight 6, 7

Range: Self Only (6), Touch (7)

Type Standard

Duration: 1 Encounter

Extendable: No

Description: The target is immune to Blindness and all effects which cause loss of vision (such as Flash) for the **Duration** of the Clear Sight spell.

Cone of Cold 6 - 8

Range: 20 ft long cone, 90-degrees to the casters front

Type Standard

Duration: Instant

Extendable: No

Description: A storm of icy shards erupt from the casters hands inflicting the damage shown below on everyone in the area of effect.

Level	Damage (Player Life)	Damage (Monster Hits)
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6	20	20
7	30	30
8	40	40

The damage inflicted by a Cone of Cold is reduced by magical armour class only. Dexterity (armoured or unarmoured) provides no protection from a Cone of Cold. The caster should indicate the arc of the cone using his outstretched hands and call the spell level followed by the word undodgeable and the amount of hits caused. For example "Cone of Cold 8, undodgeable, 40 Hits"

Cryostasis 6, 7

Range: Touch (6), 20 ft (7)

Type Standard

Duration: 10 Seconds

Extendable: No

Description: This spell will completely immobilise the target for 10 seconds. Inflicting damage upon the target does not end the Cryostasis. The victim of the Cryostasis suffers all damage normally whilst immobilised.

Deep Freeze 5

Range: 20 ft

Type Standard

Duration: 1 encounter

Extendable: N/A

Description: Protects the recipient from deteriorating by coating them in ice. This suspends the clock on any incapacitated character for five minutes (this will prevent the recipient from dying from a Cause Fatal, Death, bleeding out or any other such condition). However, it does not prevent the recipient from being physically struck or injured by other means (spells or invocations). Note that this spell only works on an incapacitated character.

Embody Elemental of Ice 6 - 8

Range: Self Only

Type Standard

Duration: 1 Encounter

Extendable: No

Description: The caster summons an Ice Elemental to inhabit his body for the Duration of the Embodiment. They become immune to White Magic Level 1-5. The embodied Elemental also allows the character to cast one spell at vocal length as shown below. The caster must have the spell in his spell book and it will still use one of the caster's spell slots of that level, only the need for a casting ceremony is removed. The vocal length spell may only be cast once during the **duration** of Embody Elemental of Ice; and immediately ends the Embodiment spell.

Level	Vocal Length
6	Cone of Cold 6
7	Mass Fumble 7

8	Mass Freeze 8
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Freeze 4, 5

Range: Touch (4), 20ft (5)

Type Specialist

Duration: 10 Seconds

Extendable: No

Description: This spell causes the recipient to be frozen solid for the Duration of the spell, and unable to move, cast, talk etc. During this frozen state, any blow received by the victim from an edged weapon will cause only 1 point of bruising damage from the physical component; though any blunt physical, magical or power component to the attack will affect the victim normally. The spell is broken if the victim is harmed in any way.

Frost Weaver 9 - 10

Range: Self Only

Type Active Arcane

Duration: Until used

Extendable: N/A

Description: The caster binds the purest cold within themselves allowing them to cast a number of High-Level spells at vocal length.

At level 9 Frost Weaver grants the caster the ability to cast two level 7 Mass Fumble spells or one level 8 Mass Freeze spells (at normal use of a spell slot each time) at vocal length without the usual ceremony.

At level 10 Frost Weaver grants the caster the ability to cast four level 7 Mass Fumble spells or two level 8 Mass Freeze spells (at normal use of a spell slot each time) at vocal length without the usual ceremony.

A Sorcerer may only have a single Frost Weaver in effect at any one time. Frost Weaver does not prevent the Sorcerer from casting Mass Fumble or Mass Freeze spells using the usual ceremony. Spells cast in this way do not count as a use of the Frost Weaver, which will remain in effect until all of the provided vocal lengths are used.

Frostbite 6, 7

Range: Touch (6), 20 ft (7)

Type Standard

Duration – 5 minutes

Extendable: No

Description: This spell causes one limb of the target to become frozen solid and unusable for as long as the Frostbite is in effect. At level 6 the caster must touch the limb to be affected with both hands. At level 7 the caster must choose a limb when he indicates his target; e.g. "Frostbite your left leg". Frostbite has no effect upon the body or head, only the arms and legs may be affected.

Frozen Storm 9 - 10

Range: Self Only

Type Active Arcane

Duration: Until used

Extendable: N/A

Description: The caster becomes suffused with elemental energy allowing them to cast a number of High-Level Cone of Cold spells at vocal length.

At level 9 Frozen Storm grants the caster the ability to cast three level 6 Cone of Cold spells (at normal use of a spell slot each time) at vocal length without the usual ceremony.

At level 10 Frozen Storm grants the caster the ability to cast three level 7 Cone of Cold spells (at normal use of a spell slot each time) at vocal length without the usual ceremony. A Sorcerer may only have a single Frozen Storm in effect at any one time. Frozen Storm does not prevent the Sorcerer from casting Cone of Cold spells using the usual ceremony. Cone of Cold spells cast in this way do not count as a use of the Frozen Storm which will remain in effect until all of the provided vocal lengths are used.

Fumble 4, 5

Range: Touch (4), 20ft (5)

Type Standard

Duration: Instant

Extendable: N/A

Description: Causes the target's hands to become numb with cold for one second causing them to drop any items currently in both hands. Even empowered and ensorcelled items are dropped as a result of this spell and it will affect any weapon regardless of the damage the wielder is inflicting.

Hoarfrost 9 - 10

Range: Self Only

Type Prepared Arcane

Duration: Special

Extendable: N/A

Description: The Sorcerer focusing the chill elements to make his Cones of Cold more destructive.

At level 9 level 6 Cone of Cold Spells cast by the Sorcerer take effect as level 7 Cones of Cold.

At level 10 level 7 Cone of Cold Spells cast by the Sorcerer take effect as level 8 Cones of Cold.

Ice Javelin 6 - 8

Range: Thrown

Type Standard

Duration: 1 Encounter

Extendable: No

Description: At level six and above this spell produces a number of ice javelins each of which do damage equivalent to the level five spell of the same name. The javelins are created as a batch when the spell is cast and must then be released at a target within the next fifteen minutes. The javelins can only be released by the caster who created them, but otherwise require no vocals other than the words, 'magic I release thee'. The number of javelins created at each level is as follows:

Level	Number of Ice Javelin 5 spells produced
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6	4
7	6
8	8

The ice javelins created conform in all ways to those created by the level five spell, including the amount of damage inflicted. On casting this spell, the wizard is expected to provide appropriate phys. reps. of the missiles, which will be used in the casting ceremony. Any missiles not used within the 15-minute **Duration** are lost.

Ice Store 6 - 8

Range: Self Only

Type: Wizard's Store

Duration: Special

Extendable: No

Description: Ice Store is a Spell Store that can hold any White Magic spell of up to level 5.

Level	Mana Stored
6	10
7	20
8	30

Immunity to Cold 6 - 8

Range: Self Only

Type: Standard

Duration: 1 Encounter

Extendable: Yes

Description: The caster becomes immune to all White magic spells of level 5 and below.

Mass Flash 5

Range: 20 ft Cone 90-degrees to the casters front

Type: Standard

Duration: Instant

Extendable: No

Description: This spell has exactly the same effect as the Flash spell with the exception that the Range is increased to affect everyone in a cone 20ft long to the casters front. The caster should indicate the angle of the cone using his outstretched arms at the end of his casting.

Mass Freeze 8

Range: 20 ft long cone, 90-degrees to the casters front

Type: Standard

Duration: 10 Seconds

Extendable: No

Description: This spell casts a level 5 Freeze spell on everyone within the area of effect. The caster should indicate the arc of the cone with his outstretched arms at the end of his casting.

Mass Fumble 7

Range: Cone, 20 ft long 90-degrees to the casters front.

Type: Standard

Duration: Instant

Extendable: N/A

Description: This spell casts the Level 4 Fumble Spell on everyone within the area of effect causing them to fumble whatever is held in their primary hand.

Staff of Ice 3, 6 - 8

Range: Touch

Type: Standard

Duration: 1 Encounter

Extendable: Yes

Description: The caster calls on the Element of ice to temporarily enchant a normal blunt weapon so that inflicts magical damage. A Staff of Ice may not be cast on a weapon that is empowered, either permanently or as a result of another invocation. Staff of ice may never be cast on an edged weapon. A Staff of Ice inflicts magical damage as shown below:

Level	Magic Damage
3	Magic 1
6	Magic 2
7	Magic 3
8	Magic 4

Vessel of Light 9 - 10

Range: Self Only

Type: Sorcerer's Store

Duration: Special

Extendable: N/A

Description: Vessel of Light allows the Sorcerer to hold within his body a number of White spells, including a single spell of level 6 - 8, which can be released by uttering a unique command phrase (such as "Shine forth the light!"). The maximum amount of Mana held in a Vessel of Light is shown below;

Level	Mana Stored
9	40
10	60

Vessel of Light 9 and 10 are Sorcerer's stores as described in the Arcane Magic Rules.



YELLOW SCHOOL

Primary Only	Available to All
Affinity to Storms 9, 10	Charge Self 9, 10
Chain Lightning 6 - 8	
Chain Lightning 9, 10	
Charge Animate 6 - 8	Electrify Weapon 6 - 8
Embody Elemental of Lightning 6 - 8	Lightning Bolt 6 - 8
Forked Grasp 6 - 8	Lightning Store 6 - 8
Forked Grasp 5	Mass Static Field 6-8
Radial Static 9, 10	Radial Static Field 6 - 8
Static Field 6 - 10	Shocking Grasp 6 - 8
Storm Caller 9, 10	Tempest 9, 10
Stun 6, 7	
Stun Store 9, 10	

Affinity to Storms 9 - 10

Range: Self Only

Type: Prepared Arcane

Duration: Special

Extendable: N/A

Description: The caster binds their element into themselves such that they may far more easily access it. This spell negates the need for the Sorcerer to be in element and allows them to cast their Active Arcane spells as if they were in element.

At level 9 the Sorcerer is considered "in element" for Yellow Active Arcane Spells of level 9.

At level 10 the Sorcerer is considered "in element" for Yellow Active Arcane Spells of level 10.

Chain Lightning 6 - 8

Range: Personal

Type: Standard

Duration: 1 Encounter

Extendable: Yes

Description: When casting Lightning Bolt Level 5, you may release an additional number of bolts with once casting of Level 5 Lightning Bolt spell. Each additional bolt must target an different target.

Level	Additional Lightning Bolt 5's
6	1
7	2

8

3

Chain Lightning 9 - 10

Range: Self Only

Type: Prepared Arcane

Duration: Special

Extendable: N/A

Description: The caster is better able to control the lightning he shapes, bolstering all Chain Lightning he casts.

At level 9 all Chain Lightning of levels 6 - 8 cast by the Sorcerer take effect with their Duration increased by 1 Duration step as if they had been cast down in effect by one level (although this is not the case). Thus a Chain Lightning 8 cast by the Sorcerer would last for 2 Encounters if cast at an effective level of 8. The same spell cast down to a 6 (which would usually last for 1 Section) would last for 1 Day due to the Chain Lightning 9. At level 10 all Chain Lightning of levels 6 - 8 cast by the Sorcerer upon himself will take effect with their Duration increased by 1 Duration step. This increase in Duration stacks is in addition to that provided by Chain Lightning 9.

Charge Animate 6 - 8

Range: Touch

Type: Standard

Duration: 1 Encounter

Extendable: Yes

Description: Charge Animate allows the caster to store a number of Level 5 Shocking Grasp Spells within the body of himself or another individual. The caster of the Charge Animate must expend the level 5 Spell Slots to be stored at the time of casting. The number of Shocking Grasps that may be stored within a Charge Animate is shown below;

Level	Stored Shocking Grasp 5's
6	2
7	3
8	4

The stored Shocking Grasps may be released with an appropriate trigger phrase, such as "Mana I release thee".

Charge Animate is not a Spell Store, a character may have a Spell Store in effect and still be the recipient of a Charge Animate.

Charge Self 9 - 10

Range: Self Only

Type: Sorcerer's Store

Duration: Special

Extendable: N/A

Description: Charge Self allows the caster to hold within his body a number of Yellow Magic Spells including a single spell of level 6 - 8. The maximum amount of Mana that may be held by Charge Self is shown below;

Level	Mana Stored
9	40
10	60

Charge Self 9 and 10 are Sorcerer's stores as described in the Arcane Magic Rules.

Embody Elemental of Lightning 6 - 8

Range: Self Only

Type Standard

Duration: 1 Encounter

Extendable: No

Description: The caster summons a Lightning Elemental to inhabit his body for the Duration of the Embodiment. They become immune to Yellow Magic Level 1-5. The embodied Elemental also allows the character to cast one spell at vocal length as shown below. The caster must have the spell in his spell book and it will still use one of the caster's spell slots of that level, only the need for a casting ceremony is removed. The vocal length spell may only be cast once during the **duration** of Embody Elemental of Lightning; and immediately ends the Embodiment spell.

Level	Vocal Length
6	Stun 6
7	Shocking Grasp 7
8	Lightning Bolt 8

Electrify Weapon 6 - 8

Range: Touch

Type Standard

Duration: 1 Encounter

Extendable: Yes

Description: The caster calls on the Element of Electricity to temporarily enchant a normal weapon so that inflicts magical damage. An Electrify Weapon may not be cast on a weapon that is empowered, either permanently or as a result of another spell or invocation. Electrify Weapon also allows the caster to release a number of Shocking Grasp spell through the weapon by uttering an appropriate phrase, such as "mana I release thee". The Shocking Grasp spell is provided by the caster so it requires spell slots to be expended to use it. The magical damage and the level of the Shocking Grasp provided by Electrify Weapon are shown below;

Level	Magic Damage	Number of Stored Shocking Grasp 5
6	Magic 2	2
7	Magic 2	4
8	Magic 2	6

Only the caster of the Electrify Weapon may release the stored shocking grasp. In the hands of anyone other than the caster it is a Magic 2 weapon.

Forked Grasp 6 - 8

Range: Self Only

Type Standard

Duration: 1 Encounter

Extendable: Yes

Description: The caster of Forked Grasp is able to channel Shocking Grasps through his body more quickly. Whilst Forked Grasp is in effect, every time the recipient casts a Shocking Grasp of the same level or below as the caster's effective Forked Grasp, he may immediately cast one forked copy of the same spell, expending a spell slot as normal, using no vocals other than a unique trigger phrase, "Shocking Grasp 6, 60 hits, Lightning Aid Me, Shocking Grasp, 60 Hits". The Forked Grasp may be targeted at the same opponent as the first or at a different opponent entirely. The caster may only trigger one forked copy per full casting of the Shocking Grasp spell. This replicated the effect of Forked Grasp 5, but allows it to be extended

Forked Grasp 5

Range: Self Only

Type Specialist

Duration: 1 Encounter

Extendable: No

Description: The caster of Forked Grasp is able to channel Shocking Grasps through his body more quickly. Whilst Forked Grasp is in effect, every time the recipient casts a Shocking Grasp of the same level or below as the casters effective Forked Grasp, he may immediately cast one forked copy of the same spell, expending a spell slot as normal, using no vocals other than a unique trigger phrase, "Shocking Grasp, 25 hits, Lightning Aid Me, Shocking Grasp, 25 Hits". The Forked Grasp may be targeted at the same opponent as the first or at a different opponent entirely. The caster may only trigger one forked copy per full casting of the Shocking Grasp spell.

Lightning Bolt 6 - 8

Range: 20ft

Type Standard

Duration: Instant

Extendable: N/A

Description: The caster hurls a crackling bolt of lightning towards his target, which strikes automatically inflicting the damage listed below.

Level	Spell Name	Total Damage (Player Life)	Monster Hits Inflicted
6	Lightning Bolt 6	30	40
7	Lightning Bolt 7	40	60
8	Lightning Bolt 8	50	80

After completing the vocals, the caster of the Lightning Bolt should point to his target and clearly shout the name of the Spell followed by the number of monster hits inflicted. For example, having finished the appropriate casting and vocals the character would point at his target and shout "Lightning Strike, 8 Hits" or "Lightning Bolt 8, 80 Hits".

A Players magical armour class will reduce the damage taken. A magical armour class of 6 would reduce the damage from a Dark Bolt 7 to 34 points. A Magical Armour class of 14 would reduce the locational damage of a Dark Bolt 7 to 2 points.

Lightning Store 6 - 8

Range: Self Only

Type: Wizard's Store

Duration: Special

Extendable: N/A

Description: Lightning Store is a Spell Store that can hold any Yellow Magic spell of up to level 5.

Level	Mana Stored
6	10
7	20
8	30

A Lightning Bolt released from a Lightning Store may not be forked using the Forked Lightning Spell.

Mass Static Field 6 - 8

Range: Self Only

Type: Skin

Duration: 1 Encounter

Extendable: Yes

Description: This spell grants the caster a number of Static Field level 5 spells using level 6 - 8 spell slots. Upon completing the casting the caster has a number of Static Field 5 upon their hands which they may release in the usual way. As soon as the first is released upon a target the second and subsequent Static Field 5 spells appear immediately. No vocals are required to release the Static Field 5's and the caster does not expend any level 5 spell slots. The Static Field 5 spells are treated exactly as normal and may be extended in the usual way. The number of Static Field 5 Spells granted to the caster is shown right:

Level	Static Field 5's granted
6	2
7	4
8	6

Radial Static Field 6 - 10

Range: Circle, 10ft Diameter, centred on caster

Type: Standard

Duration: 1 Encounter

Extendable: Yes

Description: The caster summons a shimmering sphere of defensive energy around him which provides both himself and anyone within 10 ft of him the following magical armour class. To benefit from the armour class provided by Radial Static field one must be within 10 ft of the caster as he completes his casting.

Level	Magic Armour Class
6	6
7	7
8	8
9	9
10	10

Radial Static Field is not a magical skin. The additional magical armour class provided by a Radial Static Field does not stack with the magical armour class provided by a magical skin.

Shocking Grasp 6 - 8

Range: Touch

Type: Standard

Duration: Instant

Extendable: No

Description: The caster summons enormous energy into his hands that he may release upon a single target with a two-handed touch (one-handed at level 1). The damage inflicted is shown below.

Level	Total Player Life (per hand)	Monster Hits
6	60 (30)	60
7	80 (40)	80
8	100 (50)	100

The targets magical armour class reduces the damage from each hand separately. Dexterity does not reduce the damage taken from a Shocking Grasp.

As the caster releases the spell on his target he should clearly shout the name of the spell followed by the level and the number of monster hits inflicted. For example having finished the appropriate casting and vocals the character would touch his target with both hands and shout "Shocking Grasp 5, 25 Hits".

Static Field 6 - 8

Range: Self Only

Type: Skin

Duration: 1 Encounter

Extendable: Yes

Description: The caster summons a cloak of sparks around

the target. A Static Field provides physical and magical armour class as shown on the table below.

Level	Physical A.C.	Magical A.C.
6	6	12
7	7	14
7	8	16
9	9	18
10	10	20

Storm Caller 9 - 10

Range: Self Only

Type Prepared Arcane

Duration: Special

Extendable: N/A

Description: When using the Forked Grasp spell the Sorcerer is able to release an additional Shocking Grasp using his command phrase in addition to the one granted by the Forked Grasp.

For example, the Sorcerer would perform his vocals for a Shocking Grasp normally, would utter his command phrase for his Forked Grasp ("Lightning aid me!") to release an additional Shocking Grasp. With Storm Caller in effect the caster may utter his command phrase a second time to release a third Shocking Grasp. Forked Grasps uses up a spell slot as if they had been cast normally.

At level 9 the Sorcerer may fork all Shocking Gasps up to level 5 one additional time.

At level 10 the Sorcerer may fork all Shocking Gasps up to level 6 one additional time.

Stun 6, 7

Range: Touch

Type Standard

Duration – 5 minutes

Extendable: No

Description: By touching the limb of his target the caster can cause that limb to cease functioning for 5 minutes. At level 6 the spell requires a two-handed touch on the targeted limb. At level 7 the caster may stun one limb with each hand. Stun does not work on the body or the head, only the arms or legs are affected.

Stun Store 9 - 10

Range: Self Only

Type Sorcerers Store

Duration – Special

Extendable: NA

Description: The caster is able to store Stun spells within his body to be released later.

At level 9, the Sorcerer may hold one level 6 Stun

At level 10, the Sorcerer may hold one level 6 and one level 7 Stun

Tempest 9 - 10

Range: Self Only

Type Active Arcane

Duration: Until used

Extendable: N/A

Description: The caster binds a living storm within themselves allowing them to cast a number of High-Level Lightning Bolt spells at vocal length.

At level 9 Tempest grants the caster the ability to cast three level 6 Lightning Bolt spells (at normal use of a spell slot each time) at vocal length without the usual ceremony.

At level 10 Tempest grants the caster the ability to cast six level 6 Lightning Bolt spells (at normal use of a spell slot each time) at vocal length without the usual ceremony.

A Sorcerer may only have a single Tempest in effect at any one time. Tempest does not prevent the Sorcerer from casting Lightning Bolt spells using the usual ceremony. Lightning Bolt spells cast in this way do not count as a use of the Tempest which will remain in effect until all of the provided vocal lengths are used.

GENERALIST MAGIC

White and Red

Flashing Blade 5

Range: Touch

Type: Standard

Duration: 5 minutes

Extendable: N/A

Description: Allows the caster to release up to five touch flashes through their blade within five minutes of casting. Note that this spell costs three level five slots to cast.

White & Black

Flashing Blade 5

Range: Touch

Type: Standard

Duration: 5 minutes

Extendable: N/A

Description: Allows the caster to release up to five touch flashes through their blade within five minutes of casting. Note that this spell costs three level five slots to cast.

Brown and Green

Quicksand 5

Range: 20ft

Type: Standard

Duration: 1 minute

Extendable: N/A

Description: This spell prevents the target from running for one minute. Note that this spell costs three level five slots to cast.

Grey and Brown

Grounding 5

Range: Touch

Type: Standard

Duration: 1 encounter

Extendable: N/A

Description: This spell protects the recipient from Lightning Bolts level five and below for the encounter. Note that this spell costs three level five slots to cast.

Grey and Yellow

Grounding 5

Range: Touch

Type: Standard

Duration: 1 encounter

Extendable: N/A

Description: This spell protects the recipient from Lightning Bolts level five and below for the encounter. Note that this spell costs three level five slots to cast.

White and Green

Permafrost 5

Range: 20ft

Type: Standard

Duration: 5 minutes

Extendable: N/A

Description: This spell puts the target under the effect of a Slow and Weld spell for five minutes or until dispelled. Note that this spell costs three level five slots to cast.

Yellow and Red

Burning Hands 5

Range: Touch

Type: Standard

Duration: Instantaneous

Extendable: N/A

Description: This spell inflicts a Shocking Grasp 5 and Firebolt 5 upon the target. Note that this spell costs three level five slots to cast.

White and Red

Blinding Bolt 5

Range: 20ft

Type: Standard

Duration: Instantaneous

Extendable: N/A

Description: This spell inflicts a Fire Bolt 5 followed by a Flash upon the target. Note that this spell costs three level five slots to cast.

PURPLE MAGIC

Primary Only	
Affinity to Magic 9, 10	
Elemental Vessel 5, 8	
Mana Suppression 1 - 10	
Permanency 10	
Spell Extension 1 - 10	
Spell Guard 1 - 10	

Affinity to Magic 9, 10

Range: Self Only

Type: Prepared Arcane

Duration: Special

Extendable: No

Description: The caster binds magic into themselves, such that they may far more easily access it. This spell negates the need for the Sorcerer to be in element and allows them to cast their Active Arcane spells as if they were in element.

At level 9 the Sorcerer is considered "in element" for all Active Arcane Spells of level 9.

At level 10 the Sorcerer is considered "in element" for all Active Arcane Spells of level 10.

Elemental Vessel 5, 8

Range: Self Only

Type: Standard

Duration: 1 Encounter

Extendable: No

Description: Allows the Caster to ignore all spells of one element. The element must be chosen at the time of casting.

At Level 5, this protects the caster from spells of Levels 1-5 of one element.

At Level 8, this protects the caster from spells of Levels 1-8 of one element.

You may only have one Elemental Vessel running at any time.

Mana Suppression 1 - 10

Range: 20ft

Type: Standard

Duration: 5 minutes

Extendable: No

Description: This spell suppresses all beneficial durational spells of the same level or below upon the recipient, for the duration of the spell. These spells are not Dispelled, and will return after 5 minutes.

If you are under the effect of Mana Suppression, this does not stop you casting Magic, it just stops spells taking effect on you.

Permanency 10

Range: Touch

Type: Standard

Duration: Permanent

Extendable: N/A

Description: This spell is only available as a Heroquest Ability, with one spell being affected for each HQA used for Permanency. It allows the Purple Sorcerer to choose any one of their existing spells, and make it permanent. (The spell chosen to be permanent will have to be agreed with HQ Admin)

This spell, whilst its duration is permanent, can be temporarily suspended for 5 minutes via a Dispel, Mana Suppression or Disenchant of the appropriate level, but it will always return after the 5 minutes.

Spell Extension 1 - 10

Range: Touch

Type: Standard

Duration: 1 encounter

Extendable: Yes

Description: Extends the duration of all durational spells that can normally be extended by one step. The Sorcerer must cast the Spell Extension at the same time as the spell to be extended, as part of the spells vocals, but with no additional casting time. Spell Extension must be cast at the same level of the spell to be extended – the casting level not the effective level. The caster will be out the equivalent slots for the duration of the spell.

Spell Guard 1 - 10

Range: Touch

Type: Standard

Duration: 1 encounter

Extendable: Yes

Description: Can be cast upon an existing spell to prevent that spell from being dispelled. The Spell Guard is cast at the same time as the spell to be protected, and the Sorcerer is out the slot until the spell expires. This spell can only be cast upon a willing recipient (not a beguiled or possessed person). This spell will not prevent any spell that has been made Permanent from being suppressed for 5 minutes.

THE POWER RULES

Whilst Magic is related to colours and elements, Power is related to the aligned Spheres in the Cosmos, primarily Good, Neutral and Evil. These forces can be called upon to utilise Power, inherent in a character's body, to allow them to cast invocations.

HOW POWER WORKS

Power invocations are rated in Ranks, 1 - 10. In order to learn how to use Power to cast invocations you must join one of the Sects. Invocations of Ranks 1 – 5 are called "Ley Power". The ability to cast Power invocations is available to all classes and races. However, to utilise this ability the character must have three things: access to the Sphere, the ability to cast in the Sphere to a specified Rank, and sufficient Power to cast the invocation.

THE SPHERES

The three main Spheres derive their names from the emotions connected to the use of their Powers. Thus the Good Sphere functions best with casters who have basically 'Good' drives (i.e. truth, justice, benevolence), whilst the Evil Sphere functions best for those who feel hatred, greed and violence. The Neutral Sphere is associated with more balanced feelings and a respect for equality. The Spheres of Good, Neutral & Evil are viewed as aspects of the individual mind – how it considers itself and others, how it prioritizes, its reaction to threat etc.

Use of, or connection to any Sphere will slowly turn the user's emotions towards that Sphere. Thus anybody who uses the Evil Sphere will feel less benevolence towards his fellow man as time progresses (a personal role-playing effect, the extent of which may vary with individuals). Each Sphere has a number of "Aspects". An Aspect is a form that the Sphere chooses to take, or a way in which the Sphere is viewed by its followers. Examples of Aspects widely worshipped in Heroquest are: Ushaz, an aspect of the Evil Sphere; and Humact, an Aspect of the Good Sphere.

If you as a player wish your character to worship a particular Aspect, then you may choose to do so. If your Aspect is a non-standard one within the system, then it may be best to discuss it with the referee responsible for character development first. Whilst we wish to give as much freedom as possible to players regarding their characters, it is important to note that the feelings of other players should be considered. To this end, contemporary deities from any religion are considered generally unacceptable as Aspects. Further, any activities that would be considered "distasteful" should not be associated with Aspects during game time.

POWER SKILLS

In order to begin using Power and casting invocations there are a number of skills that must be purchased using character points (see points tables for costs). The cost of these skills varies based on both your race (elves find spiritual matters harder to learn than a human for example) and on your class (a primary Acolyte will find progress easier than a Warrior).

BUY SPHERE

Firstly a character must learn and gain contact with a Sphere through the skill 'Buy Sphere'. This creates a contact between one chosen Sphere and the character. If you decide to take contact with a second Sphere, then this must be the Neutral Sphere (if it was not your first choice). Training to connect to a third Sphere is only available to primary Neutral casters. Those who choose to be primary good or evil casters can never cast their opposing Sphere.

CASTING RANKS

After the initial contact with the Sphere a character must be trained to cast Ranks of invocation using their Power. Casting Ranks must be purchased separately for each Sphere that you can cast.

POWER

All sentient living creatures have inherent power, which represents their spirit and they all start with the same amount (5); they may acquire more through additional training (see skills tables). Elementals, Undead, Animals and Hordelings do not have inherent power.

The casting of an invocation draws Power from the caster equal to the Rank of the invocation. Thus a Rank 4 *Curse* would cost the caster 4 Power and a Rank 5 *Regeneration* would use 5 Power.

REGAINING POWER

Upon waking each day, the character's Power is replenished and is all contained within their body. Used Power can be rested back at the rate of one point of Power for every 15-minutes of uninterrupted rest. Your roleplaying should reflect the fact that you are making an effort to rest and recuperate for this to work (standing on guard or moving about does not constitute rest).

If for any reason a character's Power drops to 0 then they fall unconscious until they regain a point of Power, 5 minutes later.

If a character has purchased the meditate skill then they are able to regain their power through meditation. Once each day a character with the meditation skill enters a trance like state similar to a deep sleep (cannot talk, move, see, hear or react to anything). After half an hour the recipient will wake up with all of their Power restored. There are further skills and invocations that can reduce the time taken to meditate and increase the number of times someone can meditate. If the Meditate is interrupted for any reason (e.g. by being hit for damage) before the full half an hour is passed then the recipient will not have recovered all of their Power. They

will have gained a proportionate amount of power back for the time that they spent in meditation (for example if broken out half way through the meditate they are likely to regain half of their maximum power available); in this case the player referee will determine the exact effect.

USING POWER AND ARMOUR

The casting of Power invocations is not affected by the wearing of armour.

CASTING INVOCATIONS

To cast an invocation, the character must call upon their Sphere using a set phrase called a "vocal". The player must determine their own vocals for each invocation that they can cast. An invocation vocal is expected to be the same number of lines in length as the Rank of the invocation being cast, and with at least FIVE words in each line. Hence Rank 5 Invocations require five lines of vocals – or 25 words. It should also be clear from the spoken vocal what the invocation will be and it is desirable for there to be a different vocal for each invocation that you can cast, which is the same and word perfect every time you use that invocation. As a minimum the last line should be different for each invocation.

It is essential to note that invocation vocals do not work unless they are spoken at a volume at least equal to that of ordinary conversation. Invocation vocals that are said quietly or whispered will NOT work. It is the responsibility of the Player Referee to monitor player's vocals and provide advice, or take appropriate action.

If the caster is interrupted whilst uttering their vocals, then the invocation is lost but the Power is still used by the caster. Sustaining damage that causes pain will interrupt a casting, as will certain other effects such as the *Halt* invocation. A continual source of pain, such as a broken bone, will also normally prohibit casting. Therefore it is not (normally) possible to cast whilst being hit and a character may find that monsters may ignore any invocations that they attempt to cast whilst being hit.

At the end of the vocals, the invocation is considered "cast".

DELIVERING INVOCATIONS

When delivering an invocation, the caster needs to employ an empty weapon hand. Touch invocations require a one-handed touch at Rank 1 and a two-handed touch at all higher ranks, unless specifically stated otherwise. Range invocations require one empty weapon hand. Mass invocations require both hands to be free.

The touch should be a deliberate lunge and if the lunge misses (e.g. shield grabbed instead etc.) then the invocation is discharged. For invocations above Rank 1, to count as a successful two-handed touch, both hands need to touch the victim as a result of the same lunge. For some invocations, a one-handed connection may result in a lesser effect, as noted in the description; for all others, a one-handed touch exhausts the invocation without effect.

If the hand or arm location is not working for any reason (such as being at zero or stunned) then the caster cannot use that location to deliver invocations.

For all invocations, unless stated otherwise in the description, a caster has, after completing the required vocal, 30 seconds to release the invocation either by pointing at the desired target or by touching their victim (as specified in the invocation descriptions), as appropriate. During this period the caster may speak no other words or sounds, but sustaining damage will no longer disrupt the invocation. Whether touch or range, the player should clearly state the invocation name and rank (or effect) when delivering it. For example: "BLESS RANK 6 down to a 4 for 4 hours", "HALT 100 hits" or "GREATER CURSE".

EXTENDING INVOCATIONS

Some invocations (as specified in the invocation description) can have their duration extended by casting the invocation at a lower effective Rank.

For every effective Rank by which the invocation is dropped, the duration of the invocation is increased by 1 duration step.

For example: You could cast a Rank 5 *Bless* invocation as an effective Rank 4 *Bless* that would last two encounters instead of the usual 1 Encounter. If you cast a Rank 5 *Bless* as an effective Rank 1 it would last for the whole Event.

CEASING INVOCATIONS

Power ceases to be effective after its caster has died, even if its duration has not expired. In contrast to Magic, Power can be released or cancelled at will by the caster. To do this the caster need merely state "Spirits I release thee" whilst the subject of the invocation is within hearing distance (referee's discretion).

POWER OUT

The caster cannot regain Power used on invocations already cast until such invocations have either run their full duration or have been released. The amount of Power used to cast such invocations is dependent upon the Rank of invocation actually cast, but the amount of Power that cannot be regained is equal to the amount of Power required to cast the effective Rank of the invocation.

COMMON LAY POWER INVOCATIONS

These are the basic Invocations taught to any character capable of casting invocations of that Sphere. All characters are able to cast the Common Invocations from a single Sphere without the use of any Status. Learning the common invocations from a second and third Sphere is possible for members of one of the Sects after the character reaches rank 20 and still cost no Status to do so.

INVOCATION LIST BY SPHERE

Good	Neutral	Evil
Bless 1 - 5	Cure Wounds 1	Blight 5
Courage 2	Detect Power 1	Cause Disease 1, 3, 5
Cure Disease 1, 3, 5	Discern Undead 2	Cause Wounds 1 - 5
Cure Wounds 1 - 5	Enhanced Reflexes 2, 4	Cloak of Ushaz 4
Discern Undead 2	Halt 1 - 5	Curse 4
Power Gift 1	Mighty Blows 3, 5	Discern Undead 2
Power Weapon 3, 5	Power Hammer 1 - 5	Fear 3
Regeneration 5	Power Meld 1 - 5	Power Drain 1 - 5
Remove Curse 4	Power Weapon 1, 3, 5	Power Steal 1 - 5
Remove Pain 4	Spirit Shield 5	Power Weapon 3, 5
Remove Paralysis 3		

INVOCATION DESCRIPTIONS

GOOD SPHERE

Bless 1 - 5

Range Touch

Duration 1 Encounter

Extendable Yes

Description This invocation bestows upon the recipient a Power armour class at the rate of one point of armour class per Rank of the invocation:

Rank	Power Armour Class Provided
1	1
2	2
3	3
4	4
5	5

Physical and Magical armour class are unaffected. This invocation stacks with unarmoured or armoured dexterity, Protection from Evil, Protection from Undead and Obscurement, but will not work in conjunction with any Evil invocation, such as Cloak of Ushaz or Eyes of the Seer. This invocation fails if the target is currently under the effect of any Evil sphere invocation which grants Power AC. You may have multiple Blesses in operation at any one time, but only the highest effective Invocation will take effect (for example if you have a Whole Event Bless Rank 4 running, you can cast a Bless Rank 5 for 1 Encounter to increase your protection by one for 1 Encounter). If a Bless is operating on a body then that body can be neither raised as nor embodied by an undead.

Courage 2

Range Touch

Duration Instant

Extendable No

Description This invocation will remove all Fear effects (such as a Fear invocation or from a Wolf's Howl) from the recipient.

Cure Disease 1, 3, 5

Range Touch

Duration Instant

Extendable No

Description At rank 1 this invocation is called Cure Minor Disease. It will remove all Rank 1 Minor Diseases from the target. 6 Cure Minor Diseases cast on the same target within 1 minute will remove a Rank 3 Medium Disease. At rank 3 this invocation is called Cure Medium Disease. It will remove all Rank 3 Medium Diseases from the target. 6 Cure Medium Diseases cast on the same target within 1 minute will remove a Rank 5 Major Disease. At rank 5 this invocation is called Cure Major Disease. It will remove all Rank 5 Major Diseases from the target. 6 Cure Major Diseases cast on the same target within 1 minute will remove a Rank 7 Fatal Disease.

Cure Wounds 1 - 5

Range Touch

Duration Instant

Extendable No

Description The caster is able to heal the wounds of living creatures, restoring life points or monster hits as shown below.

Rank	Name	Player Life Restored	Monster Hits Cured
1	Cure Light Wound	5	5
2	Cure Serious Wounds	10	10
3	Cure Critical Wounds	20	15
4	Cure Grievous Wounds	30	20
5	Cure Mortal Wounds	50	25

All ranks of this invocation require a two-handed touch. The invocation can never be split between two different individuals. The caster should call the name of the invocation as they touch their target to indicate the amount of healing provided.

A Rank 5 Cure Mortal Wounds can be used to mend a broken bone.

Discern Nature of Undead 2

Range 20 ft.

Duration Instant

Extendable No

Description This invocation informs the caster as to the nature and power level of a single targeted undead. The power level of the Undead creature will return as "Lesser", "Greater" or nothing indicating that the undead is unusual indeed. This will be followed by the creatures name or type so a full response may be "Lesser Ghoul", "Greater Skeletal Warrior" or simply "Death Knight". The Creatures name will often give some indication of its abilities (Ghouls often use paralysis and Skeletons can only be harmed with blunt weapons for example).

The rank of the creature is important in determining whether or not a particular Undead can be dismissed (See Dismiss Undead).

The invocation does not aid normal sight, and so cannot be used to "find" an undead in the darkness.

If this invocation is targeted at a creature which is not Undead then the monster will respond "Not Undead".

Power Gift 1

Range Touch

Duration Until Contact is broken

Extendable N/A

Description This invocation allows the caster to transfer their own Power to one recipient of choice (unconscious characters can receive Power) at the rate of one point of Power every thirty seconds. The caster must concentrate for the duration of the transfer and remain in constant physical contact with the target. Once contact or concentration is broken the invocation is ended, but until then any amount of power can be transferred. The power so gifted must come from the casting character themselves and not from any other source.

The recipient cannot be gifted Power above their normal maximum.

If used in a situation where the character could be resting back Power (i.e. out of combat) Power Gift can be used to gift any amount of Power.

Power Weapon 3, 5

Range Touch

Duration 1 Encounter

Extendable Yes

Description One blunt weapon or dagger can be empowered to do spiritual damage as shown below;

Rank	Power Damage Inflicted
3	Power 1
5	Power 2

Regenerate 5

Range Touch

Duration 1 Section

Extendable No

Description This invocation will cause a destroyed limb to grow back in one section. It is possible to cast this invocation on a corpse in order to replace destroyed limbs but only if the invocation is cast on the largest portion of the corpse. If only part of a limb has been destroyed then the time taken to re-grow it may be reduced at the player referee's discretion.

Remove Curse 4

Range Touch

Duration Instant

Extendable No

Description This invocation will remove a single rank 4 Curse Invocation from the target.

Remove Pain 4

Range Touch

Duration 1 Encounter

Extendable No

Description This invocation will prevent a single source of pain (such as a broken limb or inflict pain invocation) from hurting the affecting the target for the duration of the invocation. If the source of pain is still present at the end of the duration then it will begin to affect the character again. Should a character be under the effect of a number of sources of pain (such as two broken limbs) then it will take one remove pain invocation for each source to prevent the character suffering the effects of pain.

Remove Paralysis 3

Range Touch

Duration Instant

Extendable No

Description This invocation will restore the mobility of a paralysed target.

NEUTRAL SPHERE

Cure Wounds 1

Range Touch

Duration Instant

Extendable No

Description The caster is able to heal the wounds of living creatures, restoring life points or monster hits as shown below.

Level	Total Player Life Restored	Monster Hits Restored
Cure Light Wounds	5	2

This invocation requires a two-handed touch.

Detect Power 1

Duration Instant

Range 20 ft. diameter circle, centred on the caster

Extendable No

Description This invocation reveals the presence of all power within 10 ft. of the caster. This includes items hidden behind other objects, or even behind or in other power items. It does not reveal innate power contained in living creatures.

Discern Nature of Undead 2

Duration Instant

Range 20 ft.

Extendable No

Description This invocation informs the caster as to the nature and power level of a single targeted undead. The power level of the creature will return as "Lesser", "Greater" or nothing indicating that the undead is unusual indeed. This will be followed by the creature's name or type so a full response may be "Lesser Ghoul", "Greater Skeletal Warrior" or simply "Death Knight". The Creatures name will often give some indication of its abilities (Ghouls often use paralysis and Skeletons can only be harmed with blunt weapons for example).

The rank of the creature is important in determining whether or not a particular Undead can be dismissed (See Dismiss Undead).

The invocation does not aid normal sight, and so cannot be used to "find" an undead in the darkness.

If this invocation is targeted at a creature which is not Undead then the monster will respond "Not Undead".

Enhanced Reflexes 2, 4

Range Touch

Duration 1 Encounter

Extendable Yes

Description The caster summons the power of the Neutral Sphere to quicken their reflexes, granting them additional dexterity as shown below:

Rank	Additional Dexterity Granted
2	+1

4	+2
---	----

This additional dexterity will stack with either armoured or unarmoured dexterity but not with the additional dexterity provided by Enhanced Reflexes potions or other instances of the Enhanced Reflexes invocation. You may have multiple Enhanced Reflexes in operation at any one time (either from an Invocation or from a potion), but only the highest effective Invocation/Potion will take effect (for example if you have a 16 hour Enhanced Reflexes Rank 4 running, you can use a potion of Dexterity Rank 4 to provide additional dexterity for 1 Encounter).

Halt 1 - 5

Range 20 ft.

Duration 10 Seconds

Extendable No

Description This invocation will immobilise a target for 10 seconds or until damaged. An affected target may not move, speak or perform any other action. Halt affects creatures of various ranks as shown below

Rank	Player Ranks Affected	Monster Hits Affected
1	2	20
2	4	40
3	8	60
4	16	80
5	32	100

Halt is unusual in that it only requires 1 line of vocals ("Halt I command thee be still") to cast regardless of the rank of the Halt invocation being cast.

A Rank 5 Halt Invocation will work on all Lesser Undead creatures.

Mighty Blows 3, 5

Range Touch

Duration 1 Encounter or until used

Extendable No

Description This spell will increase the physical damage dealt by the caster by +1 rank for 8 blows at rank 3 or 20 blows at rank 5. The caster should utter a distinctive shout prior to calling their damage to show that they are expending a use of the Mighty Blows, "Hunter, Quad" for example. The maximum damage obtainable when using this invocation is Quartz.

Power Hammer 1 - 5

Range 20 ft.

Duration Instant

Extendable No

Description The caster hurls an invisible missile of spiritual force at their target which strikes automatically for the damage shown below.

Rank	Player Life Damage	Monster Hits Inflicted
------	--------------------	------------------------

1	3	3
2	6	6
3	9	9
4	12	12
5	15	15

The damage from a Power Hammer is reduced by Power Armour Class only. Dexterity does not reduce the damage from a Power Hammer.

Power Meld 1 - 5

Range Touch

Duration Until contact is broken

Extendable No

Description This invocation allows the caster to transfer Power from one willing person of choice (unconscious characters are not “willing”) at the rate detailed below. The caster must concentrate for the duration of the transfer and remain in constant physical contact with the target. Once contact or concentration is broken the invocation is ended, but until then any amount of Power can be transferred, subject only to the amount the donor is willing to give up. The Power so melded enters the casting character himself.

Rank	Power Melded Per 30 Seconds	Approx. Time In Seconds For 1 Point
1	1	30
2	2	15
3	4	8
4	8	4
5	16	2

This invocation causes no damage (due to Power loss) to the donor. The caster cannot receive Power above their normal maximum; and the donor cannot be taken below zero power.

If used in a situation where the character could be resting back Power (i.e. out of combat) Power Meld 1 can be used to transfer any amount of Power.

Power Weapon 1, 3, 5

Range Touch

Duration 1 Encounter

Extendable Yes

Description One blunt weapon or dagger can be empowered to do spiritual damage as shown below;

Rank	Power Damage Inflicted
1	None
3	Power 1
5	Power 2

Note that a Rank 1 Power Weapon inflicts no power damage but does make the weapon immune to being destroyed by spells or invocations such as Destroy Weapon.

Spirit Shield 5

Range Self Only

Duration 1 Encounter

Extendable Yes

Description This invocation creates an invisible shield completely surrounding the caster that grants them 20 points of Power Armour Class against Power Hammers only.

EVIL SPHERE

Blight 5

Range Touch

Duration 1 Encounter

Extendable No

Description The recipient of this invocation is blighted with regard to all weapon types that they use for the duration of the invocation. They will do one stage less damage in each category: Power, Magical and Physical. Blight cannot take damage below the players/monsters base damage (single in most cases). This invocation does not stack with itself. Note that there is no need to call a weapon type with regards to Blight, it is the individual that is blighted, regardless of what type of weapon they use.

For example: A warrior with a sword shouting "Quad Magic Two" would drop their damage to "Triple Magic One" when blighted. If they then decided to pick up a Mace, the warrior would still be blighted and need to drop their normal damage by one category.

Blight cannot be used to reduce a targets damage below Single / Magic 1 / Power 1.

Cause Disease 1, 3, 5

Duration Instant

Range Touch

Extendable No

Description This invocation inflicts a wasting disease upon the recipient. The disease causes the victim to lose strength categories at the following rate:

Rank	Name	Strength Category Lost every
1	Cause Minor Disease	30 Minutes
3	Cause Medium Disease	8 Minutes
5	Cause Major Disease	2 Minutes

For more information on Strength Categories see the Strength Skill.

The invocation cannot be stacked upon an individual, once you have a Medium Disease you have it regardless of how many times you may receive another Medium or Minor Disease. Note that the first strength category is not lost until after the relevant time period for the Rank of the invocation. (e.g. 30 minutes for a Rank 1 Cause Minor Disease).

The invocation itself is Instant but the disease inflicted will last for one section. This means that the death of the caster does NOT affect the disease and that the caster cannot release this invocation.

Cause Wounds 1 – 5

Duration Instant

Range Touch

Extendable No

Description The caster is able to call upon the Evil Sphere, inflicting damage upon their target with a touch.

Rank	Name	Player Life Damage Inflicted	Monster Hits Inflicted
1	Cause Light Wound	5	5
2	Cause Serious Wounds	10	10
3	Cause Critical Wounds	20	15
4	Cause Grievous Wounds	30	20
5	Cause Mortal Wounds	50	25

All Ranks of the invocation require a two-handed touch. The invocation can never be split between two different individuals.

The caster should call the name of the invocation and the amount of Monster hits inflicted as they touch their target ("Cause Mortal! 25 Hits" for example).

The damage inflicted by Cause Wounds counts as Power damage and will inflict the full indicated number of hits against any creature which are affected by Power Damage. Power armour class is effective against the damage inflicted by each hand separately, (therefore is effectively doubled against the Invocation). Note that dexterity is ineffective against this invocation. For example, a character with Power armour class 15, who is hit by both hands of a Cause Mortal would take 10 damage from each hand (25-15), for a total of 20 damage.

Cloak of Ushaz 4

Duration 1 Encounter

Range Self Only

Extendable No

Description This invocation bestows upon the caster an embodiment of Ushaz that gives an effective Power Armour Class of 6 for the duration of the invocation. The Power Armour Class provided by a Cloak of Ushaz stacks with both unarmoured and armoured dexterity, but will not stack with any protection from the Good Sphere. This invocation fails if the target is currently under the effect of any Good sphere invocation which grants Power AC.

Note that worshippers of different Aspects of the Evil Sphere may choose to name this invocation after their own Aspect.

Curse 4

Duration 1 Encounter

Range 20 ft.

Extendable No

Description This invocation places an aura of malign effect on the victim such that blows from any melee weapon increase in effect by one damage stage. This increase affects Magical, Physical and Power damage. This invocation does not affect armour class of any type. It only affects weapon blows or spells and invocations such as Lightning Bolt, Cause Wounds or Power Drain.

For example, a character under the influence of a Curse is hit with a mace for "Triple", he takes "Quad". He is then hit with

a sword for "Double Magic One" and takes "Triple Magic Two".

Note that a weapon doing "Magic 0" is not considered to be doing Magic damage for purposes of this invocation, neither are weapons doing "Power 0" considered to be doing Power damage.

Discern Nature of Undead 2

Duration Instant
Range 20 ft.
Extendable No
Description This invocation informs the caster as to the nature and power level of a single targeted undead. The power level of the creature will return as "Lesser", "Greater" or nothing indicating that the undead is unusual indeed. This will be followed by the creature's name or type so a full response may be "Lesser Ghoul", "Greater Skeletal Warrior" or simply "Death Knight". The Creatures name will often give some indication of its abilities (Ghouls often use paralysis and Skeletons can only be harmed with blunt weapons for example).

The rank of the creature is important in determining whether or not a particular Undead can be dismissed (See Dismiss Undead).

The invocation does not aid normal sight, and so cannot be used to "find" an undead in the darkness.

If this invocation is targeted at a creature which is not Undead then the monster will respond "Not Undead".

Fear 3

Duration 1 Minute
Range Touch
Extendable No
Description This invocation causes the victim become mortally afraid of the caster, such that flight is the only solution. The victim will attempt to keep themselves out of sight from the caster, but if trapped will fight and attempt to escape. The Fear lasts for 1 minute, but is lessened whilst the victim cannot see the caster.

The fear is irrational such that the victim will be unable to realise until after the invocation has expired that they are being affected by an invocation and so cannot cast a Courage on themselves. Fear induced by invocation, or similar effect, is greater than natural fear of an individual or creature. Fear only affects living creatures; Undead, Elementals and other such unnatural creatures are not affected by Fear of any sort.

Power Drain 1 - 5

Range Touch
Duration Instant
Extendable No
Description This invocation will give the caster the ability to drain Power with a single touch of his hands. The Power drained is as follows, and the victim also sustains one total life point of damage per point of Power successfully drained:

Rank	Power Drained (Total)	Power Drained (per Hand)
1	1	1
2	2	1
3	4	2
4	8	4
5	16	8

1	1	1
2	2	1
3	4	2
4	8	4
5	16	8

The Rank 1 invocation requires only a one-handed touch. A one-handed touch from a higher Rank invocation drains only the "per hand" Power and exhausts the invocation completely. The victim gains the defence of their Power Armour Class against each hand and the invocation cannot be split between two victims.

The victim cannot fall beneath zero Power, and if the victim reaches zero Power then unconsciousness will result as usual.

Upon completion of their vocals and a successful lunge the caster should call "Power Drain" followed by the amount of power drained rather than the rank of the invocation. Power Drain Rank 5 would therefore be called as "Power Drain 16".

Power Steal 1 - 5

Range Touch
Duration Until contact is broken
Extendable No
Description This invocation allows the caster to transfer Power from one person of choice (willing or otherwise) at the rate of Power every thirty seconds detailed below. The caster must concentrate for the duration of the transfer and remain in constant physical contact with the target. Once contact or concentration is broken the invocation is ended, but until then any amount of Power can be transferred. The Power so stolen enters the casting character themselves.

Rank	Power Stolen Per 30 Seconds	Approx. Time In Seconds For 1 Point
1	1	30
2	2	15
3	4	8
4	8	4
5	16	2

Power can never be taken over the casters normal maximum. The caster must concentrate, without moving, for the duration of the casting and be in constant physical contact with the target. Once contact is broken the invocation is ended, but until then any amount of Power can be transferred at the rates shown above.

The invocation will only work on forms of life as described within the "Power" section above

This invocation causes one point of damage per point of power taken (due to Power loss) to the donor. The pain is constant, prohibiting spell casting whilst being Powerstolen.

Power Armour Class provides no protection from a Power Steal invocation.

Power Weapon 3, 5

Range Touch

Duration 1 Encounter

Extendable Yes

Description One blunt weapon or dagger can be empowered to do spiritual damage as shown below;

Rank	Power Damage Inflicted
3	Power 1
5	Power 2

Secondary Sect members are permitted to spend status to learn any of the secondary invocations within their chosen Sect.

LEARNING SECT SPECIFIC INVOCATIONS

Members of one of the Sects are able to learn new invocations from their chosen Sect by spending status on the *Learn Additional Invocations* skills. Lists of these invocations, for each Sect, can be found below.

LEARNING ADDITIONAL INVOCATIONS

Any character who is either a Primary or Secondary member of one of the Sects may learn additional invocations from that Sect by spending Status on the *Learn Additional Invocations* Skill. Before status may be spent on learning additional invocations with a Sect the character must already have a Talisman.

Both Primary and Secondary Sect members are taught the invocation *Invoke Sphere Rank 5* for free and at no additional cost of status when they construct their Talisman.

Each point of status spent upon a Sect, by either primary or secondary Sect members, will allow the character to receive 3 Invocation choices from the lists below. For invocations of ranks 1 - 5 all ranks of a single invocation (such as Beguilement 1 - 5) count as a single choice. For invocations of ranks 6 - 8 each rank of invocation counts as a separate choice. (Beguilement 6 - 8 counts as 3 choices for example). You must learn any lower rank versions of an invocation before learning a higher rank version. For example, you must learn Beguilement 1 - 6 before learning Beguilement 7. There are two types of additional Invocations available within each Sect; primary and secondary.

PRIMARY SECT MEMBERS

Normally only characters who are primary Acolytes (use the Acolyte table) are able to be primary members of any of the Sects. In addition, it is only usually possible to be considered a primary member of one Sect. Becoming a primary Sect member grants a character access to the primary invocations of their Sect.

SECONDARY SECT MEMBERS

Non-primary Acolytes (those characters choosing from the other three tables) are able to become secondary members of Sects if they choose but cannot normally become a Primary Sect member. Primary Acolytes (those choosing from the Acolyte table) are also allowed to become secondary Acolytes within other Sects but cannot usually become a Primary Acolyte within more than one Sect.

RITUAL POWER

Priests are capable of far greater displays of power than humble Acolytes but the forces involved in these displays mean that greater preparation, concentration and ritual are required in order to unleash them.

CASTING RITUAL POWER

Ritual Power is the official name for all invocations of ranks 6, 7 and 8. The full casting of a Ritual invocation takes 5 minutes. At the conclusion of the casting time the Priest should utter their casting vocals for that invocation (30, 35 or 40 words) upon the completion of which they have 30 seconds to release the invocation in the appropriate manner as listed under the invocation description (usually touch or a target within 20 feet).

TALISMAN

A Talisman is required to cast any invocation above rank 5. Ritual invocations must be cast using the power stored in a Talisman. If a character attempts to cast a Ritual invocation from their body rather than their Talisman then the invocation they are attempting to cast will fail and they will fall unconscious for 5 minutes. Repeated occurrences may result in further penalties to be decided by the player referee.

CASTING KIT

Ritual invocations all require a set of casting apparatus commonly referred to as a "casting kit". A casting kit should comprise of a casting mat at least two and a half square feet in size (a square mat 18 inches on each side is fine) and a number of other components appropriate to your character (for example an Evil Priest may use a collection of skulls). Candles are also a common casting component used by many people as are small stones or beads used to mark the passage of time. Your casting kit should be personal to your character and it should be obvious from the casting kit what Sphere the kit is dedicated to.

RITUAL

All Ritual invocations require a ritual to be performed in order to harness the power of the Sphere. This ritual is performed in conjunction with the casting kit explained above and should be performed for the full duration of the casting time. The ritual should be appropriate to the character.

For example, an Evil Priest may light a sequence of candles around an ornate skull whilst repeating a mantra of praise to the Evil Sphere, promising death to all those who would oppose him, whilst a Priest of the Good Sphere may beseech the Lady of Light to answer his call.

You should have a unique ritual for each Ritual invocation that you can cast. The easiest way to vary your rituals is to change the words that you use to perform the ritual although you may wish to be more elaborate than this.

TIMING

It is the player's responsibility to time their own casting in a fair way. For this reason many casters use small beads or stones to mark off one minute intervals during casting or use egg timers. The player referee may wish to time you yourselves on occasion, they will indicate if this is the case. The player referee will monitor your casting times and give guidance if they are consistently too long or too short.

INVOKING

Some Priests capable of casting Ritual Power can also cast a special invocation called Invoke Sphere at rank 5. Invoking involves a special ritual, using the casting kit that takes 5 minutes. At the completion of the five minute ritual the Priest casts the Invoke Sphere invocation (costing 5 power) upon themselves with a duration of 15-minutes. At any point during the duration of the Invoke Sphere invocation the Priest may cast one Ritual Invocation at vocal length without the need for a ritual or casting kit. This requires the expenditure of Power in exactly the same way as if they had cast the invocation normally. Invoke Sphere is used once a Ritual invocation is cast, or attempted to be cast if interrupted.

A Priest may not have more than one Invoke Sphere invocation in effect at any one time. Attempting to cast a second Invoke Sphere invocation whilst the first is still running will cause both invocations to fail. Whilst invoked in a Sphere you may only cast invocations from that Sphere.

OVER CASTING

If a character attempts to cast an invocation, of any rank, for which they do not have enough Power in either their body or their Talisman, then they will fall unconscious for 5 minutes. Should the same caster overcast again in the future then further repercussions may be felt as dictated by the Player Referee.

COSMIC POWER

Cosmic casters are the personification of the power of their Sphere able to call forth its strength in ways impossible for simple Priests. They perform difficult and time consuming ceremonies at the preparation area of their Sect before embarking upon a quest and some carry elaborate and bulky casting equipment with them, enabling them to perform certain Cosmic Invocations in the field.

All characters that choose their skills from the primary Acolyte table are able to start purchasing and casting Cosmic invocations from 640 points onward. However, whilst characters above 640 points are allowed to cast Cosmic invocations they are not granted the title of High Priest. To be able to use the title of High Priest you must be offered the position by the Sect, either in return for long and dutiful service or for performing great deeds of which benefited the Sect. Not all Priests accept the call to adopt the title of High Priest; some would prefer not to have the responsibility whilst others do not have the dedication required for the position. Secondary members of the Sects will never be granted the title of High Priest.

COSMIC POWER

Cosmic Power is the official name for invocations of ranks 9 and 10. There are two types of Cosmic Invocation; those which can be cast in the field (as described below) and those which are prepared at the Ritual area of the Sect before leaving on a quest.

CASTING COSMIC INVOCATIONS ON ADVENTURES

Casting Cosmic Power on adventures is difficult and time consuming. Many High Priests choose not too because of the equipment and effort required. Such High Priests prefer to concentrate on prepared invocations as described under their descriptions.

If you intend to cast Cosmic Power on adventures you should understand the following rules and be prepared to have the Player Referee observe your casting carefully: much is expected of High Priests in terms of making your casting suitable impressive. Because of the ceremony area described below (which is usually set up in or near to whatever base the party are using), it is impossible to cast Cosmic Power on overland adventures.

TALISMAN

A Talisman is vital for the casting of Cosmic Power. Should a caster complete a Cosmic Invocation without a Talisman they will die.

CEREMONY

Cosmic Invocations require an elaborate and extensive ceremony to be performed at a hallowed area, dedicated to their sphere (Hallowed Ground for the Good Sphere, Balanced Ground for the Neutral Sphere, and Unhallowed Ground for the Evil Sphere). This ceremony can only be performed at the prepared area. It would be possible for two High Priests of the same Sphere to share a hallowed ground.

The ritual should be appropriate to the character and impressive to behold, even more so than the rituals performed to carry out Ritual Power. You should have a unique ritual for each Cosmic Invocation that you can cast. Again, the Player Referee will monitor your casting and offer advice as required.

TIMING

Cosmic Invocations require the High Priest to perform 15-minutes of uninterrupted ceremony to complete. Should the caster be interrupted in any way the invocation will fail and the caster will lose the power for the invocation. The casters concentration is disturbed if anyone enters the ceremony area during their casting, they are struck or otherwise interrupted from the ceremony.

PREPARED INVOCATIONS

Many High Priests spend long hours, days even, at the Ceremony areas of their Sect situated within their Nation. Here they bind Cosmic invocations into themselves, either as powerful invocation stores or in more subtle ways to enhance the effects of Ritual Power invocations they cast whilst on adventures. Unlike casting magic prepared Invocations may be cast away from the Ceremony area of the Sect.

Prepared Cosmic invocations all have a special duration which means that they will last for the duration of an event. The caster is "out" the amount of power for any Prepared Cosmic invocations they have in effect. This power may not be recovered either by rest or Meditating unless the Prepared Cosmic invocation has ceased to be in effect. Thus a High Priest beginning an event with a Weapon of Woe 9 in effect would be "out" 17 power.

If a High Priest dies any prepared invocations that they have up are lost and have to be re-cast.

STORED INVOCATIONS

Many High Priests are capable of casting invocations which allow them to release invocations stored within their body, with but a few words.

Each Stored invocation holds a number of invocations as explained in the Invocation description and the amount of power stored varies from Store to Store. Unlike Magic Invocation Stores may be recast on adventures. However a store cannot be "re-filled" with power, this can only be done by recasting the Invocation Store.

Invocation Stores are unusual in that once bound to the caster they are essentially permanent, or until all of the stored invocations are released. A High Priest may choose to release any durational invocations, including stores, which

they have cast. All of the Invocations stored in an Invocation Store must come from the caster of the Store.
A character may have as many Invocation stores in effect as they have the power to cast.

ALL POWER INVOCATIONS BY SECT

AVAILABLE TO ALL SECTS

Invoke Sphere 5

Range: Self Only

Duration: 15-minutes

Extendable: No

Description: This invocation takes a full 5 minutes to cast and requires a consistent and appropriate ceremony to be performed centred upon a casting mat (see the High-Level casting page). Upon completion the caster has called directly on the Evil Sphere for aid and so may cast a single Evil Ritual Invocation, at normal use of power, using vocals only, without the normal casting time. The Ritual invocation must be cast within 15-minutes of the Invoke, and until it is cast no invocations from other Spheres can be cast nor can another Invoke Sphere be cast. The caster may only cast a Ritual Invocation that he is already capable of casting, no additional casting ability is granted by this invocation.



BRETHREN

Primary Only	Available to All
Arm of Might 6 -9	Cause Mortal Wounds 6 - 9
Attract Good 6	Curse 9
Banish Good Spirit 7, 9	Fear Pact 9
Blight 6 - 9	Greater Curse 8
Curse Pact 10	Power Drain 6 – 8
Destroy Spiritual Protection 7	Shroud of Ushaz 7, 9
Favour of Ushaz 6 - 8	Touch of Evil 6
Might of Ushaz 9, 10	Unhallowed Ground 9
Shroud of Ushaz 10	Weapon of Woe 6 - 8
Spiritual Barrier 8	
Weapon of Woe 9	

Arm of Might 6 - 8

Range: Self Only

Duration: 1 Encounter

Extendable: Yes

Description: This invocation increases the caster's physical damage with melee weapons by a number of ranks as shown below.

Rank	Physical Damage Increase
6	+1 Ranks
7	+2 Ranks
8	+3 Ranks

The maximum damage that may be achieved through the use of this invocation is quartz.

Arm of Might 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one Arm of Might invocation of rank 6 - 8 within their body for release upon the utterance of a specific trigger phrase (such as "Weapon of Power to my hand!") without the need for the usual ritual or being invoked.

The Arm of Might 6 - 8 is cast as part of the ceremony required to cast the Arm of Might 9. The High Priest will be out between 15 and 17 power whilst the Arm of Might 9 is in effect (9 for the Arm of Might 9 and between 6 and 8 for the stored Arm of Might 6 - 8). Once the Rank 6 - 8 Arm of Might is released all power may be restored normally.

A character may only have a single Rank 9 Arm of Might invocation in effect at a time.

Attract Good 6

Range: 20ft

Duration: Instant

Extendable: N/A

Description: The target is compelled to move towards the caster as fast as possible to the exclusion of everything else. It is not possible for another person to physically prevent the target from being attracted regardless of their comparative strengths. The compulsion will last until the target has moved to within two feet of the caster. The invocation only affects individuals with the skill "Connection with Good Sphere" (regardless of whether or not it is their first, second or third Sphere), or characters who believe themselves to be "good".

Banish Good Spirit 7

Range:- Touch

Duration:- Instant

Extendable:- No

Description:- The caster calls the Evil Sphere to Banish a summoned goodly spirit from its host. This invocation will remove any Good Spirit invocation of up to Rank 8 from the target.

Banish Good Spirit 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one rank 7 Banish Good Spirit invocation within their body for release upon the utterance of a specific trigger phrase (such as "By the Evil Sphere I Banish thee!") without the need for the usual ritual or being invoked.

The Banish Good Spirit 7 is cast as part of the ceremony required to cast the Banish Good Spirit 9. The High Priest will be out 16 power whilst the Banish Good Spirit 9 is in effect (9 for the rank 9 and 7 for the Banish Good Spirit). Once the Rank 7 Banish Good Spirit is released all 16 power may be restored normally.

A character may only have a single Rank 9 Banish Good Spirit invocation in effect at a time.

Blight 6 - 8

Range: 20ft (6), Touch (7), 20ft Long Cone 90-degrees to the caster's front (8)

Duration: 5 minutes

Extendable: No

Description: The caster summons on the forces of the Evil Sphere to steal his foes skill-at-arms.

At Rank 6 this invocation works in exactly the same way as the Rank 5 invocation Blight at a range of 20ft. The Blight may be removed using the rank 5 Good Sphere invocation Remove Blight.

At Rank 7 this invocation is known as Utter Blight. It renders the victim unable to use the named weapon type to inflict damage (even Magic or Power damage inherent to the weapon itself) for the duration of the invocation. Having finished the appropriate casting and vocals the character would touch his target with both hands and shout "Utter Blight: Maces!" for example. The Rank 5 Good Sphere invocation Remove Blight will not remove an Utter Blight. At Rank 8 the invocation works in exactly the same way as the Rank 5 Blight invocation but affects all potential targets within the area of effect. Having finished the appropriate casting and vocals the caster should indicate the angle of the cone using his arms and shout "Mass Blight". The Blight may be removed from a single victim using the rank 5 Good Sphere invocation Remove Blight.

Blight 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one rank 8 Blight invocation within their body for release upon the utterance of a specific trigger phrase (such as "Steal away my foes skill and their strength!") without the need for the usual ritual or being invoked.

The Mass Blight is cast as part of the ceremony required to cast the Blight 9. The High Priest will be out 17 power whilst the Blight 9 is in effect (9 for the rank 9 and 8 for the stored Mass Blight). Once the Rank 8 Blight is released all 17 power may be restored normally.

Cause Mortal 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store a number of Cause Mortal 5 invocations within their body for release upon the utterance of a specific trigger phrase (such as "Weapon of Power to my hand!") without the need for the usual vocals.

At rank 9 the High Priest may store 4 Cause Mortal 5 invocations within the Cause Mortal 9. The caster will be out 9 Power for the Cause Mortal 9 and 5 power for each Cause Mortal 5 invocation stored within. The Rank 9 ceases to be in effect when the last stored Cause Mortal 5 is released.

A character may only have a single Rank 9 Cause Mortal invocation in effect at a time.

Cause Mortal Wounds 6 - 8

Range: Touch

Duration: Instant

Extendable: No

Description: The caster is able to call upon the Evil Sphere, inflicting damage upon his target with a touch.

Rank	Name	Player Damage Inflicted (Per Hand)	Monster Hits
6	Cause Mortal Wounds 6	60 (30)	60
7	Cause Mortal Wounds 7	80 (40)	80
8	Cause Mortal Wounds 8	100 (50)	100

A one-handed touch for a higher Rank invocation delivers only half the total amount of damage and exhausts the invocation completely. The invocation can never be split between two different individuals.

The caster should call the name of the invocation and the amount of Monster hits inflicted as he touches his target ("Cause Mortal! 25 Hits" for example).

The damage inflicted by Cause Wounds counts as Power damage and will inflict the full indicated number of hits against any creature which are affected by Power Damage. Power armour class is effective against the damage inflicted by each hand separately. Note that dexterity is ineffective against this invocation.

For example, a character with Power armour class 15, who is hit by both hands of a Cause Mortal would take 10 damage from each hand (25-15), for a total of 20 damage.

Curse 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one rank 8 Greater Curse invocation within their body for release upon the utterance of a specific trigger phrase (such as "By the Evil Sphere I bestow upon you great ill fortune!") without the need for the usual ritual or being invoked.

The Greater Curse 8 is cast as part of the ceremony required to cast the Curse 9. The High Priest will be out 17 power whilst the Curse 9 is in effect (9 for the Curse 9 and 8 for the

stored Greater Curse). Once the Rank 8 Greater Curse is released all 17 power may be restored normally. A character may only have a single Rank 9 Curse invocation in effect at a time.

Curse Pact 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: The High Priest makes a pact with the Evil Sphere which allows him to resist up to 10 Curse effects per day.

Curse Pact will remain in effect until released or until the caster is slain.

Destroy Spiritual Protection 7

Range: Touch.

Duration: Instant

Extendable: No

Description: This invocation will destroy (remove) any Good Sphere Bless or Protection from Evil Invocation of up to Rank 8 that the target currently has in effect. It will also remove the Evil Sphere invocations Cloak of Ushaz (rank 4) and Shroud of Ushaz (rank 7)

Favour of Ushaz 6 - 8

Range: Self Only

Duration: 1 encounter

Extendable: Yes

Description: The caster summons a shield of his dark faith that diverts the energies of the Evil Sphere away from him. Any Evil Cause Wounds or Powerdrain invocation of ranks 1 - 5 affecting the caster are dropped in effect by one rank at Rank 6, two ranks at Rank 7 and three ranks at Rank 8. So a caster with a Favour of Ushaz 7 in effect would, if struck with a Rank 5 Cause Mortal Wounds invocation, only suffer the effects of a Rank 3 Cause Critical Wounds invocation. Note that if the effect is reduced to "Rank 0" then it is completely negated.

The caster may choose to name this invocation after another Aspect of the Evil Sphere if they wish (Favour of Lloth for example).

Fear Pact 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: The High Priest makes a pact with the Evil Sphere which allows him to resist up to 10 Fear effects per day.

Fear Pact will remain in effect until released or until the caster is slain.

Greater Curse 8

Range: 20ft

Duration: 5 minutes

Extendable: No

Description: This invocation places an aura of malign effect

on the victim such that blows from any melee weapon increase in effect by two damage stages. This increase affects Magical, physical and Power damage, but only if that type of damage is already being done by the weapon. This invocation does not affect armour class of any type. It only affects weapon blows and has no effect upon hands, claws, ranged weapons or spells and invocations such as Lightning Bolt, Cause Wounds or Power Drain.

For example, a person under the influence of a Greater Curse is hit with a mace for "Triple", he takes "Quin". He is then hit with a sword for "Double Magic One" and takes "Quad Magic Three", finally a Ghoul hits him for "Power Four" and he still takes "Power Four" as this is not a weapon.

Note that a weapon doing "Magic 0" or "Power 0" is not considered to be doing Magic or Power damage for purposes of this invocation.

Might of Ushaz 9, 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: The High Priest calls upon the Power of the Evil Sphere to make his Weapons of Woe more effective.

At rank 9 any Weapon of Woe invocation cast by the High Priest has its duration increased by 1 Duration Step, as if cast down one effective rank.

At Rank 10 and Weapon of Woe, cast by himself, wielded by the High Priest inflicts one additional rank of Power damage. So a High Priest wielding a Weapon of Woe 6 cast by himself would inflict Power 4 rather than Power 3.

You may have either or both the rank 9 and 10 Might of Ushaz invocations in effect at a time. Might of Ushaz will remain in effect, and power out, until released or until the caster is slain.

Power Drain 6 - 8

Range: Touch

Duration: Instant

Extendable: No

Description: This invocation will give the caster the ability to drain Power with a single touch of his hands. The Power drained is as follows, and the victim also sustains one total life point of damage per point of Power successfully drained:

Rank	Power Drained (Total)	Power Drained (per Hand)
6	32	16
7	64	32
8	128	64

A one-handed touch from a higher Rank invocation drains only the "per hand" Power and exhausts the invocation completely. The victim gains the defence of their Power Armour Class against each hand and the invocation cannot be split between two victims.

The victim cannot fall beneath zero Power, and if the victim reaches zero Power then unconsciousness will result as usual.

Upon completion of his vocals and a successful lunge the caster should call "Power Drain" followed by the amount of

power drained rather than the rank of the invocation. Power Drain Rank 8 would therefore be called as "Power Drain 128".

Shroud of Ushaz 7

Range: Self Only
Duration: 1 Encounter
Extendable: No
Description: This invocation bestows upon the caster an embodiment of the Evil Sphere that gives an effective Power Armour Class of 12. This Cloak stacks with both unarmoured and armoured dexterity, but will not stack with any protection from the Good Sphere. This invocation does not stack with the Rank 4 Evil invocation Cloak of Ushaz. Note that worshippers of different Aspects of the Evil Sphere may choose to name this invocation after their own Aspect rather than Ushaz (Shroud of Morgoth for example).

Shroud of Ushaz 9, 10

Range: Self Only
Duration: Special
Extendable: N/A
Description: At Rank 9 this invocation allows the High Priest to store one rank 7 Shroud of Ushaz invocation within their body for release upon the utterance of a specific trigger phrase (such as "I summon forth Evil's Armour!") without the need for the usual ritual or being invoked. The Shroud of Ushaz 7 is cast as part of the ceremony required to cast the Shroud of Ushaz 9. The High Priest will be out 16 power whilst the Shroud of Ushaz 9 is in effect (9 for the rank 9 and 7 for the stored Shroud of Ushaz). Once the Rank 7 Shroud is released all 16 power may be restored normally. At Rank 10 this invocation allows the High Priest to store two rank 7 Shroud of Ushaz invocations within their body for release upon the utterance of a specific trigger phrase (such as "I summon forth Evil's Armour!") without the need for the usual ritual or being invoked. This works in exactly the same way as the rank 9 Shroud of Ushaz but the caster would be out 23 power rather than 16. A character may only have a single Shroud of Ushaz invocation of rank 9 or 10 in effect at a time.

Spiritual Barrier 8

Range: Touch
Duration: 5 minutes
Extendable: No
Description: The victim becomes unable to cast lay rank Good Sphere invocations for the duration of the Spiritual Barrier. Invocations already in effect are not affected. The Good Sphere invocation Remove Greater Curse 8 will remove a Spiritual Barrier from a single target.

Touch of Evil 6

Range: Touch
Duration: Instant
Extendable: N/A
Description: The caster calls forth the destructive energies of the Evil Sphere to destroy the victim's body.

A Rank 6 Touch of Evil is known as Harm. The target is reduced to 12 life. Monsters are reduced to 3 Hits. Upon the completion of his vocals and a successful two-handed touch the caster should shout "Harm" at his target to indicate the effect. Touch of Evil will only work on living creatures. Undead, Elementals and similar unnatural creatures are not affected.

Unhallowed Ground 9

Range: Touch
Duration: Special
Extendable: N/A
Description: This invocation allows the High Priest casting it to dedicate an area of ground to his Sphere. The area in question should be marked by a casting mat and ritual components covering an area no smaller than a 6 ft. diameter circle. The components in question should be checked with the player referee, at the start of the adventure, to ensure that they meet the minimum requirements for cosmic casting. Once set up this casting area cannot be disturbed by anyone other than the caster who can only remove it by releasing the invocation. The Unhallowed area allows the High Priest to cast further cosmic invocations within it. This is the only way in which Cosmic invocations can be cast away from the Sect's ceremony areas situated outside of the Towers. In order to cast a cosmic invocation, the High Priest must first invoke within the Unhallowed area (requiring 5 minutes and their normal casting kit) followed by a 15-minute ritual dedicated to the cosmic invocation they are attempting to cast. No time reduction will be made on these castings as excellent casting kit and vocals are required for Cosmic Invocations.

Weapon of Woe 6 - 8

Range: Touch
Duration: 1 Encounter
Extendable: Yes
Description: One weapon type chosen by the caster at the time of learning the Weapon of Woe invocation can be empowered to do spiritual damage. A character may learn Sword of Woe for example allowing him to cast the invocation on swords only. A character may learn the Weapon of Woe invocation multiple times, choosing a different weapon type each time, but must always learn the each type from rank 6 upwards as if it were a completely new invocation. It would not be possible to learn Sword of Woe at rank 6 - 8 and then learn Axe of Woe at 8; you must learn the rank 6 and 7 versions first. The power damage granted by a Weapon of Woe is shown below;

Rank	Power Damage
6	Power 3
7	Power 4
8	Power 5

Weapon of Woe 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one Weapon of Woe invocation of rank 6 - 8 within their body for release upon the utterance of a specific trigger phrase (such as "Weapon of Power to my hand!") without the need for the usual ritual or being invoked.

The Weapon of Woe 6 - 8 is cast as part of the ceremony required to cast the Weapon of Woe 9. The High Priest will be out between 15 and 17 power whilst the Weapon of Woe 9 is in effect (9 for the rank 9 and between 6 and 8 for the Weapon of Woe). Once the Rank 6 - 8 Weapon of Woe is released all power may be restored normally.

A character may only have a single Rank 9 Weapon of Woe invocation in effect at a time.



DARK PATH

Primary Only	Available to All
Beguilement 1 - 8	Cause Mortal Wounds 6 - 9
Feeblemind 8	Curse 9
Forked Tongue 9, 10	Fear Pact 9
Inflict Pain 6	Greater Curse 8
Possession 8	Mass Curse 8
Power Steal 9	Power Drain 6 - 8
Shroud of Ushaz 10	Power Drain Range 3 - 8
Spiritual Barrier 8, 9	Power Steal 6 - 8
Weapon of Woe 9	Shroud of Ushaz 7, 9
	Touch of Evil 6 - Harm
	Unhallowed Ground 9
	Weapon of Woe 6 - 8

Beguilement 1 - 8

Range: 20ft

Duration: 5 minutes

Extendable: Yes

Description: This invocation causes the victim to treat the caster as their controller who they cannot disobey. The victim will follow all commands blindly, but will not cause direct harm to themselves. If the caster directly attacks the victim then this invocation is broken. Beguilement affects character ranks and monster hits as shown below:

Rank	Player Ranks Affected	Monster Hits Affected
1	2	20
2	4	40
3	8	60
4	16	80
5	32	100
6	64	200
7	128	300
8	256	400

Cause Mortal 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store a number of Cause Mortal 5 invocations within their body for release upon the utterance of a specific trigger phrase (such

as "Weapon of Power to my hand!") without the need for the usual vocals.

At rank 9 the High Priest may store 4 Cause Mortal 5 invocations within the Cause Mortal 9. The caster will be out 9 Power for the Cause Mortal 9 and 5 power for each Cause Mortal 5 invocation stored within. The Rank 9 ceases to be in effect when the last stored Cause Mortal 5 is released.

A character may only have a single Rank 9 Cause Mortal invocation in effect at a time.

Cause Wounds 6 - 8

Range: - Touch

Duration: Instant

Extendable: No

Description: The caster is able to call upon the Evil Sphere, inflicting damage upon his target with a touch.

Rank	Name	Player Damage Inflicted (Per Hand)	Monster Hits Inflicted
6	Cause Mortal Wounds 6	60 (30)	60
7	Cause Mortal Wounds 7	80 (40)	80
8	Cause Mortal Wounds 8	100 (50)	100

A one-handed touch for a higher Rank invocation delivers only half the total amount of damage and exhausts the invocation completely. The invocation can never be split between two different individuals.

The caster should call the name of the invocation and the amount of Monster hits inflicted as he touches his target ("Cause Mortal! 25 Hits" for example).

The damage inflicted by Cause Wounds counts as Power damage and will inflict the full indicated number of hits against any creature which are affected by Power Damage. Power armour class is effective against the damage inflicted by each hand separately. Note that dexterity is ineffective against this invocation.

For example, a character with Power armour class 15, who is hit by both hands of a Cause Mortal would take 10 damage from each hand (25-15), for a total of 20 damage.

Curse 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one rank 8 Greater Curse invocation within their body for release upon the utterance of a specific trigger phrase (such as "By the Evil Sphere I bestow upon you great ill fortune!") without the need for the usual ritual or being invoked. The Greater Curse 8 is cast as part of the ceremony required to cast the Curse 9. The High Priest will be out 17 power whilst the Curse 9 is in effect (9 for the Curse 9 and 8 for the stored Greater Curse). Once the Rank 8 Greater Curse is released all 17 power may be restored normally.

A character may only have a single Rank 9 Curse invocation in effect at a time.

Fear Pact 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: The High Priest makes a pact with the Evil Sphere which allows him to resist up to 10 Fear effects per day.

Fear Pact will remain in effect until released or until the caster is slain.

Feeblemind 8

Range: Touch

Duration: 5 minutes

Extendable: No

Description: The Evil Sphere enters the target's mind and destroys it from within. The target is reduced to the state of a gibbering vegetable, unable to cast spells or invocations or communicate verbally. A Feebleminded individual may still defend themselves physically and will attack if they feel threatened. Good role-playing is encouraged.

The Good Sphere invocation Unshackle Spirit will cure a Feebleminded individual

Forked Tongue 9, 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: The High Priest calls upon the Power of the Evil Sphere to make his words more seductive.

Forked Tongue 9 remains in effect (and the power out) until triggered through the use of a specific command phrase (such as "Hear my words and hear them well.") or until the caster is slain. It provides no benefit until triggered.

At Rank 9 once triggered Forked Tongue allows the High Priest to cast rank 6 Beguilement invocations at vocal length, without the need for an Invoke or the usual Ritual. This ability lasts for 1 Encounter at which point the Forked Tongue 9 ceases to be in effect.

At Rank 10 once triggered Forked Tongue allows the High Priest to cast rank 7 Beguilement invocations at vocal length, without the need for an Invoke or the usual Ritual. This ability lasts for 1 Encounter at which point the Forked Tongue 10 ceases to be in effect.

Greater Curse 8

Range: 20ft

Duration: 5 minutes

Extendable: No

Description: This invocation places an aura of malign effect on the victim such that blows from any melee weapon increase in effect by two damage stages. This increase affects Magical, physical and Power damage, but only if that type of damage is already being done by the weapon. This invocation does not affect armour class of any type. It only affects weapon blows and has no effect upon hands, claws, ranged weapons or spells and invocations such as Lightning Bolt, Cause Wounds or Power Drain.

For example, a person under the influence of a Greater Curse is hit with a mace for "Triple", he takes "Quin". He is then hit

with a sword for "Double Magic One" and takes "Quad Magic Three", finally a Ghoul hits him for "Power Four" and he still takes "Power Four" as this is not a weapon.

Note that a weapon doing "Magic 0" or "Power 0" is not considered to be doing Magic or Power damage for purposes of this invocation.

Inflict Pain 6

Range: Touch

Duration: 5 minutes

Extendable: No

Description: This invocation causes the victim to be wracked by pain. The pain negates the ability to cast, though items may be activated. No damage is taken, though the invocation will negate Sleep and Freeze effects. This spell does not prevent a character from defending himself or fighting. The invocation can be negated by the Good Sphere Remove Pain invocation.

Mass Curse 8

Range: 20ft long Cone, 90-degree arc to the caster's front

Duration: 5 minutes

Extendable: No

Description: This spell has exactly the same effect as the Rank 4 Evil Invocation Curse with the exception that it affects everyone in a cone 20ft long to the caster's front. The caster should indicate the angle of the cone using his outstretched arms at the end of his casting.

Power Drain 6 - 8

Range: Touch

Duration: Instant

Extendable: No

Description: This invocation will give the caster the ability to drain Power with a single touch of his hands. The Power drained is as follows, and the victim also sustains one total life point of damage per point of Power successfully drained:

Rank	Power Drained (Total)	Power Drained (per Hand)
6	32	16
7	64	32
8	128	64

A one-handed touch from a higher Rank invocation drains only the "per hand" Power and exhausts the invocation completely. The victim gains the defence of their Power Armour Class against each hand and the invocation cannot be split between two victims. The victim cannot fall beneath zero Power, and if the victim reaches zero Power then unconsciousness will result as usual.

Upon completion of his vocals and a successful lunge the caster should call "Power Drain" followed by the amount of power drained rather than the rank of the invocation. Power Drain Rank 8 would therefore be called as "Power Drain 128".

Power Drain Range 3 - 8

Range :- 20ft

Duration: Instant

Extendable: No

Description: This invocation drains the power from a target, inflicting 1 point of life damage for each point of power drained. The amount of power drained is shown right:

Rank	Power Drained
3	1
4	2
5	4
6	8
7	16
8	32

The victim gains the defence of their Power Armour Class twice (the same as the Touch version). The caster should call "Power Drain" followed by the amount of power drained rather than the rank of the invocation. So for a Rank 8 Power Drain Range the caster should call "Power Drain 32" to indicate the effect to the target.

Power Steal 6 - 8

Range: Touch

Duration: Special

Extendable: No

Description: This invocation allows the caster to transfer Power from one person of choice (willing or otherwise) at the rate of Power every thirty seconds detailed below. The caster must concentrate for the duration of the transfer and remain in constant physical contact with the target. Once contact or concentration is broken the invocation is ended, but until then any amount of Power can be transferred. The Power so stolen enters the casting character himself.

Rank	Power Stolen per 30 seconds
6	30
7	60
8	90

Power can never be taken over the caster's normal maximum. The caster must concentrate, without moving, for the duration of the casting and be in constant physical contact with the target. Once contact is broken the invocation is ended, but until then any amount of Power can be transferred at the rates shown above. The invocation will only work on forms of life close to human such as elves, orcs, dwarves, drow etc. and will not work on Hordelings, trolls, Ogre Magi etc. (referee's discretion). This invocation causes one point of damage per point of power taken (due to Power loss) to the donor. The pain is constant, prohibiting spell casting whilst being the victim of a Power Steal.

Power Steal 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: The High Priest calls upon the Power of the Evil Sphere to tear the spiritual essence from his target. Power Steal 9 enables the caster to trigger a Rank 8 Power Steal invocation using a specific command phrase (such as "Your power now be mine"). Power Steal 9 will remain in effect until triggered, released or the caster is slain. No additional power need be expended to cast the Power Steal 8, this ability is granted by the Power Steal 9.

Shroud of Ushaz 7

Range: Self Only

Duration: 1 Encounter

Extendable: No

Description: This invocation bestows upon the caster an embodiment of the Evil Sphere that gives an effective Power Armour Class of 12. This Cloak stacks with both unarmoured and armoured dexterity, but will not stack with any protection from the Good Sphere. This invocation does not stack with the Rank 4 Evil invocation Cloak of Ushaz. Note that worshippers of different Aspects of the Evil Sphere may choose to name this invocation after their own Aspect rather than Ushaz (Shroud of Morgoth for example).

Shroud of Ushaz 9, 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: At Rank 9 this invocation allows the High Priest to store one rank 7 Shroud of Ushaz invocation within their body for release upon the utterance of a specific trigger phrase (such as "I summon forth Evil's Armour!") without the need for the usual ritual or being invoked.

The Shroud of Ushaz 7 is cast as part of the ceremony required to cast the Shroud of Ushaz 9. The High Priest will be out 16 power whilst the Shroud of Ushaz 9 is in effect (9 for the rank 9 and 7 for the stored Shroud of Ushaz). Once the Rank 7 Shroud is released all 16 power may be restored normally.

At Rank 10 this invocation allows the High Priest to store two rank 7 Shroud of Ushaz invocations within their body for release upon the utterance of a specific trigger phrase (such as "I summon forth Evil's Armour!") without the need for the usual ritual or being invoked. This works in exactly the same way as the rank 9 Shroud of Ushaz but the caster would be out 23 power rather than 16.

A character may only have a single Shroud of Ushaz invocation of rank 9 or 10 in effect at a time.

Spiritual Barrier 8

Range: Touch

Duration: 5 minutes

Extendable: No

Description: The victim becomes unable to cast lay rank Good Sphere invocations for the duration of the Spiritual Barrier. Invocations already in effect are not affected. The Good Sphere invocation Remove Greater Curse 8 will remove a Spiritual Barrier from a single target.

Spiritual Barrier 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one rank 8 Spiritual Barrier invocation within their body for release upon the utterance of a specific trigger phrase (such as "See the true power of the Evil Sphere!") without the need for the usual ritual or being invoked.

The Spiritual Barrier 8 is cast as part of the ceremony required to cast the Spiritual Barrier 9. The High Priest will be out 17 power whilst the Spiritual Barrier 9 is in effect (9 for the rank 9 and 8 for the stored Spiritual Barrier). Once the Rank 8 Spiritual Barrier is released all 17 power may be restored normally.

A character may only have a single Rank 9 Spiritual Barrier invocation in effect at a time.

Touch of Evil 6

Range: Touch

Duration: Instant

Extendable: N/A

Description: The caster calls forth the destructive energies of the Evil Sphere to destroy the victim's body.

A Rank 6 Touch of Evil is known as Harm. The target is reduced to 12 life. Monsters are reduced to 3 Hits. Upon the completion of his vocals and a successful two-handed touch the caster should shout "Harm" at his target to indicate the effect.

Touch of Evil will only work on living creatures. Undead, Elementals and similar unnatural creatures are not affected.

Unhallowed Ground 9

Range: Touch

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest casting it to dedicate an area of ground to his Sphere. The area in question should be marked by a casting mat and ritual components covering an area no smaller than a 6 ft. diameter circle. The components in question should be checked with the player referee, at the start of the adventure, to ensure that they meet the minimum requirements for cosmic casting. Once set up this casting area cannot be disturbed by anyone other than the caster who can only remove it by releasing the invocation. The Unhallowed area allows the High Priest to cast further cosmic invocations within it. This is the only way in which Cosmic invocations can be cast away from the Sect's ceremony areas situated outside of the Towers. In order to cast a cosmic invocation, the High Priest must first invoke within the Unhallowed area (requiring 5 minutes and their normal casting kit) followed by a 15-minute ritual dedicated to the cosmic invocation they are attempting to cast. No time reduction will be made on these castings as excellent casting kit and vocals are required for Cosmic Invocations.

Weapon of Woe 6 - 8

Range: Touch

Duration: 1 Encounter

Extendable: Yes

Description: One weapon type chosen by the caster at the time of learning the Weapon of Woe invocation can be empowered to do spiritual damage. A character may learn Sword of Woe for example allowing him to cast the invocation on swords only. A character may learn the Weapon of Woe invocation multiple times, choosing a different weapon type each time, but must always learn the each type from rank 6 upwards as if it were a completely new invocation. It would not be possible to learn Sword of Woe at rank 6 - 8 and then learn Axe of Woe at 8; you must learn the rank 6 and 7 versions first.

The power damage granted by a Weapon of Woe is shown below;

Rank	Power Damage
6	Power 3
7	Power 4
8	Power 5

Weapon of Woe 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one Weapon of Woe invocation of rank 6 - 8 within their body for release upon the utterance of a specific trigger phrase (such as "Weapon of Power to my hand!") without the need for the usual ritual or being invoked.

The Weapon of Woe 6 - 8 is cast as part of the ceremony required to cast the Weapon of Woe 9. The High Priest will be out between 15 and 17 power whilst the Weapon of Woe 9 is in effect (9 for the rank 9 and between 6 and 8 for the Weapon of Woe). Once the Rank 6 - 8 Weapon of Woe is released all power may be restored normally.

A character may only have a single Rank 9 Weapon of Woe invocation in effect at a time.



REAPERS

Primary	Secondary
Cause Disease 9	Cause Disease 7
Death Pact 10	Cause Mortal Wounds 6 - 10
Inflict Pain 6	Power Drain 6 - 8
Life Steal 5 - 8	Power Steal 6 - 8
Master of Pain 9, 10	Shroud of Ushaz 7, 9
Power Steal 9	Touch of Evil 6
Shroud of Ushaz 10	Unhallowed Ground 9
Spirit Wrack 8	
Spiritual Barrier 8	
Touch of Evil 8	

Cause Disease 7

Range: Touch

Duration: Instant

Extendable: N/A

Description: The target is afflicted with a fatal wasting disease. They will fall to the floor immediately, and die after 1 minute.

Having finished the appropriate casting and vocals the character would touch his target with both hands and shout "Cause Fatal Disease" to indicate the effect.

The Good Sphere invocation Cure Disease 7 will remove a Fatal Disease from a target as will six Cure Disease Rank 5's. Obviously in both cases the invocations must be cast prior to death to have any effect.

Cause Disease 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: At Rank 9 this invocation allows the High Priest to store one rank 7 Cause Disease invocation within their body for release upon the utterance of a specific trigger phrase (such as "Ushaz strike down my foe!") without the need for the usual ritual or being invoked.

The Cause Disease 7 is cast as part of the ceremony required to cast the Cause Disease 9. The High Priest will be out 16 power whilst the Cause Disease 9 is in effect (9 for the Cause Disease 9 and 7 for the stored Cause Disease 7). Once the Rank 7 Cause Disease is released all 16 power may be restored normally.

Cause Mortal 9, 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store a number of Cause Mortal 5 invocations within their body for

release upon the utterance of a specific trigger phrase (such as "Weapon of Power to my hand!") without the need for the usual vocals.

At rank 9 the High Priest may store 4 Cause Mortal 5 invocations within the Cause Mortal 9. The caster will be out 9 Power for the Cause Mortal 9 and 5 power for each Cause Mortal 5 invocation stored within. The Rank 9 ceases to be in effect when the last stored Cause Mortal 5 is released.

At rank 10 the High Priest may store 8 Cause Mortal 5 invocations within the Cause Mortal 10. The caster will be out 10 Power for the Cause Mortal 10 and 5 power for each Cause Mortal 5 invocation stored within. The Rank 10 ceases to be in effect when the last stored Cause Mortal 5 is released.

A character may only have a single Rank 9 or 10 Cause Mortal invocation in effect at a time.

Cause Mortal Wounds 6 - 8

Range: Touch

Duration: Instant

Extendable: No

Description: The caster is able to call upon the Evil Sphere, inflicting damage upon his target with a touch.

Rank	Name	Player Damage Inflicted (Per Hand)	Monster Hits Inflicted
6	Cause Mortal Wounds 6	60 (30)	60
7	Cause Mortal Wounds 7	80 (40)	80
8	Cause Mortal Wounds 8	100 (50)	100

A one-handed touch for a higher Rank invocation delivers only half the total amount of damage and exhausts the invocation completely. The invocation can never be split between two different individuals.

The caster should call the name of the invocation and the amount of Monster hits inflicted as he touches his target ("Cause Mortal! 25 Hits" for example).

The damage inflicted by Cause Wounds counts as Power damage and will inflict the full indicated number of hits against any creature which are affected by Power Damage. Power armour class is effective against the damage inflicted by each hand separately. Note that dexterity is ineffective against this invocation.

For example, a character with Power armour class 15, who is hit by both hands of a Cause Mortal would take 10 damage from each hand (25-15), for a total of 20 damage.

Death Pact 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: The High Priest makes a pact with the Evil Sphere to exact retribution upon those who would use Death's Touch against them.

If the recipient of a Death Pact is ever struck by a successful Touch of Evil Invocation of ranks 6 or 8 then the Death Pact

will immediately release the same rank Touch of Evil upon the caster of the Touch of Evil. The High Priest with the Death Pact still suffers the effect of the Touch of Evil but so does his attacker. Once a Death Pact has triggered in this way it ceases to be in effect. Death Pact will otherwise remain in effect until released or until the caster is slain. The High Priest should indicate the effect by shouting a unique trigger phrase followed by the name of the Touch of Evil invocation to be reflected. For example, High Priest Scumgrief is struck with a Death invocation (a rank 7 Touch of Evil), he calls "I renew my pact with Death, Death!" at his attacker and then collapses to floor suffering from the Death invocation, as does his assailant.

Inflict Pain 6

Range: Touch
Duration: 5 minutes
Extendable: No
Description: This invocation causes the victim to be wracked by pain. The pain negates the ability to cast, though items may be activated. No damage is taken, though the invocation will negate Sleep and Freeze effects. This spell does not prevent a character from defending himself or fighting. The invocation can be negated by the Good Sphere Remove Pain invocation.

Life Steal 5 - 8

Range: Touch
Duration: Instant
Extendable: N/A
Description: The Reaper rips the life force from their opponent using the power of the Evil Sphere. The Victim receives a Cause Mortal Wounds invocation and the caster recovers lost life points as shown below.

Rank	Damage Inflicted	Healing Received
5	Cause Grievous 4	6 life
6	Cause Mortal 5	30 Life
7	Cause Mortal 5	60 Life
8	Cause Mortal 5	90 Life

On a successful touch attack the caster should shout "Life Steal, 20 Hits" ("Life Steal, 12 Hits for the rank 5 version) to indicate the amount of damage caused. The caster should be aware of how much curing they gain from the invocation.

Master of Pain 9, 10

Range: Self Only
Duration: Special
Extendable: N/A
Description: The High Priest calls upon the Power of the Evil Sphere to allow him access to its destructive power more easily.
At Rank 9 any Cause Mortal invocation of ranks 1 - 8 cast using full vocals costs one less power than usual. Thus the High Priest may cast Cause Mortal 5 for only 4 power each time. This decrease in cost only applies when full vocals are

used and does not apply if the Cause Mortals are triggered by a Cause Mortal 9 for example. Cause Mortal invocations of ranks 6 - 8 cast using Invoke Sphere do benefit from this reduction.
At Rank 10 the High Priest gains the same benefits as the rank 9 Master of Pain invocation and also may cast Cause Mortal 6 at vocal length, without the need for an Invoked Sphere. Cause Mortal 6's cast in this way cost 10 Power rather than the usual 6. The cost of Cause Mortals cast in this way is not reduced by Master of Pain.
You do not need to have a Master of Pain 9 in effect to benefit from a Master of Pain 10.

Power Drain 6 - 8

Range: Touch
Duration: Instant
Extendable: No
Description: This invocation will give the caster the ability to drain Power with a single touch of his hands.
The Power drained is as follows, and the victim also sustains one total life point of damage per point of Power successfully drained:

Rank	Power Drained (Total)	Power Drained (per Hand)
6	32	16
7	64	32
8	128	64

A one-handed touch from a higher Rank invocation drains only the "per hand" Power and exhausts the invocation completely. The victim gains the defence of their Power Armour Class against each hand and the invocation cannot be split between two victims.
The victim cannot fall beneath zero Power, and if the victim reaches zero Power then unconsciousness will result as usual.
Upon completion of his vocals and a successful lunge the caster should call "Power Drain" followed by the amount of power drained rather than the rank of the invocation. Power Drain Rank 8 would therefore be called as "Power Drain 128".

Power Steal 6 - 8

Range: Touch
Duration: Special
Extendable: No
Description: This invocation allows the caster to transfer Power from one person of choice (willing or otherwise) at the rate of Power every thirty seconds detailed below. The caster must concentrate for the duration of the transfer and remain in constant physical contact with the target.
Once contact or concentration is broken the invocation is ended, but until then any amount of Power can be transferred. The Power so stolen enters the casting character himself.

Rank	Power Stolen per 30 seconds
------	-----------------------------

6	30
7	60
8	90

Power can never be taken over the caster's normal maximum. The caster must concentrate, without moving, for the duration of the casting and be in constant physical contact with the target. Once contact is broken the invocation is ended, but until then any amount of Power can be transferred at the rates shown above. The invocation will only work on forms of life close to human such as elves, orcs, dwarves, drow etc. and will not work on Hordelings, trolls, Ogre Magi etc. (referee's discretion). This invocation causes one point of damage per point of power taken (due to Power loss) to the donor. The pain is constant, prohibiting spell casting whilst being the victim of a Power Steal.

Power Steal 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: The High Priest calls upon the Power of the Evil Sphere to tear the spiritual essence from his target.

Power Steal 9 enables the caster to trigger a Rank 8 Power Steal invocation using a specific command phrase (such as "Your power now be mine"). Power Steal 9 will remain in effect until triggered, released or the caster is slain. No additional power need be expended to cast the Power Steal 8, this ability is granted by the Power Steal 9.

Shroud of Ushaz 7

Range: Self Only

Duration: 1 Encounter

Extendable: No

Description: This invocation bestows upon the caster an embodiment of the Evil Sphere that gives an effective Power Armour Class of 12. This Cloak stacks with both unarmoured and armoured dexterity, but will not stack with any protection from the Good Sphere. This invocation does not stack with the Rank 4 Evil invocation Cloak of Ushaz. Note that worshippers of different Aspects of the Evil Sphere may choose to name this invocation after their own Aspect rather than Ushaz (Shroud of Morgoth for example).

Shroud of Ushaz 9, 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: At Rank 9 this invocation allows the High Priest to store one rank 7 Shroud of Ushaz invocation within their body for release upon the utterance of a specific trigger phrase (such as "I summon forth Evil's Armour!") without the need for the usual ritual or being invoked.

The Shroud of Ushaz 7 is cast as part of the ceremony required to cast the Shroud of Ushaz 9. The High Priest will be out 16 power whilst the Shroud of Ushaz 9 is in effect (9 for the rank 9 and 7 for the stored Shroud of Ushaz). Once

the Rank 7 Shroud is released all 16 power may be restored normally.

At Rank 10 this invocation allows the High Priest to store two rank 7 Shroud of Ushaz invocations within their body for release upon the utterance of a specific trigger phrase (such as "I summon forth Evil's Armour!") without the need for the usual ritual or being invoked. This works in exactly the same way as the rank 9 Shroud of Ushaz but the caster would be out 24 power rather than 16.

A character may only have a single Shroud of Ushaz invocation of rank 9 or 10 in effect at a time.

Spirit Wrack 8

Range: Touch

Duration: 5 minutes

Extendable: No

Description: The victim's body and mind are wracked with agony leaving them able to do anything requiring concentration or mental effort. The target of a Spirit Wrack will still defend themselves if attacked.

The Good Sphere Invocation Remove Pain will lessen the effects of the Spirit Wrack but the invocation must be cast once on each of the victim's six locations to remove the invocation and allow them to act normally again.

Spiritual Barrier 8

Range: Touch

Duration: 5 minutes

Extendable: No

Description: The victim becomes unable to cast lay rank Good Sphere invocations for the duration of the Spiritual Barrier. Invocations already in effect are not affected. The Good Sphere invocation Remove Greater Curse 8 will remove a Spiritual Barrier from a single target.

Touch of Evil 6, 8

Range: Touch

Duration: Instant

Extendable: N/A

Description: The caster calls forth the destructive energies of the Evil Sphere to destroy the victim's body.

A Rank 6 Touch of Evil is known as Harm. The target is reduced to 12 total life. Monsters are reduced to 3 Hits. Upon the completion of his vocals and a successful two-handed touch the caster should shout "Harm" at his target to indicate the effect.

A Rank 8 Touch of Evil is known as Touch of Death. If the target has never died before (has not previously lost a resurrection chance) then he is instantly slain and no amount of tending will save him. If the target has died at least once previously then they will fall over instantly and if they do not receive 6 x Rank 5 curative invocations within 1 minute then they will die. Also, you can still take damage whilst in this 1 minute period, and this damage can kill you. Upon the completion of his vocals and a successful two-handed touch the caster should shout "Touch of Death" at his target to indicate the effect.

Touch of Evil will only work on living creatures. Undead, Elementals and similar unnatural creatures are not affected.

Unhallowed Ground 9

Range: Touch

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest casting it to dedicate an area of ground to his Sphere. The area in question should be marked by a casting mat and ritual components covering an area no smaller than a 6 ft. diameter circle. The components in question should be checked with the player referee, at the start of the adventure, to ensure that they meet the minimum requirements for cosmic casting. Once set up this casting area cannot be disturbed by anyone other than the caster who can only remove it by releasing the invocation. The Unhallowed area allows the High Priest to cast further cosmic invocations within it. This is the only way in which Cosmic invocations can be cast away from the Sect's ceremony areas situated outside of the Towers. In order to cast a cosmic invocation, the High Priest must first invoke within the Unhallowed area (requiring 5 minutes and their normal casting kit) followed by a 15-minute ritual dedicated to the cosmic invocation they are attempting to cast. No time reduction will be made on these castings as excellent casting kit and vocals are required for Cosmic Invocations.

SEERS



Primary Only	Available to All
Beguilement 1 - 8	Commune 2, 5, 6, 7
Commune 8	Curse 9
Concealment 6 - 9	Eyes of the Seer 2, 4
Eyes of the Master 9, 10	Greater Curse 8
Eyes of the Seer 6, 8	Mass Curse
Interrogate 6 - 8	Power Drain 6 - 8
Feeblemind 8	Power Drain Range 3 - 8
Paranoia 6	Power Steal 6 – 8
Possession 8	Shroud of Ushaz 7, 9
Power Steal 9	Susceptibility 7
Shroud of Ushaz 10	Suspend Invocation 8
Terror 5, 6	Unhallowed Ground 9
Vision 6	
Withhold Power 6 - 8	
Withhold Power 9	

Beguilement 1 - 8

Range: 20ft

Duration: 5 minutes

Extendable: Yes

Description: This invocation causes the victim to treat the caster as their controller who they cannot disobey. The victim will follow all commands blindly, but will not cause direct harm to themselves. If the caster directly attacks the victim then this invocation is broken. Beguilement affects character ranks and monster hits as shown below:

Rank	Player Ranks Affected	Monster Hits Affected
1	2	20
2	4	40
3	8	60
4	16	80
5	32	100
6	64	200
7	128	300
8	256	400

Commune 2, 5

Range: Special

Duration: Special

Extendable: N/A

Description: The caster petitions the Sphere for knowledge of a particular empowered item and its abilities.

This invocation takes 5 minutes to cast, which must be accompanied by a small ceremony. The item being examined must remain with the caster for the duration of the invocation. After 5 minutes have passed the Sphere will have heard the caster's request and will respond in time and the caster will learn something of the objects abilities (Referee's Discretion). This will usually be at the next appropriate time out. This invocation only works on empowered items, mundane and ensorcelled items are not affected.

The Rank 5 version of the Invocation works in the same way but allows the caster to Commune with up to 5 items at the same time. Each item must be in the caster's possession for the duration of the casting.

Commune 6

Range: 20ft

Duration: Special

Extendable: N/A

Description: This invocation allows the caster to commune with an empowered item in the same way as the Rank 2 Commune invocation with the exception that the caster can Commune with one item without touching or examining it provided that the item remains within 20ft of the caster for the duration of the casting time.

This invocation may not be cast at vocal length through the use of the Invoke Sphere invocation.

Commune 7

Range: Touch

Duration: Special

Extendable: N/A

Description: This invocation works in the same way as the Rank 2 Commune Invocation with the exception that it will reveal more information about the item and will function on more unusual or powerful items. For example a Rank 2 Commune Invocation may reveal that a ring contains three charges of Cause Mortal Wounds. Commune 7 on the same item may reveal that it is also a ritual component for a ceremony to control a Greater Spirit of Harm. A Rank 2 Commune may reveal that an item is called "The Hand of Doom" whilst a Rank 7 Commune may reveal what that actually means. Commune 7 only works on Empowered and mundane items; it has no effect upon ensorcelled items. This invocation may not be cast at vocal length through the use of the Invoke Sphere invocation.

Commune 8

Range: Special

Duration: Special

Extendable: N/A

Description: This invocation works in the same way as the Rank 2 Commune Invocation with the exception that it is cast to learn more about a specific individual rather than an item. In order to cast a Commune 8 the caster must either have a personal object belonging to the individual they wish to investigate, part of the target's body (hair, blood, limb etc.) or must remain within 20ft of the target for the duration of

the casting. The caster should focus on what aspect of the individual they wish to evaluate, such as their skill-at-arms or their approximate rank. This invocation does not read minds so a target's thoughts cannot be determined. As with all Commune invocations the information will be imparted to the caster during an appropriate time out, the caster should not ask the target or anyone else for an immediate answer. This invocation may not be cast at vocal length through the use of the Invoke Sphere invocation.

Concealment 6 - 8

Range: Circle, 10 ft Diameter centred on caster

Duration: 1 Encounter

Extendable: Yes

Description: This invocation renders everyone in the area of effect at the time of casting immune to scrying by spiritual or magical forces. Any informational spell or invocation of up to level or rank 8 will not function on the target of a concealment.

Spells such as Identify and invocations like Commune or Detect Good/Evil will simply return "No Answer" when cast on a concealed individual or an item of personal property that was in the area of effect at the time of casting. Skills such as discern nature of wounds or recognise magic are unaffected by a Concealment invocation

Concealment 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one rank 8 Concealment invocation within their body for release upon the utterance of a specific trigger phrase (such as "My we be cloaked from prying eyes!") without the need for the usual ritual or being invoked.

The Concealment 8 is cast as part of the ceremony required to cast the Concealment 9. The High Priest will be out 17 power whilst the Concealment 9 is in effect (9 for the rank 9 and 8 for the stored Concealment). Once the Rank 8 Concealment is released all 17 power may be restored normally.

A character may only have a single Rank 9 Concealment invocation in effect at a time.

Curse 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one rank 8 Greater Curse invocation within their body for release upon the utterance of a specific trigger phrase (such as "By the Evil Sphere I bestow upon you great ill fortune!") without the need for the usual ritual or being invoked.

The Greater Curse 8 is cast as part of the ceremony required to cast the Curse 9. The High Priest will be out 17 power whilst the Curse 9 is in effect (9 for the Curse 9 and 8 for the stored Greater Curse). Once the Rank 8 Greater Curse is released all 17 power may be restored normally.

A character may only have a single Rank 9 Curse invocation in effect at a time.

Eyes of the Master 9, 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation fills the caster with knowledge from the Evil Sphere making their Eyes of the Seers invocations more effective.

At Rank 9 any Eyes of the Seer invocation cast by the High Priest will have a duration of 2 Encounters rather than 1 Encounter.

At Rank 10 any Eyes of the Seer invocation cast by the High Priest will have a duration of a section rather than 1 Encounter. Eyes of the Master remains in effect until released or the caster is slain. It is not necessary to have a rank 9 Eyes of the Master in effect in order to benefit from the rank 10 invocation.

Eyes of the Seer 2, 4, 6, 8

Range: Self Only

Duration: 1 Encounter

Extendable: No

Description: This invocation grants the caster glimpses into the future, alerting him to incoming attacks. This grants the caster additional dexterity armour class as shown below:

Rank	Dexterity Provided
2	+1
4	+2
6	+3
8	+4

The dexterity armour class provided by Eyes of the Seer will stack with any other form of dexterity from any source (including the Neutral Invocation Enhanced Reflexes) as well as any other type of armour class that would normally stack with dexterity (armoured or unarmoured).

Feeblemind 8

Range: Touch

Duration: 5 minutes

Extendable: No

Description: The Evil Sphere enters the target's mind and destroys it from within. The target is reduced to the state of a gibbering vegetable, unable to cast spells or invocations or communicate verbally. A Feebleminded individual may still defend themselves physically and will attack if they feel threatened. Good role-playing is encouraged.

The Good Sphere invocation Unshackle Spirit will cure a Feebleminded individual

Greater Curse 8

Range: 20ft

Duration: 1 Encounter

Extendable: No

Description: This invocation places an aura of malign effect on the victim such that blows from any melee weapon increase in effect by two damage stages. This increase affects

Magical, physical and Power damage, but only if that type of damage is already being done by the weapon. This invocation does not affect armour class of any type. It only affects weapon blows and has no effect upon hands, claws, ranged weapons or spells and invocations such as Lightning Bolt, Cause Wounds or Power Drain.

For example, a person under the influence of a Greater Curse is hit with a mace for "Triple", he takes "Quin". He is then hit with a sword for "Double Magic One" and takes "Quad Magic Three", finally a Ghoul hits him for "Power Four" and he still takes "Power Four" as this is not a weapon.

Note that a weapon doing "Magic 0" or "Power 0" is not considered to be doing Magic or Power damage for purposes of this invocation.

Interrogate 6 - 8

Range: Touch

Duration: 5 minutes

Extendable: No

Description: Using this invocation the caster tortures the victim with visions from the Evil sphere leaving him helpless to resist the caster's questioning. Interrogate may not be cast using an Invoke Sphere and the target must be included as part of the casting ritual for the full duration of the casting time.

At the conclusion of the casting the caster may ask one question at rank 6, two questions at rank 7 or three questions at rank 8 all of which must require a yes or no answer. The target is compelled to answer these questions honestly; they may not refuse to answer.

Mass Curse 8

Range: 20ft long Cone, 90-degree arc to the caster's front

Duration: 5 minutes

Extendable: No

Description: This spell has exactly the same effect as the Rank 4 Evil Invocation Curse with the exception that it affects everyone in a cone 20ft long to the caster's front. The caster should indicate the angle of the cone using his outstretched arms at the end of his casting.

Paranoia 6

Range: 20ft

Duration: 5 minutes

Extendable: No

Description: The target becomes Paranoid and believes that everyone is out to get them. Victims of a Paranoia invocation will treat former allies as mistrusted strangers. He is unlikely to attack them outright but certainly would want to separate himself from them and would reduce their willingness to risk personal injury to assist them in any way.

People that the victim would not trust anyway such as total strangers or aggressive Valley Groups (for example) would be treated with extreme hostility. A Paranoid individual would probably leave under such circumstances but would certainly fight if cornered.

Possession 8

Range: Touch

Duration: 5 minutes

Extendable: No

Description: Through the use of this invocation the caster gains complete control over the target. Any order issued by the caster to the victim will be followed to the letter.

This invocation may not have its casting time reduced by using Invoke Sphere. The casting ritual must be performed in full and with the victim present as part of the ritual in order for Possession to be successful.

Power Drain 6 - 8

Range: Touch

Duration: Instant

Extendable: No

Description: This invocation will give the caster the ability to drain Power with a single touch of his hands. The Power drained is as follows, and the victim also sustains one total life point of damage per point of Power successfully drained:

Rank	Power Drained (Total)	Power Drained (per Hand)
6	32	16
7	64	32
8	128	64

A one-handed touch from a higher Rank invocation drains only the "per hand" Power and exhausts the invocation completely. The victim gains the defence of their Power Armour Class against each hand and the invocation cannot be split between two victims.

The victim cannot fall beneath zero Power, and if the victim reaches zero Power then unconsciousness will result as usual.

Upon completion of their vocals and a successful lunge the caster should call "Power Drain" followed by the amount of power drained rather than the rank of the invocation. Power Drain Rank 8 would therefore be called as "Power Drain 128".

Power Drain Range 3 - 8

Range: 20ft

Duration: Instant

Extendable: No

Description: This invocation drains the power from a target, inflicting 1 point of life damage for each point of power drained. The amount of power drained is shown right:

Rank	Power Drained
3	1
4	2
5	4
6	8
7	16
8	32

The victim gains the defence of their Power Armour Class twice (the same as the Touch version). The caster should call "Power Drain" followed by the amount of power drained rather than the rank of the invocation. So for a Rank 8 Power Drain Range the caster should call "Power Drain 32" to indicate the effect to the target.

Power Steal 6 - 8

Range: Touch

Duration: Special

Extendable: No

Description: This invocation allows the caster to transfer Power from one person of choice (willing or otherwise) at the rate of Power every thirty seconds detailed below. The caster must concentrate for the duration of the transfer and remain in constant physical contact with the target. Once contact or concentration is broken the invocation is ended, but until then any amount of Power can be transferred. The Power so stolen enters the casting character himself.

Rank	Power Stolen per 30 seconds
6	30
7	60
8	90

Power can never be taken over the caster's normal maximum. The caster must concentrate, without moving, for the duration of the casting and be in constant physical contact with the target. Once contact is broken the invocation is ended, but until then any amount of Power can be transferred at the rates shown above. The invocation will only work on forms of life as described within the "Power" section above. This invocation causes one point of damage per point of power taken (due to Power loss) to the donor. The pain is constant, prohibiting spell casting whilst being the victim of a Power Steal.

Power Steal 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: The High Priest calls upon the Power of the Evil Sphere to tear the spiritual essence from his target. Power Steal 9 enables the caster to trigger a Rank 8 Power Steal invocation using a specific command phrase (such as "Your power now be mine"). Power Steal 9 will remain in effect until triggered, released or the caster is slain. No additional power need be expended to cast the Power Steal 8, this ability is granted by the Power Steal 9.

Shroud of Ushaz 7

Range: Self Only

Duration: 1 Encounter

Extendable: No

Description: This invocation bestows upon the caster an embodiment of the Evil Sphere that gives an effective Power Armour Class of 12. This Cloak stacks with both unarmoured and armoured dexterity, but will not stack with any

protection from the Good Sphere. This invocation does not stack with the Rank 4 Evil invocation Cloak of Ushaz. Note that worshippers of different Aspects of the Evil Sphere may choose to name this invocation after their own Aspect rather than Ushaz (Shroud of Morgoth for example).

Shroud of Ushaz 9, 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: At Rank 9 this invocation allows the High Priest to store one rank 7 Shroud of Ushaz invocation within their body for release upon the utterance of a specific trigger phrase (such as "I summon forth Evil's Armour!") without the need for the usual ritual or being invoked.

The Shroud of Ushaz 7 is cast as part of the ceremony required to cast the Shroud of Ushaz 9. The High Priest will be out 16 power whilst the Shroud of Ushaz 9 is in effect (9 for the rank 9 and 7 for the stored Shroud of Ushaz). Once the Rank 7 Shroud is released all 16 power may be restored normally.

At Rank 10 this invocation allows the High Priest to store two rank 7 Shroud of Ushaz invocations within their body for release upon the utterance of a specific trigger phrase (such as "I summon forth Evil's Armour!") without the need for the usual ritual or being invoked. This works in the same way as the rank 9 Shroud of Ushaz but the caster would be out 23 power rather than 16.

A character may only have a single Shroud of Ushaz invocation of rank 9 or 10 in effect at a time.

Susceptibility 7

Range: 20ft

Duration: 5 minutes

Extendable: No

Description: The target becomes less able to resist spells and invocations. For the purposes of spells or invocation that effect targets based on their rank or number of monster hits the target of Susceptibility is considered to have half their usual rank or number of monster hits.

Thus a Monster with 100 hits would normally be immune to the level 5 Black Magic Spell Blindness (which affects monsters with 64 hits or less). If the same monster were the target of Susceptibility he would be treated as having 50 Hits and would therefore be vulnerable to the Level 5 Blindness Spell.

Suspend Invocation 8

Range: 20 ft

Duration: 5 minutes

Extendable: No

Description: One invocation in effect upon the target is suspended, it no longer counts as being in effect and the target will experience none of the benefits or penalties associated with the invocation.

After 5 minutes the Suspend Invocation will end and the target invocation will return as if no time has passed. Any duration that the invocation had remaining is unaffected by the suspension.

This invocation may only be cast to target an invocation with a duration greater than instant. A suspend invocation will only work on invocations of Rank 8 or below. The caster must name the invocation to be suspended at the time of casting by calling "Suspend Invocation" followed by the name of the invocation (Bless, Shroud of Ushaz, etc.).

Terror 5, 6

Range: Touch (5), 20ft (6)

Duration: 5 minutes

Extendable: N/A

Description: This invocation causes the target to become filled with unnatural Terror causing them to flee from the caster for the duration of the invocation. Terror is a Fear effect, differing only in duration, and may be removed or resisted by any ability which would be effective against Fear.

Unhallowed Ground 9

Range: Touch

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest casting it to dedicate an area of ground to his Sphere. The area in question should be marked by a casting mat and ritual components covering an area no smaller than a 6 ft. diameter circle. The components in question should be checked with the player referee, at the start of the adventure, to ensure that they meet the minimum requirements for cosmic casting. Once set up this casting area cannot be disturbed by anyone other than the caster who can only remove it by releasing the invocation. The Unhallowed area allows the High Priest to cast further cosmic invocations within it. This is the only way in which Cosmic invocations can be cast away from the Sect's ceremony areas situated outside of the Towers. In order to cast a cosmic invocation, the High Priest must first invoke within the Unhallowed area (requiring 5 minutes and their normal casting kit) followed by a 15-minute ritual dedicated to the cosmic invocation they are attempting to cast. No time reduction will be made on these castings as excellent casting kit and vocals are required for Cosmic Invocations.

Vision 6

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation puts the caster into a trance similar to a meditation. The trance will last for a minimum of one hour during which time the caster may not perform any action at all, they are effectively unconscious. Damage will awaken someone from a Vision but this can have serious consequences for the caster. It is possible to move someone experiencing a vision (to put them into bed for example) but it must be done carefully.

During the casting of the invocation the caster must concentrate on whatever it is that he wishes to experience a Vision of. This may take the form of a question, a person about whom they wish to learn more or anything else. Should the casters focus be too vague then the vision is likely

to be confusing and not very informative if indeed the vision works at all. Having entered the trance, the caster will experience a myriad of images, sounds and smells sent by the Evil Sphere to educate the caster. These experiences will rarely make any sense and it may take the caster some time to understand their meaning.

The caster should role-play their lack of understanding of the meaning of the vision until such time as the referee explains what information has been gained. In the case of very complicated visions or obtuse information this may take several days and you may not get the answers until your character has had a chance to think carefully on the experience (i.e. you may not get an answer until after the adventure). Vision may not be cast with an Invoke Sphere, a full casting ritual must be performed each time.

Vision may only be cast when actively engaged on a quest (it can only be cast whilst playing on adventures).

Withhold Power 6 - 8

Range: 20 ft

Duration: 5 minutes

Extendable: No

Description: The caster uses the Evil Sphere to partially block a target's access their inner spiritual power.

This invocation causes a certain amount of the victim's power to become unavailable to them for the duration of the invocation. The power withheld in this fashion is not lost and will return once the duration of the invocation expires. The position of the power (talisman, or self) does not affect this invocation, nor is it affected by it, merely the victim's ability to access the power, from which ever location. The amount of power withheld is as follows:

Rank	Power Withheld
6	32
7	64
8	128

It is not possible to withhold an amount of power greater than that to which the victim has access at the time of casting. The victim may never be rendered unconscious through this invocation. Power withheld is still subject to the effects of the Power Drain and Power Steal invocations.

Withhold Power 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one rank 8 Withhold Power invocation within their body for release upon the utterance of a specific trigger phrase (such as "Your Spirit is mine, your essence be damned!") without the need for the usual ritual or being invoked.

The Withhold Power 8 is cast as part of the ceremony required to cast the Withhold Power 9. The High Priest will be out 17 power whilst the Withhold Power 9 is in effect (9 for the rank 9 and 8 for the stored Withhold Power). Once the Rank 8 Withhold Power is released all 17 power may be restored normally.

A character may only have a single Rank 9 Withhold Power invocation in effect at a time.



DRUID

Primary Only	Available to All
Ensnare 7 - 9	Bark Skin 1 - 10
Goodberry 6 - 10	Cure Wounds 2 - 8
Obscurement 1, 3, 5, 7, 9	Entangle 3, 4
Mass Entangle 6	Hierophant's Defence 9, 10
Mass Trip 5	Hierophant's Protection 9, 10
Poison 5 - 8	Neutralise Poison 4, 7
Protection from Poison	Sanctify Grove 9
Regenerate 5	Shillelagh 9
Shillelagh 6 - 9	Trip 1, 2
Speed Heal 4	Warp Shield 6
Totem 6	
Transmute Weapons to Wood 8	
Turn Wood 6 - 8	

Bark Skin 1 - 10

Range: Touch

Duration: 1 Encounter

Extendable: Yes

Description: The recipients skin becomes as hard as wood granting the following physical armour class:

Rank	Physical Armour Class
1	2
2	4
3	6
4	8
5	10
6	12
7	14
8	16
9	18
10	20

The protection afforded by a Bark Skin will stack with armoured dexterity to provide improved protection. It will not combine with the protection of physical armour or Magical Skins, but the recipient will gain the benefit of the higher physical armour class provided by either the physical

armour plus skills, Magical Skins, or the Bark Skin. Bark Skin will render unarmoured dexterity unusable. The recipient gains only the armour class of the Bark Skin, even if your dexterity would have normally provided a higher armour class.

Cure Wounds 2 - 8

Range: Touch

Duration: Instant

Extendable: N/A

Description: The caster calls upon the Neutral Sphere to cure his wounds. Cure Wounds will restore the following amount of lost life up to the targets usual maximum.

Rank	Player Life Restored	Monster Hits Restored
2	10	5
3	15	8
4	20	10
5	30	15
6	100	50
7	150	75
8	200	100

Ensnare 7, 8

Range: Touch (7), 20 ft (8)

Duration: 5 minutes

Extendable: N/A

Description: The caster summons quick growing vines to hold the target fast to the ground. The target may not move their feet and their dexterity is halved whilst they are affected by the Ensnare.

If the target has "Double Strength" then they may pull out of the Ensnare at the rate of five seconds for each foot stuck to the floor. Even if the target's hands, or any other part of their body, are touching the ground only the feet are affected. See the skills descriptions page for further details on Double Strength.

It is not uncommon to see undead creatures pulling out of Ensnare even if they lack double strength; this is because the Undead feel no pain and are willing to leave parts of their bodies behind if required. Ensnare may only be cast on targets outside. It will have no effect within a building of any sort.

Ensnare 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the Hierophant to store one rank 7 Ensnare invocation within their body for release upon the utterance of a specific trigger phrase (such as "Nature I call thee, take him in your grasp!") without the need for the usual ritual or being invoked.

The Ensnare 7 is cast as part of the ceremony required to cast the Ensnare 9. The Hierophant will be out 16 power whilst the Ensnare 9 is in effect (9 for the rank 9 and 7 for the stored Ensnare). Once the Rank 7 Ensnare is released all 16 power may be restored normally.
A character may only have a single Rank 9 Ensnare invocation in effect at a time.

Entangle 3, 4

Range: Touch (3), 20 ft (4)

Duration: 5 minutes

Extendable: No

Description: The caster summons quick growing vines to hold the target fast to the ground. The target may not move their feet and their dexterity is halved whilst they are affected by the Entangle.

If the target has "Strength" then they may pull out of the Entangle at the rate of five seconds for each foot stuck to the floor. Even if the target's hands, or any other part of their body, are touching the ground only the feet are affected. See the skills descriptions page for further details on Strength. It is not uncommon to see undead creatures pulling out of Entangles even if they lack strength; this is because the Undead feel no pain and are willing to leave parts of their bodies behind if required. Entangle may only be cast on targets outside. It will have no effect within a building of any sort.

Goodberry 6 - 8

Range: Touch

Duration: 1 Encounter

Extendable: Yes

Description: The caster encourages the plants around where he casts to sprout berries which, when consumed, will cure injuries. Each berry will cure 50 points of player life damage when consumed. The amount of berries produced varies with the rank of the invocation as shown below:

Rank	Berries Produced
6	1
7	2
8	3

The summoned berries may be consumed at any time within the next encounter. The caster must provide an appropriate physical representation of the berries (such as grapes). The caster may choose to extend the invocation as normal; a Rank 8 Goodberry cast to an effective Rank 6 would produce 1 berry with a duration of a section for example. Goodberry may only be cast outside in an area containing natural foliage such as plants, shrubs and trees (grass alone is not enough). It may never be cast in buildings.

Goodberry 9, 10

Range: Touch

Duration: Special

Extendable: N/A

Description: The caster encourages the plants around where

he casts to sprout a berry which, when consumed, will cure injuries. The berry will cure 150 points of player life damage when consumed.

The summoned berry may be consumed at any time and will remain in effect until the caster releases the invocation or is slain. The caster must provide an appropriate physical representation of the berries (such as grapes).

Goodberry 10 has the same effect as Goodberry 9. You may only have one Cosmic Goodberry of each rank out at a time.

Hierophants Defence 9, 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation fills the caster with the power of the Grove, which fortifies any Barkskin invocations cast by them.

At Rank 9 any Barkskin invocation cast by the Hierophant is increased in duration by a factor of four as if the invocation had been cast down a rank. For example, a Barkskin Rank 8 cast down to a 5 would last for an event, rather than a day, if the caster had a Hierophant's Defence 9 in effect.

At Rank 10 any Barkskin invocation cast by the Hierophant is increased in duration by 1 Duration Step, as if the invocation had been cast down a rank. This increase in duration stacks with that provided by a Hierophant's Defence 9 if the Hierophant has both in effect. For example, a Barkskin Rank 8 cast down to a 6 would last for an event rather than a day if the caster had both a Hierophant's Defence 9 and 10 in effect.

Hierophant's Defence is effectively permanent, it will only cease to be in effect if the caster releases it or dies. The Hierophant would be out 9 Power for a Rank 9 Hierophant's Defence in effect or 19 if he had both the rank 9 and the rank 10 in effect.

Hierophant's Protection 9, 10

Range: Touch

Duration: Special

Extendable: N/A

Description: The Hierophant places the recipient under nature's protection providing them with increased physical resistance.

At Rank 9 Hierophant's Protection provides +1 Physical Armour Class which stacks with all other forms of Physical Armour Class

At Rank 10 Hierophant's Protection provides +2 Physical Armour Class which stacks with all other forms of Physical Armour Class.

A character may only have a single Hierophant's Protection in effect at a time.

Hierophant's Protection is usually named after the caster, so becoming Piskey's Protection or similar. It is effectively permanent unless the caster releases the invocation or is slain. The caster is "out" the power used to cast the Hierophant's Protection until it ceases to be in effect.

Mass Entangle 6

Range: 20 ft long Cone, 90-degrees to the casters front

Duration: 5 minutes

Extendable: No

Description: This spell has the same effect as the Rank 2 Entangle Invocations with the exception that it affects everyone in a cone 20ft long to the caster's front. The caster should indicate the angle of the cone using his outstretched arms at the end of his casting.

Mass Trip 5

Range: 20ft long cone 90-degrees to the caster's front

Duration: Instant

Extendable: No

Description: This spell has exactly the same effect as the Trip Invocation with the exception that it affects everyone in a cone 20ft long to the casters front. The caster should indicate the angle of the cone using his outstretched arms at the end of his casting.

Neutralise Poison 4, 7

Range: Touch

Duration: Rank 4 - 1 Encounter, Rank 7 – 1 Section

Extendable: Yes

Description:

At rank 4 this invocation will allow the recipient to resist 3 poison effects, but not Poison Damage.

At rank 7 this invocation will allow the recipient to resist 9 poison effects, but not Poison Damage.

Obscurement 1, 3, 5, 7

Range: Self Only

Duration: 1 Encounter

Extendable: Yes

Description: The casters summons Nature's protection to blend into the background becoming harder to hit with damaging effects. Obscurement provides additional physical, magical and power armour class as shown on the table below.

Rank	Additional Armour Class
1	+1
3	+2
5	+3
7	+4

The armour class of Obscurement will stack with any other armour class regardless of source; except another Obscurement. Obscurement may only be cast outside in an area containing natural foliage such as plants, shrubs and trees (grass alone is not enough). It may never be cast in buildings.

Obscurement 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the Hierophant to store one rank 7 Obscurement invocation within their body for release upon the utterance of a specific trigger phrase (such

as "Nature I call thee, grant me your protection!") without the need for the usual ritual or being invoked.

The Obscurement 7 is cast as part of the ceremony required to cast the Obscurement 9. The Hierophant will be out 16 power whilst the Obscurement 9 is in effect (9 for the rank 9 and 7 for the stored Obscurement). Once the Rank 7 Obscurement is released all 16 power may be restored normally.

Poison 5 - 8

Range: Touch

Duration: Special

Extendable: No

Description: Caster binds the Neutral Sphere to his hands causing them to secrete toxic venom. The caster needs only to touch his target with both hands (this need not be a deliberate lunge; a handshake will suffice) to cause the venom to enter their system. 1 Encounter after being touched the venom will take effect upon the target.

At Rank 5 the venom will inflict a Cause Mortal Wounds Invocation upon the target. A Rank 4 Neutralise Poison invocation or a Poison Antidote 5 potion will cancel the effects of the poison before the damage is inflicted but will not return life lost as a result of the poison taking effect.

At Rank 6 the venom will put the target to sleep. The induced sleep will last for 4 hours or until the character suffers damage in the same way as a sleep spell. A Neutralise Poison 7 would also wake up a sleeping victim without doing them any damage.

At Rank 7 the venom will paralyse the target. The paralysis will last for 4 hours. The Good Sphere invocations Remove Paralysis or Neutralise Poison 7 will remove this paralysis.

At Rank 8 the venom will "Harm" the victim (as the Rank 6 Touch of Evil invocation). A Neutralise Poison will not return the life lost due to the effects of this poison.

In all cases the Good Sphere Invocation Neutralise Poison 7 cast on the victim after the initial touch but before fifteen minutes have passed will remove this invocation and the victim will not suffer any ill effects. A herbal Poison Antidote Potion Rank 10 taken in the same way would also cancel the effects.

Upon the completion of the casting the caster has one minute to touch a target. The first creature touched within that minute will take the full effect of the invocation and the invocation will be expended.

Protection from Poison 8

Range: Touch

Duration: 1 Encounter

Extendable: No

Description: The target becomes immune to all Poisons and Venoms up to Rank 8, and Poison Damage up to "Poison 8" for the duration of the invocation (note that minimum damage still applies). Note that this invocation does not render the recipient immune to a Ghoul's paralysis.

Regenerate 5

Range: Touch

Duration: 1 Section

Extendable: No

Description: This invocation will cause a severed limb to grow back in a section. It is possible to cast this invocation on a corpse in order to replace destroyed limbs but only if the invocation is cast on the largest portion of the corpse. If only part of a limb has been severed then the time taken to re-grow it may be reduced at the referee's discretion.

Sanctify Grove 9

Range: Touch

Duration: Special

Extendable: N/A

Description: This invocation allows the Hierophant casting it to dedicate an area of ground to his Sphere. The area in question should be marked by a casting mat and ritual components covering an area no smaller than a 6 ft. diameter circle. and must be situated outside preferably surrounded by foliage. The components in question should be checked with the player referee, at the start of the adventure, to ensure that they meet the minimum requirements for cosmic casting. Once set up this casting area cannot be disturbed by anyone other than the caster who can only remove it by releasing the invocation. The Grove area allows the High Priest to cast further cosmic invocations within it. This is the only way in which Cosmic invocations can be cast away from the Sect's ceremony areas situated outside of the Towers. In order to cast a cosmic invocation the Hierophant must first invoke within the Sanctified Grove (requiring 5 minutes and their normal casting kit) followed by a 15-minute ritual dedicated to the cosmic invocation they are attempting to cast. No time reduction will be made on these castings as excellent casting kit and vocals are required for Cosmic Invocations.

Shillelagh 6 - 8

Range: Touch

Duration: 1 Encounter

Extendable: Yes

Description: The caster may empower a blunt weapon so that it inflicts power damage as shown below. Shillelagh may not be cast on a weapon made from any other material than wood nor may it be cast upon an ensorcelled weapon of any kind.

Rank	Power Damage
6	Power 3
7	Power 4
8	Power 5

Shillelagh 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the Hierophant to store one rank 7 Shillelagh invocation within their body for release upon the utterance of a specific trigger phrase (such as

"Nature I call thee, grant me your strength!") without the need for the usual ritual or being invoked.

The Shillelagh 7 is cast as part of the ceremony required to cast the Shillelagh 9. The Hierophant will be out 16 power whilst the Shillelagh 9 is in effect (9 for the rank 9 and 7 for the stored Shillelagh). Once the Rank 7 Shillelagh is released all 16 power may be restored normally.

A character may only have a single Rank 9 Shillelagh invocation in effect at a time.

Speed Heal 4

Range: Touch

Duration: 2 Encounters

Extendable: No

Description: The caster summons the healing spirit of nature to inhabit the caster, augmenting their natural healing ability. A Speed Heal cast immediately following a Regenerate 5 invocation on the same target will reduce the time taken to re-grow the limb to two encounters from a section. A Character with a Speed Heal invocation in effect upon them receives twice the amount of life from the Field Medicine Skill as usual.

Totem 6

Range: Touch

Duration: Special

Extendable: N/A

Description: The caster dedicates himself to a chosen Totem Animal, Plant or other natural phenomena. Before departing on an adventure the caster prepares his Totem at the Druids Grove. Once cast the Druid may release his Totem, through the use of a unique and consistent shout, ("I unleash the strength of the Bear", for example). The Totem will remain stored within the caster indefinitely unless released. A Totem will have a variety of effects depending on what Totem the caster has chosen to dedicate themselves to. The caster is 6 power out for the Totem until it is triggered. Totem may only be cast a Druids Grove and as such it would not be possible to cast Totem on a normal adventure. Some examples of Totems are given below;

Totem	Effect
Cat	Caster Gains +4 Dexterity for 2 encounters
Wolf	Resist Fear five times and the ability to cast the Evil Sphere invocation Fear as a Neutral Sphere invocation for 2 encounters.
Bear	Caster Gains Double Strength as per the skill for 2 encounters.
Hedgehog	Any Bark Skin that the caster has in effect upon themselves provides power armour class equal to its physical armour class for 2 encounters.
Oak	Caster gains 50 points of temporary life for 2 encounters. The caster effectively gains the benefit of the Grey High Magic Spell Endurance 8.

These Totems are merely examples. Druids are encouraged to think of their own Totem and its effects. The examples are included to show what sort of effects would be possible. If

you intend to choose a Totem please send your ideas to admin@heroquest-larp.co.uk for approval; even if it is listed here.

through the use of a Mend Spell but only after 1 Encounter has elapsed from the warping.

Transmute Weapons to Wood 8

Range: 20 ft long cone 90-degrees to the caster's front

Duration: 5 minutes

Extendable: No

Description: All metal weapons in the area of effect count as being wooden for the duration of the invocation. The damage inflicted with the weapons does not change and the invocation will affect ensorcelled or empowered weapons.

Trip 1, 2

Range: Touch (1), 20 ft (2)

Duration: 3 Seconds

Extendable: No

Description: The caster summons vines to grow quickly from ground to catch the feet of his target. The Target must stumble as if they had tripped, good role-playing is compulsory, it takes three seconds for them to regain their balance but they are then free to act normally.

Turn Wood 6 - 8

Range: Self only

Duration: 1 encounter

Extendable: No

Description: Turn Wood protects the caster from all weapon blows, melee and ranged. It provides the following armour classes:

Rank	Physical Armour Class	Power Armour Class
6	20	20
7	25	25
8	30	30

Turn Wood provides protection from the blows of wooden weapons only. It provides no armour class against metal weapons, claws or any sort of attack that does not involve being hit with a weapon

Turn Wood does not provide AC against invocations or spells that are delivered by a weapon; only against the weapon blow itself.

All weapons are assumed to be made of metal unless obviously wooden (brown with wood grain texture usually). Staffs with a small decorative metal band around the top are wooden weapons; maces with wooden handles but a metal head are not.

Warp Shield 6

Range: 20 ft

Duration: Permanent (see below)

Extendable: No

Description: Warp Shield will instantly render useless one shield targeted by the caster. It will work on Empowered or Ensorcelled Shields but this will reduce the duration from Permanent to 1 Encounter. A warped shield may be repaired



GAUNTLET

Primary Only	Available to All
Arm of Might 6 - 9	Balanced Ground 9
Assault of the Valley 9, 10	Cure Wounds 2 - 8
Bonebreak 8	Enhanced Reflexes 6 - 10
Enduring Spirit 5, 6	Fear Pact 9
Power Blows 6 - 8	Halt 6 - 8, 10
Enhanced Reflexes 9, 10	Hammer Hand 6 - 10
Master of Reflexes	Power Hammer 6 - 8
Power Hammer 9 - 10	Power Weapon 6 - 9
Power of the Gauntlet 9, 10	
Spiritual Balance 7 - 9	

Arm of Might 6 - 8

Range: Self Only

Duration: 1 Encounter

Extendable: Yes

Description: This invocation increases the caster's physical damage with melee weapons by a number of ranks as shown below.

Rank	Physical Damage Increase
6	+1
7	+2
8	+3

The maximum damage that may be achieved through the use of this invocation is quartz.

Arm of Might 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one Arm of Might invocation of rank 6 - 8 within their body for release upon the utterance of a specific trigger phrase (such as "Weapon of Power to my hand!") without the need for the usual ritual or being invoked.

The Arm of Might 6 - 8 is cast as part of the ceremony required to cast the Arm of Might 9. The High Priest will be out between 15 and 17 power whilst the Arm of Might 9 is in effect (9 for the Arm of Might 9 and between 6 and 8 for the stored Arm of Might 6 - 8). Once the Rank 6 - 8 Arm of Might is released all power may be restored normally.

A character may only have a single Rank 9 Arm of Might invocation in effect at a time.

Assault of the Valley 9, 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: The High Priest calls upon the Power of the Neutral Sphere to enhance the combat potential of him and his allies.

Assault of the Valley remains in effect (and the power out) until triggered through the use of a specific command phrase (such as "For the Valley!") or until the caster is slain. It provides no benefit until triggered. The triggering of this invocation should take the form of a short inspiring speech or some other role playing to show that the High Priest is encouraging his fellows to greater deeds.

At Rank 9 once triggered Assault of the Valley increase the physical damage of all characters who were within 20 ft. of the caster at the time of triggering by one rank, to a maximum of Nov, for 1 Encounter.

At Rank 10 once triggered Assault of the Valley increase the physical damage of all characters who were within 20 ft. of the caster at the time of triggering by two ranks, to a maximum of Dec.

Once 1 Encounter has passed from the triggering of the invocation the Assault of the Valley ceases to be in effect.

Balanced Ground 9

Range: Touch

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest casting it to dedicate an area of ground to his Sphere. The area in question should be marked by a casting mat and ritual components covering an area no smaller than a 6 ft. diameter circle. The components in question should be checked with the player referee, at the start of the adventure, to ensure that they meet the minimum requirements for cosmic casting. Once set up this casting area cannot be disturbed by anyone other than the caster who can only remove it by releasing the invocation.

The Balanced area allows the High Priest to cast further cosmic invocations within it. This is the only way in which Cosmic invocations can be cast away from the Sect's ceremony areas situated outside of the Towers.

In order to cast a cosmic invocation, the High Priest must first invoke within the Balanced area (requiring 5 minutes and their normal casting kit) followed by a 15-minute ritual dedicated to the cosmic invocation they are attempting to cast. No time reduction will be made on these castings as excellent casting kit and vocals are required for Cosmic Invocations.

Bonebreak 8

Range: Touch

Duration: Instant

Extendable: No

Description: The caster uses the Neutral Sphere to shatter the victim's limb. Having completed his vocals, the caster should strike the limb to be affected with a Double Handed Weapon and shout "Bonebreak" to indicate the effect. The invocation only works on the limbs of a target, the Head and Torso are unaffected by the Bonebreak invocation.

Cure Wounds 2 - 8

Range :- Touch

Duration: Instant

Extendable: N/A

Description: The caster calls upon the Neutral Sphere to cure his wounds. Cure Wounds will restore the following amount of lost life up to the targets usual maximum.

Rank	Player Life Restored	Monster Hits Restored
2	10	5
3	15	8
4	20	10
5	30	15
6	100	50
7	150	75
8	200	100

Enduring Spirit 5, 6

Range: Self Only (5), Touch (6)

Duration: 1 Encounter

Extendable: No

Description: This invocation protects the last point of Power with the recipient's body from being taken from him by outside forces. For example, if the recipient of an Enduring Spirit had eight power within his body and was hit with a Power Drain 16 he would lose seven power rather than all eight as the Enduring Spirit would preserve the last point. This prevents the recipient from being knocked unconscious by any effect that would drain or steal his power but does not protect him from overcasting.

Enhanced Reflexes 6 - 8

Range: Touch (see below)

Duration: 1 Encounter

Extendable: Yes

Description: The caster summons the power of the Neutral Sphere to quicken their reflexes, granting them additional dexterity as shown below:

Rank	Additional Dexterity Granted
6	+3
7	+4
8	+5

This additional dexterity will stack with either armoured or unarmoured dexterity but not with the additional dexterity provided by Enhanced Reflexes potions or other instances of the Enhanced Reflexes invocation.

Enhanced Reflexes 9, 10

Range: Touch (see below)

Duration: 1 Encounter

Extendable: Yes

Description: The caster summons the power of the Neutral Sphere to quicken their reflexes, granting them additional dexterity as shown below:

Rank	Additional Dexterity Granted
9	+6
10	+7

This additional dexterity will stack with either armoured or unarmoured dexterity but not with the additional dexterity provided by Enhanced Reflexes potions or other instances of the Enhanced Reflexes invocation.

Fear Pact 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: The High Priest makes a pact with the Neutral Sphere which allows him to resist up to 10 Fear effects per day.

Fear Pact will remain in effect until released or until the caster is slain.

Halt 6 - 8

Range: 20 ft

Duration: 10 Seconds

Extendable: No

Description: This invocation will immobilise a target for 10 seconds or until damaged. An affected target may not move, speak or perform any other action. Halt affects creatures of various ranks as shown below:

Rank	Player Ranks Affected	Monster Hits Affected
6	64	200
7	128	400
8	256	600

Halt is unusual in that it only requires 1 line of vocals ("Halt I command thee be still") to cast although if the invocation is being cast without the use of an Invoke Sphere invocation then the 15-minute casting time is still required.

Halt 6-8 will affect Greater Undead creatures.

Halt 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation fills the caster with the power of the Neutral Sphere which fortifies any Halt invocations cast by them.

All Halt invocations of ranks 1 - 8 cast by the High Priest have their effective rank doubled, as shown below

Rank	Player Ranks Affected	Monster Hits Affected
1	4	40
2	8	60
3	16	80
4	32	100
5	64	200
6	128	400
7	256	600
8	512	1200

Hammer Hand 6 - 8

Range: Self Only

Duration: 1 Encounter

Extendable: Yes

Description: This invocation increases the damage limit for spells and invocations (such as Arm of Might or Mighty Blows) from Quartz to Sept. The Rank 7 and 8 versions provide no additional benefits but do allow the invocation to be extended.

Hammer Hand 9, 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: The High Priest becomes embodied with the essence of the Neutral Sphere allowing his fighting abilities to be further increased by invocations.

At Rank 9 Hammer Hand allows the character damage to be enhanced by invocations to a maximum damage of Sept rather than Quartz as is usually the case.

At Rank 10 Hammer Hand allows the characters damage to be enhanced by invocations to a maximum damage of Sept rather than Quartz as is usually the case. Should the caster have both a Hammer Hand 10 and a Hammer Hand of rank 6, 7, 8 or 9 in effect at the same time then the maximum damage achievable through the use of invocations is further increased to Oct.

Hammer Hand 9 and 10 will remain in effect until released or until the caster is slain.

Master of Reflexes 9, 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation fills the caster with the power of the Neutral Sphere which fortifies any Enhanced Reflexes invocations cast by them.

At Rank 9 any Enhanced Reflexes invocation cast by the High Priest is increased in duration by one Duration Step as if the

invocation had been cast down a rank. For example, an Enhanced Reflexes Rank 8 cast down to a 5 would last for the Whole Event, rather than 1 Day, if the caster had an Enhanced Reflexes 9 in effect.

At Rank 10 any Enhanced Reflexes invocation cast by the High Priest is increased in duration by 1 Duration Step, as if the invocation had been cast down a rank. This increase in duration stacks with that provided by an Enhanced Reflexes 9 if the High Priest has both in effect. For example, an Enhanced Reflexes Rank 8 cast down to a 6 would last for the Whole Event rather than 1 Day if the caster had both an Enhanced Reflexes 9 and 10 in effect.

Enhanced Reflexes 9 and 10 are effectively permanent and will only cease to be in effect if the caster releases the invocation or dies. The High Priest would be out 9 Power for a Rank 9 Enhanced Reflexes in effect or 19 if he had both the rank 9 and the rank 10 in effect.

Power Blows 6 - 8

Range: Self Only

Duration: 1 Encounter

Extendable: Yes

Description: This invocation increases the caster's power damage with weapons by a number of ranks as shown below.

Rank	Power Damage Increased
6	+1
7	+2
8	+3

The maximum damage that may be achieved through the use of this invocation is Power Six.

Power Hammer 6 - 8

Range: 20 ft

Duration: Instant

Extendable: No

Description: The caster hurls an invisible missile of spiritual force at his target which strikes automatically for the damage shown below.

Rank	Player Life Damage	Monster Hits Inflicted
6	40	40
7	60	60
8	80	80

The damage from a Power Hammer is reduced by Power Armour Class only. Dexterity does not reduce the damage from a Power Hammer.

Power Hammer 9 - 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: The High Priest calls upon the Power of the Neutral Sphere to aid him in smiting his enemies.

Power Hammer 9 remains in effect (and the power out) until triggered through the use of a specific command phrase (such as "I call forth the Power of the Hammer!") or until the caster is slain. It provides no benefit until triggered.

At Rank 9 once triggered the Power Hammer allows the High Priest to cast rank 6 Power Hammer invocations at vocal length, without the need for an Invoke or the usual Ritual. This ability lasts for 1 Encounter at which point the Power Hammer 9 ceases to be in effect.

At Rank 10 once triggered the Power Hammer allows the High Priest to cast rank 7 Power Hammer invocations at vocal length, without the need for an Invoke or the usual Ritual. This ability lasts for 1 Encounter at which point the Power Hammer 10 ceases to be in effect.

Power of the Gauntlet 9, 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: The High Priest calls upon the Power of the Neutral Sphere to enhance the combat potential of him and his allies.

Power of the Gauntlet remains in effect (and the power out) until triggered through the use of a specific command phrase (such as "For the Valley!") or until the caster is slain. It provides no benefit until triggered. The triggering of this invocation should take the form of a short inspiring speech or some other role playing to show that the High Priest is encouraging his fellows to greater deeds.

At Rank 9 once triggered Power of the Gauntlet increase the power damage of all characters who were within 20 ft. of the caster at the time of triggering by one rank, to a maximum of Power 9, for 1 Encounter. This will allow characters not doing Power damage previously to do Power 1.

At Rank 10 once triggered Power of the Gauntlet increase the power damage of all characters who were within 20 ft. of the caster at the time of triggering by two ranks, to a maximum of Power 10. This will allow characters not doing Power damage previously to do Power 2.

Once 1 Encounter have passed from the triggering of the invocation the Power of the Gauntlet ceases to be in effect.

Power Weapon 6 - 8

Range: Touch

Duration: 1 Encounter

Extendable: Yes

Description: One blunt weapon can be empowered to do spiritual damage as shown below;

Rank	Power Damage Inflicted
6	Power 3
Rank	Power Damage Inflicted
7	Power 4
8	Power 5

A weapon with a Power Weapon Rank 1 in effect is considered Empowered for the purposes of spells and invocations that target the weapon, such as the Black Magic

Spell Destroy Weapon. Note that the Lay Rank Power Weapon invocations may be cast on daggers in addition to blunt weapons.

Power Weapon 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one Power Weapon invocation of rank 6 - 8 within their body for release upon the utterance of a specific trigger phrase (such as "Weapon of Power to my hand!") without the need for the usual ritual or being invoked.

The Power Weapon 6 - 8 is cast as part of the ceremony required to cast the Power Weapon 9. The High Priest will be out between 15 and 17 power whilst the Power Weapon 9 is in effect (9 for the Power Weapon 9 and between 6 and 8 for the stored Power Weapon 6 - 8). Once the Rank 6 - 8 Power Weapon is released all power may be restored normally. A character may only have a single Rank 9 Power Weapon invocation in effect at a time.

Spiritual Balance 7, 8

Range: Self Only (7), Touch (8)

Duration: 1 Encounter

Extendable: No

Description: The caster makes a pact with the Neutral Sphere to protect the target from spiritual extremes. The target becomes immune to all Evil and Good Sphere invocations of Rank 5 or below for the duration of the invocation.

Spiritual Balance 9

Range: Self Only

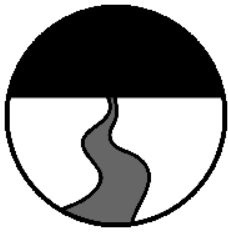
Duration: Special

Extendable: N/A

Description: The High Priest becomes one with the Balance of the Neutral Sphere isolating them from the Good and Evil Spheres.

Once per day whilst the Spiritual Balance 9 is in effect a rank 7 Spiritual Balance cast by the High Priest will be effective against all Good and Evil Sphere invocations up to Rank 8, rather than 5 as would usually be the case.

Spiritual Balance 9 remains in effect until released or the caster is slain.



GREY PATH

Primary Only	Available to All
Attract Evil 6	Balanced Ground 9
Attract Good 6	Control Lesser Undead 5
Control Undead 9	Control Greater Undead 8
Cure Wounds 9	Cure Wounds 2 - 8
Enhanced Reflexes 9, 10	Enhanced Reflexes 6 - 8
Master of Reflexes 9, 10	Halt 6 - 8, 10
Master of the Spheres 9, 10	Power Hammer 6 - 8
Power Hammer 9, 10	Power Meld 6 - 8
Power Meld 9	Power Weapon 6 - 8
Spiritual Balance 7 - 9	Speed Meditation 6
Voice of Command 9	

Attract Evil 6

Range: 20ft

Duration: Instant

Extendable: N/A

Description: The target is compelled to move towards the caster as fast as possible to the exclusion of everything else. It is not possible for another person to physically prevent the target from being attracted regardless of their comparative strengths. The compulsion will last until the target has moved to within two feet of the caster. The invocation only affects individuals with the skill "Connection with Evil Sphere" (regardless of whether or not it is their first, second or third Sphere), or characters who believe themselves to be "evil".

Attract Good 6

Range: 20ft

Duration: Instant

Extendable: N/A

Description: The target is compelled to move towards the caster as fast as possible to the exclusion of everything else. It is not possible for another person to physically prevent the target from being attracted regardless of their comparative strengths. The compulsion will last until the target has moved to within two feet of the caster. The invocation only affects individuals with the skill "Connection with Good Sphere" (regardless of whether or not it is their first, second or third Sphere), or characters who believe themselves to be "good".

Balanced Ground 9

Range: Touch

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest casting it to dedicate an area of ground to his Sphere. The area in question should be marked by a casting mat and ritual

components covering an area no smaller than a 6 ft. diameter circle. The components in question should be checked with the player referee, at the start of the adventure, to ensure that they meet the minimum requirements for cosmic casting. Once set up this casting area cannot be disturbed by anyone other than the caster who can only remove it by releasing the invocation.

The Balanced area allows the High Priest to cast further cosmic invocations within it. This is the only way in which Cosmic invocations can be cast away from the Sect's ceremony areas situated outside of the Towers.

In order to cast a cosmic invocation, the High Priest must first invoke within the Balanced area (requiring 5 minutes and their normal casting kit) followed by a 15-minute ritual dedicated to the cosmic invocation they are attempting to cast. No time reduction will be made on these castings as excellent casting kit and vocals are required for Cosmic Invocations.

Control Greater Undead 8

Range: 20 ft.

Duration: 5 minutes

Extendable: No

Description: This invocation allows the caster to take control of a single Lesser or Greater Undead. The undead will follow commands given to it, however greater undead are more intelligent than lesser and will try to cause havoc if allowed to, via poor wording of commands. Greater undead will not obey a direct order to destroy themselves.

The name of the type of undead to be controlled (as normally revealed by the invocation Discern Undead) must be included in the vocals of this invocation. Only Lesser or Greater Undead with one name may be controlled as a result of this invocation (for example a Greater Ghost). Two name undead (Greater Skeletal Warrior cannot be controlled). Unique Undead are unaffected.

After the duration of the invocation has expired, control reverts to the necromancer responsible for raising the undead, unless another previous control is still running. Control of the Undead goes to the caster who cast the last control invocation still in operation.

Control Lesser Undead 5

Range: 20 ft

Duration: 1 Encounter

Extendable: N/A

Description: This invocation allows the caster to take control of a single lesser undead. The undead will follow commands given to it, but its ability to follow such instructions will depend on its intelligence. Simple undead will follow commands to the letter.

The name of the type of undead to be controlled (as normally revealed by the invocation Discern Undead) must be included in the vocals of this invocation. Only Lesser Undead may be controlled as a result of this invocation, Greater and Unique Undead are unaffected.

After the duration of the invocation has expired, control reverts to the necromancer responsible for raising the undead, unless another previous control is still running.

Control of the Undead goes to the caster who cast the last control invocation still in operation.

Control Undead 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one rank 8 Control Greater Undead invocation within their body for release upon the utterance of a specific trigger phrase (such as "Creature of Unlife you are mine to command") without the need for the usual ritual or being invoked.

The Control Greater Undead 8 is cast as part of the ceremony required to cast the Control Undead 9. The High Priest will be out 17 power whilst the Control Undead 9 is in effect (9 for the Rank 9 and 8 for the stored Control Greater Undead). Once the Rank 8 Control Greater Undead is released all 17 power may be restored normally.

A character may only have a single Rank 9 Control Undead invocation in effect at a time.

Cure Wounds 2 - 8

Range: Touch

Duration: Instant

Extendable: N/A

Description: The caster calls upon the Neutral Sphere to cure his wounds. Cure Wounds will restore the following amount of lost life up to the targets usual maximum.

Rank	Player Life Restored	Monster Hits Restored
2	10	5
3	15	8
4	20	10
5	30	15
6	100	50
7	150	75
8	200	100

Cure Wounds 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one rank 8 Cure Wounds invocation within their body for release upon the utterance of a specific trigger phrase (such as "Neutral Sphere I call thee, let your Power show!") without the need for the usual ritual or being invoked.

The Cure Wounds 8 is cast as part of the ceremony required to cast the Cure Wounds 9. The High Priest will be out 17 power whilst the Cure Wounds 9 is in effect (9 for the Cure Wounds 9 and 8 for the stored Cure Wounds 8). Once the Rank 8 Cure Wounds is released all 17 power may be restored normally.

A character may only have a single Rank 9 Cure Wounds invocation in effect at a time.

Enhanced Reflexes 6 - 8

Range: Touch (see below)

Duration: 1 Encounter

Extendable: Yes

Description: The caster summons the power of the Neutral Sphere to quicken their reflexes, granting them additional dexterity as shown below:

Rank	Additional Dexterity Granted
6	+3
7	+4
8	+5

This additional dexterity will stack with either armoured or unarmoured dexterity but not with the additional dexterity provided by Enhanced Reflexes potions or other instances of the Enhanced Reflexes invocation.

Enhanced Reflexes 9, 10

Range: Touch (see below)

Duration: 1 Encounter

Extendable: Yes

Description: The caster summons the power of the Neutral Sphere to quicken their reflexes, granting them additional dexterity as shown below:

Rank	Additional Dexterity Granted
9	+6
10	+7

This additional dexterity will stack with either armoured or unarmoured dexterity but not with the additional dexterity provided by Enhanced Reflexes potions or other instances of the Enhanced Reflexes invocation.

Halt 6 - 8

Range: 20 ft

Duration: 10 Seconds

Extendable: No

Description: This invocation will immobilise a target for 10 seconds or until damaged. An affected target may not move, speak or perform any other action. Halt affects creatures of various ranks as shown below:

Rank	Player Ranks Affected	Monster Hits Affected
6	64	200
7	128	400
8	256	600

Halt is unusual in that it only requires 1 line of vocals ("Halt I command thee be still") to cast although if the invocation is being cast without the use of an Invoke Sphere invocation then the 15-minute casting time is still required.

Halt 6-8 will affect Greater Undead creatures.

Halt 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation fills the caster with the power of the Neutral Sphere which fortifies any Halt invocations cast by them.

All Halt invocations of ranks 1 - 8 cast by the High Priest have their effective rank doubled, as shown below

Rank	Player Ranks Affected	Monster Hits Affected
1	4	40
2	8	60
3	16	80
4	32	100
5	64	200
6	128	400
7	256	600
8	512	1200

Master of Reflexes 9, 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation fills the caster with the power of the Neutral Sphere which fortifies any Enhanced Reflexes invocations cast by them.

At Rank 9 any Enhanced Reflexes invocation cast by the High Priest is increased in duration by one Duration Step as if the invocation had been cast down a rank. For example, an Enhanced Reflexes Rank 8 cast down to a 5 would last for the Whole Event, rather than 1 Day, if the caster had an Enhanced Reflexes 9 in effect.

At Rank 10 any Enhanced Reflexes invocation cast by the High Priest is increased in duration by 1 Duration Step, as if the invocation had been cast down a rank. This increase in duration stacks with that provided by an Enhanced Reflexes 9 if the High Priest has both in effect. For example, an Enhanced Reflexes Rank 8 cast down to a 6 would last for the Whole Event rather than 1 Day if the caster had both an Enhanced Reflexes 9 and 10 in effect.

Enhanced Reflexes 9 and 10 are effectively permanent and will only cease to be in effect if the caster releases the invocation or dies. The High Priest would be out 9 Power for a Rank 9 Enhanced Reflexes in effect or 19 if he had both the rank 9 and the rank 10 in effect.

Master of the Spheres 9, 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: The High Priest calls upon the Power of the Neutral Sphere to emulate invocations from the Good or Evil Spheres.

Master of the Spheres remains in effect (and the power out) until triggered through the use of a specific command phrase (such as "In Balance shall I prove Strength!") or until the caster is slain. It provides no benefit until triggered.

At Rank 9 once triggered the Master of the Spheres allows the High Priest to cast all of the Common Lay invocations of the Good or Evil Sphere (chosen at the time of triggering) as Neutral Sphere invocations. This effect lasts for 1 Encounter at which point the Master of Spheres ceases to be in effect.

At Rank 10 once triggered the Master of the Spheres allows the High Priest to cast all of the common lay invocations of the Good or Evil Sphere (chosen at the time of triggering) as Neutral Sphere invocations. Furthermore, if invoked in the Neutral Sphere the character may cast any one Ritual rank invocation from the Dark Path or White Path invocation lists as a Neutral Invocation. The casting of this Ritual invocation requires vocals as usual and uses up the Invoke Sphere. This effect lasts for 1 Encounter at which point the Master of Spheres ceases to be in effect.

Power Hammer 6 - 8

Range: 20 ft

Duration: Instant

Extendable: No

Description: The caster hurls an invisible missile of spiritual force at his target which strikes automatically for the damage shown below.

Rank	Player Life Damage	Monster Hits Inflicted
6	40	40
7	60	60
8	80	80

The damage from a Power Hammer is reduced by Power Armour Class only. Dexterity does not reduce the damage from a Power Hammer.

Power Hammer 9 - 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: The High Priest calls upon the Power of the Neutral Sphere to aid him in smiting his enemies.

Power Hammer 9 remains in effect (and the power out) until triggered through the use of a specific command phrase (such as "I call forth the Power of the Hammer!") or until the caster is slain. It provides no benefit until triggered.

At Rank 9 once triggered the Power Hammer allows the High Priest to cast rank 6 Power Hammer invocations at vocal length, without the need for an Invoke or the usual Ritual.

This ability lasts for 1 Encounter at which point the Power Hammer 9 ceases to be in effect.

At Rank 10 once triggered the Power Hammer allows the High Priest to cast rank 7 Power Hammer invocations at vocal length, without the need for an Invoke or the usual Ritual. This ability lasts for 1 Encounter at which point the Power Hammer 10 ceases to be in effect.

Power Meld 6 - 8

Range: Touch

Duration: Instant

Extendable: N/A

Description: The caster may instantly take power from a willing target up to the caster's usual maximum limit. The maximum amount of Power taken depends on the rank at which the Power Meld is cast as shown below:

Rank	Maximum Power Taken
6	50
7	100
8	150

Power Meld 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: Whilst this invocation is in effect the High Priest may meld Power (as per the Power Meld 1 - 8 invocation) instantly from any willing being. He need only touch his target with both hands and the desired amount of power is transferred.

Power Meld 9 remains in effect until released or the caster is slain.

Power Weapon 6 - 8

Range: Touch

Duration: 1 Encounter

Extendable: Yes

Description: One blunt weapon can be empowered to do spiritual damage as shown below;

Rank	Power Damage Inflicted
6	Power 3
7	Power 4
8	Power 5

Note that the rank 1 Power Weapon inflicts no Power Damage. A weapon with a Power Weapon Rank 1 in effect is considered Empowered for the purposes of spells and invocations that target the weapon, such as the Black Magic Spell Destroy Weapon. Note that the Lay Rank Power Weapon invocations may be cast on daggers in addition to blunt weapons.

Speed Meditation 6

Range: Self Only

Duration: Instant

Extendable: N/A

Description: This invocation may not be cast at vocal length through the use of the Invoke Sphere invocation.

At the completion of the casting of a Speed Meditation the caster recovers all of his Power to his usual maximum as if he had Meditated normally. This counts as the character's use of the Meditate skill for that day.

Spiritual Balance 7, 8

Range: Self Only (7), Touch (8)

Duration: 1 Encounter

Extendable: No

Description: The caster makes a pact with the Neutral Sphere to protect the target from spiritual extremes. The target becomes immune to all Evil and Good Sphere invocations of Rank 5 or below for the duration of the invocation.

Spiritual Balance 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: The High Priest becomes one with the Balance of the Neutral Sphere isolating them from the Good and Evil Spheres.

Once per day whilst the Spiritual Balance 9 is in effect a rank 7 Spiritual Balance cast by the High Priest will be effective against all Good and Evil Sphere invocations up to Rank 8, rather than 5 as would usually be the case.

Spiritual Balance 9 remains in effect until released or the caster is slain.

Voice of Command 9

Range: Self Only

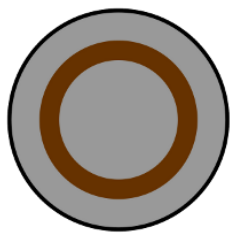
Duration: Special

Extendable: N/A

Description: The High Priest speaks with such authority that he cause almost anyone to stop in their tracks.

Voice of Command remains in effect (and the power out) until triggered through the use of a specific command phrase (such as "Hear my words and know the power of the Balance!") or until the caster is slain. It provides no benefit until triggered.

At Rank 9 once triggered the Voice of Command allows the High Priest to cast rank 6 Halt invocations at vocal length, without the need for an Invoke or the usual Ritual. This ability lasts for 1 Encounter at which point the Voice of Command 9 ceases to be in effect.



WARDENS

Primary Only	Available to All
Commune 8	Balanced Ground 9
Control Undead 9	Commune 2, 5 - 7
Cure Wounds 9	Control Greater Undead 8
Enhanced Reflexes 9, 10	Control Lesser Undead 5
Guardian Spirit 9, 10	Cure Wounds 2 - 8
Instant Meditation 9, 10	Enhanced Reflexes 6 - 8
Master of Reflexes 9, 10	Guardian Spirit 6-8
Spiritual Balance 7-9	Halt 6 - 8, 10
Traverse Ward 7, 8	Instant Meditation 7, 8
Voice of Command 9	Speed Meditation 6
Ward 1 -8	
Wardens Defence 9, 10	

Balanced Ground 9

Range: Touch

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest casting it to dedicate an area of ground to his Sphere. The area in question should be marked by a casting mat and ritual components covering an area no smaller than a 6 ft. diameter circle. The components in question should be checked with the player referee, at the start of the adventure, to ensure that they meet the minimum requirements for cosmic casting. Once set up this casting area cannot be disturbed by anyone other than the caster who can only remove it by releasing the invocation. The Balanced area allows the High Priest to cast further cosmic invocations within it. This is the only way in which Cosmic invocations can be cast away from the Sect's ceremony areas situated outside of the Towers. In order to cast a cosmic invocation, the High Priest must first invoke within the Balanced area (requiring 5 minutes and their normal casting kit) followed by a 15-minute ritual dedicated to the cosmic invocation they are attempting to cast. No time reduction will be made on these castings as excellent casting kit and vocals are required for Cosmic Invocations.

Commune 2, 5

Range: Special

Duration: Special

Extendable: N/A

Description: The caster petitions the Sphere for knowledge of a particular empowered item and its abilities. This invocation takes 5 minutes to cast, which must be accompanied by a small ceremony. The item being examined must remain with the caster for the duration of the invocation. After 5 minutes have passed the Sphere will have heard the caster's request and will respond in time and the

caster will learn something of the objects abilities (Referee's Discretion). This will usually be at the next appropriate time out. This invocation only works on empowered items, mundane and ensorcelled items are not affected. The Rank 5 version of the Invocation works in the same way but allows the caster to Commune with up to 5 items at the same time. Each item must be in the caster's possession for the duration of the casting.

Commune 6

Range: 20ft

Duration: Special

Extendable: N/A

Description: This invocation allows the caster to commune with an empowered item in the same way as the Rank 2 Commune invocation with the exception that the caster can Commune with one item without touching or examining it provided that the item remains within 20ft of the caster for the duration of the casting time.

This invocation may not be cast at vocal length through the use of the Invoke Sphere invocation.

Commune 7

Range: Touch

Duration: Special

Extendable: N/A

Description: This invocation works in the same way as the Rank 2 Commune Invocation with the exception that it will reveal more information about the item and will function on more unusual or powerful items. For example a Rank 2 Commune Invocation may reveal that a ring contains three charges of Cause Mortal Wounds. Commune 7 on the same item may reveal that it is also a ritual component for a ceremony to control a Greater Spirit of Harm. A Rank 2 Commune may reveal that an item is called "The Hand of Doom" whilst a Rank 7 Commune may reveal what that actually means. Commune 7 only works on Empowered and mundane items; it has no effect upon ensorcelled items. This invocation may not be cast at vocal length through the use of the Invoke Sphere invocation.

Commune 8

Range: Special

Duration: Special

Extendable: N/A

Description: This invocation works in the same way as the Rank 2 Commune Invocation with the exception that it is cast to learn more about a specific individual rather than an item. In order to cast a Commune 8, the caster must either have a personal object belonging to the individual they wish to investigate, part of the target's body (hair, blood, limb etc.) or must remain within 20ft of the target for the duration of the casting. The caster should focus on what aspect of the individual they wish to evaluate, such as their skill-at-arms or their approximate rank. This invocation does not read minds so a target's thoughts cannot be determined. As with all Commune invocations the information will be imparted to the caster during an appropriate time out, the caster should not ask the target or anyone else for an immediate answer.

This invocation may not be cast at vocal length through the use of the Invoke Sphere invocation.

Control Greater Undead 8

Range: 20 ft.

Duration: 5 minutes

Extendable: No

Description: This invocation allows the caster to take control of a single Lesser or Greater Undead. The undead will follow commands given to it, however greater undead are more intelligent than lesser and will try to cause havoc if allowed to, via poor wording of commands. Greater undead will not obey a direct order to destroy themselves.

The name of the type of undead to be controlled (as normally revealed by the invocation Discern Undead) must be included in the vocals of this invocation. Only Lesser or Greater Undead with one name may be controlled as a result of this invocation (for example a Greater Ghast). Two name undead (Greater Skeletal Warrior cannot be controlled). Unique Undead are unaffected.

After the duration of the invocation has expired, control reverts to the necromancer responsible for raising the undead, unless another previous control is still running. Control of the Undead goes to the caster who cast the last control invocation still in operation.

Control Lesser Undead 5

Range: 20 ft

Duration: 1 Encounter

Extendable: N/A

Description: This invocation allows the caster to take control of a single lesser undead. The undead will follow commands given to it, but its ability to follow such instructions will depend on its intelligence. Simple undead will follow commands to the letter.

The name of the type of undead to be controlled (as normally revealed by the invocation Discern Undead) must be included in the vocals of this invocation. Only Lesser Undead may be controlled as a result of this invocation, Greater and Unique Undead are unaffected.

After the duration of the invocation has expired, control reverts to the necromancer responsible for raising the undead, unless another previous control is still running. Control of the Undead goes to the caster who cast the last control invocation still in operation.

Control Undead 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one rank 8 Control Greater Undead invocation within their body for release upon the utterance of a specific trigger phrase (such as "Creature of Unlife you are mine to command") without the need for the usual ritual or being invoked.

The Control Greater Undead 8 is cast as part of the ceremony required to cast the Control Undead 9. The High Priest will be out 17 power whilst the Control Undead 9 is in effect (9 for the Rank 9 and 8 for the stored Control Greater Undead).

Once the Rank 8 Control Greater Undead is released all 17 power may be restored normally.

A character may only have a single Rank 9 Control Undead invocation in effect at a time.

Cure Wounds 2 - 8

Range: Touch

Duration: Instant

Extendable: N/A

Description: The caster calls upon the Neutral Sphere to cure his wounds. Cure Wounds will restore the following amount of lost life up to the targets usual maximum.

Rank	Player Life Restored	Monster Hits Restored
2	10	5
3	15	8
4	20	10
5	30	15
6	100	50
7	150	75
8	200	100

Cure Wounds 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one rank 8 Cure Wounds invocation within their body for release upon the utterance of a specific trigger phrase (such as "Neutral Sphere I call thee, let your Power show!") without the need for the usual ritual or being invoked.

The Cure Wounds 8 is cast as part of the ceremony required to cast the Cure Wounds 9. The High Priest will be out 17 power whilst the Cure Wounds 9 is in effect (9 for the Cure Wounds 9 and 8 for the stored Cure Wounds 8). Once the Rank 8 Cure Wounds is released all 17 power may be restored normally.

A character may only have a single Rank 9 Cure Wounds invocation in effect at a time.

Enhanced Reflexes 6 - 8

Range: Touch (see below)

Duration: 1 Encounter

Extendable: Yes

Description: The caster summons the power of the Neutral Sphere to quicken their reflexes, granting them additional dexterity as shown below:

Rank	Additional Dexterity Granted
6	+3
7	+4
8	+5

This additional dexterity will stack with either armoured or unarmoured dexterity but not with the additional dexterity provided by Enhanced Reflexes potions or other instances of the Enhanced Reflexes invocation.

Enhanced Reflexes 9, 10

Range: Touch (see below)

Duration: 1 Encounter

Extendable: Yes

Description: The caster summons the power of the Neutral Sphere to quicken their reflexes, granting them additional dexterity as shown below:

Rank	Additional Dexterity Granted
9	+6
10	+7

This additional dexterity will stack with either armoured or unarmoured dexterity but not with the additional dexterity provided by Enhanced Reflexes potions or other instances of the Enhanced Reflexes invocation.

Guardian Spirit 6-8

Range: Touch

Duration: Varies, see below

Extendable: Yes

Description: Through the use of this invocation the caster summons a protective spirit over the recipient. If the recipient is injured to the point of death (below 0 life) then the spirit will preserve their life. This will put the character into the same state as though they had just been tended after they were dying.

A Character may only gain the benefit from the Guardian Spirit invocation (of any rank) once per sleep period. A second instance of the Guardian Spirit invocation cast on a target in the same day will fail to take effect. A Guardian Spirit whose duration expires without being triggered does not count towards this limit.

The Guardian Spirit provided by the nation is triggered before any additional Guardian Spirits.

At Rank 6 this invocation will last for 1 encounter

At Rank 7 this invocation will last for 2 encounters

At Rank 8 this invocation will last for 1 section.

A Caster may only be out one Guardian Spirit invocation of Rank 6-8. (Not one of each)

This Invocation may not be written on a scroll

Guardian Spirit 9, 10

Range: Touch

Duration: Special

Extendable: N/A

Description: Through the use of this invocation the caster summons a protective spirit over the recipient. If the recipient is injured to the point of death (below 0 life) then the spirit will preserve their life. This will put the character into the same state as though they had just been tended after they were dying.

Guardian Spirit 9 and 10 are effectively permanent until triggered or until the caster is slain.

A Character may only gain the benefit from the Guardian Spirit invocation (of any rank) once per sleep period. A second instance of the Guardian Spirit invocation cast on a target in the same day will fail to take effect. A Guardian Spirit whose duration expires without being triggered does not count towards this limit.

A Caster may only be out one Guardian Spirit of each rank 9 and 10.

This Invocation may not be written on a scroll

Halt 6 - 8

Range: 20 ft

Duration: 10 Seconds

Extendable: No

Description: This invocation will immobilise a target for 10 seconds or until damaged. An affected target may not move, speak or perform any other action. Halt affects creatures of various ranks as shown below:

Rank	Player Ranks Affected	Monster Hits Affected
6	64	200
7	128	400
8	256	600

Halt is unusual in that it only requires 1 line of vocals ("Halt I command thee be still") to cast although if the invocation is being cast without the use of an Invoke Sphere invocation then the 15-minute casting time is still required.

Halt 6-8 will affect Greater Undead creatures.

Halt 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation fills the caster with the power of the Neutral Sphere which fortifies any Halt invocations cast by them.

All Halt invocations of ranks 1 - 8 cast by the High Priest have their effective rank doubled, as shown below

Rank	Player Ranks Affected	Monster Hits Affected
1	4	20
2	8	40
3	16	80
4	32	100
5	64	200
6	128	400
7	256	600

8	512	800
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Instant Meditation 7, 8

Range: Self Only (7), Touch (8)

Duration: Instant

Extendable: N/A

Description: Pre-requisite - Speed Meditation 6. At the completion of the casting of an Instant Meditation the caster recovers all of his Power to his usual maximum as if he had meditated normally. This counts as the character's use of the Meditate skill for that day. This invocation may be cast at Vocal Length using the Invoke Sphere invocation.

Instant Meditation 9, 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: At Rank 9 this invocation allows the High Priest to store one rank 7 Instant Meditation invocation within their body for release upon the utterance of a specific trigger phrase (such as "Spirits of the Neutral Sphere fill this man!") without the need for the usual ritual or being invoked.

The Instant Meditation is cast as part of the ceremony required to cast the Instant Meditation 9. The High Priest will be out 16 power whilst the Instant Meditation 9 is in effect (9 for the rank 9 and 7 for the stored Instant Meditation). Once the Rank 7 Instant meditation is released all 16 power may be restored normally.

At Rank 10 this invocation allows the High Priest to store one rank 8 Instant Meditation invocation within their body for release upon the utterance of a specific trigger phrase (such as "Spirits of the Neutral Sphere fill this man!") without the need for the usual ritual or being invoked. The Instant Meditation is cast as part of the ceremony required to cast the Instant Meditation 10. The High Priest will be out 18 power whilst the Instant Meditation 10 is in effect (10 for the rank 10 and 8 for the stored Instant Meditation). Once the Rank 8 Instant meditation is released all 18 power may be restored normally.

A character may only have a single Rank 9 Instant Meditation and a single Rank 10 Instant Meditation invocation in effect at a time, although you may have one of each Rank 9 and 10.

Master of Reflexes 9, 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation fills the caster with the power of the Neutral Sphere which fortifies any Enhanced Reflexes invocations cast by them.

At Rank 9 any Enhanced Reflexes invocation cast by the High Priest is increased in duration by one Duration Step as if the invocation had been cast down a rank. For example, an Enhanced Reflexes Rank 8 cast down to a 5 would last for the Whole Event, rather than 1 Day, if the caster had an Enhanced Reflexes 9 in effect.

At Rank 10 any Enhanced Reflexes invocation cast by the High Priest is increased in duration by 1 Duration Step, as if

the invocation had been cast down a rank. This increase in duration stacks with that provided by an Enhanced Reflexes 9 if the High Priest has both in effect. For example, an Enhanced Reflexes Rank 8 cast down to a 6 would last for the Whole Event rather than 1 Day if the caster had both an Enhanced Reflexes 9 and 10 in effect.

Enhanced Reflexes 9 and 10 are effectively permanent and will only cease to be in effect if the caster releases the invocation or dies. The High Priest would be out 9 Power for a Rank 9 Enhanced Reflexes in effect or 19 if he had both the rank 9 and the rank 10 in effect.

Speed Meditation 6

Range: Self Only

Duration: Instant

Extendable: N/A

Description: This invocation may not be cast at vocal length through the use of the Invoke Sphere invocation.

At the completion of the casting of a Speed Meditation the caster recovers all of his Power to his usual maximum as if he had Meditated normally. This counts as the character's use of the Meditate skill for that day.

Spiritual Balance 7, 8

Range: Self Only (7), Touch (8)

Duration: 1 Encounter

Extendable: No

Description: The caster makes a pact with the Neutral Sphere to protect the target from spiritual extremes. The target becomes immune to all Evil and Good Sphere invocations of Rank 5 or below for the duration of the invocation.

Spiritual Balance 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: The High Priest becomes one with the Balance of the Neutral Sphere isolating them from the Good and Evil Spheres.

Once per day whilst the Spiritual Balance 9 is in effect a rank 7 Spiritual Balance cast by the High Priest will be effective against all Good and Evil Sphere invocations up to Rank 8, rather than 5 as would usually be the case.

Spiritual Balance 9 remains in effect until released or the caster is slain.

Traverse Ward 7

Range: Self Only

Duration: 1 encounter

Extendable: N/A

Description: The High Priest becomes able to pass through any Power Ward.

Traverse Ward 8

Range: Caster plus one other willing touched individual

Duration: 1 encounter

Extendable: N/A

Description: The High Priest and 1 other companion become

able to pass through any Power Ward. The caster must accompany the other individual.

Voice of Command 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: The High Priest speaks with such authority that he cause almost anyone to stop in their tracks. Voice of Command remains in effect (and the power out) until triggered through the use of a specific command phrase (such as "Hear my words and know the power of the Balance!") or until the caster is slain. It provides no benefit until triggered.

At Rank 9 once triggered the Voice of Command allows the High Priest to cast rank 6 Halt invocations at vocal length, without the need for an Invoke or the usual Ritual. This ability lasts for 1 Encounter at which point the Voice of Command 9 ceases to be in effect.

Ward 1 - 8

Range: 20ft

Duration: 1 encounter

Extendable: Yes

Description: This invocation creates a spiritual ward up to 20 ft in length that will last for the duration stated. If cast down in order to extend the duration the effective rank of the ward is also lowered (for example a Rank 8 ward cast down to a Rank 6 ward for a section is only effective at Rank 6). The ward must be clear and obviously marked upon the ground (by using flour or a piece of rope) in order to work. The ward is usually used to cover obvious entrances or can be placed in a small circle to protect those within the circle. Those players / monsters under the rank of the ward (see table below) are unable to cross the ward from either direction (this includes any weapons that they may be wielding - including thrown/missile weapons and applies to the caster). Any Spells and Invocations of the same level or below of the ward are also unable to penetrate the ward; those spells/invocations above the rank of the ward are unaffected. This includes those spells/invocations cast by people from within the ward.

Rank	Player Ranks Affected	Monster Hits Affected
1	2	20
2	4	40
3	8	60
4	16	80
5	32	100
6	64	200
7	128	300
8	256	400

Lesser Undead are unable to enter a ward that is effective Rank 5 or above. Greater Undead are unable to enter a ward that is effective Rank 8. Unique Undead and Elementals are unaffected and may traverse the ward freely. It should be noted that the protections of a Waystation prevent the casting of wards over its entrances; any attempts to cast wards near entrances to Waystations will cause the invocation to fail.

Wardens Defence 9, 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation fills the caster with the power of the Neutral Sphere which fortifies any Ward invocations cast by them.

At Rank 9 any Ward invocation cast by the High Priest is increased in duration by 1 Duration Step, as if the invocation had been cast down a rank. For example, a Ward Rank 8 cast down to a 7 would last for a section, rather than two encounters, if the caster had a Wardens Defence 9 in effect. At Rank 10 any Ward invocation cast by the High Priest is increased in duration by 1 Duration Step, as if the invocation had been cast down a rank. This increase in duration stacks with that provided by a Ward Extension 9 if the High Priest has both in effect. For example, a Ward Rank 8 would last for a section rather than an encounter if the caster had both a Wardens Defence 9 and 10 in effect.

Wardens Defence is effectively permanent, it will only cease to be in effect if the caster releases it or dies. The High Priest would be out 9 Power for a Rank 9 Wardens Defence in effect or 19 if he had both the rank 9 and the rank 10 in effect.



HOSPITALLER

Primary Only	Available to All
Aura of Serenity 7	Courage 3, 5
Befriend 1 - 8	Cure Blindness 4
Cure Mortal Wounds 6, 9-10	Cure Disease 7
Cure Disease 9	Hallowed Ground 9
Field Surgery 9	Heal 6
Heal 10	Heal 9
Healing Hands 9	Neutralise Poison 4, 7
Invoke Sphere 8	Regenerate 7
Martyr's Touch 5, 8, 9	Unshackle Spirit 6
Mass Cure Wounds 6 - 10	Remove Paralysis 4
Mass Heal 9	
Protection from Bleeding 3	
Unshackle Spirit 9	

Aura of Serenity 7

Range: Special

Duration: 5 minutes or until caster moves away

Extendable: N/A

Description: The caster calls upon the power of the Good Sphere to create a small aura surrounding their own body, that can be extended to envelop a single other willing individual. No damage may be inflicted to, or by, the individuals within the Aura. Whilst the Aura is in effect the caster and the chosen individual are unable to move (or be moved via a spell or invocation) away from where the invocation was cast. The recipient of an Aura of Serenity may not cast spells or invocations nor may they trigger items which would affect those outside of the Aura, attempting to do so will end the Aura of Serenity.

Befriend 1 - 8

Range: 20 ft

Duration: 1 Encounter

Extendable: Yes

Description: This invocation creates a bond between the caster and the target such that they both believe themselves to be the firmest of friends who would wish no harm to come to each other. Neither is aware of the presence of an invocation at work and cannot be convinced of it, but once the invocation ends both parties will be aware that some effect has constrained their actions.

The bond only extends to the two involved and does not affect their view of any other person or creature in the vicinity, nor does it give either influence over the other apart from the trust between close comrades and friends. Befriend only affects living, humanoid creatures at the ranks shown below;

Rank	Player Ranks Affected	Monster Hits Affected
1	2	20
2	4	40
3	8	60
4	16	80
5	32	100
6	64	200
7	128	300
8	256	400

Courage 3, 5

Range: 20 ft. (3), Circle, 10 ft radius, centred on caster (5)

Duration: Instant

Extendable: No

Description: This invocation will remove all Fear effects (such as a Fear invocation or from a wolf's howl) from the target(s). At rank 5 the caster should call "Mass Courage" when releasing the invocation to indicate that it has an area of effect.

Cure Blindness 4

Range: Touch

Duration: Instant

Extendable: N/A

Description: This invocation will remove most forms of Blindness from the target (not Poison Blindness).

Cure Disease 7

Range: Touch

Duration: Instant

Extendable: N/A

Description: At rank 7 this invocation is called Cure Fatal Disease. It will remove all Rank 7 Fatal Diseases from the target and cure any other disease up to rank 8.

Cure Disease 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one rank 7 Cure Disease invocation within their body for release upon the utterance of a specific trigger phrase (such as "May purity purge this disease") without the need for the usual ritual or being invoked.

The Cure Disease 7 is cast as part of the ceremony required to cast the Cure Disease 9. The High Priest will be out 16 power whilst the Cure Disease 9 is in effect (9 for the Cure Disease 9 and 7 for the stored Cure Disease 7). Once the Rank 7 Cure disease is released all 16 power may be restored normally.

A character may only have a single Rank 9 Cure Disease invocation in effect at a time.

Cure Mortal Wounds 6

Range: 20 ft

Duration: Instant

Extendable: N/A

Description: This invocation works in exactly the same way as the Rank 5 invocation Cure Mortal Wounds but at a range of 20ft.

Cure Mortal Wounds 9, 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store a number of Cure Mortal 5 invocations within their body for release upon the utterance of a specific trigger phrase (such as "Healing to my hand!") without the need for the usual vocals.

At rank 9 the High Priest may store 4 Cure Mortal 5 invocations within the Cure Mortal 9. The caster will be out 9 Power for the Cure Mortal 9 and 5 power for each Cure Mortal 5 invocation stored within. The Rank 9 ceases to be in effect when the last stored Cure Mortal 5 is released.

At rank 10 the High Priest may store 8 Cure Mortal 5 invocations within the Cure Mortal 10. The caster will be out 10 Power for the Cure Mortal 10 and 5 power for each Cure Mortal 5 invocation stored within. The Rank 10 ceases to be in effect when the last stored Cure Mortal 5 is released.

A character may only have a single Rank 9 or 10 Cure Mortal invocation in effect at a time.

Field Surgery 9

Range: Touch

Duration: Special

Extendable: N/A

Description: The High Priest becomes an expert on a particular malady which is not curable through the use of normal invocations.

When this invocation is chosen the High Priest chooses his area of expertise (suggested specialisations include, Permanent damage, Vampirism or Lycanthropy) and a unique name for the invocation. By performing a unique ceremony dedicated to this invocation, and with the patient present for the full duration of the casting, the High Priest is able to cure them of the chosen effect. The High Priest should role play the healing process throughout his casting (such as Unshackle Spirit when curing Vampirism or Heal when curing permanent damage).

This invocation must be role played. It cannot be written on scrolls and may only be cast in character on events.

This invocation may be chosen multiple times, choosing a different malady each time.

Hallowed Ground 9

Range: Touch

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest casting it to dedicate an area of ground to his Sphere. The area in question should be marked by a casting mat and ritual components covering an area no smaller than a 6 ft. diameter circle. The components in question should be checked with the player referee, at the start of the adventure, to ensure that they meet the minimum requirements for cosmic casting. Once set up this casting area cannot be disturbed by anyone other than the caster who can only remove it by releasing the invocation. The Hallowed area allows the High Priest to cast further cosmic invocations within it. This is the only way in which Cosmic invocations can be cast away from the Sect's ceremony areas situated outside of the Towers. In order to cast a cosmic invocation, the High Priest must first invoke within the Hallowed area (requiring 5 minutes and their normal casting kit) followed by a 15-minute ritual dedicated to the cosmic invocation they are attempting to cast. No time reduction will be made on these castings as excellent casting kit and vocals are required for Cosmic Invocations.

Heal 6

Range: Touch

Duration: Instant

Extendable: N/A

Description: This invocation will return the target to their maximum total life and will mend all broken bones that the target may have. This invocation will have no effect upon a character who is dying (has fallen below 0 life).

Heal 9, 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: At Rank 9 this invocation allows the High Priest to store one rank 6 Heal invocation within their body for release upon the utterance of a specific trigger phrase (such as "Mend this shattered form!") without the need for the usual ritual or being invoked.

The Heal 6 is cast as part of the ceremony required to cast the Heal 9. The High Priest will be out 15 power whilst the Heal 9 is in effect (9 for the Heal 9 and 6 for the stored Heal). Once the Rank 6 Heal is released all 15 power may be restored normally.

At Rank 10 this invocation allows the High Priest to store one rank 6 Heal invocation within their body for release upon the utterance of a specific trigger phrase (such as "Mend this shattered form!") without the need for the usual ritual or being invoked. The Heal released by a rank 10 heal may be targeted at a range of 20 ft. rather than touch as is usually the case.

The Heal 6 is cast as part of the ceremony required to cast the Heal 10. The High Priest will be out 16 power whilst the Heal 10 is in effect (10 for the Heal 10 and 6 for the stored Heal). Once the Rank 6 Heal is released all 16 power may be restored normally.

A character may only have a single Rank 9 Heal and a single Rank 10 Heal invocation in effect at a time, although you may have one of each Rank 9 and 10.

Healing Hands 9

Range: Self Only
Duration: Special
Extendable: N/A

Description: This invocation fills the caster with the power of the Good Sphere allowing him to perform multiple Heal invocations from a single casting.
When a High Priest with a Healing Hands invocation in effect casts a Rank 6 Heal using the full casting ritual (never from a Heal 9, Scroll, Vocal length ability or anything else at all) he may cast the Heal invocation upon every person touched within 1 minute of completing his casting. Each Heal released in this way costs the High Priest 6 power as usual.
For example, Djimm has a Healing Hands in effect and three of his party require a Heal. He sits and casts a Rank 6 Heal invocation. At the completion of his casting he touches each of the three injured party members and they each gain the benefit of the Heal invocation. This costs Djimm 18 power as he has effectively performed three rank 6 Heal invocations. Healing Hands is effectively permanent and will only cease to be in effect if the caster releases it or is slain.

Invoke Sphere 8

Range: Self Only
Duration: 15-minutes
Extendable: No

Description: At rank 8 upon completion the caster has called directly on the Good Sphere for aid and so may cast up to two Good Ritual Invocations, at normal use of power, using vocals only, without the normal casting time. The Ritual invocations must be cast within 15-minutes of the Invoke, and until they are cast no invocations from other Spheres can be cast, nor can another Invoke Sphere be cast. The caster may only cast Ritual Invocations that he is already capable of casting, no additional casting ability is granted by this invocation.

Martyr's Touch 5, 8

Range: Touch
Duration: Instant
Extendable: N/A

Description: The caster is able to take the suffering of others onto themselves using this invocation.
At rank 5 any one debilitating effect (such as Blindness, Dumbness, Disease etc.) of up to rank or level 8 may be transferred from its original target to the caster of the Martyr's Touch. The rank, duration and effect of the transferred malady are unaffected.
At rank 8 any one debilitating effect (such as Blindness, Dumbness, Disease etc.) of any rank or level may be transferred from its original target to the caster of the Martyr's Touch. The rank, duration and effect of the transferred malady are unaffected.
Damage may never be transferred using a Martyr's Touch.

Martyr's Touch 9

Range: Self Only
Duration: Special
Extendable: N/A

Description: This invocation allows the High Priest to store one rank 8 Martyr's Touch invocation within their body for release upon the utterance of a specific trigger phrase (such as "I take your suffering unto me!") without the need for the usual ritual or being invoked.
The Martyr's Touch 8 is cast as part of the ceremony required to cast the Martyr's Touch 9. The High Priest will be out 17 power whilst the Martyr's Touch 9 is in effect (9 for the Rank 9 and 8 for the stored Martyr's Touch 8). Once the Rank 8 Martyr's Touch is released all 17 power may be restored normally.

Mass Cure Wounds 6 - 8

Range: Circle, 10 ft radius, centred on caster
Duration: Instant
Extendable: N/A

Description: The caster summons the good sphere to surround him resulting in everyone within 10ft of the caster receiving a lay power Cure Wounds invocation as shown below:

Rank	Effective Mass Cure Wounds
6	Cure Critical Rank 3
7	Cure Grievous Rank 4
8	Cure Mortal Rank 5

Mass Cure Wounds 9, 10

Range: Self Only
Duration: Special
Extendable: N/A

Description: At Rank 9 this invocation allows the High Priest to cast one rank 8 Mass Cure Wounds invocation at vocal length, immediately following casting a Mass Cure Mortal (either straight cast or from an Invoke), without the need for the usual ritual or being invoked. The High Priest will be out 9 power whilst the Mass Cure Wounds 9 is in effect.

At Rank 10 this invocation allows the High Priest to cast one rank 8 Mass Cure Wounds invocation at vocal length without the need for the usual ritual or being invoked. The High Priest will be out 10 power whilst the Mass Cure Wounds 10 is in effect.

A character may only have a single Rank 9 Mass Cure Wounds and a single Rank 10 Mass Cure Wounds invocation in effect at a time, although you may have one of each Rank 9 and 10

Mass Heal 9

Range: 10 ft. diameter circle, centred on caster
Duration: Instant
Extendable: No

Description: Every character who remains within 10 feet of the caster for the full duration of the casting ceremony

receives a rank 6 Heal invocation at the completion of the ceremony.

Neutralise Poison 4, 7

Range: Touch

Duration: Rank 4 - 1 Encounter, Rank 7 – 1 Section

Extendable: Yes

Description: At rank 4 this invocation will allow the recipient to resist 3 poison effects, but not Poison Damage.

At rank 7 this invocation will allow the recipient to resist 9 poison effects, but not Poison Damage.

Protection from Bleeding 3

Range: Touch

Duration: 1 Encounter

Extendable: N/A

Description: Whilst this invocation is in effect the target does not suffer bleeding damage from wounds, throat slits or similar effects.

Regenerate 7

Range: Touch

Duration: 1 Encounter

Extendable: No

Description: At rank 7 a damaged/destroyed limb will re-grow in 1 Encounter.

It is possible to cast this invocation on a corpse in order to replace destroyed limbs but only if the invocation is cast on the largest portion of the corpse. If only part of a limb has been severed then the time taken to re-grow it may be reduced at the referee's discretion.

Remove Paralysis 4

Range: 20 ft

Duration: Instant

Extendable: No

Description: This invocation will remove any Paralysis effects currently affecting the target.

Unshackle Spirit 6

Range: Touch

Duration: Instant

Extendable: N/A

Description: This invocation will remove the invocation Befriend, Beguilement, Possession, Feeblemind, and Paranoia from a single target.

Unshackle Spirit 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one rank 6 Unshackle Spirit invocation within their body for release upon the utterance of a specific trigger phrase (such as "Let your mind be free!") without the need for the usual ritual or being invoked.

The Unshackle Spirit 6 is cast as part of the ceremony required to cast the Unshackle Spirit 9. The High Priest will

be out 15 power whilst the Unshackle Spirit 9 is in effect (9 for the Rank 9 and 6 for the stored Unshackle Spirit 6). Once the Rank 6 Unshackle Spirit is released all 15 power may be restored normally.

A character may only have a single Rank 9 Unshackle Spirit invocation in effect at a time.



HUMACTI

Primary Only	Available to All
Aid of Humact 9, 10	Aid of Humact 4, 6 - 8
Burial	Bless 6 - 8
Dismiss Undead 9, 10	Cure Disease 7, 9
Hand of Humact 6 - 8	Dismiss Undead 5, 8
Heal 10	Hallowed Ground 9
Humact's Sanction 4, 8	Heal 6, 9
Mass Remove Paralysis 7	Humact's Guardian 9, 10
Mass Repel Undead 8	Invoke Sphere 8
Personal Blessing 9, 10	Mass Protection from Undead 9, 10
Protection from Paralysis 8	Protection from Disease 1, 3, 5, 7
Remove Paralysis 4	Protection from Fear 8
Repel Undead 5	Protection from Undead 1 – 8
Weapon of Disruption 9	Weapon of Disruption 6 -8
	Unshackle Spirit 6

Aid of Humact 4

Range: Touch

Duration: 1 Encounter

Extendable: No

Description: This invocation will call forth a protection from Humact. The recipient of the invocation automatically resists the next Fear or Paralysis effect they receive from an Undead. A character may have multiple Aid of Humact invocations in effect at a time; each will protect the recipient from a single fear of paralysis effect. Aid of Humact will only take effect upon an individual with a connection to the Good Sphere.

Aid of Humact 6 - 8

Range: Touch

Duration: Special

Extendable: No

Description: This invocation provides the caster with the effect of one, two or three Rank 4 Aid of Humact Invocations at ranks 6, 7 and 8 respectively. The caster may cast additional Aid of Humact 4 invocations upon the target of an Aid of Humact 6 - 8.

If the recipient is targeted with a Fear or Paralysis effect the lower ranking Aid of Humact invocations will be used up first in resisting them. Aid of Humact will only take effect upon an individual with a connection to the Good Sphere. The Aid of Humact 6 - 8 invocation will remain in effect until used up in resisting Fear or Paralysis effects.

Aid of Humact 9, 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: The light of Humact shines forth from the High Priest protecting them against the forces of Unlife.

At Rank 9 Aid of Humact will cast either a Protection vs. Paralysis 6 or a Protection vs. Fear 6 upon the High Priest upon the utterance of specific command phrase (such as "Humact's light shine forth!"). The invocation to be provided by the Aid of Humact 9 must be chosen at the time of casting. The Protection invocation may be triggered in response to being successfully struck by an effect of that type. The caster is out 9 power for the Aid of Humact until it is triggered. Note however that the caster does not pay any power for the Rank 6 Protection invocation, all of the required power is provided by the Aid of Humact.

At Rank 10 Aid of Humact will cast either a Protection vs. Paralysis 6 or a Protection vs. Fear 6 upon the High Priest upon the utterance of specific command phrase (such as "Humact's light shine forth!"). The invocation to be provided by the Aid of Humact 10 need not be chosen at the time of casting. The Protection invocation may be triggered in response to being successfully struck by an effect of that type. The caster is out 10 power for the Aid of Humact until it is triggered. Note however that the caster does not pay any power for the Rank 6 Protection invocation, all of the required power is provided by the Aid of Humact.

Aid of Humact 9 and 10 will last until triggered or until the caster is slain. It is only possible to have a single Aid of Humact 9 and a single Aid of Humact 10 in effect at any one time, although you are allowed to have one of each rank 9 and 10.

Bless 6 - 8

Range: Touch

Duration: 1 Encounter

Extendable: Yes

Description: This invocation bestows upon the recipient a Power armour class at the rate of one point of armour class per Rank of the invocation:

Rank	Power Armour Class Provided
6	6
7	7
8	8

This invocation can be extended. Physical and Magical armour class are unaffected. This invocation stacks with either unarmoured or armoured dexterity but will not work in conjunction with any Evil invocation, such as Cloak of Ushaz.

Burial 5

Range: Touch

Duration: Instant

Extendable: N/A

Description: This invocation allows the caster to ensure the peaceful passing on of a Spirit from its body. When cast on a recently deceased individual it protects the body and the

departed spirit from being interfered with. A body which has received a Burial invocation may not be used to raise an undead, the spirit may not be contacted by a Talk to Dead or similar invocation and other invocations or abilities that would normally affect the dead will not function on a Buried individual. A body which has received a Burial may still be resurrected.

The invocation has no effect upon a body which is already an undead.

Cure Disease 7

Range: Touch

Duration: Instant

Extendable: N/A

Description: At rank 7 this invocation is called Cure Fatal Disease. It will remove all Rank 7 Fatal Diseases from the target and cure any other disease up to rank 8.

Cure Disease 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one rank 7 Cure Disease invocation within their body for release upon the utterance of a specific trigger phrase (such as "May purity purge this disease") without the need for the usual ritual or being invoked.

The Cure Disease 7 is cast as part of the ceremony required to cast the Cure Disease 9. The High Priest will be out 16 power whilst the Cure Disease 9 is in effect (9 for the Cure Disease 9 and 7 for the stored Cure Disease 7). Once the Rank 7 Cure disease is released all 16 power may be restored normally.

A character may only have a single Rank 9 Cure Disease invocation in effect at a time.

Dismiss Undead 5

Range: 20 ft

Duration: Instant

Extendable: N/A

Description: This invocation allows the caster to dismiss one Lesser Undead spirit from the plane. Upon completion of the vocal the caster must select 1 target shouting 'Spirit of NAME I dismiss thee ' whereupon the undead is instantly dismissed (and the monster will put its hand in the air and leave the combat). The NAME will be the type of the undead as revealed by a Discern Nature of Undead, or the true name of a more powerful undead creature.. Note that Lesser undead with one or two names can be dismissed e.g. a "Lesser Ghoul" or a "Lesser Undead Warrior" can be dismissed.

Dismiss Undead 8

Range: 20 ft

Duration: Instant

Extendable: N/A

Description: The Rank 8 version of this invocation functions in exactly the same way, with the same restrictions but can be used against Greater Undead as well as Lesser Undead.

Unique Undead; those without a Lesser or Greater prefix cannot be Dismissed through the use of this invocation.

Dismiss Undead 9, 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: At Rank 9 this invocation allows the High Priest to store one rank 8 Dismiss Undead invocation within their body for release upon the utterance of a specific trigger phrase (such as "In Humact's name I dismiss thee!") without the need for the usual ritual or being invoked.

The Dismiss Undead 8 is cast as part of the ceremony required to cast the Dismiss Undead 9. The High Priest will be out 17 power whilst the Dismiss Undead 9 is in effect (9 for the Rank 9 and 8 for the stored Dismiss 8). Once the Rank 8 Dismiss Undead is released all 17 power may be restored normally.

At Rank 10 this invocation allows the High Priest to store two rank 8 Dismiss Undead invocations within their body for release upon the utterance of a specific trigger phrase (such as "In Humact's name I dismiss thee hence!") without the need for the usual ritual or being invoked.

The Dismiss Undead 8's are cast as part of the ceremony required to cast the Dismiss Undead 10. The High Priest will be out 26 power whilst the Dismiss Undead 10 is in effect (10 for the Rank 10 and 16 for the stored Dismiss 8's). Once the Rank 8 Dismiss Undead invocations are both released all 26 power may be restored normally.

A character may only have a single Rank 9 Dismiss Undead and a single Rank 10 Dismiss Undead invocation in effect at a time, although you may have one of each Rank 9 and 10.

Hallowed Ground 9

Range: Touch

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest casting it to dedicate an area of ground to his Sphere. The area in question should be marked by a casting mat and ritual components covering an area no smaller than a 6 ft. diameter circle. The components in question should be checked with the player referee, at the start of the adventure, to ensure that they meet the minimum requirements for cosmic casting. Once set up this casting area cannot be disturbed by anyone other than the caster who can only remove it by releasing the invocation.

The Hallowed area allows the High Priest to cast further cosmic invocations within it. This is the only way in which Cosmic invocations can be cast away from the Sect's ceremony areas situated outside of the Towers.

In order to cast a cosmic invocation the High Priest must first invoke within the Hallowed area (requiring 5 minutes and their normal casting kit) followed by a 15-minute ritual dedicated to the cosmic invocation they are attempting to cast. No time reduction will be made on these castings as excellent casting kit and vocals are required for Cosmic Invocations.

Hand of Humact 6 - 8

Range: Self Only

Duration: 1 Encounter

Extendable: Yes

Description: This invocation increases the caster's physical damage with weapons by a number of ranks as shown below. The increase in the caster's physical damage only applies when striking an undead creature; it provides no bonus against an opponent who is not Undead.

Rank	Physical Damage Increase
6	+1
7	+2
8	+3

The maximum damage that may be achieved through the use of this invocation is quartz.

If the caster is unsure whether or not a particular opponent is Undead then the caster should always assume that they are not (and therefore not call the increased Damage) until they know for sure.

Heal 6

Range: Touch

Duration: Instant

Extendable: N/A

Description: This invocation will return the target to their maximum total and locational life and will mend all broken bones that the target may have. This invocation will have no effect upon a character who is dying (has fallen below 0 life).

Heal 9, 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: At Rank 9 this invocation allows the High Priest to store one rank 6 Heal invocation within their body for release upon the utterance of a specific trigger phrase (such as "Mend this shattered form!") without the need for the usual ritual or being invoked.

The Heal 6 is cast as part of the ceremony required to cast the Heal 9. The High Priest will be out 15 power whilst the Heal 9 is in effect (9 for the Heal 9 and 6 for the stored Heal). Once the Rank 6 Heal is released all 15 power may be restored normally.

At Rank 10 this invocation allows the High Priest to store one rank 6 Heal invocation within their body for release upon the utterance of a specific trigger phrase (such as "Mend this shattered form!") without the need for the usual ritual or being invoked. The Heal released by a rank 10 heal may be targeted at a range of 20 ft. rather than touch as is usually the case.

The Heal 6 is cast as part of the ceremony required to cast the Heal 10. The High Priest will be out 16 power whilst the Heal 10 is in effect (10 for the Heal 10 and 6 for the stored Heal). Once the Rank 6 Heal is released all 16 power may be restored normally.

A character may only have a single Rank 9 Heal and a single Rank 10 Heal invocation in effect at a time, although you may have one of each Rank 9 and 10.

Humact's Guardian 9, 10

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation fills the caster with the power of the Humact, which fortifies any Protection vs. Undead invocations cast by them.

At Rank 9 any Protection vs. Undead invocation (including Mass Protection from Undead) cast by the High Priest is increased in duration by 1 Duration Step, as if the invocation had been cast down a rank. For example, a Protection vs. Undead Rank 8 cast down to a 5 would last for an event, rather than a day, if the caster had a Humact's Guardian 9 in effect.

At Rank 10 any Protection vs. Undead invocation (including Mass Protection from Undead) cast by the High Priest is increased in duration by 1 Duration Step, as if the invocation had been cast down a rank. This increase in duration stacks with that provided by a Humact's Guardian 9 if the High Priest has both in effect. For example, a Protection vs. Undead Rank 8 cast down to a 6 would last for an event rather than a day if the caster had both a Humact's Guardian 9 and 10 in effect.

Humact's Guardian is effectively permanent, it will only cease to be in effect if the caster releases it or dies. The High Priest would be out 9 Power for a Rank 9 Humact's Guardian in effect or 19 if he had both the rank 9 and the rank 10 in effect.

Humact's Sanction 4, 8

Range: 20 ft

Duration: 5 minutes

Extendable: No

Description: At rank 4 any Undead creature targeted by this invocation will receive +1 rank of damage from any weapon blow received whilst the Humact's Sanction is in effect. An Undead with a Humact's Sanction in effect will take 3 hits per blow from a character doing "Power 2" for example or 5 hits from a character doing "Quad". Humact's Sanction does not cancel any special immunities that the Undead creature may have, it would not make a Ghoul susceptible to physical damage for instance. Humact's Sanction has no effect upon creatures that are not Undead.

At rank 8 any Undead creature targeted by this invocation will receive +2 ranks of damage from any weapon blow received whilst the Humact's Sanction is in effect. An Undead with a Humact's Sanction in effect will take 4 hits per blow from a character doing "Power 2" for example or 6 hits from a character doing "Quad".

Humact's Sanction does not cancel any special immunities that the Undead creature may have, it would not make a Ghoul susceptible to physical damage for instance. Humact's Sanction has no effect upon creatures that are not Undead.

Invoke Sphere 8

Range: Self Only

Duration: 15-minutes

Extendable: No

Description: At rank 8 upon completion the caster has called

directly on the Good Sphere for aid and so may cast up to two Good Ritual Invocations, at normal use of power, using vocals only, without the normal casting time. The Ritual invocations must be cast within 15-minutes of the Invoke, and until they are cast no invocations from other Spheres can be cast, nor can another Invoke Sphere be cast. The caster may only cast Ritual Invocations that he is already capable of casting, no additional casting ability is granted by this invocation.

Mass Protection from Undead 9, 10

Range: 10 ft. diameter circle, centred on caster

Duration: Instant

Extendable: No

Description: The High Priest entreats the Good Sphere to spread its protection over everyone present for the full duration of casting.

At Rank 9 Mass Protection from Undead casts a Rank 6 Protection vs. Undead upon everyone within range. This Protection vs. Undead may be cast down for increased duration at the will of the recipient and the duration is also increased if the caster of the Mass Protection from Undead has a Humact's Guardian invocation in effect.

At Rank 10 Mass Protection from Undead casts a Rank 7 Protection vs. Undead upon everyone within range. This Protection vs. Undead may be cast down for increased duration at the will of the recipient and the duration is also increased if the caster of the Mass Protection from Undead has a Humact's Guardian invocation in effect.

Mass Protection from Undead is unusual in that the recipient of the Protection vs. Undead rather than the caster of the Mass Protection from Undead who must expend the power cost for the Protection vs. Undead invocation. For example, Durg, a Half Orc Warrior with 8 power, receives a Mass Protection from Undead 10 giving him a Protection vs. Undead 7 which he chooses to have cast down to a Protection vs. Undead 4 for a day. Durg must expend 7 Power for the Protection vs. Undead of which 4 (the effective rank of the Protection vs. Undead) is "out" and cannot be recovered through normal means until the Protection vs. Undead has ceased to be "in effect".

Mass Remove Paralysis 7

Range: Circle, 20ft radius, centred on caster

Duration: Instant

Extendable: N/A

Description: This invocation will remove all Paralysis effects from everyone within 20 ft. of the caster.

Mass Repel Undead 8

Range: 20ft Cone 90-degrees to the caster's front

Duration: Instant

Extendable: N/A

Description: All undead creatures within the area of effect of the invocation are driven back 20ft directly away from the caster regardless of the strength level of the undead.

Personal Blessing 9, 10

Range: Touch

Duration: Event

Extendable: N/A

Description: The High Priest casts his own personal blessing upon the recipient providing them with increased power armour class.

At Rank 9 Personal Blessing provides +1 Power Armour Class which stacks with all other forms of Power Armour Class.

At Rank 10 Personal Blessing provides +2 Power Armour Class which stacks with all other forms of Power Armour Class.

A character may only have a single Personal Blessing in effect at a time.

Personal Blessing is usually named after the caster so becoming Khortaz's Blessing or similar. It is effectively permanent unless the caster releases the invocation or is slain. The caster is "out" the power used to cast the Personal Blessing until it ceases to be in effect.

Protection from Disease 1, 3, 5, 7

Range: Touch

Duration: 1 Encounter

Extendable: Yes

Description: The Target is immune to all Diseases of the same or lower rank than the effective rank of the Protection from Disease invocation as summarised below. A Disease received before the Protection from Disease was cast will affect the victim normally.

Rank	Disease Protected Against
1	Minor (Rank 1)
3	Medium (Rank 3)
5	Major (Rank 5)
7	Fatal (Rank 7)

Because a Disease invocation takes time to take effect the caster of a Disease will be unaware that the invocation has failed against a protected target. It is therefore not necessary to say "No Effect" when struck with a Disease which you are protected from.

Protection from Fear 8

Range: Touch

Duration: 1 Encounter

Extendable: NA

Description: The Target is immune to Fear effects (such as a Fear invocation or a wolf's howl) for as long as the invocation is in effect.

Protection from Undead 1 - 8

Range: Touch

Duration: 1 Encounter

Extendable: Yes

Description: The Target gains additional Power Armour Class against spiritual damage caused by Undead as shown below:

Rank	Power Armour Class Vs. Undead
------	-------------------------------

1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8

A Protection from Undead does not provide any additional protection from Invocations (such as Cause Wounds) even if the invocation was cast upon them by an Undead. The Power Armour Class provided by Protection from Undead will stack with any other form of Power Armour Class and/or dexterity with the exception of Power Armour Class provided by an Evil Invocation (such as a Cloak of Ushaz).

Protection from Paralysis 8

Range: Self Only

Duration: 1 Encounter

Extendable: NA

Description: The Target is immune to Paralysis effects (such as from a Ghoul or a paralysis venom).

Remove Paralysis 4

Range: 20 ft. (4)

Duration: Instant

Extendable: No

Description: This invocation will remove any Paralysis effects currently affecting the target.

Repel Undead 5

Range: 20 ft

Duration: Instant

Extendable: N/A

Description: A single undead creature targeted by this invocation is driven back 20ft directly away from the caster regardless of the strength level of the undead. This effect cannot be resisted with any amount of strength. If the target is bound, welded etc., however, then they remain stuck where they are.

Unshackle Spirit 6

Range: Touch

Duration: Instant

Extendable: N/A

Description: This invocation will remove the Evil Sphere invocation Beguilement and Possession from a single target.

Weapon of Disruption 6 - 8

Range: Touch

Duration: 1 Encounter

Extendable: Yes

Description: This invocation calls the true power of Humact

into a Weapon of a type chosen by the caster when he first learns the invocation (He may learn Sword of Disruption or Mace of Disruption for example).

When used to strike an Undead creature the weapon will inflict "Power 5". Against any other opponent the invocation has no effect.

If the caster is unsure whether or not a particular opponent is Undead then the caster should always assume that they are not (and therefore not call the Power Damage) until they know for sure.

Only the caster of a Weapon of Disruption may use the weapon to inflict Power damage, individuals other than caster attempting to wield the weapon gain no benefit from the invocation.

Weapon of Disruption 9

Range: Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one Weapon of Disruption invocation of rank 6 - 8 within their body for release upon the utterance of a specific trigger phrase (such as "Humact's blade to my hand!") without the need for the usual ritual or being invoked.

The Weapon of Disruption 6 - 8 is cast as part of the ceremony required to cast the Weapon of Disruption 9. The High Priest will be out between 15 and 17 power whilst the Weapon of Destruction 9 is in effect (9 for the Weapon of Disruption 9 and between 6 and 8 for the stored Weapon of Disruption 6 - 8). Once the Rank 6 - 8 Weapon of Disruption is released all power may be restored normally.

A character may only have a single Rank 9 Weapon of Disruption invocation in effect at a time.



MICHELINE

Primary Only	Available to All
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Arm of Justice 6 - 8

Range :- Self Only

Duration: 1 Encounter

Extendable: Yes

Description: This invocation increases the caster's physical damage with melee weapons by a number of ranks as shown below.

Rank	Physical Damage Increase
6	+1
7	+2
8	+3

The maximum damage that may be achieved through the use of this invocation is quartz.

Arm of Justice 9

Range :- Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one Arm of Justice invocation of rank 6 - 8 within their body for release upon the utterance of a specific trigger phrase (such as "Weapon of Power to my hand!") without the need for the usual ritual or being invoked.

The Arm of Justice 6 - 8 is cast as part of the ceremony required to cast the Arm of Justice 9. The High Priest will be out between 15 and 17 power whilst the Arm of Justice 9 is in effect (9 for the Arm of Justice 9 and between 6 and 8 for

the stored Arm of Justice 6 - 8). Once the Rank 6 - 8 Arm of Justice is released all power may be restored normally. A character may only have a single Rank 9 Arm of Justice invocation in effect at a time.

Attract Evil 6

Range :- 20ft

Duration: Instant

Extendable: N/A

Description: The target is compelled to move towards the caster as fast as possible to the exclusion of everything else. It is not possible for another person to physically prevent the target from being attracted regardless of their comparative strengths. The compulsion will last until the target has moved to within two feet of the caster. The invocation only affects individuals with the skill "Connection with Evil Sphere" (regardless of whether or not it is their first, second or third Sphere), or characters who believe themselves to be "evil".

Bless 6 - 8

Range :- Touch

Duration: 1 Encounter

Extendable: Yes

Description: This invocation bestows upon the recipient a Power armour class at the rate of one point of armour class per Rank of the invocation:

Rank	Power Armour Class Provided
6	6
7	7
8	8

This invocation can be extended. Physical and Magical armour class are unaffected. This invocation stacks with either unarmoured or armoured dexterity but will not work in conjunction with any Evil invocation, such as Cloak of Ushaz.

Cosmic Defence 9, 10

Range :- Self Only

Duration: Special

Extendable: N/A

Description: This invocation fills the caster with the power of the Faith, which fortifies any Protection vs. Evil invocations cast by them.

At Rank 9 any Protection vs. Evil invocation (including Mass Protection from Evil) cast by the High Priest is increased in duration by 1 Duration Step, as if the invocation had been cast down a rank. For example, a Protection vs. Evil Rank 8 cast down to a 5 would last for an event, rather than a day, if the caster had a Cosmic Defence 9 in effect.

At Rank 10 any Protection vs. Evil invocation (including Mass Protection from Evil) cast by the High Priest is increased in duration by 1 Duration Step, as if the invocation had been cast down a rank. This increase in duration stacks with that provided by a Cosmic Defence 9 if the High Priest has both in effect. For example, a Protection vs. Evil Rank 8 cast down to

a 69 would last for an event rather than a day if the caster had both a Cosmic Defence 9 and 10 in effect. Cosmic Defence is effectively permanent, it will only cease to be in effect if the caster releases it or dies. The High Priest would be out 9 Power for a Rank 9 Cosmic Defence in effect or 19 if he had both the rank 9 and the rank 10 in effect.

Courage 3, 5

Range :- 20 ft. (3), Circle, 10 ft radius, centred on caster (5)

Duration: Instant

Extendable: No

Description: This invocation will remove all Fear effects (such as a Fear invocation or from a wolf's howl) from the target(s). At rank 5 the caster should call "Mass Courage" when releasing the invocation to indicate that it has an area of effect.

Hallowed Ground 9

Range :- Touch

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest casting it to dedicate an area of ground to his Sphere. The area in question should be marked by a casting mat and ritual components covering an area no smaller than a 6 ft. diameter circle. The components in question should be checked with the player referee, at the start of the adventure, to ensure that they meet the minimum requirements for cosmic casting. Once set up this casting area cannot be disturbed by anyone other than the caster who can only remove it by releasing the invocation. The Hallowed area allows the High Priest to cast further cosmic invocations within it. This is the only way in which Cosmic invocations can be cast away from the Sect's ceremony areas situated outside of the Towers. In order to cast a cosmic invocation, the High Priest must first invoke within the Hallowed area (requiring 5 minutes and their normal casting kit) followed by a 15-minute ritual dedicated to the cosmic invocation they are attempting to cast. No time reduction will be made on these castings as excellent casting kit and vocals are required for Cosmic Invocations.

Heal 6

Range :- Touch

Duration: Instant

Extendable: N/A

Description: This invocation will return the target to their maximum total and locational life and will mend all broken bones that the target may have. This invocation will have no effect upon a character who is dying (has fallen below 0 life).

Heal 9, 10

Range :- Self Only

Duration: Special

Extendable: N/A

Description: At Rank 9 this invocation allows the High Priest to store one rank 6 Heal invocation within their body for release upon the utterance of a specific trigger phrase (such

as "Mend this shattered form!") without the need for the usual ritual or being invoked.

The Heal 6 is cast as part of the ceremony required to cast the Heal 9. The High Priest will be out 15 power whilst the Heal 9 is in effect (9 for the Heal 9 and 6 for the stored Heal). Once the Rank 6 Heal is released all 15 power may be restored normally.

At Rank 10 this invocation allows the High Priest to store one rank 6 Heal invocation within their body for release upon the utterance of a specific trigger phrase (such as "Mend this shattered form!") without the need for the usual ritual or being invoked. The Heal released by a rank 10 heal may be targeted at a range of 20 ft. rather than touch as is usually the case.

The Heal 6 is cast as part of the ceremony required to cast the Heal 10. The High Priest will be out 16 power whilst the Heal 10 is in effect (10 for the Heal 10 and 6 for the stored Heal). Once the Rank 6 Heal is released all 16 power may be restored normally.

A character may only have a single Rank 9 Heal and a single Rank 10 Heal invocation in effect at a time, although you may have one of each Rank 9 and 10.

Invoke Sphere 8

Range :- Self Only

Duration: 15-minutes

Extendable: No

Description: At rank 8 upon completion the caster has called directly on the Good Sphere for aid and so may cast up to two Good Ritual Invocations, at normal use of power, using vocals only, without the normal casting time. The Ritual invocations must be cast within 15-minutes of the Invoke, and until they are cast no invocations from other Spheres can be cast, nor can another Invoke Sphere be cast. The caster may only cast Ritual Invocations that he is already capable of casting, no additional casting ability is granted by this invocation.

Mass Protection from Evil 9, 10

Range :- 10 ft. diameter circle, centred on caster

Duration: Instant

Extendable: No

Description: The High Priest entreats the Good Sphere to spread its protection over everyone present for the full duration of casting.

At Rank 9 Mass Protection from Evil casts a Rank 6 Protection vs. Evil upon everyone within range. This Protection vs. Evil may be cast down for increased duration at the will of the recipient and the duration is also increased if the caster of the Mass Protection from Evil has a Cosmic Defender invocation in effect.

At Rank 10 Mass Protection from Evil casts a Rank 7 Protection vs. Evil upon everyone within range. This Protection vs. Evil may be cast down for increased duration at the will of the recipient and the duration is also increased if the caster of the Mass Protection from Evil has a Cosmic Defender invocation in effect.

Mass Protection from Evil is unusual in that the recipient of the Protection vs. Evil rather than the caster of the Mass Protection from Evil who must expend the power cost for the

Protection vs. Evil invocation. For example, Durg, a Half Orc Warrior with 8 power, receives a Mass Protection from Evil 10 giving him a Protection vs. Evil 7 which he chooses to have cast down to a Protection vs. Evil 4 for a day. Durg must expend 7 Power for the Protection vs. Evil of which 4 (the effective rank of the Protection vs. Evil) is "out" and cannot be recovered through normal means until the Protection vs. Evil has ceased to be "in effect".

This invocation will have no effect upon a character who has a Connection with the Evil Sphere.

Mass Repel Evil 8

Range :- 20ft Cone 90-degrees to the caster's front

Duration: Instant

Extendable: N/A

Description: All creatures with a connection to the Evil Sphere within the area of effect are driven back 20ft directly away from the caster regardless of the strength level of the creature.

Personal Blessing 9, 10

Range :- Touch

Duration: Event

Extendable: N/A

Description: The High Priest casts his own personal blessing upon the recipient providing them with increased power armour class.

At Rank 9 Personal Blessing provides +1 Power Armour Class which stacks with all other forms of Power Armour Class.

At Rank 10 Personal Blessing provides +2 Power Armour Class which stacks with all other forms of Power Armour Class.

A character may only have a single Personal Blessing in effect at a time.

Personal Blessing is usually named after the caster so becoming Khortaz's Blessing or similar. It is effectively permanent unless the caster releases the invocation or is slain. The caster is "out" the power used to cast the Personal Blessing until it ceases to be in effect.

Power Weapon 6 - 8

Range :- Touch

Duration: 1 Encounter

Extendable: Yes

Description: One blunt weapon can be empowered to do spiritual damage as shown below;

Rank	Power Damage Inflicted
6	Power 3
7	Power 4
8	Power 5

Protection from Curse 4, 8

Range :- Touch

Duration: 1 Encounter

Extendable: NA

Description: At rank 4 this invocation makes the caster immune to the Rank 4 Curse Invocation.

At rank 8 the recipient becomes immune to both Rank 4 and Rank 8 Curse Invocations.

Protection from Fear 8

Range :- Touch

Duration: 1 Encounter

Extendable: NA

Description: The Target is immune to Fear effects (such as a Fear invocation or a wolf's howl) for as long as the invocation is in effect.

Protection from Death 6, 8

Range :- Touch

Duration: 1 Encounter

Extendable: NA

Description: This invocation protects the recipient from the Touch of Evil invocation at ranks 6 - 8.

A rank 6 Protection from Death makes the Target immune to the rank 6 Evil Sphere invocation Touch of Evil (Harm) for as long as the invocation is in effect.

A rank 8 Protection from Death makes the Target immune to the rank 6 and 8 Evil Sphere invocation Touch of Evil (Harm and Death) for as long as the invocation is in effect.

Protection from Evil 1 - 8

Range :- Touch

Duration: 1 Encounter

Extendable: Yes

Description: The Target gains additional Power Armour Class against spiritual damage caused by Evil Sphere Invocations which inflict damage, as shown below;

Rank	Power Armour Class Vs. Evil Invocations
1	+1
2	+2
3	+3
4	+4
5	+5
6	+6
7	+7
8	+8

The Power Armour Class provided by Protection from Evil will stack with any other form of Power Armour Class and/or dexterity with the exception of Power Armour Class provided by an Evil Invocation (such as a Cloak of Ushaz).

Remove Blight 5

Range :- Touch

Duration: Instant

Extendable: N/A

Description: This invocation will remove all instances of the Rank 5 Evil invocation Blight from a single target.

Remove Curse 8

Range :- Touch

Duration: Instant

Extendable: N/A

Description: At rank 8 this invocation will remove all Evil Sphere rank 4 Curses, rank 7 Spiritual Barrier or rank 8 Greater Curses from the target.

Remove Curse 9

Range :- Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one rank 8 Remove Curse invocation within their body for release upon the utterance of a specific trigger phrase (such as "For the King I dismiss this Curse!") without the need for the usual ritual or being invoked.

The Remove Curse 8 is cast as part of the ceremony required to cast the Remove Curse 9. The High Priest will be out 17 power whilst the Remove Curse 9 is in effect (9 for the Remove Curse 9 and 8 for the stored Remove Curse 8). Once the Rank 8 Remove Curse is released all 17 power may be restored normally.

A character may only have a single Rank 9 Remove Curse invocation in effect at a time.

Repel Evil 5

Repel Evil 5

Range :- 20 ft

Duration: Instant

Extendable: N/A

Description: A single creature with a connection to the Evil Sphere targeted by this invocation is driven back 20ft directly away from the caster regardless of the strength level of the creature.

This effect cannot be resisted with any amount of strength. If the target is bound, welded etc., however, then they remain stuck where they are.

Strength of Michel 6 - 8

Range :- Self Only

Duration: 1 Encounter

Extendable: Yes

Description: This invocation increases the damage limit for spells and invocations (such as Arm of Justice) from Quartz to Sept. The Rank 7 and 8 versions provide no additional benefits but do allow the invocation to be extended.

Strength of Michel 9, 10

Range :- Self Only

Duration: Special

Extendable: N/A

Description: The High Priest becomes embodied with the essence of the Saint's Purity allowing his fighting abilities to be further increased by invocations.

At Rank 9 Strength of Michel allows the character damage to be enhanced by invocations to a maximum damage of Sept rather than Quartz as is usually the case.

At Rank 10 Strength of Michel allows the characters damage to be enhanced by invocations to a maximum damage of Sept rather than Quartz as is usually the case. Should the caster have both a Strength of Michel 10 and a Strength of Michel of rank 6, 7, 8 or 9 in effect at the same time then the maximum damage achievable through the use of invocations is further increased to Oct.

Strength of Michel 9 and 10 will remain in effect until released or until the caster is slain.

Summon Good Spirit 5, 6

Range :- Touch (5), Self Only (6)

Duration: Special

Extendable: N/A

Description: At rank 5 this invocation summons a minor spirit of the Good Sphere to inhabit and watch over the target's body. A Good Spirit will only inhabit the body of a person with a connection to the Good Sphere: if cast on a person without a connection to the Good Sphere the invocation will fail. Immediately after the Good Spirit is cast the caster must also choose and cast another Good Sphere invocation of up to rank 4, to be released by the Spirit when it is needed. The caster must expend the power for both the summoned Good Spirit and the invocation it holds, and this power cannot be regained by the caster until the stored invocation is released. At rank 6 the Good Spirit may be entrusted with a Good Sphere invocation of up to rank 5 rather than rank 4 but is otherwise exactly the same with the exception of the range. The Good Spirit will release the invocation that is entrusted to it at the first point when this will be beneficial to the person who is being protected. If the Good Spirit is entrusted with a healing spell then this will be released at a point when the protected person would otherwise die of their wounds. A remove paralysis invocation would be released when the person becomes paralysed, and a remove curse invocation would be released when the person is cursed. The Good Spirit has sufficient awareness to know when the stored invocation would be useful (so will not release an invocation that has no effect), but CANNOT be given specific instructions and cannot predict the future (so would not ignore a chance to use the invocation beneficially in favour of a better opportunity at a later date). Note that a power gift invocation will not work if stored within a Good Spirit since there is no source for the gifted power.

A person may only ever have one good spirit summoned at any one time. If a caster has summoned a Good Spirit into themselves then they may renew the invocation as soon as it is released. If a Good Spirit is cast upon another person then once it has been released a new spirit can only be summoned into that person after a night's rest.

Summon Good Spirit 9

Range :- Self Only

Duration: Special

Extendable: N/A

Description: This invocation summons the High Priests

personal guardian spirit of the Good Sphere to inhabit and watch over his body.

If the High Priest is ever reduced to 0 total life points then the Good Spirit will immediately cast a Rank 6 Heal invocation upon them. This ends the Good Spirit invocation. Should the High Priest ever be hit with a successful Death invocation then the High Priest will suffer no ill effects from the Death but the Good Spirit will be expended. Once the Heal is released (or the Spirit staves off a Death invocation) the Good Spirit leaves the casters body and ceases to be in effect.

The caster is out 15 Power until the Good Spirit ceases to be in effect (9 for the Good Spirit invocation and 6 for the Heal that it holds).

A person may only ever have one Good Spirit in effect at any one time.



WHITE PATH

Primary Only	Available to All
Heal 10	Bless 6 - 8
Mass Bless 9, 10	Cosmic Blessing 9, 10
Personal Blessing 9, 10	Courage 3, 5
Power Gift 9	Cure Blindness 4
Power Gift Range 5	Cure Disease 7, 9
Power Weapon 9	Dismiss Undead 5, 8
Protection from Blindness 8	Hallowed Ground 9
Protection from Poison 8	Heal 6, 9
Protection from Disease 1, 3, 5, 7	Invoke Sphere 8
Unshackle Spirit 6	Power Gift 2 5
	Power –Gift 6-8
	Power Weapon 6 - 8
	Protection from Fear 8
	Remove Curse 8

Bless 6 - 8

Range :- Touch

Duration: 1 Encounter

Extendable: Yes

Description: This invocation bestows upon the recipient a Power armour class at the rate of one point of armour class per Rank of the invocation:

Rank	Power Armour Class Provided
6	6
7	7
8	8

This invocation can be extended. Physical and Magical armour class are unaffected. This invocation stacks with either unarmoured or armoured dexterity but will not work in conjunction with any Evil invocation, such as Cloak of Ushaz.

Cosmic Blessing 9, 10

Range :- Self Only

Duration: Special

Extendable: N/A

Description: This invocation fills the caster with the power of the Good Sphere which fortifies any Bless invocations cast by them.

At Rank 9 any Bless invocation (including Mass Bless) cast by the High Priest is increased in duration by 1 Duration Step, as if the invocation had been cast down a rank. For example a Bless Rank 8 cast down to a 5 would last for 1 event, rather than 1 day, if the caster had a Cosmic Blessing 9 in effect. At Rank 10 any Bless invocation (including Mass Bless) cast by the High Priest is increased in duration by 1 Duration Step,

as if the invocation had been cast down a rank. This increase in duration stacks with that provided by a Bless Extension 9 if the High Priest has both in effect. For example a Bless Rank 8 cast down to a 6 would last for 1 event rather than 1 day if the caster had both a Cosmic Blessing 9 and 10 in effect. Cosmic Blessing is effectively permanent, it will only cease to be in effect if the caster releases it or dies. The High Priest would be out 9 Power for a Rank 9 Cosmic Blessing in effect or 19 if he had both the rank 9 and the rank 10 in effect.

Courage 3, 5

Range :- 20 ft. (3), Circle, 10 ft radius, centred on caster (5)

Duration: Instant

Extendable: No

Description: This invocation will remove all Fear effects (such as a Fear invocation or from a wolf's howl) from the target(s). At rank 5 the caster should call "Mass Courage" when releasing the invocation to indicate that it has an area of effect.

Cure Blindness 4

Range :- Touch

Duration: Instant

Extendable: N/A

Description: This invocation will remove any form of Blindness from the target.

Cure Disease 7

Range :- Touch

Duration: Instant

Extendable: N/A

Description: At rank 7 this invocation is called Cure Fatal Disease. It will remove all Rank 7 Fatal Diseases from the target and cure any other disease up to rank 8.

Cure Disease 9

Range :- Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one rank 7 Cure Disease invocation within their body for release upon the utterance of a specific trigger phrase (such as "May purity purge this disease") without the need for the usual ritual or being invoked.

The Cure Disease 7 is cast as part of the ceremony required to cast the Cure Disease 9. The High Priest will be out 16 power whilst the Cure Disease 9 is in effect (9 for the Cure Disease 9 and 7 for the stored Cure Disease 7). Once the Rank 7 Cure disease is released all 16 power may be restored normally.

A character may only have a single Rank 9 Cure Disease invocation in effect at a time.

Dismiss Undead 5

Range Touch

Duration Instant

Extendable N/A

Description This invocation allows the caster to dismiss one Lesser Undead spirit from the plane. Upon completion of the

vocal the caster must extend their empty weapon hand, palm outwards, towards the undead to be affected and attract its attention by shouting 'Spirit of NAME I dismiss thee hence'. The NAME will be the type of the undead as revealed by a Discern Nature of Undead, or the true name of a more powerful undead creature. The undead will back away in a straight line from this whilst the caster continues their chant, until the caster sustains damage or until the undead reaches a solid object behind it.

The undead being targeted by the Dismiss may NOT attack the caster during this time. Subject to continuing to concentrate upon the dismitter, it may however attack any others foolish enough to step within reach. If the undead reaches a solid object then the caster must utter the phrase 'Spirit of NAME be gone', and touch the undead; whereupon the undead is instantly dismissed. Note that Lesser undead with one or two names can be dismissed e.g. a "Lesser Ghoul" or a "Lesser Undead Warrior" can be dismissed.

Dismiss Undead 8

Range :- Touch

Duration: Instant

Extendable: N/A

Description: The Rank 8 version of this invocation functions in exactly the same way as the Rank 5, with the same restrictions but can be used against Greater Undead as well as Lesser Undead.

Unique Undead; those without a Lesser or Greater prefix cannot be Dismissed through the use of this invocation.

Hallowed Ground 9

Range :- Touch

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest casting it to dedicate an area of ground to his Sphere. The area in question should be marked by a casting mat and ritual components covering an area no smaller than a 6 ft. diameter circle. The components in question should be checked with the player referee, at the start of the adventure, to ensure that they meet the minimum requirements for cosmic casting. Once set up this casting area cannot be disturbed by anyone other than the caster who can only remove it by releasing the invocation. The Hallowed area allows the High Priest to cast further cosmic invocations within it. This is the only way in which Cosmic invocations can be cast away from the Sect's ceremony areas situated outside of the Towers. In order to cast a cosmic invocation, the High Priest must first invoke within the Hallowed area (requiring 5 minutes and their normal casting kit) followed by a 15-minute ritual dedicated to the cosmic invocation they are attempting to cast. No time reduction will be made on these castings as excellent casting kit and vocals are required for Cosmic Invocations.

Heal 6

Range :- Touch

Duration: Instant

Extendable: N/A

Description: This invocation will return the target to their maximum total and locational life and will mend all broken bones that the target may have. This invocation will have no effect upon a character who is dying (has fallen below 0 life).

Heal 9, 10

Range :- Self Only

Duration: Special

Extendable: N/A

Description: At Rank 9 this invocation allows the High Priest to store one rank 6 Heal invocation within their body for release upon the utterance of a specific trigger phrase (such as "Mend this shattered form!") without the need for the usual ritual or being invoked.

The Heal 6 is cast as part of the ceremony required to cast the Heal 9. The High Priest will be out 15 power whilst the Heal 9 is in effect (9 for the Heal 9 and 6 for the stored Heal). Once the Rank 6 Heal is released all 15 power may be restored normally.

At Rank 10 this invocation allows the High Priest to store one rank 6 Heal invocation within their body for release upon the utterance of a specific trigger phrase (such as "Mend this shattered form!") without the need for the usual ritual or being invoked. The Heal released by a rank 10 heal may be targeted at a range of 20 ft. rather than touch as is usually the case.

The Heal 6 is cast as part of the ceremony required to cast the Heal 10. The High Priest will be out 16 power whilst the Heal 10 is in effect (10 for the Heal 10 and 6 for the stored Heal). Once the Rank 6 Heal is released all 16 power may be restored normally.

A character may only have a single Rank 9 Heal and a single Rank 10 Heal invocation in effect at a time, although you may have one of each Rank 9 and 10.

Invoke Sphere 8

Range :- Self Only

Duration: 15-minutes

Extendable: No

Description: At rank 8 upon completion the caster has called directly on the Good Sphere for aid and so may cast up to two Good Ritual Invocations, at normal use of power, using vocals only, without the normal casting time. The Ritual invocations must be cast within 15-minutes of the Invoke, and until they are cast no invocations from other Spheres can be cast, nor can another Invoke Sphere be cast. The caster may only cast Ritual Invocations that he is already capable of casting, no additional casting ability is granted by this invocation.

Mass Bless 9, 10

Range :- 10 ft. diameter circle, centred on caster

Duration: Instant

Extendable: No

Description: The High Priest entreats the Good Sphere to spread its blessings over everyone present for the full duration of casting.

At Rank 9 Mass Bless casts a Rank 6 bless upon everyone within range. This Bless may be cast down for increased duration at the will of the recipient and the duration is also

increased if the caster of the Mass Bless has a Cosmic Blessing invocation in effect.

At Rank 10 Mass Bless casts a Rank 7 bless upon everyone within range. This Bless may be cast down for increased duration at the will of the recipient and the duration is also increased if the caster of the Mass Bless has a Cosmic Blessing invocation in effect.

Mass Bless is unusual in that the recipient of the Bless rather than the caster of the Mass Bless who must expend the power cost for the Bless invocation. For example Durg, a Half Orc Warrior with 8 power, receives a Mass Bless 10 giving him a Bless 7 which he chooses to have cast down to a Bless 4 for 16 hours. Durg must expend 7 Power for the Bless of which 4 (the effective rank of the Bless) is "out" and cannot be recovered through normal means until the Bless has ceased to be "in effect".

Personal Blessing 9, 10

Range :- Touch

Duration: Event

Extendable: N/A

Description: The High Priest casts his own personal blessing upon the recipient providing them with increased power armour class.

At Rank 9 Personal Blessing provides +1 Power Armour Class which stacks with all other forms of Power Armour Class.

At Rank 10 Personal Blessing provides +2 Power Armour Class which stacks with all other forms of Power Armour Class.

A character may only have a single Personal Blessing in effect at a time.

Personal Blessing is usually named after the caster so becoming Khortaz's Blessing or similar. It is effectively permanent unless the caster releases the invocation or is slain. The caster is "out" the power used to cast the Personal Blessing until it ceases to be in effect.

Power Gift 2- 5

Range Touch

Duration Until contact is broken

Extendable No

Description This allows the caster to instantly gift an amount of Power from themselves or their Talisman to another individual with a touch. The maximum amount of power that may be transferred is shown below, the caster may always choose to gift less than this. The Power Gifted is expended in addition to the Power expended to cast the invocation.

Rank	Power Melded Per 30 Seconds	Approx. Time In Seconds For 1 Point
2	2	15
3	4	8
4	8	4
5	16	2

This invocation causes no damage (due to Power loss) to the donor. The caster cannot receive Power above their normal

maximum; and the donor cannot be taken below zero power.

If used in a situation where the character could be resting back Power (i.e. out of combat) Power Meld 1 can be used to transfer any amount of Power.

Power Gift 6 - 8

Range :- Touch

Duration: Instant

Extendable: N/A

Description: This allows the caster to instantly gift an amount of Power from themselves or their Talisman to another individual with a touch. The maximum amount of power that may be transferred is shown below, the caster may always choose to gift less than this. The Power Gifted is expended in addition to the Power expended to cast the invocation.

Rank	Maximum Power Transferred
6	50
7	100
8	150

Power can never be given over the recipient's normal maximum. The transfer happens immediately with no need for contact to be maintained as with the lay power invocation of the same name.

Power Gift 9

Range :- Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the caster to store up to 30 of his own power which can then instantly be gifted to another through the use of a specific trigger phrase (such as "Gift of the Good Sphere"). The caster must touch the recipient as the phrase is uttered at which point the caster may transfer any amount of the stored power to the recipient. The power stored within a Power Gift 9 cannot be used for the casting of other invocations, nor can it be drained from the caster. It is effectively "out" until gifted to someone else. Once the last point of stored power is released the Power Gift 9 ceases to be in effect.

Should the caster be drained to zero power through the use of the Evil Sphere invocation Power Drain, then as soon as they have fallen to the floor a single point of power will be transferred from the power stored in the Power Gift 9 to the casters body.

Power can never be given over the recipient's normal maximum. The transfer happens immediately with no need for contact to be maintained beyond a brief touch.

Power Gift Range 5

Range :- 20 ft

Duration: Instant

Extendable: N/A

Description: This invocation allows the caster to instantly gift an amount of Power from themselves or their Talisman to

another individual within 20ft. No more than a single point of power may be transferred using this invocation.

Power Weapon 6 - 8

Range :- Touch

Duration: 1 Encounter

Extendable: Yes

Description: One blunt weapon can be empowered to do spiritual damage as shown below;

Rank	Power Damage Inflicted
6	Power 3
7	Power 4
8	Power 5

Power Weapon 9

Range :- Self Only

Duration: Special

Extendable: N/A

Description: This invocation allows the High Priest to store one Power Weapon invocation of rank 6 - 8 within their body for release upon the utterance of a specific trigger phrase (such as "Weapon of Power to my hand!") without the need for the usual ritual or being invoked.

The Power Weapon 6 - 8 is cast as part of the ceremony required to cast the Power Weapon 9. The High Priest will be out between 15 and 17 power whilst the Power Weapon 9 is in effect (9 for the Power Weapon 9 and between 6 and 8 for the stored Power Weapon 6 - 8). Once the Rank 6 - 8 Power Weapon is released all power may be restored normally. A character may only have a single Rank 9 Power Weapon invocation in effect at a time.

Protection from Blindness 8

Range :- Touch

Duration: 1 Encounter

Extendable: NA

Description: The Target is immune to blindness effects (such as a Black Elemental or Poison Blindness) for as long as the invocation is in effect.

Protection from Disease 1, 3, 5, 7

Range :- Touch

Duration: 1 Encounter

Extendable: Yes

Description: The Target is immune to all Diseases of the same or lower rank that the effective rank of the Protection from Disease invocation as summarised below. A Disease received before the Protection from Disease was cast will affect the victim normally.

Rank	Disease Protected Against
1	Minor (Rank 1)
3	Medium (Rank 3)

5	Major (Rank 5)
7	Fatal (Rank 7)

Because a Disease invocation takes time to take effect the caster of a Disease will be unaware that the invocation has failed against a protected target. It is therefore not necessary to say "No Effect" when struck with a Disease which you are protected from.

Protection from Fear 8

Range :- Touch

Duration: 1 Encounter

Extendable: NA

Description: The Target is immune to Fear effects (such as a Fear invocation or a wolf's howl) for as long as the invocation is in effect.

Protection from Poison 8

Range :- Touch

Duration: 1 Encounter

Extendable: No

Description: The target becomes immune to all Poisons and Venoms up to Rank 8, and Poison Damage up to "Poison 8" for the duration of the invocation (note that minimum damage still applies). Note that this invocation does not render the recipient immune to a Ghoul's paralysis.

Remove Curse 8

Range :- Touch

Duration: Instant

Extendable: N/A

Description: At rank 8 this invocation will remove all Evil Sphere rank 4 Curses, rank 7 Spiritual Barrier or rank 8 Greater Curses from the target.

Unshackle Spirit 6

Range :- Touch

Duration: Instant

Extendable: N/A

Description: This invocation will remove the Evil Sphere invocation Beguilement and Possession from a single target.

THE MARKETPLACE

MONEY (GESTS)

Characters earn in-character money called "Gests" during the course of their adventures. These Gests can be used to upgrade existing equipment or purchase new equipment as shown on any of the Tables:

Armour

Weapons

Potions

Scrolls

Items

PURCHASING IN- CHARACTER EQUIPMENT

This equipment can either be purchased;

On an event, in-character via some merchants;

Sometimes at the start of an event when a member of the Heroquest Admin staff are present;

Between events by contacting the Admin team.

It is always worth taking your Gests with you to a dungeon in case the opportunity arises for you to make a purchase.

YELLOW CARDS

Whenever you purchase or obtain an item, you will be given a Yellow Card for that item. The Yellow Card contains the details of the item (Description and number of charges etc) and is proof that you own the item.

These Yellow Cards should be taken with you on each dungeon you play and the Referee may ask to see them; they are also required to mark off any charges used etc. during an event. The Yellow Cards are an Out-Of-Character item, they are only seen out-of-game for reference (i.e. they are not attached to in-game items).

Each Yellow Card for a permanent item will have a unique reference number on it, this is to identify the item and who owns it. You should place all of your items and reference numbers on your battleboard and let HQ Admin know the reference number of any new

items that you obtain. This is a backup measure in case you actually lose your Yellow Cards and can be used by HQ Admin to prove that you own the said item.

If you end up with an item you do not want, you can sell or trade it to other characters. This can be done in real life, when you meet them in person or via the website. You can also try to sell/trade items back to your guild (contact HQ Admin).

ARMOUR

Listed below are the types of armour that you can buy and their purchase price in Gests:

	Metal Armour	Non-Metal Armour
Cost to non-Primary Warriors	100	60

Superior Armour

To enhance existing armour, they can be made superior, each rank adding to the Physical Armour Class

Superior +1	+50
Superior +2	+100
Superior +3	+200
Superior +4	300

ENSORCELLING AND EMPOWERING

To Empower or Ensorcel weapons, armour or clothing will cost the following-

Clothing

	Headband / Tabard	Cumulative
+1 Magic AC	120	120
+2 Magic AC	240	360
+1 Power AC	120	120
+2 Power AC	240	360

**** Note** - You may choose alternative versions of these additional headwear and body wear items, e.g. replacing a headband with a crown / hat, or replacing a tabard with a tunic / coat. You will be able to buy one empowered / ensorcelled hat and one empowered / ensorcelled tunic. You will not be able

to buy an empowered /ensorcelled hat and an empowered /ensorcelled headband. You will be restricted to the 2 additional AC to the head location 2 additional AC to the body location.

Weapons and Armour

Level/Rank	Cost (Gests)	Cumulative Cost
1	150	150
2	150	300
3	150	450
4	200	650
5	250	900
6	300	1200
7	350	1550
8	450	2000

Contact HQ Admin if you wish to purchase these type of weapons.

POTIONS

Listed below are the types of Herbal potion that you can buy and their purchase price in Gests:

Potion Type	Price in Gests									
Rank	1	2	3	4	5	6	7	8	9	10
Strength			5			10			20	
Dexterity	4	8	12	16	20	28	36	44	52	60
Stamina	3	6	9	12	15	18	21	24	27	30
Staunch Wounds	6									
Cure Wounds	6	7	8	9	10	12	14	16	18	20
Cure Disease		5		10		15		20		25
Remove Pain		10								
Poison Antidote					10					20
Ingestive Poison	2	4	6	8	10	12	14	16	18	20
Blade Venom	2	4	6	8	10	12	14	16	18	20
Sleep	2	4	6	8	10			15		10

For Alchemical potion costs, see Alchemical Potions in the Potions section.

SCROLLS

The cost of purchasing a piece of blank scroll paper is 100 gests.

ITEMS

The standard Items for sale in the Kern Valley are listed on the Table. Placing Spells and Invocations within items is an unstable and tricky business and not all spells and invocations can be placed into Items, however this may change over time. The item phys rep can either be a Necklace, Ring or Amulet and should be stated by the character when they purchase the item.

Spell/Invocation	Price in Gests	
No of Charges >	1	3
Banish Undead 5	15	45
Cause Mortal Wounds	15	45
Clearsight	20	60
Cloak of Ushaz	15	45
Commune	10	30
Courage Range	10	30
Cure Blindness	10	30
Cure Fatal Disease	40	120
Cure Major Disease	15	45
Cure Mortal Wounds	15	45
Curse	10	30
Dark Bolt 5	20	60
Dark Bolt 6	45	135
Dark Bolt 7	55	165
Dark Bolt 8	65	195
Dark Skin 5	20	60
Dark Skin 6	30	90
Dark Skin 7	40	120
Dark Skin 8	50	150

Dispel 5	20	60
Dispel 6	30	90
Dispel 7	40	120
Dispel 8	50	150
Double Strength	10	30
Endurance 5	10	30
Entrapment Range	40	120
Fire Bolt 5	20	60
Fire Bolt 6	45	135
Fire Bolt 7	55	165
Fire Bolt 8	65	195
Fire Skin 5	20	60
Fire Skin 6	30	90
Fire Skin 7	40	120
Fire Skin 8	50	150
Fumble	20	60
Greater Curse	40	120
Heal	40	120
Identify	10	30
Instant Meditation	40	120
Mass Courage	20	60
Mass Flash	20	60
Meditate Other	10	30
Protection from Earthquake	15	45
Regenerate 5	15	45
Remove Curse	15	45
Remove Greater Curse	40	120
Remove Paralysis	10	30
Repulsion	20	60
Resurrection	30	90
Shocking Grasp 5	20	60
Shocking Grasp 6	40	120
Shocking Grasp 7	50	150

Shocking Grasp 8	60	180
Shroud of Ushaz	30	90
Spirit Shield	20	60
Static Field 5	20	60
Stoneform 5	20	60
Stoneform 6	30	90
Stoneform 7	40	120
Stoneform 8	50	150
Strength	5	15
Walk on Air 4	20	60
Walk on Air 7	40	120

APPENDIX A

CHARACTER POINTS TABLES

	Human				Elven				Half-Orc			
	Wa	Sc	Ac	Ma	Wa	Sc	Ac	Ma	Wa	Sc	Ac	Ma
Adrenal Dexterity rank 1	4	4	4	0	0	0	0	0	6	6	6	0
Adrenal Dexterity rank 2	4	4	4	0	0	0	0	0	6	6	6	0
Adrenal Dexterity rank 3	4	4	4	0	0	0	0	0	6	6	6	0
Adrenal Dexterity rank 4	4	4	4	0	0	0	0	0	6	6	6	0
Adrenal Dexterity rank 5	4	4	4	0	0	0	0	0	6	6	6	0
Adrenal Dexterity rank 6	4	4	4	0	0	0	0	0	6	6	6	0
Adrenal Dexterity rank 7	4	4	4	0	0	0	0	0	6	6	6	0
Adrenal Dexterity rank 8	4	4	4	0	0	0	0	0	6	6	6	0
Adrenal Resist Fear rank 2	8	8	8	0	0	0	0	0	10	10	10	0
Adrenal Resist Immobility rank 3	8	8	8	0	0	0	0	0	10	10	10	0
Adrenal Resist Pain rank 4	8	8	8	0	0	0	0	0	10	10	10	0
Adrenal Strength rank 1	8	8	8	0	0	0	0	0	10	10	10	0
Adrenal Strength rank 3	8	8	8	0	0	0	0	0	10	10	10	0
Adrenal Strength rank 5	8	8	8	0	0	0	0	0	10	10	10	0
Buy Adrenals	2	4	2	0	0	0	0	0	2	4	3	0
Limit Raise Adrenals	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise Mastery Adrenals	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise Enhanced Mastery Adrenals	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise Superior Mastery Adrenals	0	0	0	0	0	0	0	0	0	0	0	0
Magic Tolerance	10	10	10	0	0	0	0	0	10	10	10	0
Use Adrenals Rank 1 - 8	R+3	R+5	R+3	0	0	0	0	0	R+4	R+6	R+4	0
Meditate Adrenals	20	20	20	0	0	0	0	0	20	20	20	0
Meditate Adrenals Mastery	20	20	20	0	0	0	0	0	20	20	20	0
Meditate Adrenals Enhanced Mastery	20	20	20	0	0	0	0	0	20	20	20	0
Meditate Adrenals Superior Mastery	20	20	20	0	0	0	0	0	20	20	20	0
Archer Acolyte	40	40	40	40	40	40	40	40	40	40	40	40

Archer Priest	60	60	60	60	60	60	60	60	60	60	60	60
Archer Specialist Acolyte - 1st Sect	0	0	0	0	0	0	0	0	0	0	0	0
Archer Specialist Priest - 1st Sect	0	0	0	0	0	0	0	0	0	0	0	0
Archer Specialist High Priest - 1st Sect	0	0	0	0	0	0	0	0	0	0	0	0
Archer Specialist Acolyte - 2nd Sect	0	0	0	0	0	0	0	0	0	0	0	0
Archer Specialist Priest - 2nd Sect	0	0	0	0	0	0	0	0	0	0	0	0
Archer Mage	40	40	40	40	40	40	40	40	40	40	40	40
Archer Wizard	60	60	60	60	60	60	60	60	60	60	60	60
Archer Specialist Mage - 1st School	0	0	0	0	0	0	0	0	0	0	0	0
Archer Specialist Wizard - 1st School	0	0	0	0	0	0	0	0	0	0	0	0
Archer Specialist Sorcerer - 1st School	0	0	0	0	0	0	0	0	0	0	0	0
Archer Specialist Mage - 2nd School	0	0	0	0	0	0	0	0	0	0	0	0
Archer Specialist Wizard - 2nd School	0	0	0	0	0	0	0	0	0	0	0	0
Knockback Shot	20	25	30	30	25	30	35	35	20	25	30	30
Marksman	40	40	40	40	40	40	40	40	40	40	40	40
Missile Attunement	25	25	25	25	25	25	25	25	30	30	30	30
Missile Proficiency	1	1	2	3	1	1	2	3	1	1	2	3
Missile Mastery	6	6	12	18	5	5	10	15	5	5	10	15
Missile Enhanced Mastery	12	12	24	36	10	10	20	30	15	15	30	45
Speed Dart	10	10	10	10	8	8	8	8	12	12	12	2
Strength Attuned Bow	0	0	0	0	0	0	0	0	0	0	0	0
Nerve Strike Shot	10	10	20	20	8	8	18	18	12	12	22	22
Nerve Strike Shot Mastery	20	20	40	40	16	16	36	36	24	24	44	44
Nerve Strike Shot Enhanced Mastery	30	30	60	60	24	24	54	54	36	36	66	66
Armour Mastery	20	28	28	36	28	40	40	52	24	36	36	48
Armour Enhanced Mastery	30	42	42	54	42	60	60	78	36	54	54	72
Armour Superior Mastery	30	42	42	54	42	60	60	78	36	54	54	72
Armour Exceptional Mastery	30	42	42	54	42	60	60	78	36	54	54	72
Armour Perfection	30	42	42	54	42	60	60	78	36	54	54	72
Shield Proficiency	3	9	9	27	3	9	9	27	3	9	9	27
Limit Raise Dexterity	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise Mastery Dexterity	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise Enhanced Mastery Dexterity	0	0	0	0	0	0	0	0	0	0	0	0

Limit Raise Superior Mastery Dexterity	0	0	0	0	0	0	0	0	0	0	0	0
Combat Awareness	24	12	36	36	20	10	30	30	28	14	42	42
Combat Awareness Mastery	36	24	72	72	40	20	60	60	56	28	84	84
Combat Awareness Enhanced Mastery	48	36	108	108	60	30	90	90	84	42	126	126
Combat Awareness Superior Mastery	60	48	144	144	80	40	120	120	112	56	168	168
Combat Awareness Exceptional Mastery	72	60	180	180	100	50	150	150	140	70	210	210
Additional Guild	0	0	0	0	0	0	0	0	0	0	0	0
Additional Class	0	0	0	0	0	0	0	0	0	0	0	0
Improved Empowering	30	30	30	30	30	30	30	30	30	30	30	30
Improved Ensorcelling	30	30	30	30	30	30	30	30	30	30	30	30
Increased Spirit Strength	0	0	0	0	0	0	0	0	0	0	0	0
Buy Ki	2	1	3	3	2	1	3	3	3	2	4	4
Focus Ki vs Magic	20	10	20	20	20	10	20	20	20	20	20	20
Focus Ki vs Power	20	10	20	20	20	10	20	20	20	20	20	20
Forearm Parry	R*4	R*2	R*4	R*4	R*4	R*2	R*4	R*4	R*4	R*4	R*4	R*4
Forearm Parry Mastery	0	0	0	0	0	0	0	0	0	0	0	0
Forearm Parry Enhanced Mastery	0	0	0	0	0	0	0	0	0	0	0	0
Use Ki	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise - Ki	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise Mastery - Ki	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise Enhanced Mastery - Ki	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise Superior Mastery - Ki	0	0	0	0	0	0	0	0	0	0	0	0
Meditate Ki	20	10	20	20	20	10	20	20	20	20	20	20
Meditate Ki Mastery	20	10	20	20	20	10	20	20	20	20	20	20
Meditate Ki Enhanced Mastery	20	10	20	20	20	10	20	20	20	20	20	20
Meditate Ki Superior Mastery	20	10	20	20	20	10	20	20	20	20	20	20
Ki Protection	20	10	20	20	20	10	20	20	20	20	20	20
Ki Protection Mastery	20	10	20	20	20	10	20	20	20	20	20	20
Ki Protection Enhanced Mastery	20	10	20	20	20	10	20	20	20	20	20	20
Ki Protection Superior Mastery	20	10	20	20	20	10	20	20	20	20	20	20
Buy Spell Slot level 6 (max 500 total mana)	18	12	12	6	10	10	10	5	21	14	14	7
Buy Spell Slot level 7 (max 500 total mana)	21	14	14	7	12	12	12	6	24	16	16	8
Buy Spell Slot level 8 (max 500 total mana)	24	16	16	8	14	14	14	7	27	18	18	9

Buy Spell Slot level 9 (max 500 total mana)	27	18	18	9	16	16	16	8	30	20	20	10
Buy Spell Slot level 10 (max 500 total mana)	30	20	20	10	18	18	18	9	33	22	22	11
Cast additional colour of Magic 3 &4 - levels 1 - 5	30	20	20	10	24	16	16	8	48	24	32	12
Cast additional colour of Magic 5 & 6 - levels 1 - 5	120	80	80	40	96	64	64	32	192	96	128	48
Cast 7th colour of Magic levels 1 - 5	240	160	160	80	192	128	128	64	384	192	256	96
Cast 8th colour of Magic levels 1 - 5	240	160	160	80	192	128	128	64	384	192	256	96
Make Focus	30	18	24	12	20	12	16	8	32	24	32	16
Cast Wizardry (6-8) in Black	0	0	0	0	0	0	0	0	0	0	0	0
Cast Wizardry (6-8) in Blue	0	0	0	0	0	0	0	0	0	0	0	0
Cast Wizardry (6-8) in Brown	0	0	0	0	0	0	0	0	0	0	0	0
Cast Wizardry (6-8) in Green	0	0	0	0	0	0	0	0	0	0	0	0
Cast Wizardry (6-8) in Grey	0	0	0	0	0	0	0	0	0	0	0	0
Cast Wizardry (6-8) in Red	0	0	0	0	0	0	0	0	0	0	0	0
Cast Wizardry (6-8) in White	0	0	0	0	0	0	0	0	0	0	0	0
Cast Wizardry (6-8) in Yellow	0	0	0	0	0	0	0	0	0	0	0	0
Make Arcane Focus	0	0	0	0	0	0	0	0	0	0	0	0
Cast Arcane (9-10) in Black	0	0	0	0	0	0	0	0	0	0	0	0
Cast Arcane (9-10) in Blue	0	0	0	0	0	0	0	0	0	0	0	0
Cast Arcane (9-10) in Brown	0	0	0	0	0	0	0	0	0	0	0	0
Cast Arcane (9-10) in Green	0	0	0	0	0	0	0	0	0	0	0	0
Cast Arcane (9-10) in Grey	0	0	0	0	0	0	0	0	0	0	0	0
Cast Arcane (9-10) in Red	0	0	0	0	0	0	0	0	0	0	0	0
Cast Arcane (9-10) in White	0	0	0	0	0	0	0	0	0	0	0	0
Cast Arcane (9-10) in Yellow	0	0	0	0	0	0	0	0	0	0	0	0
Learn additional Spells level 1 - 8	0	0	0	0	0	0	0	0	0	0	0	0
Learn level 9 spells	0	0	0	0	0	0	0	0	0	0	0	0
Learn Level 10 spells	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise - Mana	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise Mastery - Mana	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise Enhanced Mastery - Mana	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise Superior Mastery - Mana	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise - Spell	0	0	0	0	0	0	0	0	0	0	0	0

Mnemonic Mastery	8	8	8	6	6	6	6	4	10	10	10	8
Mnemonic Enhanced Mastery	8	8	8	6	6	6	6	4	10	10	10	8
Mnemonic Superior Mastery	8	8	8	6	6	6	6	4	10	10	10	8
Mnemonic Attunement	0	0	0	0	0	0	0	0	0	0	0	0
Recharge Active Spell	0	0	0	0	0	0	0	0	0	0	0	0
Spell Store	0	0	0	0	0	0	0	0	0	0	0	0
Recast Spell Store	0	0	0	0	0	0	0	0	0	0	0	0
Elemental Proficiency	10	10	10	10	10	10	10	10	10	10	10	10
Elemental Mastery	50	50	50	50	40	40	40	40	60	60	60	60
Elemental Enhanced Mastery	50	50	50	50	40	40	40	40	60	60	60	60
Elemental Superior Mastery	50	50	50	50	40	40	40	40	60	60	60	60
Extra Arcane Store Preparation	0	0	0	0	0	0	0	0	0	0	0	0
Exceptional Arcane Store Preparation	0	0	0	0	0	0	0	0	0	0	0	0
Spell Extension	0	0	0	0	0	0	0	0	0	0	0	0
Write Battle Magic Scrolls	24	18	18	12	20	15	15	10	28	21	21	14
Write High Magic Scrolls	48	36	36	24	40	30	30	20	56	42	42	28
Write Arcane Magic Scrolls	48	36	36	24	40	30	30	20	56	42	42	28
Field Medicine	24	24	12	24	24	24	12	24	24	24	12	24
Discern Disease	12	8	4	8	18	12	6	12	18	12	6	12
Discern Paralysis	12	8	4	8	18	12	6	12	18	12	6	12
Discern Poisoning	12	8	4	8	18	12	6	12	18	12	6	12
Discern Spiritual Influence	12	8	4	8	18	12	6	12	18	12	6	12
Ambidexterity Mastery	5	10	15	20	5	10	15	20	5	10	15	20
Strength	30	60	60	90	60	90	90	120	25	50	50	75
Strength - Double	60	120	120	180	120	180	180	240	50	100	100	150
Strength - Triple	90	180	180	270	180	270	270	360	75	150	150	225
Toughened Skin	30	60	60	90	45	90	90	135	10	30	30	30
Toughened Skin Mastery	30	60	60	90	45	90	90	135	10	30	30	30
Toughened Skin Enhanced Mastery	30	60	60	90	45	90	90	135	10	30	30	30
Toughened Skin Superior Mastery	30	60	60	90	45	90	90	135	10	30	30	30
Alchemist	10	5	15	15	10	5	15	15	10	5	15	15
Additional Alchemical Recipes	0	0	0	0	0	0	0	0	0	0	0	0
Transmutation	25	20	25	25	25	20	25	25	25	20	25	25

Transmutation Mastery	37	30	37	37	37	30	37	37	37	30	37	37
Transmutation Enhanced Mastery	50	40	50	50	50	40	50	50	50	40	50	50
Philosopher's Stone	40	10	30	30	40	10	30	30	40	10	30	30
Philosopher's Stone Mastery	40	10	30	30	40	10	30	30	40	10	30	30
Philosopher's Stone Enhanced Mastery	40	10	30	30	40	10	30	30	40	10	30	30
Construct Laboratory	40	10	30	30	40	10	30	30	40	10	30	30
Construct Laboratory Mastery	40	10	30	30	40	10	30	30	40	10	30	30
Construct Laboratory Enhanced Mastery	40	10	30	30	40	10	30	30	40	10	30	30
Construct Laboratory Superior Mastery	40	10	30	30	40	10	30	30	40	10	30	30
Potion Master	0	0	0	0	0	0	0	0	0	0	0	0
Poison Master	0	0	0	0	0	0	0	0	0	0	0	0
Herbalist	10	5	15	15	10	5	15	15	10	5	15	15
Make Herbal Potion	25	20	25	25	25	20	25	25	25	20	25	25
Make Herbal Potion Mastery	37	30	37	37	37	30	37	37	37	30	37	37
Make Herbal Potion Enhanced Mastery	50	40	50	50	50	40	50	50	50	40	50	50
Make Herbal Potion Superior Mastery	50	40	50	50	50	40	50	50	50	40	50	50
Make Herbal Potion Exceptional Mastery	50	40	50	50	50	40	50	50	50	40	50	50
Alembic	40	10	30	30	40	10	30	30	40	10	30	30
Master Alembic	40	10	30	30	40	10	30	30	40	10	30	30
Precision Alembic	40	10	30	30	40	10	30	30	40	10	30	30
Distil Herbal Potion	40	10	30	30	40	10	30	30	40	10	30	30
Distil Herbal Potion Mastery	40	10	30	30	40	10	30	30	40	10	30	30
Distil Herbal Potion Enhanced Mastery	40	10	30	30	40	10	30	30	40	10	30	30
Meditate Power Mastery	12	8	4	8	12	8	4	8	15	10	5	10
Meditate Power Enhanced Mastery	12	8	4	8	12	8	4	8	15	10	5	10
Meditate Power Superior Mastery	12	8	4	8	12	8	4	8	15	10	5	10
Power Store - Lesser	50	50	50	50	50	50	50	50	50	50	50	50
Power Store - Greater	50	50	50	50	50	50	50	50	50	50	50	50
Cast 1st Sphere ranks 6 - 8	R+9	R+6	R+3	R+6	R+12	R+9	R+3	R+9	R+12	R+9	R+6	R+9
Cast 1st Sphere ranks 9 - 10	R+9	R+6	R+3	R+6	R+12	R+9	R+3	R+9	R+12	R+9	R+6	R+9
Connection with 2nd Sphere	32	16	8	16	40	24	12	24	40	20	10	20
Cast 2nd Sphere ranks 1 - 5	R+9	R+6	R+3	R+6	R+12	R+9	R+3	R+9	R+12	R+9	R+6	R+9
Cast 2nd Sphere ranks 6 - 8	R+9	R+6	R+3	R+6	R+12	R+9	R+3	R+9	R+12	R+9	R+6	R+9

Cast 2nd Sphere ranks 9 - 10	R+9	R+6	R+3	R+6	R+12	R+9	R+3	R+9	R+12	R+9	R+6	R+9
Connection with 3rd Sphere	64	32	16	32	80	48	24	48	80	40	20	40
Cast 3rd Sphere ranks 1 - 5	R+9	R+6	R+3	R+6	R+12	R+9	R+3	R+9	R+12	R+9	R+6	R+9
Cast 3rd Sphere ranks 6 - 8	R+9	R+6	R+3	R+6	R+12	R+9	R+3	R+9	R+12	R+9	R+6	R+9
Cast 3rd Sphere ranks 9 - 10	R+9	R+6	R+3	R+6	R+12	R+9	R+3	R+9	R+12	R+9	R+6	R+9
Greater Invoke	0	0	0	0	0	0	0	0	0	0	0	0
Invocation Guard	0	0	0	0	0	0	0	0	0	0	0	0
Invoke Mastery	0	0	0	0	0	0	0	0	0	0	0	0
Invocation Extension	0	0	0	0	0	0	0	0	0	0	0	0
Learn additional rank 1 - 8 Invocations	0	0	0	0	0	0	0	0	0	0	0	0
Learn rank 9 Invocations	0	0	0	0	0	0	0	0	0	0	0	0
Learn rank 10 Invocations	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise - Power	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise Mastery - Power	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise Enhanced Mastery - Power	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise Superior Mastery - Power	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise - Invocation	0	0	0	0	0	0	0	0	0	0	0	0
Make Talisman	32	16	8	16	48	32	16	32	36	24	12	24
Priest in 2nd Sphere	0	0	0	0	0	0	0	0	0	0	0	0
Priest in 3rd Sphere	0	0	0	0	0	0	0	0	0	0	0	0
Cast Cosmic Power in Additional Sphere	0	0	0	0	0	0	0	0	0	0	0	0
Cast Cosmic Power in 1st Sphere	0	0	0	0	0	0	0	0	0	0	0	0
Write Lay Power Scrolls	20	15	10	15	24	18	12	18	24	18	12	18
Write Ritual Power Scrolls	40	30	20	30	48	36	24	36	48	36	24	36
Write Cosmic Power Scrolls	40	30	20	30	46	36	24	36	44	34	28	34
Limit Raise - Psi	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise Mastery - Psi	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise Enhanced Mastery - Psi	0	0	0	0	0	0	0	0	0	0	0	0
Meditate Psi	12	8	4	8	12	8	4	8	15	10	5	10
Meditate Psi Mastery	12	8	4	8	12	8	4	8	15	10	5	10
Meditate Psi Enhanced Mastery	12	8	4	8	12	8	4	8	15	10	5	10
Meditate Psi Superior Mastery	12	8	4	8	12	8	4	8	15	10	5	10
Buy Psi	3	2	1	2	6	4	2	4	5	3	1	3

Cast Rank Psi	R+9	R+6	R+3	R+6	R+12	R+9	R+3	R+9	R+12	R+9	R+6	R+9
Make Psi Talisman	32	16	8	16	48	32	16	32	36	24	12	24
Dodge - Uncanny	40	20	60	60	30	15	50	50	50	25	70	70
Dodge - Exceptional	80	40	120	120	60	30	100	100	100	50	140	140
Dodge - Superior	120	60	180	180	90	45	150	150	150	75	210	210
Jack of All trades	0	0	0	0	0	0	0	0	0	0	0	0
Trap Handling	20	10	20	20	20	10	20	20	20	10	20	20
Trap Handling Mastery	20	10	20	20	20	10	20	20	20	10	20	20
Trap Handling Enhanced Mastery	20	10	20	20	20	10	20	20	20	10	20	20
Trap Handling Superior Mastery	20	10	20	20	20	10	20	20	20	10	20	20
Trap Handling Exceptional Mastery	20	10	20	20	20	10	20	20	20	10	20	20
Disguise	20	20	20	20	20	20	20	20	20	20	20	20
Disguise Mastery	40	40	40	40	40	40	40	40	40	40	40	40
Disguise Other	20	20	20	20	20	20	20	20	20	20	20	20
Recognise Disguise	20	20	20	20	20	20	20	20	20	20	20	20
Recognise Disguise Mastery	40	40	40	40	40	40	40	40	40	40	40	40
Sneak Attack	20	10	40	40	20	10	40	40	20	10	40	40
Sneak Attack Mastery	40	20	60	60	40	20	60	60	40	20	60	60
Sneak Attack Enhanced Mastery	60	30	80	80	60	30	80	80	60	30	80	80
Sneak Attack Superior Mastery	80	40	100	100	80	40	100	100	80	40	100	100
Sneak Attack Exceptional Mastery	100	50	120	120	100	50	120	120	100	50	120	120
Throat Slit	25	10	50	50	25	10	50	50	25	10	50	50
Throat Slit Mastery	25	10	50	50	25	10	50	50	25	10	50	50
Throat Slit Enhanced Mastery	25	10	50	50	25	10	50	50	25	10	50	50
Throat Slit Superior Mastery	25	10	50	50	25	10	50	50	25	10	50	50
Throat Slit Exceptional Mastery	25	10	50	50	25	10	50	50	25	10	50	50
Bonebreak	30	60	90	120	30	60	90	120	30	60	90	120
Bonebreak Mastery	40	80	120	160	40	80	120	160	40	80	120	160
Bonebreak Enhanced Mastery	50	100	150	200	50	100	150	200	50	100	150	200
Bonebreak Superior Mastery	60	120	180	240	60	120	180	240	60	120	180	240
Damage Increase	20	30	40	50	20	30	40	50	20	30	40	50
Damage Increase Mastery	40	60	80	100	40	60	80	100	40	60	80	100
Disarm - Uses	10	20	30	40	10	20	30	40	10	20	30	40

Disarm	0	0	0	0	0	0	0	0	0	0	0	0
Disarm Mastery	20	40	60	80	20	40	60	80	20	40	60	80
Disarm Enhanced Mastery	30	60	90	120	30	60	90	120	30	60	90	120
Disarm Superior Mastery	40	80	120	160	40	80	120	160	40	80	120	160
Dismember	40	80	120	160	40	80	120	160	40	80	120	160
Dismember Mastery	50	100	150	200	50	100	150	200	50	100	150	200
Dismember Enhanced Mastery	60	120	180	240	60	120	180	240	60	120	180	240
Dismember Superior Mastery	70	140	210	280	70	140	210	280	70	140	210	280
Hold the Line	30	50	70	90	30	50	70	90	30	50	70	90
Hold the Line Mastery	30	50	70	90	30	50	70	90	30	50	70	90
Hold the Line Enhanced Mastery	30	50	70	90	30	50	70	90	30	50	70	90
Never Surrender	50	150	100	150	50	150	100	150	50	150	100	150
Never Say Die	50	150	100	150	50	150	100	150	50	150	100	150
External Champion	50	150	100	150	50	150	100	150	50	150	100	150
Knockback Uses	10	20	30	40	10	20	30	40	10	20	30	40
Knockback	0	0	0	0	0	0	0	0	0	0	0	0
Knockback Mastery	20	40	60	80	20	40	60	80	20	40	60	80
Knockback Enhanced Mastery	30	60	90	120	30	60	90	120	30	60	90	120
Knockback Superior Mastery	40	80	120	160	40	80	120	160	40	80	120	160
Knockdown Uses	10	20	30	40	10	20	30	40	10	20	30	40
Knockdown	0	0	0	0	0	0	0	0	0	0	0	0
Knockdown Mastery	20	40	60	80	20	40	60	80	20	40	60	80
Knockdown Enhanced Mastery	30	60	90	120	30	60	90	120	30	60	90	120
Knockdown Superior Mastery	40	80	120	160	40	80	120	160	40	80	120	160
Limit Raise - Life	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise Mastery - Life	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise Enhanced Mastery - Life	0	0	0	0	0	0	0	0	0	0	0	0
Limit Raise Superior Mastery - Life	0	0	0	0	0	0	0	0	0	0	0	0
Nerve Strike Uses	10	20	30	40	10	20	30	40	10	20	30	40
Nerve Strike	0	0	0	0	0	0	0	0	0	0	0	0
Nerve Strike Mastery	20	40	60	80	20	40	60	80	20	40	60	80
Nerve Strike Enhanced Mastery	30	60	90	120	30	60	90	120	30	60	90	120
Nerve Strike Superior Mastery	40	80	120	160	40	80	120	160	40	80	120	160

Resist Bonebreak	30	60	90	120	30	60	90	120	30	60	90	120
Resist Bonebreak Mastery	40	80	120	160	40	80	120	160	40	80	120	160
Resist Bonebreak Enhanced Mastery	50	100	150	200	50	100	150	200	50	100	150	200
Resist Bonebreak Superior Mastery	60	120	180	240	60	120	180	240	60	120	180	240
Resist Disarm	10	40	60	80	10	40	60	80	10	40	60	80
Resist Disarm Mastery	20	60	90	120	20	60	90	120	20	60	90	120
Resist Disarm Enhanced Mastery	30	80	120	160	30	80	120	160	30	80	120	160
Resist Disarm Superior Mastery	40	100	150	200	40	100	150	200	40	100	150	200
Resist Dismember	30	60	90	120	30	60	90	120	30	60	90	120
Resist Dismember Mastery	40	80	120	160	40	80	120	160	40	80	120	160
Resist Dismember Enhanced Mastery	50	100	150	200	50	100	150	200	50	100	150	200
Resist Dismember Superior Mastery	60	120	180	240	60	120	180	240	60	120	180	240
Resist Knockback	10	40	60	80	10	40	60	80	10	40	60	80
Resist Knockback Mastery	20	60	90	120	20	60	90	120	20	60	90	120
Resist Knockback Enhanced Mastery	30	80	120	160	30	80	120	160	30	80	120	160
Resist Knockback Superior Mastery	40	100	150	200	40	100	150	200	40	100	150	200
Resist Knockdown	10	40	60	80	10	40	60	80	10	40	60	80
Resist Knockdown Mastery	20	60	90	120	20	60	90	120	20	60	90	120
Resist Knockdown Enhanced Mastery	30	80	120	160	30	80	120	160	30	80	120	160
Resist Knockdown Superior Mastery	40	100	150	200	40	100	150	200	40	100	150	200
Resist Nerve Strike	10	40	60	80	10	40	60	80	10	40	60	80
Resist Nerve Strike Mastery	20	60	90	120	20	60	90	120	20	60	90	120
Resist Nerve Strike Enhanced Mastery	30	80	120	160	30	80	120	160	30	80	120	160
Resist Nerve Strike Superior Mastery	40	100	150	200	40	100	150	200	40	100	150	200
Resist Shield Arm Bonebreak	30	60	90	120	30	60	90	120	30	60	90	120
Resist Shield Arm Bonebreak Mastery	40	80	120	160	40	80	120	160	40	80	120	160
Resist Shield Arm Bonebreak Enhanced Mastery	50	100	150	200	50	100	150	200	50	100	150	200
Resist Shield Cleave	30	60	90	120	30	60	90	120	30	60	90	120
Resist Shield Cleave Mastery	40	80	120	160	40	80	120	160	40	80	120	160
Resist Shield Cleave Enhanced Mastery	50	100	150	200	50	100	150	200	50	100	150	200
Resist Through Damage	30	60	90	120	30	60	90	120	30	60	90	120
Resist Through Damage Mastery	40	80	120	160	40	80	120	160	40	80	120	160
Resist Through Damage Enhanced Mastery	50	100	150	200	50	100	150	200	50	100	150	200

Shield Arm Bonebreak	30	60	90	120	30	60	90	120	30	60	90	120
Shield Arm Bonebreak Mastery	40	80	120	160	40	80	120	160	40	80	120	160
Shield Arm Bonebreak Enhanced Mastery	50	100	150	200	50	100	150	200	50	100	150	200
Shield Cleave	30	60	90	120	30	60	90	120	30	60	90	120
Shield Cleave Mastery	40	80	120	160	40	80	120	160	40	80	120	160
Shield Cleave Enhanced Mastery	50	100	150	200	50	100	150	200	50	100	150	200
Shield Cleave Superior Mastery	60	120	180	240	60	120	180	240	60	120	180	240
Spiritual Warrior	10	20	20	30	10	20	20	30	10	20	20	30
Spiritual Warrior Mastery	20	40	40	60	20	40	40	60	20	40	40	60
Spiritual Warrior Enhanced Mastery	30	60	60	90	30	60	60	90	30	60	60	90
Subdual	10	20	20	40	10	20	20	40	10	20	20	40
Subdual Mastery	20	40	40	60	20	40	40	60	20	40	40	60
Subdual Enhanced Mastery	30	60	60	80	30	60	60	80	30	60	60	80
Sunder	40	80	120	160	40	80	120	160	40	80	120	160
Sunder Mastery	50	100	150	200	50	100	150	200	50	100	150	200
Sunder Enhanced Mastery	60	120	180	240	60	120	180	240	60	120	180	240
Cast through Weapon	0	0	0	0	0	0	0	0	0	0	0	0
Cast through Weapon Mastery	0	0	0	0	0	0	0	0	0	0	0	0
Weapon Bond	0	0	0	0	0	0	0	0	0	0	0	0
Weapon Mastery - Single handed (blunt / sharp)	9	18	18	27	12	24	24	36	8	16	16	24
Weapon Enhanced Mastery - Single handed (blunt/sharp)	27	54	54	81	36	72	72	108	32	64	64	96
Dagger Proficiency	1	1	3	2	1	1	3	2	1	1	3	2
Dagger Mastery	6	6	18	12	6	6	18	12	5	5	15	10
Dagger Enhanced Mastery	18	18	54	36	18	18	54	36	25	25	75	50
Weapon Mastery - Double handed (blunt / sharp)	18	36	36	54	20	40	40	60	16	32	32	48
Weapon Enhanced Mastery - Double handed (blunt/sharp)	36	72	72	108	40	80	80	120	32	64	64	96
Weapon Attunement (single sharp/blunt; double sharp/blunt; dagger)	30	40	40	50	30	40	40	50	30	40	40	50